

The Misadventures of Tron Bonne Servbot Guide

by Estil

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SERVBOT GUIDE FOR
THE MISADVENTURES OF TRON BONNE FOR SONY PLAYSTATION

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Use Microsoft WordPad with Times New Roman (Western) 10 font for best
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INTRODUCTION
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PURPOSE OF FAQ
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Greetings! This is my fourth FAQ and once again is based on my favorite PS1 Mega Man game, The Misadventures of Tron Bonne (MOTB)! In my previous FAQs, I went over all those neat and funny tricks the Servbots can do, how to solve all the puzzle levels, and even a complete transcript of this game! But this time, I will show you how to use your adorable Servbots and how to unlock all their abilities! Can you discover all the Servbots' Skills and max out all their stats?

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VERSION CHANGES
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2.0 (8/15/2002)--Added a Hosts Section to accomidate two brand new hosts of this FAQ. Added the Casino Section to the FAQ to discuss the Bingo and High and Low Casino games in more detail. Also fixed an error for Servbots #4 and #9 (you get the Poetry Book and Red Head Parts after completing one Mission, respectively) as well as Servbot #13 (he gives you the Bon Parts after 5 Missions). Third, I fixed the formatting of the Quick Reference Guide. Finally, I did a little proofreading for this guide.

1.0 (7/3/2002)--Very first writing of FAQ!

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HOSTS
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These are the websites that are authorized to host my FAQ. If your website is not on this list, then you do NOT have my permission to host my FAQ. If you'd like to request permission, then please have the owner of the website request it via email. No form emails, please.

1. GameFAQs (www.gamefaqs.com)
2. MegaMan Legends Network (mmlo.megaman-network.com)
3. NeoSeeker (www.neoseeker.com)

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CREDITS
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1. GameFAQs--For hosting this FAQ
2. Capcom--For making this wonderful game (and I hope Legends 3 or MOTB 2 will soon follow)
3. Prima's Offical MOTB Strategy Guide--For giving me the last few Servbot skills and other secrets that I could not get on my own.

If you see ANY errors in my FAQ (missing or incorrect content especially, but spelling or grammatical errors ought to be brought to my attention too),

PLEASE email me at: estilrumage@hotmail.com and if you correctly spot and fix my error, you too will be credited in this section. Be sure to say in your subject line that you are writing to me for that purpose ("Correction for your FAQ" or "You made a mistake in your FAQ" for example). If you only say "hey" or "hello" or whatever in your subject line, or if you have no subject line at all, then I will probably think it's junk mail (since I get LOTS of junk mail with that subject line) and won't even open it. And of course, absolutely no spam (junk mail) or hate mail, please.

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SERVBOT GUIDE
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WHAT ARE SERVBOTS?
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The Servbots (called Kobuns in Japan) are small indestructable blue and yellow robots which look just like little Lego Men! The forty Servbots were built by Tron to assist the Bonne family in everything from fighting to chores. The Servbots always refer to their leaders as Miss Tron, Master Teisel, and Master Bon Bonne, as if they are butlers or something. Tron considers the Servbots her children (with antics and voices to match) and although she can be a very strict mother sometimes, the Servbots absolutely love and adore their mother through thick and thin.

Each of the forty Servbots have Attack (red bar), Speed (green bar), and Brains (blue bar) ratings on a scale from 1-4, with 4 being the highest. Each rating has a MAX value of 1-4 and can never go higher than that MAX value. If that rating's bar shows any black, then you can improve that rating by Training (Attack and Speed) or by taking that Servbot on Missions (Brains). If that rating's bar does not show any black (if it's solid red, green, or blue), then that rating is maxed out and cannot go any further. Each Servbot also has a yellow Sloth meter which will gradually go up if you don't take them on any Missions for too long. If a Servbot's Sloth rating goes all the way to 4, then you must Punish the lazy Servbot or else he won't go on any Missions with you. Finally, most of the Servbots also have a special Skill, which is either available right away or must be unlocked (or even expanded) by giving that Servbot a certain item or raising one or more of his ratings up to a certain level.

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HOW TO USE YOUR SERVBOTS
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GESSELSCHAFT
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Each Servbot is assigned to a certain room inside the Gesselschaft. If a room inside the Gesselschaft has not been completed, then the Servbots inside that room will not be available. If a Servbot is scouting, then he will not be available for Missions and will not be seen at his station until he returns from scouting. If a Servbot's Sloth rating is at 4, then he will

not be available for Missions, but he will still be available at his station.

It is at the Gessellschaft that you give Servbots items and receive items from Servbots. When you give a Servbot the correct item, they will either give something else back to you (which in most cases should be given to another Servbot) or will have their Skill unlocked or even expanded. You can also talk to Servbots and get helpful hints and clues. If you press the TRIANGLE button inside any room, you can have each of the Servbots' names appear above their heads so you can easily tell them apart.

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MISSIONS
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WITH GUSTAFF:

Six Servbots plus a seventh Servbot as a Sniper will go with you on the Intro Mission (with Teisel), Missions 1, 4, and 5 (with Tron) and the Final Missions (with the Favorite Servbot). With the Gustaff, you can use its left arm to fire its main weapon. At first, you can only use a Search Cannon (fires shots just like MegaMan's Buster Gun in MegaMan Legends 1 & 2), but later on you can acquire a Gatling Gun (fires small laser-like shots rapidly just like a machine gun) and the most powerful weapon of all, the Bonne Bazooka (will fire powerful missiles that are a bit slow to reload, but their firepower more than makes up for it; also required to blow up cracked walls inside the Nakkai Ruins in Mission 4).

