

Mega Man Legends 2 Affection Guide

by QuintusKing

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| MEGA MAN LEGENDS 2 AFFECTION GUIDE |
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| Introduction | [itrdsn] |
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This is a detailed guide to the hidden mechanics of "affection" in Mega Man Legends 2 (henceforth "MML2"). The term "affection" is not official as, apparently, the mechanics are hidden. One of the functions of affection is popularly known as "karma" among the English fanbase, which funnily affects how MegaMan is treated by the folks and citizens. This guide focuses on the various

impacts and factors associated with MegaMan's affection level, and also clears up some of the misconceptions contained in certain guides out there (see "Misconceptions").

There is a Japanese guide posted on a fansite (refer to the Credits section), but there doesn't seem to be any similarly detailed guides in English, so I figured it'd be better for me to make an English version while referring to it. As a result, some specific terms will be directly translated from Japanese (as there are no such official terms to refer to, nor are there corresponding terms used widely in the fanbase). The term "affection" is one main example; some use "karma" and "happiness" to represent the two types of affection, but I wanted something that can refer to the system as a whole, so I decided to call it "affection", which is a direct translation of the term used in the Japanese guide.

It is my hope that this guide will, to some extent, be of use to its readers. Feel free to print this out for your own use or share it with someone else (but DO NOT use it for commercial purposes without my permission! This has been laid down clearly in the Disclaimer section). If you find any mistakes in my guide, or have any questions or suggestions regarding the guide, you can reach me by email at quintus95@hotmail.com.

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| What is Affection? [aftint] |
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Affection is a hidden system in MML2 that contributes to various gameplay variants depending on the affection level of MegaMan, which is determined by a hidden value. Such gameplay variants include the manner in which MegaMan is spoken to, and more importantly, the availability of certain items and changes in the prices of goods or Special Weapon upgrades. The system made its appearance in the first game, too, but was not designed to affect the gameplay to such an extent.

In MML2, there are two types of affection: one of the citizens and folks, and one of Roll. Both have different impacts on the gameplay and are affected by different factors. One important thing to note is that they do NOT have any relation to each other, which means that even if MegaMan's affection level is bad for the citizens, it will by no means have any effect on his affairs with Roll, as the latter is determined by a completely different parameter.

Although the affection values are hidden, there are actions through which the player can influence them in his favor, each of which can increase or decrease an affection value by a predetermined amount; these are explained below in their respective sections. Both affection values start at 0 when the game begins, and will change throughout the playthrough when the player does some of the specific actions. It is not known whether the affection values have their maximums, though.

Now that we've had an idea of what affection is, let's delve into the details. We'll start off by looking at the citizens' affection for MegaMan.

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| Affection of Citizens [aftctz] |
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The affection value for this type of affection, as pointed out above, always starts at 0. The value will influence MegaMan's color and the citizens'

Restore Pokte Village (only if at least one building has been destroyed during the Jagd Krabbe fight)	5000
Give Shu the Notes, Pencil and Textbook in Kito Village	5000
Give the Cute Piggy to the girl in Ruminoa City	1500
Repair the statue of Kimotoma City (only if the statue has been destroyed during the Blitzkrieg fight)	3000

Actions that decrease the affection value (for the citizens):

ACTION	DECREASE
Kick the snowman and its bucket in Yosyonke City	8
Kick the empty can in Yosyonke City	16
Attack a rabbit in the Calinca Tundra	500
Obtain the Reaverbot Claw from the Yosyonke Junk Shop	1000
Attack and destroy a cannon during the Nino Island missions	1500
Attack Johnny during the Nino Island missions, blasting him into a crisp	10000
Kick a pig in Kito Village	300
Attack Appo and Dah before entering the Birdbot Fortress	500
Attack Shu in the Birdbot Fortress	500
Destroy the statue during the Blitzkrieg fight	4500
Purchase the Reaverbot Eye from the Shady Dealer of Kimotoma City	5000

As you can see, Church donation is not the only way to increase your affection value. However, it is the only way if you have done all of the other available actions.

