

# The Misadventures of Tron Bonne Game Script

by Estil

Updated to v9.0 on Mar 18, 2003

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THE COMPLETE AND UNABRIDGED TRANSCRIPT OF  
THE MISADVENTURES OF TRON BONNE FOR SONY PLAYSTATION

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Version 9.0  
Use Microsoft WordPad with Times New Roman (Western) 10 font for best  
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 INTRODUCTION  
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 PURPOSE OF FAQ AND SPOILER WARNING  
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Greetings and welcome! This is my second FAQ and once again is based on my favorite PS1 Mega Man game, The Misadventures of Tron Bonne (MOTB)! In my first FAQ, I went over all those neat and funny Servbot tricks you can do in this game! But many of the quotes from the Servbots, Tron, and others are also quite amusing! So with the help of this transcript, you too can see them! However, many (if not most) of the quotes must be heard in the game itself to really do them justice.

SPOILER WARNING: Because this is a transcript for this game and because it covers EVERYTHING from start to finish and even includes the ENDING, DON'T read this if you don't want to spoil the story and/or ending for yourself.

If you don't mind spoiling it for yourself or if you've won the game and want to see what you've missed, then go ahead and enjoy!

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VERSION CHANGES  
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9.0 (3/13/2003)--Added two new quotes I overlooked before (if truck escapes from Mission 5-2 boss instead of the boss itself being defeated and Servbots' reaction to checking Mission 4's boss door) as well as fixing up some more spelling/grammatical errors.

8.0 (8/23/2002)--sigh... Just when I think I finally got everything... I included two easily overlooked quotes from Servbots #3 and #26 that only appear if Servbot #21 is goofing off or scouting. Added Lab and Storage Menus to the Menu Descriptions page. Also added a few Servbot names I left out in #39's poems.

7.0 (8/21/2002)--Many, MANY new features and changes to this transcript. First, I added an Item Appraisals section that tells what the Item Appraisal quotes are as well as a Menu Descriptions section to transcript all menu option descriptions. Secondly, I added one of Servbot #9's quotes that I overlooked (just when I thought I got everything covered here...). I also added Items (Ice Cream, Cow, Horse, Black Stallion) that I overlooked; special thanks goes to Bahamut Zero whose FAQ alerted me to some houses in Mission 5-3 that I overlooked that had the Ice Cream I overlooked. I should have known there was some lying around somewhere in the game, since the Servbots mention it in the Mission 5-2 Pre-Mission Briefing... I also decided to transcript the MegaMan Legends 2 Trial Version that comes with some of the copies of MOTB. Plus, I had to fix errors I made for Servbots #4, #9, and #13. I eliminated the Miscellaneous section and moved the contents of that section to new locations. And of course, I did some proofreading. Finally, I added a new host (Rockman Dash!) to the Hosts section. Might be a few other things I forgot to mention...

6.0 (7/31/2002)--Added a Hosts Section to accommodate two brand new hosts of this transcript. In addition, I redid the Item Description headings a bit to make it more consistent with the appearance of the Legends 1 and 2 Item Description headings in those transcripts. Also fixed some small spelling and grammatical errors here and there.

5.0 (6/28/2002)--Many, MANY new features and changes in this transcript. First off, I finally got around to adding the Item Descriptions (on the main menu during a Mission under "Items"), which I originally planned to omit, but I changed my mind. Also added several very easily overlooked quotes: pushing the force field trap switch early (Mission 3-1), getting the Super Drill instead of an E. Bottle 3 in Mission 3-3 if you failed to get the Super Drill in Mission 3-2, trying to go to the Casino with a Lazy (4 Sloth) Favorite Servbot, and choosing "Go Home" and neither winning or losing money in the Casino. I fixed a boo-boo that I made for Servbot #33 (he makes E. Bottle 3's after #30 makes first 3 E. Tanks, NOT after One Million Zenny). I also added the descriptions the main Gesellschaft menu gives for each room. Furthermore, I decided to add the ratings and skills of all the Servbots. Finally, I fixed some spelling/grammatical errors.

4.0 (6/17/2002)--Once again (sigh...) fixed messed up two Main Subject headings (this time for sure, I hope) and redid the Servbot headings a bit. Also added an obvious omission in Mission 1-1, the cutscene of the Servbots looting a house. In addition, I added the values of individual containers and animals in the Prize sections of Missions 2, 6, and 5. Also fixed a few

spelling/grammatical errors.

3.0 (6/13/2002)--Fixed messed up formatting for the Servbot Headings (Gesellschaft Section). I hope this will be the last formatting error I need to fix... Also fixed several small spelling/grammatical errors here and there.

2.0 (6/7/2002)--Fixed messed up formatting for the two Main Subject Headings (Intro & MOTB Transcript). Also fixed several small errors here and there (none content related)

1.0 (6/5/2002)--Very first writing of this transcript!

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HOSTS  
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These are the websites that are authorized to host my transcript. If your website is not on this list, then you do NOT have my permission to host my transcript. 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](http://www.gamefaqs.com))
2. MegaMan Legends Network ([mmlo.megaman-network.com](http://mmlo.megaman-network.com))
3. Rockman Dash! ([www.rockmandash.com](http://www.rockmandash.com))
4. NeoSeeker ([www.neoseeker.com](http://www.neoseeker.com))

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CREDITS  
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1. Capcom--For making this wonderful game (and I hope Legends 3 or MOTB 2 will soon follow)
2. Prima's Official MOTB Strategy Guide--For giving me the puzzle solutions (without which I could never have finished all the puzzle levels and thus could not get their quotes) and for the main Subject Header names
3. DButler--For giving me the idea and inspiration for making this transcript for this game (this individual did the Zelda 3 and Zelda 5 transcripts on GameFAQs)
4. Reeve--For also giving me inspiration (he did transcripts of all the Mega Man X games, which can be seen on his website at [www.megaman-network.com](http://www.megaman-network.com)) to do this transcript
5. Bahamut Zero (from GameFAQs)--This individual's FAQ alerted me to some houses in Mission 5-3 that I missed that had the Ice Cream I overlooked in the Item Description section.

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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THE MISADVENTURES OF TRON BONNE TRANSCRIPT

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INSTRUCTION MANUAL

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(This section includes the instruction manual EXACTLY as it is written.  
Errors in the manual will be corrected in the end, however.)

SETTING UP:

Set up your PlayStation(R) game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert THE MISADVENTURES OF TRON BONNE disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on screen instructions to start a game.

MEMORY CARDS:

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

PLAYING THE LEGENDS 2 GAME:

Insert Disc 2 into the PlayStation game console and turn the power ON. Press START at the Title screen, then select a mission from the following:

- \* Roll's Secret Training--Roll will teach you the game controls.
- \* Capture Pigs--Capture little pigs running loose on the field.
- \* Underground Dungeon--Explore an underground dungeon and fight enemies.
- \* YakutoKurabe's Assault--Rescue Roll!

Note: Stay tuned for the complete MegaMan Legends(TM) 2 release in the fall of 2000.

CONTROLLING GUSTAFF:

(L2 Button):

Lock-on (Manual Shot mode only)

(L1 Button):

Rotate left

(R2 Button):

Activate Beacon Bomb target

(R1 Button): Rotate right

(Directional Buttons):

Move Gustaff (in Digital mode)

(Left Analog Stick):

Move Gustaff (in Analog mode)

(SELECT Button):

Turn Radar Map on/off

(Analog Mode Switch):

Toggle Analog (red) or Digital (dim) mode

(START Button):

Open menus

(TRIANGLE Button):

- Cancel screen/selection

- Lift/Throw object

(CIRCLE Button):

- Turn quickly while moving (Manual Shot mode only)

- See Help in Gesellschaft (SQUARE Button):
- Shoot (while holding R2)
- Put down object
- Show Servbots' numbers in the Gesellschaft (X Button):
- Confirm screen/selection
- Jump

The controls on this page are also used for digital controllers in Digital mode.

#### NOTES:

- \* These are the default button assignments. To change them, use the Controls option in Options mode (see page 8)
- \* You can also turn the vibration function ON/OFF in Options mode (DUALSHOCK(TM) analog controller only).
- \* Press SELECT and START simultaneously to reset the game and return to the Title screen.

#### SKY PIRATES:

It's a strange world, covered by water as far as the eye can see. People are forced to eke out a living on tiny patches of land that rise above the sea. Among these toilers of the soil, explorers called Diggers hunt for treasure in ancient subterranean ruins. If they find it, they live in luxury forever and never again have to scratch a living from the barren land. A special class of Diggers have taken to the skies in fantastic ships, searching for treasure troves from the air. These are the Sky Pirates.

The Bonne family, Teisel, Tron, Bon and their 40 Servbots, have set their sights on becoming the most famous Sky Pirates of all. In their aircraft Gesellschaft, they roam the world in search of treasure. But so far, fortune has eluded them.

But now, they finally get a major break! They've found a map that shows the location of a legendary treasure. They power up Gesellschaft and set off on a fantastic adventure. Their destination is the Desert of Nakkai in Ryship Island.

They head there in their new robot Gustaff, invented by none other than Tron Bonne herself.

Will their fortune finally be made? Or do the Diggers have other ideas?

#### CHARACTERS:

(Tron Bonne):

The eldest of the Bonne children, Tron is a mechanical genius. She is strong minded, but can be gentle with her Servbots. She dreams of taking part in an important mission, but so far her brother Teisel has held her back.

(Teisel Bonne):

The older son and head of the Bonne family, Teisel takes good care of his sister Tron and little brother Bon. He is an excellent Digger. He secretly borrowed money from the Loath family to develop his new airship, Gesellschaft. Now, without the family knowing it, he's having trouble making payments on his debt.

(Bon Bonne):

In spite of his tall size and exceptional strength, Bon is still a baby. All he ever says is "Baboo," but Tron, Teisel and the Servbots always understand what he means.

(Servbots):

The 40 adorable Servbots are Tron's creation. They do everything to support and care for the Bonne family, from housekeeping to fighting. They love Tron like a big sister, even though she keeps them in line with iron

discipline.

(Mr. Loath):

Head of the Loath family, this black market financier has made a fortune using less than savory tactics. He has loaned money to a number of Diggers, including Teisel. The police would like to question Mr. Loath, if they could only find him.

(Glyde):

Second in command in the Loath family, Glyde takes care of collecting debts.

He is known for his tough tactics, using his top notch skills as a robot pilot. Glyde, like Mr. Loath, is also wanted by the authorities.

(Bird Bots):

The Loath family robots, similar to the Servbots but disloyal and double-dealing. Bird Bots gossip about Mr. Loath and Glyde behind their backs and goof off when no one is watching them.

(Denise):

A rookie policewoman, Denise has a strong sense of right and wrong. She is very motivated, but sometimes makes mistakes due to inexperience. She has been tracking Tron, trying to arrest her for causing mischief in town.

TRON'S ROBOTS:

(Gustaff):

Tron's masterpiece, Gustaff is a powerful fighting robot used in action missions. It can shoot with its left hand and grab with its right hand. Gustaff fires Beacon Bombs from its head.

(Gustaff Tank):

The lower part of Gustaff's body can be replaced with a Tank assembly. Both appendages on the Tank are normal arms that can carry containers and other items, while its head shoots Beacon Bombs.

(Finkel):

Tron developed Finkel to explore small dungeons where Gustaff is too big to enter. Finkel has a small camera and can fire Beacon Bombs. Using Finkel, Tron can command the Servbots from the airship, Gesellschaft.

(Servbot Borer):

Designed especially for Servbots, this vehicle has a drill for digging holes when searching for treasure.

STARTING A GAME:

At the Title screen, press START to open the Mode Select menu. Use the Left Analog Stick/Directional buttons to choose from 3 options, and press the X button.

NEW GAME--Start a new game.

CONTINUE--Resume a previously saved game by selecting a slot containing a Memory Card with saved data, and then selecting the data to load. Use the Left Analog Stick/Directional buttons to choose, and press the X button after each selection.

OPTIONS--Adjust various game settings. Use the Left Analog Stick/Directional buttons to choose an option and change its setting, and press the X button after each selection.

CONTROLLER--Change control types and button assignments.

SOUND--Choose STEREO or MONAURAL depending on your speakers.

VIBRATION--Turn the vibration function ON/OFF (DUALSHOCK(TM) analog controller only).

DEFAULTS--Return all options to default settings.

CHOOSING SHOT TYPES:

(Shot Type):

When you choose NEW GAME mode, the Shot Type screen appears. Choose how you want to fire your weapons.

MANUAL AIM--Press the L2 button to lock-on before shooting. Recommended for experienced players.

AUTO-AIM--Target automatically lock-on so you can shoot. Recommended for beginners.

(Move Type):

Next, the Move Type screen appears. Choose how you want to operate Gustaff. TYPE 1--Use the Left Analog Stick/Directional buttons to move, and L1/R1 buttons to rotate.

