

# Mega Man Legends 2 FAQ/Walkthrough

by Gbness

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Mega Man Legends 2 FAQ/Walkthrough

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I. Version History: This is the version history for this darned guide so far.

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Version 1.0: The first, and basically complete version of this guide. Enjoy it.

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II. Introduction: Hello! This is my tenth FAQ, this time for one of my favorite action RPG games of all time, Mega Man Legends 2! This is definitely one of my favorite games, so I decided that I would write for this game. The game isn't really that hard, but since it has plenty of stuff to do, I figured it would be a good idea to write for this game. So, get a warm blanket, a pillow, your PlayStation, and play this game all day with this Walkthrough! Also, take note that there are gigantic spoilers in this guide, so read at your own risk.

III. Legal Disclaimer: You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good.

IV. E-Mail Rules: I love getting good emails, so you're free to email me with a question any time, and I will answer questions already answered in this FAQ. But these are the rules:

1. Don't send me a question for something that this FAQ shouldn't list anyway.
2. If you email me try to make it neat. There's a much higher chance I won't respond to you if the email has ALL CAPS, no caps, and no short talk like i instead of I, ur instead of you're, etc.
3. Don't send me advertisements. They will be ignored and deleted.
4. No silly stuff.

If you follow these 4 rules there's a 99% chance I will respond to you within 12 hours.

V. IM Rules: I also like getting IMs, but don't send them to me too often, or they may be ignored. I am on often, so feel free to IM me, but keep it light. The same rules apply.

VI. Characters/Basics: Here, I'll introduce the main characters of Mega Man Legends 2, then I'll just explain the controls and everything you need to know to get you started!

Characters:

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Mega Man

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If you don't know who this is, you're like... what? Well, just in case, Mega Man had just left Kattelox Island, and now her sister has been seeking the Mother Lode. Mega Man is on a quest to collect the four keys to the Mother Lode to unlock it. Of course, he's not alone, he has his friends and enemies. He does have a strange voice though. I wonder why Capcom changed his voice, because I certainly preferred his MML1's voice. He has a big, big secret, and he doesn't even know it, but until then, Mega Man is Mega Man! He's got blue armor, lots of weapons, and he's a very nice guy! He's also a Digger.

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Roll

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Well, Roll is Mega Man's sister, and has a lot to tell. Every Digger has a Spotter, and Roll is Mega Man's Spotter. When Roll was just a baby, her parents left her behind and went to one of the most dangerous places around, Forbidden Island. She's been seeking her parents ever since. She is what starts up the story. She is a very important character to the game, and she's a female genius, she knows plenty about machinery and is very useful throughout this game. And I mean VERY useful. She's also starting her own diary, and this time, Mega Man can look in it this game. =P

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Data

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Well, I wouldn't be able to believe you if you told me you didn't know who Data is. He is a little monkey that Professor Barrell found in the Nino Ruins along with Mega Man. His voice has changed quite a bit, but I like his new squeaky voice. :) Just in case you haven't played Mega Man Legends 1, he can save your progress for you, he can recharge your energy, as well as your weapon supply, and he can give you a lot of hints, so Data is quite an important character.

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Barrell

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Commonly referred to by Roll as "Gramps", Professor Barrell is indeed Roll's grandfather. Since his daughter and son-in-law, or Roll's mother and father left for Forbidden Island, and were said to die, he has watched over her ever since. He is not young, but he is a kind old man, helping Von Bluecher track the Keys to the Mother Lode. He found Mega Man in the Nino Ruins once, with a

small monkey (Data), and then began to raise Mega Man. Roll was the one who named Mega Man, by the way, not Barrell.

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Von Bluecher  
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With Barrell, the two of them were the very first to go to Forbidden Island and actually return alive. He is a mysterious character, but a friendly one. He has saved up a gigantic fortune for several years to build the grand ship, the Sulphur Bottom. By the way, don't pay any attention to the instruction manual, Bluecher, nor any character in this whole game, is named Von Muller. I wonder why they made up this crazy name, Von Muller?

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Tron Bonne  
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Teisel and Bon's sister, Tron Bonne, is Mega Man's female nemesis. She is simply a mechanical genius, in Mega Man Legends 1, and this one. She is always making really big weapons. She seems to have lost that crush she has had on Mega Man since MML1. This time, she's bigger and better than before, and hates Mega Man even more. She's a girl, but she's a pirate!

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Teisel Bonne  
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Teisel is Tron's grumpy sister. He hates Glyde beyond belief, and gets angry VERY easily. He's basically the "baddest" bad guy in the game, and he wants the Mother Lode more than ever, and is even willing to side up with Glyde to do so. He's pretty poor ever since the first game, no matter how rich he used to be.

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Bon Bonne  
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Yet another stupid misspelling from the instruction manual. Bon's name is NOT Bomb, never was, and never will be. Bon is the least important of the Bonnes, but did you know he's only 2 years old? He's 2, and he's the biggest, strongest member of the Bonnes. He's a force to be reckoned with.

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Servbots  
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The guy who wrote the instruction manual needs glasses. The name is NOT Servebots. These cute robots are the Servbots, not Servebots, although all 40 of these adorable guys serve the Bonne family equally. These guys do quite a bunch of things. They're so small, yet they're invincible, and they drive a lot of machines, although they do make a lot of mistakes while working with the Bonne family, and I just love when they say "Oh no."

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Glyde  
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Teisel hates this guy's guts majorly. Well, there really isn't much to say about Glyde, but he's the commander of the Bird Bots, and he's another vicious pirate; one of the biggest enemies in the game. He's a force to be reckoned

with.

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Bird Bots

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These guys are exactly the opposite of Servbots. The Servbots are true and loyal; the Bird Bots are cunning, nasty, and disobedient. They goof off when they're not being watched, and they're very bad guys, building bird robots all the time and doing their deeds. Also, they are enemies of the Servbots.

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Yuna

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There is hardly anything I can say about Yuna that won't spoil things for you, but she's the Earth Goddess, and her servant, or well, companion is known as Gatts. She is a good person, unlike her sister. There is a mysterious thing about Yuna... as she looks exactly like Roll's mother, Matilda. It is rumored earlier that she is, although she is a large story to tell.

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Sera

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There is hardly anything I can say about Sera that won't spoil things for you, but she's the Sky Goddess, and her servant, or well, companion is known as Geets. She is a jealous person, unlike her sister, and she has a lot against Yuna. She wishes to understand the Master, and is actually... wait, I won't spoil it here!

Basics:

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Controls:

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(All taken by default)

X: Jump, Confirm

S: Fire

O: Use Jet Skates (when you have them)

T: Special Weapon

Left Arrow: Move left

Right Arrow: Move right

Up Arrow: Move up

Down Arrow: Move down

Left Analog Stick: Move

Right Analog Stick: N/A

L1: Move Camera Left

R1: Move Camera Right

L2: Move Camera

R2: Lock On

Start: Pause

Select: Menu

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Effects:

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These are all of the four status effects featured in Mega Man Legends 2.

Poisoned: Mega Man cannot fire his Buster, just a circle will appear next to him and he can only hit enemies that are very close to him. His Weapon Energy will drastically shrink.

Burned: Mega Man will catch on fire and his health will shrink until the effect wears off.

Sprained: Mega Man will be electrocuted and he moves VERY SLOWLY until the effect wears off.

Frozen: This is exactly the same as Burned, except the fire is blue instead of red.

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System:

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Mega Man Legends 2 is not an RPG, as you probably know, but it does contain a lot of RPG in it. Mega Man has his Buster Gun and once he acquires them, Special Weapons. In ruins where you'll fight enemies, on the top-left you'll see a mini-map of the area, which will really help to guide you through ruins and dungeons. To the left, there's Mega Man's life gauge. Let it run dry; Mega Man is dead. At the bottom-left, there's the warning light. When there's an enemy within Mega Man's range in which you can't see, this will light up. To the right, there's the Special Weapon gauge. The green indicates the energy. If you just use a weapon and shoot the hell out of it, then this green gauge will turn black and slowly fill up. The blue gauge indicates the ammunition of the weapon. If you don't have a special weapon equipped, the special weapon gauge will be replaced by the Lifter Mark. When the two ends are together, Mega Man is holding something. Also, when you're entering a battle against a boss, then at the upper-right side of the screen, that boss's health gauge is displayed. Alright, I think that's all.

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Moves:

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WALK

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Mega Man runs when you use the D-Pad or Left Analog Stick to move him, but if

you want to walk, hold down to O button and run. This doesn't look very cool, but it may be useful to dodge enemy attacks or just move a little bit.

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CLIMB  
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To climb, all you have to do is jump a little below the area you want to get to, and Mega Man will grab onto it. Press Up to make him climb up.

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ROLL  
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To do a roll, press X while moving in a certain direction. This is a very good and very clever way to dodge enemy attacks, not to mention you look awesome while doing it!

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TURN  
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To turn very quickly, hold down O while moving in a different direction. A very good way to move quickly.

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LOCK  
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I should say Lock-On, but anyway: to lock-on to an enemy, press R2. You will instantly lock on to the closest enemy. To change this, press R2 again while surrounded by enemies, and you will lock onto a different enemy.

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LIFT  
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Note: You cannot lift anything while you have a Special Weapon equipped. To lift an item, or a small enemy, walk close to them and press T. To throw them, press T again while holding them. This is a very convenient way to take care of enemies, especially when throwing an enemy at another one.

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DASH  
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Note: You cannot do a dash if you don't have the Jet Skates equipped. To do the dash, hold down O and they will start charging up. Once they've charged up, Mega Man will move twice as fast. To move even faster, hold down the Up button while doing this. You will then move as fast as you can go!

VII. Walkthrough: This will be a step-by-step, long, but simple walkthrough for Mega Man Legends 2. Enjoy it; it was quite a difficult task to complete!

Flutter:  
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We'll start the game off on a mission to take out the fires of the Flutter in which Data started. Roll will ask you if you know how to use your aqua blaster. Say "yes" and use [] to put out the fires around here. The fires are very easy

to put out. After taking them out, head up and to the left area. In this room, there are quite a lot of fires. Take them out with your Aqua Blaster; they're not hard to put out. Be careful around the bathroom glass window, once you put out the fire, more will burst out from inside, so be careful and take the fire out, and head into the room adjacent to the bathroom.

You will find Data in here. This whole kitchen has caught on fire, and you urgently need to take it out. When Data gets on fire, he'll dance around the room in fury, and if you take too long to spray him with it, he'll jump at you and if he hits you, he'll hurt you. If Data catches fire, immediately spray him so you don't get attacked, and then handle the rest of the ship. After you take all the fires out, Data will dance around and thank you, and Roll will note that we've caught up with Gramps' ship.

We'll see a cutscene with a reporter giving a live update in the Sulphur-Bottom, continuing with live updates around. Bluecher will decide to go back to Forbidden Island like he did 30 years ago, and then the Matilda-look alike woman will appear. On her silver flying reaverbot, she and Gatts fly towards the Sulphur Bottom and fire at it. The Sulphur-Bottom fails to destroy the reaverbot, and then it badly damages the Sulphur-Bottom, and it falls. MegaMan warns Roll about this, and then they set foot on an island, Yosyonke.

But let's not take on Yosyonke Island yet. Instead, head back inside the Flutter by jumping up the steps and entering. Now head into the room marked with "M". This is MegaMan's room. Pick up the 1,000 Zenny to the left, and get out of his room. Pass Roll's room and go to Barrell's. At his bed, you'll find 5,000 Zenny, in which he was apparently saving up for a rainy day. Check his model of the Flutter and you'll get another 1,000 Zenny. Get out of this room, and head down the ladder to the right. Pass through this hall (the two rooms are useless for now), and go down the next ladder.

In here, there are two doors, one green and one blue. Go through the green to the heart of the Flutter and check the panel on the right. It contains 2,000 Zenny. Check the opposite room to the blue, and go across this room. Enter the Development Room and check the junk on the floor for Rapid Fire. Equip this on MegaMan immediately! Now head back out to the pilot room. Talk to Roll and pay 2,000 Zenny to repair the Flutter, then go back out of here and use the door on the left to go to Yosyonke Island.

Yosyonke Island:

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Welcome to Yosyonke Island, the first island in the game. You'll see a sign straight ahead of you heading to the town of Calinca, so let's head there. First we'll get the items of Yosyonke Island. Go beyond the junk shop and you should see a tiny yellow can near a trash can. Inspect the trash can for Mechanic Notes 1, a very useful little item. After getting it, head to the right and to the back of this area, opposite of where you entered, and you'll find another trash can. In it, you'll pick up 1,000 Zenny. Then go to the entrance of that house and enter. To the right, you'll find a Broken Vacuum. You can also go through the back door of the junk shop to get a Reaverbot Claw, an item that is very useful a lot later. Okay, I think that's all, head back to the junk shop.

When you enter, the junk store owner will be talking to a man named Joe. He seems to be forcing him not to go to the ruins to dig. He'll head off, paying no attention at all to him. Mega Man will tell Roll that he thinks he knows him. The store owner will welcome the two, and Roll will show him a blueprint of the dropship. The owner will say that he's seen it before, from Joe's lab. Roll gets a sudden idea that Joe knows her father, so she runs out in a hurry.

Exit the junk shop and you'll see Roll running out.

Don't follow her yet though. If you talked to the junk store owner while you were in the store for the first time, he'll tell you a little information about Joe. If you exit then enter again, he'll sell you some stuff. Buy the Items Energy Canteen, Bionic Parts, and Rollerboard, then buy the Part Power Raiser, or basically whatever you want, but I personally had my Mega Man looking like this:

Buster Parts:

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Power Raiser  
Rapid Fire

Weapons:

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Aqua Blaster

Nothing else was filled in for me, of course. So get out of this shop and follow Roll to the large lab right near the Flutter. It's very hard to miss. Go to the back of it and you'll find Roll. Talk to her and say that her father is alive to encourage her, and then Mega Man and Roll will come in. They'll inspect the dropship, and then a girl in pink will walk in. She'll tell them that her father (Joe) has gone to the ruins for a Dig. She doesn't know of anyone named Caskett. With this news, Roll decides to head to the ruins. Get out of this lab, and then you may see a small gate. Head there... to the ruins.

Abandoned Mines:

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This is the first area where you get to fight with your Buster Gun. Across the bridge right ahead, there are Reaverbots that will attack you and Roll. How much Roll is hurt will affect her diary a little later. Try to destroy the Reaverbots just as they put their heads up, and never accidentally attack Roll. Ever. The Reaverbots will give you extra Zenny, just in case you didn't know. If you want even more Zenny, then go to the right passage in front of you, and go to the end of that area. There are Reaverbots that drop tons of Zenny here. When you have enough Zenny, head to the left passage; into the ruins themselves.

Follow Roll without end. The ruins are pretty big, so it's easy to get lost here if you're not looking at your map. Follow her until she reaches the green room. When you get here, stop following her and head in the opposite direction, to the left. In here, take out the Reaverbots and get the Zenny, then head up and to the right, and follow this path until you reach a treasure chest. Get the Broken Machine Gun part here, and then return to where Roll was. Roll wants to go but Mega Man finds it too dangerous, and then he will decide to go down and look for Joe.

This place is pretty easy to get around. Go straight ahead of you and open the door to get a few little items (Zenny), and head back outside. To the left and right, there are big Reaverbots that drop lots of Zenny, so be sure to take them out. The upper-left and lower-left doors will lead you to more Zenny and the Old Hoverjets. (Old Hoverjets and Rollerboard, sound familiar?) After that, head to the center and to the left, and there will be a hall to the end. Defeat the Reaverbots, and go up...

You'll find Joe in the next room. He looks pretty badly injured. He'll tell you that the big Reaverbot managed to beat him up and once he's returned to full power, he's going to rise from these ruins and start attacking the town. He's too badly hurt to assist you, so just turn around and go to the right door.



Okay, here we go, it's our first boss in the very next room: let's go!

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Spiked Reaverbot

Difficulty: Easy

Health: Medium

Strategy: This is going to be a pretty easy battle on this giant spiked Reaverbot. His big slam on MegaMan does quite a bit of damage, but it's very easy to avoid. He's slow to move around and can't do very much, so just shoot him while you have the Power Raiser and Rapid Fire and try to aim for the red spike on his back; that's his weak spot. Also, just in case you have a problem with him of any sort, the giant pillars in this room can act as shields between him and you. This shouldn't be a hard battle at all.

After the battle, get out of this room and MegaMan will notice Roll standing next to Joe. Roll knows that if Joe dies, there's a higher chance that her father will die too. Joe will tell you to get the refractor. Just walk over to it and press X, and then MegaMan, Roll, and Joe will immediately and automatically exit this ruin and this part is over.

Yosyonke Island:

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We'll be back on Yosyonke Island. Joe will be lying in bed injured. He obviously doesn't know anyone named Caskett and is too much hurt to talk. Let him rest and get out of this place. Since he's allowed us to take his dropship, we can now land on Forbidden Island, the place where lots of people have gone to and never came back from. Let's go, mate!

Flutter:

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You don't have to do anything. The repairs probably aren't fixed yet, so just talk to Roll. She'll allow you to go to Forbidden Island, so agree to go. We'll see a small cutscene with Mega Man in the dropship and it will land on Forbidden Island. Don't worry, it's not as hard as you think!

Forbidden Island:

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Mega Man will immediately be on Forbidden Island at the start. Head north and three Reaverbots will jump up. They are very simple to take out if you have the two Buster Parts, so shoot them down. Continuing on, you may not be able to help to notice that there are some humans trapped in here. Examine them if you want, but just move on.

Roll will report that it seems like there are humans around here once you go a little further. Two mysterious enemies will appear. Shoot them just once, and they will rise. These are the toughest enemies you've had yet, with the exception of the giant spiked Reaverbot, but they're still no big deal at all. They will go down very quickly. After defeating them, head on and electricity will start sparking as barriers. A wolf Reaverbot will howl, and we head into combat.

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Wolf Reaverbot

Difficulty: Easy

Health: Low

Strategy: This Wolf Reaverbot is very easy to dispatch, despite just how quick it is to move. For some strange reason, it becomes rather hard to hit and

takes very little damage if it's a good distance from you, but all it does is just run away and then it heads straight at you. When it does this, shoot it a little, then jump away from it, before it hits you! After you've shot it enough, it'll explode, giving you lots of Zenny.

Pick up the refractors, then proceed. You'll be in an area with a path going to some igloos. But let's not head for the igloos yet. We should take out the small Reaverbots around here first. Take them out just like you took them out in the Abandoned Mines, and then go on to the igloos. Roll will warn Mega Man about them, and as you get close to them, a large Reaverbot will appear out of them! Thankfully, these Reaverbots are not as hard as you might think. They will just run at you then stop, then run at you again. There are three of these, so destroy them.

After defeating these Reaverbots, and you'll be on a straight path with little areas to avoid attacks. On this path, the same type of Reaverbot will be appearing from the mountains, then jumping down and running straight down this path. You simply do not have time to eliminate these Reaverbots, so just hide in the areas and wait for them to run away. After you get to the end of this path, you'll find Data. Save your game and get your Energy Charge now; you'll soon fight a boss. Roll will tell you that Gramps' ship should be around somewhere... press O near the purple crystal on top of the hill. Roll will lose Mega Man and a mammoth Reaverbot from underneath the hill will attack.

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Mammoth Reaverbot

Difficulty: Medium

Health: High

Strategy: If you forgot to get the Power Raiser, you're in for one hell of a battle! The Mammoth Reaverbot is a very difficult opponent if you lack a good defense. Mega Man should have 6 health points for this fight. The Mammoth Reaverbot can chuck snowballs at you, and it will jump at you and run and probably drive you nuts! You'll have to circle it and run from it while shooting at it to have any success in this battle. After you do a fair amount of damage to it, it will turn over and fire a red ball at you. Once you do another good bit of damage to it, it'll fire two red balls. And after you hit it a little more, it can do this deadly attack again. The red balls are big and hard to avoid, plus they do lots of damage if they hit you. If you still have your Energy Canteen left, by all means use it! There is no better time to use it but now.

After the Boss is defeated, Mega Man will notice that the storm has stopped. He'll see the Sulphur-Bottom in the sky, and then Barrell and Bluecher will start talking about the storm and the damage that the Sulphur-Bottom took. After they're done talking, Mega Man will gaze at the purple diamond in the sky. Light will shine from it and it will disappear, and then a man and a naked girl will appear from the sky and land on the snowy ground. The girl will sigh, and then the scene will go to the mountains.

The Matilda-looking woman that we saw in the first scene in the game, known as Yuna, will be talking to a man called Gatts. Yuna seems to be disappointed that they woke the girl (Sera) up. The two will go back to their silver Reaverbot and fly away. The man accompanying Sera (Geetz) will say that Yuna refuses to give Sera access to the keys. Sera will say that her logic is as strange as the Master's was. (You'll find out what all of this means later.) Sera will tell Mega Man that he knows what he has to do. The Sulphur Bottom will descend, and that scene is over.

The Bonnes will be in one of the Sulphur Bottom's guest rooms and Teisel will be ranting and raving about Mega Man being there. Tron will pick something up,

and Geetz will be talking to Von Bluecher, explaining the Mother Lode, about being able to make all the refractors they need, its power, and all that stuff. Bluecher will say to leave finding the Keys to them. Then, the scene will switch back to the Bonnes again. Teisel will be in a total fury as Glyde and the big armored man (Klaymoor) talk to him and say they're a unified front. Tron says that they can dump them when they want, and then Teisel says that it's time to get the show on the road. They will split up and take over every town that has a large ruin on it. Klaymoor goes away and calls a friend, Bola. Barrell and Bluecher will then argue, and Bluecher will order a guard to call Mega Man.