If you want both the 20% discount and the Taser, it's best to achieve "favorable" and enjoy its benefits as soon as possible, then only make MegaMan "evil" when you reach Kimotoma City, where the Shady Dealer is available. Hitting -16384 is enough to become evil; you don't need to go beyond that. After becoming evil, however, you should not think about getting back to "favorable" as you WILL have to at least donate 1,000,000z and 300,000z once to the Church, making the 20% discount not worth the effort. If you really want, though, here's how you can get back to "favorable" from -16384 in the cheapest way:

- i. Donate 1,000,000z to the Church. (Restores 20000 points; affection value becomes 3616; affection level becomes "normal")
- ii. Donate 300,000z to the Church. (Restores 4000 points; affection value becomes 7616)
- iii. Restore Pokte Village or give Shu the Notes, Pencil and Textbook.

(Restores 5000 points; affection value becomes 12616)

- iv. Give the Cute Piggy to the Ruminoa girl. (Restores 1500 points; affection value becomes 14116)
- v. Repair the Kimotoma statue. (Restores 3000 points; affection value becomes 17116; affection level becomes "favorable")

Obviously, to do this, you will need to let at least one building get destroyed in the Jagd Krabbe fight and destroy the statue during the Blitzkrieg fight so that you can have the repairing actions available afterwards. You should also keep the Cute Piggy with you before turning evil if you want to pay less, as the less non-cash-demanding actions you have available, the more you'll need to donate to the Church to increase your affection value.

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| Affection of Roll                                     [aftrol] |
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In addition to the affection of the citizens for MegaMan, there is also a hidden parameter for Roll's affection for MegaMan. Likewise, the affection value for Roll starts at 0. This value will influence Roll's response to Mega Man depending on whether it is equal to/above 16384 ("favorable"), or equal to/below -16384 ("unfavorable"). The outcomes of having "favorable", "normal" or "unfavorable" affection level are explained below.

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| FAVORABILITY      | CONSEQUENCES                                     | |
|=====|=====|
| Favorable         | Roll sounds nice to MegaMan when talking to him |
| (>= 16384)        |-----|-----|
|                   | 10% discount for upgrading Special Weapons      |
|                   |-----|-----|
|                   | Roll's bathroom event unlocked (only once in game) | |
|---|---|---|
| Normal            | The status when the game begins. Nothing special happens |
| (-16383~16383)   |-----|-----|
| Unfavorable       | Roll sounds cold to MegaMan when talking to him |
| (<= -16384)      |-----|-----|
|                   | 10% price increase for upgrading Special Weapons |
|                   |-----|-----|
|                   | Roll's bedroom depression event unlocked (only once in |
|                   | game)                                             |
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You may have known about the famous "bathroom event", but not the "bedroom depression event". The event happens just like the bathroom event, where Roll suddenly disappears from the Bridge, but instead of taking her bath, she lies on her bed depressed. You have to interact with her and answer her question in order for her to return. Answering either option will do the job, but if you pick the negative answer (i.e. call her a "busybody"), you'll have your affection value further decreased (see below). This event is more rarely triggered by players than the bathroom event, as you must have done a lot of bad things to Roll to have "unfavorable" affection level.

Notice that unlike the citizens' affection, having "unfavorable" affection level for Roll gives you NO benefits at all in terms of gameplay. So, be gentle, my man. Be gentle.

Actions that increase the affection value (for Roll):

ACTION	INCREASE
Repair the Flutter	3000
Give Roll the Stuffed Doll	3000
Give Roll the Cushion	3000
Give Roll the Model Ship	5000
Purchase the Toilet Cleaner	1000
Purchase the Vase	1000
Purchase the Houseplant	1000
Purchase the Comic Book	1000
Purchase the Painting	1000
Purchase the Wallpaper	1000
Purchase the Game Cartridge	1000
Donate 10,000z to the Church	10
Donate 50,000z to the Church	100
Donate 300,000z to the Church	1000
Donate 1,000,000z to the Church	10000
Comfort Roll when speaking with her during the bedroom event when affection level is "unfavorable"	10000

Actions that decrease the affection value (for Roll):

ACTION	DECREASE
Sell a Picnic Lunch	5000
Fail the Intro Stage (Data gets burnt to a crisp)	5000
Attack Roll in the Calinca Tundra	100
Attack Roll in the Calinca Tundra until she falls to her knees	1000
Shoot down the Flutter in the Nino Island mission	10000
Further depress Roll when speaking with her during the bedroom event when affection level is "unfavorable"	5000

So no, you don't need to buy Roll all the gifts or Flutter accessories to achieve "favorable". As long as all your actions make up 16384, you have Roll's love.

