

Mega Man Legends 2 Guide

by Estil

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Index:
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1. Introduction
2. Game Mechanics
3. Mega Buster
4. Special Weapons
5. Body Parts
6. Normal Items
7. Key Items
8. Intro Stage
9. Abandoned Mines at Calinca Island
10. Forbidden Island
11. Pokte Village at Manda Island
12. First Key Ruins: Manda (Forest) Ruins
13. Ruminoa City at Nino Island & Calbania Island
14. Second Key Ruins: Nino (Water) Ruins
15. Kimotoma City at Saul Kada Island
16. Third Key Ruins: Saul Kada (Fire) Ruins
17. Yosyonke City at Calinca Island
18. Fourth Key Ruins: Calinca (Ice) Ruins
19. Elysium
20. Mother Zone
21. License Tests and Sub-Ruins
22. Sub-Quests
23. MegaMan's Reputation
24. Secrets and Tips
25. Legal

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1. Introduction:
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Welcome to the official Mega Man Network Guide for Mega Man Legends 2, the third installment in the Mega Man Legends series and the sequel of Mega Man Legends. 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, may cause the game to crash occassionally when you try to leave the Inventory screen.

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 again the star of the show and has basically the same functions as he did in the first Legends game, along with several brand new features. First off, when MegaMan locks-on to an enemy, you will see a target appear, with red arrows if your Buster is out of range and yellow if your Buster is in range. If you lock-on to a person, the target will be light blue triangles. In addition, when your Life Gauge is fully depleted, it will begin to flash red. That means that your next hit will kill you, so be extra careful until you can get an energy refill.

Although you no longer have to worry about a Shield, there are four different kinds of Special Damage you must be careful of:

ENERGY LEAK:

If you are hit by a green gas attack from an enemy or step on a purple panel (Elysium only), then you will won't be able to fire your Buster for a short time, and your Special Weapon energy will go down QUICKLY, unless it has infinite energy. To stop the Special Weapon energy leak, just go to the menu and turn your Special Weapon off (to Lifter).

ELECTRIC:

If you land on an electrified panel, you will have a very hard time running or jumping, but it won't take away any energy. If you have the Light Barrier, the numbness will stop as soon as you leave the electrified panel. If you're wearing the Hover Shoes, then the electrified panels won't hurt you at all.

FIRE:

If you are hit by a flame attack from an enemy or land on lava, you will catch on fire, which will slowly deplete your energy until the fire goes out. If you have the Flame Barrier, you won't catch fire from enemy attacks and although you will still catch on fire if you're on lava, it will immediately go out as soon as you step out of it. If you land on lava, you're energy will go down VERY quickly unless you're wearing the Asbestos Shoes.

BLUE FIRE:

If you are hit by blue fire or touch a blue fire floor, you will catch on blue fire which will slowly deplete your energy until it goes out, just like regular fire. Unfortunatley, neither the Flame Barrier or Asbestos Shoes will protect you from it.

Roll 101
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Roll Caskett is back and just like the first Legends game, can create Special Weapons, Shoes, and even the Adapter Plug out of parts you find or buy, and can also change or improve your Special Weapons. You are only allowed to do all this if you talk to Roll inside the Flutter (or during the Birdbot Battles at Nino Island where she has her tools with her). There is no Spotter's Car this time; the Flutter is your main source of

transportation. You can also give her money to make repairs and buy things for the Flutter. Finally, you can even buy three presents for her from the General Store as well as several other Flutter furnishings.

Data 101

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MegaMan's best friend is back and just like the first Legends game, he can recharge both your Life Gauge and Special Weapons Gauge, give you helpful advice, 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.

Terra 101

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Unlike in the other two Legends games that took place on only one island (Ryship in MOTB and Kattelox in Legends 1), this Legends installment takes place on six different islands. You are only allowed to visit those islands with yellow arrows (islands you've previously visited) and the one marked with the red arrow (where you should go next). Here is a list of every island in the game:

CALINCA ISLAND (Yosyonke City):

Very first island you visit, this is where Roll finds the dropship that will allow MegaMan to go to Forbidden Island. Much later on, you will find the Fourth Key Ruins here at the Church. In addition, you'll also find the Post Office where you receive your letters (five in all) as well as the Condominium where Joe stays to recover from his injuries. Finally, the Church here is also one of two places where you can take the License Tests.

FORBIDDEN ISLAND:

This is where MegaMan must go to save Barrell and Bluecher aboard the Sulphur-Bottom that got caught in the maelstorm surrounding the island. This is also where you find Geetz and Sera who want you to get the Four Keys to the Mother Lode. If you revisit Forbidden Island after clearing it, the maelstorm will have stopped and the entire island will be empty (including those who were stranded before).

MANDA ISLAND (Pokte Village):

This island is home to the First Key Ruins and the Class B Sub-Ruins. In addition, you will also find the School where you can take quizzes with the Mayor and her two students for prizes.

NINO ISLAND (Ruminoa City):

This island is home of the Second Key Ruins, but cannot be explored until after you defeat the Birdbot forces here, then the Birdbot Fortress at Calbaina Island, and finally Glyde's Main Ship back here. Finally, this is the other one of two places where you can take the License Tests.

CALBAINA ISLAND (Kito Village):

This island is not only home to the Birdbot Fortress that you must clear before going into the Second Key Ruins, but also the Class A Sub-Ruins. In addition, this is also home of Shu and her two little twin brothers, Appo and Dah.

SAUL KADA ISLAND (Kimotoma City):

Home of the Third Key Ruins and the Class S Sub-Ruins, this island is also

where you can compete at the Kimotoma Raceway (similar to the races you did in the first Legends game).

Flutter 101

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This is your form of transportation for this game. Unlike the first Legends game, which only had MegaMan's, Roll's, and Barrell's bedrooms, along with the living room, the Flutter in this game has many, many more rooms in addition to the ones above. There are several places inside the Flutter where you can find zenny and other Items as well.

BRIDGE (Deck 1, brown door with ship wheel):

This is where the Flutter is steered from, and where you will find both Roll and Data. You can recharge and save with Data like usual, but by talking with Roll, you can have Special Weapons and other Items made from parts, as well as changing and improving of Special Weapons.

MEGAMAN'S ROOM (Deck 1, blue door with a "M"):

Inside MegaMan's Room, be sure to check inside the light blue chest next to his desk for 1000z. If you bought the Comic Book and Game Cartridge from the General Store, you'll find them on the bed and on the brown crate nearest the door, respectively.

ROLL'S ROOM (Deck 1, red door with a "R"):

Here you can read Roll's Diary. Entries in red are new ones that you haven't read yet. Some entries are automatic, others only appear under certain circumstances. Check the Legends 2 Game Script to find out what they all are. If you bought any of Roll's Presents from the General Store, you'll find the Stuffed Doll on the couch, the Cushion in front of the couch, and the Model Ship flying around the room (leap up and grab on it to ride it if you'd like!). If you bought the Houseplant from the General Store, you'll find it between the couch and bed. If you bought the Wallpaper from the General Store, the room's walls will be in a red and white checkered design.

BARRELL'S ROOM (Deck 1, tan door with a "B"):

Here you can check Barrell's Files at the bookcase on the left wall. There you can find out about Barrell's first visit to Forbidden Island, his discovery of MegaMan, the adventures on Kattelox Island from the first Legends game, and a Digger's Manual where you can find out the basics of being a Digger. Be sure to check the nightstand next to Barrell's bed for a letter from Roll's mother, Matilda, from ten years ago. Also, be sure to check Barrell's bed for 5000z and the dresser (with the Flutter model) for 1000z. If you bought the Vase from the General Store, it'll be between the bookcase and the desk. If you bought the Painting from the General Store, it will be above the nightstand.

TOILET (Deck 2, tan door):

Here you will find the toilet, which if you bought the Toilet Cleaner from the General Store, will have blue water and a fresh scent if you check it.

STORAGE ROOM (Deck 2, blue door):

Here, check the large blue chest for the Broken Motor.

LIVING ROOM (Deck 2, orange door):

Here you will find the new TV and the Newspaper that you can read (if you bought them).

BATHROOM (Deck 2, left door from Living Room):

Here you will find the Flutter's bathtub, which is only used for a Sub-Quest.

KITCHEN (Deck 2, right door from Living Room):

If you bought the Refrigerator, you can check it and get a Picnic Lunch, which will fully recharge your Life Gauge. You can only carry one at a time, but you can come back for another one after you use it.

ENGINE ROOM (Deck 3, green door):

This room has the Flutter's engine. Check the small wall panel on the right for 2000z.

HANGER (Deck 3, blue door):

This is where the dropship from Yosyonke is stored when it's not used. The red door in the back leads to the Lab.

LAB (Deck 3, red door at the Hanger):

This is the lab where Roll works. Check the desk here for the Rapid Fire.

Sulphur-Bottom 101

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This gigantic ship serves as Bluecher's home base and where you go to turn in each of the Four Keys to the Mother Lode (go to Bluecher's Office with each Key). The Flutter is parked at Deck 3, where you can also find a Junk Shop in the northwest corner. Be sure to also check the single red crate next to the green pillar to the right of the double doors here for the Heavy Duty Gear, and also check the group of four red crates on the west wall for 1000z. Then check the northeast stack of crates nearest the Flutter for 1800z. Also be sure to check the plant inside the southeast room of Deck 1 for 500z and the plant inside Bluecher's Office for 2000z.

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. Now enemies can sometimes leave blue Weapon Prisms, which will refill some of your Special Weapon energy. Zenny from defeated enemies comes in six denominations:

Purple: 500z

Red: 300z

Pink: 250z

Yellow: 100z

Green: 50z

White: 10z

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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 31 Buster Parts in all. Unlike in the first Legends game, there are no Buster Parts that are assembled from parts; all the Buster Parts here come ready to use when bought or found. 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. The Mega

Buster can fire an infinite number of shots and how effective the shots are in combat depends on the following ratings (all four ratings are on a scale from 0-7):

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

0: Small Pink
1: Large Pink
2: Small Green
3: Large Green
4: Small Yellow
5: Large Yellow
6: Small Blue
7: Large Blue

Energy (E): How many shots can be on screen at once:

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 THAT CAN BE BOUGHT FROM THE JUNK STORE:

(available at the start of the game):

Power Raiser (A:+2): 1600z

Turbo Charger (E:+2): 800z

Range Booster (R:+2): 1200z

(after completing Forbidden Island):

Blaster Unit (A:+1/E:+2): 3000z

Buster Unit (A:+1/R:+2): 4000z

Autofire Unit (E:+2/D:+1): 2500z

(after collecting the First Key):

Upgrade Pack (A/E/R:+1): 4000z

Booster Pack (A/E/D:+1): 4000z

(after giving the Second Key to Bluecher):

Power Raiser Alpha (A:+4): 16,000z

Turbo Charger Alpha (E:+4): 8000z

Rapid Fire Alpha (D:+4): 10,000z

(after giving the Third Key to Bluecher):

Blaster Unit Omega (A:+2/E:+3): 10,000z

Buster Unit Omega (A:+2/R:+3): 10,000z

Power Blaster Omega (A:+3/D:+2): 25,000z

(after giving the Fourth Key to Bluecher):

Power Raiser Omega (A:MAX): 800,000z

Range Booster Omega (R:MAX): 600,000z

Rapid Fire Omega (D:MAX): 500,000z

Upgrade Pack Omega (A:+1/E:+3/R:+3): 35,000z

BUSTER PARTS THAT CAN BE FOUND INSIDE THE RUINS:

Turbo Charger Omega (E:MAX): Found inside the Fourth Key Ruins.

Range Booster Alpha (R:+4): Found inside the Second Key Ruins.

Rapid Fire (D:+2): Found inside the small tan desk inside the Flutter's Lab.

Power Blaster (A:+2/D:+1): Found inside the Second Key Ruins.

Sniper Unit (E:+1/R:+2): Found inside the Class A Sub-Ruins.

Sniper Unit Omega (E:+2/R:+3): Found inside the Defense Area of Elysium.

Autofire Unit Omega (E:+3/D:+2): Found inside the Third Key Ruins.

Energizer Pack (E/R/D:+1): Won from the Mayor's Quiz at Pokte Village.

Booster Pack Omega (A:+3/E:+3/D:+1): Found inside the Defense Area of Elysium.

Energizer Pack Omega (E:+3/R:+1/D:+3): Found inside the Defense Area of Elysium.

Accessory Pack (A/E/R/D:+1): Found inside the Birdbot Fortress.

Accessory Pack Alpha (A/E/R:+2/D:+1): Found inside the Side Area of Elysium.

Accessory Pack Omega (A/E/R/D:MAX): Available from the very start and automatically equipped when playing on Easy Mode.

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4. Special Weapons:
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There are 15 Special Weapons in this game and are each made from two different parts. All the Special Weapons from the first Legends game return (except for the Grenade Arm and Grand Grenade) along with five brand new Special Weapons!

Special Weapons are assembled and equipped by Roll inside the 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. Unlike in the first Legends game, where none of the weapons allowed you to move while using, some of these Special Weapons will allow you to move while using it. 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.

A new feature for the Special Weapons is that each one has two gauges, green and blue. The green gauge depletes as you fire the Special Weapon, and once the green gauge runs out, you cannot fire that weapon until it replenishes itself. The blue gauge represents the Special Weapon's energy, and is depleted whenever the green gauge reloads. When the blue gauge runs dry, you cannot fire that Special Weapon anymore period (until you get it refilled, of course).

If a Special Weapon's rating can be upgraded, it can be upgraded up to three levels. Otherwise, the rating cannot be upgraded at all. 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).

CRUSHER:

Parts: Soft Ball, Taser

Legends 1 equivalent: New weapon

Special Rating: Time fireball remains

Move While Firing?: No

Use: This will launch a large pink fireball that will suck in nearby enemies and deal serious damage.

Ratings:

A: 100,000z-->1,000,000z-->3,000,000z

E: 75,000z-->95,000z-->115,000z (MAX)

R: -0-

D: -0-

S: 100,000z-->800,000z-->3,000,000z

BUSTER CANNON:

Parts: Thick Pipe, Artillery Notes (Mechanical Notes #2)

Legends 1 equivalent: New weapon

Special Rating: None

Move While Firing?: No

Use: This will fire a small blue beam one at a time that tracks the nearest target, and cause you to get kicked back a little. This weapon is most useful for the Birdbot battles at Nino Island and at the Birdbot Fortress at Calbania Island.

Ratings:

A: 30,000z-->50,000z-->500,000z

E: 30,000z-->60,000z-->120,000z (MAX)

R: 30,000z-->50,000z-->60,000z

D: -0-

S: -0-

HYPER SHELL:

Parts: Rusty Bazooka, Firecracker

Legends 1 equivalent: Powered Buster

Move While Firing?: No

Special Rating: Wider explosive power when enemy is hit

Use: Fires a large, powerful missile like a bazooka. You can only fire one missile at a time. If an enemy is hit, it will create an explosive shockwave that will take out other nearby enemies as well.

Ratings:

A: 60,000z-->100,000z-->200,000z

E: 30,000z-->60,000z-->120,000z (MAX)

R: 25,000z-->75,000z-->120,000z

D: -0-

S: 10,000z-->50,000z-->100,000z

HOMING MISSILE:

Parts: Bottle Rocket, Radar Notes (Mechanical Notes #1)

Legends 1 equivalent: Active Buster

Special Rating: Homing capacity

Move While Firing?: Yes

Use: This fires a small missile that can track its target.

Ratings:

A: 10,000z-->120,000z-->1,000,000z

E: 15,000z-->30,000z-->500,000z (INFINITE)

R: 5000z-->30,000z-->60,000z

D: 10,000z-->30,000z-->100,000z

S: 10,000z-->30,000z-->1,000,000z

GROUND CRAWLER:

Parts: Bowling Ball, Rusted Mine

Legends 1 equivalent: New weapon

Special Rating: Homing capacity

Move While Firing?: Yes

Use: Fires bombs that roll along the ground and explode after a short time. It can also track the nearest target.

Ratings:

A: 2000z-->4000z-->6000z

E: 3000z-->5000z-->7000z (MAX)

R: 1000z-->1500z-->2000z

D: 1500z-->2500z-->3500z

S: 5000z-->7500z-->18,000z

VACUUM ARM:

Parts: Broken Motor, Broken Vacuum

Legends 1 equivalent: Vacuum Arm

Special Rating: Suction speed

Move While Firing?: No

Use: This will allow to suck up nearby zenny, Energy Cubes, and Weapon Prisms, just like a vacuum cleaner!