TYPE 2--Use the L1/L2 buttons to move, and Left Analog Stick/Directional buttons to rotate.

GAME SCREEN:

PILOT--Your pilot's face changes to show how much damage he or she has taken.

SERVBOTS--Shows the faces and number of Servbots you have with you.

LIFE GAUGE--How much life your character has remaining.

THE FIRST MISSION:

The objective of the first mission is to take control of your robot, Gustaff, and discover ruins. Your Servbots will follow wherever you go. During the mission, help screens will explain the basic controls. When you arrive at the ruins, you will fight Glyde, who is attempting to collect a debt. If you win, Glyde will take Teisel away.

(Using the Beacon Bomb):

Hold the R2 button to activate the Beacon Bomb Target.

Move the Target with the Left Analog Stick/Directional buttons. Press the SQUARE button to fire. When you shoot an object, your Servbots will run toward it and perform various actions, depending on the object. For example, if you shoot an enemy, they will attack; if you shoot a hole, they'll go in and collect treasure.

(Game Objective):

At the end of the first mission, Tron learns that Teisel has contracted a huge debt with Mr. Loath to build Gesellschaft. As Tron, you must now collect enough money to repay the debt and release Teisel and Bon from Glyde's clutches. What a challenge! You must complete various difficult missions, including action, puzzle and digging challenges. You can choose the missions in any order, but to succeed, you must complete them all.

(Starting Other Missions):

On the Gesellschaft screen, choose START MISSION to open the Mission Select screen. Select a mission and press the X button. (Some missions are not available at first. They are unlocked when you complete other missions.) Selecting a mission opens the Mission Meeting screen, where you can choose an option.

MISSION--Start the mission.

DETAILS--Check the mission objective.

ROBOT--Check your robot.

SERVBOT--Select Servbots to take with you.

(Follow-Up Meeting):

When you complete or fail a mission, the Follow-Up Meeting screen will open.

Here, Servbots report the amount of money you've earned, the items you have acquired and other information.

(Saving Your Game):

On the Gesellschaft screen, choose SYSTEM and then choose SAVE. The Save screen will appear. Choose the data you want to save. (You can save up to 5 games.)

TIP: To save games, you must be using an optional Memory Card with at least 1 free block. Do not remove the Memory Card while saving (or loading) data; doing so could damage game data.

GESELLSCHAFT:

Tron's airship, Gesellschaft, has various rooms that you will use during the game. Additional rooms become available as you progress through the game.



(H.Q. (Headquarters)):

Make selections in H.Q. to control your game and characters.

MISSION--Go to the Mission Select screen.

TALK--Talk to Servbots in the room.

MOVE--Move to another room in Gesellschaft.

SCOUT--Send up to 3 Servbots out on a scouting foray. You may find items or information to help you. Some items can be acquired only through scouting.

SYSTEM--Save your game or adjust game settings.

(Lab):

In the Lab you can assemble power-up parts for Gustaff. Each part costs money to develop. As the Servbots in the Lab increase their special abilities, more parts become available to select.

SOME POWER-UP PARTS:

E. TANK--Increases Gustaff's maximum life.

POWER ARMOR--Increases Gustaff's defense ability.

BONNE BAZOOKA--Left arm component with tremendous firepower.

GATTLING GUN--Left arm component with rapid-shot capability.

(Cafe):

Servbots gather here to kick back and relax.

(Storage):

If you want to check some of your items here, talk to the Servbot in charge.

(Torture Room):

Some Servbots may try to loaf on the job. In that case, you might want to punish them. If you succeed, they will pay more attention and work harder at their tasks.

TORTURE ROOM CONTROLS:

SQUARE button--Spike punishment

CIRCLE button--Fire punishment

X button--Weight punishment

(Gym):

In Gym 1, throw bombs at the target. Make the target score to win the stage. Win several stages in succession and increase your Servbots' attack strength.

In Gym 2, serve all the dishes in the Cafe within the time limit. Winning several stages in succession increases your Servbots' agility.

GYM CONTROLS:

Left Analog Stick/Directional buttons--Move Servbot

X button--Jump

SQUARE or TRIANGLE button--Pick up/Throw bomb

CIRCLE button--Eat curry

SERVBOTS:

All Servbots have the following stats, though their skill levels vary from one Servbot to the next.

ATTACK--Affects performance during battles. Servbots with high Attack ability do more damage when you use the Beacon Bomb.

SPEED--Affects speed during a mission. Servbots with high Speed run faster.

BRAINS--Affects performance in Gesellschaft. Servbots with high Brains will pick up money without being told. In puzzle missions, they will give you better hints.

SLOTH--Affects Servbots' attention to their tasks. To lower a high Sloth number, take your Servbot to the Torture Room.

(Favorite Servbot):

During the game, you'll be able to choose Favorite Servbots. These chosen ones get bonus points added to their stats. There are other secrets about Favorite Servbots, too. Find out what they are.

(Special Abilities):

Some Servbots have special abilities. A few have them from the beginning; others develop them. Giving an item to a Servbot may help it develop its special ability, or cause a surprise to happen. To give an item to a

Servbot, select the TALK option, move the cursor onto the Servbot and press the CIRCLE button. Select GIVE, and then select the item you want, pressing the X button after each selection.

Talk to your Servbots to find out more about increasing their special powers. Some special powers are described below:

SLINGSHOT--Servbots with this ability can attack with a slingshot when you use a Beacon Bomb.

BAZOOKA--With this ability, Servbots can attack with a bazooka when you use a Beacon Bomb.

APPRAISE--This ability empowers Servbots to identify items and tell you how to use them.

SNIPE--If you're lucky enough to have a Servbot with this ability in Gustaff, your robot's shot ability improves.

#### MISSIONS:

Most missions have 3 levels. Complete level 1 to reveal level 2; complete level 2 to play level 3. After you complete level 3, the mission is finished. Two missions, Ruins of Nakkai and Casino, can be played as many times as you want.

(Attack the Bank):

OBJECTIVE--Carry out a bank heist.

TIPS:

- \* In level 1, the Servbots take you to the wrong house by mistake. Attack the houses to earn 50,000 zenny.

- \* Shoot the Beacon Bomb at the front door, and the Servbots will enter the house to collect money and items.

(Rob the Containers 1):

OBJECTIVE--Load 4 containers onto Gesellschaft. The number of times you can lift a container is limited (the number is shown in the bottom left corner of the screen), and you can only walk 10 steps when carrying a container.

ADDITIONAL CONTROLS:

- \* Press the SQUARE button/TRIANGLE button to lift/drop objects.

- \* Press the L2 button to undo an action.

TIPS:

- \* You can carry wooden boxes as long as you want.

- \* Iron containers are too heavy to carry, but you can move them.

- \* Put obstacles in the water to create shortcuts.

- \* Loading the bonus container earns extra money.

(Dig Out Treasure):

OBJECTIVE--Use Finkel and the Servbots to locate and excavate hidden treasure.

ADDITIONAL CONTROLS:

- \* Press the SQUARE button for a body crush.

- \* Press the TRIANGLE button to make a weird noise.

- \* Press the L2 button to lock-on to a target.

TIPS:

- \* Shoot a person with the Beacon Bomb to collect information.

- \* Find the switches to disarm traps.

- \* Shoot the treasure box to collect Card Keys (open locked boxes), Gate Keys (open locked doors), and E. Bottles (restore Finkel's life).

- \* In level 2, a Servbot Borer appears to help you; shoot suspicious spots to make holes.

- \* Don't forget to check your Radar Map (press SELECT) for likely treasure spots.

(Ruins of Nakkai):

OBJECTIVE--Collect Diana's Tear in a complicated maze loaded with enemies.

TIPS:

- \* When you enter a room, the door may slam shut and lock you in. Defeat all enemies in the room to unlock the door and escape.

- \* To save or retreat, go back to Drache at the entrance of the ruins.

(Catch the Animals)

OBJECTIVE--Capture all the designated wildlife.

TIPS:

- \* Catch animals by shooting them with the Beacon Bomb.
- \* Enemies may attack your truck. If the truck's life gauge drops to nothing, the mission fails.

(Rob the Containers 2):

OBJECTIVE--You'll find some new objects in this advanced version of Rob the Containers 1.

FORKLIFT--Select a target container with the Beacon Bomb, and Servbots will get on the forklift and carry it. Since Servbots cannot move wooden boxes or iron containers, you need to clear the obstacle with Gustaff Tank.

CRANE==Shoot the crane with the Beacon Bomb and Servbots will operate it to move a container. The crane is limited in where it can move.

ADDITIONAL CONTROLS:

- \* Press the L1/R1 buttons to change the camera angle.
- \* Use the Left Analog Stick/Directional buttons to rotate the crane.
- \* Press the SQUARE button/TRIANGLE button to lift/drop objects.
- \* Press the X button to exit the crane operation.

(Casino):

OBJECTIVE--If you meet the conditions in other missions, the Casino will become available. You can play the two mini-games an unlimited number of times.

BINGO--Bet on 3 bingo cards. The sooner you get BINGO, the more you win.

HIGH AND LOW--Turn over cards one by one, guessing whether the next card will be higher or lower than the previous card. As you win, your bet doubles.

TIP: It's important to know when to quit.

IN-GAME MENU:

During an action, puzzle or digging mission, press START to open the in-game menu. Use its options to get information and adjust game settings.

(Options that appear depend on the mission you're playing.)

CONTINUE GAME--Close menu and resume play.

ITEM--Use an item or check an item description.

GO BACK ONE MOVE--Cancel your last action.

STATUS--Check your robot's status.

SERVBOTS--Check the condition of the Servbots you have with you.

MISSION INFO--Read the mission description.

RULES--Check the mission rules.

GET HINTS--Get help from the Servbots.

RESTART ROUND--Reset the level settings.

OPTIONS--Adjust various game settings (see page 8).

RETREAT--Give up the mission and return to Gesellschaft. If you choose to retreat, the mission fails and you lose any items you acquired in the mission.

WINNING TIPS:

(Shot Type and Lock-On):

Once you get used to controlling Gustaff with Auto Shot, try Manual Shot. When you lock on with the L2 button, you can face the enemy automatically. Use this tactic when you've temporarily lost sight of your enemy.

(Enhance Gustaff and Train Your Servbots):

If you're having a hard time in the action missions, try developing power-up parts for Gustaff. This makes the mission much easier. Don't forget to train your Servbots in the Gym to make them more effective.

(Talk to the Servbots):

In Gesellschaft it's important to talk to your Servbots frequently. When you find a new item, be sure to talk to a Servbot with Identity ability. It will give you useful information about your discovery. Talking to a Servbot

who knows all about his brothers may reveal secret special abilities.

(Make Money on Your Favorite Missions):

You don't have to complete all the missions to complete the game. Your main objective is to repay Teisel's debt, and it's up to you to figure out how to achieve this. You can play your favorite mission over and over to earn loads of money.

(Secret Technique):

Hold the L2 button and press the TRIANGLE button to shoot the Beacon Bomb while locking on.

#### MANUAL ERRORS:

(Playing the Legends 2 Game): The missions mentioned here are from the Japanese Demo CD, not the US Demo CD.

(Characters): Teisel, not Tron, is the eldest of the Bonne children. Tron is the Servbots' mother, not big sister. Bird Bots should be Birdbots.

(Tron's Robots): Shows a picture of a Birdbot egg instead of the Finkel.

(The First Mission): You do NOT have to complete all the missions to win the game.

(Gesellschaft): Power Armor does not exist. The armors in this game are regular Armor and Hard Armor.

(Servbots): You can only have one Favorite Servbot; the manual implies that you can have more than one. Snipe should be Sniper.

#### BACK COVER:

##### THE OTHER SIDE OF MEGA MAN LEGENDS

Now Mega Man's female rival, Tron from Mega Man Legends is back with her legion of trusty Servbots in an entirely new MIS-adventure! Join Tron and the industrious Servbots as they circle the globe in their airship Gesellschaft in search of adventure and priceless treasure. Brave Tron's wild exploits in a unique mix of action-adventure, RPG and puzzles in this irresistible game for all ages.

\* Unique gameplay and storyline, mixing the best of action-adventure, RPG and puzzles in a vast 3-D world.

\* Vibrant, colorful graphics! -explore huge 3-D environments for puzzles, treasure and other surprises.

\* "Guide Shot System" sends Servbots to retrieve treasure and perform Tron's bidding

=====  
MEGAMAN LEGENDS 2 TRIAL VERSION  
=====

(This Demo CD of MML2 is included in all early copies of MOTB (the ones that show a facial shot of Tron winking and pointing on the front cover). Later copies of MOTB (the ones that show a 3/4 shot of Tron standing on the left side of the front cover) do not have the MML2 Demo CD)

#### BEFORE TITLE SCREEN:

(This demo is a portion of a game still under development, and therefore may not operate properly in some circumstances. Please understand that this software cannot be replaced for any reason.)

