

# The Misadventures of Tron Bonne Servbot Tricks FAQ

by Estil

Updated to v3.0 on Sep 6, 2002

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SERVBOT TRICKS FAQ FOR  
THE MISADVENTURES OF TRON BONNE FOR SONY PLAYSTATION  
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## CONTENTS

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- I. Introduction
  - A. Purpose of FAQ
  - B. Version Changes
  - C. Credits
  
- II. Servbot Tricks
  - A. General Tricks
  - B. Servbot Injuries
  - C. Servbot Feelings
  - D. Intro Stage
  - E. MISSION 1--Bank Levels
  - F. MISSIONS 2 & 6--Container Levels
  - G. MISSION 3--Digout Levels
  - H. MISSION 4--Nakkai Ruins
  - I. MISSION 5--Farm Levels

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INTRODUCTION  
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PURPOSE OF FAQ  
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Greetings! This is my very first FAQ, so please bear with me. I decided to do my very first FAQ based on my all-time favorite Mega Man game, The Misadventures of Tron Bonne! This game is a prequel to the Mega Man Legends series and stars the Bonne family of pirates. Teisel (the oldest brother and leader) borrowed one million Zenny to build the Gessellschaft, and on the way to a dig site w/ Bon Bonne to look for treasure to pay the loan off, Glyde

(Lex Loath's, the main bad guy, right hand man) takes Teisel and Bon Bonne away for not being ready to pay the loan off, so it's up to his 14 year old younger sister Tron Bonne and her 40 darling little robotic children, the Servbots to rescue Teisel and Bon Bonne!

Although the game's main character is Tron, IMO, the real stars of this game are her adorable Servbots! There's 40 of them and each has their own special talents and abilities. During the game, you can use Beacon Bombs to direct your Servbots to a certain location to do certain tasks, and the purpose of this FAQ is to let you know what the Servbots do in different situations, with particular emphasis on those hilarious tricks they do when you Beacon Bomb certain miscellaneous things!

Now, what this FAQ does NOT cover is general strategies on beating bosses, finding stuff, and so on. It also does NOT cover what all the Servbots' abilities are and how to unlock them. There's already three FAQs that will tell you that, but I bet there are none out there (though this FAQ will change that) that are devoted to those neat Servbot tricks that make this game so fun to play!

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VERSION CHANGES  
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3.0 (6/28/2002)--Added a new trick in Mission 1 I overlooked before (Beacon Bombing the big tunnels in town) as well as a new trick in the Intro Stage (Slope Near Nakkai Ruins Entrance). A couple of other new tricks have been added in the General Tricks section (Wall and Idle Servbots) Also added a couple of things under "Servbot Attacks".

2.0 (6/13/2002)--MAJOR CHANGES in the formatting of this FAQ. I totally redid the formatting of this FAQ to make it look much neater and more like my MOTB Game Script FAQ. Added all tricks that were missing from Version 1.0 and added exact quotes (from my Game Script FAQ) for the Elixur of Youth trick in MISSION 3.

1.0 (5/28/2002)--Very first writing of this FAQ!

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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)

If you see ANY errors in my transcript (missing or incorrect quotes or content especially, but spelling or grammatical errors ought to be brought to my attention too), PLEASE email me at: [estilrumage@hotmail.com](mailto: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 TRICKS FAQ

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GENERAL TRICKS

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(These tricks will work on most or all the Missions. All the tricks in ALL Missions usually involve Beacon Bombing the specified object)

DOOR OR SMALL CAVE:

The Servbots will run inside and come back out with Zenny and other goodies!

ENEMIES:

The Servbots will attack or distract the enemy in certain ways depending on the enemy.

SERVBOT ATTACKS:

Servbot with a 1 Speed rating--The Servbot will be so pokey, he'll trip on his way to the enemy!

Servbot with a 3 or 4 Attack rating--The Servbot will approach the enemy and throw bombs at it.

Rapid--This Servbot will also approach the enemy to throw bombs, but can throw even more bombs at once.

Bazooka--The Servbot will fire a little Civil War-like cannon and will be knocked backwards upon firing the cannon!

Grenade--The Servbot will approach the enemy and roll little bombs at it, and then will sit down facing away from the enemy with his eyes closed and ears covered waiting for the bombs to go off.