Ratings:

A: -0-

E: 1000z-->10,000z-->100,000z (INFINITE)

R: 1000z-->2000z-->4000z

D: -0-

S: 1000z-->2000z-->5000z

REFLECTOR ARM:

Parts: Superball, Bomb Schematic

Legends 1 equivalent: New weapon

Special Rating: None

Move While Firing?: Yes

Use: Fires similar to a BB gun at first, but can bounce off a wall and explode.

Ratings:

A: 5000z-->7000z-->35,000z

E: 4000z-->5500z-->7000z (MAX)

R: 2000z-->3000z-->5000z

D: 3000z-->4500z-->6000z

S: -0-

SHIELD ARM:

Parts: Shield Generator, Shield Notes (Mechanic Notes #5)

Legends 1 equivalent: Shield Arm

Special Rating: None

Move While Firing?: Yes

Use: When activated, this will create an aurora around you that will protect you from most enemy attacks. You cannot use your Buster while the aurora is active.

Ratings:

A: -0-

E: 12,000z-->15,000z-->18,000z (INFININTE)

R: -0-

D: -0-

S: -0-

BLADE ARM:

Parts: Zetsabre, Beamblade Notes (Mechanic Notes #4)

Legends 1 equivalent: Blade Arm

Special Rating: None

Move While Firing?: No

Use: Back from the first Legends game, but much cooler looking this time!

This is a rainbow colored beam sabre that is just like Zero's Z-Sabre from the X Series! By tapping the Special Weapon button twice, you can create a very cool three swipe combo!

Ratings:

A: 100,000z-->300,000z-->500,000z

E: 10,000z-->50,000z-->200,000z (INFINTE)

R: 50,000z-->200,000z-->600,000z

D: -0-

S: -0-

SHINING LASER:

Parts: Laser Manual, Green Eye

Legends 1 equivalent: Shining Laser

Special Rating: None

Move While Firing?: No

Use: Just like in the first Legends game, this is by far the most powerful weapon in this game. This fires a large laser that can cut through multiple targets and can eliminate nearly all enemies in one shot and take out bosses (even the Final Boss) in a matter of seconds.

Ratings:

A: 50,000z-->500,000z-->5,000,000z

E: 100,000z-->1,000,000z-->9,999,999z (INFINITE)

R: 100,000z-->500,000z-->1,000,000z

D: -0-

S: -0-

MACHINE GUN ARM:

Parts: Long Barrel, Broken Model Gun

Legends 1 equivalent: Machine Buster

Special Rating: None

Move While Firing?: Yes

Use: This will fire small bullets just like a machine gun! You can even see the bullet shells pop out of the gun just like a real one!

Ratings:

A: 3000z-->30,000z-->100,000z

E: 5000z-->15,000z-->25,000z (MAX)

R: 1000z-->5000z-->10,000z

D: 2000z-->20,000z-->50,000z

S: -0-

SPREAD BUSTER:

Parts: Sower, Spreadfire Notes (Mechanic Notes #3)

Legends 1 equivalent: Spread Buster

Special Rating: Can fire in five directions instead of three when upgraded.

Move While Firing?: Yes

Use: Fires just like the Buster, but fires in three directions. Ratings:

A: 10,000z-->20,000z-->30,000z

E: 10,000z-->15,000z-->18,000z (MAX)

R: 6500z-->8000z-->10,000z

D: 5000z-->7500z-->9000z

S: 100,000z (upgrades to MAX rating immediately)

AQUA BLASTER:

Parts: None

Legends 1 equivalent: New weapon

Special Rating: None

Move While Firing?: No

Use: The very first Special Weapon you have. You can put out fires with it.

That's basically about it. Can be used only in the Intro Stage and during the Glyde's Main Ship battle.

Ratings:

A: -0-

E: INFININTE

R: -0-

D: -0-

S: -0-

HUNTER SEEKER:

Parts: Sensor, Autofire Notes (Mechanic Notes #6)

Legends 1 equivalent: Splash Mine

Special Rating: Time before mine goes off

Move While Firing?: Yes

Use: Fires a small mine that stops, floats in the air, and then explodes

after a short time. You can only fire one at a time. Ratings:

A: 10,000z-->15,000z-->30,000z

E: 10,000z-->20,000z-->30,000z (MAX)

R: -0-

D: -0-

S: 10,000z-->100,000z-->500,000z

DRILL ARM:

Parts: Broken Drill, Heavy Duty Gear

Legends 1 equivalent: Drill Arm

Special Rating: None

Move While Firing?: No

Use: Used to drill through weak walls inside the First Key Ruins and Second Key Ruins, and the dirt wall inside the Class B Sub-Ruins. Just like in the first Legends game, it can also knock away the Shields from the Shield Reaverbots.

Ratings:

A: 1000z-->2000z-->3000z

E: 1000z-->1500z-->2000z

R: -0-

D: -0-

S: -0-

===== 5. Body Parts:

HELMET:

Normal Helmet: Guards against knockdown. Found inside the First Key Ruins.

Padded Helmet: This will allow to easily tumble dodge attacks when hit more than once. Available at a Junk Shop for 10,000z after giving the Second Key to Bluecher.

ARMOR:

Normal Armor: Guards against knockdown. Available at a Junk Shop for 3500z right at the start of the game.

Padded Armor: Reduces damage by 25%. Available at a Junk Shop for 15,000z after completing Forbidden Island.

Padded Armor Omega: Reduces damage by 25% and guards against knockdown. Available at a Junk Shop for 25,000z after giving the First Key to Bluecher.

Link Armor: Reduces damage by 50%. Available at a Junk Shop for 40,000z after giving the Second Key to Bluecher.

Link Armor Omega: Reduces damage by 50% and guards against knockdown. Available at a Junk Shop for 60,000z after giving the Third Key to Bluecher.

Kevlar Armor: Reduces damage by 75%. Available at a Junk Shop for 80,000z after giving the Fourth Key to Bluecher.

Kevlar Armor Omega: Reduces damage by 75% and guards against knockdown. Available at a Junk Shop for 100,000z after completing the Defense Area of Elysium.

SHOES:

Jet Skates: These allow you to skate very fast making travel quicker and easier. You can also skate off a ledge or hill and make a long jump. Made from the Old Hoverjets and Rollerboard.

Hover Shoes: Designed especially for the First Key Ruins, these will protect you from electrified floors. Made from the Light Chip.

Hydro Jets: Designed especially for the Second Key Ruins, these will allow you to use Jet Skates underwater. Made from the Aqua Chip.

Asbestos Shoes: Designed especially for the Third Key Ruins, these will

prevent you from remaining on fire after stepping out of lava (you'll still be on fire while standing in the lava, though). Made from the Resistor Chip.

Cleated Shoes: Designed especially for the Fourth Key Ruins, these will prevent you from sliding on icy surfaces. Made from the Spike Chip.

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6. Normal Items:
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BIONIC PARTS:

These add an additional point to your Life Gauge capacity.

6: 1000z
7: 5000z
8: 10,000z
9: 30,000z
10: 50,000z

ENERGY CANTEEN:

Can be bought at the Junk Shop for 600z and includes 5 extra units of Energy. Refills cost 500z. This allows you to refill your Life Gauge at any time. Extra Packs can also be purchased at the Junk Shop (and include a free refill of the Canteen):

6: 3000z
7: 4000z
8: 5000z
9: 6000z
10: 7500z
11: 10,000z
12: 12,500z
13: 15,000z
14: 17,500z
15-99: 20,000z each

MEDICINE BOTTLE:

Can be bought at the Junk Shop for 6400z and includes five units. Refills cost 500z. This allows you to heal special damage. Extra Medicine Packs can also be purchased at the Junk Shop (and include a free refill of the Bottle):

6: 9000z
7: 10,500z
8: 12,000z
9: 13,500z
10: 15,000z
11: 16,500z
12: 18,000z
13-99: 20,000z

OTHER POWER-UPS:

Hyper Cartridge: Will fully recharge your Special Weapon energy. Available at a Junk Store for 2000z after giving the First Key to Bluecher.

Picnic Lunch: Will fully recharge your Life Gauge. Found inside Flutter.

Fried Chicken: Will fully recharge your Life Gauge. Found inside the Birdbot Fortress.

ROLL'S PRESENTS (from General Store):

(after defeating Tron's Crabbot in Pokte Village):

Stuffed Animal: 5000z
Model Ship: 100,000z

(after giving the First Key to Bluecher):
Cushion: 20,000z

FLUTTER FURNISHINGS (from General Store):

(after completing Forbidden Island):

Toilet Cleaner (Toilet Room): 1500z

(after collecting the First Key):

Houseplant (Roll's Room): 5000z

Comic Book (MegaMan's Room): 1200z

Vase (Barrell's Room): 30,000z

(after giving the Second Key to Bluecher):

Wallpaper (Roll's Room): 45,000z

Painting (Barrell's Room): 60,000z

Game Cartridge (MegaMan's Room): 40,000z

BARRIERS:

Light Barrier: Will protect you from electrical attacks and render electrified panels harmless. Can be bought for 50,000z at a Junk Store after giving the First Key to Bluecher.

Flame Barrier: Will protect you from fire attacks (but NOT blue fire attacks from the Fourth Key Ruins) and you will not remain on fire after stepping out of lava. Can be bought for 150,000z at a Junk Store after giving the Second Key to Bluecher.

SHOE DEVELOPMENT ITEMS:

Rollerboard: One of two parts needed to make the Jet Skates. Can be bought at a Junk Store for 3000z.

Old Hoverjets: One of two parts needed to make the Jet Skates. Found inside the Abandoned Mine at Yosyonke.

Light Chip: Needed to make the Hover Shoes. Can be bought for 30,000z at a Junk Store.

Aqua Chip: Needed to make the Hydrojets. Can be bought for 10,000z at a Junk Store after giving the First Key to Bluecher.

Resistor Chip: Needed to make the Asbestos Shoes. Can be bought for 200,000z at a Junk Store after giving the First Key to Bluecher

Spike Chip: Needed to make the Cleated Shoes. Found at Yosyonke City after defeating the Gomoncha.

SPECIAL WEAPON DEVELOPMENT ITEMS:

Joint Plug: Needed to make the Adapter Plug. Can be bought at a Junk Store for 100,000z after defeating Glyde's Main Ship at Nino Island.

Broken Vacuum: One of two parts needed to make the Vacuum Arm. Found at Yosyonke City.

Broken Motor: One of two parts needed to make the Vacuum Arm. Found inside the Flutter.

Long Barrel: One of two parts needed to make the Machine Gun Arm. Can be bought at a Junk Store for 1000z after completing Forbidden Island.

Broken Model Gun: One of two parts needed to make the Machine Gun Arm. Found inside the Abandoned Mines at Calinca Island.

Broken Drill: One of two parts needed to make the Drill Arm. Found at Pokte Village.

Heavy Duty Gear: One of two parts needed to make the Drill Arm. Found inside the Sulphur-Bottom.

Bowling Ball: One of two parts needed to make the Ground Crawler. Found at Pokte Village.

Rusted Mine: One of two parts needed to make the Ground Crawler. Found inside the First Key Ruins.

Bottle Rocket: One of two parts needed to make the Homing Missile. Can be bought at a Junk Store for 1000z after completing Forbidden Island.

Superball: One of two parts needed to make the Reflector Arm. Can be bought

at a Junk Store for 500z after giving the Second Key to Bluecher.

Bomb Schematic: One of two parts needed to make the Reflector Arm. Found inside the Class B Sub-Ruins.

Thick Pipe: One of two parts needed to make the Buster Cannon. Found inside the First Key Ruins.

Green Eye: One of two parts needed to make the Shining Laser. Found inside the Defense Area of Elysium.

Laser Manual: One of two parts needed to make the Shining Laser. Found inside the Fourth Key Ruins.

Sower: One of two parts needed to make the Spread Buster. Found inside the Second Key Ruins.

Taser: One of two parts needed to make the Crusher. Can be bought from the Shady Dealer at Kimotoma City for 10,000z.

Soft Ball: One of two parts needed to make the Crusher. Found inside the Third Key Ruins.

Zetsabre: One of two parts needed to make the Blade Arm. Won from the Mayor's Ultimate Quiz at Pokte Village or purchased from the Mayor for 2,000,000z.

Shield Generator: One of two parts needed to make the Shield Arm. Found inside the Fourth Key Ruins.

Rusty Bazooka: One of two parts needed to make the Hyper Shell. Found inside the Class A Sub-Ruins.

Firecracker: One of two parts needed to make the Hyper Shell. Given by the Guildmaster's Assistant after defeating Glyde at Nino Island.

Sensor: One of two parts needed to make the Hunter Seeker. Found inside the Class S Sub-Ruins.

MECHANIC NOTES:

Radar Notes (#1): One of two parts needed to make the Homing Missile. Found in Yosyonke City.

Artillery Notes (#2): One of two parts needed to make the Buster Cannon. Found inside the Class B Sub-Ruins.

Spreadfire Notes (#3): One of two parts needed to make the Spread Buster. Found inside the Second Key Ruins.

Beam Blade Notes (#4): One of two parts needed to make the Blade Arm. Found inside the Third Key Ruins.

Shield Notes (#5): One of two parts needed to make the Shield Arm. Found inside the Third Key Ruins.

Autofire Notes (#6): One of two parts needed to make the Hunter Seeker. Found inside the Class S Sub-Ruins.

MYSTERY ITEMS:

Reaverbot Eye: Can be bought from the Shady Dealer at Kimotoma City for 100,000z, and then can be resold to the Junk Store owner (must use back door) at Yosyonke City for up to 300,000z.

Cute Piggy: Given by Shu after rescuing her from the Birdbot Fortress. Can either be sold for 5000z or given to the Pig Farmer at Nino Island (she says she'll turn him into bacon, but changes her mind and keeps him as a pet instead).

Reaverbot Claw: Given by the Junk Store owner at Yosyonke from the back door. Can be sold to the Shady Dealer at Kimotoma for 50,000z.

Notes: Won from the Older Student's First Quiz at Pokte Village. Give this to Shu at Kito Village after clearing the Birdbot Fortress.

Pencil: Won from the Younger Student's First Quiz at Pokte Village. Give this to Shu at Kito Village after clearing the Birdbot Fortress.

Textbook: Won from the Mayor's Quiz at Pokte Village. Give this to Shu at Kito Village after clearing the Birdbot Fortress.

Pokte Tea: Won from the Older Student's Second Quiz at Pokte Village. Can be sold at any Junk or General Store for 2500z.

Mug: Won from the Older Student's Third Quiz at Pokte Village. Can be sold

at any Junk or General Store for 12,500z.

Pokte Pastry: Won from the Older Student's Fourth Quiz at Pokte Village.

This will fully recharge your Life Gauge.

Candy Apple: Won from the Younger Student's Second Quiz at Pokte Village.

This will recharge half your Life Gauge.

Candy Bar: Won from the Younger Student's Third Quiz at Pokte Village. This will recharge half your Life Gauge.

Strange Juice: Won from the Younger Student's Fourth Quiz at Pokte Village.

This will recharge half your Life Gauge.

REFRACTORS:

These are the main prizes for defeating the boss of the three Sub-Ruins.

These can be sold at any Junk or General Store for the specified value:

Refractor B: 30,000z

Refractor A: 50,000z

Refractor S: 100,000z

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7. Key Items:

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THE FOUR KEYS TO THE MOTHER LODGE:

First Key: Key to the Mother Lode; found on Manda Island.

Second Key: Key to the Mother Lode; found on Nino Island.

Third Key: Key to the Mother Lode; found on Saul Kada Island.

Fourth Key: Key to the Mother Lode; found on Calinca Island.

DIGGER'S LICENSES:

Class C License (Easy Mode only): License needed to enter Class C ruins.

Class B License: License needed to enter Class B ruins.

Class A License: License needed to enter Class A ruins.

Class S License: License needed to enter Class S ruins.

Class SS License (Very Hard Mode only): License given to high-level Diggers.

QUEST ITEMS:

Adapter Plug: Made from the Joint Plug, this will allow you to equip three Buster Parts simultaneously instead of just two.

Rebreather: Allows MegaMan to breathe underwater inside the Second Key Ruins.

Refractor: Found in the Abandoned Mines and used to power the dropship for Forbidden Island.

Blue Card Key: Used to unlock the second half of the First Key Ruins.

Door Card Key 1, 2, & 3: Used to unlock the gates inside the Birdbot Fortress at Calbania Island.

Water Key 1 & 2: Used to unlock the door to the Second Key inside the Second Key Ruins.

Blue & Red Bonne Keys: Used to unlock the gates of Kimotoma City.