#### AFTER EACH GAME (WIN OR LOSE):

(COMING SOON!!)

=====  
ATTACK OF THE CRABBOT II!  
=====

Objective: Destroy Tron's new creation and save the village!

Location: Pokte Village at Manda Island

EQUIPMENT:

Energy Bottle: Restores Life Gauge; can be purchased at stores. 5/5

Lifter: Can be used to pick up various objects.

Homing Missile: Fires missiles that track their target.

Padded Helmet: Allows MegaMan to tumble dodge attacks when hit more than once.

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

Jet Skates: Enables high-speed jet roller skates when CIRCLE button is pushed and held.

Power Raiser Alpha: Buster enhancement. Attack +4

Upgrade Pack Omega: Buster enhancement. Attack +1/Energy +3/Range +3

=====

ATTACK OF THE REAVERBOT!

=====

Objective: Destroy the giant Reaverbot!

Location: Lower Level 3 at Saul Kada Ruins

EQUIPMENT:

Energy Bottle: Restores Life Gauge; can be purchased at stores. 5/5

Hyper Cartridge: Restores Special Weapon Energy.

Lifter: Can be used to pick up various objects.

Hyper Shell: Spreads damage over a large area, but cannot be fired while moving.

Normal Helmet: MegaMan's normal helmet; guards against knockdown.

Normal Armor: Increases Defense; guards against knockdown.

Power Blaster Omega: Buster enhancement. Attack +3/Rapid +2

Energizer Pack Omega: Buster enhancement. Energy +3/Range +1/Rapid +3

=====

THE MYSTERY OF FORBIDDEN ISLAND!

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Objective: Solve the mystery of Forbidden Island!

Location: Icefield at Forbidden Island

EQUIPMENT:

Energy Bottle: Restores Life Gauge; can be purchased at stores. 10/10

Lifter: Can be used to pick up various objects.

Machine Gun Arm: Has a high rate of fire.

Normal Armor: Increases Defense; guards against knockdown.

Jet Skates: Enables high-speed jet roller skates when CIRCLE button is pushed and held.

Power Raiser: Buster enhancement. Attack +2

Range Booster Alpha: Buster enhancement. Range +4

MEGAMAN LANDS ON FORBIDDEN ISLAND:

Roll: MegaMan? MegaMan, are you all right?

MegaMan: I hear you, Roll! I'm OK!

Roll: Good! All right, then...Let's try and find Gramps' ship! It looks like it's drifting--I'm getting a reading north of your position. When you're ready, try heading north and see what you can find!

AT DROPSHIP:

Dropship: You can't return to the Flutter in the trial version.

AFTER HEADING NORTH A FEW STEPS:

Roll: MegaMan! It looks like there's something under the snow in front of you! Be careful!

AT ANY FROZEN HUMAN:

Roll: I'm picking up something...It looks like human life signs, but I'm not sure...We can come back and check it out later! For now, let's keep looking for Gramps' ship.

MegaMan (after first check): What's this? It looks like there's a person in there!

AT DROPSHIP WITH MYSTERIOUS WOMAN'S BODY:

Roll: What is it? Do you see something? I'm not picking up anything...

MegaMan (after first check): It's a dropship...And there's a woman inside!

AT WALKING REAVERBOTS:

Roll: It looks like there's something up ahead...It looks like a person--but how could that be?

WOLF REAVERBOT:

Roll: I'm picking up a Reaverbot, closing in on you fast!

MAMMOTH REAVERBOT TRIO:

Roll: MegaMan! There's a Reaverbot close by! Watch out!

DATA:

(What should I do?): The center of the island is just beyond there, MegaMan!  
If there's anything to find here, I'll bet that's where it is!

CENTER OF ISLAND:

Roll: Can you see Gramps' ship yet? According to my readings, it should be somewhere close by.

Roll (after grabbing purple refractor): MegaMan! What did you do!? I'm picking up a massive energy surge! I think it might be a giant Reaverbot! Get out of there, MegaMan!! MegaMan! Mega...ear me? Huh? .....appening?  
MegaMan!! I'm los.....What's goin.....?

=====

PRE-GAME STORY

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(Appears if you let the Title Screen run for about 15 seconds)

GESELLSCHAFT HEADQUARTERS:

Teisel: So, what do you all think of our new ship, huh? How's she holding up?

Servbot (headphoned): All systems check! Everything's perfect!

Teisel: Looks like you did another excellent job! Thanks, Tron! I'm always impressed at how you're able to build such neat toys!

Tron: It's not that big of a deal, Teisel. I mean, you were able to get us the best kind of equipment, which let us finish the job a lot faster than it would have taken!

Teisel: I know...We spent a lot of money on this ship...Which means, we're gonna have to work hard to get it all back! That's why I've got something really big planned for us this time! We're going to take the legendary treasure of the Nakkai Desert--Diana's Tear!

Tron: What!? But that's supposed to be one of the biggest refractors in the world! How did you find it?

Teisel: It wasn't easy....I had to spend a lot to get that

information...That old junk dealer drove a hard bargain...Anyway! All right people, you know the plan! I'm going to take Shift B in! Man your stations, everyone! We're rolling out!

Servbots: Roger!

Tron: Huh? Shift B...? What about me, Teisel?

Teisel: Tron, you stay here with the Gesellschaft. You've done enough work already--can't have you take care of everything, you know!

Tron: But, but..Teisel...

Teisel: Don't you worry about a thing--we'll be back before you know it! You just sit back and relax, OK?

Teisel: All right, boys, Ready!? Let's go get that treasure!

Bon: Babuu!!

Servbots: Yes, sir!!

=====  
INTRO STAGE  
=====

MISSION INFO: Find the Entrance to the Ruins!  
Learn how to operate the Gustaff and find Bon!

IN THE BEGINNING:

(Teisel and the Servbots are searching the desert. The Gustaff stops and two Servbots climb on its shoulders and use binoculars to do a look-out)

Teisel (frustrated): Ahhhhhhh! What gives!? After I went to all that trouble and spent all that money to get this treasure map, it's a fake! I knew it was too good to be true...I mean, it's supposed to be a legendary treasure--it's not going to be found that easily! Grrrr...I'll get that junk store owner, if it's the last thing I ever do! ...Where the heck are those ruins, anyway? I've been looking for hours...Ahem! This is the Gustaff--Bon Bonne, can you hear me? Over.

Bon: Babuuu.

Teisel: There's nothing here but sand! Have you found anything? Over.

Bon: Babu, babuuu--babuuu!

Teisel: What? A giant doorway? That's it! That has to be the entrance we're looking for! I knew you could do it, Bon Bonne! Now we're in business! What's your heading?...North? All right, stand by--I'm on my way! All right, boys, let's go!

Servbots: Yay!

AFTER WALKING FORWARD A FEW STEPS:

Teisel: Hmmm, which way is it? Let's see--Tron said to use the L1 and R1 buttons to look around...

FIRST REAVERBOT:

Teisel: Whoa! It's a Reaverbot--one of the robots that guard the old ruins!

Looks like we'll have to fight our way through! That means using the SQUARE button to fire! If I press the L2 button, the Gustaff's weapons will auto-lock onto the target!

IF YOU FIRE A BEACON BOMB BEFORE REACHING FIRST SMALL CAVE:

Teisel: Huh? What the heck was that? Hey, Tron! What was that I just fired?

Tron (at microphone): It's a beacon bomb, Teisel. If you hold the R2 button down, you'll see a target appear. Use the directional button to move the target to where you want the Servbots to go, and press the Fire Button. That will launch a beacon bomb, which will tell them where to go!

Teisel: Oh, I see...Clever!

FIRST SMALL CAVE:

(If Beacon Bomb has not previously been fired):

Teisel: Hm, there's a little hole there...I bet the Servbots could fit inside...

Teisel: Hey, Tron! You said you'd made a command system for the Servbots--how do I use it?

Tron: Press the R2 button, Teisel. If you hold the R2 button down, you'll see a target appear. Use the directional button to move the target to where you want the Servbots to go, and press the Fire Button. That will launch a beacon bomb, which will tell them where to go!

Teisel: Got it! All right, then, let's give it a try!

(If Beacon Bomb has already been fired):

Teisel: Hm, there's a little hole there...I bet the Servbots could fit in...

LARGE ROCK BARRICADE:

Teisel: Hm? There's some rocks blocking the road...What was it Tron said...? That's right! Use the TRIANGLE button to pick things up!

NAKKAI RUINS ENTRANCE:

Teisel: That must be it...Ahem! This is the Gustaff. Come in, Gesellschaft!

Servbot (headphoned): Gesellschaft here. Go ahead.

Teisel: I'm in front of the Sub-Gate. I'm going to go in. Tell Tron not to worry. Over.

Tron (at microphone): Teisel, is everything okay? How's the Gustaff holding up?

Teisel: That you, Tron? Everything's fine! The Gustaff's doing great!!

How could it not--after all, you made it! Don't worry about a thing--we'll be home with the treasure before you...Huh!? What's that!?

APPEARANCE OF GLYDE:

(Glyde's plane flies by, and blasts Bon's head clear off! Glyde's plane lands on top of the Ruins Entrance with himself and four Birdbots are standing with him)

Teisel: Huh?...You...!?

Tron: What!? What's going on, Teisel? Teisel?

Glyde: You're a hard man to find, Teisel Bonne. Don't you recognize me? I'm hurt...It's me--Glyde. I work for Mr. Loath, remember? I'm sure you know why I've come all this way to find you, don't you dear?

Teisel (runs up to Glyde): W...Wait! I can get the money I borrowed from Loath back real soon! Once this job's over, I'll have your money! Honest!!

Glyde: I'm afraid it's too late--the deadline is long past. Give it back--all of it--now.

Birdbot: Time to pay the piper! squawk!

Teisel: Listen, if you'll just wait a few more...

Glyde: Silence! Don't you understand? Your time is up! You leave me no choice but to exercise our option. That big body of yours is mine now! Come along!

Tron: What's going on, Teisel!? What's happening!?

Teisel: I've run into a little trouble here, Tron. Don't worry, though--I'll be back soon!

(Teisel fires at Glyde, then Glyde does a backflip, lands on top of his robot, and dusts himself off)

Glyde: You're not exactly my type, but if you want to play around a little, I'm game. Take your best shot!

Tron: Teisel!

AFTER "DEFEATING" GLYDE:

Glyde: Not bad...I'd expect no less from the leader of the Bonne family...But not quite good enough!!



(Glyde's robot flaps its wings and takes off, and then goes after the running Gustaff and Servbot crew)

Glyde: Ultimate Glyde Laser!!

(Glyde's robot fires a huge laser that knocks both the Gustaff and Servbots out cold)

Teisel: Auuuuuuggggghhhhhh!!!!

BACK AT THE GESELLSCHAFT:

Servbot (headphoned): Miss Tron! We've lost contact with the Gustaff!

Tron: I wonder if Teisel's all right...He said he'd run into some trouble...It's no use standing around here worrying! I'm going to go to their last known position and make sure everything's OK!

Tron (ordering): Block D, can you hear me? We're heading out in a Drache to look for the Gustaff! The rest of you, wait are your normal stations, OK?

Left Servbot: Roger!

Center Servbot: Yes ma'am!

Right Servbot: Yay, we're going on a mission!

BACK AT NAKKAI RUINS ENTRANCE:

(Two Draches land near the Nakkai Ruins Entrance. They find the empty Gustaff lying face down and smoking. The Servbots are absolutely balling their eyes out.)

Tron: What happened to Teisel and Bon Bonne?

Servbot (crying): Miss Tron! It was so scary! We were so frightened!!

Tron (soft motherly voice): Calm down--it's all right, it's over now. Can you tell me what happened to Teisel and Bon Bonne?

Servbot (sobbing): sniff...sniff...They were beaten up. They were both, sniff, taken away...sniff

Tron: Taken away? But...By who? Why?

Servbot (sobbing): Loath's men...They said that if we can't pay back our debt, they'll make us work it off...sniff

Tron: Debt...? Teisel never said anything about a debt...He must not have wanted to worry us and so didn't tell us about it...That's just like him...Well, let's get back to the Gesellschaft--we have to make a plan to rescue them! Let's go!

Servbots (sobbing salute): Roger! Sniff!

BACK AT THE GESELLSCHAFT:

Tron (exhausted): What could be taking them? It shouldn't take this long to find something like that...

(Three Servbots run inside HQ)

Tron (thinking): Huh?

Right Servbot: Miss Tron, we found it!

Servbots: We found it!

Tron (bossy): What took you so long!? Hurry, give it to me!

Tron: Yep, this is it--this is Teisel's receipt for the money...

Left Servbot: What does it say?

Right Servbot: Read it, Miss Tron!