Sulphur Bottom:

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Go to the main room with the Flutter, at the end. There's some stuff to get in this room. Search the boxes and you'll find Heavy Duty Gear and a bit of money in them. A junk shop is around the back area, so check in there if you want to buy something. I'd recommend Padded Armor. Long Barrel and Bottle Rocket are also huge recommendations. The door straight ahead of the Flutter will lead to Bluecher's office and a short second. Agree to find the Keys, and check the plant in this room for a handy 2000 Zenny. After collecting this, exit and you'll find Roll. Let her talk to you, and then just return to the Flutter.

Flutter:

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Go to the cabin and talk to Roll. The repairs should be finished by now, so go down the ladder and go through the door to the right. Search the storage and you'll find the Broken Motor. Now, go to the cabin again. Go to the Development room with Roll and then make the Machine Gun Arm, the Homing Missile, and the Vacuum Arm. Refer to the Weapons section for more information. With these, we can now head to Manda Island!

Manda Island:

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Go on ahead. You can see that there are Servbots all around here. In case you haven't played the original Mega Man Legends game, the Servbots are Tron's, well, children. They mean Tron is here, and they also mean a lot of trouble. The left path will lead to an optional ruin. I'm not encouraging you to go there as there's nothing necessary in there, and the right will lead to the Crab Bot, Tron's new invention.

A Servbot will automatically be talking to Tron, who is in a large robot. Tron knows that Mega Man will be showing up here soon, so she's planning a trick on him. Mega Man will run into Pokte Village, and Tron will appear. She will tell Mega Man a bunch of lies about Roll being a bad person and not wanting him anymore. Then she used a microphone and disguises her voice as Roll, telling Mega Man some bad stuff. Then, Tron will engage in battle with Mega Man.

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Crab Bot

Difficulty: Medium

Health: Medium

Strategy: This is a battle similar to some of the battles fought in Mega Man Legends 2, where you must defend some of the town. Tron's Crab Bot is a nuisance and has some tricks up its sleeve. She can fire the machine gun in the front at you, and at the back there are twin guns that it will fire as well. Also, it can jump around and it can spin, and when it's weakened, it'll fire bombs. When it's terribly weakened, it'll start spinning really fast and become

invincible. That is the bad luck of the fight, because then it will be going for the houses in short time. The easiest way to defeat the Crab Bot is to use the Homing Missile or Machine Gun Arm. (I found the former better because it was much stronger.) You can then circle it and shoot with the Homing Missile. Never stand next to the houses, or she'll go there and destroy them, and we don't want that, do we? Tron will get more dangerous as she loses health, so you may want to have saved up an Energy Canteen or two.

Tron will fall out of the Crab Bot black and smokey. The real Roll will tell Mega Man some good news, and then Mega Man will sneak a peek at Tron. A Drache will land and Tron will start raving, and we can see that she doesn't look or sound too happy at Mega Man in the slightest. With that, she and the Drache will take off, luckily enough for us. =) Time to head on to the ruins, the area that we actually came to Manda Island in the first place for.

I will now assume that you have saved all the houses. Doing so is very difficult but is not impossible and you can just step into the ruins and then head back here, then return here and pay the girl in pink 500 Zenny constantly and then head back and then come back here and everything would be just right again. There is a trash can around this area with a Bowling Ball in it. In the houses, there is lots of Zenny to collect and the junk shop and regular shop are open here. (The junk shop has a gear on the door and the regular one has a vase on it.) After collecting everything, go back to the school. Note that behind it is the Broken Drill. You can use this to make the Drill Arm, in which I'd recommend for the next ruin. I personally had Mega Man like this:

Buster Parts:

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Power Raiser  
Rapid Fire

Weapon:

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Drill Arm

Armor:

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Padded Armor

Shoes:

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Jet Skates

From here, go to the right. The ruins are here, and Data is waiting for you. It would be a good idea to save your game, as the first ruin may prove you some difficulty. Step in and the strong armored man named Klaymoor will appear. He will try to talk to his invisible pal Bola although he's lost him. Bola will appear, and with enough effort, Klaymoor will force him to take care of the "blue kid" while he checks out another island. (Nino Island.) Bola will disappear... and our quest begins.

Manda Ruins:

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This is the ruin of the first Key. Are you ready to take this place on? You'll start in front of a blue control panel. Remember this place a little later. There are three doors in this room, one green, one red, and one purple. The red and purple are locked, so go for the green room. Right ahead, you'll find a little of snake enemies. Take them out with your Buster Gun, and head on. Ignore the Reaverbots below that charge at you because they disappear very

quickly and are almost impossible to kill with just the Power Raiser and Rapid Fire. Take out the Frog Reaverbots ahead of you by shooting at them normally. In the next room...

In here, Bola will appear. He'll recognize Mega Man by what Klaymoor had said, and Mega Man starts glaring at him. Bola disappears in a puff of smoke and then appears right next to him and tells him that he hasn't got anything against him, but his pal Klaymoor wants to get his hands on the Mother Lode. Bola, although he thinks he's really old, attacks.

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Bola I

Difficulty: Medium

Health: Medium

Strategy: This will most likely be a pretty easy battle. Bola will first disappear and let some Frog Reaverbots take you on. Okay, make sure that you take these on while it's easy and quick! If you get close to them, use the Drill Arm and that will destroy them. Hopefully the Rapid Fire and Power Raiser will be enough. Shoot them down or Bola will appear and turn them into red killing monsters. If they're in this state, they are hard as hell to hit, very fast, very powerful, and they stay while Bola attacks you. He'll just shoot his scissors at you, which are pretty easy to avoid. Try to get close to him and use the Drill Arm. If it's powered up enough, it'll totally decimate Bola! If it's not, just go around and shoot at him while avoiding his attacks. Not a hard fight.

After this fight, Bola will grab his back in pain. He'll tell you to stay alive and once he catches his set he'll win. He'll then disappear. There's nothing we can do about him, for now anyway. Go through the door to the left. The steel bots up on the wall cannot be damaged. For now, anyway. To the right, you'll notice a wall with cracks in it. Drill through it and you'll find two treasure chests on the other side. Take them for 5,000 Zenny and 10,000 Zenny (that's 15,000 Zenny), and then press the switch. This will display the map. Immensely useful if you don't know where to go.

Go back on the main path and head past the harmless steel bots and you'll be in a large room with a bridge to the other side of the area. The floor is totally harmless for now, so jump down and destroy the Crab Reaverbots there. They have to take a good amount of punishment before dying, but destroying them is well worth it as it gets you lots of Zenny. Destroy all of them, and then get past the trap by simply jumping. You don't need to use the bridge; all you have to do is get on the floor and jump. Go right ahead from there and take out all the Reaverbots on your path. You can't kill the small spiked Reaverbots, so don't try. After this room, enter through the door...

You'll see yourself at a high area. Roll will warn you to look before you leap. And that's good advice, because if you jumped down there you'd have to torture yourself by sending yourself through that long path back up here. On your right, you'll see a switch. Remember the red door on the bottom floor? Once you press this switch, it's open. Press it and then jump down and head through the red door.

Once you come in here, some Reaverbots will be shooting at you. Take them out normally with your Buster Gun, and carry on. There are a lot of Crab Reaverbots and the Shielded Gunners that lurk around here, so be on your guard. Take all of them out and proceed to the next room, with a path right ahead of you taking you to an important area. Go in and inspect the chest. You'll get the Card Key. Mega Man will notice something's wrong, and a spikey Reaverbot will smash the chest and almost land on Mega Man. Bola will appear and challenge Mega Man for the second time.

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Bola II

Difficulty: Easy

Health: Medium

Strategy: Believe it or not, Bola is actually easier in this fight than the last, in my opinion anyway. There are five Spikey Reaverbots in this room. You'll definitely want to avoid them. Using the Drill Arm against Bola could be a little risky here as he is a little quicker and he's usually right next to the Spikey Reaverbots. Also, once he's done throwing his scissors at you, he'll jump at you and leave a large shockwave. You definitely want to avoid that. After he's taken some considerable damage, he'll transport himself to the sky. You can't hit him for some reason. Up here, he'll be sending the Spikey Reaverbots in straight directions, but it'll be painful if they hit you, but they can't move much. They'll just move a little to the right of where they were and you'll know where they're going. Give Bola some more punishment and he should definitely fall quickly enough.

Bola will grab his back in pain again and compliment Mega Man's abilities, but note that he's getting old and that Mega Man's youth won't last. He sounds just like me. => He will disappear and Roll will tell you that since the Card Key was so hard to get it must be used to access a central control panel. Okay, remember the blue control panel at the beginning of this place? That's where we need to go. Right near you, you'll notice two Shielded Gunners. Kill them both with your Drill Arm (smash their shields with the Drill Arm and then shoot them), and then you'll see a purple door. Does that look familiar to you?

Well, it should. Go through this door and you'll be at the beginning of these ruins. It turned out that the door we went through was the purple door at the entrance. Head to the central control panel, and activate it with the key. At the top of this ruin, a bridge will connect between two areas. Okay, we have to head back up there! But it won't be easy. After Mega Man had activated the control panel, the Reaverbots were activated! This path will be much more dangerous than before, so I'll lead you through it a second time.

Go through the green door and instead of the snakes you saw just ahead of you originally, you will find the worm-like Reaverbots. They're still pretty hard to kill and don't offer any rewards, so don't bother trying to destroy them. After there, you'll find Flaming Frog Reaverbots. Avoid these or you'll be Burned. Don't even try to kill them with your Drill Arm. You will definitely want to kill them normally, with your Buster Gun.

The next room has pretty harmless Reaverbots, but killing them is time-consuming and gets you little Zenny. I'd personally choose to ignore them. Go to the left door and you'll notice the steel bots again. Remember when they were harmless? When you get near them, they will open their mouths and spit fire at you. They are also very hard to kill as the only vulnerable area on them is their mouth. They drop a lot of Zenny, but I personally wouldn't choose to battle them. Get past all their attacks and go to the next room.

Remember this trap? Well, DO NOT jump on the floor. I forbid you. If you do, you will be Sprained, and movement will be super slow. As irresistible as those Crab Reaverbots area, don't try to hurt them, just get past the trap. Try not to let it knock you off. As Roll said earlier, it cannot be destroyed. Just cross this path and enter the next room. Get past all of the Reaverbots with your Buster Gun, and then go to the high area.

Up here, you'll see the bridge that was made for you not too long ago. Enter the door ahead of you, and you'll find another room with steel bots and a cracked wall. This time, the wall is to the left. Break it down and you'll find

another room. There are two treasure chests and a control panel here. The control panel will activate the treasure chest displays (useful shortly), and the chests contain the Long Pipe and Mechanic Notes 2. These are used to make the Buster Cannon, an IMMENSELY useful weapon. Go back and go to the left while taking out the Frog Reaverbots in your path (and if you want, the steel bots), and enter the next room.

You will come to some straight rooms with Shielded Gunners and fake treasure chests. Destroy everything that you find until you reach a room with four treasure chests in it. Describing them is hard for me, so I'll just make it like this:

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| D |   | B |
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| A |   | C |
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If I remember correctly, A and B contain items. The Normal Helmet and a part for the Ground Crawler can be found in the two treasure chests. C and D are fake treasure chests. Destroy them if you wish, otherwise head to the west and face two Shielded Gunners. Break their shields with the Drill Arm and then shoot them to death. After they're dead, go to the next room. You'll find Data in here, that's odd. Let him save your game and recharge your energy.

After you're sure you're ready, head to the left and you'll be faced with an unusual looking door. Open it and head in. I just cannot describe to you what the room looks like myself, so I guess that I'm forced to make a diagram of this room, darn it, but here's my second diagram for stuff in this ruin:

{ Key 1 }

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{ Enter }

So this is an exciting looking room, isn't it? Head on to the key area and you'll find that it is missing. Mega Man will stand there and then Bola will appear. He'll first fool Mega Man into thinking that he has the key, but then he admits that he did get it but the master Reaverbot ate it. He tells you that if you can get the Key from him, the key is his, although the master Reaverbot is no easy Reaverbot to handle. He'll disappear... and a large frog will drop on one of the platforms.

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Frog Bot

Difficulty: Medium

Health: High

Strategy: Well, here we go, it's the hardest boss that we've come across

yet. He will jump across the platforms dangerously and if he lands on you, you're in trouble. He attacks by breathing out bubbles at you and if you're straight ahead of him, he'll stick his horrendously ugly but admittedly long tongue out, and that's hard to dodge. Also, there is larva on the floor that turns into a Bug Reaverbot once it's had enough time. The Bug Reaverbots will be around the ceiling. If you do enough damage to the Frog Bot, it will stick its disgusting tongue out and eat one of them and gobble them up restoring some health. That's not good. But I haven't gotten around to how you're supposed to hurt the Frog Bot in the first place, have I? He's heavily armored and regular fire won't work. When he breathes out the bubbles, his mouth is vulnerable, but regardless of how tempting it is to do that, don't try. Sometimes, when the Frog Bot jumps between the platforms, he will fall on his back and try to get himself up. His belly is VERY vulnerable and THAT'S the place to hit him! I would definitely recommend a fully powered up Drill Arm here. If you have that, drill into his belly and in less than 5 seconds, you will watch this disgusting excuse for a boss explode and give you the Key! How relieving that is...

Immediately jump down from the platform and go to the Key. A successful sound will be heard and you will hear Roll complimenting Mega Man's work. Thankfully we aren't forced to slug ourselves back to the entrance and going back to the Flutter. We will instantly be transported back to the Flutter, and our hard mission is over! Talk to Roll on the Flutter and she'll speak about Matilda. After that, let's head to the Sulphur Bottom!

Sulphur Bottom:

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Go to Bluecher's room to meet up with Barrell and Bluecher. Barrell will congratulate Mega Man on his collection of the First Key, and then Bluecher will inform him that the second Key is on Nino Island. He'll also tell Mega Man that he should meet the Guildmaster there. Nino Island is heavily defended by pirates will be attacking it in a short amount of time... anyway, go back to the Flutter.

Flutter:

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Talk to Roll. She'll tell Mega Man to go there, but sorry that I didn't cover this earlier; let's make some new weapons. With what you have now, make the Buster Cannon and Ground Crawler, two extremely useful weapons. I now personally suggest that you take the Homing Missile along and put some money on it. You should have about 40,000 Zenny by now, so use it well.

Nino Island:

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The Flutter will be seen from Ruminoa City's point of view. A man's voice can be heard yelling to wait for them to get within range and fire. They are accidentally mistaking them for pirates. Roll can be seen peacefully driving the Flutter when gunfire hits the Flutter and it falls in black smoke. Mega Man and Roll appear on the bridge of the city and the Guildmaster and his assistant Johnny apologize to them and tell them to check out the Digger's Guild.

Okay, this is a pretty big city! You will find three doors here, but none of them can be accessed right now. So go down with the elevator with the down arrow above it, and you'll find a trash can. Take the 2,000 Zenny inside, and if you want, check out the junk and general shops. After you've done so, head through the door next to the elevator and you'll find a ruin. There's nothing but Zenny to collect in there, so I'm not encouraging you to go. You can take the Digger's Test here if you want. I personally had the S ranking by now, but



it's really up to you. To the right, you'll find the Guildmaster and Johnny. Talk to both of them and...

A duck wing ship will appear in the sky. Five Birdbots inside the ship will cheer about how easy Nino Island will be to destroy. Okay, it's time to take action against them! Get out of here and head back up the elevator, then go through the door marked with a 1. Okay, it's time for one of my personal favorite missions of the game. We have to defend a door from the Birdbots.

This mission is quite easy, as a matter of fact. Johnny is here to assist you, and the tanks at the other side are useful for the carriers in the sky. If the Birdbots damage them, Johnny can use his fire extinguisher to take out the fire and repair them. Also, the door is guarded by crates. If the Birdbots destroy the crates, you can use the crate to the left of the door and bring more in. Guard the door by shooting at the Birdbots. Destroying the carriers with Homing Missiles can be useful too, because they can definitely do some damage if they grab you. Also, if you want to go black, you can pick Johnny up and throw him off the island and kill him, but I wouldn't do that yet. Simply fend them off until Roll tells you the cannon is repaired.

Once the cannon is repaired, go to the lever to the right of the door and a cannon will come in and finish all of the cannons off. The Birdbots will then be taking on the other side of the dock. Mega Man will automatically be taken out of there. Now go to Door #2! This mission is a little harder than the last in my opinion, but it still shouldn't be too hard. First, the Birdbots won't do anything. Their ships will fly in the sky and just shoot at you. Birdbots won't attack. Try to attack the ships with Homing Missiles. Once you've finished a few off, they'll start landing and dropping Birdbots off. There are no crates this time and the door is a lot more vulnerable, so if Birdbots go after the door, KILL THEM! The Homing Missile is the way to go!

After finishing that, Roll will tell Mega Man that the pirates are attacking the dock too. A cannon will then appear and shoot down all of the enemy ships. Now, it's time for the first boss of Nino Island. Make sure that you're fully healed with Data, you have all the best stuff you can get, and everything's in absolutely good hands. When you're ready, exit through Door #3.

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Glyde

Difficulty: Hard

Health: High

Strategy: Glyde is without a doubt, the hardest boss you have encountered thus far, and he's one of the harder ones in the game. His ship will be parked at the first side of this area. He will drop Birdbots off to attack the door. Exterminate them with your Buster Gun (save up the Homing Missile). When you're ready, go to the left and cross the bridges and attack Glyde with the Homing Missiles! Do NOT let any Birdbots escape with anything. If you have to go back, do so. Waste your Homing Missiles if necessary! When he moves his ship further, head back and jump on the pink ship and attack Glyde! Again, hit the ship if you must but don't let any harm befall the door yet. Glyde will hit Johnny's ship and damage it badly. If he hits it too much, it'll blow up and you'll have to waste a great deal of time climbing up ledges to get back up. By now, Glyde's ship will get very close to the door, and there's no use holding them back. By now the ship should be close to destruction, so now let the door alone and attack Glyde with the Homing Missiles! Use them all up to destroy him! If the door hasn't taken any damage yet, the Birdbots won't do too much damage in a short time. Glyde should fall quickly.

After that long battle, a cannon will appear and shoot Glyde's ship down. It will blow up and then Johnny will yell at Mega Man to get up on the roof

immediately! Roll knows everything will be okay now, so Mega Man agrees to get up on the roof. You'll be taken to the main area. Go up with the other elevator and you'll be in a room with a broken weapon. Unfortunately, it can't repaired... yet. Go up the ladder.

This is certainly the easiest mission yet. The Birdbots will be on sides you cannot access and will throw bombs at the roof. The roof has a huge health gauge and can hardly be destroyed unless hit over ten times. You can also pick up the bombs and throw them back. Hit the Birdbots with all you've got while auto-locking them and they shouldn't even get a bomb on this roof! After that, the members of the Duck Wing will avenge their fallen comrades and focus their assault on Mega Man.

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Duck Wing

Difficulty: Medium

Health: Medium

Strategy: The Duck Wing isn't hard, it's just hard to hit and very agile. If you have Homing Missiles, this is a good place to use them, and I hope the Special is at around 2. The Special increases its aiming capabilities, and we want every missile possible to hit the Duck Wing! They were take down the Duck Wing very quickly. The Duck Wing does have a bit of power at its sleeves though. For one thing, it will charge at you and do a lot of damage. For another, it has a lot of guns, just like all the other ships. If you don't have a good Homing Missile, hitting it will be very hard. While it's flying you cannot hit it at all unless you have tons of range and are very, VERY lucky. You can only hit it while it charges at you, and if you shoot too much it'll hit you and do a lot of damage. You'll want to jump over it, and this won't be an easy task, so be careful in this fight and you should be just fine.

After defeating Duck Wing, it'll evacuate and you will be taken off the roof. Now it's time to go back to the Digger's Guild. Go back there and talk to the Guildmaster. He'll tell you that the pirates probably haven't given up yet. They have gone to their base on Calbania Island, and Mega Man has to do something about that... Fortunately, the Flutter is repaired, so what are we waiting for? Go through Door #3 and you'll find the Flutter.

Flutter:

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The repairs are finished on the Flutter, so talk to Roll. If you have any presents for her (the Cushion or Sulphur Bottom model), give them to her. Southeast of Nino Island, you can find Calbania Island. Time to go there!

Calbania Island:

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Land here and then head right ahead. You will run into two little kids. Their names are Appo and Dah. They will tell Mega Man to help their sister Shu, who has been kidnapped by some of those nasty pirates. Well, how could you refuse to do that? Find the trash can to the left for some extra Zenny, and head on through the door right above you and to the right. To turn black, you could also kick some pigs, but I'd hold that off if I were you.

In the next area, you'll face two pink Reaverbots. They drop a lot of Zenny, but their attacks are vigorous. I'd recommend using your Ground Crawler to just deploy those little bombs on the ground and let them track them. Get the Zenny once you do that, then go to the top left area and find Appo and Dah. Go to the path on the left, and then you'll be in a humongous area. In case you're interested, there's a large ruin in the left area, but I'm not encouraging you

to go there yet. Stay clear for enemies here, as they have a tendency to pop up from the ground and charge angrily at you. Hopefully you'll find some tall Reaverbots, as they drop tons of Zenny. If you lose Appo and Dah, they will call for you and you'll pretty much know where they are, so just follow them from here and you'll come face-to-face with Glyde's base.