First Floor Key: Used to unlock the final door of the Third Key Ruins.

Train Key: Used to unlock the Train at Yosyonke.

Blue and Red Barrier Keys: Used to unlock the barriers in the Fourth Key Ruins.

Last Room Key 1, 2, & 3: Used to unlock the boss door of the Fourth Key Ruins and the Fourth Key.

Giant Refractor: Used to unlock the elevator at Elysium which will give you a shortcut to the Central Area.

LETTERS:

Twins' Letter 1: First Letter from Appo and Dah.

Twins' Letter 2: Second Letter from Appo and Dah.

Twins' Letter 3: Third Letter from Appo and Dah.
Servbot Letter 1: First letter from the Servbots.
Servbot Letter 2: Second letter from the Servbots.

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8. Intro Stage:
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This Intro Stage is a little different than what you're used to from the other two MegaMan games. In the other two Legends games, the Intro Stage was designed to get you used to the basic controls for that game. This time, there's a separate Tutorial Level at the Title Screen that will teach you the basic controls.

In the Intro Stage of this game, you must save Data from a kitchen fire in the Flutter. To do so, you must put out all the fires in all three rooms (hallway, Living Room, Kitchen). To put out the fire, just lock-on to each fire and fire away with your Aqua Blaster until it goes out. You'll only be able to use it for a few seconds at a time, and if it's green energy meter runs dry, you must give it a few seconds to recharge. You must put out all the fires in each room before you can move on to the next. In the Kitchen, if Data catches on fire, you better put it out or else Data might slam into you in panic! After finishing this level (regardless of whether or not you put out the fires before Roll turned the sprinklers on), you'll move on to the next phase of this game. Later, talk to Roll to pay to have the Living Room and Kitchen repaired, which will cost 2000z-8000z depending on how quickly you put out all the fires.

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9. Abandoned Mines at Calinca Island:
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Pre-Abandon Mines Walkthrough
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After landing on Calinca Island, go directly north from where you're facing towards the green sign to enter the town. You'll then see a sign with an arrow that reads "Junk Shop". Go inside and after the conversation, leave. Before meeting up with Roll again however, check around town for some cash and some Items. First, check the Trash Can to the right of the General Store (to the right of the Junk Store) for the Mechanical Notes #1. Now go inside the northeast House (the one with a woman in a red coat inside). Check the glass case between the bookcases for the Broken Vacuum. Leave this house and check behind it for a Trash Can with 1000z inside.

Now you're ready to meet up with Roll who is waiting in front of the big Storage Building (Joseph's Lab) next to the Flutter. Talk with Roll and tell her not to worry, that her father is alive. Now both of you will go inside and see a dropship that looks just like the one in Roll's plans, along with Joe's daughter who says that her father Joe went to the Abandoned Mines to get a Refractor for the dropship. Leave Joseph's Lab and head south towards the brown gate near the Flutter. Now go east along the railroad track and take out any Reaverbots that pop out (but be careful not to shoot Roll!) on your way to the Abandoned Mines entrance.

Abandoned Mines Walkthrough
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Upon entering, follow Roll east and then north to the door Roll is standing next to. The south room here doesn't have anything so enter the northern door. You can follow Roll east and then east again to the Elevator if you'd like, but if you want a Special Weapon part (and a little cash), go through the northern door instead of east. Take out the two Green Reaverbots and proceed to the northern door (the eastern room is empty). Now proceed east (there's only one way to go now) and take out another Green Reaverbot. Now enter the next door east and destroy two more Green Reaverbots. Continue south until you find a Treasure Box with the Broken Model Gun. Now, make your way back to where Roll was (go to the room that's green on your map and has a blue and black square; that marks where the Elevator is). Now go down this Elevator to the next part of the Abandoned Mines.

This time, you do not have a Map for this part of the Abandoned Mines (except for where you've already visited), so pay close attention to my directions. Go west to the door directly in front of the Elevator to find a small room with two Treasure Boxes and a Green Reaverbot. The left Treasure Box has 300z and the right one has 100z. Leave this room and head south. Defeat the Walking Reaverbot and turn west down a long hallway to another Walking Reaverbot and a door. Enter to find a Treasure Box with 500z. Leave and proceed north to find another pair of Green Reaverbots and two ways to go, straight north and west. Go north first. At the Walking Reaverbot, defeat it and go east to find and defeat another one if you want the extra zenny. Now go through the door just west of the Walking Reaverbot and collect the Old Hoverjets inside the Treasure Box. Once the trio of Green Reaverbots that dropped by are defeated, leave and go back south and then west down the path you ignored before. Enter the door and go down the Elevator inside. Enter the next door and you'll find an injured Joe and a blue Refractor. You'll now have to go through the next room east to face the boss.

Boss

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HAMMER BARREL REAVERBOT:

This boss looks kinda like a walking half barrel with hammer-like arms. In any event, your first boss in this game, as expected, is quite easy.

ATTACKS:

1. If you get too close to the front, the boss will smash the ground (or you perhaps!) and create a blue shockwave. Just leap over the shockwave and you'll be fine. The boss will also shake before unleashing this attack, so be ready when he does.
2. Sometimes, the boss will simply try to swat you away like a bothersome insect!
3. (<2/3 energy) The boss will begin to use a much smaller, one handed yellow shockwave, but it doesn't go very far.

HOW TO DEFEAT THE HAMMER BARREL REAVERBOT:

You can just circle and fire to defeat the boss, since it can be hurt anywhere you shoot it. But you'll deliver a lot more damage if you can hit its red tail. You'll know you hit the tail if the boss grabs it with its hands after you blast it. Keeping locked on to the boss and circling is the best way to get a good shot on its weak spot. Either way, the boss is not very hard at all.

Walkthrough (continued)

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After defeating the Reaverbot Boss and collecting the zenny, go back to Joe

and you find that Roll came to check on him. Talk with the pair and then collect the refractor. After talking with Joe in the Hospital (or Condominium) and getting his permission to use his dropship, go back to the Flutter and head for Forbidden Island.

Item Review

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

BODY PART:

1. Old Hoverjets

SPECIAL WEAPONS PARTS:

1. Mechanical Notes #1 (Radar Notes)
2. Broken Vacuum
3. Broken Model Gun

ZENNY:

1. 1000z
2. 300z
3. 100z
4. 500z

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10. Forbidden Island:

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Walkthrough

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With the Refractor in hand and after Joe gives you and Roll permission to use his dropship, head back to the Flutter and have Roll take you to Forbidden Island using the new dropship.

After landing on Forbidden Island, proceed north and defeat several Cricket Reaverbots that will pop out of the snow. After defeating them, you'll find a few people frozen in snow as well as a mysterious woman unconscious inside another dropship. Proceed north past that dropship and continue north. You'll soon come across a Person Reaverbot that will start attacking you if you hit it or if you run into it. After defeating (or ignoring if you'd like) it, you'll find a pair of Person Reaverbots and then one more before you reach the boss.

Boss

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WOLF REAVERBOT:

This is the mini-boss of Forbidden Island.

ATTACKS:

1. Its only real attack is that it will run around you in a circle and then try to pounce on you. Just leap or move aside quickly to avoid being pounced on.
2. This is not really an attack, but rather a defensive advantage; it has a big hole in its middle that your Buster shots can pass through without hurting it.

HOW TO DEFEAT THE WOLF REAVERBOT:

Simply keep locked-on it and blast away (it will be knocked down for about one second after you hit it) while it's running. Avoid being pounced on and be mindful of the big hole in the boss' center. Again, a pretty easy boss.

Walkthrough (continued)

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Now continue north (and take out any Gray Reaverbots that pop out and try to get in your way) until you find a big hill of snow. A Mammoth Reaverbot will pop out of the snow hill! Defeat it and proceed east and you'll find two others hiding in nearby snow hills. Go past the metal pole ahead and continue east to find more Mammoth Reaverbots that will appear out of the other side and try to charge at you! Simply take cover at one of the three side parts of the path and continue east whenever you can. At the end of this path, you have to leap over the incoming Mammoth Reaverbot to get onto the northern path. There you will find Data. Recharge and save before proceeding to the giant snow hill with a strange purple diamond and a stone tablet underneath it. Check the stone tablet to awaken the boss.

Boss

=====

GIANT MAMMOTH REAVERBOT:

This boss is just like the other Mammoth Reaverbots you faced before, but this one's HUGE!

ATTACKS:

1. It's main attack is to use it's trunk to shoot ice chunks at you. Just keep on the run and you should be able to avoid them.
2. The boss can also try to charge at you. Just keep moving and you'll be fine.
3. The boss can also leap into the air and smash the ground and create a shockwave. Just use careful timing and leap to avoid the shockwave.
4. (<1/2 energy) The boss will turn red and use its bottom to fire a red laser at you. This does a considerable amount of damage, so do your best to avoid it. At <1/4 energy, the boss will flash red.

HOW TO DEFEAT THE GIANT MAMMOTH REAVERBOT:

The best way to defeat the Giant Mammoth Reaverbot is to circle and fire (you don't have to lock-on, and in fact it may be easier if you don't) and to keep moving in order to avoid its attacks. This is definitely one battle you don't want to be standing still in.

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11. Pokte Village at Manda Island:

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Walkthrough

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Now MegaMan and Roll are aboard Bluecher's Sulphur-Bottom. Go to Bluecher's Office and talk to Barrell. Say yes to Bluecher's request and you'll now begin your quest of finding the Four Keys to the Mother Lode. Now go back to the Flutter and head for Pokte Island.

Upon landing at Pokte Island, you'll find three Servbots playing around plus a fourth at the Class B Sub-Ruins to the west. Talk with them (or even tease them by kicking and throwing them around!) if you'd like, and then go east to meet Tron's new machine.

Bonne Boss

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CRABBOT (Tron):

This is sort of like the Feldinaut from the first Legends game, but is a crab-like robot instead and is much tougher.

ATTACKS:

1. The Crabbot can fire machine guns at you from its mouth and backside. Just jump or move aside as it approaches.
2. Sometimes the Crabbot can swirl around and fire the machine gun that way, and fire at three levels. This is an especially hard attack to avoid; just keep leaping over the fire and hope for the best.
3. The Crabbot can also do a backflip into the air and crush you! But this is not hard to avoid if you know its coming.
4. The Crabbot can also pound the ground with its arms and create a shockwave. Just avoid it like all the other shockwaves you've seen.
5. Bombs may be thrown from the top of the Crabbot. These are not that hard to avoid either.
6. But the Crabbot's most devastating move is that it will swirl around and destroy at least the majority of the buildings, which you'll have to pay to have repaired! Unless you're playing on Easy Mode (and even then you have to be QUICK), this is inevitable (since the Crabbot is invincible during this time). And be sure not to get in the Crabbot's way!

HOW TO DEFEAT THE CRABBOT:

In addition to directly hurting the Crabbot, you can also shoot off its pinchers. If you do so, it won't be able to do attacks 2 and 3. This battle is fairly hard with the barrage of machine guns it fires (since once you get hit, you may get hit many more times before you can even move), but just stay on the move around the Crabbot and fire whenever you can.

Walkthrough (continued)

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After defeating Tron's Crabbot, go north to find the School (which is empty for now). Check out the pair of jars next to the School's right wall; the right one has the Broken Drill. Be sure to go back to the Flutter and use this along with the Heavy Duty Gear from the Sulphur-Bottom to make the Drill Arm; you'll need it for the First Key Ruins. Enter and leave the nearby First Key Ruins and the village's citizens will return. Go back to the village and check the Trash Can behind the Junk Shop (or where the Junk Shop would be anyway) in the southwest corner of the village to find the Bowling Ball. If the southeastern house is still standing, check the shelves inside for 1800z. The northwestern house, again if it hasn't been destroyed, has 2000z inside the chest, and 1200z inside the drawers. If you want to donate zenny to help rebuild the town, talk to the girl in the pink and orange dress walking around the western tree. Keep making 500z donations to her until she won't accept anymore; how much you must donate depends on how much damage was done, which can be up to 10,000z if everything in the village was leveled.

Item Review

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

SPECIAL WEAPONS PARTS:

1. Broken Drill

2. Bowling Ball

ZENNY:

1. 1800z
2. 2000z
3. 1200z

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12. First Key Ruins: Manda (Forest) Ruins:
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Walkthrough

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FIND FLOOR B2:

Upon entering, Roll will ask you to check the big blue control panel inside this room. You'll find that you need a key to access it, so first head west through the green door (the other two doors are locked) and take out the Tiny Snake Reaverbots that you see. Continue southwest through this hallway until you find a group of Crawling Blade Reaverbots. If you position yourself just right, you can get in between the two rows of them and be able to walk between them without getting hurt, or you can just leap to avoid them. After going through another set of Crawling Blade Reaverbots (and seeing a large bug zapper that is not working), use the Elevator to go to floor B2. Now you will find a pair of Green Frog Reaverbots. Take these out and proceed down this path in a northeast direction. You will have to defeat another pair of Green Frog Reaverbots before you reach another door where you'll face Bola for the first time.

Bola 1

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BOLA 1:

While Bola has nothing against you personally, he does reluctantly want to help his partner Klaymoor get the Mother Lode, and hopes he's not too rusty in trying to stop you!

ATTACKS:

1. First, Bola will disappear, and then send four Green Frog Reaverbots after you. After defeating them, Bola will return...
2. Then Bola will spend the rest of this battle throwing a set of three blades three times in a row, pause, and then throw the set of blades three times again. These are not hard to avoid if you don't get too close and keep moving. If you are hit, then Bola will keep firing blades until he misses three times in a row.
3. (<1/4 energy) The four Green Frog Reaverbots will return. Blast them away and resume your battle with Bola again. This time, Bola will fire the blades three times, pause, fire the blades six times, pause, fire the blades three times, and so on.

HOW TO DEFEAT BOLA 1:

Simple! Just lock-on and blast away while avoiding the blades. Not hard at all. When the Green Frog Reaverbots appear, be sure to take them out quickly, or else they will grow into Giant Orange Frog Reaverbots that will be invincible and harass you while you battle Bola!

Walkthrough (continued)

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MAP CONTROL PANEL:

After defeating(?) Bola, proceed east to another hallway with another Green Frog Reaverbot as well as five Venus Fly Trap Reaverbots that won't attack you for now. Roll will tell you about the weak wall on the right side. Use your Drill Arm (which you did remember to bring, right?) to destroy the wall and go inside to find two Treasure Boxes with 10,000z inside the left one and 5,000z inside the right one. Don't forget to activate the Map Control Panel before leaving.

RED KEY CONTROL PANEL:

Now proceed east to the next room where you'll find a non-electrified floor that's safe to walk on for now. There's also three GuruGuru Reaverbots inside along with a revolving bug zapper that is not on, but can still whap you if you're in its way! The next door north leads to a hallway with three more GuruGurus. At the end of this hallway is another door that leads back to the very first room, but now you're upstairs. Check the Red Key Control Panel to your right BEFORE dropping down. You should now be able to open the northern red door. Do so. Since you're near the entrance and Data anyway, why not save before proceeding?

ITEM CONTROL PANEL & BLUE CARD KEY:

Now you're in another hallway with Electric Blade Reaverbots. Watch out for their yellow Energy Balls and either defeat or ignore them as you proceed north. Turn the corner east to find four Bunny Reaverbots. Now you'll be inside a room with a door guarded by a pair of Shield Reaverbots and several Snake Reaverbots that will drop down from the ceiling. Be very careful of the green gas that the Shield Reaverbots shoot; if it hits you, you'll turn green and won't be able to use your Mega Buster AND your Special Weapon energy will drain quickly (switch your Special Weapon to the Lifter to avoid losing weapon energy)! It's risky, but you can try to use your Drill Arm to knock their shields away. Enter the door they were guarding to find a room with another pair of Shield Reaverbots guarding the western hallway, a door north, and the Item Control Panel at the eastern wall. Check the Item Control Panel first and then go through the northern door. Inside is a Treasure Box with the Blue Card Key! But unfortunatley, Bola will then appear for a rematch.

Bola 2

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BOLA 2:

Bola is now ready for another round against you! This time, Bola will disappear and reappear after each attack.

ATTACKS:

1. There are now five large stationary spinning blades in this room, one in each corner and one in the center, so be sure to watch your step and where you jump.
2. Bola can leap and create a blue shockwave upon landing. It doesn't go that far, so it's not hard to avoid.
3. Bola's blade throwing is back, but this time he fires three at a time three times before leaving, regardless of whether the blades hit you or not.
4. (<1/4 energy) Bola will appear above the center blade and a blue aurora will appear around him (and will be invincible while the aurora is there), and will cause the corner blades to smash into the center blade and try to crush you! Then the blades will retreat towards the walls (they won't stay at the corners now). This will happen two more times before Bola disappears and does his next attack.