Slings--The Servbot will use a slingshot to fire little bombs at the enemy!

Ramming (#22 only)--The Servbot will charge at the enemy with a bomb, and will try to ram the enemy with the bomb, and when he does, he will be knocked back and hurt pretty badly..

No weapons skill--The Servbot will just try to climb the enemy and distract it. Or the Servbot might get knocked over.

ZENNY OR OTHER ITEMS ON THE GROUND:

The Servbot(s) will pick them up and bring them to you! If they're close enough already, they may not need to be Beacon Bombed the location (if their Brains rating is high enough).

GROUND:

The Servbots will just wander around that spot.

ONE OF YOUR SERVBOTS:

The other Servbots will play tag with him! Will NOT work in Mission 3.

WALL:

The Servbots will try to jump to the Beacon Bombed spot, but can't reach it!

IF YOUR SERVBOT(S) IS/ARE IDLE:

The Servbot(s) will usually just stand there swinging his arms back and forth, but he might also do some flips in the air or wander around.

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SERVBOT INJURIES

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Remember, Servbots are invincible. No matter how much abuse they take, they will always shake off all their injuries and bounce right back to normal after a few seconds.

ENEMY OR TRAP:

Usually they'll will be knocked back and will be "seeing stars", then will get up and be back to normal.

JUMPING GUSTAFF OR GUSTAFF TANK:

The Servbot will be squished like a pancake! Then he will pop back up to normal. If they are hit by rocks or other falling objects in Mission 3, only their heads will be squished!

FIRE:

The Servbots will turn red and catch fire, and will be blacked out and knocked out. Then they will change back to their regular colors and be ready for more action!

REFRACTOR GUARDIAN IN MISSION 4:

The Servbots can get trapped in bubbles; you must shoot them or touch them with the Gustaff to get them out. Beacon Bomb the boss' nostrils and the Servbots will jump inside head first (w/ their little feet kicking outside! Awww... ) and make the frog sneeze.

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SERVBOT FEELINGS  
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Yes, Servbots have feelings, too! This section tells what they say when they do certain things (what they DO is covered later), what their feelings are, and what triggers them.

HAPPY:

When the Servbots are bringing you Zenny or other items or when they are playing on a sink hole, rock, truck, etc. They will shout, "Yay!"

HURT:

When a Servbot is hurt, they will usually say, "Owwwww... Owwwww..." or if they catch fire, they will say "Hot! Hot!". If they are squished by the Gustaff or other object, the Servbot will say "Uhh!"

ANGRY:

When Denise grabs Tron and throws her on the ground (Level 2), or when the Servbots chase Denise and surround and taunt her (Level 1), the Servbots will be angry. In the latter case, the Servbots will say "Ugh! Ugh!", I THINK.

SHAKING A TREE OR POLICE VAN:

The Servbots will grab it and say "Hee Yah! Hee Yah! Hee Yah!"

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INTRO STAGE  
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LITTLE ROCK:

One of the Servbots will pick it up, struggle to keep it up, and the rock will fall and squish him! After a couple more seconds, the Servbot will throw the rock up in the air in anger.

BIG ROCK:

The Servbots will take turns climbing on top and playing ballerina!

PILLIAR:

The Servbots will try to climb it, but can't get up very far. Bummer.

SINK HOLE:

The Servbots will slide down to the bottom! It's especially fun to do this if the Gustaff is in the middle of the sinkhole, because then usually ALL the Servbots will slide towards ya!

SLOPE JUST BEFORE NAKKAI RUINS ENTRANCE:

The Servbots will slide down the slope, but will be stuck down below and can't get back up the slope! It's really amusing to watch them try to run back up the slope, but can't! The Servbots will, of course, return when you go to battle Glyde.

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MISSION 1--BANK LEVELS

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TUNNEL:

The Servbots will run inside, and then come right back out covered in soot, and when they get back outside, they'll start coughing! It's like they just came out of a coal mine!

TREE:

The Servbots will crowd around the tree's trunk, start shaking it, and then the tree (in SOME cases) will start dropping red apples (can be sold for 100z each) or if you're lucky, a couple of green apples (refill the Gustaff's energy, but not very much) will also drop out!