Over here, the twins will point at Glyde's base, where Shu was kidnapped. Dah will tell Mega Man that there's a wall on the left side that he can get through, but it's really high. The bad part about this place is that is very heavily defended. There are tanks and guns all over this place. Not very good, is it? Appo and Dah are trying to get to the left side. But they can't with the tanks and weapons here, so you have to help them. If they are damaged too much, you have to carry them. It's not a very easy mission, but it can be done.

Appo and Dah will help a little on this mission, but not very much. They'll throw some bombs like the Servbots in the Misadventures of Tron Bonne, but that's just about all they can do. The big Birdbot tanks that move around are the targets. Simply eliminate these things! They unfortunately need quite a little bit of punishment before dying. After destroying them, simply shoot at the immobile tanks around here that are pretty harmless but stop Appo and Dah. If they're injured, carry them to the wall on the left side of the base. After the mission, Appo and Dah will stand next to the wall. They will hold hands and ask Mega Man to jump on them. Jump on their hands, and they will lift Mega Man up, inside the base.

From above, you'll see a girl who has been captured. She'll ask Mega Man to help her. Some Birdbots will then carry her away. Those nasty little guys. They're really asking for it. Okay, let me first tell you that in this base, you're forced through 4 missions to get to Shu. At any time, you can use the red door at the side to get out of the base and let Data recharge your health. Once you are totally ready to battle some of these dirty Birdbots, enter the base and let's take them on!

The first mission here is probably the hardest. On the walls, there are tons of guns. Fortunately, they can't do much so I'd recommend leaving them alone. Our main priority is to destroy every single ship here. At the start of the mission, there will be eight ships straight ahead. Four will launch into the sky and four will stay. If you go for the ships in the air first and destroy one, one of the ships on the ground will fly into the air. The air ships are very hard to destroy and as we have the Ground Crawler, we just have to use our Buster Gun. Start off by using your Ground Crawler to destroy the first four ships on the ground. That's very easy. After destroying those, just use your Buster and shoot at the ones in the sky. You can only hit them if they come in close vicinity. So shoot them properly and don't hold anything back if they come close! After they're destroyed, they'll drop a key. Use it to get to the next room.

The second mission isn't hard at all; it's just a little annoying. There are some tanks on the turrets here. Take them out with a combination of Buster Gun and Ground Crawler attacks. After destroying them, just look up into the air and you'll see a bunch of Birdbots on the top of the tower, throwing bombs at you. Just think how hard it would be to just destroy them by regular Buster Gun attacks! Here's where the Ground Crawler comes to use. Avoid the bombs that the Birdbots are throwing at you, and get close to the tower. Use the Ground Crawler right there and watch totally black Birdbots fall out of the tower! There are a LOT of Birdbots up there, so needless to say, you're going to have to spend a lot of Ground Crawlers here. After blowing up all of them, the tower will explode. Where it was, there's a little area to collect the Fried Chicken and Accessory Pack. Replace the Rapid Fire with the Accessory Pack in Buster Parts, and then head to the next room.

The third mission is without a doubt, the easiest of the four. There are still those guns on the walls that we found in the first mission, but they're still nothing to worry about in the slightest. Three Birdbots will run after you. You can easily take all three of them out in one blow the Ground Crawler, or even your Buster Gun can roast them in three hits or so. Behind them, there are three tanks. They are easily destroyed by using the Ground Crawler to blow all of them up. Beware though, if you don't have the Ground Crawler they really know how to shoot. They're rapid, but you are too powerful for them. Use the Ground Crawler and get the key. Now, it's time to head for the big mission.

The fourth mission is not a hard mission at all, although I do have to admit it's the most exciting and the biggest of them. There are three security Birdbots running around here. They are very deadly and will destroy you unless you're very careful. Hide behind the houses around here, and use the Ground Crawler. They have a lot of health, so even the Ground Crawler can't destroy them quickly. After destroying them, you have only one more thing to do: we have to get something to stand on to reach Shu. Switch the Ground Crawler for the Lifter, and then lift a crate on the blue areas right below the doors. We need two to do that, so get two. After you have two crates below the window, jump on them and then jump to the door and enter.

Shu is in this room, being held captive by three Birdbots. How perfectly simple! While you're on the crate, they can't even hit you, so just use your Buster Gun (don't use the Ground Crawler), and destroy them all. Shu will thank Mega Man, and then a Birdbot will activate the self-destruction device. It's only a matter of time before the base is blown up with Shu and Mega Man inside it. The two run out of the room.

When they exit the room, you'll be in the room where you did the third mission. A second Duck Wing will be found in the sky and it will taunt Mega Man. The only hope of getting out is to use the main gate right ahead, but it's locked. Inside the tower, Shu had found a key, but the door is guarded by Birdbot tanks. To destroy them, use the Ground Crawler like mad! You may want to destroy nearly everything in this whole room though, because you have to carry Shu out of here, and if one of the tanks hits Mega Man, he will drop her. Destroy all of the tanks, and then carry Shu to the exit. (Remember that there is a strict 1:30 minute time limit.)

After that difficult mission, Shu and Mega Man can be seen running from the exploding base. They will both be taken back to the entrance, where Appo and Dah thank Mega Man for his troubles. As a present, Shu will give Mega Man one of the pigs, and tell him not to eat it. If you have the Pencil, Notebook, and other stuff from the Mayor's Quiz, don't hesitate to give them to her so she can teach Appo and Dah how to read, write, and talk properly! Once you've done so, head back through and aboard the Flutter. Board and return to Nino Island where our real mission is.

Nino Island:

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Right ahead of you, you will see the Guildmaster and Johnny keeping watch for the pirates. I think you know what this means... talk to either of them and they will thank you for destroying Glyde's base. Then, the one that you just talking to will end his talk with a "Huh? What's that?!"

A large ship will then appear. Glyde will scold the Birdbots about their failure to capture Nino Island. The pessimistic Guildmaster will say some stuff about being doomed as Glyde has brought in the main ship. Roll will suggest using the super weapon on the top floor, but it's broken. She will then run off

to fix it. Johnny will then order Mega Man to get her back.

Go right ahead, and then head up with the elevator that has an arrow pointing up above it. In here, Mega Man will try to talk Roll out of doing this, but she already has it fixed. The two will head up to the roof. The main ship can be seen, and Glyde will decide to shoot them and fire Glyde Missiles. The weapon (the Parabola), will break, and Roll will say that it needs another couple of minutes to fix.

You cannot hit the main ship. On the top of the screen, you will see a health bar for the Parabola, and the percentage will tell you close it is to be done. When it hits 100%, the mission is over. Unfortunately, Glyde can fire missiles. If they hit the Parabola, its health will go down and its percentage will be decreased, not to mention it will be fixed at 1/10 the speed. If several missiles hit it, it will be 1/100 of the speed. It is fixed at 1% a second, so you need to defend it for 1 minute and 40 seconds. So if it's hit, it's 0.1%, then 0.01% a second.

Now first of all, I really hope that you have the Machine Gun Arm with you on this mission! If you do indeed have it, then hitting the missiles will be quick and easy, as the Machine Gun Arm charges so very fast. Just blow up all the missiles before they get to you or the Parabola, and when it reaches 99.9%, the mission is over. Glyde will order the Birdbots to ready the Ultimate Glyde Buster. Before it gets to the Parabola, its power takes the main ship down as the Birdbots dance in joy and the ship goes DOWN. This is one of the funniest scenes in the game, believe me!

After that mission, return to the Digger's Guild. The Guildmaster will now open the ruins, and Johnny will give you the Firecracker. If you got the Rusty Bazooka from the ruins on Calbania Island, you ought to go to Roll and make the Hyper Shell. Either way, I'd recommend taking the Drill Arm with you or perhaps the Ground Crawler, but it's really up to you. Also, you probably want to go to the junk shop and get the Aqua Chip and (if you can afford it), the Joint Plug. Make the Hydrojets with the Aqua Chip in the Flutter, and the Joint Plug will get you the Adapter Plug, and you can attack three parts. You should have Power Raiser, Rapid Fire, and Accessory Pack. In the middle of Ruminoa City, there will be a large hole. Jump in it when you're ready.

Nino Ruins:

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Roll will tell you that the Second Key is in the ruin somewhere. Remember something, this is a VERY complex ruin! Be with me in this ruin, or you will most definitely get lost. I am not going to guide you through the optional areas in this ruin, as they are pretty straightforward and would get you lost and put you to sleep instantly. Just go right ahead and you will find an elevator. Go down with this elevator.

Right ahead, head through the door. You will find some Crab Reaverbots in here. If you have the Ground Crawler, decimate them with it. If you don't, just nuke them with your Buster. Either way, go to the next room. You will find suicidal Reaverbots in here. Run around this room and shoot at them and get the Zenny. When you're done with them, head through the left door.

This is where the ruin starts to get complicated. There are lots of high steps in this room, and they are too high for you to jump. The crates at the bottom are also too heavy to lift. Fortunately, you start this area off at a VERY high spot! Use your Jet Skates and jump to these steps. Trust me, they have some good Zenny inside. After getting them, jump down and head to the door on the right. Ignore the crates.

You will find a drillable wall to the right and two crates around here. Go to the left and Roll will notify you that the red step nearby is far too high for you to jump, and indeed it is. You can't lift the crates yet, but you will soon! Head up and to the right, and then go down with the elevator. In here, you will find a control panel that turns the water on. After that, head back.

The whole area is now flooded with water. I sincerely hope you made the Hydrojets, otherwise you will move very slowly in this place. Switch the Ground Crawler/Drill Arm out for the Lifter, and then find the two crates. Deal with any Shielded Reaverbots here, and pile the two crates below the red step. Then, jump on them and jump over the step. Below, there are two Shielded Reaverbots. Destroy them both with your Special Weapon. After you destroy them, head on while blowing up the suicidal Reaverbots, and go to the right and down the next elevator.

You will find that this room is also flooded with water, just like the previous one. Head right ahead and you will find some Crab Reaverbots. Destroy them, and then go to the next room. There are Fish Reaverbots in here. They will not attack you unless you destroy one of them, so I'd recommend leaving them alone because they're not worth the time. There are some bubbles coming out of an area right up ahead. They stop when something's on the switch, but Mega Man's not fast enough to just step on the switch and get through there. Go to the left and pick up the crate there. Throw it on the switch and the bubbles will stop.

Now, I will leave the next choice up to you. Do you want to fight the next boss quickly and then have to hog back here and go to the right and turn on the water so you can go further? Or do you want to have a hard time fighting the boss and not have to hesitate later? To the right, you can turn off the water and do that, but you'll have to come back here because you need the water right after the boss. I'd still recommend going to the right door and turning on the item data, but don't turn the water off. Now, back to where the bubbles were. Go right ahead from there.

You will find four large fish Reaverbots swimming around here if the water is on, and if it isn't, they'll just be on the floor hopping around. I wouldn't recommend killing them if you have the water on, because they take a VERY long time to destroy and aren't worth the time. Continue from this room, and then Roll will warn you that she's picking up three large Reaverbots in the next room. Okay, now it's time. Go to the right, and you will encounter three beautiful coral Reaverbots. Too bad they aren't friendly.

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Coral Reaverbot x3

Difficulty: Easy/Hard

Health: Medium

Strategy: There are two ways to go around fighting the Coral Reaverbots. One: you can fight without the water. If you do it without the water, then you'll have to go ahead after this fight and waste a lot of time going back to turn the water on. If you do have the water, expect this fight to take almost half an hour. If the Coral Reaverbots don't have any water, they cannot move and will just shoot at you. Their shots are easily avoided. Underwater, they will be extremely mobile and hard to hit, plus you will move very slowly and cannot fire as quickly. These guys also have some tactics. For example, they can change into a brighter color and become invincible while letting another one of these guys be vulnerable, and once they lose a lot of health, they charge at you and make you Sprained. Underwater, being Sprained will be your worst nightmare because you move EXTREMELY slowly, about 1/8 of your normal speed without water. Plus, they can even shoot suicidal Reaverbots at you once

they've taken enough damage. Thankfully though, they can't do this without water, but I still recommend fighting with water. In this case, jump around a lot and use your Hydrojets to get around quickly. Shoot like mad at them and try to find the vulnerable ones. Their attacks are very deadly, so be quite cautious. If you're fighting them without water, you hardly need a strategy. They will rarely become invincible and you can just run around without worrying about being hit. Piece of cake.

After you defeat the 3 Coral Reaverbots, they will drop a Water Key. It is marked with 1, so that means there are two Water Keys! Now, this is where your choice takes place. Go to the next room, and you'll see a large red wall. There are two crates here, but they aren't liftable without water. If you've got the water, just pile them up below the wall. If you haven't got it, go back and turn it on... either way, go on after getting over the wall, and head to the elevator to go down to Floor 4.

Down here, we will find yet another area completely flooded with water. In the next room, you will find four suicidal Reaverbots in the air. Use your Buster and grab all that Zenny! Go on ahead, and you will come to another one of those step areas. Down on the floor, there's a door which leads to an area where you can turn the water on or off and turn the map data on. Leave the water, but turn on the map data if you go in there. Northwest of where you came in, there's a step which leads out of this room. If you're down, pile crates up below it. If you're on the area where you came in, all you have to do is jump.

It's pretty straightforward from there, but soon you will come to yet another step room. Roll will tell you that there's a very, very high step ahead of you, but it is so high that you will not be able to climb up there, and way too high for you to jump. It's even too high to use the Hydrojets from here and skate there. So, how do we get up there? Simple. Charge up the Hydrojets and hold the Up button while doing so. Then, you can immediately do a long jump over there! Open the door, and you will find a part for the Spread Buster, the Sower. Well, it's certainly better than nothing. Jump all the way down, and head to the right. Get past a series of doors, and...

You will be in a really large and beautiful room. There's a huge Reaverbot swimming around here, but it won't attack unless you provoke it to. If you attack it too much, it will start attacking you and it will die. We don't want that at all. Jump on the Reaverbot's back. I hope you have a lot of patience for this room, as it's very slow. It will slowly move around here. When it gets close to the pillars, jump on top of them and collect what is on them. Zenny, and the Water Key 2, will be on top of them. After that long task, jump down and get to the other side of the room. You will find another elevator there. Now for Floor 5!

Down here, there is no water or anything. It's just a long, narrow hallway. Go to the end of it, and you will be in another one of those beautiful rooms. At the other side of it, there is the Second Key. Ah yes! After that is collected, Roll will congratulate you, and then Klaymoor appears. He is very angry, and ashamed of Bola as he lost. Okay, he really has a large opinion on himself, so we have to fight him. Mega Man would never surrender the key, would he?

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Klaymoor

Difficulty: Easy

Health: Medium

Strategy: Honestly, this is the easiest boss fight in quite a while. It's easier than the Coral Reaverbots without water, and even easier than the second fight with Bola. Klaymoor only has two attacks, a machine gun that is rather hard to dodge but does very little damage, and some spraining green shots which

are extremely easy to avoid. If you took the Ground Crawler, you can defeat Klaymoor in about six hits with it if its power is maxed out. If you didn't take it or the Drill Arm, then you probably don't have them, and if you don't, shame on you. If you have the Drill Arm, you can get right up close to Klaymoor and drill through him, and he'll be gone in five seconds.

After that pitifully easy fight with Klaymoor, he will retreat, admitting that Mega Man's not such a pushover. He'll threaten him again to stay there and head back. Okay, now for another long thing. We have to head ALL the way back to the entrance of the ruin. That is quite a long thing for us to do, but do it. You'll notice that even on the floors where the water was there, it is no longer there. Hopefully you have the map at the top-left of the screen active, so you won't get lost on the way. When you reach Floor 1, head in and Klaymoor will appear again, angry at Mega Man for not staying. Now, it's time for another fight with him.

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Klaymoor II

Difficulty: Medium  
Health: Medium

Strategy: Ah, Klaymoor's back again for another round! Well, he's actually not much harder than the last time. He still has that nasty machine gun, but he also has a few new additions. He can shoot red suicidal bots at you, and he has a super-powerful laser which can chuck off about 2-3 units of health from Mega Man. But he's not as hard as that; he hasn't changed from the last as he doesn't ever move and is extremely vulnerable to Ground Crawler and Drill Arm. Use these and he'll be gone in a few seconds.

Klaymoor will catch smoke from the damage he's taken, and he'll say that Mega Man's Buster isn't enough to defeat him, and that the old man (him), has still got some fight left, and then he'll pull his back out. He won't be able to move, and then Bola will appear. He'll sigh in pity about him being his partner and not his nurse, and then the two will disappear. Klaymoor will brag again, and you are free to get out of this ruin now.

On Nino Island, just head to door #3 and go to the Flutter. In there, make a new weapon if you forgot to do so, and make the Adapter Plug. You should definitely have enough Zenny to buy the Joint Plug by now, and man, is it worth it! After you've got that, just choose to travel and go to the Sulphur-Bottom.

Sulphur Bottom:  
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Go back to Barrell and Bluecher's room. Give the key to Bluecher, and he will tell you that the next key is on Saul Kada Island, and the Bonnes have now taken it over in search of the key. Okay, that sounds like fun, doesn't it? Head back to the Flutter, and then fly to Saul Kada Island.

Saul Kada:  
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Take the Ground Crawler with you, as usual. Just go ahead and Roll will tell you that Kimotoma City has been taken over by the Bonnes, so she had to land on an oasis. Okay, that's fine then. Just head right on and you'll be in a large part of the desert. There are lots of holes around here that really slow you down, so just avoid them. Ignore all of the Bonne robots that appear here and go to the right area.

Data will be right in here. We need to protect Kimotoma City! Do anything you want with Data, then just go forward. You will find LOTS of Servbot machines!



Destroy every single one of them for the Zenny, and then just continue and you'll see three doors. The middle gate is locked. Take the right one for now, and we will come face-to-face with three little guns and a big bomber. There are two ways to go around fighting them. First of all, we can head to the right and go through a house (3,000 Zenny in one pot and 1,800 in another can be found), and then we'll be on the other side where we can use the Ground Crawler and destroy the big bomber in a few hits. Or, you can just go right ahead and destroy the tanks with the Ground Crawler, then destroy the big bomber with the Ground Crawler either way. Head into the house.

Make sure you talk to the truck driver in here, as he's going to help you later. After you've done so, head out and go back to where Data was. Head to the left door this time. Through the left door, you will find Servbots throwing bombs. Just leave them alone and continue through the next door.

Right ahead, there will be tons of machines. Beyond them, there's an electric fence. Destroy all of the tanks around here that you can, and then head to the right area. You'll find that truck driver here, and he will let Mega Man in his truck, repaying him for freeing him. He'll then ram the fence. Now, just use your Ground Crawler to destroy the rest of the tanks, and go through the next door.

Here is the shop. We can buy some stuff here, and man is it useful. I'd recommend buying the Range Booster Alpha, the Rapid Fire Alpha, and the Power Raiser Alpha. Equip all three of these, and then head to the left and behind a counter, you will find the Red Bonne Key. Now, go to the right area. Go right ahead, and then you may want to stop to the right. The guy standing there has apparently lost the golden statue. How unfortunate... anyway, just go ahead. You'll find Data next to the red door. Go on.

Teisel will be commanded all of the Servbots to collect everything that isn't nailed down in this city and take it, not even letting there be a toothpick left. Mega Man then appears, and Teisel threatens him to leave while he allows the statue to remain safe. He has stolen it from the city, and is now using it as a shield. Mega Man will tell Roll that he can beat Teisel without damaging the statue, and then Teisel will attack.

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Blitzkrieg

Difficulty: Easy

Health: Medium

Strategy: Blitzkrieg is a hilarious boss. There are two ways to fight this boss. One is very slow and time-consuming, but not that hard. You should have the Range Booster and Power Raiser Alpha Parts for an easy fight here. Teisel will throw junk that he collected from the city at you, but he will also be shielding himself with the statue if you hit him once. Also, if you jump on his platform, he'll also shield himself, that's a very time-consuming choices. There are also Servbot drilling machines in the sand, so be sure not to tempt them. If you do this, then you won't have to worry about the statue. If you wish to play 5,000 Zenny to restore the statue, just hit him while he's shielded. The statue will be destroyed, and Teisel will get very rambunctious. He'll yell "I'LL GET YOU!" a lot and leap at you, but lucky for us, there's the Auto-Aim feature. He will jump in the sand a lot, but his flipper is vulnerable there! You can track it down with the Auto-Aim feature, but try not to be in his range of attack, or in the range of Servbot drills.

After destroying Blitzkrieg, Teisel and the Servbots will be on the ground in anger. They will then take off in the Drache and Teisel will then threaten Mega Man that he'll get him next time. Well, don't pay attention to him. To the upper-right part of this area, a man can be found whom you can sell the

Reaverbot Claw (you got this from Yosyonke, didn't you?), and he'll give you 50,000 Zenny. He also has the Taser for 10,000 Zenny and the Reaverbot Eye for 100,000 Zenny. You can ONLY buy from him if you're black! Believe me, don't try if you're not. If you want the stuff, go back to Yosyonke and buy it. Otherwise, just go down into the fiery ruin.