HOW TO DEFEAT BOLA 2:

Just deal with Bola like before, but be mindful of his extra attacks and especially those big spinning blades.

Walkthrough (continued)

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PURPLE KEY CONTROL PANEL:

After defeating Bola again and getting his two cents worth of advice, leave and defeat the pair of Shield Reaverbots blocking the western hallway if you haven't done so already. Go down this hallway to find the Purple Key Control Panel and use it to unlock all the Purple Doors, including the one right in front of you.

BLUE KEY CONTROL PANEL:

This will lead back to the entrance where you can use the Blue Card Key to activate the Blue Key Control Panel. This will open a bridge up ahead and activate a LOT more Reaverbots and traps inside the ruins, including some Mosquito Reaverbots right above you! Be sure to go back to Data and save before proceeding through the western green door.

NOW MORE HAZARDOUS RUINS:

The first difference you'll find is that the dead bug zapper near the end of this hallway leading to the southwest Elevator is now on, so don't get zapped by it! After reaching floor B2, take out the pair of Green Frog Reaverbots and later you'll find a pair of Red Frog Reaverbots! Be careful not to let them hit you or you'll catch on fire! After defeating those and another pair of Red Frog Reaverbots, enter the next door and you should be inside the room where you fought Bola the first time. Defeat the five Bunny Reaverbots and proceed east. You should now be inside the hallway with a Green Frog Reaverbot and the Venus Fly Trap Reaverbots, that can now fire upon you! Defeat or ignore these and proceed east to the next door. Be sure to have your Hover Shoes ready so they'll protect you from the electrified floor. Defeat the Blade Reaverbot and the three GuruGurus. The next room has five more Blade Reaverbots and a pair of Shield Reaverbots.

BACK TO FLOOR B1:

The next door west will take you back to the upstairs part of the entrance. Cross the new bridge to get to the western door on the other side, but be careful of the Green Frog Reaverbot and the Mosquito Reaverbots. Continue on to find a hallway with four Venus Fly Trap Reaverbots and a pair of Green Frog Reaverbots. To your left you'll find another weak wall. Destroy it with your Drill Arm and you'll find three Treasure Boxes, with 8000z inside the left one, 2000z inside the center one, and the Thick Pipe inside the right one. Now leave and go back north towards the next door (the Venus Fly Trap Reaverbots will return if they were destroyed so be careful). The next room has four Bunny Reaverbots and two more Treasure Boxes with 2000z inside the left one and 4000z inside the right one. The next room has six Red Frog Reaverbots and a Shield Reaverbot guarding the next door. Take out the Red Frog Reaverbots first before the Shielded Reaverbot and proceed. You should now be in a T-shaped hallway. Check the western path and collect the 6000z inside the Treasure Box before going up the Elevator to floor B1.

HELMET & BOSS' LAIR:

You'll be in another T-shaped hallway. Ignore the northern path (it's a dead end) and proceed until you find another Shield Reaverbot. The path just to its left has a Fake Walking Treasure Box. If you go this way and come back, you'll find another Shielded Reaverbot guarding both ways out! The next room has an electric floor (so have your Hover Shoes on, just in case) along with two bug zappers, two Mosquito Reaverbots, and two Red Frog Reaverbots. Proceed to the next room west to find a quartet of Treasure

Boxes and a pair of Shielded Reaverbots guarding the way to the next room. The northwest and southeast Treasure Boxes are Fake, but the northeast one has the Rusted Mine and the southwest one has the Normal Helmet (which you should equip as soon as you get it). Go through the next door and you'll find Data (so you know the Boss is coming up!). Recharge and save before entering the Boss' lair.

FIRST KEY BOSS

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FROG REAVERBOT:

While Bola did get the First Key, the Frog Reaverbot ate it, and says that you can have the First Key, provided you can get it back from the Reaverbot.

After all, there's three more Keys and Bola figures Klaymoor will probably find the rest.

ATTACKS:

1. The Boss can shoot it's long tounge out to try to get you! So be sure to get out of the way when it does!
2. The Boss can also shoot bubbles out of its mouth. This is probably the best time to shoot at the Boss since the bubbles can be easily destroyed.
3. If you're on the same platform as the Frog, it will shoot a purple mist at you which will electrify and numb you if you get hit by it.
4. The Frog can leap from platform to platform, so leap out of the way to the next platform before it lands on top of you!
5. There are also a few Mosquito Reaverbots that you can shoot down and collect extra Energy from. But DON'T let the Frog eat them, or it'll be refueled!!
6. Be on the look out also for the spinning blades along the outside walls and the four Tadpole Reaverbots down below. The Tadpole Reaverbots can be destroyed if you wish to do so, but they will come back after a short time.

HOW TO DEFEAT THE FROG REAVERBOT:

The only way you can hurt the Frog Reaverbot is by shooting at its mouth when it's open. Be especially sure not let the Frog refuel itself with the Mosquitos and shoot them down. Then you can get the extra Energy instead!

Item Review

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

BODY PART:

1. Normal Helmet

SPECIAL WEAPON PARTS:

1. Thick Pipe
2. Rusted Mine

ZENNY:

1. 10,000z
2. 5000z
3. 8000z
4. 2000z
5. 2000z
6. 4000z
7. 6000z

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13. Ruminoa City at Nino Island & Calbania Island:
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Nino Island Walkthrough
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Upon arriving, go inside and take the Elevator downstairs. From there, check a Garbage Can in the southwest corner for 3000z. Find the door marked "Digout" and go inside. Go inside the door just to your right to find the Guildmaster and his assistant, Johnny. After talking to both of them, the Birdbots will begin their invasion. You must go back upstairs and stop them! Once there, you'll find Data and Roll (with her tools in case you need her for weapons development and such) and Door #1 lit up. That is where you must go to begin the first of five rounds of fighting. In each of these rounds, there is a gate that the Birdbots will try to attack, and that gate has its own energy meter which will deplete as it takes damage. If that meter runs out, the Guildmaster will self-destruct the island and it's GAME OVER. Thus, it is very important to recharge and save with Data after each round so you don't lose any progress you made by getting beaten.

If you want to make things easier on yourself here and at the Birdbot Fortress, use your Buster Cannon (the number of shots it takes to defeat the enemies is discussed individually and based on the Buster Cannon WITHOUT any upgrades). Also, instead of blasting the Birdbots, try to pick them up and either throw them at others (talk about killing two birds with one stone!) or throw them overboard!

ROUND 1:

First, you must defeat the four Birdbots already there. Then, more will come in from any one of the three sides in pairs by a Birdbot Carrier. Either shoot the Birdbot Carrier (and it's occupants) down, or shoot the Birdbots themselves until they are defeated. Be very careful not to shoot the cannons (since they will help you a little bit in shooting the Birdbot Carriers) or Johnny! After a few minutes, Roll will let you know when the cannon has been fixed, and it needs to be activated by pulling the lever to the right of the gate. Do so and you'll win Round 1. The gate is also protected by a few crates. If need more, pull the level on the left and Johnny can position them for you.

ROUND 2:

This time you will face Birdbot Planes and a much smaller, unprotected gate.

Again, be careful not to shoot at the three black cannons or Johnny. You should first lock-on and fire at the Birdbot Planes above you, but once one lands, concentrate on it and the Birdbots that come out instead. If you stay near the center of the platform (at the dark brown square), you should be able to see the Birdbot Plane as it lands. Keep going until Roll says the cannon on that side is fixed.

ROUND 3:

This is by far the hardest round of all, but you can defeat Glyde's Ship if you know what to do. First, shoot the pair of Birdbots next to the Flutter, but be careful not to hit the Flutter! Now go to the left side and shoot the Birdbots there until Roll says that Glyde's Ship is on the move. That's your cue to get back to the right side. Then get on top of Johnny's ship and blast away at the gate of Glyde's Ship. If you or Glyde's Ship destroy Johnny's ship, then Glyde's Ship will move to the orange platform nearest the gate, where the Birdbots can now come out on both sides. If at any time the Birdbots get close to the gate, concentrate your firepower on them. If you are having trouble with this battle, then use the Ground Crawler on Glyde's Ship and it'll go down in no time. The Buster Cannon is also great

to use since you can fire it from a distance, it recharges quickly, and kills the Birdbots in one hit.

ROUND 4:

Now you need to get to the roof to fight the Birdbots yet again. You can get to the roof by taking the Elevator up and then climbing the ladder. Now you have some more Birdbot Planes that will deploy Birdbots in pairs on all four sides with bombs. Concentrate on the ones with the bombs and remember that if any bombs get thrown on the deck, be sure to pick them up and throw them back! Be careful of the machine gun fire from the Birdbot Planes as well. Don't bother with the Birdbot Planes; just concentrate on the Birdbots themselves.

ROUND 5:

Now the Main Birdbot Plane will come after you! It can fly overhead and fire its machine gun at you. Keep locked on it and fire upon it whenever you can. Also, you don't have to worry about the deck getting destroyed this time; just make sure you make it out alive. The Buster Cannon will also provide an easy victory here. After defeating the Main Birdbot Plane, go back to the Guildmaster's Office downstairs and after talking with him, you'll find that you must now go to Calbaina Island and defeat the Birdbot forces there. Go back to the Flutter and head there.

Calbania Island Walkthrough

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GET TO THE FORTRESS:

After arriving at Calbania Island, head down the dirt path west to reach Kito Village where you'll meet Appo and Dah, who are twin brothers of their big sister Shu, who they say was kidnapped by the Birdbots. Agree to help them and after checking the Trash Can near where you came in for 2000z, leave the village via the north door. Follow the twins to the Birdbot Fortress where you'll engage in yet another multi-round battle to save Shu. On the way there, watch out for the pair of Red Chicken Reaverbots in the first area and the Walking Reaverbots and Green Reaverbots in the second area.

ENTER THE FORTRESS:

Here you must get the twins to the left side of the Birdbot Fortress. You'll also have to defeat three red ground machine gun cannons on the left side, three gray wall bombing cannons, and even a Birdbot tank that has a machine gun. If one or both of the twins gets knocked out from the Birdbot's attacks, you'll have to carry him or them to the left side of the fortress yourself. Once both twins are there, leap on top of the pair so that they can give yourself a boost up over the wall and inside the fortress. Remember that once inside the fortress, you can go back outside the rooms and outside the fortress to Data to recharge and save if you want, even during a battle! How convenient!

NORTHEAST ROOM:

Here, you must face eight Birdbot Planes which will drop bombs and several machine gun wall cannons. Try to quickly shoot the planes as much as you can before they take off. If you have the Buster Cannon, you can defeat the Birdbot Planes with only one shot each. Defeat all the Birdbot Planes to collect the Door Card Key 1. Use it to proceed to the gray gate west to the northwest room.

NORTHWEST ROOM:

Now you will face a very tall lookout tower flanked by two wall cannons; both of which will fire bombs at you. First, take out the wall cannons (two

shots from the Buster Cannon will do it). Then, keep firing upon the windows of the tower to shoot the Birdbots down (while avoiding the bombs they throw down) until you can get the Door Card Key 2 that'll take you to the southwest room. Before that however, check inside what's left of the tower and collect the Fried Chicken inside a tiny refrigerator and the Accessory Pack inside a small cabinet.

SOUTHWEST ROOM:

Now you must defeat a trio of Birdbot Tanks, several machine gun cannons on the walls, and even three Birdbots on foot. Use your Buster Cannon on the Birdbot Tanks to defeat them in only two shots. Defeat the Birdbot Tanks to get the Door Card Key 3 that will take you to the southeast room.

SOUTHEAST ROOM:

Now you will face three Blumbear-like robots along with three Birdbots on foot. The Birdbots can fire bomb bazookas, while the robots can fire machine guns as well as large bombs and even swat you with their wings! They can also try to run over you if they see you! After defeating all of the Birdbots and the robots (they'll go down with three shots each from the Buster Cannon), you'll notice some crates lying around. Pick one up and throw it close to the high window Roll was telling you about. Then carefully throw a second crate on top of the first crate and if you can stack them, then you should be able to reach the window if they're close enough (the gray rectangle on the ground should give you a good idea of where the stack should go). Just remember that if you throw the second crate incorrectly, it can bounce back and hit you! Once on the patio, enter the door and defeat the trio of Birdbots inside to free Shu. But now the Birdbots have activated their self-destruct device to try to prevent you and Shu from escaping alive!

ESCAPE FROM THE FORTRESS:

You have two minutes (120 seconds) to pick up Shu and enter the giant main gate. There are two Birdbot Tanks guarding that gate, as well as four Birdbots and a Birdbot Plane. Don't forget about the machine gun cannons on the walls as well. Defeat as many as it takes in order to safely escape.

REUNION OF SHU AND THE TWINS:

After your successful escape, Shu will give you a Cute Piggie as a reward. Then, talk with Shu again and she'll ask for your educational Items (Pencil, Notebook, Textbook; you did remember to win these from the Pokte Village School, right?) one at a time. Give them to her so that she can educate her little brothers. Be sure to check at the Post Office for the letters (three in all) that Appo and Dah will write to you! Now go back to Nino Island and talk to either the Guildmaster or Johnny. Then go up to the roof where you'll meet Roll (who's fixing the island's Parabola Gun) and get ready to face Glyde.

Glyde Boss

=====

GLYDE'S MAIN SHIP:

Glyde is very disappointed in all of his Birdbots since they couldn't capture a little island like Calbania by themselves. So Glyde tries to take over Nino Island himself with his ship. Defeat him and you'll finally be able to go inside the Second Key Ruins.

ATTACK:

It's only real attack is that it will launch missiles towards the Parabola while Roll is fixing it. If the Parabola gun takes enough punishment, it's repair progress will be slowed down or even stopped for a while. Be careful

not to shoot at the Parabola itself, because your shots can damage it as well. The Parabola has its own energy meter as well, and if it runs dry, the Guildmaster will self-destruct the island.

HOW TO DEFEAT GLYDE'S MAIN SHIP:

Be sure that your Buster has as high of a Range rating as possible and stand in front of the Parabola to protect it with your body in case any missiles don't get shot down. Keep locked-on and keep firing to intercept as many missiles as you can. If the Parabola catches fire (the repair meter will flash red if it does), you can put it out with your Aqua Blaster, or you can wait a few seconds and the fire will go out by itself. Once the repair meter reaches 100%, the Parabola will be fixed and will knock Glyde out of the sky in a very hilarious way.

Now, go back to the Guildmaster's Office and talk to Johnny to get the Firecracker and talk to the Guildmaster for the Rebreather and access to the Second Key Ruins. Before entering the ruins, however, be sure to have your Drill Arm ready so you'll be able to blast away the weak walls inside.

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. Accessory Pack

SPECIAL WEAPON PART:

1. Firecracker

MYSTERY ITEMS:

1. Fried Chicken
2. Cute Piggy

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14. Second Key Ruins: Nino (Water) Ruins:

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Walkthrough

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GO TO FLOOR B2:

Roll will warn you that the Second Key Ruins is a complex structure and she is NOT kidding. This is easily the hardest of the four main ruins, so pay very close attention to my directions so you do not get lost and so you can get all the Items inside the ruins. First, head directly north to the Elevator that leads to floor B2.

FLOOD THE RUINS:

Now head south where you'll find a trio of GuruGurus. Defeat them and continue south to a square shaped hallway with two GuruGurus and three Flying Bomb Reaverbots (after Roll tells you she's not picking up any Reaverbots! Go figure.). Head east to the next room. Now, use your Jet Skates to skate directly off of the platform you're on and if you headed straight ahead, you'll land on a lower platform with 2500z inside the Treasure Box! Now pick up the block inside this room to give yourself a boost up to the southeast platform. Enter and drill through the weak wall ahead. There's a Shield Reaverbot on the other side along with a pair of Flying Bomb Reaverbot. Enter the next door north to find a giant Puffish

Reaverbot at the square shaped hallway. Defeat it and head to the north door to find a Treasure Box with 12,500z! Now head back to the large room (the one with the platforms) and head for the lowest door south. Defeat the Flying Bomb Reaverbot inside the narrow hallway, and then turn west to another weak wall. Drill it away and enter the next hallway with a Shield Reaverbot. Defeat it and take the path west to find a room with the Mechanic Notes #3 inside the Treasure Box. Now leave and continue northeast to find another Treasure Box with 5000z. Be careful not to step on the button on the floor or else four Green Snake Reaverbots will appear and will turn you green (and cause an Energy Leak) if you touch them. Now go back east through the drilled out wall. Enter the southeast door here and take the Elevator which leads to a Water Control Panel. Use it to flood floor B2, and head back.