When picking a Servbot to be your Sniper, be sure to ONLY pick a Servbot with the Sniper Skill as your Sniper. If you choose a Servbot as a Sniper without the Sniper Skill, then all its Sniper ratings will be at zero and it will be very difficult to attack enemies. How effective the shots are in combat depends on the Servbot's Attack (firepower), Speed (reloading rate), and Brains (range of fire) ratings. At first, you can only use #1 as a Sniper, but later on you can unlock four other Snipers (#8, #9, #10, #25).

With the Gustaff's right hand or occasionally both hands, you can pick up rocks, trees, and other items, which can be either thrown at weak walls (Intro Stage only), houses (Mission 1 only), enemies (will usually deliver the most damage), and other objects. You can also shoot Beacon Bombs from the Gustaff's head to send Servbots to grab items, attack or distract enemies, or go inside small caves. Beacon Bomb certain miscellaneous items and the Servbots will sometimes do some hilarious tricks! These are discussed in more detail in my Servbot Tricks Guide.

WITH FINKEL:

Three Servbots will go on Mission 3 with the accompanying Finkel, which allows Tron to command her crew from the Gessellschaft by Beacon Bombing items as well as giving advice and commands to her Servbots from time to time. In Levels 2 and 3, one of the three Servbots can use the Servbot Borer to drill through cave-ins and even attack enemies; the higher that Servbot's Attack rating is, the more effective he is for attacking enemies. The other Servbots can be used to talk to people, attack enemies, open Treasure Boxes, collect zenny and other items, check Zenny Holes, push switches, and even check out Uncle Digg's Tips.

WITH GUSTAFF TANK:

One Servbot will go with you on Missions 2 and 6 to assist you in the Puzzle Levels. First of all, he will operate the Forklifts and/or Cranes in any level that has them. Second, you can have him go inside houses to steal Lunchboxes, Juice, and perhaps a few other things. Third, you can have him

go into the water and retrieve a Shell or Fishie for you! Fourth, you can Beacon Bomb any of the Containers and he will briefly describe the Containers (what he says for each one is discussed in my Game Script). Finally, you can get hints from him for each of the levels. The higher the Servbot's Brains rating is, the better the hints he'll give you and the more confidently he'll give them. These hints are discussed in more detail in my Puzzle Guide.

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SCOUTING
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Before each Mission, you can send up to three Servbots at a time to scout for you. At the start of the game, Servbots #8 and #9 will already be scouting, which means you can send one more to scout at that time. After you pick a Servbot to go scouting, select one of the sixteen sections of Ryship Island for him to go scouting. You can only have one Servbot per section. After you come back from any Mission (win or lose), each Servbot that you sent scouting will always come back with an item. There are some items that are available exclusively by scouting, such as Refractor Ores (reduces Development Costs by 100,000z), Servbot Cubes (with the exception of the one Attack Cube and three Brain Cubes from Mission 4), and several minor items in addition to items that can also be found on Missions. The higher the Scouting Servbot's Brains rating is, the more likely he is to bring back something valuable like Refractor Ores or Servbot Cubes. Where you send the Servbot scouting can also make a big difference.

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FAVORITE SERVBOT
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After completing at least one Mission, you can talk to #9 in the Gym and he will give you the Red Head Parts. With the Red Head Parts, you can give these to one very special Servbot to make him your Favorite. When you do, the top of his head will be red instead of the usual gray. Be sure to think carefully about who you pick as your Favorite, because once you give a Servbot the Red Head Parts, they cannot be taken back for any reason. Upon receiving the Red Head Parts, the Favorite Servbot will gain the following special privileges:

1. The lowest of that Servbot's MAX ratings will go up by one. If both Attack and Speed or Attack and Brains are the lowest, then that Servbot's MAX Attack rating will go up by one. If both Speed and Brains are the lowest, then that Servbot's MAX Speed rating will go up by one. That same rating itself will also go up by one. The MAX rating that goes up if you choose a certain Servbot as your Favorite is shown by an asterisk (*) for each Servbot.
2. After Tron's Room is completed (after completing two Missions), you can talk to #17 and take a rest. When you do, your Favorite Servbot will go on Mission 7, the Casino. Before reaching One Million Zenny, only Bingo will be available, but after reaching One Million Zenny, High and Low will also be available. This is discussed in more detail in the Casino section immediately following this section.
3. The Favorite Servbot's Sloth rating will never again go up, so you'll never have to worry about him becoming lazy. However, if that Servbot's Sloth rating was already at 4 when you gave him the Red Head Parts, you will have to either Punish him or give him an Energy Cube or else he won't go to the Casino for you.
4. After reaching Two Million Zenny and selecting Pay Back, Tron will be captured by Loath and the Favorite Servbot (if you did not already pick a

Favorite, then #1 will automatically become the Favorite) will take over for the Final Missions in order to rescue Tron, Teisel, and Bon, and later, to defeat the Final Boss, the Colossus. During these Missions, the Favorite Servbot will be the Sniper (in this case, it doesn't matter whether he's a Sniper or not) and driver of the Gustaff. Also, after you choose Pay Back, all the Servbots' Sloth ratings will instantly drop to 1, so you'll be able to pick any Servbots you want to accompany the Favorite Servbot on the Final Missions.