Saul Kada Ruins:  
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This is the third ruin, and my personal favorite, despite how tricky and annoying it will quickly get. Simply step forward and you will see two large reaverbots running from you. You can just go look at the next door, and you'll see it's locked. That's an important door; remember that. When you're ready, just head to the right. Remember those things from Forbidden Island?

Well, the human-like Reaverbots from Forbidden Island are here, only they are brown with far more health, Zenny, and annoyance. If you hit ONE of them, they will ALL transform. But that isn't enough; there are a bunch of reaverbots that appear from the ground and suck your energy away that you can't see. (I prefer to call them Crunchers.) They are always in the middle of the halls, and if a Cruncher appears, just tap X repeatedly to jump out of their grasp.

Head on through this hall, and you'll eventually come to a door leading to the right. Head through this door, and you'll be in a large hall with lots of statues in it. Go to the end of it and you'll find two control panels; one activates the item displays and one activates the elevator. Use them both. After that, head back. The statues will turn into those Reaverbots and you cannot leave without their death. Use the Ground Crawler and destroy them all. Now get out of the room, and head down the elevator.

Go ahead after that, and head down the elevator. On this floor, there are lots of Shielded Gunners, suicidal bots, and Crunchers. Also, around the middle of this floor, you will find the Tyrano peeking its head out of a window. If you stand next to it too long, it'll hit you. I therefore recommend staying away from it. After taking out the Reaverbots, just go down with the elevator. You'll find Data. The boss fight, already? Well, just save up and heal, then head through that door.

In the next room, you will find the almighty Tyrano, standing tall in power. You'll see it doesn't have a health bar and it's hard to hit. Also, the room is full of lava. Jump in that, and you'll take lots of damage. Just avoid the Tyrano, if you hit it enough, it'll absorb the lava. Go up and to the right, through the door. Avoid the one to the right as it's locked.

In this room, there will be a funny-looking door. Right next to it, there is a Cruncher, so look out for it. The door obviously needs Security B and C activated... oh well. Go through the next door and you'll be in a large room with lots of lava. Activate your Jet Skates as powerfully as possible, and jump FAR to the left. Go through the door. There will be two flames blocking a control panel. Get close to the flames and set the Ground Crawlers there. Let them crawl towards the control panel, and the flames will go down. Go in here and get Mechanic Notes 5 and the Auto Fire Omega.

After collecting this, use the Jet Skates and get to the left and enter the next room. There is a LOT of lava in this room, and Dragon Reaverbots can be found around here shooting at you. Just avoid them and shoot them if necessary. In the room ahead of there, you will find the map control system, and the Security A system. This will unlock the two doors in the main room. Activate both panels, and then go back. The dragons are now more dangerous, and right before you exit this room, two worms will drop on you. Try to avoid the worms

and get out without bothering with them, because they are extremely deadly.

In the room where we were before, you will find some enemies. From where you are, shoot them, and then jump across the blocks in the lava. Do your best to get back to where you came in this big room in the first place, and go to the room where the Tyrano is. You might want to go back to Data and save, heal, etc. When you're ready, go to the room to the right of where you first came in the main room.

Enter, and you will be in a huge room with lots of lava and Dragon Reaverbots. Don't try to do any damage to them, just avoid everything! You will have to do jumping across this lava quite a bit, so avoid every single thing that crosses your path. Get to the end of this room, and go through the next room. The Security B system is here. Activate that, and head all the way back out of this hall. This is no easy task but it can be done.

Go back to the room where the Tyrano is, and go to the room you haven't gone through yet. It's around the left side of this place. Head in and you'll be in a large room with lots of lava, similar to the one where Security A was. Jet Skate to the left, and you'll find three treasure chests. The left and right ones are real and respectfully contain 15,000 Zenny and Mechanic Notes 4. The middle one is fake and should be left alone.

After getting everything in here, exit and go back to the large room. Now jump across the blocks in the lava and get to the other side, and head through that door. You will find six Bunny Reaverbots (they are exactly the same Reaverbots as the one you saw at the beginning of this ruin) dancing in here. Take them all out and take note there is a Cruncher in the middle of the room. At the end of this room, there are two Shielded Gunners, so use the Ground Crawler and destroy them. After that, go through the next room and you'll find Security C. Now, go back. Where you came out, there are worms that drop on you. Just avoid them like before.

After doing that, go back through this room and jump around to get back to the main room. Avoid the Tyrano and go back to where Data is. Recharge your health and go back to where that funny-looking door was, through the door in the main room that Security A could be found. Roll will pick up something from inside that room, and it doesn't seem like a Reaverbot.

Enter, and you will find a huge lava rock and Tron and Bon there. Even Bon can't knock the rock down, and then Tron will inform Bon that Teisel said Mega Man was already there. Roll will ask Mega Man what it is, and then he'll say that pirates are there but they're acting kind of funny. Tron will rage in fury, and she says that she and Bon have work to do and would appreciate if he stays out of the way. After they turn away to work on the rock, tell Tron you want to help and you will engage in battle against the rock.

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Lava Rock

Difficulty: Medium

Health: High

Strategy: The Lava Rock is a rather different boss than the ones you fought before. For one thing, you simply cannot hurt it by normal attacks. Even special weapons can barely touch it. Plus, even in Easy mode your fully powerful Buster needs hours to do it. To hurt it, you have to attack some of the Reaverbots around here to knock them down, then you have to throw them at the Lava Rock. Tron and Bon will also help a little by flying around and knocking Reaverbots down and then throwing them. I warn you though, the Lava Rock will absorb the lava and it takes a LONG time to take down! Get through this battle; it's not as hard as it's long.

After destroying the Lava Rock, it will fall and the temperatures will considerably drop. Bon will suggest that they just let the giant Reaverbot (Tyrano) finish Mega Man off. Tron will tell Mega Man that the next time they meet, they are enemies. She will then leave with Bon. Roll will talk to Mega Man about having fun, and now we have to deal with the Tyrano. Go to the left and back to the main room, and let's go.

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Tyrano

Difficulty: Easy

Health: Low

Strategy: The Tyrano is the gigantic Reaverbot in the central room with lots of power that absorbs lava. Well, he's certainly not a hard boss! He's got a health gauge now, so we can track his health. Try not to get too close to him, because there's always the chance he'll breathe fire at you. He can shoot blue energy at you as well, so that's more excuse. Remember, he can only be damaged on the head; don't try to hit him anywhere else. Watch out for all of his attacks while just using the Buster to attack, and he'll drop like a pile of bricks.

After the Tyrano is destroyed, it will drop a key. Take this key and get out of this room. Roll will tell you that the only door that hasn't been tried is the one at the bottom of the ruins on the first floor, where the first Bunny Reaverbots were. This is like the Nino Ruins, I'm not supplying you with another walkthrough as it's exactly the same, but keep a watch out for Wolf Reaverbots running around; they are very annoying.

When you get to that door, open it and you'll be in yet another gigantic room with lava in it. This one, however, is dangerous. There are Missile Reaverbots in here, and believe me, they're DEADLY! The missiles are almost impossible to avoid, and they need a lot of punishment before destruction. Behind the first one, there's a room with Zenny and the Soft Ball. Use the Jet Skates and get to the end of this huge room.

In the next room, you will see the key at a high area. Bon will then fly to your sight and get to the key. He'll do his "Babuu!" cheer, and then Roll will tell you that he'll get away with the Key! Go to the left, and go through a long hall taking out all of the annoying Reaverbots on your way. At the end, Roll will pick something up. I think we know what it is.

At the end of the next hall, the Gustaff will appear with two Servbots guarding it. Roll will try to warn Mega Man, but the Servbots jam her signal. The Servbots cheer about that, and then Tron will tell the Servbots that they didn't have to tell that to Mega Man and unless they do their job, she will leave them there. Okay, time to finish off the Gustaff.

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Gustaff

Difficulty: Medium

Health: Low

Strategy: It's Tron's robot from the Misadventures of Tron Bonne, the Gustaff! Well, it's no pushover, regardless of its tiny health. Two Servbots accompany it, and they can throw bombs at you, shoot you, and more. The Gustaff has its own abilities. It shields itself most of the time, it has a strong machine gun, and it's fast with an extremely powerful flamethrower that Burns Mega Man. That isn't good. When she takes lots of damage, she'll just have the Servbots attack you while trailing behind you. The Servbots will track you and throw lots of bombs. But I haven't revealed its weakness yet, have I? Even though it's in the air, it can be damaged by the Ground Crawler! Just use the

Ground Crawler and they will all destroy the Gustaff! That was an easy battle.

After that battle, you will see a VERY funny scene with Tron's clothes disappearing. The look on Mega Man and the Servbot's faces is just hilarious! Okay, after that, you have to hurry to the next room. Mega Man will say that the Key is gone and that he hopes he's not too late. Roll will encourage Mega Man to get back and stop Bon before he gets away! Hurry back to the large room with lava where the missile bots were, and then we have to deal with none other than Bon himself.

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Bon

Difficulty: Easy

Health: Very High

Strategy: Don't be fooled by Bon's ridiculously high health, he's an extremely easy boss! There are several ways to go around beating him. One is to just shoot him. He can really charge at you, and he has small missiles he can fire. But you may have realized that he's just a baby! So Mega Man can pick him up and throw him in the lava. This will do a considerable amount of hurt on him. But the easiest way to go around defeating Bon is to simply use the Ground Crawler if you took it and drop the Ground Crawlers on the ground, letting them roll towards Bon and destroy him! He can't really do too much damage to Mega Man, so he's nothing to worry about. And also, you don't even have to defeat him! You can just let him wander out of here, and then he will throw the Key in the lava, where you can pick him up. If you don't have any health or the Ground Crawler, this is what you should do.

Bon will catch smoke and then he will fall into the lava. Mega Man will say to himself that he hopes Bon's okay, and then you can pick up the key! Oh yay. After collecting it, you'll immediately be taken out of this long and annoying ruin. Now go back to the Flutter and make anything you want, then head to the Sulphur Bottom to get the key back to Bluecher!

Sulphur Bottom:

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Go into Barrell and Bluecher's room. Even Barrell can hardly believe that Mega Man has made it this far. Apparently, the next Key is on Yosyonke, but this is a rather difficult one to get because the pirates have joined forces and are going to do everything in their power to defeat Mega Man. The ruin itself is inside the church. Okay, time to go!

Yosyonke Island:

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Head right into the city, just north of the Flutter. If you go to the right, you'll see that Roll is looking at a train, that she believes is Joe's invention. Okay, time to check on him. Go to the condominium and head to Floor 102. You'll find Joe there like before, and he'll then give you the Train Key. He'll talk to himself while holding a picture of Roll when she younger, as well as her parents. He apparently trusts Roll favorably.

Now go back to the train where Roll is. Talk to her and tell her that Joe gave you the key to the train, and then she'll get inside the train. The scene switches to where Teisel, Tron, Bon, Glyde, and Klaymoor are. Teisel and Glyde will be arguing about the cannon, and then Klaymoor gets angry about it. Bola tells him he's too serious and asks him if he's ashamed of himself, then Klaymoor tells Teisel that he's leaving. Teisel and Glyde will fight again, and then Tron will talk about what it's like. Glyde can see that Mega Man is coming (and the Servbots), so now his part of the train will be the boss.

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Glyde's Train

Difficulty: Hard

Health: Low

Strategy: Glyde's part of the train is in my opinion, the harder part of the two to destroy. The Buster Cannon is of immense use at this time! The part with the three turrets will be shooting bombs at you and Roll's train. If her train takes too much damage, you'll see the Game Over screen shortly. Use the Buster Cannon and blast away at the part if you have lots of Energy on it. If you don't, just regularly shoot at the weak spot. The weak spot is the armor in the middle. Be warned that soon, the Birdbots will activate the guns. At this point, use the Buster Cannon like crazy! If you have the Hyper Cartidge, good for you. Shoot away at the bomb area and soon it will explode with a lot of good damage to the train. There are now two guns for you to watch out for. After some time, the Birdbots will activate a laser. This is where the battle will get hard. The laser cannot be destroyed, so basically what you have to do is jump around the train to avoid the blast of the laser, and simply hit those nasty guns as much as possible. After both of them are destroyed, use the Buster Cannon on the armor. Sometimes for some reason, the laser will touch Mega Man but won't hurt him, and you have the Energy Canteen anyway, right?

Teisel and Tron will then have something planned for Glyde. Teisel says he'll never forget him, and then Tron destroys his train and that's the end of him and the Birdbots. Teisel will look happier than he's ever looked before, and then Tron will tell Bon to attack, full speed ahead. And here we go...

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Bonne Train

Difficulty: Medium

Health: Medium

Strategy: The first part of the fight is definitely the most complex part. The Bonne Train is totally out of range. It will also be firing missiles with Servbots on them at you. Roll will suggest throwing the missiles that they fire back at them. There are two ways in which the missiles are fired. They can be high in the air where you'd best not try to get them or they can just be right ahead of you. Hold down the Triangle button and then throw the missiles. They may miss, but here's a tactic: lock-on to the train! That way, it'll be like you're just shooting a perfectly maxed out homing missile at it that's perfectly tracked. After about four missiles hit the back of the train, Tron will fix the cannon. Okay, that cannon hurts a LOT. If it doesn't hit Mega Man, it'll do a lot of damage to the train. A few of them could destroy it altogether. But it doesn't stop at just that! There are Servbots throwing bombs at you, and they could easily damage the train. Fortunately, it's not really hard at all. Simply hit the cannon when it's charging up, and then it'll stop. At that time, QUICKLY turn around and hit the Servbots so their bombs don't hit you. When you have time, also hit the armor below them, because that's the weak spot. After that weak spot is destroyed, you'll see Bon right there. The Servbots will get more vigorous and really start throwing bombs here, so avoid them and use your Buster Cannon and regular attacks on Bon, and this train will be destroyed.

After that long battle is over, the Servbots, Tron, and Teisel will get angry and the train will catch fire. Teisel will make another death threat towards Mega Man, and then the train will explode. Roll will go back to the Flutter. Now, go past where the train was, and you'll find the Spike Chip. You can now return to the Flutter and make the Cleated Shoes from this. Otherwise, go back to the entrance and head to the far north. You'll find the church. Now, go down the elevator and enter the Calinca Ruins.

## Calinca Ruins:

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This is a very cold ruin with lots of ice, so I hope you have the Cleated Shoes. You'll see ice that you can shoot with your Buster to break. Get the 8,000 Zenny treasure chest, and then break the ice. Get down and go through the door. You'll find a Birdbot-looking enemy here, but just leave it alone. It gives tons of Zenny but has gigantic health. Even with your nasty Buster Cannon it can't be defeated easily. Go forth, and you'll see two Shielded Gunners. Simply hit them with the Buster Cannon, then use your regular Buster and kill them. Open the door then.

You'll be in a large room. The red ice up there will break if you stand on it, so watch out. On the floor, there are two Ice Dancers and two Mammoth Reaverbots. Ice Dancers will steal any Zenny that's on the floor, and that includes the stuff the Mammoth Reaverbots get you. They can be hurt by using the Buster Cannon on them several times, but not the Buster. Jump up to the red ice, and then open that door. You'll find a treasure chest and four frozen Reaverbots. Get the Laser Manual from the chest and the Reaverbots will break open. Simply shoot them, although if they touch you, you will be Frozen and Sprained, neither of which are good. Now exit this room.

Jump to the floor, and then go to the opposite side and enter the high door. There is a control panel that allows you to turn the item data on. After you turn that on, go to the floor. Enter the door down there, and you'll be on a fork. The right side has nothing to collect, so go to the left. Take out the Reaverbots and then turn to the left. You'll be on another fork. The right side has nothing, so go to the left and get the 30,000 Zenny.

Turn around and head back, and go to the left, which was straight of where you came in here. Two Shielded Gunners are there. Use the Buster Cannon and then eliminate them. Roll will tell you that there's a place on the ceiling you can break through. If you look up, you can see it. Jump up and shoot the ice, and then climb up. Beware of the red ice here. Get to the end of this path, and enter the door.

You will find a blue energy barrier in this room, as well as a treasure chest. Open the treasure chest and get the Blue Barrier key. Alright! Now, head back through that door to the path of red ice. Let the red ice break, and you'll be taken down. Jump up, and then head to the left and get out of this room. Head back to the main room with the Ice Dancers and Mammoth Reaverbots. Go to where you first entered the room, and get to the end of the path of red ice. Get to the top, and go through the door. Enter the door and you'll find a blue and a red switch. Use the blue one and the blue energy barrier will be deactivated.

Now, I'm not going to supply you with another guide. Just jump down and go through the door that led to that area, and go to where you found the blue energy barrier again. Where it was, there will be a hole. Before jumping door, use your Buster Cannon and hit the Shielded Gunners. Kill them from up here, and then jump down. Go through that door and you will find an elevator. Go down this elevator and head to the Floor 2.

Enter the door ahead of you, and you'll find another Birdbot Reaverbot. Ignore it, as it's not worth the effort. Take out the Electric Reaverbot on the way, and turn right to enter the door. You'll find yourself on another ice path. Shoot down the windmills on the way and you'll find yourself near some breakable ice. Break it, and then head a little straightforward, then to the right. Go to the left from there and destroy the Walking Chest, and then go back. Head to the left instead of the right from where you entered.

Over there, you will find a Spawner and a door to the right. Don't bother with the Spawner because it takes way too much time to destroy. Go through the door and shoot at the ice above you. Climb up and enter through the door. You'll be at a high ledge. Down below, you can see two Slicer Reaverbots and a red energy barrier. Jump down and kill them both. Get the nice Zenny, and then head to the right. Open that door and activate the map control panel. After that, just head to the right and jump up onto that ledge, and enter through the door.

You will find two Electric Reaverbots. Use the Buster Cannon and blow them up. After that, head to the right and shoot the ice. Take down the Reaverbots that appear, and head onward. You will find a Spawner and an Ice Dancer. The door behind the Spawner leads you to the Red Barrier Key. There are two ways to go on. You can use the Red Barrier key and return to the panel where you used the Blue Barrier Key, and then go back to the red energy barrier and get the Shield Generator then go to the 4th floor. Or you can just go through that door and ignore all that trouble for the Shield Generator (which is not worth it), and get to the 4th floor. I don't recommend getting the Shield Generator as it's for the Shield Arm, which is a piece of crap.

Ignore the Spawner and the Ice Dancer and go through that door. Here is where you definitely need the Cleated Shoes! You'll be on top of the pillars you could see where the red barrier was. Be careful not to fall off or you'll have to come back here. Go forward and get to the door carefully, and you'll find an elevator. That will lead down to Floor 4. Floor 3 is just a small room with the Shield Generator in it, so don't worry about that.

Behind the next door, you can find three invincible Mammoth Reaverbots. There are also three holes in the floor and three doors. I suppose this is an easy puzzle, but executing it is difficult. You have to get the Mammoth Reaverbots into the holes to open the doors. Two contain treasures and one leads to Floor 5. My recommendation is to stand in front of the Mammoth Reaverbots and wait for them to notice you. Make sure you've lined up the hole, Mega Man, and the Mammoth Reaverbot in a straight line. It will charge at you. Try to memorize where the holes are (you probably won't need to due to the map), and you'll get the Reaverbots in them in that way.

The bottom door leads to the Turbo Charger Omega. Take out the two Reaverbots in the way, and you'll get it. The top one leads to 50,000 Zenny. And the right one gets you to Floor 5. In here, you'll find a huge Reaverbot shooting missiles and three moving keys. Also, sometimes the normal Reaverbots pop up from the snow and attack you. Since they Freeze AND Sprain you if they touch you, you'll have to avoid them at all costs. First of all, circle the large Reaverbot, avoiding missiles and praying that Reaverbots don't pop up and attack you. Destroy that Reaverbot, and now for the keys. We have to lift them to collect them.

There are two ways to go around and collect the keys. One, we can shoot them over and over until the drop for five seconds, giving us the time to catch them. Two, you can sneak up on them when they aren't looking. I'd recommend number two. The red part at the top is the eye, so sneak up on the three keys from where they're not looking, and catch them. Now, go to the top and enter through that door.

There will be a large slimy Reaverbot here. It won't attack you or do anything, so don't worry about it. Enter the door behind it, and you'll find the final Key. Roll tells you that a Dig isn't over until you get back to the surface and that the slimy Reaverbot is reacting to the key in some way. It is now hostile, so be ready for anything. Prepare yourself, and head through the door. The slimy blob will perform some tricks, and then it'll attack.



-----  
Slime Blob

Difficulty: Hard

Health: Medium

Strategy: The Slime Blob is a rather powerful boss, and I really hope that you have the Cleated Shoes equipped for this fight. At the start of the fight, all that the Slime Blob will do is chase after you slowly. Shoot at it while keeping your distance, and you'll be fine. Soon after it's taken a small amount of damage, it will start growing, and then it'll do a spreading attack across the floor that'll hurt a lot, so stay away from it when it grows. When it turns back to normal, hit it a few more times, and some green ice appears. Get on it IMMEDIATELY. If you don't, the floor will be electrified with ice, and if you stay on the ice, you'll be frozen and taking a LOT of damage. Get on the ice. Now, we have two things to do. The Slime Blob will be shooting at you, but if you're on a low piece of ice, it'll be hard for it. On a high piece of ice, you can hit it, but it'll be much easier for it to shoot you in return, which can and will result in you falling off and the floor doing its work. Plus, that's not bad enough. On the freezing floor, the Slime Blob's health will be regenerated! That's not good. I like taking risks, but go ahead and do what you want. The Slime Blob will then go back to normal, then grow, then normal again, then make the ice, then normal, in that pattern, until it takes a lot of damage. When that happens, it will run at you. Here, switch out the Cleated Shoes for the Jet Skates. RUN AWAY FROM IT. It is extremely fast and will trap you unless you're careful. It will eventually tire of chasing, so when that happens, simply shoot it when it is weak and it will be destroyed.