FIND FLOOR B3:

Now you'll be able to pick up the two blocks that were too heavy for you before. Use them to give yourself a boost above the high red wall, and leap over and to the right, being careful of the pair of Flying Bomb Reaverbots and pair of Shield Reaverbots. Now go east to the next room, and defeat the Puffish Reaverbot inside the square hallway. Now take the door south of here to find the Elevator that will take you to floor B3.

ITEM CONTROL PANEL:

Now you'll be in a small narrow hallway with a pair of GuruGurus. Head north down this hallway to find another square shaped hallway with several Lobster Reaverbots. There are three paths you can take in this square hallway: north, west, and east. Take the east path first to find another Elevator that leads to a room with the Item Control Panel on the left and the Water Control Panel on the right. Leave and go back to the square hallway.

BOSS' LAIR:

Now go west and drill through the weak wall. Enter and head down this path and defeat the GuruGuru there. Ahead is another square hallway with four more GuruGurus. Now head north to the next door to find a hallway with several Lobster Reaverbots. Collect the 20,000z inside the Treasure Box west of the strong current here. Use the block here to place it on top of the switch to stop the current. Go through this current through the next door to find a double square shaped hallway with two Puffish Reaverbots. Defeat them and head north through the next room with a pair of GuruGurus. There are two ways to go here. The south path takes you back to the room with the four Giant Lobster Reaverbots, and the east room has the Second Key Boss.

SECOND KEY BOSS

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SQUID REAVERBOTS:

This time, you actually fight the Boss of the Second Key Ruins in the middle of the ruins rather than at the end! If you drained the water, then you'll find this battle much easier. However, if you don't want to have to go through the hassle of flooding the water again later, you can fight this boss with water instead.

ATTACKS:

1. The Squid Reaverbots can shoot several yellow energy balls in the air that chase after you. Just be quick on your feet to avoid them. If it's right behind you, then try jumping and upon landing, the energy ball should pass above you harmlessly if you time it right.
2. If the lair is filled with water, then the Squid Reaverbots can charge at

you, but since you can jump very high in water, you should have no problem leaping out of the way and keeping locked-on.

3. Upon defeating each Squid Reaverbot, it may leave a small bomb behind. It is best to fire at it from a distance so it will harmlessly explode and no longer be a threat.

HOW TO DEFEAT THE SQUID REAVERBOTS:

If you drained the water out before entering this battle, then you should have a much easier time since the Squid Reaverbots won't be able to move. They can still do their other attacks (the energy balls and small bombs) so you should still be careful. If you did not drain the water, then the battle will be a bit more difficult, but it can still be done, of course.

Walkthrough (continued)

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FIND FLOOR B4:

After receiving the Water Key 1 from the Second Key Boss, you will have to go back and reflood the floor if you drained it for the boss battle. Otherwise, you won't be able to scale the large red wall east and then south of here. Use the pair of blocks here (and take out the school of Lobster Reaverbots here) to give yourself a boost up to the other side. Now enter the next room and drill through the weak wall just west of the door. Defeat the pair of GuruGurus here and continue west and then north to the next room and collect the Power Blaster inside the Treasure Box. Now go back through the drilled out wall and head south to the next Elevator that will take you to floor B4.

MAP CONTROL PANEL:

Now head north and then west through another hallway with four Flying Bomb Reaverbots. Enter the next door to find another large room. The northern platform has 4000z inside a Treasure Box. Then take the southern path with a Shield Reaverbot and two Flying Bomb Reaverbots that leads to an Elevator with the Map Control Panel and another Water Control Panel. DON'T drain the water this time, however.

FIND FLOOR B5:

Now go back to the large room and take the northwest door to another hallway. Take out the Shield Reaverbot here and drill through the weak wall just to the left of the Shield Reaverbot. Go through the drilled out wall south to find a square hallway with a Puffish Reaverbot and Shield Reaverbot. Enter the next room south containing another high red wall with a Treasure Box on the other side containing the Range Booster Alpha. Now head back north through the drilled out wall and continue north and then west to the next door that has a Flying Bomb Reaverbot near it. This door leads to the top of another large room with several Flying Bomb Reaverbots. Get on top of the highest gray platform and use your Hydro Jets to skate directly over to the other side and grab the gray platform on the other side, which has a room with a Sower inside the Treasure Box. Leave and take the southern door that leads to a gigantic room with three very tall pillars and a harmless Giant Squid Reaverbot. Use this Reaverbot to climb on top of one of the three pillars. The northeast pillar has 20,000z inside a Treasure Box, and another Treasure Box on the southwest pillar containing the Water Key 2. Now head south to find the Elevator that will take you to floor B5.

SECOND KEY:

Upon arriving, you'll find Data (THANK GOD!!) where you can recharge and save (do you really want to have to go through that very hard ruin again?). Now go through the narrow hallway and use both Water Keys (you MUST have

both or you won't be able to enter) to open the door that leads to a giant room with the Second Key! Grab it, and get ready to face Bola's partner, Klaymoor.

Klaymoor 1

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KLAYMOOR 1:

Just when you thought you could just run off with the Second Key, Klaymoor will show up to try to avenge his partner Bola's losses.

ATTACKS:

1. His main attack is to use his machine gun which he'll always fire three times before pausing. Like all enemies with a machine gun, just keep on the move and don't get too close.
2. Klaymoor will also fire several blue energy balls at you. These are not very hard to avoid.

HOW TO DEFEAT KLAYMOOR 1:

Using your Buster, just lock-on, circle and fire like any other boss. Or for an even easier and much quicker way, just use your Drill Arm on him!

Walkthrough (continued)

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BACK TO THE SURFACE:

Now you must make your way out of the ruins (Data will NOT be back where he was before). Just use your Map (which you did get, right?) to find the shortest, quickest route there. The ruins are no longer water filled, so that makes things a lot easier. Upon reaching the entrance, you must fight Klaymoor a second time (just like Bola in the First Key Ruins) before you can leave.

Klaymoor 2

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KLAYMOOR 2:

Just when you were ready to get out of the ruins, Klaymoor catches you just in time to try to stop you from taking the Second Key one more time.

ATTACKS:

1. Yes, the machine gun is back. Just deal with it like before.
2. Klaymoor can also throw purple energy rings at you. They're somewhat quick, but still not that hard to avoid.
3. He can also launch a dozen floating red bombs scattered all over the room. They will explode if you or your weapon hits them.
4. (<1/4 energy) Borrowing an attack from MegaMan Juno in the first Legends game, Klaymoor will use twin rotating blue lasers. Just time your jumps carefully and you can avoid this too.

HOW TO DEFEAT KLAYMOOR 2:

Essentially you should defeat Klaymoor again the same way you did the first time. Just keep in mind the extra attacks. Again, the Drill Arm will provide an easy, though risky, victory.

Item Review

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

SPECIAL WEAPON PARTS:

1. Mechanical Notes #3 (Spreadfire Notes)
2. Sower

BUSTER PARTS:

1. Power Blaster
2. Range Booster Alpha

ZENNY:

1. 2500z
2. 12,500z
3. 5000z
4. 20,000z
5. 4000z
6. 20,000z

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15. Kimotoma City at Saul Kada Island:
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Walkthrough

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Upon arriving at Saul Kada Island, go west to the desert and take the northern path to Kimotoma City. As Roll says, just ignore the Draches and Bonne Bomb Robots and get to the city. Once there, recharge and save with Data and take the northern gate. There, you'll find three Servbot Machine Gun Batteries and a Servbot Tank. Defeat them and you'll find two ways you can go. First, take the right door.

Now you will face another trio of Servbot Machine Gun Batteries and a huge green Bonne Bazooka Launcher. Once those are defeated, you will win the Blue Bonne Key. Use that key on the door with the Bonne logo on it and free the people inside, and be sure to talk with the man in the red tank top (the truck driver) so that he can help you later. Now leave and look to your right for a door. Go inside and check the jar just to the right of that door for 1800z. Now check out the two jars against the left wall; the one on the right has another 3000z. Finally, check the pair of jars in the northeast corner of the room for another 1000z inside the left one. Enter this door and through the kitchen (there's nothing there) and leave where you'll find yourself right back where you met the Servbot artillery before. Make your way back to where Data was so you can recharge and save. Now go back to where you fought the Servbots the first time here and take the door on the left.

After passing a room with one Servbot, you'll now be in an area where you'll find three purple Bonne Crab Bombs that will follow you left and right wherever you go and will explode if you or your Buster hit them. There are also three Servbots along the left wall that will drop bombs on you. Defeat them and proceed.

Now you will be in a huge room with two electric fences, two Bonne Bomb Batteries, ten Bonne Mines, and three Bonne Tanks in the very back. You could try to get through this yourself, but it's very hard. Instead, go around to the right side and find the truck driver and his truck. Approach him and he'll use his truck to destroy the fences and mines for you (provided you freed him and talked to him earlier using the Blue Bonne Key on its door, of course)! You'll still be left with the Bonne Machine Gun Tanks and Bonne Bomb Batteries, but hey, you can't have everything. Enter

the next door behind where the tanks were to find a Junk Store owner and a General Store owner along with a couple of Servbots for you to play with. Heh heh heh... Anyway, look behind the very northwest stand (the one with the Congo sign on it) to find the Red Bonne Key! Now head through the east door and keep going until you find Data. Save and recharge before going through the Red Bonne Door to face Teisel.

Bonne Boss

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BLITZRIG (Teisel):

Teisel has robbed Kimotoma City of all its food and supplies (except for the toilet paper) as well as its statue to try to get their store out of the red! It's up to you to defeat Teisel and save the statue, or else pay for its replacement!

ATTACKS:

1. The Blitzrig's main attack is to throw it's trash at you! This attack is not that hard to avoid.
2. Teisel also has three of his nephews assisting him by driving Servbot Borers that will appear out of the ground and try to drill you! If you're on the platform, they can fly out of the sand and still be able to get you! Just blast them away if they bother you too much.
3. After you hit the Blitzrig, or if you get upon the platform its on, Teisel will use the gold statue as a shield. DON'T fire upon the statue too many times, or you'll destroy it.
4. (<1/4 energy) Teisel will start firing energy rings at you in pairs. These are not hard to avoid either.
5. If the statue is destroyed, Teisel will resort to an entirely different attack which replaces all the others. The Blitzrig will go into the sand, move around under it, and then leap out of the sand to try to get you! Teisel can also come out and fire a drill-like missile at you.

HOW TO DEFEAT THE BLITZRIG:

If you are trying to save the statue, just be patient and fire whenever you can, and ceasefire immediately when you see Teisel shield himself. If the Servbot Borers are harassing you, then try to shoot them while they're in front of the Blitzrig. If you can destroy all three and knock the Servbots out, then they won't come back as long as you keep the three scorched Servbots in your sight. You may find it easier just to intentionally destroy the statue and get him that way (by firing when he flies out). That is, if you don't mind paying 5000z later for its replacement.

Item Review

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

ZENNY:

1. 1800z
2. 3000z
3. 1000z

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16. Third Key Ruins: Saul Kada (Fire) Ruins:
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Walkthrough

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ITEM CONTROL PANEL:

Luckily, the layout of this ruin is not nearly as complex as the Second Key Ruins, but of course don't think that these ruins are not without their dangers. Upon entering, you should take the eastern door (in fact, that's the only way you can go right now). You'll be in a hallway with four Person Reaverbots (in these ruins, if you hit one, ALL of the ones in that room activate!). After turning a couple of corners, look for a door to your right. You'll go down a short hallway and an empty (for now) room. Then you will find a room with the Elevator Control Panel in the center and the Item Control Panel to your right.

FIND FLOOR B3:

Leave and you'll find in the formerly empty room six Person Reaverbots (two against each wall, and two guarding the exit). Make your way back out to the main hallway and go east to the Elevator to floor B2. You now be in another long hallway where you'll find the gigantic Boss of the ruins in the windows. DON'T let it see you, or it will try to get you! Just keep moving and you'll find four Flying Bomb Reaverbots along with two Shield Reaverbots. Then take the Elevator down to floor B3, which is where most of your work here will be done.

BOSS' LAIR:

Upon arriving, you'll find Data where you should recharge and save. Be sure to have your Asbestos Shoes equipped for the remainder of these ruins. Enter and you'll find the Dinosaur Reaverbot, the Boss of the Third Key Ruins. Already, you say? Well, the problem is that as long as the lava is inside the room, the Boss cannot be defeated since it can refuel itself. At this stage, the Dinosaur Reaverbot can only crush you with its head (and create a shockwave) and even send red lava chunks from the ceiling. There's only one way out (the north and southwest doors must have their A Locks opened), and that's through the southeast door.

A LOCK & MAP CONTROL PANELS:

You'll see a door flanked by two unlit torches; you must have both the B and C Locks opened before you can enter this door, so ignore it for now. Continue down the hallway until you find yourself in a lava filled room with platforms. First take the northern door where you'll find a Control Panel blocked by twin flame jets. Just shoot your Buster through those jets to destroy the Control Panel, and you'll be able to disable the flame jets. On the other side are two Treasure Boxes; the left one has the Autofire Unit Omega and the right one has the Mechanical Notes #5. Now go back to the room with the lava and platforms and take the east door. After going down a short hallway, you'll find yourself in another lava filled room with six Dragon Reaverbots that can pop out of the lava and shoot yellow energy balls at you! Since they won't give you anything for their defeat, it's best to just ignore them and continue south to the next room. Here you'll find the A Lock Control Panel and the Map Control Panel. Activate both and leave.

B LOCK CONTROL PANEL:

Now the lava filled room will have two Caterpillar Reaverbots guarding the way out, and once they fall from the ceiling, watch out for their fiery breath! Upon firing upon them, they'll turn into Butterfly Reaverbots that can fly around, but won't shoot fire. Upon arriving back at the room with the lava and platforms, you'll find four Butterfly Reaverbots and also watch for the Dragon Reaverbot that is now just jumping in and out of the lava. Not much of a threat, but you should know about it anyway. Once you're back inside the room with the Dinosaur Reaverbot (remember, Data is just behind the northwest door if you need him). Enter the north door to find another large lava filled room with four Dragon Reaverbots. Make your way to the

southwest door where you'll find a room with the B Lock Control Panel.

C LOCK CONTROL PANEL:

Go back to the room with the Dinosaur Reaverbot and take the southwest door (you can recharge and save with Data at the northwest door first if you need to). After a short hallway, you'll be in another room with lava and platforms, along with four Butterfly Reaverbots and a Shield Reaverbot. Take them out and continue on through the west door. Here you'll encounter the first of several of the very annoying Vaccum Reaverbots. Take the first door to your left where you'll find three Treasure Boxes with 15,000z inside the left one and the Mechanical Notes #4 inside the right one. The center one is a Fake Treasure Box, but it will spit out zenny upon activation! Approach it again and it'll fire a few bombs, and try to open it again for more zenny, and so on. Defeat it if you'd like and leave. Now make your way north to find another room with six Bouncing Ball Reaverbot and two Shield Reaverbots guarding the northern door. Take them out and go through the northern door to activate the C Lock Control Panel.

FIND TRON & BON:

Upon leaving, you'll find three Caterpillar Reaverbots (again, they'll turn into Butterfly Reaverbots if you attack them). Defeat them and you'll soon be back in the room with the lava and platforms, this time with a Shield Reaverbot and four Dragon Reaverbots. You'll soon be back inside the Dinosaur Reaverbot's lair, and this time, BE SURE to recharge and save with Data behind the northwest door. Now take the southeast door where you'll notice that the door to your right has both torches lit. That means both of its B and C Locks are open, and you can go inside.

TEAM UP WITH THE BONNES:

You'll find Tron in her Gustaff along with Bon. After the very hilarious cutscene, approach them again and agree to help them knock the rock into the lava pit. To do this, shoot the Bouncing Ball Reaverbots enough to knock them over, but try not to destroy them. When they are knocked over, you can either pick it up and throw it at the rock yourself or let Tron or Bon pick them up and throw them. DON'T shoot at Tron or Bon, because if you shoot at them (or throw Reaverbots at them) too many times, they'll start throwing the Reaverbots at YOU! Once the rock has been knocked into the lava pit, the lava flow will stop and you can now go back and defeat the Dinosaur Reaverbot.

THIRD KEY BOSS

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DINOSAUR REAVERBOT:

Now that the lava's been cut off, the Dinosaur Reaverbot can finally be beaten. Don't forget that now you no longer have to worry about any lava. After all, the Reaverbot and its attacks are bad enough!