Tron: Let's see..." IOU I, Teisel Bonne, do hereby state, that I owe Loath, Inc. the sum of...1,000,000 zenny, to be paid back in full..."

Tron (shocked): Huh!? Wh-Wh..One million zenny!? What was Teisel doing with so much money!?

Tron: Wait a minute..The date on this IOU...It's from around the time we were building the Gesellschaft! Teisel said not to worry about money...He said we had plenty--and then he went out and bought everything...

Center Servbot: Miss Tron, should we make dinner for Master Teisel and Master Bon Bonne tonight?

Tron (sad): No...Not tonight...

Tron (more upbeat): But keep their places ready--they'll be back! I'm going to pay this IOU and bring Teisel and Bon Bonne back!

Servbots: Yes, ma'am!

=====

GESELLSCHAFT

=====

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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.

\*\*\*\*\*

FIRST QUOTE:

Tron: #1! You're the oldest, so you have to keep your eye on everyone!  
Understand?

#1: Yes, Miss Tron! I've kept a diary, explaining how to do everything!

Tron: Really? Let me see...

Tron (pleased): ...Wow! This is great! You've done a good job!

#1: Thank you, Miss Tron! You can keep it and use it if you want!

Tron: All right. Thank you!

#1: No, Miss Tron--the pleasure's mine!

(You got: "Strategy Notes"!)

AFTER RECEIVING STRATEGY NOTES:

#1: Miss Tron, we need to go out and get money to get Master Teisel back! I can't wait to get out and show you how good a fighter I am!

Tron: I understand--but I need to finish inspecting the ship first!

AFTER COMPLETING 4 MISSIONS:

#1: If you ask me, I think #8's sharpshooting ability is quite impressive. It's too bad he can't see that well, though...

AFTER #8 RECEIVES CONTACT LENSES:

#1: So, #8 finally figured out what his special skill is? I guess I've got a rival now! I'll have to practice more to stay on top!

ALL OTHER QUOTES:

#1: Miss Tron, we need to go out and get money to get Master Teisel back! I can't wait to get out and show you how good a fighter I am!

Tron: All right, then, you just hang on--we'll be going out soon!

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SERVBOT #6 (Attack: 2-3 Speed: 2\* Brains: 1-4 Skill: Slings)  
Normal--Normal Servbot; performs tasks he is assigned competently.

\*\*\*\*\*

FIRST QUOTE:

#6: I heard that Master Teisel borrowed a million zenny! I promise I'll work hard and help as much as I can, so we can get the money paid back to that Loath fellow and get Master Teisel back!

AFTER ONE MILLION ZENNY:

#6: I can't believe we have to get 2 million zenny this time! We'll just have to work even harder than before, so we can get 2 million zenny, and get Master Teisel back from that nasty Loath!

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SERVBOT #11 (Attack: 1-3\* Speed: 1-4 Brains: 1-3 Skill: None)  
Failure--A Servbot who has great expectations for himself.

\*\*\*\*\*

ONLY QUOTE:

Tron: #11! How're things going?

#11: Leave the flying of the Gesellschaft to me, Miss Tron! ...Of course, since we have an autopilot, I don't really have much to do... .. Do you know that by pressing the CIRCLE button, you can see an explanation of commands, and that if you press it when the cursor is on one of us, a Command Menu opens? When you want to give one of us an item, you need to open the Command Menu!

\*\*\*\*\*

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SERVBOT #15 (Attack: 2-3 Speed: 1-4 Brains: 2\* Skill: Rapid)  
Plain--Jogs on the deck every morning (except when it's cold).

\*\*\*\*\*

ONLY QUOTE:

#15: Miss Tron, if you want to save the game, you can do it here! It's probably a good idea to save every once in a while, don't you think?

\*\*\*\*\*

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SERVBOT #16 (Attack: 2\* Speed: 2 Brains: 2 Skill: None)  
Achiever--No special talents, but works hard to make up for it.

\*\*\*\*\*

FIRST QUOTE:

#16: Miss Tron, you should send some of us to scout sometimes! Did you know that there are some items you can only get by having us scout?

AFTER ONE MILLION ZENNY:

#16: Miss Tron, we found this at Loath's place!  
(You got: "Handkerchief!)

Tron: That's an...impressive...pattern, isn't it?

#16: It's pretty ugly, if you ask me!

Tron: I don't think we'll be able to use this for anything...

ALL OTHER QUOTES:

(repeats First Quote)

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #40 (Attack: 1-2 Speed: 1-4 Brains: 1\* Skill: Design)  
Innocent--Young Servbot who is learning about being different.

\*\*\*\*\*

(WILL MOVE TO TRON'S ROOM UPON ITS COMPLETION)

ONLY QUOTE (in Headquarters):

#40: Miss Tron, what are you going to do with the Gesellschaft now that it's finished?

[I'm too busy to talk now]:

#40: ... All right, I'll try and figure it out myself...

[Let me tell you]:

Tron: All right, I'll tell you--you'll be the first to know!

#40: Yay!

Tron: The Gesellschaft is equipped with everything we need to get ready for missions! For example, it can be used to develop new Gustaff parts! But most importantly, it can be used to train you Servbots! If you train, you can take a more active part in missions, develop special skills and learn how to do all sorts of things! Still, all 40 of you don't have to train...You can train individually! Servbots with combat skills can train, and help with missions, or the Servbots with science skills can train, to improve the Gustaff! Some Servbots have...well, let's say unique skills, and the only way to learn about them is to talk to every Servbot and get to know them! It's also important to inspect the ship regularly--by talking with the Servbots frequently, you can learn what they're up to in each room and find out all sorts of things! Talking to all the Servbots will help you when you don't know what to do next! Got it?

[Got it!]: (Ends conversation)

[Huh? One more time, please]: (Repeats last Tron quote)

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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.

\*\*\*\*\*

FIRST QUOTE:

#2: Miss Tron, I've figured out how to develop new parts! Do you want to hear how?

[Maybe some other time]:

#2: Promise?

[OK, please tell me]:

#2: All right, I'll tell you then! To develop new parts, you need to get the Servbot in charge of that part to realize his special skill, and you'll need lots of zenny! Sometimes, a Servbot won't be working, even if he has his special skill already. That means you have to find a certain item and give it to him to give him inspiration. There are also items that you can find that reduce development costs. If you find one, be sure not to sell it by accident! #1 taught me all that!

Tron: Well, you make sure you tell all that to #3 sometime, all right?

#2: Yes, Miss Tron!

AFTER COMPLETING ONE MISSION:

#2: sigh...What should I do?

Tron: ???

#2: Oh, Miss Tron...They told me I should help instead of just watching all the time...They gave me this "Paint Set", but I'm not that good at drawing pictures...

Tron: Of course! You were made for fighting. Here, why don't you give that to me--I'll make sure it gets used properly!

#2: Thank you, Miss Tron!

(You got: "Paint Set"!)

ALL OTHER QUOTES:

(repeats First Quote)

\*\*\*\*\*

\*\*\*\*\*

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.

\*\*\*\*\*

FIRST QUOTE:

#30: Hmmm...

Tron: What is it, #30?

#30: Well, Miss Tron, I'm working on a way to increase the Gustaff's energy, but I can't seem to come up with any good ideas...I think I should start with improving the energy tanks. What do you say?

Tron: That sounds like a good idea, but it'll probably cost a lot of money...

#30: Probably...

AFTER GAINING TANK DEVELOPMENT SKILL:

#30: If you attach an E. Tank to the Gustaff, it will increase your energy supply, Miss Tron!

AFTER BUILDING FIRST 3 E. TANKS:

#30: Hmmm...

Tron: What is it this time, #30?

#30: If we want to add more tanks to the Gustaff, we have to make them lighter somehow...

Tron: Hmmm...Lighter, huh?

AFTER GIVING LITNIUM:

#30: Wow! Isn't this Litnium? It's supposed to be the lightest metal known! If we use this, we can make more E. Tanks for the Gustaff!

WITH LITNIUM IN HAND:

#30: Miss Tron, we learned how to make an E. Tank 5! If you can spare the zenny, I think you should have us build one!

AFTER BUILDING E. TANK 5:

#30: Hmmm...

Tron: What are you thinking about now, #30?

#30: Well, if we want to put any more tanks on the Gustaff, they need to be smaller...

AFTER GIVING HI-DENSITY TANK:

Tron: What do you think? Is it small enough?

#30: You bet! It's small enough we should be able to get it on the Gustaff, no problem! You should attach it right away!

WITH HI-DENSITY TANK IN HAND:

#30: With this tank, we should be able to raise the Gustaff's Energy to the maximum! But it looks like there's still maybe a little room left on the Gustaff, doesn't it...?

AFTER GIVING RUSTED TANK:

Tron: What do you think of that? It may be rusty, but it's still pretty good, eh?

#30: You bet! Our science can't duplicate this technology yet! But if we

repair it, we should be able to attach it to the Gustaff!

Tron: It won't make the Gustaff too heavy or anything, will it?

#30: No. I wonder what the Ancients used to make these...Well, let's give it a try...rrrrrrr...chink...clank...clong! There!

(You got: "E. Tank P" (Gustaff Part)!)

#30: The Gustaff's maximum Energy rating has gone up! This means you should have less to worry about in battle! We'll attach it right away!

AFTER RECEIVING E. TANK P:

#30: The Gustaff's Energy rating is maxed out! There's nothing more we can do, Miss Tron!

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SERVBOT #31 (Attack: 1-3 Speed: 1\* Brains: 3-4 Skill: Bazooka Dev)  
Heroic--In charge of weapons development; loud and aggressive personality.

\*\*\*\*\*

FIRST QUOTE:

#31: Miss Tron! I'm working on making a new powerful weapon, the Bonne Bazooka! I'll try to finish it as soon as I can!

AFTER GAINING BAZOOKA DEVELOPMENT SKILL:

#31: Miss Tron, if we had some kind of tube and 300,000 zenny, we could make a bazooka!

AFTER GIVING PIPE:

#31: This is exactly what I've been looking for! It's just the right length and width to make the bazooka I've designed! Now all I need is enough zenny to pay for the development costs!

WITH PIPE IN HAND:

#31: Miss Tron, please give me 300,000 zenny! If you do, I can make the bazooka!

AFTER BUILDING THE BAZOOKA:

#31: Miss Tron! How's the bazooka?

SUBSEQUENT QUOTE:

#31: Right now, I'm working on making the most powerful weapon yet! But it'll probably be a while before I can finish the plans...

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SERVBOT #32 (Attack: 1-2\* Speed: 2-4 Brains: 3-4 Skill: Gatling Dev)  
Short-temper--Works in weapons development; has a violent temper.

\*\*\*\*\*

FIRST QUOTE:

#32: Miss Tron! I'm working on making a weapon with a high rate of fire--a gatling gun! Leave it to me--I'll give you the best gatling gun ever!

AFTER GAINING GATLING GUN DEVELOPMENT SKILL:

#32: Miss Tron, if we had a rapid fire trigger and 100,000 zenny, we could make a gatling gun!

AFTER GIVING FIREWORKS:

#32: ! What's this!? These fireworks are linked together so they'll go off sequentially! I could use this idea in building the Gatling Gun I've designed! All I need now is enough zenny to pay for the development costs!

WITH FIREWORKS IN HAND:

#32: Miss Tron, please give me 100,000 zenny! If you do, I can make the gatling gun!

AFTER BUILDING GATLING GUN:

#32: Miss Tron! How's the gatling gun?

SUBSEQUENT QUOTE:

#32: Right now, I'm working on making the most powerful weapon yet! But it'll probably be a while before I can finish the plans...

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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.

\*\*\*\*\*

FIRST QUOTE:

:#33: I don't want to brag, but did you know I can make E. Bottles, Miss Tron? That's because I've got a special skill!

Tron: I know, but you're not that special--you can only make small bottles!

#33: ...I know...

AFTER BUILDING E. TANK 3:

#33: It took him a long time, but #30 was able to make a new part... ...If he can do it, so can I! Let's see, if we put that here and this there...

Tron: There you go! That's the spirit!

#33: ... zzz...

Tron: Hey, #33! What're you doing!?

#33: Huh? Eureka! I did it! I figured out how to make an E. Bottle 3!

Tron: Great! Keep up the good work!

#33: Yes, Miss Tron!

AFTER GAINING E. BOTTLE 3 ABILITY:

#33: Miss Tron, I'm sure we can make a bigger E. Bottle! If you have any hints that might help us make one, let me know!

AFTER GIVING BOTTLE NOTES:

#33: This is amazing! Everything you need to make bottles is written down in here! Master Teisel is incredible! With this, I can make an E. Bottle 4!

AFTER GAINING E. BOTTLE 4 ABILITY:

#33: I can't make any bigger bottles. You'll have to use these.

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

\*\*\*\*\*

FIRST QUOTE:

#34: Mmmmmmm...