After that battle, you'll see a pretty impressive animation of the Slime Blob melting and exploding. You will then be returned to the church. Now that you have the Fourth Key, make any donations you want (I recommend saving up though!), and go back outside the town and return to the Flutter.

Flutter:  
-----

Roll will give you her regular congratulations on getting the Key, but she and Data appear worried. Anyway, she'll go with you to the Sulphur Bottom. Here's where the Ground Crawler and Buster Cannon become useless. Take the Homing Missile with you.

Sulphur Bottom:  
-----

Go back to Bluecher and Barrell's room. Roll will be with you. Barrell will congratulate your getting the fourth Key, and then he'll bring up the Ancients, saying he hopes he doesn't have to call them. The key will then feel strange and glow. Everyone will then feel something. Geetz will tell Sera that all four Keys have been recovered. Geetz will then set the ship on fire. We'll then see the Sulphur Bottom on fire and a Drache arriving.

The Bonnes will be surprised to see the Sulphur Bottom on fire, and then we get a little idea of what Tron really thinks of Mega Man. =) Then, the scene switches to Mega Man and the Matilda-looking woman, Yuna. She and Sera will then talk. I am not going to reveal any of this as not to spoil it for you. Soon, Gatts will report that Geetz is very angry and will probably destroy the entire ship.

Mega Man then goes out on deck and sees Gatts and Geetz flying towards each other. Geetz will say that there is no need for them to fight, but then Gatts will insist that what Sera is planning is not right. Geetz will say something about Yuna also being an abomination, and then he'll attack Gatts and destroy

his Reaverbot. Then, it's up to Mega Man to defeat Geetz.

-----

Geetz

Difficulty: Easy

Health: Low

Strategy: Just as long as you've got the Homing Missiles with you, Geetz will be one of the single easiest bosses in the game. He only has three attacks as of now. He simply charges at you, he shoots his guns at you, or he turns red and attacks you with fire. Also, the Bonnes help you in this fight a little. Always hold down the R2 button to track him down, and make sure the Special is high. Let them go and let them hit him! Attack him as much as possible with them. After half of his health is depleted, he will fire his guns and hit the Bonnes. They will fall to their defeat, and then he'll attack you again. Now, just handle him until he reaches around 3/4 of his health gone. Then, he'll yell "Ow!" and drop to the deck. He has two attacks. When you get close to him, he'll breathe fire at you like a dragon, and when you get behind him, that tail of his will hit you. Just go to the sides where the head and tail can't hit you and shoot him there. You'll make mincemeat of him in short time.

After that long fight, Geetz will be harmed and then he'll tell Mega Man that everything that happened is his fault. He will then damage Mega Man very badly. The scene then switches to the Master. Mega Man then remembers that he came to Terra with the Master. He takes him to Earth, and then he dies. Yuna, in her original shell, appears in one of Mega Man's databases and tells him that if he doesn't do something quickly, Sera will reach Elysium and execute the Carbon Reinitialization Program, and every human on Terra will be wiped out, eliminated, and the Ancients will be restored.

Then we go back to the Sulphur Bottom. Mega Man had been badly damaged by Geetz's attack, and now he's back. Roll will tell him that he's the most important thing in her life. Yuna then tells you to go back to the place where you originally came to Terra, and then she goes off. Bluecher and Barrell chat, and then it's time for us to go.

Flutter:

-----

You may be lucky enough if you've done everything for Roll possible, you can find her out of here. In that case, talk to Data and then go back and down the ladder to the bathroom. Go in there and you'll find Roll taking a bath. (You can't see it, luckily enough. =P.) After that, just develop whatever you like and go to Calbania Island. Roll will tell Mega Man to be careful.

Calbania Island:

-----

You'll be at the front of Glyde's base. Remember destroying it before the second ruin? Well, it has nothing to do with anything. You'll find Yuna to your left, next to a pod. Gatts is in there. Talk to her and tell her you're ready. Mega Man and Yuna will start talking about Roll, and then Gatts gets it prepared. Mega Man will automatically get in the pod. You will then see a short scene with Mega Man, Yuna, and Gatts in the pod in space. Then, we arrive in another world...

Elysium:

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Elysium is the final area, the one where we must do our task. Yuna will give you a little information about Elysium. The elevator to your right has been

blocked off but is right before the Master's house, where we must reach. That means that Mega Man has to take the super-long path to the left to get to the Master's house. Elysium is a huge world so you'll need a large walkthrough. In case you don't know anything, find Data right near the elevator leading to the area itself. He'll explain everything you need to know. Before you go down there, check out the right to find a Green Eye. Now talk to Yuna and return to Terra (our regular world), and go back to the Flutter to develop the Shining Laser with the Laser Manual and Green Eye. Any money that you have should go to the Shining Laser. Equip it, and then head back to Elysium and go to the left, and let's go!

Yuna will spot for you down here, but she's mediocre compared to Roll. I am not going to give you a walkthrough with Elysium, but I'll give you these tips:

- There are lots of control panels here to decrease or increase the gravity. The lower the gravity, the faster you move and higher you jump.
- There are tons of Crunchers here, so don't take any risks like that. Take out Quad Boxers carefully.
- On thin floors, jump on them if the gravity is high to break them. If you walk through a pink force field, the gravity increases.

Until you reach the Side/Residential Area, I will not guide you through Elysium. But starting from there, I will complete the guide through this huge place. In the Side/Residential Area, the area looks like this:

Legend:

- A: Entrance
- X: Inactive Square (
- B: Master's House
- 1. First Square
- 2. Second Square
- 3. Third Square
- 4. Fourth Square
- 5. Fifth Square
- 6. Sixth Square

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|  |  |  |  |  |  |  |  |  |  |
| X |  | X |  |  |  | X |  | X |
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| X |  | 3 |  | 4 |  | 5 |  | X |
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|  |  | 2 |  | B |  | 6 |  |  |
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| X |  | 1 |  |  |  |  |  | X |

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|   |   | A |   |   |   |   |
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|   |   |   |   |   |   |   | | |
| X |   | X |   |   |   | X |   | X |
|   |   |   |   |   |   |   |   |
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What I mean by First Square, Second Square, etc., is the correct path to the Master's house. No other part but that one will get you to the Master's house. There are 4 doors on every island. Some are closed, some are open. So, just get to the Master's house and enter. You'll find Data in there. Have him restore your health and save your game, then head into the house.

The Master's House is an extremely straight-forward area with four of the guardians from the ruins where the Keys were. You have to fight them in here, and they're no pushovers so four boss strategies will be given.

-----  
Frog Bot II

Difficulty: Easy

Health: High

Strategy: Oh man, the Frog Bot is much easier than before! He has absolutely no threat on him at all. This room is bigger so you can dodge his tongue much better, and with the Shining Laser or even a weaker weapon, not to mention your ultimately powerful Buster Gun, you can destroy the Frog Bot in a few hits! Try to get the Frog Bot on a high platform and make him jump to a low one. Then, just use the Shining Laser and he's dead in five seconds. It's a shame.

Just go on and you'll eventually come to an icy room.

-----  
Slime Blob II

Difficulty: Medium

Health: Medium

Strategy: The Slime Blob is slightly easier than before. With your Shining Laser, hurt him a little and then let him do his spreading attack, then shoot him more and avoid his offensive, then jump on the platforms. You don't need the Cleated Shoes and can use the Jet Skates to avoid his attacks if you want to, so just handle the Slime Blob like you did in the first fight.

You may want to go back and save your game after that fight. Otherwise, take the long path and...

-----  
Coral Reaverbot x3 II

Difficulty: Hard

Health: Medium

Strategy: Oh my gosh. This is the hardest boss fight we've had since a while. There is no water in this little fight, but there are still three of these bastards, and they still have pretty high health! Their shots are extremely fast and almost impossible to avoid, plus they have tons of resistance, and this will make for an extremely difficult fight. I would recommend shooting away at the first with the Shining Laser when you begin this fight. The other two will probably get you before you can completely destroy it, but ignore them and kill it. Two is better than one. If there's one battle where you HAVE to use Energy Canteens, it's this one. Give this fight all you have!

No need to turn back now. An easy boss ahead!

-----  
Tyrano II

Difficulty: Easy

Health: High

Strategy: Despite the Tyrano's ridiculous amount of health, he's even easier than the first Tyrano was! There is no lava in this room and the room is gigantic, plus there's the Shining Laser which will rip a hole through this health. Even his attacks aren't as strong as before. This is one of the easiest boss fights in the entire game, trust me. Tyrano II is no threat at all, even if he can still breathe fire and smash you.

Now, just go on and you'll come to a circular room. You'll find the four Keys here, and Data. Behind this door is Sera and the Carbon Reinitialization Program. If you have any sense, save your game and go in there. Head across this room and activate the control panel. The execution of the Carbon Reinitialization Program had been paused. Sera appears and explains why. She is envious of Mega Man for understanding the Master. Now, she attacks you.

-----  
Armored Sera

Difficulty: Medium

Health: Medium

Strategy: Sera is not nearly as difficult as you may think, although she needs to take a lot of hits to take down due to her high defense. She has four attacks. In one, she will charge up five yellow missiles and fire them at you. Another, she will turn red and charge at you for some medium damage. She can shoot blue beams at you for small damage, and (my personal least favorite) can decrease the gravity and smash down on the floor for HUGE damage to you if you are in that range. To make things worse, six bombs guard her while doing this and they track you. They can be taken out in one hit each, but if they touch Mega Man, they do lots of damage. Fortunately, she rarely does this attack. Be careful when Sera does the flaming charge attack as she does that a lot and it does a lot of damage. The yellow missiles and blue lasers are not necessary at all. When she decreases the gravity and makes the room turn red, IMMEDIATELY get away from her before she does humongous damage to you. Armored Sera shouldn't really prove a threat at all, because your Shining Laser is just so powerful and can take her out shortly.

Sera will be damaged, and then she'll talk about Gatts interfering. And then, she will transform into the Sky Goddess, hoping to imprison Mega Man. The area will change and then we must fight the final boss of the game...

-----  
Sky Goddess Sera

Difficulty: Hard

Health: High

Strategy: Okay, here we are against Sera in the form of the Sky Goddess at the end of this long game! We'll, you'd better be ready for quite a fight. Sera has six attacks. She can pound the floor yelling "Feel my power!" and send pink shockwaves at Mega Man. She does this very rarely. These do medium damage. She can turn on sixteen blue lasers and run after you. The lasers do very little damage. She can send several meteors flying down from the sky on you (moderate to high damage). But I haven't got to the worst part of this whole battle and she has an EXTREMELY powerful laser! This can come close to taking off all of your health. Not to mention it lasts for a while and has an extremely long range and can go up and down. Avoid this laser at all costs. She can also charge at you for a short amount of time. When you've done some fair damage to Sera, she can also fire a black hole at you. This attack is extremely annoying

because it will pull you into it, where Sera is free to use the blue lasers or meteors. Also, Sera can disappear if you're attacking her and appear in a different area. I really hope that you have a fully powered up Shining Laser. If it has some good attack power on it, you can annihilate Sera in five seconds. Otherwise, there's little strategy I can give you on this battle. Pray that she doesn't use the laser too often and learn the timing of it, and try to hit her while running away constantly. You'd be best off with the Fried Chicken, Picnic Lunch, and about 30 units of the Energy Canteen for this final battle. Be sure not to get carried away and fire all the time, because she can always use the lasers, the large laser, or meteors!

VIII. Weapons: Here is a list of all the weapons in the game, a description, their items, and their prices.

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=====
[      -CRUSHER-      ]
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ITEMS:  
Taser  
Soft Ball

DESCRIPTION: This will remind you of the Splash Mine from Mega Man Legends 1. It will create a bomb item and it'll be thrown at the enemy. Slowly, it'll explode at the enemy and do lots of damage. The Crusher is an awesome weapon, but not all that glitters is gold. Awesome doesn't mean good. In fact, it's totally useless.

PRICES:

Attack:	----- ----- -----
	90,000 Z   900,000 Z   2,700,000 Z
	----- ----- -----

Energy:	----- ----- -----
	67,500 Z   85,500 Z   103,500 Z
	----- ----- -----

Range: Cannot be improved.

Rapid: Cannot be improved.

Special:	----- ----- -----
	90,000 Z   720,000 Z   2,700,000 Z
	----- ----- -----

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=====
[  -BUSTER CANNON-  ]
=====
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ITEMS:  
Long Pipe  
Mechanic Notes 2

DESCRIPTION: This is a very powerful weapon, and one of the most useful in the game. It has a very long range and is definitely better than the Hyper Shell, but you cannot fire it while moving, and it is also a pretty slow weapon and you'll need to strike up the energy. Regardless, it's a great weapon!

PRICES:

Attack: -----|-----|-----|  
30,000 Z	50,000 Z	500,000 Z

Energy: -----|-----|-----|  
30,000 Z	60,000 Z	120,000 Z

Range: -----|-----|-----|  
30,000 Z	50,000 Z	60,000 Z

Rapid: Cannot be improved.

Special: Cannot be improved.

=====  
[ -HYPER SHELL- ]  
=====

ITEMS:  
Firecracker  
Rusty Bazooka

DESCRIPTION: This weapon is very similar to the Buster Cannon, although I slightly prefer the Buster Cannon over this weapon. It has a large explosion radius and has tons of range, but unfortunately it is slow and cannot be fired whilst moving.

PRICES:

Attack: -----|-----|-----|  
54,000 Z	90,000 Z	180,000 Z

Energy: -----|-----|-----|  
27,000 Z	54,000 Z	108,000 Z

Range: -----|-----|-----|  
22,500 Z	67,500 Z	108,000 Z

Rapid: Cannot be improved.

Special: -----|-----|-----|  
9,500 Z	45,000 Z	90,000 Z

=====  
[ -HOMING MISSILE- ]  
=====

ITEMS:  
Mechanical Notes 1  
Bottle Rocket

DESCRIPTION: This is a terrific weapon. The only flaws in it are that it needs tons of Zenny to upgrade and that it is so slow to charge up. It is very

powerful and very fast, and unlike the Active Buster from Mega Man Legends, it can be fired while moving! Trust me, it's an extremely useful weapon.

PRICES:

Attack:	----- ----- -----
	10,000 Z   120,000 Z   1,000,000 Z
	----- ----- -----

Energy:	----- ----- -----
	15,000 Z   30,000 Z   500,000 Z
	----- ----- -----

Range:	----- ----- -----
	5,000 Z   30,000 Z   60,000 Z
	----- ----- -----

Rapid:	----- ----- -----
	10,000 Z   30,000 Z   100,000 Z
	----- ----- -----

Special:	----- ----- -----
	10,000 Z   30,000 Z   100,000 Z
	----- ----- -----

=====  
[ -GROUND CRAWLER- ]  
=====

ITEMS:

- Rusted Mine
- Bowling Ball

DESCRIPTION: This is a VERY useful and EXTREMELY under-rated weapon! It rolls along the ground and hits really hard! Unfortunately, it can't hit air targets but you can fire it while moving and it tracks on to its opponent. It is very powerful and can take some heavy armored bosses like Klaymoor or Coral Reaverbots out in six hits! I recommend it a lot.

PRICES:

Attack:	----- ----- -----
	2,000 Z   4,000 Z   6,000 Z
	----- ----- -----

Energy:	----- ----- -----
	3,000 Z   5,000 Z   7,000 Z
	----- ----- -----

Range:	----- ----- -----
	1,000 Z   1,500 Z   2,000 Z
	----- ----- -----

Rapid:	----- ----- -----
	1,500 Z   2,500 Z   3,500 Z
	----- ----- -----

Special:	----- ----- -----
	5,000 Z   7,500 Z   18,000 Z
	----- ----- -----



=====  
[ -VACUUM ARM- ]  
=====

ITEMS:

Broken Motor  
Broken Vacuum

DESCRIPTION: This weapon can be very useful in Elysium and areas where you can find Crunchers as it scoops dropped Zenny, but unfortunately it can't do any sort of damage to any enemy. Still, it's worth some improvement.

PRICES:

Attack: Can't be improved.

Energy: -----|-----|-----|  
1,000 Z	10,000 Z	100,000 Z

Range: -----|-----|-----|  
1,000 Z	2,000 Z	4,000 Z

Rapid: Can't be improved.

Special: -----|-----|-----|  
1,000 Z	2,500 Z	5,000 Z

=====  
[ -REFLECTOR ARM- ]  
=====

ITEMS:

Super Ball  
Bomb Schematic

DESCRIPTION: This weapon is pure and utter crap. Sure, it can bounce off the walls well and is sort of rapid, but I warn you: this weapon is horrible. Don't even consider using this weapon at any time.

PRICES:

Attack: -----|-----|-----|  
4,500 Z	6,300 Z	31,500 Z

Energy: -----|-----|-----|  
3,600 Z	4,950 Z	6,300 Z

Range: -----|-----|-----|  
1,800 Z	2,700 Z	4,500 Z

Rapid: -----|-----|-----|  
2,700 Z	4,050 Z	5,400 Z

Special: -----|-----|-----|  
1,000 Z	2,500 Z	5,000 Z

=====  
[ -SHIELD ARM- ]  
=====

ITEMS:  
Shield Generator  
Mechanic Notes 5

DESCRIPTION: What do we know, another horrible weapon. This weapon is terrible. It creates a non-protective shield that does absolutely nothing. Shots will go right through it and it has less use than any weapon in the whole game.

PRICES:

Attack: Cannot be improved.

Energy: -----|-----|-----|  
10,800 Z	13,500 Z	16,200 Z

Range: Cannot be improved.

Rapid: Cannot be improved.

Special: Cannot be improved.

=====  
[ -BLADE ARM- ]  
=====

ITEMS:  
Zetsabre  
Mechanic Notes 4

DESCRIPTION: This is one of my favorite weapons in the whole game. It creates an energy blade and it lets you attack the enemy by slicing and dicing away. It has no range at all, but it's extremely powerful and can finish off some bosses really quickly. Also, you can charge it up to infinite energy!

PRICES:

Attack: -----|-----|-----|  
90,000 Z	270,000 Z	450,000 Z

Energy: -----|-----|-----|  
9,000 Z	45,000 Z	180,000 Z

Range: -----|-----|-----|  
45,000 Z	180,000 Z	540,000 Z

Rapid: Cannot be improved.

Special: Cannot be improved.

=====  
[ -SHINING LASER- ]  
=====

ITEMS:  
Laser Manual  
Green Eye

DESCRIPTION: This weapon is one of the, if not the single best weapon in the entire game. It can kill Sera in perhaps five seconds and it can be upgraded into infinite energy. However, you cannot fire it while moving and it is VERY expensive to upgrade.

PRICES:

Attack: -----|-----|-----|  
50,000 Z	500,000 Z	5,000,000 Z

Energy: -----|-----|-----|  
100,000 Z	1,000,000 Z	9,999,999 Z

Range: -----|-----|-----|  
100,000 Z	450,000 Z	1,000,000 Z

Rapid: Cannot be improved.

Special: Cannot be improved.

=====  
[ -MACHINE GUN ARM- ]  
=====

ITEMS:  
Broken Model Gun  
Long Barrel

DESCRIPTION: Well, this weapon isn't very powerful. However, it charges EXTREMELY fast and is immensely fast. In the Parabola mission, it is very useful, so it's an overall great weapon.

PRICES:

Attack: -----|-----|-----|  
3,000 Z	30,000 Z	100,000 Z

Energy: -----|-----|-----|  
5,000 Z	15,000 Z	25,000 Z

Range: -----|-----|-----|  
1,000 Z	5,000 Z	10,000 Z

Rapid: -----|-----|-----|

2,000 Z	20,000 Z	50,000 Z

Special: Cannot be improved.

=====

[ -SPREAD BUSTER- ]

=====

ITEMS:

Sower

Mechanic Notes 3

DESCRIPTION: This weapon has a long range and can spread three/five blasts of energy at your enemies, but it's not really useful and nothing compared to MML1's Spread Buster.

PRICES:

Attack: -----|-----|-----|  
9,000 Z	18,000 Z	27,000 Z

Energy: -----|-----|-----|  
9,000 Z	13,500 Z	16,200 Z

Range: -----|-----|-----|  
5,850 Z	7,200 Z	9,000 Z

Rapid: -----|-----|-----|  
4,500 Z	6,750 Z	8,100 Z

Special: -----  
90,000 Z

=====

[ -AQUA BLASTER- ]

=====

ITEMS:

N/A

DESCRIPTION: There is no use for this weapon as it is only used to stop fires. There are only three places in the game this weapon can be used. It's useless, I tell you.

PRICES:

Attack: Cannot be improved.

Energy: Cannot be improved.

Range: Cannot be improved.

Rapid: Cannot be improved.

Special: Cannot be improved.