ATTACKS:

1. Of course, the Boss can still use its head to slam the ground and try to crush you, along with a shockwave. Just stay out the way and avoid the shockwave like all the others.
2. About a dozen or so blue energy rings will fly around the Reaverbot that can also hurt you. You can either move to avoid them or shoot them down; it's up to you.
3. Don't get too close to the front of the Reaverbot, or else he might swat you away like an annoying insect!
4. Also be on the look out for its gigantic fiery breath. You'll know this is coming when the Reaverbot leans back a little, but not nearly as far as it does when it does its crushing attack.

5. Be on the look out also for a few stray lava rocks from the ceiling, but they won't come nearly as often as they did before.
6. (<1/3 energy) The Boss can also shoot small fireballs at you.

HOW TO DEFEAT THE DINOSAUR REAVERBOT:

You can only hurt the Dinosaur Reaverbot by shooting at its head. There are basically two ways you can defeat this Boss. You can either use the usual circle and fire technique, or you can get underneath the Boss and keep pumping your Buster at its head. Upon defeating the Boss, you will win the First Floor Key.

Walkthrough (continued)

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THIRD KEY:

With the First Floor Key in hand, go back through the northwest door where you can recharge and save with Data, and then take the Elevator up to floor B2. You will now go down a long hallway with a trio of Flying Bomb Reaverbots and then a Wolf Reaverbot. Also look out for the Vacuum Reaverbots here. At the end of the hallway is an Elevator that will take you back to floor B1. Then you'll find another hallway with four Person Reaverbots and some more Vacuum Reaverbots. Upon reaching the end of this hallway, you can either go south to the entrance where you can recharge and save with Data if you'd like, or go ahead up north and use your First Floor Key to unlock this door. You will now be in a gigantic lava filled room with two Chicken Missile Reaverbots and a Flying Egg Reaverbot that can drop either a Reaverbot or zenny. Now take the northeast door to find three Treasure Boxes with the Soft Ball in the left one, 24,000z in the center one, and 30,000z in the right one. Now come back to the lava room and take the door northwest where you'll find the Third Key, but then Bon steals it! So take the path west and after taking out three Butterfly Reaverbots, enter the next door to take on Tron Bonne a second time.

Bonne Boss

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GUSTAFF (Tron):

Back from the MOTB game, Tron's Gustaff is here to battle you in an absolute classic battle. Unlike the Gustaff in MOTB however, this Gustaff can float in the air instead of having to walk.

ATTACKS:

1. Tron can fire her Gatling Gun at you, which should be dealt with just like any other machine gun weapon.
2. She can also fire her Bonne Bazooka at you, which can start a big ground fire upon hitting the ground.
3. The Gustaff also has a flamethrower that can also do a fair amount of damage, even with the Flame Barrier.
4. Tron can also protect herself with a shield.
5. Tron also has a couple of her kids with her, that will always stay close to Tron, and throw bombs three at a time at you. However...
6. The last trick up Tron's sleeve is that occasionally she'll move to the center of the room and try to aim her Beacon Bomb at you. If it catches you, the Servbots will start to chase you and try to chuck bombs at you from up close, which makes it harder to avoid them once you get hit.

HOW TO DEFEAT THE GUSTAFF:

It is best to not only lock-on, circle, and fire like most other bosses, but try to circle away from her shield so it doesn't block your shots. You may also want to leap and try to hit Tron from the top to get over the shield.

If the Servbots get on your nerves, you can shoot them down and knock them out for awhile (thus making Tron's Beacon Bomb useless). If you do, you can even pick them up and throw them at their mommy! It's very difficult and probably not worth the effort (since it doesn't do a lot of damage), but it is a neat, if not downright mean, trick.

Walkthrough (continued)

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After defeating Tron and after another hilarious cutscene, head back through the door south to find yourself back where the Third Key was, only that it's gone! So you must go back south to the large lava room where you'll find Bon trying to get away with the Third Key!

Bonne Boss

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BON BONNE:

Bon Bonne represents the last thing standing between you and the Third Key. You must defeat him before he gets away!

ATTACKS:

1. At first, Bon will simply drift through the lava room to the other door south and try to escape with the Key. If you fire upon him, however...
2. If Bon is fired upon, he'll fire his hands at you like heat seeking missiles. These are quite difficult to avoid, but it can be done.
3. Bon can also use it's head like a drill and chase after you!

HOW TO DEFEAT BON BONNE:

There are two different ways you can do this battle. You can either take out Bon and get the Third Key that way, or you can let him get to the southern door, where Bon will throw the Third Key into the lava before leaving. If that happens, you must find the Third Key in the lava. Once the Third Key appears out of the lava, you only have a few seconds before it goes back down and reappears in another random location. You can lock onto the Third Key, even if its in the lava, which is quite helpful. Finally, remember that even without the Asbestos Shoes, the lava itself cannot kill you, so feel free to keep trying to get the Key without worry.

Item Review

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

SPECIAL WEAPON PARTS:

1. Mechanical Notes #5 (Shield Notes)
2. Mechanical Notes #4 (Beamblade Notes)
3. Soft Ball

BUSTER PART:

1. Autofire Unit Omega

ZENNY:

1. 15,000z
2. 24,000z
3. 30,000z

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17. Yosyonke City at Calinca Island:

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Walkthrough

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Upon landing on Yosyonke and entering town, look to your right where you'll notice Roll standing next to a train that looks a lot like the Spotter's Car from the first Legends game. Now go to the Condominium and ask the Doctor if you can visit Room 102; Joe's Room. Talk with Joe (who's still recovering from his injuries) and he'll give you the Train Key. Now go back to Roll who's at the Train and tell her that Joe gave you the Train Key for it. When you're ready, say "Let's Go!" and face both Glyde and the Bonnes for the last time.

Boss (Part 1):

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GOMOCHA (Glyde Car):

Now the Bonnes and Glyde have teamed up to build the Gomocha train to try to take over Yosyonke. First, you must defeat Glyde and his car.

ATTACKS:

1. In the very back of the Glyde Car are three cannons that fire bombs. You can shoot the bombs off with your Buster as well as the cannons themselves. Shooting this section off will knock out about 40% of the Glyde's Car energy.
2. Watch out also for the twin machine guns on top of the Glyde Car. You can also destroy the front machine gun itself, but not the back one. These machine guns are primarily targeted at you rather than the Train.
3. (<1/2 energy) Now Glyde will fire a huge blue laser that can move left and right.

HOW TO DEFEAT GLYDE CAR:

Simply concentrate on destroying the back cannons first, and then destroy the middle section. This is not a hard battle as long as you're quick about it and can avoid the attacks.

Boss (Part 2):

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GOMOCHA:

At last, the Bonnes have an excuse to end their unwitting alliance with Glyde, and now decide to take you on themselves in their last stand of this game! Instead of listing the attacks and then how to defeat this boss as usual, I will list the three phases of this battle, which include both the attacks and how to win all three phases.

PARTS:

1. For the first phase of this battle, Servbot Kamikaze Missles (Awww, how cute...) will be launched at you. Since none of your weapons can reach the Gomocha, you must catch the missles and throw them back. The missles must come towards you straight on for you to catch them. If they come in at a sharp angle, you won't be able to catch them, so just shoot those down. Just hold down the button for your Lifter and you'll catch the missile. Then lock-on to the Gomoncha and throw it back! Do this five times and you'll be ready for the second phase of this battle.
2. (<2/3 energy) Now you are within range of the Gomocha for you to shoot at it's middle section (its weak spot). Watch out for the top cannon which will shoot red energy balls aimed primarily at your Train. If you lock-on at this weapon and fire at it quickly enough, you may be able to disable the

fireball before it can be launched. As for the middle section, watch out for the Servbots which will come out two at a time to throw bombs which are also meant for the Train. You cannot knock them off until the middle section of the Train has been thoroughly toasted.

3. (<1/3 energy) Now you're primary target is Bon Bonne, who is the driving the Gomoncha. The Servbots will still come two at a time to throw bombs, but now they can easily be shot off the Gomoncha. Shoot them off and fire at Bon, then shoot the Servbots off when they come back, then fire at Bon, and repeat until defeated. Not hard.

Walkthrough (continued)

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After defeating the Gomocha, be sure to go past the Train Station (where your Train was parked) and look to your right for a Treasure Box with the Spike Chip. Take this back to Roll and have her make the Cleated Shoes for you! You'll definitely need them for the Fourth Key Ruins. Now go back to the Church where you'll find that the Priest has now opened the Fourth Key Ruins. Data is also here so be sure to recharge and save before entering.

Item Review

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

BODY PART:

1. Spike Chip

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18. Fourth Key Ruins: Calinca (Ice) Ruins:

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Walkthrough

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ITEM CONTROL PANEL:

Upon entering, check the Treasure Box in this room for 8000z. Now shoot through the ice floor with your Buster. This will shatter and eliminate the ice panels for five seconds before reappearing. Drop down and enter through the east door. You'll enter a long hallway and find a Thief Reaverbot run off. At the middle of this hallway, you must shatter the ice off a Rotating Ice Blade before you can pass. At the end of this hallway are a pair of Shield Reaverbots that can shoot blue fire. Your Flame Barrier will NOT protect you from this kind of fire, so be careful. Enter the next door to find yourself in a large room with a pair of Mammoth Reaverbots and a pair of Thief Reaverbots. Defeat the Mammoth Reaverbots and quickly collect the zenny before the Thief Reaverbots take it for themselves. There are three ways you can go in this room. First, take the east door to find the Item Control Panel.

BLUE & RED BARRIER CONTROL PANELS:

Upon returning to the large room, the Mammoth Reaverbots will come back, so be careful. Now jump on to the platform in front of the northwest door (where you first came in), and jump onto the weak red panels to reach the west door where you'll find a Treasure Box with the Laser Manual. This will awaken four Blue Reaverbots that can shoot small bombs and can catch you on blue fire if you touch them, so be careful. After leaving, head for the next red platforms in the southwest corner of the room and quickly cross them. Then jump to another row of red platforms and cross those to reach

the northeast door. There you will find both the Blue Barrier and Red Barrier Control Panels, both of which require their respective Keys.

BLUE BARRIER KEY:

Leave that room and drop back down to find the southern door. Enter and head left to find a Blue Reaverbot. Turn the corner to find two more Blue Reaverbots and a pair of Shield Reaverbots. Defeat them and check the hallway to your left (or south on your map). Take another turn left (or east on your map) to find 30,000z inside the Treasure Box. Now go back to where the Shield Reaverbots were and shoot through the ice section of the ceiling. Cross the red panels by shooting the ice off of the pair of Spinning Ice Blades. Upon reaching the next door, you'll find the Blue Barrier along with a Treasure Box with the Blue Barrier Key!

ACTIVATE BLUE BARRIER CONTROL PANEL:

Now you must go back to where the Barrier Control Panels are. Upon going back to the previous room, you find the Spinning Ice Blade gone, but upon dropping down to the bottom level, you'll find a Mammoth Reaverbot guarding the way back to the large room. Defeat it and enter the door to find yourself back in the large room where you must make your way back to the top of the room where you can reach the northeast door. Activate the Blue Barrier Control Panel to eliminate the Blue Barrier.

MAP CONTROL PANEL:

Now make your way back to where the Blue Barrier was and take out the pair of Shield Reaverbots below. Enter the door they were guarding to find the Elevator to floor B2. The door here leads to a hallway with a Thief Reaverbot and a Walking Reaverbot. The next door at the other end of this hallway will take you to another row of red panels. If you fall through, you'll have to defeat the trio of Blue Reaverbots below. The southeast corner of this square hallway has a Fake Treasure Box. Now make your way north where you'll find the next door guarded by another Blue Reaverbot and a giant Purple Reaverbot (which can fire up to 12 little ones). In the next room, look for and shatter the ice panel and climb your way up to the next door. Enter to find another large room with another Red Barrier and a couple of Green Crab Reaverbots. Now enter the east door here to find and activate the Map Control Panel.

RED BARRIER KEY:

Now go back to the large room and take the northern door. You find a couple of ice walls which must be shattered with your Buster, along with five Blue Reaverbots and a Purple Reaverbot. The other end of this hallway leads to a room with 10,000z inside the Treasure Box. Defeat the awakened trio of Blue Reaverbots WITHOUT locking-on, or else you might shatter the ice panel in the ceiling releasing the Thief Reaverbot. After defeating the Blue Reaverbots, then shatter the ice panel in the ceiling to climb up and find the next door. Here you must go down a hall way with a pair of Walking Reaverbots, then another Walking Reaverbot, and then to a Purple Reaverbot. Defeat them all and upon shattering the ice panel ahead, you'll find two doors, with a Purple Reaverbot guarding the east door and a Thief Reaverbot. After defeating the Purple Reaverbot, enter the east door to find the Red Barrier Key!

ACTIVATE RED BARRIER CONTROL PANEL:

Now leave that room and take the north door. Now, you can climb the red panels and columns ahead to the northeast door that will take you to floor B4 if you'd like, or you can go back to the room with the Red Control Panel.

To do that, take the southern door and go back to the square hallway. Look for the ice panel in the ceiling northwest of this square hallway. Climb up and cross the red panels (watch out for the pair of Spinning Ice

Blades). At the other end is a door that leads to a small hallway with a Walking Reaverbot and a Thief Reaverbot. The other end of this hallway has the Elevator that will take you back to floor B1. Upon reaching floor B1, watch out for the pair of Shield Reaverbots right in front of you! Go through the hole in the ceiling (where the Blue Barrier was) and you'll be back at another row of red panels. Just drop down and make your way north to the next door, but look out for the Mammoth Reaverbot. Now you're back in the room with two Mammoth Reaverbots and two Thief Reaverbots. Now make your way to the northeast door at the top of this room to activate the Red Barrier.

USE THREE REAVERBOTS TO UNLOCK THREE DOORS:

Now drop through where the Red Barrier was to find yourself back at floor B2. Drop through the hole here where the Red Barrier was (marked as a green square on your map) to reach the one room floor B3. Open the Treasure Box here to find the Shield Generator! Now shatter the ice panel in the floor to reach floor B4. Here you will find three invincible Red Mammoth Reaverbots and three large square holes in the ground. There are also three locked doors in this room: the northern orange one, the eastern green one, and the southern purple one. To unlock these doors, you must lure each Red Mammoth Reaverbot into the northwest, northeast, and southeast square holes, respectively. To do so, you must stand in front of a hole while one of the Reaverbots is close. Once it sees you and attacks you, leap out of the way JUST BEFORE the Reaverbot hits you (leaping over the whole behind you works best) so the Reaverbot will fall into the hole and unlock that door.

FIND FLOOR B5:

Once all three doors have been unlocked, check the southern purple door for the Turbo Charger Omega inside the Treasure Box (watch out for the pair of Cricket Reaverbots first). Next, check the northern orange door to find 50,000z inside the Treasure Box. Finally, go through the eastern green door to find Data and the Elevator that leads to floor B5. Recharge and save before heading down to floor B5.

FOURTH KEY:

Upon arriving, you be in a gigantic room with three Key Reaverbots and a Giant Chicken Missile Reaverbot, along with Blue Reaverbots that can pop out of the ground in groups. First and foremost, take out the Giant Chicken Missile Reaverbot. Then go after each of the three Key Reaverbots. The best way to get them is to keep locked-on to one, and keep firing at it until it gets knocked down. Then KEEP locked-on to it and move quickly to pick it up before it can run off again. Or, you can try to sneak behind one and catch it that way. Just watch out for the Blue Reaverbots. If a group appears, just leap over the group while keeping locked-on to the Key you're chasing. If your energy gets too low, you can retreat to the Elevator northwest where you can go back to Data to recharge and save. Upon returning, any Keys you caught will remain caught, but the Giant Chicken Missile Reaverbot and the Blue Reaverbots will return. Be sure to recharge and save especially after collecting all three Last Room Keys (I mean, do you really want to go through all that again?). Now go back to the southern door and unlock it (you must have all three Last Room Keys). You'll find the Boss here, but ignore it for now. If you attack it now, it will move faster, and you can shoot it more and knock it out, but it won't really do any good. Just go into the next room to find the Fourth Key! Unfortunatley, you must now go back and defeat the Boss before you can claim the Key for your own.

FOURTH KEY BOSS

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BLOB REAVERBOT:

This time, you actually fight this boss at the end of the ruins instead of in the middle of the ruins like the last two main ruins. This is a tough battle, but having your Cleated Shoes equipped and knowing what to do will help you win.