Tron: You look like you're worried about something, #34.

#34: Well, Miss Tron, I'm trying to think of ways to improve the Gustaff's armor. Do you think you could take me on a mission with you sometime?

Tron: Hmmm...That might not be a bad idea...After all, Servbots who find items on missions do get smarter...

#34: Sounds like just what I need!

AFTER GAINING ARMOR DEVELOPMENT SKILL:

#34: Miss Tron, guess what I discovered! If you attach good armor to the Gustaff, your defense goes up! If you attach E. Tanks, your energy goes up! What do you think? Pretty amazing, huh?

Tron: .....

AFTER BUILDING ARMOR:

#34: I'm working on a new kind of armor right now. If you find anything that's really tough, please give it to me for study!

AFTER GIVING IRON PLATE:

#34: This "Iron Plate" is hard, yet flexible enough to be shaped! I can use this to make even stronger armor for the Gustaff!

WITH IRON PLATE IN HAND:

#34: Miss Tron, I think I can make some really strong armor if I just had some zenny! I don't know how much it will cost, though, so come tell me when you're ready to build it!

AFTER BUILDING HARD ARMOR:

#34: The Hard Armor I made is the strongest armor anywhere! I've nothing left to do! My life is complete! I feel wonderful!

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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.

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

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

\*\*\*\*\*

FIRST QUOTE:

Tron (angry): #4! What are you doing? This isn't your assigned area!

#4 (ashamed): M-Miss Tron! I was trying to get to the Cafeteria and I got lost! waaaaah!

Tron: sigh...The Cafeteria isn't this way--it's over there!

#4 (ashamed): Thank you, Miss Tron....sniff!

RIGHT AFTER FIRST QUOTE:

#4 (ashamed): I'm waiting until I stop crying so everyone won't make fun of me...sniff!

AFTER COMPLETING ONE MISSION:

#4: Awoke with the sun/Worked and had fun/Bedtime comes at night/Sleep and turn out the light! Do you know what this is, Miss Tron?

[Is it a diary?] OR [I'm busy--Talk to me later!]:

#4: Never mind...

[Is it supposed to be a poem?]:

#4: I knew you'd know it's a poem! I like poems. Do you like them too, Miss Tron? Here, take this--you can use it to write your own poems!

(You got: "Poetry Book!")

Tron: Thank you, #4...But, um...If I were you, I'd keep my day job, know what I mean?



#4: Oh...

ALL OTHER QUOTES:

#4: Look at all this stuff piled up! It's a mess! Isn't it great? I like it so much I think I'll stay here...

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

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

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ONLY QUOTE:

#14: Miss Tron, if you find any items you don't know what to do with, bring them here! We'll appraise them for you! We can tell you what they do and how much they're worth! We can also sell items for you!

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

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

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FIRST QUOTE:

#19: I may not be able to appraise things like #14 can right now... ..but someday, I will! I'm going to work and study real hard! That way, I can help you even more, Miss Tron!

IF #14 IS SCOUTING BUT #19 HAS NOT GAINED APPRASIAL SKILL:

#19: Miss Tron, I'll appraise items for you today instead of #14... Well, I mean, I'd like to, but I still don't know how...Heh heh...

Tron: You shouldn't pretend to know things you don't!

AFTER GAINING APPRASIAL SKILL:

#19: Miss Tron! I did it! I finally did it! I've learned how to appraise items! That means you can get items appraised or sell them as long as I or #14 is here!

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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.

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

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

\*\*\*\*\*

FIRST QUOTE:

#3 (eating): The chef makes the best curry! It just fills you up with energy! I bet it'll be a while before #26 can make curry as good as this!

IF #21 IS SCOUTING OR IF HIS SLOTH RATING IS 4:

#3 (eating): The chef makes the best curry! Except he's not around today...And the curry tastes kind of funny...I wonder where he is?

ALL OTHER QUOTES:

(repeats first quote)

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

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

\*\*\*\*\*

FIRST QUOTE:

Tron (angry): #5! What are you doing? Why aren't you at your post!?

#5: I don't know, Miss Tron...Lately I just feel so tired...I don't want to work...Maybe I need a vacation...Can I take the day off?

Tron (angry): No! You're just being lazy! No more goofing off! Get back to work!

#5: Yes, Miss Tron...

AFTER TORTURE ROOM IS COMPLETED:

Tron: #5! Are you goofing off again!?

#5: ulp! No! No, Miss Tron! I'm working hard! See? I am! I'm working hard, so please don't take me back to the Torture Room!

Tron: You don't need to worry if you're not goofing off.

#5: Oh...Good...

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

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

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ONLY QUOTE:

#21 (cooking): Everyone looks forward to a nice hot meal at the end of the day! It's my job to make sure they get one--and I make sure they get the best!

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

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

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FIRST QUOTE:

#26 (floundering): Uh-oh! I used the wrong ingredients again! The boss is going to be really angry at me...!

IF #21 IS SCOUTING OR IF HIS SLOTH RATING IS 4:

#26 (floundering): I used the wrong ingredients again! The boss is going to kill me!

#26 (stops floundering and just stands there): ...Wait a minute! He's not here...I guess that means I can relax for a while!

Tron (angry): Hey! What are you doing!?! You're not goofing off, are you!?

#26 (resumes floundering): Ah! M-Miss Tron! No! Of course not!

ALL OTHER QUOTES:

(repeats First Quote)

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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.

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FIRST QUOTE:

#39: As I look at everyone, I can see it all so clearly...Everyone's talents...Everyone's skills...If only I could share this with you somehow, Miss Tron!

AFTER GIVING THE POETRY BOOK:

#39: .....

Tron (thinking): ???

#39: A Servbot's life is a hard one/But it's also one of fun/Rain, sun, no matter the weather/40 Servbots all work and play together! This is it! This is what I needed! I can use poetry to express what I feel!

(#39 gained the special skill "Poetry"!)

#39: If you want to know about my brothers, ask me! I'm sure I can be of great service!

Tron: I'm not really sure what just happened, but...I'll be sure to talk to you...

WITH POETRY BOOK IN HAND:

#39: Miss Tron, listen to my new poem!

(will say one of the following poems):

#39: (#2//#13/#18/#22/#23) seeks might/Low and high he searches/Looking for a fight...

#39: (#3/#12/#15) seeks speed/To fight and fight/This is his need/This is his right...

#39: Smarts and brains/(#2/#4/#6/#13/#17/#18/#19/#20/#22/#23/#27/#28) seeks wisdom/Look how hard he trains!

#39: (#8/#9/#10) is looking for a part/For the Gustaff, an item/Yes, he's smart/Hurry, give it to him!

#39: (#30/#31/#32/#34) seeks wisdom/To design, to build/Help him/The power is yours to wield!/Lavish him with coin/That he may have parts to join!

#39: #35 wants something/A brush, a pen, a crayon/That he may use/With colors to spray on!

#39: An instrument does #36 want/Music shall he make/And people's dreams to haunt.

#39: Power does #37 want/Not of arms but of the mind/Scrolls, books/Things of this kind.

#39: #40 seeks an item/Not for any reason/Just to have/For a jolly season.

AFTER UNLOCKING ALL THE SERVBOTS' SPECIAL SKILLS:

#39: All that was hidden/Has been found/I have done as bidden/And now my work is...bonk!

Tron (scared): #39! Are you all right!?

#39: zzz...zzz!

Tron (angry): Hey! You scared me half to death! Don't do that!

#39: ...I'm sorry, Miss Tron...But without my inspiration, I just...zzz...zzz...

Tron: Well, I guess he's earned his rest...Sleep well, #39!

SUBSEQUENT QUOTE:

#39: zzz...zzz...

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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.

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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.

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ONLY QUOTE:

#7: Miss Tron, if you want to have a planning meeting, you have to select "Mission" from the menu in HQ! Understand?

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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.

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FIRST QUOTE:

#8: Don't you think the two people next to me are pretty unique? There's lots of people like that on this ship...You just have to look for them...

AFTER COMPLETING FOUR MISSIONS:

#8: Miss Tron, did you know I'm a pretty good shot with a gun?

[No]:

#8: I thought you didn't..

[Yes (but didn't talk to #1 about this)]:

#8: I can see in your eyes that you don't really know...

[Yes (and talked to #1 about this)]:

Tron: #1 was telling me that...But you know people with bad eyes can't be Snipers!

#8: I know! That's why I went out and bought "Contact Lenses"! But I dropped them when I was trying to put them on! I think they're around here somewhere, but I'm not sure where...

IF #8 STILL DOES NOT HAVE CONTACT LENSES:

#8: ...I just bought them, too!

AFTER GIVING CONTACT LENSES:

#8: There they are! I was looking for them everywhere! Thank you! I'll put them on right away!

#8: .....

#8: Wow! I can see! Everything is so clear now! I bet I could go on a mission and be a sniper now!

(#8 gained the special skill "Sniper"!)

#8: I'll do my best, Miss Tron! You can count on me!

SUBSEQUENT QUOTE:

#8: Miss Tron, please let me go on a mission with you!

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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.

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FIRST QUOTE:

#10: Miss Tron, are there really 40 of us Servbots?

Tron (proudly): Of course there are! Some of them might be out scouting, or

working in rooms so you don't see them, but there's 40 of you--don't worry!  
#10: That's good...I was wondering where we all were...

IF #8 SAYS HE LOST HIS CONTACT LENSES:

#10: Miss Tron! I found them! Here!  
(You got: "Contact Lenses"!)  
#10: #8 was looking for those, wasn't he?

IF #8 HASN'T RECEIVED THE CONTACT LENSES YET:

#10: #8 was looking for those...

IF #8 HAS RECEIVED CONTACT LENSES:

#10: I'm glad he got his contact lenses back!

AFTER GIVING ANCIENT PISTOL:

#10: Hey, this is a Tokarev--they were really famous hundreds of years ago!  
Any gun collector would love to add this to his collection! This is  
amazing...I feel like I could do anything now that I've got this!  
(#10 gained the special skill "Sniper"!)

ALL OTHER QUOTES:

(repeats First Quote)

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

#35: I'd rather be drawing pictures...I really wish I could draw some  
pictures...  
(#35 flies a paper airplane, which hits #7 in the face and makes him angry!  
Tron then gets angry at #35 for goofing off)  
Tron (angry): #35! What do you think you're doing!  
#35: Miss Tron, do you have a pen or something I could borrow to draw with?  
Tron (angry): What are you thinking! Everyone's working hard--why aren't  
you!?  
#35: Yikes! (runs out of the room)  
Tron (thinking): Still, he is a pretty good artist, isn't he...

AFTER GIVING PAINT SET:

#35: Yay! Now I can draw and paint all I want! What should I start with?  
Oh, boy! Thanks!  
(#35 gained the special skill, "Painting"!)  
Tron: You're lucky, #35--not everyone gets to do the job they want!  
#35: Thank you, Miss Tron! Hey, why don't I paint the Gustaff for you?  
What do you want me to make it look like? (brings up menu, shown under "WITH  
PAINT SET IN HAND")

AFTER GIVING BON PARTS (UNLOCKS BON BONNE LOOK):

#35: Hmmm...I bet the Gustaff would look really powerful if we painted it to  
look like Master Bon! Why don't we try?

AFTER GIVING HANDKERCHIEF (UNLOCKS STYLISH LOOK):

#35: What's this? It's a pretty ugly handkerchief, if you ask me...  
Tron: We found it at Mr. Loath's place when we went there.  
#35: Hmmm...Well, it's not exactly my style, but...If we painted the Gustaff  
this color, it might not look too bad...What do you think?

AFTER GIVING FLIER (UNLOCKS DARK LOOK):

#35: Hmm...Hey, look at this! Looking at this flier made me think...Don't you think the Gustaff would look good if we painted it with dark colors?

AFTER GIVING MEMENTO (UNLOCKS TEISEL BONNE LOOK):

#35: Isn't this part of the Gustaff?

Tron: You're right...I found it at the Nakkai Ruins...

#35: Then it must be from when Master Teisel went out on that mission...

Tron: That's right...When he was...When he was...

#35: Master Teisel was a strict man, but I understand that he meant well! He wanted all of us to be happy--that's why he worked so hard! I know! So he'll know we didn't forget about him, I'll paint the Gustaff to look like him! What do you think?

WITH PAINT SET IN HAND:

#35: You want to change the Gustaff's colors? OK, how do you want it painted?

#35: (Original look)--OK! You want the original color back, right? I'll have it ready by your next mission!

#35: (Heroic look)--OK! You want it to look like a hero, right? I'll have it ready by your next mission!

#35: (Hip-hop look)--OK! You want it to look hip, right? I'll have it ready by your next mission!

#35: (Villainous look)--OK! You want it to look really scary, right? I'll have it ready by your next mission!

#35: (Cute look)--OK! You want it to look cute, right? I'll have it ready by your next mission!