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CASINO

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Once you have chosen your Favorite Servbot, you can talk to #17 in Tron's Room (once it's completed) who will offer you the chance to take a rest. Tell #17 that you could use a rest and your Favorite Servbot will go on Mission 7, the Casino. You must have at least 100,000z for your Favorite Servbot to go to the Casino. At first, only Bingo will be available, but after One Million Zenny, you will also be able to play High and Low. You will take approximately 1% of your total Zenny Total to the Casino (for example, if you have 1,000,000z, you will take 10,000z to the Casino).

BINGO:

(Rules):

This game will be immediately available once you have unlocked the Casino. In this game, you will be presented with three bingo cards. Unlike regulation bingo, only 25 numbers (00-24) are used instead of 75, and the numbers can be anywhere on the card (rather than 1-15 in the first column, 16-30 in the second column, etc). There are also two or three randomly placed free spaces per card. You can bet 0z, 500z, 1,000z, or 1,500z per card. Once you have placed your bets, your lovable Red Headed Servbot will be at the slot machine to draw numbers. Once you have pulled the machine's arm down, you can stop the machine by pressing any button to try to land on a good number. If you get a number your bingo card(s) don't have, your Favorite Servbot will get frustrated, but if you get a number you do have, your Favorite Servbot will jump for joy and the number will be lighted up in red on any cards that have it. If you are one number away from getting bingo, the line will flash. If you can get 5 numbers in a row, column, or diagonal, you will get bingo and win the amount you bet on that card(s) multiplied by the amount shown under the last number you drew. The top prize is 750,000z for winning on a 1500z card after only two number draws.

(Strategy):

Always bet the full 1500z bet on any card with three free spaces in a 5 number row, or any card with two free spaces on two five number rows. Bet 1000z on any card with three free spaces or any card with 2 free spaces in a row. Bet 500z or 0z on any card with only two scattered free spaces. Other than that, it's basically the luck of the draw.

HIGH AND LOW:

(Rules):

This game will become available after One Million Zenny. This game is played just like the game show Card Sharks from the late 1970s and 1980s. You are presented with a row of 12 cards. After you pay your 500z bet, you will be shown the first card, and you have to guess whether the next card will be higher or lower. Aces are high, deuces are low, and 8s are the middle card. If your guess is correct, you will win 50z. Each correct guess after that will double your pot to 100z, 200z, 400z and so on. You can quit at anytime and keep your winnings, or you can go on to the next card, but a wrong guess will cost you the entire pot plus the original 500z bet. The top prize is 102,400z for going through the entire 12 card row.

(Strategy):

Always, ALWAYS go with the odds no matter what. That is, always guess high on 2-7, and low on 9-Ace. Unfortunately, it's anybody's guess on 8s, since it's the middle card, and thus a 50/50 chance either way. Quit early only if you've won at least 800z (more than your original 500z bet) and/or you have a card close to 8, such as 6, 7, 9, or 10. Always go for it on any card close to an Ace (K, Q, J) or 2 (3, 4, 5). You are guaranteed to guess right, of course, if the card is a 2 or an Ace.

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HOW TO IMPROVE YOUR SERVBOTS

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RAISE A SERVBOT'S ATTACK RATING

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If you want to raise a Servbot's Attack rating, you must either give him an Attack Cube or take him on the Attack Training Course. In the Attack Training Course, you have 60 seconds to throw bombs at as many targets as you can. One Servbot will be in the front row to throw bombs to you (you must either pick them up off the ground or for a much quicker way, by catching them) and another Servbot will move around the two rows of targets and set them back up after you knock them down. You get one point for every regular target you knock down and two points for every Denise, Loath, and Glyde target you knock down. If you throw the bomb at the small space between two targets, you will knock down both targets with only one hit, allowing you to get up to three or four points for that hit.

If you hit a Bazooka target, you will not only get a point for hitting it, but you will also be able to use a Bazooka to move around and shoot down targets. The Bazooka only lasts five seconds so be sure to shoot as many targets as you can. Any bombs thrown will be destroyed if the Bazooka hits it. Usually with about 20-10 seconds remaining, the bomb throwing Servbot will throw out a bowl of Curry Rice. Grab it and eat it and you will stop the clock for five seconds. But be careful not to shoot it with the Bazooka or let a bomb hit it, or the Curry Rice will be destroyed. Also, be sure not to take too many sharp turns too quickly or your Servbot will trip and cost you time. Being knocked down by a bomb or being too close to a bomb when it explodes (bombs that you are carrying will never explode unless you are hit by another bomb) will also cost you time.

You must score a minimum of the following Target Numbers in each round in order to advance to the next round. Fail, and you must do that round again.