=====  
[ -HUNTER SEEKER- ]  
=====

ITEMS:  
Sensor  
Mechanic Notes 6

DESCRIPTION: This is another one of my personal favorite weapons. You fire a weapon and aim to an enemy and this shoots for you! It's not too useful, but it's still awesome.

PRICES:

Attack: -----|-----|-----|  
10,000 Z	15,000 Z	30,000 Z

Energy: -----|-----|-----|  
10,000 Z	20,000 Z	30,000 Z

Range: Cannot be improved.

Rapid: Cannot be improved.

Special: -----|-----|-----|  
10,000 Z	100,000 Z	450,000 Z

=====  
[ -DRILL ARM- ]  
=====

ITEMS:  
Broken Drill  
Heavy Duty Gear

DESCRIPTION: The Drill Arm is definitely worth some improvements because it can kill some bosses in a few seconds. It's

PRICES:

Attack: -----|-----|-----|  
1,000 Z	2,000 Z	3,000 Z

Energy: -----|-----|-----|  
1,000 Z	1,500 Z	2,000 Z

Range: Cannot be improved.

Rapid: Cannot be improved.

Special: Cannot be improved.

IX. Lists: Here are basically all of the lists in the game. Remember: this took

quite a while!

-----

SHOPS

-----

There are only two kinds of shops, the junk shop and the general shop. All of the junk shops sell the same stuff and get more junk added as you progress through the game. Here we go.

JUNK SHOP

-----

Items:

NAME	PRICE	WHEN
Bionic Parts: 1000		---
Energy Canteen: 600		---
Medicine Bottle: 6400		---
Rollerboard: 3000		---
Light Chip: 30000		---
Rollerboard: 1000 (after Forbidden Island)		
Aqua Chip: 10000 (after Manda Ruins)		
Hyper Cartridge: 2000 (after Manda Ruins)		
Light Barrier: 50000 (after Manda Ruins)		
Resistor Chip: 200000 (after Manda Ruins)		
Joint Plug: 100000 (after Calbania Island)		
Flame Barrier: 150000 (after Nino Ruins)		

Parts:

NAME	PRICE	WHEN
Power Raiser: 1600		---
Turbo Charger: 800		---
Range Booster: 1200		---
Normal Armor: 3500		---
Blaster Unit: 3000 (after Forbidden Island)		
Buster Unit: 4000 (after Forbidden Island)		
Autofire Unit: 2500 (after Forbidden Island)		
Padded Armor: 15000 (after Forbidden Island)		
Link Armor: 40000 (after Nino Ruins)		
Padded Helmet: 10000 (after Nino Ruins)		
Blaster Unit Omega: 10000 (after Saul Kada Ruins)		
Buster Unit Omega: 10000 (after Saul Kada Ruins)		
Power Blaster: 25000 (after Saul Kada Ruins)		
Link Armor Omega: 60000 (after Saul Kada Ruins)		
Range Booster Omega: 600000 (after Calinca Ruins)		
Rapid Fire Omega: 500000 (after Calinca Ruins)		
Power Raiser Omega: 800000 (after Calinca Ruins)		
Upgrade Pack Omega: 35000 (after Calinca Ruins)		
Kevlar Armor: 80000 (after Calinca Ruins)		

GENERAL SHOP

-----

Items:

NAME	PRICE	WHEN
------	-------	------

---

Stuffed Doll: 5000 ?  
Model Ship: 100000 ?  
Cushion: 20000 ?  
Toilet Cleaner: 1500 ?  
House Plant: 5000 ?  
Comic Book: 1200 ?  
Vase: 30000 ?  
Wallpaper: 45000 ?  
Painting: 60000 ?  
Game Cartridge: 40000 ?

(I'm not sure of the times, so please e-mail me when if you know. Thank you.)

-----  
BUSTER PARTS  
-----

This is a list of all the Buster Parts in the game and their enhancement for you.

\*\*\*\*\*

Name: Power Raiser  
Buster: ATTACK + 2

Name: Turbo Charger  
Buster: ENERGY + 2

Name: Range Booster  
Buster: RANGE + 2

Name: Rapid Fire  
Buster: RAPID + 2

Name: Power Raiser Alpha  
Buster: ATTACK + 4

Name: Turbo Charger Alpha  
Buster: ENERGY + 4

Name: Range Booster Alpha  
Buster: RANGE + 4

Name: Rapid Fire Alpha  
Buster: RAPID + 4

Name: Power Raiser Omega  
Buster: ATTACK: MAX

Name: Turbo Charger Omega  
Buster: ENERGY: MAX

Name: Range Booster Omega  
Buster: RANGE: MAX

Name: Rapid Fire Omega  
Buster: RAPID: MAX

Name: Blaster Unit  
Buster: ATTACK + 1, ENERGY + 2

Name: Blaster Unit Omega  
Buster: ATTACK + 2, ENERGY + 3

Name: Buster Unit  
Buster: ATTACK + 1, RANGE + 2

Name: Buster Unit Omega  
Buster: ATTACK + 2, RANGE + 3

Name: Power Blaster  
Buster: ATTACK + 2, RAPID + 1

Name: Power Blaster Omega  
Buster: ATTACK + 3, RAPID + 2

Name: Sniper Unit  
Buster: ENERGY + 1, RANGE + 2

Name: Sniper Unit Omega  
Buster: ENERGY + 2, RANGE + 3

Name: Autofire Unit  
Buster: ENERGY + 2, RAPID + 1

Name: Autofire Unit Omega  
Buster: ENERGY + 3, RAPID + 2

Name: Accessory Pack  
Buster: ATTACK + 1, ENERGY + 1, RANGE + 1, RAPID + 1

Name: Accessory Pack Alpha  
Buster: ATTACK + 2, ENERGY + 2, RANGE + 2, RAPID + 1

Name: Accessory Pack Omega  
Buster: ATTACK: MAX, ENERGY: MAX, RANGE: MAX, RAPID: MAX

Name: Upgrade Pack  
Buster: ATTACK + 1, ENERGY + 1, RANGE + 1

Name: Upgrade Pack Omega  
Buster: ATTACK + 1, ENERGY + 3, RANGE + 3  
Note: Easy Mode only!

Name: Energizer Pack  
Buster: ENERGY + 1, RANGE + 1, RAPID + 1

Name: Energizer Pack Omega  
Buster: ENERGY + 3, RANGE + 1, RAPID + 3

Name: Booster Pack  
Buster: ATTACK + 1, ENERGY + 1, RAPID + 1

Name: Booster Pack Omega  
Buster: ATTACK + 3, ENERGY + 3, RAPID + 1

\*\*\*\*\*



-----  
HELMETS  
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Here are the two helmets in the game.

\*\*\*\*\*

Name: Normal Helmet  
Description: Guards against knockdown.

Name: Padded Helmet  
Description: Allows MegaMan to tumble-dodge attacks when hit once.

\*\*\*\*\*

-----  
ARMOR  
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Here is all the armor to be found in the game:

\*\*\*\*\*

Name: Normal Armor  
Description: Increases defense; guards against knockdown.

Name: Padded Armor  
Description: Reduces damage from enemy attacks by 25%.

Name: Padded Armor Omega  
Description: Reduces damage from enemy attacks by 25%; guards against knockdown.

Name: Link Armor  
Description: Reduces damage from enemy attacks by 50%.

Name: Link Armor Omega  
Description: Reduces damage from enemy attacks by 50%; guards against knockdown.

Name: Kevlar Armor  
Description: Reduces damage from enemy attacks by 75%.

Name: Kevlar Armor Omega  
Description: Reduces damage from enemy attacks by 75%; guards against knockdown.

\*\*\*\*\*

-----  
SHOES  
-----

Here is a list of the five shoes to be found in Mega Man Legends 2.

\*\*\*\*\*

Name: Jet Skates  
Description: Enables high-speed jet roller skates when O is pressed.

Name: Hover Shoes  
Description: Prevents numbness when walking over electrified floors.

Name: Hydrojets

Description: Allows MegaMan to use jet skates underwater.

Name: Asbestos Shoes

Description: Prevents damage from hot/cold surfaces.

Name: Cleated Shoes

Description: Allows MegaMan to walk on icy surfaces without slipping.

\*\*\*\*\*

X. Mini-Games: Here is a list of all the mini-games that can be played in Mega Man Legends 2.

\*\*\*\*\*

Licenses:

\*\*\*\*\*

In Mega Man Legends 2, Mega Man always has a Digger's License. Here are the types of Digger's Licenses:

Class C: Only available in Easy mode. Enemies drop very few refractors for Zenny and can be killed in just a few hits.

Class B: The default Digger's License in Normal mode. In Normal mode and Normal mode ONLY, you can take Digger's Licenses to go to Class A and then Class S.

Class A: This is the level most people will play at. Enemies drop a little more Zenny and go up in difficulty a little. You must complete the Class A Digger's Test to win this.

Class S: In a normal game, this is what veterans of Mega Man Legends and Misadventures of Tron Bonne will play at. Enemies drop much more Zenny but their health, danger, and everything about them goes up. Plus, Class S is very hard to obtain.

Class SS: Only available in Very Hard mode. Enemies drop tons of refractors for Zenny and need to take huge amounts of punishment before dying.

To get a new license, you have to take a Digger's Test. In the tests, you have to make it across a ruin and destroy every Reaverbot in a limited amount of time. Mega Man comes with the Power Raiser and Normal Helmet, to make it easier, but only has five units of health, which cannot be recharged. The test ends if you choose to quit it or you complete it. Be warned, however, that if you choose to increase your Digger's License, you cannot decrease it. There are two places where you can take the Digger's Test: the church in Yosyonke and the Digger's Guild on Nino Island.

Also, you can only take the test in Normal mode. As you level up, you can go to more ruins, like the underwater one in Saul Kada and the one in Calbania. In the Easy, Hard, and Very Hard modes, you have a set license and it cannot be changed under any circumstances. Even with Class C for Easy mode, you can access any ruin in the game. That pretty much covers up the Digger's Licenses. Now, here are the two tests:

\*\*\*\*\*

Class A License:

\*\*\*\*\*

We have 3:00 to complete this area. Enter the door ahead of you. Shoot at the Reaverbots right ahead of you, and then step right ahead. A snake will fall from up above. Make sure to destroy these nasty creatures. I would recommend leaving one of the Crab Reaverbots though. After the crab Reaverbots are defeated, head on and jump to the left, and you'll find a shielded Reaverbot. Throw the Crab Reaverbot that you had back there at him and shoot him. Make sure not to shoot him while his shield is up. After destroying him, enter the room ahead of you.

This next room is exceedingly simple. There are tons of those green snakes in this room and touching them will be a huge mistake as it will poison you. Jump around this room a lot and make sure not to go anywhere close to the nasty snakes and eliminate them. After they are all destroyed, simply head on to the next room. I had a little above 2:00 on my clock at this point.

Room 3 is very easy to handle. A Shielded Reaverbot will be found right ahead of you. Wait for it to lower its shield, and then shoot it. That will stun it a little so it won't use its poison gun. After that, pick it up and head to the left and you'll find another shielded Reaverbot. Carefully throw the Reaverbot you picked up right back there at the Reaverbot guarding the door in front of you, and both will die. Go to the next room.

There are crabs and suicidal Reaverbots in this room. That's simple enough. First of all, there are two crabs. Throw them at the suicidal Reaverbots CAREFULLY! Throw them, and then back off so they don't damage you. After taking both of the crabs out, just keep a distance from the suicidal Reaverbots and simply shoot them, and then proceed to the next room.

In the next room, you will find the usual green snakes and a Spawner. You can either destroy the snakes with your Buster or pick them up and throw them at the Spawner; it's really up to you. Anyway, this floor is very easy. Just take care of the snakes as quickly as you can and avoid them, then get the Spawner quickly, and go to the next room at once.

You'll find a green Slicer Reaverbot in this room. You may remember these from Misadventures of Tron Bonne and Mega Man Legends. Anyway, he's not hard. He's very fast and aggressive and could make short work of you if you're not paying attention, so I recommend you do a lot of jumps to avoid his attacks. Give him all you've got while trying to do lots of jump. He can't hit you in the air. After you kill him, exit and you've completed the Class A Digger Test!

\*\*\*\*\*  
Class S License:  
\*\*\*\*\*

We have 5:00 to complete this area. Enter the door ahead of you. There will be two Crab Reaverbots here. Pick one of them up and throw them at the other. Then, just eliminate the one that had suffered the throw. After destroying them, go on and to the left, and you'll find two Shielded Reaverbots and several suicidal Reaverbots. CAREFULLY pick one of the Shielded Gunners up before they fire their poison at you, and then throw one at the other. They will both explode. Next, take out the suicidal bots. Go to the next room.

You will find a purple Reaverbot in here, not to mention some green snakes. Take out the snakes first, by simply throwing them to be careful and then shooting at them while they're down. Avoid running into them, or the Poison will get to you. Shoot at the small purple Reaverbots, and then circle the large one. Destroy it while doing your best to avoid the small ones, and you should be fine. Proceed to the next room.

Another Shielded Gunner can be found here. Pick him up and right ahead you'll find two Crab Reaverbots. Throw the Shielded Gunner at the Crab Reaverbots VERY CAREFULLY! You are much more than likely to miss that. Do not throw it too far or not too far, and once again: be careful. After that, both should be destroyed. Destroy the other crab and proceed. You'll find two Butterfly Reaverbots. Destroy these and do not get too close to their sap (Sprains you), or them. Shoot them down and enter the next room.

You will find three Spawners in this room. Now, this part is LONG. The Spawners on the top and right areas can be walked behind, but the one on the left guarding the door, cannot. You should avoid the small purple Reaverbots they make and sneak behind them and shoot them to death. When the small purple Reaverbots go after you, go to the next one. Also, try to keep the one on the left in touch as well. After they're dead, go to the next room.

You will find six suicidal Reaverbots in this room. Go to the left and shoot those three down, then go forward a little and shoot down the right ones. Do NOT get close to them or you will take some damage, in which we can't afford. After killing them, you'll see two Suicidal Reaverbots guarding the exit. This isn't good... get right in there and pick one of them up CAREFULLY, and then throw him at the other one. Don't mind if you get Poisoned, just KILL THEM! If you're poisoned, wait outside until it wears off, then go to the next room.

Where the one green slicer Reaverbot was in the last room, there are two of them here. I sincerely hope you have at least half of your health remaining, because if you don't the Reaverbots will make mincemeat out of you. Jump up and blast them like you did before. They will hit Mega Man unless you jump and get them away from you carefully! When you kill one, you can be sure that this will be over soon. Shoot away at the remaining one and he'll be dead soon. Exit the room and the nightmare is OVER!

\*\*\*\*\*  
RACING  
\*\*\*\*\*

At Saul Kada, the man that guards the statue can let you race if the statue is there! If you didn't defeat Teisel without the statue's destruction, pay him 1,000 Gil five times, and then he'll let you race at three different tracks. Get your Jet Skates ready!

-----  
MANDA  
-----

Manda is the easiest of the three to beat Mad Mosa's time. Avoid those yellow carpets on the ground because they will Sprain you until you get off of them. Do lots of jumps on the small hills and always hold Up on the D-Pad and you'll do fine here.

-----  
CALINCA  
-----

Calinca is the hardest of the three to beat Mad Mosa's time. There is one tricky area in this level. Where you can see an hourglass near a rock, slow DOWN and you'll get it. Where there are two hills and an hourglass in the air, avoid the first hill and go to the second to get the hourglass. There are lots of hard hourglasses to get here.

-----

SAUL KADA

-----

Saul Kada is by far the best of three courses. The red carpets here are similar to Manda's yellow ones, so I needn't remind you to avoid them. Avoid those sinkholes at all costs. You'll have to master turning to do this very well, so make sure you practice turning a little here!

\*\*\*\*\*

TEST ANSWERS

\*\*\*\*\*

In Pokte Village, you can play a quiz game with three characters: a little girl, the mayor, and the mayor's first student. HUGE THANKS TO JEWY for these answers. Here are the answers to all the questions. If you complete the mayor's quiz, you can go for 100 questions or pay 2,000,000 Zenny for the Zetsabre. With this list, it'll be the 100 questions for you!

=====

-----A. AMERICAN HISTORY-----

=====

- 1) In What year did Lincoln issue the Emancipation Proclamation?  
1a) 1863
- 2) Who was president of the US when it had the most troops in Vietnam?  
2a) Johnson
- 3) What inspired Hinkley to attempt the assassination of president Ronald Reagan?  
3a) A movie
- 4) Who was the first president of the United States?  
4a) Washington
- 5) When America declared independence in 1776, how many states were there?  
5a) 13
- 6) Which of these led to an attack on British ships in Boston Harbor?  
6a) Tea tax
- 7) What American company began mass producing automobiles in 1913?  
7a) Ford
- 8) What Apollo project was the first to land on the moon?  
8a) Apollo 11
- 9) Of the following events in American history, which is the oldest?  
9a) Revolutionary War
- 10) What was the confederate capital during the Civil War?  
10a) Richmond
- 11) Lincoln was which president of the United States?  
11a) 16th
- 12) When did the American Civil War start?  
12a) 1861
- 13) What American president resigned after the scandal of Watergate?

13a) Nixon

=====  
-----B. EUROPEAN HISTORY-----  
=====

1) What year did Mussolini's fascist party take control of Italy?

1a) 1922

2) In England's War of the Roses, the red rose stood for Which family?

2a) Lancaster

3) Which Asian product was most prized in 13th century Europe?

3a) Spices

4) Which of the following has a connection with King Louis XVI?

4a) Declaration of Rights

5) Which of these countries was not a member of the quadruple alliance?

5a) Italy

6) Belgium declared independence in 1831 from Which country?

6a) The Netherlands

7) Who was the leader of the Italian Unification Movement?

7a) Garibaldi

8) What year was Wilhelm I crowned emperor of Germany?

8a) 1871

9) What nation built the Berlin Wall in 1961?

9a) East Germany

10) What city was not included in Britain's "3C policy?"

10a) Caracas

11) The French Revolution began in Which year?

11a) 1789

12) The Franco-Prussian War began in What year?

12a) 1870

13) Who apologized to the Pope during the Investiture Controversy?

13a) Henry IV

14) The French author of "The Social Contract" is?

14a) Rousseau

15) How old was King Louis XVI of France when he was crowned?

15a) 20

=====  
-----C. ANCIENT HISTORY-----  
=====

1) The first emperor of the Roman empire was?

1a) Augustus

2) In ancient Rome, Nero tried to destroy the city by?

2a) Fire

- 3) Which people settled in Mesopotamia in or around 3000 BC?  
3a) Sumerians
- 4) The Christian movement to reclaim the Iberian Peninsula was called?  
4a) Reconquista movement
- 5) The Maccu Pichu ruins are representative of Which culture?  
5a) Andes
- 6) Christianity became the official religion of the Roman empire with What?  
6a) Edict of Milan
- 7) Which ethnic group founded the nation that became the Roman empire?  
7a) Etruscans
- 8) In What year was Rome sacked?  
8a) 375 AD
- 9) Who is the famous Greek philosopher who expounded the theory of idealism?  
9a) Plato
- 10) What base is the Babylonian counting method?  
10a) 60-base
- 11) Which of these was used to cast votes with in 6th century BC Athens?  
11a) Pottery shards
- 12) What year was the first Crusade launched?  
12a) 1096
- 13) The monk said to be the Middle Ages' most famous scientist is?  
13a) Bacon
- 14) Who ruled over the Roman Empire at its zenith?  
14a) Trajan

=====  
=-----D. MISC. HISTORY-----=  
=====

- 1) What was the World War II alliance between Germany, Italy, and Japan called?  
1a) Axis
- 2) Who invented the light bulb?  
2a) Edison
- 3) Who captained the first expedition to sail around the world?  
3a) Magellan
- 4) 300 Years ago, the first roller coaster was built in What country?  
4a) Russia
- 5) What year did the opium war between Britain and China break out in?  
5a) 1840
- 6) Which of these was not invented during the Renaissance?  
6a) Steam engine
- 7) Who founded the yellow hat sect in Tibet in the 15th century?

- 7a) Dalai lama
- 8) What country was Hitler born in?  
8a) Austria
- 9) What island was Napoleon born on?  
9a) Corsica
- 10) What year did the Crimean War break out?  
10a) 1853
- 11) The rebellion against East India company in 1857 by Indian mercenaries is?  
11a) The Sepoy Rebellion
- 12) What year did World War II begin?  
12a) 1939
- 13) What country's embassy was seized during the Iranian Revolution?  
13a) USA
- 14) The edict issued in 1598 that granted freedom to the Huguenots was?  
14a) Edict of Nantes
- 15) What country did Columbus think he was in when he found America?  
15a) India
- 16) What is the name for the fusion of Greek and Oriental cultures?  
16a) Hellenistic culture
- 17) Which of these ships did not sail with Columbus on his trip to America?  
17a) Trinidad
- 18) What country did not fight Egypt in the second Middle East War?  
18a) United States
- 19) What is the modern name of Constantinople?  
19a) Istanbul
- 20) Which of these works was produced by Leonardo da Vinci?  
20a) The Last Supper
- 21) What was the first song recorded by Edison on the phonograph?  
21a) Mary Had A Little Lamb
- 22) Which of the following empires lasted longest?  
22a) Byzantine
- 23) What is the name of the war between Maria Theresa and Prussia in 1756?  
23a) The Seven Years' War

=====  
-----E. RUSSIAN HISTORY-----  
=====

- 1) The Russian author of "Crime and Punishment" is?  
1a) Dostoevsky
- 2) The Soviet leader who made "perestroika" his slogan was?  
2a) Gorbachev



3) Who led the Russian revolution and founded the Soviet Union?