(these looks must be unlocked by giving the above mentioned items):

#35: (Bon Bonne look)--OK! You want it to look like Master Bon, right? I'll have it ready by your next mission!

#35: (Teisel Bonne look)--OK! You want it to look like Master Teisel, right? It'll be ready by your next mission!

#35: (Dark look)--OK! You want it to look dark, right? I'll have it ready by your next mission!

#35: (Stylish look)--OK! You want it to look glamorous, right? I'll have it ready by your next mission!

#35: (No change)--OK! You want it as is, right? If you change your mind, let me know!

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

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

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FIRST QUOTE:

#37: Ah, Miss Tron. I'm currently engaged in a study of tactics and strategy. I'm sure it will be of great use to you once it's finished...If only I had some better resources...

AFTER GIVING STRATEGY NOTES:

Tron: Well, #37? Think that will help you?

#37: flip...flip...flip... This...this is amazing! Wait, hold on a minute...scribble...scribble...scribble I...I did it! It's finished! I can see it! I understand everything! It's all clear to me now!

(#37 gained the special skill "Strategy"!)

#37: I believe I can be of great service to you now, Miss Tron! If you have any questions about how to proceed, feel free to ask me!

Tron: OK! But remember--there's more to life than just books! You need to get out sometimes, OK?

WITH STRATEGY NOTES IN HAND:

#37: Do you need some advice, Miss Tron? Ask me anything!

[What are the missions about?]:

#37: Well, let's see...In Mission 1, you need to pilot the Gustaff, Miss Tron. The success of the mission depends on how well you can handle it. In Mission 2, you have to load cargo containers onto a ship, following some special rules. This mission tests your puzzle-solving skills. In Mission 3, you send some Servbots to the ruins and have them look for treasure. This mission tests your ability to make decisions and solve problems. Each of these three missions is separated into three levels based on difficulty. In Mission 4, you use the Gustaff again, but there is only one level. However, finishing each mission in one try will probably be difficult. I think you'll end up trying each mission several times until you finish it. All in all, your ability as a Digger will be tested--good luck!

[What mission should I go on?]:

#37: Well, let's see...The money you can get from each mission doesn't change much between 1, 2, & 3. The amount of money you get for completing each mission goes up with each level, but it's still about the same for each mission. So it's probably best to start with the mission you like best. But if you want to get as much money as quickly as you can, you should concentrate on one mission and get to the highest level as soon as you can. You can try Mission 4 as many times as you want, but I think it will be pretty hard to get "Diana's Tear", which means that, in the end, it's actually pretty difficult to get a lot of money all at once.

[Which Servbot should I train?]:

#37: Well...There are basically two types of Servbots: Sniper Servbots and Development Servbots. A Sniper Servbot's ability directly affects the Gustaff's firepower. There are quite a few Servbots with the "Sniper" special skill--not just #1. Each Servbot's skill is a little different from the others, so that means you should take the Servbot with the skill you like best with you in the Gustaff. Some Servbots don't know what their special skill is yet. You can trigger a Servbot's special skill by giving it a specific item. As for Development Servbots, they're important because their special skills allow them to make various power-ups for the Gustaff. The most important thing for them is Brains, so you should work on raising that rating. Remember, you have to take a certain number of Servbots with you on a mission. The higher a Servbot's ratings are, the more helpful it'll be on a mission! For the time being, I think you should work on training No. 1-8.

[What about the special skills?]:

#37: Let's see...Special skills can be divided into two types: Skills that are useful in combat, and skills that are useful on the Gesellschaft. Each Servbot has one special skill he can learn, and only one. I bet you really want to know which Servbot can learn which skill, right? One of the Servbots aboard seems to somehow know who has what skill... If you work with him, you can help all the Servbots learn their special skills!

[Tell me how to get zenny.]:

#37: Well, let's see...Except for Mission 4, once you get all the treasure from each mission, you can't go back. You should try to get as much zenny as you can in each mission, but don't worry if you miss some here and there.

[Tell me what to buy next.]:

#37: Hmmm...Well, you can spend as much as you want on development. If you don't spend any zenny on development at all, you'll save up zenny faster. And if you train the Servbots well, you may be all right without spending any zenny. But it's worth it to spend zenny on development, as long as it isn't too much. A good idea might be to spend zenny on development if it's 100,000 zenny or less, and wait until later if it's 300,000 zenny or more.

AFTER ONE MILLION ZENNY:

#37: Miss Tron, I've revised my original strategy notes. Would you like to see them?

[What about the new missions?]:

#37: Let's see...I believe I can explain the new missions to you. In Mission 5, you must use the Gustaff. You have to manage the Servbots well if you want to capture all the livestock. Mission 6 is a harder version of Mission 2. Your puzzle-solving skills will be put to the test by this one. As before, each of these missions has three levels of difficulty levels. You can get more money from each of them than the previous missions. But that means they're that much harder!

[How do I use the Servbots?]:

#37: Well...You can use the Training Room to train any Servbot you want to. There are some Servbots who haven't trained yet and so haven't realized their full potential. You should train them and take them with you on missions as much as possible. Also, as you may have already noticed... With each new room, the number of Servbots increases. Whenever a new room opens, you should check to see what the new Servbots' abilities are.

[What's the "Favorite Servbot"?]:

#37: Well...Have you already decided which Servbot is your favorite, Miss Tron? When you make a Servbot your favorite, he gets a bonus to his abilities. And if you let your favorite Servbot take command, he will go out and make money for you! I think it'd be a good idea to select your favorite Servbot. To select your favorite Servbot, you first need to go to the Training Room. Since you'll be depending on your favorite Servbot for a lot of things, you should make sure you train him well!

AFTER TWO MILLION ZENNY:

#37: Listen carefully, Miss Tron. It looks like we'll finally be able to pay back all the money we owe...But...It's too dangerous to go to Loath's base...You shouldn't go at all! But, I know you're going to go, no matter what I say--so I won't try to stop you! But promise me that in case something goes wrong, you'll make sure all the Servbots are well trained and properly equipped... If that means we have to spend zenny, fine; we can always make more. Also, make sure you decide who your favorite Servbot is before you go...One last thing: promise me you'll save the game before going, all right?

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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.

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

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

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FIRST QUOTE:

#9: When I think about what goes on the other side of this door...I don't know why, but I get excited!

AFTER COMPLETING ONE MISSION:

#9: Miss Tron, look at what I found! What is it?

Tron (pleased): Hey, this is the "Red Head Parts"! When I was making #1, I tried using lots of different colors...I liked red, but we didn't have



enough zenny to use it for everyone...

#9: Good! I'd be embarrassed to have a red head!

Tron: Really? I think it's great--I mean, it would make you stand out, right? Say, there's an idea! I could use this to show everyone who my favorite Servbot is! What do you say, #9? If you work hard enough, I could put it on you...

#9: I'd like to be your favorite, Miss Tron, but I still don't want to wear that!

Tron: We'll see about that! Anyway, give it here, please.

#9: Here you are, Miss Tron.

(You got: "Red Head Parts"!)

AFTER GIVING COMIC BOOK:

#9: Thank you, Miss Tron! I love comics! Wow! It's the latest issue of "The Adventures of Sheriff Mega"! ...Hmmm...Uh-huh...

Tron: Is it interesting, #9?

#9: I wouldn't get too close if I was you, Miss...I'm just a drifter...Some say I'm a bounty hunter, but I like to think of myself as just a plain old gunman...

Tron: Huh?

#9: People like you was never meant to be with someone like me, Miss...It's the fate of people like me to live our lives alone, living and dying by the gun...

Tron (angry): Hello! What are you talking about!? Stop that nonsense!

#9: Can't stop, much as I'd like to, Miss--ain't got nothing else, just my horse and gun...

(#9 gained the special skill "Sniper"!)

Tron (REALLY angry): #9!!!!!!

#9: Huh? Miss Tron? I'm sorry...I guess I just got a little carried away by the story...

AFTER RECEIVING RED HEAD PARTS:

#9: I still think wearing the "Red Head Parts" would be embarrassing...

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

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

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ONLY QUOTE:

#12: Miss Tron, are all of us the same? I mean, do we all have the same abilities?

Tron: Of course not! Everyone's different: some are faster, stronger, or smarter! Everyone's got their own abilities, so you should train according to your own needs!

#12: Yes, Miss Tron!

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

FIRST QUOTE:

#13 (running on treadmill): hoo...I wish there was a training program to increase my speed! That way, I wouldn't have to work like this all day long!

AFTER COMPLETING THREE MISSIONS:

#13 (now standing on treadmill): Now that we have a training program to increase speed, I don't have to run all day!...But that doesn't mean I'm goofing off, Miss Tron!

AFTER COMPLETING FIVE MISSIONS:

#13: sniff...sniff...sniff...

Tron: What's the matter, #13?

#13: Look, Miss Tron...sniff...I found this...

(You got: "Bon Parts"!)

Tron (thinking): This...This is one of Bon's special training parts, isn't it?

#13: Even though he was hard to take care of, I still miss him, Miss Tron...When I think about what Loath might do to him...Take him apart or something...waaaah!

Tron: Don't cry! I'll make sure both Teisel and Bon get back safely--I promise!

AFTER RECEIVING BON PARTS:

#13: sniff...sniff...I'm so worried about Master Bon...

\*\*\*\*\*

\*\*\*\*\*

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.

\*\*\*\*\*

FIRST QUOTE:

#38: Miss Tron, are you happy with our abilities as they are?

[Yes]:

#38: Oh...Never mind, then...

[No]:

#38: I thought so! That's why I've developed a training program to raise our "Attack" ratings! Everyone can use it to get stronger! And I've made up what I call the "Super Servbot Power-Up Plan"! This month's goal is to train Servbots No. 1-8! I've also found out something interesting...Please listen: Just like different flowers grow in the same field, each Servbot has a different skill. For example, some Servbot's "Attack" rating won't go very high, no matter how much they train. That means their talents lie in a different area--and you need to figure out what it is. The true meaning of training is to allow everyone to reach their full potential! I'll be working on new training sessions--let me know if you have any ideas!

AFTER COMPLETING THREE MISSIONS:

#38: Since we've covered "Attack" and "Speed", I was working on something for "Brains", but...I don't have enough myself! You'll have to take Servbots with you on missions if you want their "Brains" rating to go up, Miss Tron!

AFTER ONE MILLON ZENNY:

#38: 2 million zenny is a lot of money, isn't it...That just means we'll have to train harder! This month, we'll work on everyone getting shaped up!

I don't care if everyone hates me, as long as we rescue Teisel and Bon!

Tron (thinking): #38...

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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 two 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.

\*\*\*\*\*

FIRST QUOTE:

#17: You must be tired walking around so much, Miss Tron. Why don't you take a rest?

Tron: No--without me watching, everyone will goof off!

IF FAVORITE SERVBOT HAS BEEN CHOSEN:

#17: You must be tired walking around so much, Miss Tron. Why don't you take a rest?

Tron: No--without me watching, everyone will goof off!

#17: Why don't you leave one of us, your favorite, in charge?

Tron (thinking): Hmmm...That's not a bad idea. Maybe just for a little while.

#17: What will you do, Miss Tron?

[Nope--Too much work to do!]:

#17: All right, Miss Tron, but please try not to work so hard--you'll get sick!

[I could use a rest!]:

Tron (if #17 is not the Favorite): I think I'll relax for a bit--tell #xx to wake me up in a couple of hours, OK?

Tron (if #17 is the Favorite): I guess I can relax for a little while--wake me up in a few hours, OK?

#17: Yes, Miss Tron!

SUBSEQUENT QUOTE:

#17: You must be tired walking around so much, Miss Tron. Why don't you take a rest?

[Nope--Too much work to do!]:

#17: All right, Miss Tron, but please try not to work so hard--you'll get sick!

[I could use a rest!]:

Tron (if #17 is not the Favorite): I think I'll relax for a bit--tell #xx to wake me up in a couple of hours, OK?

Tron (if #17 is the Favorite): I guess I can relax for a little while--wake me up in a few hours, OK?

#17: Yes, Miss Tron!

\*\*\*\*\*

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SERVBOT #18 (Attack: 2-4 Speed: 1-2\* Brains: 2-4 Skill: Bazooka)

Gentle--A thoughtful Servbot who enjoys cleaning.

\*\*\*\*\*

FIRST QUOTE:

#18: Gotta keep working hard for Miss Tron!

Tron: That's the spirit!

IF #40 IS BOUNCING ON THE BED:

#18: Gotta work hard for Miss Tron! Don't worry about #40, Miss Tron! Just ignore him!

Tron: ...I don't know if that's such a good idea...

\*\*\*\*\*

\*\*\*\*\*

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.

\*\*\*\*\*

FIRST QUOTE:

#36: (playing piano) This song's no good either! I just don't have what it takes to be a composer!