ATTACKS:

1. At first, the Reaverbot will simply move around slowly, but sometimes will rise up and spread itself across a wide area. When it changes color and begins to rise up, be sure to get as far away as you can to avoid it!
2. If green platforms appear in the room, get on them IMMEDIATELY! After the Reaverbot leaps and lands on the floor, the floor will start flashing. If you touch the floor while its flashing, you'll catch on blue fire, so be careful not to fall off!
3. While the green platforms are in place, the Reaverbot will shoot large globs at you. Be sure to keep locked on and circle the Reaverbot while staying on the platforms so you don't get knocked off!
4. (<1/4 energy) Now the Reaverbot's head will turn red and chase after you very quickly! Sometimes, however, it will turn dark and spread itself out with its head laid back. This is your chance to finish it off! Blast it as much as you can before it gets back up and starts chasing you around again!

HOW TO DEFEAT THE BLOB REAVERBOT:

It is important to remember that you can only hurt the Blob Reaverbot while it has bright colors. Also, be sure to have your Cleated Shoes on so you don't slip off the platforms. If it has the darker colors (which means it's getting ready to unleash one of its attacks), it's invincible, so don't even bother firing at it. During the final phase of the battle (when the Reaverbot's head turns red and chases after you at very high speed), concentrate on running as fast you can away from the Reaverbot (use your Jet Skates if you need to) until it turns dark and spreads itself out. This is your chance to finish it off. Once the Boss is defeated, you will then be able to take the Fourth Key back to Bluecher.

Item Review

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

SPECIAL WEAPON PARTS:

1. Laser Manual
2. Shield Generator

BUSTER PART:

1. Turbo Charger Omega

ZENNY:

1. 8000z
2. 30,000z
3. 50,000z

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19. Elysium:

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Walkthrough

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After delivering the Fourth and final Key to Bluecher, the Ancients (Sera and Geetz) will sense the Keys being together and take over the ship! You

soon learn that Sera has stolen the Keys to execute the Carbon Reintialization Program, which will wipe out all the people of not just an island like in the first Legends game, but the entire world! You must now go to the main deck of the Sulphur-Bottom to stop Sera's assistant, Geetz.

Boss

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GEETZ:

Since Gatts has failed to defeat Geetz, it's up to you to defeat Geetz so that you can go to Elysium and stop Sera from executing the Carbon Reintialization Program!

ATTACKS:

1. First, Geetz will simply swoop down and try to ram you with his plane. Just move quickly out of the way.
2. Sometimes Geetz will swoop down and fire several purple fireballs. Move quickly to avoid them.
3. Geetz can also turn red and as he swoops down, can create several explosions. Follow Teisel's advice and get out of the way as fast as you can!
4. (<1/2 energy) Geetz will get so tired of the Bonnes cheering MegaMan on, he'll shoot their Drache out of the sky! Then Geetz will resume his normal attacks at you.
5. (<1/4 energy) Geetz will start smoking and will be forced to land. Then his main attack will be his long fiery breath! Also, don't get too close to Geetz's backside, or he'll whap you with his tail!

HOW TO DEFEAT GEETZ:

While Geetz is flying, you should keep him locked-on and wait until he starts charging towards you. Then, get as many shots in as you can while still being quick enough to avoid any attacks. When Geetz is forced to land, finish him off by circling and firing at him while avoiding his fiery breath and long tail.

Walkthrough (continued)

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ENTERING ELYSIUM:

After defeating Geetz, go to Calbania Island where you'll find Yuna, along with Gatts (inside the ship) in front of what's left of the Birdbot Fortress. Talk to Yuna so you can go to Elysium. Once there, you can talk to Yuna again if you need to go back to Terra. Data is also here at Elysium as well.

FIRST GRAVITY CONTROL PANEL:

Upon arriving at Elysium, check the Treasure Box in the northwest corner of the room for the Green Eye. After recharging and saving with Data, take the Elevator down to the Defense Area. Since Roll is much too far away to be your Spotter, Yuna will take over the Spotter duties for you, since she knows Elysium like the back of her hand! After going down the hallway past an automatic door, you find a Four Fist Reaverbot guarding a second automatic door. Defeat it and proceed to the next room, where you'll find a weak floor that Sera says will break if the gravity is increased. Upon entering the next door and turning the corner, you'll find a Gravity Gate that will instantly increase the gravity upon passing it. After defeating the two Fire Reaverbots there (which were deployed from the Carrier Reaverbot up ahead), go back to the previous room (the one with the weak floor and the higher gravity should shatter once you stand on it. You'll

find the First Gravity Control Panel there flanked by two Treasure Boxes, with the Energizer Pack Omega inside the left one and 40,000z inside the right one. Now use the First Gravity Control Panel to decrease the gravity to get out.

SECOND GRAVITY CONTROL PANEL:

Now go back north past the Gravity Gate and defeat the Carrier Reaverbot. Continue through the next door to find an room with electrified sections of the floor (so get your Hover Shoes ready) along with three GuruGurus and some Vacuum Reaverbots. The eastern door here has the Second Gravity Control Panel, and the western door is where you proceed.

THIRD GRAVITY & ITEM CONTROL PANEL:

This room is exactly like the previous room, except the panels are Buster Leak panels, and no equipment can protect you from those. Defeat the GuruGurus and proceed through the southern door. Go south down the hallway past a Gravity Gate and down a large room. Defeat the Four Fist Reaverbot ahead and proceed east to a square hallway with three GuruGurus and a Gravity Gate up north. You'll find three ways to go: north, east, and south. First, go east and after defeating the two Giant Spider Reaverbots (watch out for their red bubbles), take the east door where you'll find the Third Gravity Control Panel and the Item Control Panel.

FOURTH GRAVITY CONTROL PANEL:

Now go back to the square hallway and take the southern door and after going past a short hallway, use the lower gravity to reach the Treasure Box inside the high enclosed area to collect the Booster Pack Omega. Take the door west down the hallway to find the Fourth Gravity Control Panel. Now go back to the square hallway and take the north door. There you'll find a Four Fist Reaverbot guarding an automatic door. Defeat it along with a Walking Reaverbot up ahead and take the Elevator down to floor B1.

FIFTH GRAVITY CONTROL PANEL:

After going south down a hallway, you find a room with four lava panels (so have your Asbestos Shoes ready) along with two Butterfly Reaverbots and some Vacuum Reaverbots. Take out the Butterfly Reaverbots and continue south to another square hallway. There you will find two Carrier Reaverbots; one in the southeast corner and one in the northwest corner. Defeat them and their Fire Reaverbots and continue on through the west door. There you will find a small room with two ways to go, north and west. First go west where you'll find a room with four more Carrier Reaverbots; one on each corner. Defeat them and continue west where you'll find two Treasure Boxes, with a Sniper Unit Omega inside the right one. The left one is a Fake Treasure Box. Now go back to the small room (the one you entered right after the last square hallway) and go north. After going through one automatic door, you'll find a door to your left. The room only has two Spider Reaverbots, so it's probably best to ignore it. So continue north through the other automatic door. Soon you'll turn the corner west and go past a Gravity Gate and meet up with another pair of Carrier Reaverbots. Defeat them and continue west to find another room with a weak floor and two ways to go, north and west. First, use the high gravity to smash the floor panels. Collect the 36,000z inside the Treasure Box below and use the Fifth Gravity Control Panel here to increase the gravity so you can get out as well as unlock the north door.

SIXTH GRAVITY & MAP CONTROL PANEL:

Now go through the north door where you'll find two more Spider Reaverbots. After defeating them, take the east door and use the low gravity to leap inside the enclosed area to collect the 10,000z inside the Treasure Box. Now take the next door east to find the Map Control Panel and the Sixth

Gravity Control Panel. Now go back to where the Fifth Gravity Control Panel was and take the west door.

GIANT REFRACTOR:

After passing a large room and a Gravity Gate, look to your left to find a door just before an automatic door. Take this door where you'll go past a large room before finding a Treasure Box with the all important Giant Refractor! Now leave and continue south down the hallway, and after going past the automatic door, you'll find two more Four Fist Reaverbots, each guarding the final two automatic doors. Defeat them and take the Elevator to the Side Area.

Side Area Walkthrough

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ACTIVATE ELEVATOR WITH GIANT REFRACTOR:

Here, you can only walk through the rainbow colored doors. The layout may seem confusing at first, but check your map and it will make sense. From the Elevator, go east and then south (to the southernmost island here) to find the Accessory Pack Alpha inside the Treasure Box. Now go north and then west back to where the Elevator was. From there, go north twice, then east twice, and south once. From here you'll find two ways to go, west and east. First go east to find a Treasure Box containing 60,000z. Then go back west and then west again to reach the center area. There you will find a building with Data and the Elevator to the Mother Zone, as well as an Elevator up north. Use the Giant Refractor to activate this Elevator, and now you'll have a shortcut between the Shutte Bay and Center Area!

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. Green Eye

BUSTER PARTS:

1. Energizer Pack Alpha
2. Booster Pack Alpha
3. Sniper Unit Alpha
4. Accesory Pack Alpha

ZENNY:

1. 40,000z
 2. 10,000z
 3. 36,000z
 4. 60,000z
- (from Mother Zone):
5. 100,000z
 6. 150,000z

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20. Mother Zone:

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FIGHT ALL FOUR BOSSES AGAIN:

Inside this Center Area, you can recharge and save with Data, and then take the Elevator to the Mother Zone. A time honored tradition from the Classic and X Series of MegaMan games is to fight the eight bosses again before

facing the Final Boss, and here Capcom has decided to do the same here! That's right, you'll have to refight the four bosses from the main ruins here! Unless otherwise stated, they are just like before, except now you should have a more powerful Buster, so that will certainly be to your advantage. Also remember that once each boss is defeated, it will remain defeated for good, so after defeating one, feel free to come back to the entrance so you can recharge and save.

FIND THE LIBRARY:

You will first face the Frog Reaverbot from the First Key Ruins. After defeating it (the other obstacles, such as the Spinning Blades, will remain until you leave), you'll come across a Treasure Box with 100,000z. Next you will face the Blob Reaverbot from the Fourth Key Ruins. After that comes the Squid Reaverbots from the Second Key Ruins. This time, however, there is no water, but the gravity is higher so you won't be able to jump very high. This is also the only one of the four bosses that will leave zenny behind after defeating each of the three Squid Reaverbots. After taking that boss out, you'll find another Treasure Box with 150,000z inside. Finally, you'll face the Dinosaur Reaverbot from the Third Key Ruins. After that, you'll finally reach the Library, where you'll find the four Keys to the Mother Lode, and of course, Data. Upon trying to enter, Yuna will tell you that she can't help you anymore. Don't forget that even from here, you can still go back up and back to Terra if there's anything you've missed. Once you are sure you're ready, enter and face the Final Boss!

FINAL BOSS (PART 1)

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SERA (Part 1):

Well, this is it! This is the very last Boss of this game (with a two part battle, of course), and you must defeat Sera in order to stop the Carbon Reinitialization Program and save the world.

ATTACKS:

(Sera will disappear and reappear in between all attacks)

1. (Ready?) Sera will be engulfed in a huge red fireball and try to charge at you, just like Juno from the first Legends game. Deal with this attack just like you did Juno.
2. (Hah!) Sera will first use a blue mist, and then have five green crystal daggers appear, and they will come down on you one at a time very quickly. Move very quickly to avoid them.
3. (Well, Trigger?) Sera will fire two sets of several yellow energy explosives that will come after you very quickly. These are especially difficult to avoid if you're close to Sera. The best way to avoid these is to wait until they are very close before leaping out of the way since they go wherever you were when they were fired.
4. (How's this!?) Sera's most devastating attack will be unleashed when the room turns red. She'll increase the gravity in the room, fire several explosive diamond blocks, and then slam her body into the ground to create a shockwave. Since you cannot jump very high with the high gravity, it takes almost perfect timing to avoid the shockwave.

HOW TO DEFEAT SERA (Part 1):

Essentially you should defeat Sera the same way you defeated Juno in the first Legends game, while avoiding the above attacks as instructed. As in the first game, the Shining Laser will provide a much easier victory, especially if it's Attack rating has been upgraded to at least Level 2. And it works GREAT for the explosive diamond blocks; just lock-on and fire, and they'll be all gone in seconds!

FINAL BOSS (PART 2)

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SERA (Part 2):

Well, you saw it coming, right? After defeating Sera's first form, she'll reappear in a new gigantic butterfly-like battle body in a very mysterious battle arena. Hopefully you'll still have plenty of extra energy in your Energy Canteen and other energy recharging Items, such as the Picnic Lunch or Fried Chicken. You'll need them!

ATTACKS:

1. (What's the matter?) Sera will fire a big searching yellow laser that can take off three or five units of energy with Kelvar Armor! Ouch! All other attacks will take off two units of energy with Kelvar Armor.
2. (Gotcha!) Sera will fire 14 blue lasers from underneath her body while moving. You definitely do not want to get caught in the lasers.
3. (Feel my power!) Sera will smash her gigantic arms into the ground to create a pink shockwave. This time, you must not only leap, but also get in between the spaces of the shockwaves to avoid the attack successfully.
4. (Let's find out!) Sera will set glowing yellow spots on the ground, and then big rocks will come crashing down wherever you are. Moving quickly is the best way to avoid them.
5. (<1/2 energy; Hmm!) Sera's most devastating attack this time is to fire a magnetized black hole that will move around the arena trying to pull you in. If it catches you, it will be very hard to see and move while Sera unleashes her other attacks. You must jump to escape the black hole; just running won't do.

HOW TO DEFEAT SERA (Part 2):

This form of Sera isn't that much harder, the attacks are just very different. She's a much bigger target now, so just like the second form of Juno from the first Legends game, use that fact to your advantage. Again, the Shining Laser will make your job much easier in this battle. Defeat Sera this time and you win the game!

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21. License Tests and Sub-Ruins:

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License Tests

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You start out with a Class B License when playing on Normal Mode, which will allow you access to only the Class B Sub-Ruins. If you'd like to explore the other two Sub-Ruins, you must take and pass the License Tests to win higher level licenses. To pass, you must eliminate every enemy inside every room inside the Test Ruins, using only a five unit Energy Meter and the Buster Parts issued to you. You have three minutes to complete the Class A License Test and five minutes to complete the Class S License Test (the clock starts when you enter the first door). If you run out of time, run out of energy, or voluntarily quit the test, you fail. If you can complete the Test Ruins within the time limit and without running out of energy, you pass!

With a Class A License, the enemies are a little tougher, and zenny is worth twice the normal value. A Class S License will make the enemies a LOT tougher, and zenny is worth four times the normal value. It is also important to remember that once you get a higher level license, you cannot go back to a lower level license if you find the enemies too tough. The

Class A License Test is relatively easy, but the Class S License Test is very, very hard. If you need help passing the tests, please check out Kalas' outstanding Digger License Exam Guide FAQ at www.gamefaqs.com.

Class B Sub-Ruins Walkthrough

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Upon entering, proceed north through the hallway and take out the Green Frog Reaverbot. Enter the door and you'll be in a large room with Three Walking Reaverbots, along with two ways you can go; west and east. First, go east and take out the Shield Reaverbot in the way. Enter north to the next room where you'll find three Green Frog Reaverbots and several Small Snake Reaverbots. Then go east and then go south to find a Zenny Hole with 3000z.

Then head north to find two ways you can go; north and west. Take the northern door where you'll find three Green Frog Reaverbots, two Flying Bomb Reaverbots, and two Shield Reaverbots. Take them out and go east past where the Shield Reaverbots were to find the Bomb Schematic inside the Treasure Box. Now leave and take the west path now. After fighting several Snake Reaverbots, you'll find a dirt wall. If you have the Drill Arm, you can drill this away and make a shortcut. If not, you'll have to go back to the large room and go west and then north to the next door.

Upon entering, you'll find two more ways to go; west and east (watch out for the Shield Reaverbot guarding the way east). Now go west where you'll find a Fake Treasure Box. Behind it is a Zenny Hole with 6500z. From there proceed north where you'll find three Flying Bomb Reaverbots. Ahead is another Shield Reaverbot guarding the way north, and you'll also find two more paths, west and east. The west path leads to a Treasure Box with 2800z and the east path leads to another Treasure Box with 4000z. Now go north through the door. There you'll find two Green Frog Reaverbots and two paths going west. The first one leads to a Fake Treasure Box and the second one leads to a Treasure Box with the Mechanical Notes #2. Now continue north to find a large room with three Green Frog Reaverbots and two Treasure Boxes; the left one is a Fake Treasure Box and the right one has 2500z. If you continue east, you'll find the dirt wall again, which is where the two paths to the dirt wall connect.