3a) Lenin

4) Who wrote the "Communist Manifesto?"

4a) Marx

=====  
=----F. MUSIC-----=  
=====

1) What was the title of Huey Lewis And The News' 1983 hit album?

1a) "Sports"

2) How many albums did the Sex Pistols release (not including compilations)?

2a) 1

3) When was the Pink Floyd album "Dark Side Of The Moon" released?

3a) 1973

4) Which of these album covers shows the four Beatles' entire bodies?

4a) Abbey Road

5) Lionel Richie was a member of Which group?

5a) Commodores

6) Sting was a member of Which rock band?

6a) Police

7) What did Jimi Hendrix do at the Monterey Pop Festival?

7a) Burned his guitar

10) What year was Hall and Oates' hit album "Private Eyes" released?

10a) 1981

11) What is the name B.B. King has given his guitar?

11a) Lucille

12) Who was the composer of Canon in D Minor?

12a) Pachelbel

13) "Like A Virgin" is Madonna's?

13a) 2nd album

14) What is Eric Clapton's nickname, which he used as a title for an album?

14a) Slowhand

15) Sammy Hagar's first Van Halen album is?

15a) "5150"

16) Who is the first singer heard in USA for Africa's "We Are The World?"

16a) Lionel Richie

17) The rock group "U2" gets its name from?

17a) A spy plane

18) What year was the Culture Club album "Color By Numbers" released in?

18a) 1983

19) How many years after his last album did George Michael release "Older?"

19a) 5 years

20) What album is a compilation of previously unreleased Beatles songs?

20a) "Anthology"

21) Who starred in the 1996 movie "Evita?"

21a) Madonna

22) How many discs are in the Bruce Springsteen live performance collection "The Live"?

22a) 5

23) Which one of these composers lived the longest?

23a) Wagner

24) What group sang "Hungry Like The Wolf"?

24a) Duran Duran

25) Which of the following composers is considered a Romanticist?

25a) Wagner

26) What is the name of Janis Joplin's posthumous album?

26a) "Pearl"

27) What instrument did Don Henley play in the Eagles?

27a) Drums

=====  
=-----G. SCIENCE-----=  
=====

1) How long does Halley's Comet take to circle the sun?

1a) 76 years

2) Which of these stars is in the constellation Lyra?

2a) Vega

3) The pillar of flame caused by an eruption on the sun's surface is a?

3a) Prominence

4) Which of these units is used to measure the frequency of sound waves?

4a) Hertz

5) Which of these units is used to measure electric current?

5a) Ampere

6) How many atmospheres can a 30-meter water resistant watch stand?

6a) 4

7) Which of the following is not an oxide?

7a) Hydrochloric acid

8) Which of these is the heaviest quark?

8a) Top quark

9) What is DNA shaped like?

9a) Double helix

10) Which one of these elements is a "Noble Gas?"

10a) Argon

- 11) Which of the following igneous minerals has a whitish color?  
11a) Quartz
- 12) Which of these elements takes its name from the sun?  
12a) Helium
- 13) Which one of the following is represented by one character in the Periodic Table of Elements?  
13a) Cerium
- 14) What adaptation has the pineapple developed that allows it to live longer?  
14a) Water reservoir
- 15) Which one of these is not one of Newton's three Laws of Motion?  
15a) Law of Gravity
- 16) Which element is represented by "Fe" on the Periodic Table?  
16a) Iron
- 17) What is the temperature of a cigarette flame?  
17a) 420 degrees
- 18) What does Mistletoe use to attach itself to its host tree?  
18a) Birds
- 19) Which of the following has the same base element as Graphite?  
19a) Diamond
- 20) Which of these igneous rocks is most common?  
20a) Granite
- 21) Which of these is the hardest stone?  
21a) Ruby
- 22) What is the tilt of Earth's axis?  
22a) 23.5
- 23) What is the most common element in the Earth's crust?  
23a) Iron
- 24) What family does the largest tree, the sequoia, belong to?  
24a) Cedar

=====  
-----H. MATH-----  
=====

- 1) The approximate radius of the earth is?  
1a) 4000 miles
- 2) How many days were there from January 1, 1990 to December 31, 1999?  
2a) 3652
- 3) How many degrees is the interior angle of a pentagram?  
3a) 108 degrees
- 4) Which of these is not a multiple of 12?  
4a) 30
- 5) How many pencils are there in 1 gross?

5a) 144 pencils

6) If you take 6 beetles and 8 spiders how many legs will you have total?

6a) 100

7) If you throw 2 dice, What are odds of getting a 9?

7a) 1 in 9

8) If you divide 29 gumdrops equally among x people and have 5 left over, x=?

8a) 6

9) How many times is the number 1 used between 10 and 20?

9a) 11 times

10) Numbers that can only be divided by 1 and themselves are called?

10a) Prime numbers

11) If you roll 2 dice, what are the odds that both will come up even?

11a) 1 in 4

12) If you throw 2 dice, how many combinations will add up to 8?

12a) 5

13) What value does the Roman numeral "M" represent?

13a) 1000

=====  
=-----I. FOOD & DRINK-----=  
=====

1) Grapes are used to make which of these drinks?

1a) Wine

2) The three most well-known teas are Darjeeling, Assam, and?

2a) Keemun

3) What do you buy in a butcher's shop?

3a) Meat

4) What is the main ingredient of the Thai soup "Tom Yan Goong?"

4a) Shrimp

5) Which of these is made from milk?

5a) Yogurt

6) What is the main ingredient of cake?

6a) Flour

7) Which of these is not a type of cheese?

7a) Kaiser

=====  
=-----J. GEOGRAPHY-----=  
=====

1) Where is London?

1a) England

2) The capital of the United States is?

2a) Washington DC

- 3) Which one of these is not one of the Great Lakes?  
3a) Chaplin Lake
- 4) What is the capital of Brazil?  
4a) Brasilia
- 5) Which of these is not found in Paris?  
5a) Buckingham Palace
- 6) Which one of these American cities is furthest north?  
6a) Chicago
- 7) What is the capital of China?  
7a) Beijing
- 8) What is the world's largest lake?  
8a) Caspian Sea
- 9) The largest desert in the world located in North Africa, is the  
9a) Sahara
- 10) The award ceremony for the Nobel Prize is held in What city?  
10a) Stockholm
- 11) Which of the following is not a "Benelux" country?  
11a) Denmark
- 12) Which of these bodies of water has the highest water level in the world?  
12a) Lake Titicaca
- 13) The northern wind that blows across the southern French coast is called?  
13a) Mistral
- 14) In which Brazilian city can the famous Copacabana Beach be found?  
14a) Rio de Janeiro
- 15) Where was Euro-Disneyland built?  
15a) Paris
- 16) The three Baltic countries are Estonia, Latvia, and what?  
16a) Lithuania
- 17) What is the name of the underground aqueducts found in Iran?  
17a) Ghanat
- 18) The humid plains around the La Plata River in South America are called what?  
18a) Pampas
- 19) Which one of these cities has the highest latitude?  
19a) London
- 20) What is the name of the unique feature of the Scandinavian coast?  
20a) Fjord
- 21) The world's largest waterfall is?  
21a) Iguacu

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-----K. GENERAL KNOWLEDGE-----

=====

- 1) What is another common name for computer software?  
1a) Program
- 2) How many minutes are in an hour?  
2a) 60
- 3) The highest mountain in the world is?  
3a) Everest
- 4) Which of these is the national sport of Japan?  
4a) Sumo
- 5) Which of these machines plays music?  
5a) Cassette deck
- 6) A "trumpet" is?  
6a) A musical instrument
- 7) Which of these is used to take photos?  
7a) Camera
- 8) Which of these sports is a winter sport?  
8a) Skiing
- 9) You can't use your hands in which of these games?  
9a) Soccer
- 10) What is the currency of America?  
10a) Dollar
- 11) What is the name of Tron's brother?  
11a) Teisel
- 12) Which of these is a vehicle?  
12a) Bicycle
- 13) Which of the following is a computer programming language?  
13a) Basic
- 14) The author of "Utopia" is?  
14a) Thomas Moore
- 15) What is the Japanese art of paper folding called?  
15a) Origami
- 16) Who is the oldest World Heavyweight Champion in boxing?  
16a) George Foreman

-----L. ANIMALS & INSECTS-----

=====

- 1) How many legs does a spider have?  
1a) 8
- 2) Which of these is a mammal?  
2a) Raccoon

3) Which of these is an insect?

3a) Beetle

4) Which of these insects does not pupate?

4a) Cricket

5) Which part of an owl's body is different size on the right and left?

5a) Ears

6) What is the natural enemy of the shrimp?

6a) Octopus

7) Which of these is a reptile?

7a) Chameleon

8) Which of these is not a warm-blooded animal?

8a) Shark

9) Which of these animals has a long nose?

9a) Elephant

10) Which animal can lose its tail to escape from its enemies?

10a) Lizard

11) Which of the following has the lowest chance of being born?

11a) Male Tortoise-shell Cat

12) The Java Bat is the largest bat in the world. What is its wingspan?

12a) 6'5"

13) Which of these lays the most eggs at one time?

13a) Sunfish

14) Which of these is called the "king of the beasts"?

14a) Lion

15) What animal is used to search for truffles?

15a) Pig

16) Crocodiles are known to sometimes swallow small stones. Why?

16a) To use as weights

17) What is the surface of an earthworm's body like?

17a) Hairy

18) In addition to gills, the Loach uses what to breathe?

18a) Lungs

19) Which of the following shellfish is used to cultivate pearls?

19a) Oyster

20) Which animal can lose its tail to escape from its enemies?

20a) Lizard

21) Which of these is not a fish?

21a) Whale

22) Which organ does a snake use to sense heat?

22a) Pits

23) If you sever one of a starfish's arms, what happens to the arm?

23a) Grows into a new starfish

24) How many eyes does a Whirligig Beetle have?

24a) 4

25) Which one of the following animals is not a hermaphroditic species?

25a) Wood louse

26) What parts of a spider's body are attached, with no clear separation?

26a) Head and torso

XI. Bosses: Here is a quick and easy access to every boss featured in Mega Man Legends 2.

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Spiked Reaverbot

Difficulty: Easy

Health: Medium

Strategy: This is going to be a pretty easy battle on this giant spiked Reaverbot. His big slam on Mega Man does quite a bit of damage, but it's very easy to avoid. He's slow to move around and can't do very much, so just shoot him while you have the Power Raiser and Rapid Fire and try to aim for the red spike on his back; that's his weak spot. Also, just in case you have a problem with him of any sort, the giant pillars in this room can act as shields between him and you. This shouldn't be a hard battle at all.

Wolf Reaverbot

Difficulty: Easy

Health: Low

Strategy: This Wolf Reaverbot is very easy to dispatch, despite just how quick it is to move. For some strange reason, it becomes rather hard to hit and takes very little damage if it's a good distance from you, but all it does is just run away and then it heads straight at you. When it does this, shoot it a little, then jump away from it, before it hits you! After you've shot it enough, it'll explode, giving you lots of Zenny.

Mammoth Reaverbot

Difficulty: Medium

Health: High

Strategy: If you forgot to get the Power Raiser, you're in for one hell of a battle! The Mammoth Reaverbot is a very difficult opponent if you lack a good defense. Mega Man should have 6 health points for this fight. The Mammoth Reaverbot can chuck snowballs at you, and it will jump at you and run and probably drive you nuts! You'll have to circle it and run from it while shooting at it to have any success in this battle. After you do a fair amount of damage to it, it will turn over and fire a red ball at you. Once you do another good bit of damage to it, it'll fire two red balls. And after you hit it a little more, it can do this deadly attack again. The red balls are big and hard to avoid, plus they do lots of damage if they hit you. If you still have your Energy Canteen left, by all means use it! There is no better time to use it but now.

Crab Bot

Health: Medium

Difficulty: Medium

Strategy: This is a battle similar to some of the battles fought in Mega Man Legends 2, where you must defend some of the town. Tron's Crab Bot is a



nuisance and has some tricks up its sleeve. She can fire the machine gun in the front at you, and at the back there are twin guns that it will fire as well. Also, it can jump around and it can spin, and when it's weakened, it'll fire bombs. When it's terribly weakened, it'll start spinning really fast and become invincible. That is the bad luck of the fight, because then it will be going for the houses in short time. The easiest way to defeat the Crab Bot is to use the Homing Missile or Machine Gun Arm. (I found the former better because it was much stronger.) You can then circle it and shoot with the Homing Missile. Never stand next to the houses, or she'll go there and destroy them, and we don't want that, do we? Tron will get more dangerous as she loses health, so you may want to have saved up an Energy Canteen or two.

#### Bola I

Difficulty: Medium

Health: Medium

Strategy: This will most likely be a pretty easy battle. Bola will first disappear and let some Frog Reaverbots take you on. Okay, make sure that you take these on while it's easy and quick! If you get close to them, use the Drill Arm and that will destroy them. Hopefully the Rapid Fire and Power Raiser will be enough. Shoot them down or Bola will appear and turn them into red killing monsters. If they're in this state, they are hard as hell to hit, very fast, very powerful, and they stay while Bola attacks you. He'll just shoot his scissors at you, which are pretty easy to avoid. Try to get close to him and use the Drill Arm. If it's powered up enough, it'll totally decimate Bola! If it's not, just go around and shoot at him while avoiding his attacks. Not a hard fight.

#### Bola II

Difficulty: Easy

Health: Medium

Strategy: Believe it or not, Bola is actually easier in this fight than the last, in my opinion anyway. There are five Spikey Reaverbots in this room. You'll definitely want to avoid them. Using the Drill Arm against Bola could be a little risky here as he is a little quicker and he's usually right next to the Spikey Reaverbots. Also, once he's done throwing his scissors at you, he'll jump at you and leave a large shockwave. You definitely want to avoid that. After he's taken some considerable damage, he'll transport himself to the sky. You can't hit him for some reason. Up here, he'll be sending the Spikey Reaverbots in straight directions, but it'll be painful if they hit you, but they can't move much. They'll just move a little to the right of where they were and you'll know where they're going. Give Bola some more punishment and he should definitely fall quickly enough.

#### Frog Bot

Difficulty: Medium

Health: High

Strategy: Well, here we go, it's the hardest boss that we've come across yet. He will jump across the platforms dangerously and if he lands on you, you're in trouble. He attacks by breathing out bubbles at you and if you're straight ahead of him, he'll stick his horrendously ugly but admittedly long tongue out, and that's hard to dodge. Also, there is larva on the floor that turns into a Bug Reaverbot once it's had enough time. The Bug Reaverbots will be around the ceiling. If you do enough damage to the Frog Bot, it will stick its disgusting tongue out and eat one of them and gobble them up restoring some health. That's not good. But I haven't gotten around to how you're supposed to hurt the Frog Bot in the first place, have I? He's heavily armored and regular fire won't work. When he breathes out the bubbles, his mouth is vulnerable, but regardless of how tempting it is to do that, don't try. Sometimes, when the Frog Bot jumps between the platforms, he will fall on his back and try to get himself up. His belly is VERY vulnerable and THAT'S the place to hit him! I

would definitely recommend a fully powered up Drill Arm here. If you have that, drill into his belly and in less than 5 seconds, you will watch this disgusting excuse for a boss explode and give you the Key! How relieving that is...

#### Glyde

Difficulty: Hard

Health: High

Strategy: Glyde is without a doubt, the hardest boss you have encountered thus far, and he's one of the harder ones in the game. His ship will be parked at the first side of this area. He will drop Birdbots off to attack the door. Exterminate them with your Buster Gun (save up the Homing Missile). When you're ready, go to the left and cross the bridges and attack Glyde with the Homing Missiles! Do NOT let any Birdbots escape with anything. If you have to go back, do so. Waste your Homing Missiles if necessary! When he moves his ship further, head back and jump on the pink ship and attack Glyde! Again, hit the ship if you must but don't let any harm befall the door yet. Glyde will hit Johnny's ship and damage it badly. If he hits it too much, it'll blow up and you'll have to waste a great deal of time climbing up ledges to get back up. By now, Glyde's ship will get very close to the door, and there's no use holding them back. By now the ship should be close to destruction, so now let the door alone and attack Glyde with the Homing Missiles! Use them all up to destroy him! If the door hasn't taken any damage yet, the Birdbots won't do too much damage in a short time. Glyde should fall quickly.

#### Duck Wing

Difficulty: Medium

Health: Medium

Strategy: The Duck Wing isn't hard, it's just hard to hit and very agile. If you have Homing Missiles, this is a good place to use them, and I hope the Special is at around 2. The Special increases its aiming capabilities, and we want every missile possible to hit the Duck Wing! They were take down the Duck Wing very quickly. The Duck Wing does have a bit of power at its sleeves though. For one thing, it will charge at you and do a lot of damage. For another, it has a lot of guns, just like all the other ships. If you don't have a good Homing Missile, hitting it will be very hard. While it's flying you cannot hit it at all unless you have tons of range and are very, VERY lucky. You can only hit it while it charges at you, and if you shoot too much it'll hit you and do a lot of damage. You'll want to jump over it, and this won't be an easy task, so be careful in this fight and you should be just fine.

#### Coral Reaverbot x3

Difficulty: Easy/Hard

Health: Medium

Strategy: There are two ways to go around fighting the Coral Reaverbots. One: you can fight without the water. If you do it without the water, then you'll have to go ahead after this fight and waste a lot of time going back to turn the water on. If you do have the water, expect this fight to take almost half an hour. If the Coral Reaverbots don't have any water, they cannot move and will just shoot at you. Their shots are easily avoided. Underwater, they will be extremely mobile and hard to hit, plus you will move very slowly and cannot fire as quickly. These guys also have some tactics. For example, they can change into a brighter color and become invincible while letting another one of these guys be vulnerable, and once they lose a lot of health, they charge at you and make you Sprained. Underwater, being Sprained will be your worst nightmare because you move EXTREMELY slowly, about 1/8 of your normal speed without water. Plus, they can even shoot suicidal Reaverbots at you once they've taken enough damage. Thankfully though, they can't do this without water, but I still recommend fighting with water. In this case, jump around a lot and use your Hydrojets to get around quickly. Shoot like mad at them and try to find the vulnerable ones. Their attacks are very deadly, so be quite

cautious. If you're fighting them without water, you hardly need a strategy. They will rarely become invincible and you can just run around without worrying about being hit. Piece of cake.

#### Klaymoor

Difficulty: Easy

Health: Medium

Strategy: Honestly, this is the easiest boss fight in quite a while. It's easier than the Coral Reaverbots without water, and even easier than the second fight with Bola. Klaymoor only has two attacks, a machine gun that is rather hard to dodge but does very little damage, and some spraining green shots which are extremely easy to avoid. If you took the Ground Crawler, you can defeat Klaymoor in about six hits with it if its power is maxed out. If you didn't take it or the Drill Arm, then you probably don't have them, and if you don't, shame on you. If you have the Drill Arm, you can get right up close to Klaymoor and drill through him, and he'll be gone in five seconds.

#### Klaymoor II

Difficulty: Medium

Health: Medium

Strategy: Ah, Klaymoor's back again for another round! Well, he's actually not much harder than the last time. He still has that nasty machine gun, but he also has a few new additions. He can shoot red suicidal bots at you, and he has a super-powerful laser which can chuck off about 2-3 units of health from Mega Man. But he's not as hard as that; he hasn't changed from the last as he doesn't ever move and is extremely vulnerable to Ground Crawler and Drill Arm. Use these and he'll be gone in a few seconds.

#### Blitzkrieg

Difficulty: Easy

Health: Medium

Strategy: Blitzkrieg is a hilarious boss. There are two ways to fight this boss. One is very slow and time-consuming, but not that hard. You should have the Range Booster and Power Raiser Alpha Parts for an easy fight here. Teisel will throw junk that he collected from the city at you, but he will also be shielding himself with the statue if you hit him once. Also, if you jump on his platform, he'll also shield himself, that's a very time-consuming choices. There are also Servbot drilling machines in the sand, so be sure not to tempt them. If you do this, then you won't have to worry about the statue. If you wish to play 5,000 Zenny to restore the statue, just hit him while he's shielded. The statue will be destroyed, and Teisel will get very rambunctious. He'll yell "I'LL GET YOU!" a lot and leap at you, but lucky for us, there's the Auto-Aim feature. He will jump in the sand a lot, but his flipper is vulnerable there! You can track it down with the Auto-Aim feature, but try not to be in his range of attack, or in the range of Servbot drills.

#### Lava Rock

Difficulty: Medium

Health: High

Strategy: The Lava Rock is a rather different boss than the ones you fought before. For one thing, you simply cannot hurt it by normal attacks. Even special weapons can barely touch it. Plus, even in Easy mode your fully powerful Buster needs hours to do it. To hurt it, you have to attack some of the Reaverbots around here to knock them down, then you have to throw them at the Lack Rock. Tron and Bon will also help a little by flying around and knocking Reaverbots down and then throwing them. I warn you though, the Lava Rock will absorb the lava and it takes a LONG time to take down! Get through this battle; it's not as hard as it's long.