POLICE CAR:

If the police car is NOT moving, the Servbots will strip the car of its tires and siren, and bring them to ya! Can be sold or be used for Lab Development discounts. If the police car is moving, the Servbots will just get run over.

REGULAR CAR:

Again, the car must NOT be moving, or the Servbots will just get run over. A Servbot will jump through the windshield to commandeer the car (GTA3, baby!!), throw the driver out, and try to drive it themselves! Not very good drivers, though...

POLICE OFFICER WITH RIOT SHIELD:

The Servbots will steal that Riot Shield! It too can be sold or used for Lab Development discounts.

POLICE VAN:

The Servbots will all grab it and shake it to prevent it from moving and allowing Tron to pass.

BENCH:

Two Servbots will sit down on the bench and smile, and the other four will sit on the ground and cry.

LIGHTPOLE:

The Servbots will climb to the top, drop down, and will usually land feet

first. Sometimes, though, one will land headfirst!

**SMALL TRASH CAN:**

The Servbots will empty out the trash, and then will give you a ring that was inside, which you can sell for zenny. Awwww...They gave their mommy a ring...

**BIG TRASH CAN:**

One Servbot will climb to the top, and when he gets there, his brothers will cheer him! The Servbot on the can seems rather confused about the situation, though...

**MAILBOX:**

The Servbots will empty out all the letters and bring them to you, so you can commit mail fraud and sell the letters!

**SEMI-TRUCK (LEVEL 2):**

This occurs after the weak bridge collapses on you. The Servbots climb up the I-beam (that is so adorable watching them climb it) to the truck, they'll all get inside, back the truck up, and try to drive it over the bridge like the Dukes of Hazzard! (Hoo hee hoo!!!) The truck crashes onto the side of the fallen bridge, and the truck falls sideways giving Tron a boost up

**DENISE (LEVEL 1):**

The Servbots will angrily chase after Denise, and if they can corner her, they will all slowly approach Denise and make angry faces and sounds! Denise, of course, is just absolutely freaked out by this...

**DENISE (LEVEL 2):**

Denise will grab one of the Servbots and swing him around and around! If Denise grabs the Gustaff and throws it on the ground, the Servbots will jump up and down angrily. It like they're saying, "Hey! Leave Miss Tron alone!"

**DENISE (LEVEL 3):**

The Servbots will climb on top of her robot and distract her! It's like she's saying, "AUGHHH!! Get these little brats off me!!" LOL...

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MISSIONS 2 & 6--CONTAINER LEVELS  
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**CONTAINER:**

The Servbot will tell you about the container. This is explained in more detail in my Game Script FAQ.

**WATER:**

The Servbot will swim to the spot (they LOVE to swim), go underwater, and come back up with a shell or a fishie!

**FORKLIFT:**

Servbot: I can help you move things with this forklift, Miss Tron! Just tell me which containers you want moved to the ship!

**IF SERVBOT CANNOT GET TO THE CONTAINER:**

Servbot: Ummm...I'm sorry, Miss Tron, I can't do it! I can't pick the container up--there's something in the way!

**IF SERVBOT CAN GET TO THE CONTAINER:**

Servbot (light bulb!): I've got it, Miss Tron!

CRANE:

(first crane you Beacon Bomb only)

Servbot: We can use this to move the containers! Use the directional button to rotate the crane, and the L1 and R1 buttons to turn it. Press the TRIANGLE button to pick up or put down containers. If you want to go back, press the X button. Here we go!

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MISSION 3--DIGOUT LEVELS  
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PERSON:

The Servbots will talk to him or her. This is explained in more detail in my Game Script FAQ.

TREASURE BOX:

The Servbots will get excited and one will say, "Miss Tron, look! It's a treasure box!" If it's locked, and they don't have a Card Key, he'll sadly say "But it's locked...We can't open it unless we find the key...". If it's locked and they do have a Card Key, a Servbot will happily ask, "Can we use the Card Key to open it?" Individual treasure boxes, items, and the Servbots'/Tron's reaction are discussed individually in my Game Script FAQ.