The path east leads to three Walking Reaverbots guarding the way to an Elevator to floor B2. Take the Elevator and you'll find a path that leads to the Class B Sub-Ruins Boss, the Hammer Reaverbot from the Abandoned Mines. Other than the lack of pillars in the room, the Boss is exactly the same as before and should be treated as such. Defeat it and you'll be able to collect the Blue Refractor B, valued at 30,000z! Once you have it, simply make your way back to the entrance so you can leave.

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. Mechanical Notes #2 (Artillery Notes)

ZENNY:

1. 6500z
2. 2800z
3. 4000z
4. 2500z

Class A Sub-Ruins Walkthrough

=====

Upon entering, go down the hallway where you'll find six Flying Bomb Reaverbots and two ways you can go. Don't bother with the path to your right (west); it's a dead end. So take the left path (east) instead. There you'll find a room with three ways you can go; north, south, and east. First go south where at the end of the L-shaped path, you'll find a Purple Reaverbot guarding a Zenny Hole with 3000z. Then take the north door to find an F-shaped path. The first path east is a dead end with three Flying Bomb Reaverbots, but the second path east has a Zenny Hole with 3000z guarded by a Purple Reaverbot. Once both the north and south paths have been cleaned out, proceed through the east door. This L-shaped path has a Mammoth Reaverbot and leads to another large room with another path going northeast and an Elevator. This large room also has three Flying Bomb Reaverbots and two Purple Reaverbots. After defeating them, check the west wall and east wall for Zenny Holes with 8000z and 5000z respectively. Now take the Elevator to floor B2. From there you'll find three paths with a Treasure Box at the end of each one. The west one has 5000z, the east one has the Sniper Unit, and the north one has 3000z. After checking all three Treasure Boxes, take the Elevator back to floor B1 and take the northeast door.

Now you'll be in another L-shaped hallway with a Walking Reaverbot. At the other end of this hallway is another large room with one or more Thief Reaverbots and sometimes a Gold Reaverbot that is worth lots of zenny if defeated. There are also three doors you can take; north, east, and south. The east path is a dead end with five Flying Bomb Reaverbots. The north path is a T-shaped hallway with a Mammoth Reaverbot. Upon entering this path, check the right wall for a Zenny Hole with 8000z. Then go west and look along the right wall for another Zenny Hole with 5000z. The end of this west hallway has a Treasure Box with the Rusty Bazooka. Finally, the south path leads to a Mammoth Reaverbot along with a Purple Reaverbot guarding the lair of the Boss of the Class A Sub-Ruins. The boss is a pair of Red Crab Reaverbots. Defeat them and be sure to check the north and south walls for Zenny Holes with 12,000z and 7500z respectively. Then take the east door to claim the Yellow Refractor A, worth 50,000z! Then use your map to guide your way back to the entrance to get out.

Item Review

=====

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

BUSTER PART:

1. Sniper Unit

SPECIAL WEAPONS PART:

1. Rusty Bazooka

ZENNY:

1. 3000z
2. 3000z
3. 8000z
4. 5000z
5. 8000z
6. 5000z
7. 12,000z
8. 7500z

Class S Sub-Ruins Walkthrough

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First of all, these ruins are filled with water, so have your Hydrojets ready. Proceed north to find a large room with three GuruGurus. Defeat them and take the west door. At the end of the hallway, you'll find two Lobster Reaverbots. Defeat them and check the Zenny Hole west for 25,000z. Now leave and proceed east where you'll find two more GuruGurus. At the end of this hallway, you'll find a Shield Reaverbot guarding the door west. Defeat it and proceed. There you will find a short zig-zag hallway with two GuruGurus and a Shield Reaverbot. Defeat them and proceed north, ignoring the east path for now. Look for a door against the west wall to find a Treasure Box with 18,000z, along with a pair of GuruGurus. Leave and continue north and you'll find an Item Hole with the Sensor around the corner. Now go back south and take the east path you ignored before. Enter the east door to find a room with a path continuing east being guarded by a Shield Reaverbot. Then you'll find three more GuruGurus. Then take the east door to find a Treasure Box with the Mechanic Notes #6. Leave and continue north through the northern door. From there you'll find two more paths, west and east. First go east where you'll find two GuruGurus and 15,000z inside the Treasure Box. Then leave and go west to a square hallway with a Puff Fish Reaverbot. Defeat it and take the north door to find the Boss of the Class S Sub-Ruins, which are the trio of Squid Reaverbots from the Second Key Ruins. Defeat them just like before and then take the northern door to collect the Red Refractor S, worth 100,000z! Again, use your map to guide your way back to the entrance of the ruins.

Item Review

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

SPECIAL WEAPONS PARTS:

1. Sensor
2. Mechanical Notes #6 (Autofire Notes)

ZENNY:

1. 25,000z
2. 18,000z
3. 15,000z

===== 22. Sub-Quests: =====

Pokte Village Quizzes

=====
After completing the First Key Ruins, go inside the School next to those Ruins where you'll find the Mayor of Pokte Village, flanked by her two students. Doesn't the Younger Student look a lot like Yai from the Battle Network Series? Talk with any of the three to take a ten question multiple choice quiz. In each quiz, you must get all ten questions right. If you get one wrong, you have to start over. Each time you complete a quiz from one of the students, you win one of four prizes from each. The Younger Student's prizes are Pencil, Candy Apple, Candy Bar, and Strange Juice. The Older Student's prizes are Notes, Pokte Tea, Mug, and Pokte Pastry. If you already won all four prizes from that student, you can still take their quiz again, but you won't get any more prizes.

If you win the Mayor's quiz, you'll win the Textbook and Energizer Pack, as well as the right to take her Ultimate Quiz for 100z. Here you must correctly answer 100 questions in a row, and as before, if you get one wrong, you have to start over. Succeed and you'll win the Zetsabre! Alternatively, you can simply buy the Zetsabre for 2,000,000z instead of taking the Ultimate Quiz for it. After winning or buying the Zetsabre, you can still take the Ulitmate Quiz, but you won't win any more prizes.

If you need the answers for the questions, please refer to jewey's oustanding Pokte Village Quiz FAQ & Answers FAQ at www.gamefaqs.com.

Kimotoma Raceway =====

After defeating Teisel's Blitzrig at Kimotoma City, talk with the man in front of the statue's platform. Provided that the statue was not destroyed during the battle (if it was, you'll have to first pay the man 5000z to replace the statue in five 1000z donations), the man will allow to race along one of three tracks:

Manda Circuit: 35 seconds (25.95 record)

Calinca Circuit: 40 seconds (31.24 record)

Saul Kada Circuit: 45 seconds (32.12 record)

Unlike in the first Legends game, you cannot win any prizes in this Sub-Quest other than cash. If you complete the Manda and Calinca Circuits within the time limit, you win 1000z plus 10z for every tenth of a second below the time limit you finished the race. The Saul Kada Circuit is worth 1500z plus 10z for every tenth of a second below the time limit you finished the race. Can you set a new record?

MegaMan's Got Mail! =====

During the game, MegaMan can receive letters from the Yosyonke Post Office. You'll automatically receive two letters from the Servbots; the first one after clearing the Birdbot Fortress at Calbania, and the second one after giving the Third Key to Bluecher.

In addition, if you give Shu all three of the educational items (Pencil, Notes, Textbook) right after clearing the Birdbot fortress, you'll receive three letters from her little brothers, Appo and Dah. The first one arrives after returning to Nino Island, the second one after defeating Glyde's Main Ship at Nino Island, and the third one after opening the Second Key Ruins. To find out what the letters say, just check the Legends 2 Game Script.

===== 23. MegaMan's Reputation: =====

Be a bad boy for a 20% increase in prices, among other things
=====

If you do enough bad things (the easiest and quickest way is to kick piggies at Calbania Island), your armor will turn dark. If it's too dark, the people will not like you! First off, all the prices in the Junk Store and General Store are increased by 20%, and the owners of the stores will be much ruder to you. Yikes! In addition, you will not be able to participate in any of the Sub-Quests and many people will not think very kindly of you.

However, there is one advantage to being bad. After defeating Teisel's Blitzrig at Kimotoma City, you'll find the Shady Dealer standing beside the northeast column near the Third Key Ruins entrance. If you are dark enough that the store prices are increased, and have the Reaverbot Claw (that you got from the Yosyonke Junk Shop by talking to the owner from the back door), he'll offer to buy it from you for 50,000z. Accept his offer and he'll offer you the Taser (one of two parts needed for the Crusher Special Weapon) for 10,000z, as well as the Reaverbot Eye for 100,000z. With the Reaverbot Eye in hand, go back to the Yosyonke Junk Store, enter the BACK door (NOT the front) and talk to the owner. He'll ask if you'll sell your Reaverbot Eye to him. Say yes and he'll offer 100,000z for it. Reject that offer and he'll offer 300,000z for it. This time you should accept his offer. If you get greedy and ask for 500,000z, he'll reject your offer and then if you talk to him again, he'll only offer 10,000z for your Reaverbot Eye.

If you want to turn back to Normal MegaMan, you must donate 1,000,000z to the Church at Yosyonke if you became just dark enough to be able to do business with the Shady Dealer. Otherwise, you'll need much more than that!

Become St. MegaMan for 20% off in the Junk Store and General Store!

=====
If you are Normal MegaMan, you can become St. MegaMan (he'll look very bright) by donating 1,000,000z to the Church at Yosyonke. As St. MegaMan, you'll get 20% off at the Junk Store and General Store, and the owners there will be much more polite to you (even more so than they normally are). In addition, if you go back to Pokte Island, you'll find a bunch of racoons that you can talk to! Finally, go back to Calbania Island and visit Shu, Appo, and Dah for slightly different quotes.

Be mean to Roll for a 10% hike in prices

=====
If you do enough bad things to Roll (pick her up and shoot her near the Abandoned Mines at Calinca Island, shooting down the Flutter at Nino Island), you'll find Roll is not at the Flutter's Bridge, but Data says that Roll is taking a nap. Well, go back to her room and you'll find her in her PJs lying on the bed. Talk to her and she'll say that she's worried about your bad behavior, and will ask you to try to clean up your act. If you promise to do so, then nothing will happen, but if you call her "busybody" instead (how mean!), you'll find that once you go back to the Flutter's Bridge and inside the Development Room, Roll broke her tool kit and now prices for Special Weapon upgrades are 10% higher! Ouch! Plus, Roll will be a bit more rude to you now (she'll ask, "What is it, MegaMan?" instead of "What do you want to do, MegaMan?"). To get back in Roll's good graces, just buy and give her all three of Roll's Presents and she'll say her tool kit is now fixed and the Special Weapon upgrade prices will return to normal.

Catch Roll in the Bathtub for 10% off!

=====
If you pay to have the Flutter repaired, buy all three living room/kitchen items (Refrigerator, Newspaper, TV), give all three of Roll's Presents (Doll, Cushion, Model Ship), and the first four Flutter furnishings (Toilet Cleaner, Comic, Housepant, Vase), you'll find that Roll is not at the Flutter's Bridge, just Data. Data will tell you that Roll is taking a bath and that you should get cleaned up too. Well, be a bad boy and go inside the Bathroom, where MegaMan will once again catch his sister in her birthday

suit, just like in the first game! In fact, MegaMan will even pump his fist after doing so; how sick! Anyway, go back to the Flutter's Bridge and talk to Roll. Go to the Development Room and you'll find that Roll got a new tool kit which means now all Special Weapon upgrade costs are 10% off! Plus, Roll will be much more polite to you when you talk to her (she'll say, "Just tell me what you want to do, MegaMan!" instead of her usual, "What do you want to do, MegaMan?").

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24. Secrets and Tips:
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1. Unlock Easy and Hard Mode - Just like in the first Legends game, you can also unlock Easy and Hard Modes in this game as well. Just beat the game on Normal Mode and after the ending, save the file to a slot on your Memory Card. As long as that file remains on the Memory Card, both modes will be automatically available any time you select New Game from the Title Screen (you don't have to restart the file, then reset and go back to the Title Screen like the first game). Hard Mode is just like Normal Mode, except that you have the Class S License right from the very start. Easy Mode gives you a Class C License (allows free access to any Sub-Ruin), all five Bionic Parts (your Life Gauge will already be at ten units, not five), and of course, the Accessory Pack Omega (maxes out all Buster ratings) right from the very start. Plus, zenny earned from defeated enemies is worth four times the normal value. And this time, the Accessory Pack Omega is already equipped for you.

2. Unlock Very Hard Mode - Beat the game on Hard Mode OR beat the game on Normal Mode with a Class S License to unlock Very Hard Mode. Here you will get a Class SS License right from the very start, and if you thought Hard Mode was tough...

3. Best 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 a complete list of every Buster combination that will give you at least an 18 combined rating:

- a. Accessory Pack Omega (Easy Mode only)
= A:7 E:7 R:7 D:7 (Total: 28)
- b. Any three of the following:
Power Raiser Omega, Turbo Charger Omega,
Range Booster Omega, Rapid Fire Omega
= Three Ratings:7, Remaining Rating:0 (Total: 21)
- c. Accessory Pack Alpha + Booster Pack Omega + Energizer Pack Omega
= A:5 E:7 R:3 D:5 (Total: 20)
- c. Accessory Pack Alpha + Booster Pack Omega + Upgrade Pack Omega
= A:6 E:7 R:5 D:2 (Total: 20)
- c. Accessory Pack Alpha + Energizer Pack Omega + Upgrade Pack Omega
= A:3 E:7 R:6 D:4 (Total: 20)
- d. Upgrade Pack Omega + Booster Pack Omega + Energizer Pack Omega
= A:4 E:7 R:4 D:4 (Total: 19)
- d. Accessory Pack Alpha + Accessory Pack + Booster Pack Omega
= A:6 E:6 R:4 D:3 (Total: 19)
- e. Accessory Pack Alpha + Accessory Pack + Upgrade Pack Omega
= A:4 E:6 R:6 D:2 (Total: 18)
- e. Accessory Pack Alpha + Accessory Pack + Energizer Pack Omega
= A:3 E:6 R:4 D:5 (Total: 18)

4. Servbot Guests - Inside the Sulphur-Bottom, you'll notice three very special guests aboard Bluecher's Ship; that's right, everyone's favorite

little yellow guys are aboard the ship! Their quotes will change every time you present one of the Four Keys to Bluecher. To find out what they are and what rooms they are in, just check the Legends 2 Game Script.

5. Capcom's Self Advertising - Capcom just can't resist advertising in this game as well, can they? Well, let's see what they have this time around:
- The Game Cartridge that you buy at the General Store is called Resident Evil 4. But upon checking the game at MegaMan's Room (it kinda looks like a Game Boy Advance SP with four buttons), it says it's a flight simulator. Don't ask me how you make a Resident Evil-based flight simulator game...
 - The Comic that you buy from the General Store has a picture of Classic MegaMan.
 - The Yosyonke General Store has a poster of Black Zero from MegaMan X4 and X5. It also has a comic book with Kalinca (Dr. Cossack's daughter) from MegaMan 4.
 - The Condominium at Yosyonke as well as the huge house in the northwest corner has an comic book with Ice Man from the original MegaMan game.
 - The TV inside the Bar at Yosyonke shows a neat animated clip that features MegaMan and ProtoMan from the Classic MegaMan series, as well as Guts Man from the original MegaMan game.
 - The Nino Island Junk Shop has a wanted (dead or alive?) poster with Teisel, Tron, and Bon Bonne, and offers a 1,000,000z reward. Wouldn't it be nice if you could actually collect this reward?
 - The gumball machine inside the Nino Island Junk Shop supposedly has a keyholder with a Servbot inside, but you can't see one inside.

6. Somebody Slap Me! - Just before the Abandoned Mines, you'll be out on the Calcina Tundra where Roll follows you. If you try to pick her up, she'll slap you! In fact, if you do it enough times, you can actually be slapped to death!

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25. Legal:
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This guide must always be shown in full form with credit given to the author, and a link and credit must be given to Mega Man Network (<http://megaman.retrofaction.com/>). All associated characters and games are copyright to Capcom.

CREDITS:

- Capcom: For making this wonderful game (and I hope Legends 3 and/or MOTB 2 will soon follow)
- Mega Man Home Page (<http://www.mmhp.net>): For providing me with the names of most of the Bonne Family Bosses.

HOSTS:

Although this guide is designed especially for Mega Man Network (<http://megaman.retrofaction.com>), these sites have permission to host this guide as well:

- GameFAQs (<http://www.gamefaqs.com>)
- NeoSeeker (<https://www.neoseeker.com>)
- RockMan Dash! (<http://www.rockmandash.com>)