Complete all three rounds and the Servbot's Attack rating will increase by one:

Increase a Servbot's Attack Rating to 2:

Round 1: 15

Round 2: 20

Round 3: 25

Increase a Servbot's Attack Rating to 3:

Round 1: 30

Round 2: 35

Round 3: 40

Increase a Servbot's Attack Rating to 4:

Round 1: 43

Round 2: 46

Round 3: 50

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RAISE A SERVBOT'S SPEED RATING
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If you want to raise a Servbot's Speed rating, you must either give him a Speed Cube or take him on the Speed Training Course. In the Speed Training Course, you must serve a specified number of Servbots in line their lunches in 36 seconds. When each Servbot comes to the counter, they will call out their order (A Lunch, B Lunch, C Lunch, D Lunch, Spaghetti, or Curry Rice) and it will also appear in their dialog bubble. Give him the correct order by pressing the appropriate buttons and you will move on to the next Servbot. Give him the wrong order and he will get angry at you and you will lose time as your embarrassed trainee Servbot hangs his head in shame, so it is very important to get the orders right the first time. The Servbot waiting for his lunch will also get angry if you hesitate for one second after he comes to the counter; talk about impatient! Serve the lunches accurately, quickly, accurately, and accurately to successfully complete each round.

You must serve the following number of Servbots within 36 seconds to advance to the next round. Fail, and you must do that round again (and all the Servbots remaining in line will be REALLY mad at you!). Complete all three rounds and the Servbot's Speed rating will increase by one:

Increase a Servbot's Speed Rating to 2:

Round 1: 20

Round 2: 22

Round 3: 26

Increase a Servbot's Speed Rating to 3:

Round 1: 28

Round 2: 30

Round 3: 32

Increase a Servbot's Speed Rating to 4:

Round 1: 34

Round 2: 36

Round 3: 38

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RAISE A SERVBOT'S BRAINS RATING
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If you want to raise a Servbot's Brains rating, you must either give him a Brain Cube or take him on a Mission with you. If you take a Servbot on Mission 2 or 6, he will automatically have his Brains rating go up by one if you successfully complete the Mission. On any other Mission, you must have him grab a certain amount of zenny (I'm not sure how much exactly) in order to have his Brains rating go up (winning or losing the Mission is not even a factor in this case). Thus, when picking Servbots for a Mission, always pick Servbots whose Brains ratings have NOT been maxed out. Finally, the Servbot selected as the Sniper will not be able to improve his Brains rating on that Mission.

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LOWER A SERVBOT'S SLOTH RATING
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If you want to lower a Servbot's Sloth rating (which will gradually go up if you don't take that Servbot on Missions regularly), you must either give him an Energy Cube (will lower his Sloth rating by one) or if his Sloth rating is at 4 (which will make him a lazy Servbot), you can take him on the Punishment Course in the Torture Room. You are only allowed to Punish a

Servbot if his Sloth rating is at 4. If you don't properly Punish a lazy Servbot, then he will not go on any Missions with you until you do.

In the Punishment Course, you have 30 seconds to completely empty the green meter. To do so, you must spike, scorch, and squish the lazy Servbot when he is at just the right spots on the track. Set the trap too early and he'll stop in front of it. Set the trap too late and he'll slide away from it. As you keep hitting the lazy Servbot with the traps, he will run faster to try to outrun the traps, so timing and consistency are everything.

If you never miss, it will take 25 seconds to completely empty the green meter, so you've only got 5 seconds to spare. If you miss more than twice, then you will not be able to empty the green meter on time. If you successfully empty the green meter in 30 seconds, the Servbot will be crying and promise not to goof off anymore, and his Sloth rating will drop all the way back down to 1. If you don't, the Servbot will just get angry and smart off to you, and you get the pleasure of doing the whole session over again.

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HOW TO DISCOVER A SERVBOT'S SPECIAL SKILL
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Most of the Servbots have a special Skill; some are instantly available, others must be unlocked (represented by ???). If nothing is shown under the Skill section for that Servbot, then he does not have a Skill. To unlock a Servbot's Skill, you must either give him a certain item or raise one or more of his ratings to a certain level. Sometimes, you must wait until a Servbot expresses a need for a item before you can give him the item. Each item you receive can only be given to a certain Servbot under certain circumstances or else Tron will just say giving the item won't do any good.

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THE FORTY SERVBOTS
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HEADQUARTERS
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DESCRIPTION: The command center (HQ).
SERVBOTS: #1, #6, #11, #15, #16 (#40 is also here, but he'll move to Tron's Room once it's completed.)
REQUIREMENT: Start the game with this room.

SERVBOT #1 (Attack: 2-3 Speed: 1-2* Brains: 1-3 Skill: Sniper)
Reliable--First Servbot made. Has a strong sense of responsibility.

HOW TO UNLOCK SNIPER SKILL:
#1 already has this Skill.

HOW TO GET STRATEGY NOTES:
Talk with #1 for the first time and he'll give you the Strategy Notes. Give these to #37.

SERVBOT #6 (Attack: 2-3 Speed: 2* Brains: 1-4 Skill: Slings)

Normal--Normal Servbot; performs tasks he is assigned competently.

HOW TO UNLOCK SLINGS SKILL:

Raise #6's Brains rating up to 4.

SERVBOT #11 (Attack: 1-3* Speed: 1-4 Brains: 1-3 Skill: None)

Failure--A Servbot who has great expectations for himself.

SERVBOT #15 (Attack: 2-3 Speed: 1-4 Brains: 2* Skill: Rapid)

Plain--Jogs on the deck every morning (except when it's cold).

HOW TO UNLOCK RAPID SKILL:

Raise #15's Speed rating up to 4.