#### Tyrano

Difficulty: Easy

Health: Low

Strategy: The Tyrano is the gigantic Reaverbot in the central room with lots of power that absorbs lava. Well, he's certainly not a hard boss! He's got a health gauge now, so we can track his health. Try not to get too close to him, because there's always the chance he'll breathe fire at you. He can shoot blue energy at you as well, so that's more excuse. Remember, he can only be damaged on the head; don't try to hit him anywhere else. Watch out for all of his attacks while just using the Buster to attack, and he'll drop like a pile of bricks.

Gustaff

Difficulty: Medium

Health: Low

Strategy: It's Tron's robot from the Misadventures of Tron Bonne, the Gustaff! Well, it's no pushover, regardless of its tiny health. Two Servbots accompany it, and they can throw bombs at you, shoot you, and more. The Gustaff has its own abilities. It shields itself most of the time, it has a strong machine gun, and it's fast with an extremely powerful flamethrower that Burns Mega Man. That isn't good. When she takes lots of damage, she'll just have the Servbots attack you while trailing behind you. The Servbots will track you and throw lots of bombs. But I haven't revealed its weakness yet, have I? Even though it's in the air, it can be damaged by the Ground Crawler! Just use the Ground Crawler and they will all destroy the Gustaff! That was an easy battle.

Bon

Difficulty: Easy

Health: Very High

Strategy: Don't be fooled by Bon's ridiculously high health, he's an extremely easy boss! There are several ways to go around beating him. One is to just shoot him. He can really charge at you, and he has small missiles he can fire. But you may have realized that he's just a baby! So Mega Man can pick him up and throw him in the lava. This will do a considerable amount of hurt on him. But the easiest way to go around defeating Bon is to simply use the Ground Crawler if you took it and drop the Ground Crawlers on the ground, letting them roll towards Bon and destroy him! He can't really do too much damage to Mega Man, so he's nothing to worry about. And also, you don't even have to defeat him! You can just let him wander out of here, and then he will throw the Key in the lava, where you can pick him up. If you don't have any health or the Ground Crawler, this is what you should do.

Glyde's Train

Difficulty: Hard

Health: Low

Strategy: Glyde's part of the train is in my opinion, the harder part of the two to destroy. The Buster Cannon is of immense use at this time! The part with the three turrets will be shooting bombs at you and Roll's train. If her train takes too much damage, you'll see the Game Over screen shortly. Use the Buster Cannon and blast away at the part if you have lots of Energy on it. If you don't, just regularly shoot at the weak spot. The weak spot is the armor in the middle. Be warned that soon, the Birdbots will activate the guns. At this point, use the Buster Cannon like crazy! If you have the Hyper Cartidge, good for you. Shoot away at the bomb area and soon it will explode with a lot of good damage to the train. There are now two guns for you to watch out for. After some time, the Birdbots will activate a laser. This is where the battle will get hard. The laser cannot be destroyed, so basically what you have to do is jump around the train to avoid the blast of the laser, and simply hit those nasty guns as much as possible. After both of them are destroyed, use the Buster Cannon on the armor. Sometimes for some reason, the laser will touch Mega Man but won't hurt him, and you have the Energy Canteen anyway, right?

## Bonne Train

Difficulty: Medium

Health: Medium

Strategy: The first part of the fight is definitely the most complex part. The Bonne Train is totally out of range. It will also be firing missiles with Servbots on them at you. Roll will suggest throwing the missiles that they fire back at them. There are two ways in which the missiles are fired. They can be high in the air where you'd best not try to get them or they can just be right ahead of you. Hold down the Triangle button and then throw the missiles. They may miss, but here's a tactic: lock-on to the train! That way, it'll be like you're just shooting a perfectly maxed out homing missile at it that's perfectly tracked. After about four missiles hit the back of the train, Tron will fix the cannon. Okay, that cannon hurts a LOT. If it doesn't hit Mega Man, it'll do a lot of damage to the train. A few of them could destroy it altogether. But it doesn't stop at just that! There are Servbots throwing bombs at you, and they could easily damage the train. Fortunately, it's not really hard at all. Simply hit the cannon when it's charging up, and then it'll stop. At that time, QUICKLY turn around and hit the Servbots so their bombs don't hit you. When you have time, also hit the armor below them, because that's the weak spot. After that weak spot is destroyed, you'll see Bon right there. The Servbots will get more vigorous and really start throwing bombs here, so avoid them and use your Buster Cannon and regular attacks on Bon, and this train will be destroyed.

## Slime Blob

Difficulty: Hard

Health: Medium

Strategy: The Slime Blob is a rather powerful boss, and I really hope that you have the Cleated Shoes equipped for this fight. At the start of the fight, all that the Slime Blob will do is chase after you slowly. Shoot at it while keeping your distance, and you'll be fine. Soon after it's taken a small amount of damage, it will start growing, and then it'll do a spreading attack across the floor that'll hurt a lot, so stay away from it when it grows. When it turns back to normal, hit it a few more times, and some green ice appears. Get on it IMMEDIATELY. If you don't, the floor will be electrified with ice, and if you stay on the ice, you'll be frozen and taking a LOT of damage. Get on the ice. Now, we have two things to do. The Slime Blob will be shooting at you, but if you're on a low piece of ice, it'll be hard for it. On a high piece of ice, you can hit it, but it'll be much easier for it to shoot you in return, which can and will result in you falling off and the floor doing its work. Plus, that's not bad enough. On the freezing floor, the Slime Blob's health will be regenerated! That's not good. I like taking risks, but go ahead and do what you want. The Slime Blob will then go back to normal, then grow, then normal again, then make the ice, then normal, in that pattern, until it takes a lot of damage. When that happens, it will run at you. Here, switch out the Cleated Shoes for the Jet Skates. RUN AWAY FROM IT. It is extremely fast and will trap you unless you're careful. It will eventually tire of chasing, so when that happens, simply shoot it when it is weak and it will be destroyed.

## Geetz

Difficulty: Easy

Health: Low

Strategy: Just as long as you've got the Homing Missiles with you, Geetz will be one of the single easiest bosses in the game. He only has three attacks as of now. He simply charges at you, he shoots his guns at you, or he turns red and attacks you with fire. Also, the Bonnes help you in this fight a little. Always hold down the R2 button to track him down, and make sure the Special is high. Let them go and let them hit him! Attack him as much as possible with them. After half of his health is depleted, he will fire his guns and hit the

Bonnes. They will fall to their defeat, and then he'll attack you again. Now, just handle him until he reaches around 3/4 of his health gone. Then, he'll yell "Ow!" and drop to the deck. He has two attacks. When you get close to him, he'll breathe fire at you like a dragon, and when you get behind him, that tail of his will hit you. Just go to the sides where the head and tail can't hit you and shoot him there. You'll make mincemeat of him in short time.

#### Frog Bot II

Difficulty: Easy

Health: High

Strategy: Oh man, the Frog Bot is much easier than before! He has absolutely no threat on him at all. This room is bigger so you can dodge his tongue much better, and with the Shining Laser or even a weaker weapon, not to mention your ultimately powerful Buster Gun, you can destroy the Frog Bot in a few hits! Try to get the Frog Bot on a high platform and make him jump to a low one. Then, just use the Shining Laser and he's dead in five seconds. It's a shame.

#### Slime Blob II

Difficulty: Medium

Health: Medium

Strategy: The Slime Blob is slightly easier than before. With your Shining Laser, hurt him a little and then let him do his spreading attack, then shoot him more and avoid his offensive, then jump on the platforms. You don't need the Cleated Shoes and can use the Jet Skates to avoid his attacks if you want to, so just handle the Slime Blob like you did in the first fight.

#### Coral Reaverbot x3 II

Difficulty: Hard

Health: Medium

Strategy: Oh my gosh. This is the hardest boss fight we've had since a while. There is no water in this little fight, but there are still three of these bastards, and they still have pretty high health! Their shots are extremely fast and almost impossible to avoid, plus they have tons of resistance, and this will make for an extremely difficult fight. I would recommend shooting away at the first with the Shining Laser when you begin this fight. The other two will probably get you before you can completely destroy it, but ignore them and kill it. Two is better than one. If there's one battle where you HAVE to use Energy Canteens, it's this one. Give this fight all you have!

#### Tyrano II

Difficulty: Easy

Health: High

Strategy: Despite the Tyrano's ridiculous amount of health, he's even easier than the first Tyrano was! There is no lava in this room and the room is gigantic, plus there's the Shining Laser which will rip a hole through this health. Even his attacks aren't as strong as before. This is one of the easiest boss fights in the entire game, trust me. Tyrano II is no threat at all, even if he can still breathe fire and smash you.

#### Armored Sera

Difficulty: Medium

Health: Medium

Strategy: Sera is not nearly as difficult as you may think, although she needs to take a lot of hits to take down due to her high defense. She has four attacks. In one, she will charge up five yellow missiles and fire them at you. Another, she will turn red and charge at you for some medium damage. She can shoot blue beams at you for small damage, and (my personal least favorite) can decrease the gravity and smash down on the floor for HUGE damage to you if you are in that range. To make things worse, six bombs guard her while doing this

and they track you. They can be taken out in one hit each, but if they touch Mega Man, they do lots of damage. Fortunately, she rarely does this attack. Be careful when Sera does the flaming charge attack as she does that a lot and it does a lot of damage. The yellow missiles and blue lasers are not necessary at all. When she decreases the gravity and makes the room turn red, IMMEDIATELY get away from her before she does humongous damage to you. Armored Sera shouldn't really prove a threat at all, because your Shining Laser is just so powerful and can take her out shortly.

Sky Goddess Sera

Difficulty: Hard

Health: High

Strategy: Okay, here we are against Sera in the form of the Sky Goddess at the end of this long game! We'll, you'd better be ready for quite a fight. Sera has six attacks. She can pound the floor yelling "Feel my power!" and send pink shockwaves at Mega Man. She does this very rarely. These do medium damage. She can turn on sixteen blue lasers and run after you. The lasers do very little damage. She can send several meteors flying down from the sky on you (moderate to high damage). But I haven't got to the worst part of this whole battle and she has an EXTREMELY powerful laser! This can come close to taking off all of your health. Not to mention it lasts for a while and has an extremely long range and can go up and down. Avoid this laser at all costs. She can also charge at you for a short amount of time. When you've done some fair damage to Sera, she can also fire a black hole at you. This attack is extremely annoying because it will pull you into it, where Sera is free to use the blue lasers or meteors. Also, Sera can disappear if you're attacking her and appear in a different area. I really hope that you have a fully powered up Shining Laser. If it has some good attack power on it, you can annihilate Sera in five seconds. Otherwise, there's little strategy I can give you on this battle. Pray that she doesn't use the laser too often and learn the timing of it, and try to hit her while running away constantly. You'd be best off with the Fried Chicken, Picnic Lunch, and about 30 units of the Energy Canteen for this final battle. Be sure not to get carried away and fire all the time, because she can always use the lasers, the large laser, or meteors!

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XII. Items: This is a fairly stupid list on all the other things that do not belong in other lists.

\*\*\*\*\*

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WEAPON ITEMS  
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Name: Joint Plug  
Description: Looks like it could be used to develop an item of some kind...  
Weapon: N/A

Name: Broken Vacuum  
Description: Broken vacuum cleaner; worn down and covered in dust.  
Weapon: Vacuum Arm

Name: Broken Motor  
Description: Powerful motor found inside the Flutter.  
Weapon:

Name: Long Barrel  
Description: Long, heavy gun barrel.

Weapon: Machine Gun Arm

Name: Broken Model Gun

Description: Model gun found in ruins; broken and unusable.

Weapon: Machine Gun Arm

Name: Broken Drill

Description: Electric drill; broken and unusable.

Name: Heavy Duty Gear

Description: Large gear; can probably be used to power something.

Name: Bowling Ball

Description: Very heavy bowling ball found in a trash can.

Name: Rusted Mine

Description: Land mine found in ruins; trigger has been destroyed by rust.

Name: Bottle Rocket

Description: Be sure to play with fireworks only when an adult is present!

Name: Superball

Description: Popular children's toy; has high resilience.

Name: Bomb Schematic

Description: Book found inside ruins that explains how to build bombs.

Name: Thick Pipe

Description: Strong, thick pipe found in ruins.

Name: Green Eye

Description: Lens found in ruins.

Name: Laser Manual

Description: Book describing lasers and how to build a laser gun.

Name: Sower

Description: Mechanical sower found in ruins--but what was it doing there...?

Name: Taser

Description: Stun gun capable of inflicting a large amount of damage.

Name: Soft Ball

Description: Soft, spongy ball found in ruins.

Name: Zetsabre

Description: Legendary shining sword; won in the quiz game.

Name: Shield Generator

Description: Portable shield found in ruins--but beware the slow blade!

Name: Rusty Bazooka

Description: Bazooka found in ruins; too rusty and old to be used as is.

Name: Firecracker

Description: Firecracker received from a towns person.

Name: Sensor

Description: High-tech sensor found in ruins.



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USAGES  
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Name: Bionic Parts

Description: Increases the maximum level of MegaMan's Life Gauge.

Name: Energy Canteen

Description: Restores Life Gauge; can be refilled at stores.

Name: Extra Pack

Description: Increases the maximum size of MegaMan's Energy Canteen.

Name: Medicine Bottle

Description: Heals special damage; can be refilled at stores.

Name: Medicine Pack

Description: Increases the maximum size of MegaMan's Medicine Bottle.

Name: Hyper Cartridge

Description: Restores Special Weapon Energy.

Name: Picnic Lunch

Description: Handmade by Roll; restores Life Gauge.

Name: Fried Chicken

Description: With 12 secret herbs and spices; restores Life Gauge.

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NOTES  
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Name: Mechanic Notes 1 (finding it)

Description: There's a lot of difficult words in it--maybe Roll can figure out what it says.

Name: Mechanic Notes 2-6 (finding them)

Description: It contains detailed notes about machinery--maybe Roll can understand it??

Name: Mechanic Notes 1-6 (finding them)

Description: Detailed notes about machinery--maybe Roll can understand it?

Name: Radar Notes

Description: Detailed notes describing weapon tracking systems.

Name: Artillery Notes

Description: Book describing how to calculate correct firing arcs for missiles.

Name: Spreadfire Notes

Description: Military manual describing simultaneous firing techniques.

Name: Beam Blade Notes

Description: Manual describing how to build a laser sword.

Name: Shielding Notes

Description: Book describing properties of force fields & defensive barriers.

Name: Autofire Notes

Description: Book describing how to build an autofire trigger.

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FLUTTER ITEMS  
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Name: Toilet Cleaner

Description: Liquid toilet cleaner sold in stores.

Name: Houseplant

Description: Ficus: good for brightening up a room.

Name: Comic Book

Description: Popular comic; they're making a movie out of it this summer.

Name: Vase

Description: Expensive antique vase.

Name: Wallpaper

Description: Stylish wallpaper.

Name: Painting

Description: Expensive original oil painting.

Name: Game Cartridge

Description: Latest game in a popular series: "Resident Evil 43".

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PRESENTS  
-----

Name: Stuffed Animal

Description: Cute stuffed animal--Roll would probably like it.

Name: Model Ship

Description: 1/200-scale model of the Sulpher-Bottom.

Name: Cushion

Description: Soft, fluffy cushion.

-----  
SHOE ITEMS  
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Name: Rollerboard

Description: Board with wheels attached to it.

Name: Old Hoverjets

Description: Old hoverjet engine found in ruins; too old to be used as is.

Name: Light Chip

Description: Computer chip that contains data on avoiding electric current.

Name: Aqua Chip

Description: Computer chip that contains data on underwater movement.

Name: Resistor Chip

Description: Computer chip that contains data on avoiding fire and ice damage.

Name: Spike Chip

Description: Computer chip that contains data on how to avoid slipping on ice.

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#### KEY ITEMS

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Name: First Key

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

Name: Second Key

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

Name: Third Key

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

Name: Fourth Key

Description: Key to the Mother Lode; found on Calinca.

Name: Class C License (only in Easy mode)

Description: License needed to enter Class C ruins.

Name: Class B License

Description: License needed to enter Class B ruins.

Name: Class A License

Description: License needed to enter Class A ruins.

Name: Class S License

Description: License needed to enter Class S ruins.

Name: Class SS License (only in Very Hard mode)

Description: License given to high-level Diggers.

Name: Adapter Plug

Description: Allows MegaMan to equip up to three Buster Parts simultaneously.

Name: Rebreather

Description: Allows MegaMan to breathe underwater.

Name: Giant Refractor

Description: Looks like this could be used as the power source for something.

Name: Blue Card Key

Description: Magnetic card key.

Name: Door Card Key 1

Description: Key used to open one of the doors inside Glyde's base.

Name: Door Card Key 2

Description: Key used to open one of the doors inside Glyde's base.

Name: Door Card Key 3

Description: Key used to open one of the doors inside Glyde's base.

Name: Water Key 1

Description: Door key.

Name: Water Key 2

Description: Door key.

Name: Blue Bonne Key

Description: Blue key shaped like the Bonne family symbol.

Name: Red Bonne Key

Description: Red key shaped like the Bonne family symbol.

Name: First Floor Key

Description: Key taken from the giant Reaverbot used to unlock first floor door.

Name: Train Key

Description: Key needed to unlock train.

Name: Blue Barrier Key

Description: Key used to deactivate blue barrier.

Name: Red Barrier Key

Description: Key used to deactivate red barrier.

Name: Last Room Key 1

Description: Key needed to enter Library.

Name: Last Room Key 2

Description: Key needed to enter Library.

Name: Last Room Key 3

Description: Key needed to enter Library.

Name: Refractor B

Description: Large refractor; will probably fetch a good price at a shop.

Name: Refractor A

Description: Large refractor; will probably fetch a good price at a shop.

Name: Refractor S

Description: Large refractor; will probably fetch a good price at a shop.

Name: Twins' Letter 1

Description: First Letter from Appo and Dah.

Letter: Deer Mr. MegaMan,

Hello. We ar lerning haow to rite letterz. Did yu get this letter? Pleez cum back to owr eyeland and play with us soon. Good bye.

Appo and Dah

Name: Twins' Letter 2

Description: Second Letter from Appo and Dah.

Letter: Dear MegaMan,

Hello. We lerned that we live in Kito Village twoday. We're getting smarter every day. Today was very hot. It's summer, so every day is hot. Our sister sez this is what you shud rite in letters.

Bye, Appo and Dah

Name: Twins' Letter 3

Description: Third Letter from Appo and Dah.

Letter: Dear MegaMan,

How are you? We're fine. We're still studying with our sister. We haven't seen you for a long time. We hope you can come back and visit us soon. If you

did, it would make our sister Shu really happy.

Bye, Appo and Dah

Name: Servbot Letter 1

Description: First letter from the Servbots.

Letter: Dear Mr. MegaMan,

How are you? My name is Servbot #20. I am writing you to ask a favor. Miss Tron has been depressed ever since she met you in Pokte Village. She's so depressed she won't even come out of her room to eat. We're all very worried about her. I'd like to ask you if you'd be willing to join us as Servbot #42. If you did, we're sure it would cheer Miss Tron up. You'd enjoy working with us, and Miss Tron is a nice person to work for, even if she does torture us sometimes. Please think it over.

Regards, Servbot #20

Name: Servbot Letter 2

Description: Second letter from the Servbots.

Letter: Hello, my name is Servbot #32.

You may not remember, but we met a few years ago. I'm writing to you because something's wrong with Miss Tron again. She's acting very strangely. Every time we mention the last mission, her face goes all red, then she gets upset at us, and then she gets depressed. What happened in the ruins in Kimotoma? #11 and #23, who were there, won't tell. Next time we see each other, please tell me what happened. We're all very worried about Miss Tron. Bye for now.

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OTHER ITEMS  
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Name: Reaverbot Eye

Description: From a traveling salesman--could be worth a lot to someone.

Name: Cute Piggy

Description: Pig given as a present by the girl living on Calbania Island.

Name: Reaverbot Claw

Description: From a junk shop--might be worth something to the right person.

Name: Notes

Description: Notes from the quiz game.

Name: Pencil

Description: Pencil from the quiz game.

Name: Textbook

Description: Textbook from the quiz game.

Name: Pokte Tea

Description: Tea won in the quiz game; special blend made in Pokte Village.

Name: Mug

Description: Mug won in the quiz game; famous design made in Pokte Village.

Name: Pokte Pastry

Description: Sweet won in the quiz game; recipe popular with locals and tourists.

Name: Candy Apple

Description: Sweet won in the quiz game.

Name: Candy Bar

Description: Chocolate bar won in the quiz game.

Name: Strange Juice

Description: Strange tasting juice won in the quiz game.

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XIII. Outro: Well, I'm glad that you enjoyed my Mega Man Legends 2 guide; I placed a lot of hard work into it. I promise to write more guides for other games in a not-so-distant future, and you can count on me to do it! Check out my public work at:

<http://www.gamefaqs.com/features/recognition/32454.html>

XIV. Credits:

Gbness: For writing this guide.

CJayC: For posting this guide at GameFAQs.

Depthcharge: For his nice weapons guide! It was useful at a lot of times.

Thanks a bunch, man.

Estil: I sort of "borrowed" his arrangement for some lists. Check his game script out, he is perhaps the most under-rated author on all of GameFAQs.

Jewey: HUGE THANKS TO HIM FOR THE QUIZ INFORMATION.

---END OF FILE---

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