As you can see, peeping Roll during the bathroom event doesn't increase the

affection value at all, hence is not a benchmark for the Special Weapon upgrade discount. If, after the event, the player does some actions that decrease the value, the affection level may be rendered "normal" or even "unfavorable", depending on the decrease, thus causing the discount unavailable. It might be wickedly, undeniably fun, but to guarantee the 10% discount (which is especially useful for upgrading the Shining Laser), I strongly urge you to refrain from shooting Roll or the Flutter. Or, if you really love doing so, at least make sure you don't overwrite your save file afterwards ;).

Likewise, triggering the bedroom event shouldn't be a benchmark for the upgrade price increase. Picking the negative answer during the event, of course, will cause the affection value to drop, but is not the TRUE reason for the price hike. By picking the negative answer, all that happens is just that your affection level remains "unfavorable"; the upgrade price hike has been triggered before the event, when your affection level first reached "unfavorable". By the same virtue, you may still get the price hike even if you pick the positive answer depending on your current affection value - if the value has been decreased so much such that the 10000 increase for picking the positive answer is insufficient for restoring your affection level back to "normal", then, naturally, even picking the positive answer won't save you. Nevertheless, you may still restore the level back to "normal" or even "favorable" through the value-increasing actions, hence disabling the price hike.

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| Misconceptions [mcnspt] |
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So what are some misconceptions about the affection system, or things related to the system? There are really quite a few of them, which have been out there for a long time. Most of them have been widely spread and even considered as facts, which is not really delighting, even though, to some, they may have so little impact on the actual gameplay. This section serves to address these misconceptions. The answers to these misconceptions are brief, because the guide has covered literally all of them (and as a result, I'm kind of just repeating stuff). If you have no idea how affection works, please read the guide first.

Anyway, let's go.

1. Roll will hate MegaMan if he kicks the pigs.

No. As pointed out above, Roll and the citizens have different counters for their affection. Kicking the pigs depletes the citizens' affection, but not Roll's. Neither will any other of the actions that only affect MegaMan's affection value in respect of the citizens influence Roll's affection for him.

2. After becoming "evil" MegaMan, you can only revert to normal by donating 1,000,000z to the Church, and another 1,000,000z to become "holy" MegaMan.

No. There are more actions than Church donation that can increase MegaMan's affection value. Performing any of them will do, as long as you can achieve the required value for the particular affection level. In fact, there is a

cheaper way of becoming "favorable" from "unfavorable" for the citizens, which can be found in the guide above.

3. You can only become "holy" MegaMan by donating to the Church.

No. Same logic as above: any value-increasing action carries the same function; it's just that they award different values. Once your value hits 16384, you're "holy".

4. You can only get the Special Weapon upgrade discount by repairing the Flutter, purchasing all the Flutter items AND giving Roll all the gifts.

No. Again, it doesn't matter what you do. As long as the action can increase your affection value, it can help you achieve "favorable".

5. You'll get the upgrade discount once you've caught Roll in the bathtub.

Yes and no. You'll have no problem getting the discount right after the bathroom event, but that's not because you've triggered the event; it's because it so happens that the event takes place when your affection level is "favorable". The discount may be gone (and come back) depending on any further changes in your affection value (caused by your performing the specific actions).

6. You'll get the upgrade price hike only if you pick the negative answer during Roll's depression event.

No. Picking the negative answer decreases your affection value, but that doesn't cause the hike, since your affection level has been "unfavorable" anyway, which is the real cause for the price hike. Likewise, the price hike may be gone (and come back) if there are any subsequent changes in your affection value for Roll. See the next misconception for more.

7. Nothing will happen if you pick the positive answer during Roll's depression event.

Nah. If your affection value is much more below -16384, picking the positive answer (affection value +10000) may still not be enough for you to revert to "normal". So long as your affection level is "unfavorable", you'll get the price hike (but the depression event happens just once).

8. You can disable the price hike only by giving Roll all the presents after picking the negative answer during the depression event.

No. First of all, as mentioned above, picking the negative answer does not cause the price hike; you may get it anytime. Anyway, no. Giving the gifts is not the only way to restore your affection level. Now you might have guessed the next line... as long as an action increases the value, IT WORKS.

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| Credits [thxbro] |
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- Prism Fighter, the Japanese fansite, for posting the detailed guide to affection.
- GameFAQs contributor Estil for his MML2 walkthrough as a reference (for I had forgotten some facts).
- MMKB for some proper terms.
- patorjk.com for generating the ASCII art so easily.

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