SPARKLING HOLE IN WALL:

The Servbots will get excited and say, "Miss Tron, we found some money!" and then it tells you how much you got. The Servbots'/Tron's reaction to each Zenny Hole are discussed individually in my Game Script FAQ.

CARD KEY:

The Servbots will get excited and say, "Miss Tron, we found a Card Key!"

JAR:

A snake will pop out and, for a few seconds anyway, will knock the Servbots out cold! Plus lots of Zenny will appear too. Usually, you'll have to Beacon Bomb each jar about three or four times to get all the Zenny.

WEAK CRACKED WALL (LEVELS 2 & 3)::

The Servbot in the Servbot Bouer (the drilling machine) will first approach the cave-in. Next, the Servbot will smile and wave hi to you (it's like he's saying, "Hi, mommy!" Awwwww...), and then will angerily drill through the hole (if the drill's strong enough, of course...). If the drill's not strong enough, the Servbot will say, "Miss Tron, it's no use--this drill isn't strong enough!"

HUGE POOL OF WATER (LEVEL 2):

The Servbots will swim to the Beacon Bombed spot, and then will just float and drift on their backs with big smiles on their faces. Awwwww... Did I mention they LOVE to swim?

SMALL POOL OF WATER (LEVEL 3):

(must have collected all three Elixir crystals; those are those writings on the wall you find one of per Auora Stone level; these are discussed individually in my Game Script FAQ)

(Servbots stop at the small pool of water)

Servbot: Miss Tron, the crystals are making a funny sound! They're fizzing!

It looks like they react with water--let's try putting them in this pool! Look! The water changed color! And there's a really sweet smell coming from it! Let's try some!

Tron (angry): Wait! You can't just drink that--you don't know what it is!

Servbot (now his cheeks turn pink!): gulp! gulp! gulp! burp! Boy, I feel funny inside--all tingly! gulp! gulp! hic! I know--it feels like something's tickling my insides! This brown fizzy liquid sure tastes good!

Tron (surprised): The Elixir of Youth...is root beer?

Roxette: Thank you for solving the mystery. This means Digg can finally move on.

Tron (flustered): Move on...? You mean...?

Servbot (his cheeks are still pink!): ? That means...

Digg's Spirit: That's right! This was the last thing keeping me here--I had to know the secret of the crystals! But now I can go to that big Digout in the sky, thanks to you!

(Digg's Spirit disappears)

Tron: Wait a minute! You mean...Digg was a ghost!?

Servbot (scared): A ghost! Eeek! We're scared of ghosts!

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#### MISSION 4--NAKKAI RUINS

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#### DRACHE AT THE NAKKAI RUINS ENTRANCE:

If you have any Servbots with weapons skills, they will attack it! The Servbot inside the Drache, of course, will be absolutely freaked out by this ("Miss Tron, stop! It's us! Stop!"). Those Servbots who do not have any weapons skills will just run frantically around the shadow cast by the Drache.

#### LOST SERVBOTS:

(This will also work in the Intro Stage)

Usually the Servbots will always follow the Gustaff wherever it goes. But if you make too many sharp turns too quickly through too many rooms, one or more of your Servbots will actually get LOST in the caverns! You'll know a Servbot is lost if his icon stays on the "hurt" face. When you find him, he will be crying (Awwwww... Poor little guy lost his mommy...). If you get close enough to him or Beacon Bomb him (one of his brothers will come to him), he will jump for joy and run back to ya!! Or, go through a door (NOT a blown out wall) and he'll automatically come back.

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#### MISSION 5--FARM LEVELS

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#### TRUCK:

The Servbots will climb on top and bounce on it like it's a trampoline!

#### BIRDBOT:

(will pop out of a destroyed giant robotic bird)

A Servbot will slide under it, grab it, and bring it into the truck! Rabbits and piggies can also be carried and thrown into the truck the same way. Be careful not to let the Servbot get hit, or he'll drop the animal and the animal will run away.

#### COW OR HORSE:

A Servbot will ride the cow or horse (I think it's cuter when they ride the cows) to the truck. If you want to get a Servbot on a horse, you must first make it buck or the horse will just run the Servbots over. Again, be careful not to let the cow/horse get hit or the Servbot will be knocked off and the animal will escape.



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END OF FAQ  
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