SERVBOT #16 (Attack: 2* Speed: 2 Brains: 2 Skill: None)

Achiever--No special talents, but works hard to make up for it.

HOW TO GET HANDKERCHIEF:

Talk with #16 after One Million Zenny and he'll give you the Handkerchief.

Give this to

#35.*****

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LAB

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DESCRIPTION: This room is for developing new weapons and parts. This is where weapons and power-ups for the Gustaff are developed.

SERVBOTS: #2, #30, #31, #32, #33, #34

REQUIREMENT: Start the game with this room.

SERVBOT #2 (Attack: 2-4 Speed: 2* Brains: 2-4 Skill: Bazooka)

Smart--Works in development and field; a fighter and a scientist.

HOW TO UNLOCK BAZOOKA SKILL:

Raise #2's Attack and Brains ratings up to 4.

HOW TO GET PAINT SET:

Talk with #2 after completing one Mission and he'll give you the Paint Set.

Give this to #35.

SERVBOT #30 (Attack: 2* Speed: 2-3 Brains: 1-4 Skill: Tank Dev)

Hard-headed--In charge of new tank development; keeps a strict schedule.

HOW TO UNLOCK TANK DEV SKILL:

Raise #30's Brains rating up to 2 or build the Tank Parts for 5,000z. Each E. Tank you build increases the Gustaff's Energy capacity.

HOW TO GET E. TANKS 1, 2, AND 3:

After unlocking #30's Tank Dev Skill, you can build the E. Tank 1 for 10,000z, the E. Tank 2 for 50,000z, and the E. Tank 3 for 100,000z.

HOW TO GET E. TANKS 4 AND 5:

Give #30 the Litnium from Mission 3-2. You can now build the E. Tank 4 for 150,000z and the E. Tank 5 for 200,000z.

HOW TO GET E. TANKS 6 AND 7:

Give #30 the Hi-Density Tank from #23. You will can now build the E. Tank 6 for 300,000z and the E. Tank 7 for 500,000z.

HOW TO GET THE E. TANK P:

Give #30 the Rusted Tank from Mission 4. With the E. Tank P and E. Tanks 1-7, the Gustaff's Energy capacity will be maxed out.

SERVBOT #31 (Attack: 1-3 Speed: 1* Brains: 3-4 Skill: Bazooka Dev)

Heroic--In charge of weapons development; loud and aggressive personality.

HOW TO UNLOCK BAZOOKA DEV SKILL:

Raise #31's Brains rating up to 4 or build the Bazooka Parts 150,000z.

HOW TO GET BONNE BAZOOKA:

Give #31 the Pipe from Mission 4. You can now build the Bonne Bazooka for 300,000z.

SERVBOT #32 (Attack: 1-2* Speed: 2-4 Brains: 3-4 Skill: Gatling Dev)

Short-temper--Works in weapons development; has a violent temper.

HOW TO UNLOCK GATLING DEV SKILL:

Raise #32's Brains rating up to 4 or build the Gatling Parts for 50,000z.

HOW TO GET GATLING GUN:

Give #32 the Fireworks from Mission 4. You can now build the Gatling Gun for 100,000z.

SERVBOT #33 (Attack: 1-4 Speed: 1-2* Brains: 2-3 Skill: Bottle Dev)

Coquettish--In charge of bottle development; appears quiet but is a radical.

HOW TO UNLOCK BOTTLE DEV SKILL:

#33 already has this Skill. You can build the E. Bottle 1 for 1,000z each (up to 10 at a time) and the E. Bottle 2 for 2,000z each (up to 10 at a time). E. Bottles allow you to instantly refill your energy during a Mission if your energy drops too low.

HOW TO GET E. BOTTLE 3:

After #30 builds the E. Tank 3, #33 becomes inspired to build the E. Bottle 3. You can now build the E. Bottle 3 for 3,000z each (up to 10 at a time).

HOW TO GET E. BOTTLE 4:

Give #33 the Bottle Notes from #28. You can now build the E. Bottle 4 for 4,000z each (up to 10 at a time).

SERVBOT #34 (Attack: 1* Speed: 1-3 Brains: 2-4 Skill: Armor Dev)
Studious--In charge of armor development; has a contemplative mind.

HOW TO UNLOCK ARMOR DEV SKILL:

Raise #34's Brains rating up to 3 or build the Armor Parts for 20,000z.

HOW TO GET ARMOR:

After unlocking #34's Armor Dev Skill, you can build the Armor for 100,000z, which will reduce the damage the Gustaff takes by 50%.

HOW TO GET HARD ARMOR:

Give #34 the Iron Plate from Mission 4. You can now build the Hard Armor for 1,000,000z which will reduce the damage the Gustaff takes by 75%.

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STORAGE

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DESCRIPTION: This room is for storing items. You can have items appraised here, and also sell unneeded items.

SERVBOTS: #4, #14, #19

REQUIREMENT: Start the game with this room.

SERVBOT #4 (Attack: 2* Speed: 2-3 Brains: 1-4 Skill: Slings)

Quiet--A little irresponsible, is kind and very talented with his hands.

HOW TO UNLOCK SLINGS SKILL:

Raise #4's Brains rating up to 4.