Tron: Why do you say that, #36? I didn't think it was bad at all!

#36: But Miss Tron, all I'm doing is just making noise! I'm just hitting keys! I want to write music that will move people--and I just don't have what it takes! Without inspiration, I can't make music!

Tron: I know what you mean--building robots is kind of like that too...

#36: If I just had something...Something to stir my emotions, I think I could do it, but...

Tron: Well, I don't know what I can do to help you, but I'll think of something! OK?

#36 (happy): Uh, thank you, Miss Tron!

AFTER FIRST QUOTE:

#36: (playing piano) sigh...I can't do it!

AFTER GIVING SHELL:

#36: ...I can hear the ocean...(Tron goes to "thinking" pose) No, more than that...I can see it! The blue sky, the white sand, the waves...This...this is music too! Yes! This is what music is supposed to be! Miss Tron! I know what to do now! I...I can make music too!

(#36 gained the special skill "Music"!)

#36: Miss Tron, if you find anything that a song could be written about, bring it here. I'll write a song for you! (will keep saying this last quote until he receives items to play songs about)

AFTER GIVING LOADER PARTS:

#36: What is this, Miss Tron?

Tron: Oh, this is a piece of the robot that rookie police officer was using...

#36 (Tron goes to thinking pose): Rookie police officer? Hmm...

(plays song)

#36: I made a new song, using her as the subject!

(#36 made the Background Music "Police Lady"!)

#36: You can hear this song inside the Gesellschaft, Miss Tron! If you want to change the background music, tell me!

AFTER GIVING OLD INSTRUMENT:

#36: This is an ancient musical instrument...

Tron: We found it in the Nakkai Ruins.

#36: The Ancients must have listened to music, just as we do... (Tron goes to thinking pose) An ancient lost civilization...I wonder what it was like?

(plays music) I'll write a song about it!

(#36 made the Background Music "Ancient Ruins"!)

#36: You can hear this song inside the Gesellschaft, Miss Tron! If you want to change the background music, tell me!

WITH SHELL PLUS LOADER PARTS AND/OR OLD INSTRUMENT IN HAND:

#36: Miss Tron, why don't you change the background music sometime?

#36: (Play original BGM)--You want to hear the original BGM, Miss Tron? All right, I'll change the music!

#36: (Play "Ancient Ruins")--You want to hear the "Ancient Ruins" song, Miss Tron? All right, I'll change the music!

#36: (Play "Police Lady")--You want to hear the "Police Lady" song,, Miss

Tron? All right, I'll change the music!

\*\*\*\*\*

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

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

\*\*\*\*\*

FIRST QUOTE (in Tron's Room):

#40: 1, 2, 3, 4, 5! 1, 2, 3, 4, 5!

Tron (confused): What are you doing, #40?

#40: This is called facial aerobics, Miss Tron!

Tron (confused): Facial aerobics?

#40: Yes, Miss Tron! You can keep your skin young and healthy by exercising your face! I read all about it in this book...

Tron (angry): I know that! What I want to know is why are you doing it!?

You don't have any skin!

#40: But Miss Tron...I just thought we should all look our best...

#40 (angry): You look good enough!

BEFORE GIVING DESIGN MAGAZINE:

#40: 1, 2, 3, 4, 5... 1, 2, 3, 4, 5...

AFTER GIVING DESIGN MAGAZINE:

#40: !!!!!

Tron (thinking): ??????

#40: ZZZZZ

(#40 gained the special skill "Design"!)

#40: Just look at these curtains! This won't do! We simply have to change them right away!

WITH DESIGN MAGAZINE IN HAND:

#40 (bouncing on the bed!): Hello, Miss Tron! You know, I've been wanting to talk to you about something.

Tron (angry): What are you doing on my bed!?!...Anyway what do you want to talk to me about?

#40: Well, it's about the colors in the Gesellschaft--they're just so bland.

Tron (still angry): Bland?

#40: That's right! I was thinking we could change them--how about a bright pink, maybe?

Tron (confused): Ummmm...I'll...uh, think about it...

\*\*\*\*\*

=====

DECK

=====

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

SERVBOTS: #24, #25, #29

REQUIREMENT: Complete five 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.

\*\*\*\*\*

FIRST QUOTE:

#24: All clear--visibility is good! Nothing to report, Miss Tron!

AFTER COLLECTING 1,000,000z AFTER ONE MILLION ZENNY:

#24: Miss Tron, this blew onto the deck. Here--you can have it.

(You got: "Flier"!)

ALL OTHER QUOTES:

(repeats First Quote)

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

ONLY QUOTE:

#25 (leaning over railing): Wow! What a great view! It just pulls you in, doesn't it?

#25 (climbs on top of railing and shows off): Wahoo! I'm king of the world!

#25 (falls over--bonehead...): Wh...Whoa!! .....

#25: (after rescuing himself): Whew! That was close!

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

ONLY QUOTE:

#29 (swabbing the deck): swish swish swish...swish swish swish...

\*\*\*\*\*

=====
TEISEL'S ROOM

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

SERVBOT: #28

REQUIREMENT: Complete one 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.

\*\*\*\*\*

FIRST QUOTE:

#28: bweeeen... Miss Tron, I found a piece of paper with writing on it in Master Teisel's room!

Tron (thinking): Huh? This? .....

Maybe I should take it to the Development Room...

(You got: "Bottle Notes"!)

AFTER RECEIVING BOTTLE NOTES:

#28: bweeeen... I'm cleaning Master Teisel's room so that it'll be ready for him when he gets back!

Tron: #28... I can't give up--Teisel's counting on me, too!

\*\*\*\*\*

=====
ENGINE

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

SERVBOTS: #22, #23, #27

REQUIREMENT: Complete three 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.

\*\*\*\*\*

ONLY QUOTE:

#22: Whew! We finally got everything ready! We're ready for you to take us on a mission with you anytime, Miss Tron!

\*\*\*\*\*

\*\*\*\*\*

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.

\*\*\*\*\*

FIRST QUOTE:

#23: Miss Tron, I'm sorry that work on the Engine Room took longer than expected... But look at what we were able to make! Here, take it!

(You got: "Hi-Density Tank!")

AFTER RECEIVING HI-DENSITY TANK:

#23: It took a little longer than we thought, but everything is ready to go!

Remember, sometimes it's better to retreat than fight--it's up to you to choose.

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

ONLY QUOTE:

#27 (flagging): rustle rustle! flap! flap! flap!

\*\*\*\*\*

=====

TORTURE ROOM

=====

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.

\*\*\*\*\*

ONLY QUOTE:

#20 (scared stiff): This room has a lot of interesting looking equipment in it...It gives me goosebumps just thinking about what you might do with it...

#20 (now smiling): I think I'll be spending a lot of time in here!

Tron (thinking): Um...If you say so...

\*\*\*\*\*

=====

FAVORITE SERVBOT

=====

GIVING OF RED HEAD PARTS:

(The Servbot picked as the Favorite will have one of their MAX stats increased by one; this is indicated by an asterisk next to that stat for each Servbot listed in the Gesellschaft section)

Tron: I was thinking about giving my favorite Servbot the Red Head Parts...But I have to make sure I give it to someone I can count on to do a good job...

[Give it to #xx]:

Tron: I'm sure I can trust #xx!

(You gave #xx the Red Head Parts! #xx became the Favorite Servbot!)

[Wait]:

Tron: Hmmm...Maybe I'd better think it over one more time...

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TRAINING AND PUNISHMENT COURSES

=====

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ATTACK TRAINING COURSE

=====

DESCRIPTION: Have a Servbot play Training Game #1. This game raises a Servbot's "Attack" rating.

RULES:

(This is Training Room #1! Do you want to hear the rules for this Training Game?)

[Yes]:

(In this game, you have to throw bombs at the targets in the back of the room. To win, you have to knock down a certain number of targets within the time limit. Each level is made up of rounds, and if you clear a level, the "Attack" rating of the Servbot playing will go up 1 point! Good luck!

How to Use the Controller: LEFT/RIGHT--Move Servbot; TRIANGLE/SQUARE button--Pick-up/Throw; CIRCLE button--Eat curry; X button--Jump)

[No]:

(All right then, get ready to start training!)

AFTER EACH SUCCESSFUL ROUND:

(Try the next level!)

AFTER A SUCCESSFUL TRAINING SESSION:

(#xx's "Attack" rating is now x!)

(Try the next level!) OR (#xx's "Attack" rating is maxed out!)

=====

SPEED TRAINING COURSE

=====

DESCRIPTION: Have a Servbot play Training Game #2. This game raises a Servbot's "Speed" rating.

RULES:

(Do you want to hear the rules for this Training Game?)

[Yes]:

(In this game, you have to hand out food to all the waiting Servbots. Each Servbot's order will be shown at the bottom of the screen. If you can give each Servbot his food within the time limit, you clear the round. Each



level is made up of 3 rounds, and if you clear a level, the "Speed" rating of the Servbot playing will go up 1 point! Good luck!

[No]:

(Day One--You have 36 seconds to get food ready for xx Servbots!)

AFTER EACH UNSUCCESSFUL ROUND:

(ALL the Servbots remaining in line are now REALLY mad at you!)

(Time's Up!! You won't be able to raise anyone's "Speed" ratings at this rate! Do you want to try again?)

AFTER EACH SUCCESSFUL ROUND:

(Stop!! Try the next level!)

(Day Two/Three--You have 36 seconds to get food ready for xx Servbots!)

AFTER A SUCCESSFUL TRAINING SESSION:

(#xx's "Speed" rating is now x!)

(Try the next level!) OR (#xx's "Speed" rating is maxed out!)

=====

PUNISHMENT COURSE

=====

DESCRIPTION: Punish a Servbot for goofing off and lower his "Sloth" rating.

RULES:

(Do you want an explanation of the Torture Room rules?)

[Yes]:

(Use the Torture Room tools to reduce the Servbot's "Sloth" rating to 0 in 30 seconds! SQUARE button--Spikes; CIRCLE button--Flame Jets; X button--Weight)

[No]:

Lazy Servbot (begging for mercy): Please forgive me, Miss Tron!!

Tron (VERY angry): No! I'm going to teach you not to goof off! Are you ready!? Go!!

IF GREEN SLOTH METER WAS NOT EMPTIED:

Tron (scolding): Well? Have you learned your lesson?

Still Lazy Servbot (angry and smarting off): What do you think you're doing!? I could have been killed!!

Tron: #xx wasn't cured of his laziness!

IF GREEN SLOTH METER WAS EMPTIED:

Tron (scolding): Well? Have you learned your lesson?

No Longer Lazy Servbot (hurt and crying): I won't goof off again--I promise! (#xx's laziness has been cured!)

IF THERE ARE STILL LAZY SERVBOTS LEFT:

(Do you want to punish another Servbot?)

[Yes]: (return to lazy Servbot roster)

[No]: (return to Torture Room)

IF ALL LAZY SERVBOTS HAVE BEEN PUNISHED PROPERLY:

(Everyone is working hard!)

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PRE-MISSION DESCRIPTIONS

=====

MISSIONS 1, 4, 5:

(Robot):

Robot (without extra weapons): For this mission, we'll be using the Gustaff.

It's primed and ready to go!

Robot (with extra weapons): For this mission, we'll be using the Gustaff.

Choose which weapon to attach to the Gustaff using the right/left directional keys.

[Search Cannon]: This is a Search Cannon! It has a tracking function, making it easy to use.

[Gatling Gun]: This is a Gatling Gun. It can fire multiple shots at once!

[Bonne Bazooka]: This is a Bazooka. It's a lot stronger than the cannon--if you want firepower, use this!

[after choosing weapon]: [weapon name] attached!

(Servbot):

Servbot: For this mission, you'll be bringing along several Servbots, and a Sniper. The Servbot Sniper currently selected is #xx.

[Sniper Rules]: The Sniper Servbot is the one who helps fire the Gustaff's left arm weapon. The weapon's ratings are based on the Sniper Servbot's.

You should pick the Servbot with the highest "Sniper" rating to be your Sniper. A Servbot without this skill isn't a very good shot.

(with Search Cannon):

Here's how the Sniper Servbot's ratings affect the Search Cannon's ratings:

"Attack"=Weapon's attack power

"Speed"=Rate of fire

"Brains"=Tracking ability

(with Gatling Gun):

Here's how the Sniper Servbot's ratings affect the Gatling Gun's ratings:

"Attack"=Weapon's attack power

"Speed"=Rate of fire

"Brains"=# of shots fired

(with Bonne Bazooka):

Here's how the Sniper Servbot's ratings affect the Bazooka's ratings:

"Attack"=Weapon's attack power

"Speed"=Rate of fire

"Brains"=Range

These are the other Servbots who will be going with you on this mission:

#xx,#xx,#xx,#xx,#xx,#xx, are currently selected.