HOW TO GET POETRY BOOK:

When you talk with #4 for the first time, he will tell you that he was trying to get to the Cafe and got lost. After that first conversation, talk with #4 again after completing one Mission. He will then tell you a poem and ask if you know what it is. Correctly answer that it's a poem and he'll give you the Poetry Book. Give this to #39.

SERVBOT #14 (Attack: 1* Speed: 2-3 Brains: 3-4 Skill: Appraise)

Mature--A superb manager and organizer who remembers everything he sees.

HOW TO UNLOCK APPRAISE SKILL:

#14 already has this Skill. If his Brains rating is at 4, then he can tell you which Servbot should be given which item.

SERVBOT #19 (Attack: 2* Speed: 1-2 Brains: 1-4 Skill: Appraise)

Happy--Apprentince quartermaster who works hard every day and has ambition.

HOW TO UNLOCK APPRAISE SKILL:

Raise #19's Brains rating up to 3. You will now have two Appraisal Servbots. If at least one of the two Appraisal Servbots is present and has a 4 Brains rating, then he can tell you which Servbot should be given which item.

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CAFE

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DESCRIPTION: This room is for rest, relaxation, and of course, eating.

SERVBOTS: #3, #5, #21, #26, #39

REQUIREMENT: Start the game with this room.

SERVBOT #3 (Attack: 2-3 Speed: 2-4 Brains: 2* Skill: Rapid)

Gourmet--Known for his appetite; always thinking about his next meal.

HOW TO UNLOCK RAPID SKILL:

Raise #3's Speed Rating up to 4.

SERVBOT #5 (Attack: 2* Speed: 2 Brains: 1-4 Skill: None)

Stange--Kind of personality where you never know what he's thinking.

SERVBOT #21 (Attack: 2 Speed: 1* Brains: 2-4 Skill: None)

Slow...--Slow Servbot who is trying to watch his weight.

SERVBOT #26 (Attack: 1-3* Speed: 2-3 Brains: 1-4 Skill: None)

Popular--A bumbling, hopeless Servbot, yet everyone loves him.

SERVBOT #39 (Attack: 1* Speed: 1 Brains: 3-4 Skill: Poetry)

Romantic--A slightly odd Servbot who is always thinking about what to say next.

HOW TO UNLOCK POETRY SKILL:

Give #39 the Poetry Book from #4. He will now be able to give you hints on how to unlock all his brothers' Skills.

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MEETING ROOM

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DESCRIPTION: This room is for Mission planning meetings and Mission review meetings. It is used for administrative work when meetings aren't being held.

SERVBOTS: #7, #8, #10, #35, #37

REQUIREMENT: Start the game with this room.

SERVBOT #7 (Attack: 2-4 Speed: 1-4 Brains: 1* Skill: None)
Serious--Serious Servbot who only asks that he be given a chance to prove himself.

SERVBOT #8 (Attack: 1* Speed: 1-3 Brains: 2-4 Skill: Sniper)
Cool--Cool and observant, this Servbot tries to act more mature than he is.

HOW TO UNLOCK SNIPER SKILL:

After completing four Missions, talk with #1 and he'll tell you that #8 would make a good Sniper if only he could see clearly. Next, talk with #8 and he'll ask you if you knew he was a good shot with the gun. Say that you do know and he'll tell you that he bought Contact Lenses to help his bad eyes, but he lost them! Talk with #10 and he'll tell you he found the Contact Lenses and gives them to you. Finally, give #8 the Contact Lenses and his bad eyes will be cured, and will now be able to act as a Sniper.

SERVBOT #10 (Attack: 1-4 Speed: 1-3 Brains: 1-2* Skill: Sniper)
Diligent--A serious Servbot, who ascts prim and proper at all times.

HOW TO UNLOCK SNIPER SKILL:

Give #10 the Ancient Pistol from Mission 4.

HOW TO GET CONTACT LENSES:

Once #8 tells you he bought Contact Lenses but lost them, talk with #10 and he'll give you the Contact Lenses he just found. Give these to #8.

SERVBOT #35 (Attack: 1* Speed: 1 Brains: 1-4 Skill: Painting)
Relaxed--Likes to draw but not a good designer; enjoys paint-by-numbers.

HOW TO UNLOCK PAINTING SKILL:

Give #35 the Paint Set from #2. You will now be able to make the Gustaff look Heroic (looks just like MegaMan), Hip-Hop (light orange and pink), Villaneous (dark red and dark gray), or Cute (pink and yellow).

HOW TO UNLOCK BON BONNE LOOK:

Give #35 the Bon Parts from #13. You will now be able to make the Gustaff look just like Bon Bonne.

HOW TO UNLOCK STYLISH LOOK:

Give #35 the Handkerchief from #16. You will now be able to make the Gustaff black and gold.

HOW TO UNLOCK DARK LOOK:

Give #35 the Flier from #24. You will now be able to make the Gustaff look just like bad MegaMan.

HOW TO UNLOCK TEISEL BONNE LOOK:

Give #35 the Momento from Mission 4. You will now be able to make the

Gustaff look just like Teisel Bonne.

SERVBOT #37 (Attack: 1* Speed: 3 Brains: 3-4 Skill: Strategy)

Idealist--No good in battle but a master strategist; makes plans for Tron.

HOW TO UNLOCK STRATEGY SKILL:

Give #37 the Strategy Notes from #1. He will now be able to give you advice, which will change after you reach One Million Zenny and Two Million Zenny.

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GYM

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DESCRIPTION: This is a room where Servbots can train to improve their ratings. If you win the mini-game, the ratings of the Servbot playing the game go up!

SERVBOTS: #9, #12, #13, #38

REQUIREMENT: Start the game with this room.

SERVBOT #9 (Attack: 1-2* Speed: 2-4 Brains: 2-3 Skill: Sniper)

Hurried--A sharpshooter known by his nickname, "The Gunslinger".

HOW TO UNLOCK SNIPER SKILL:

Give #9 the Comic from Mission 1-2 or from Scouting.

HOW TO GET RED HEAD PARTS:

Talk with #9 after completing one Mission and he'll give you the Red Head Parts. Give these to one very special Servbot you choose as your Favorite.

SERVBOT #12 (Attack: 2-4 Speed: 1-4 Brains: 2* Skill: Rapid)

Clumsy--A clumsy Servbot who always manages to avoid blame.

HOW TO UNLOCK RAPID SKILL:

Raise #12's Speed rating to 4.

SERVBOT #13 (Attack: 2-4 Speed: 1-2* Brains: 3-4 Skill: Bazooka)

Rude--A practical joker with a bit of an attitude.

HOW TO UNLOCK BAZOOKA SKILL:

Raise #13's Attack and Brains ratings to 4.

HOW TO GET BON PARTS:

Talk with #13 after completing 5 Missions and he'll give you the Bon Parts. Give these to #35.

SERVBOT #38 (Attack: 1-3 Speed: 1-2* Brains: 1-3 Skill: Train Dev)
Strict--A harsh trainer who works hard at designing programs for everyone.

HOW TO UNLOCK TRAIN DEV SKILL:
#38 already has this Skill. At first, you will only be able to train
Servbots 1-8 in the Attack Training Course. After completing three
Missions, the Speed Training Course will open for Servbots 1-8. After One
Million Zenny, all the Servbots can train in both Training Courses.

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TRON'S ROOM
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DESCRIPTION: Tron's bedroom. You can use this room to switch control with
your favorite Servbot.
SERVBOTS: #17, #18, #26, #40
REQUIREMENT: Complete 2 Missions.

SERVBOT #17 (Attack: 2-3* Speed: 1-3 Brains: 2-4 Skill: Grenade)
Dedicated--Not respected by his fellows, his only merit is he's hardworking.

HOW TO UNLOCK GRENADE SKILL:
Raise #17's Brains rating up to 4.

HOW TO GO ON MISSION 7:
Talk with #17 after picking a Favorite Servbot. Say that you could use a
rest and the Favorite Servbot will go on Mission 7.

SERVBOT #18 (Attack: 2-4 Speed: 1-2* Brains: 2-4 Skill: Bazooka)
Gentle--A thoughtful Servbot who enjoys cleaning.

HOW TO UNLOCK BAZOOKA SKILL:
Raise #18's Attack and Brains ratings up to 4.

SERVBOT #36 (Attack: 1-2* Speed: 1-2 Brains: 1-4 Skill: Music)
Nervous--Likes nothing more than making a melody that lingers in the heart.

HOW TO UNLOCK MUSIC SKILL:
Give #36 the Shell from Mission 2 or 6 or from Scouting.

HOW TO UNLOCK POLICE LADY BGM:
Give #36 the Loader Parts from Mission 1-3. You will now be able to play
the "Police Lady" BGM inside the Gesellschaft.

HOW TO UNLOCK ANCIENT RUINS BGM:
Give #36 the Old Instrument from Mission 4. You will now be able to play
the "Ancient Ruins" BGM inside the Gessellschaft.

SERVBOT #40 (Attack: 1-2 Speed: 1-4 Brains: 1* Skill: Design)

Innocent--Young Servbot who is learning about being different.

HOW TO UNLOCK DESIGN SKILL:

Give #40 the Design Magazine from Mission 1-2. Leave and come back and #40 will start bouncing on Tron's bed!

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DECK

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DESCRIPTION: This is where Servbots on lookout duty are assigned.

SERVBOTS: #24, #25, #29

REQUIREMENT: Complete 5 Missions.

SERVBOT #24 (Attack: 2-4 Speed: 1-2* Brains: 2-4 Skill: None)

Optimist--An explorer at heart; dreams of traveling around the world.

HOW TO GET FLIER:

Talk with #24 after collecting 1,000,000z after One Million Zenny, and he'll give you the Flier. Give this to #35.

SERVBOT #25 (Attack: 1-3 Speed: 1-4 Brains: 1* Skill: Sniper)

Hard-working--Throws himself wholeheartedly into his work; excellent concentration.

HOW TO UNLOCK SNIPER SKILL:

#25 already has this Skill.

SERVBOT #29 (Attack: 1-2* Speed: 1-3 Brains: 2-3 Skill: None)

Clean--A consummate cleaner who takes pride in a spotless ship.

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TEISEL'S ROOM

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DESCRIPTION: Teisel's room, lined with books from floor to ceiling.

SERVBOT: #28

REQUIREMENT: Complete 1 Mission after One Million Zenny.

SERVBOT #28 (Attack: 2-3* Speed: 2-3 Brains: 2-4 Skill: Slings)

Macho--Respects and looks up to Teisel; sometimes cries out in his sleep.

HOW TO GET BOTTLE NOTES:

Talk with #28 for the first time and he'll give you the Bottle Notes. Give these to #33.

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ENGINE

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DESCRIPTION: Room from which the engine and other ship functions are managed and regulated.

SERVBOTS: #22, #23, #27

REQUIREMENT: Complete 3 Missions after One Million Zenny.

SERVBOT #22 (Attack: 3-4 Speed: 2-4 Brains: 3* Skill: Ramming)

Responsible--Works in the engine room every day; hard work but someone has to do it.

HOW TO UNLOCK RAMMING SKILL:

Raise #22's Attack rating up to 4.

SERVBOT #23 (Attack: 1-4 Speed: 1-3* Brains: 2-4 Skill: Bazooka)

Honest--Honest works in the Engine Room and likes a hot bath after work.

HOW TO UNLOCK BAZOOKA SKILL:

Raise #23's Attack and Brains ratings up to 4.

HOW TO GET HI-DENSITY TANK:

Talk with #23 for the first time and he'll give you the Hi-Density Tank.

Give this to #30.

SERVBOT #27 (Attack: 2-3* Speed: 4 Brains: 2-4 Skill: Grenade)

Attentive--A methodical Servbot who is well-organized; saves all his receipts.

HOW TO UNLOCK GRENADE SKILL:

Raise #27's Brains rating up to 4.

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TORTURE ROOM

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DESCRIPTION: This room is used for punishing lazy Servbots.

SERVBOT: #20

REQUIREMENT: When the first Servbot gets a 4 Sloth Rating.

SERVBOT #20 (Attack: 1-2* Speed: 1-3 Brains: 3-4 Skill: Grenade)

Shy--Positive-thinking, quiet Servbot who doesn't get angry much.

HOW TO UNLOCK GRENADE SKILL:

Raise #20's Brains rating up to 4.

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QUICK REFERENCE GUIDE

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NOTE: This table MUST be set to Times New Roman (Western) 10 font or else it

won't look right.

This table will show you what your Servbot roster should look like once all the Servbots are found, all their abilities have been discovered, and all their ratings are maxed out (NOT counting Favorite Servbot MAX stat bonus). Can you unlock all the Servbots' Skills and max out all their ratings?

| NAME | A | S | B | SKILL | AREA |
|---------|---|---|---|-------|-------------------|
| #01 | | 3 | 2 | 3 | SNIPER HQ |
| #02 | | 4 | 2 | 4 | BAZOOKA LAB |
| #03 | | 3 | 4 | 2 | RAPID CAFE |
| #04 | | 2 | 3 | 4 | SLINGS STORAGE |
| #05 | | 2 | 2 | 4 | CAFE |
| #06 | | 3 | 2 | 4 | SLINGS HQ |
| #07 | | 4 | 4 | 1 | |
| MTGROOM | | | | | |
| #08 | | 1 | 3 | 4 | SNIPER MTGROOM |
| #09 | | 2 | 4 | 3 | SNIPER GYM |
| #10 | | 4 | 3 | 2 | SNIPER MTGROOM |
| #11 | | 3 | 4 | 3 | HQ |
| #12 | | 4 | 4 | 2 | RAPID GYM |
| #13 | | 4 | 2 | 4 | BAZOOKA GYM |
| #14 | | 1 | 3 | 4 | APPRAISE STORAGE |
| #15 | | 3 | 4 | 2 | RAPID HQ |
| #16 | | 2 | 2 | 2 | HQ |
| #17 | | 3 | 3 | 4 | GRENADE TRON'S |
| #18 | | 4 | 2 | 4 | BAZOOKA TRON'S |
| #19 | | 2 | 2 | 4 | APPRAISE STORAGE |
| #20 | | 2 | 3 | 4 | GRENADE TORTURERM |
| #21 | | 2 | 1 | 4 | CAFE |
| #22 | | 4 | 4 | 3 | RAMMING ENGINE |
| #23 | | 4 | 3 | 4 | BAZOOKA ENGINE |
| #24 | | 4 | 2 | 4 | DECK |
| #25 | | 3 | 4 | 1 | SNIPER DECK |
| #26 | | 3 | 3 | 4 | CAFE |
| #27 | | 3 | 4 | 4 | GRENADE ENGINE |
| #28 | | 3 | 3 | 4 | SLINGS TEISEL'S |
| #29 | | 2 | 3 | 3 | SNIPER DECK |
| #30 | | 2 | 3 | 4 | TANK DEV LAB |
| #31 | | 3 | 1 | 4 | BAZOOKA DEV LAB |
| #32 | | 2 | 4 | 4 | GATLING DEV LAB |
| #33 | | 4 | 2 | 3 | BOTTLE DEV LAB |
| #34 | | 1 | 3 | 4 | ARMOR DEV LAB |
| #35 | | 1 | 1 | 4 | PAINTING MTGROOM |
| #36 | | 2 | 2 | 4 | MUSIC TRON'S |
| #37 | | 1 | 3 | 4 | STRATEGY MTGROOM |
| #38 | | 3 | 2 | 3 | TRAIN DEV GYM |
| #39 | | 1 | 1 | 4 | POETRY CAFE |
| #40 | | 2 | 4 | 1 | DESIGN TRON'S |

END OF FAQ