[Servbot Rules]: Here's how the ratings of the other Servbots function: A high "Attack" rating means they do more damage when they attack; a high "Speed" means they can move faster; and a high "Brains" means they can find and pick up more items.

MISSIONS 2:

(Robot):

Robot (first Mission): For this mission, we'll be using the Gustaff Tank. The Tank is operated basically the same way as the Gustaff, except it has no weapons. To lift or set down a container, press the TRIANGLE or SQUARE buttons. To jump, press the X button. Miss Tron will explain the other rules for this mission once we get to the harbor.

Robot (after first Mission): For this mission, we'll be using the Gustaff Tank. The controls for the Tank are the same as last time. If you have any questions, press the START button to open the Help menu!

(Servbot):

Servbot: For this mission, you'll be bringing along one of the Servbots to help you. The Servbot currently selected is #xx.

[Rules]: You can ask the Servbot with you for advice on how to move the containers. The higher the Servbot's "Brains" rating, the better advice he can give you!

MISSION 3:

(Robot):

Robot (first Mission): For this mission, we'll be using the minirobot Finkel. It's operated basically the same way as the Gustaff, except it has no weapons. As the Servbots will be doing the actual work, you'll need to watch them! Use beacon bombs to get them to talk with people or explore rooms and get items. Miss Tron will explain the other rules for this mission once we get to the ruins.

Servbot: You need to choose which Servbots will go on this mission. The currently selected Servbots are: #xx,#xx and #xx.

[Rules]: Here's how the ratings of the other Servbots function: A high "Attack" rating means they do more damage when they attack; a high "Speed" means they can move faster; and a high "Brains" means they can find and pick up more items.

Robot (after first Mission): For this mission, we'll be using the minirobot Finkel. For this mission, one of the Servbots will be driving the Servbot Borer. As before, use beacon bombs to tell the Servbots where to go and what to do.

(Servbot):

Servbot: For this mission, you need a Servbot to drive the Borer, and others to get items. The Servbot currently assigned to the Borer is #xx.

[Borer Rules]: They only ability that has any effect on the Borer is the Servbot's "Attack" rating. The higher the "Attack" rating is, the more damage the Borer will do in combat.

The other Servbots currently assigned for this mission are: #xx and #xx.

[Rules]: Here's how the ratings of the other Servbots function: A high "Attack" rating means they do more damage when they attack; a high "Speed" means they can move faster; and a high "Brains" means they can find and pick up more items.

#### MISSION 6:

(Robot):

Robot (first Mission): For this mission, we'll be using the Gustaff Tank. While the controls work the same way they did in the second mission, the number of times you can lift a container will change every time. If you have any questions, press the START button to open the Help menu!

Robot (after first Mission): For this mission, we'll be using the Gustaff Tank. The controls for the Tank are the same as last time. If you have any questions, press the START button to open the Help menu!

(Servbot):

Servbot: For this mission, you'll be bringing along one of the Servbots to help you. The Servbot currently selected is #xx.

[Rules]: You can ask the Servbot with you for advice on how to move the containers. The higher the Servbot's "Brains" rating, the better advice he can give you!

#### BONNE FAMILY RESCUE:

Favorite: I've got to decide what weapons to use and who to take with me!

Robot: (same as Gustaff Missions)

Servbot: You have to decide who to take with you on this mission! You get to be the Sniper Servbot yourself! These are the other Servbots who will be going with you on this mission: #xx,#xx,#xx,#xx,#xx,#xx, are currently selected.

[Servbot Rules]: Here's how the ratings of the other Servbots function: A high "Attack" rating means they do more damage when they attack; a high "Speed" means they can move faster; and a high "Brains" means they can find and pick up more items.

[After picking Servbots]: OK, this is good!

#### RUNNING OUT OF ENERGY IN MISSIONS 1, 3, 4, and 5:

(The Gustaff will fall flat on its face and black smoke will come out of it.  
The Finkel will spin uncontrollably)

Servbot (frightened): Miss Tron! Are you all right?  
Tron (bruised if Gustaff; black eyed if Finkel): We need to regroup!  
Everyone, back to the Gesellschaft!  
Servbot: Yes, ma'am!

SNIPERS:

#1: This Servbot is a competent fighter, but it's because of training, not talent.  
#8: This Servbot is the best shot of all, but isn't that strong of a fighter.  
#9: This Servbot has a low combat ability, but has good potential in everything else.  
#10: This Servbot has a good rate of fire...Too bad his aim's a little off.  
#25: This Servbot is a good fighter...But that's about all he is.  
Favorite (last two missions only): I've got to work really hard for Miss Tron and everyone else!  
Non-sniper: This Servbot lacks the 'Sniper' skill, so he can't handle weapons well.

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MISSION 1--BANK LEVELS

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OBJECT: The goal of this mission is to rob a bank in town!

=====

LEVEL 1

=====

OBJECT: New Plan!  
Use beacon bombs to target the buildings and have the Servbots steal what's inside! Your Goal: Collect 50,000 zenny!  
MISSION INFO: Collect 50,000 zenny!  
Due to the Servbot's mistake, you've come to the next town over from the bank.  
Your new plan is to get money from the town. Use beacon bombs to target the buildings and have the Servbots steal what's inside. You have 3 minutes to get 50,000 zenny!  
Get as much as you can before the police arrive!  
PRIZE: Cash (50,000z+)

PRE-MISSION BRIEFING:

Tron: This time, we're going after the bank in Gold City! We're not going to bother with any tricks--we're going to land right in front of the bank and bust in!  
Servbot: All right, Miss Tron--we'll scout out the area for you!  
Tron: I'll tell you what to do with beacon bombs. Your job is to break into the bank and get all the money inside!  
Servbots: Yes, Miss Tron!!  
Servbot: Miss Tron, what robot are you going to use for this mission?  
Tron (thinking): For this mission...  
Tron: I'm going to use the Gustaff! I'll use the weapons on the Gustaff to stop anyone who gets in our way! All right, let's go!!  
Servbots: Aye-aye, Miss Tron!

START OF MISSION:

Tron (in the Gustaff being carried by a Drache): All right, let's get what we came for and get out of here before the police show up!  
(Gustaff lands in front of the "bank")  
Tron: Is this the bank? All right, open the doors! (Beacon Bombs door open)

Servbots (run inside): Yes, Miss Tron!

(Servbots, animals, and the veterinarian all run out, with the dogs barking and the cats meowing!)

Servbots: It's...It's full of dogs!

(Tron looks up and notices that this is not the bank, but an animal hospital)

Tron (angry): Wait a minute! This isn't the bank!

Servbot (embarrassed): Oops! Sorry! The bank's in the next town over!

Tron (frustrated): Why is it always this way with you!? Whenever I ask you to do something...

Servbot (guilty): Sorrrrryyyyy.

Tron (frustrated): Oh, never mind! Call the Drache and tell them to pick us up!

Servbot (headphoned): Come in, Drache! We need a pick-up, over. Miss Tron! They say they'll be here in 2-3 minutes!

Tron: 2-3 minutes, hm? Well, maybe the trip won't be a total waste--grab what you can!

Servbot: Miss Tron, I found some valuables at the animal hospital!

Tron: OK! Good going!

Tron (ordering): All right, listen up! We're not leaving until we get 50,000 zenny, OK?

Servbots: Roger!

AFTER BEACON BOMBING FIRST HOUSE:

(You'll get to see a cutscene of the Servbots looting the house! Two are staying on task; one will go through a refrigerator and grab a fishie and one will grab an apple off the table! You also have four slackers as well; one is nosing around in dresser drawers, one is just sitting at the table dozing, and one is playing with a music box. But the best part is the fourth slacker who turns on the TV to watch MegaMan!)

AFTER DESTROYING ANIMAL HOSPITAL AND REVEALING GOLD STATUE:

Tron: What's that? Looks like a statue of someone...Whoever it is, we're taking it!

Servbots: Roger!

IF YOU TRY TO GO PAST THE ROADBLOCKS:

Tron: Huh? Under construction? Well, going this way wasn't part of the plan anyway...

IF YOU TRY TO GO INTO THE TUNNEL:

Servbot: Miss Tron, that leads out of town! You can't go that way!

Tron (embarrassed): I know that!

AFTER 1:30 MINUTES (IF 50K ZENNY HAS NOT ALREADY BEEN COLLECTED):

(police cars show up)

Policeman: You're surrounded! Throw down your weapons and come along quietly!

Servbot: Miss Tron! It's the police!

Tron: The Drache's still not here...Looks like we'll have to fight our way out!

AFTER COLLECTING 50K ZENNY:

Tron: All right, we've got what we came for! Everyone, get ready to leave!

WHEN 3 MINUTES RUNS OUT:

Tron: The Drache should be here soon...Everyone, get ready!

AFTER COLLECTING 50K ZENNY OR WHEN 3 MINUTES RUNS OUT:

(police car speeds towards neighborhood)

Denise (with blood-shot eyes): Why did I have to sleep in, today of all days...Why am I so bad in the mornings?

(Denise stops in front of Gustaff and comes to a screeching halt; ouch...)

Tron (unpleasantly surprised): Huh?

Denise (trying to get intercom to work): Ahem!

Denise (intercom now works): You there, in the robot! Come out now, with your hands up!

Tron (smart-alecky): Took you long enough to get here...

Tron (teasing): Have a little trouble getting up this morning, did we? Did your mommy have to wake you up?

Denise (defensive): Wh--wh--How did you...I mean, no! Of course not!

Denise: Looks like you're not going to come quietly, are you? All right then, if that's the way you want it! You've left me no choice!

AFTER DEFEATING DENISE:

Tron (teasing): Had enough?

Denise (scorched): cough, cough...Uhhhh...

Servbot: We knew you'd win, Miss Tron!

Tron: Did you get everything? All right, then, let's go home!

Servbots (with a bundle of gold): Yes, Miss Tron!

Denise: Wait! I'm not through with you yet!

Tron (teasing): Yeah, yeah, whatever...Better luck next time, hm? See you around!

Denise (frustrated): ...Uuuhhhh...Of all the nerve...Just you wait 'til next time!

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LEVEL 2

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OBJECT: Current Plan

Get to the next town and rob the bank!

MISSION INFO: Try to Rob the Bank (Again)!

Thanks to the Servbots, you've once again ended up in the wrong town!

Your Goal: Walk to the next town and rob the bank!

Remember to use the beacon bomb. If you get stuck, the Servbots might be able to help you in ways you don't expect!

PRIZE: Gold Ingots (150,000z)

PRE-MISSION BRIEFING:

Tron: All right, this time we're really going after the bank! We'll land in front of the bank, and get out before they know what hit them!

Servbot: Yes, Miss Tron! We'll be more careful this time!

Tron: The police will probably try to stop us again, but we can take care of them! All right, let's go!

Servbots: Aye-aye, Miss Tron!

START OF MISSION

(Tron is carried and dropped off again via a Drache at the "bank")

Tron (confused): Huh? Wait a second...Isn't this...

Servbot: Sorrrryyyy--we ended up in front of the animal hospital again!

Tron (frustrated): ...Don't you ever learn from your mistakes!? How could you do this again!?

Tron (EXPLODING with anger): When we get back, I'm going to have to punish all of you!

Servbots (scared): Oh noooo!

Tron: We're sticking with the plan! We're walking to the next town and robbing the bank!

Servbots: Roger!

AFTER REACHING SECOND BRIDGE:

(Tron and her Servbots try to cross the bridge, but when they get to the middle, the bridge falls down and leaves the crew in a collapsed heap on the bridge)

Tron (bruised): Ouch! What happened to the bridge?

Servbot (naively): It looks like it's under construction. That's what the sign said.

Tron (frustrated): Next time, tell me before we get on it! Never mind! Now we need to find a way out of here!

AFTER BEACON BOMBING THE TRUCK:

(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.)

Tron: Good job! Now, let's get out of here!

Servbot: Roger!

AFTER REACHING BANK:

(The crew run up to the bank door, when suddenly a police van shows up with a riot crew and Denise)

Denise: We're taking you in this time!

Tron (teasing): Well, what do you know? You made it on time today! Did you get a new alarm clock or something?

Denise (defensive): Ohhhh! Stop making fun of me!

Denise: We'll see who has the last laugh! I've been doing special simulations just for this!

AFTER DEFEATING DENISE:

(The Servbots throw bombs to blow up the bank (unless it was already blown up) to reveal the big safe. One Servbot is on the dial cracking the safe, while the others jump up and down in support. The safe is opened to reveal a half full safe of gold!)

Tron: Good job! Now let's grab everything in there and go home!

Servbots: Yes, Miss Tron!

Tron (smart-alecky): Is this the best you can do, even after your "special training"? Maybe you should consider another line of work?

Denise (scorched and depressed): Maybe...Maybe you're right...I try and I try, but I just can't seem to get anything right...

Servbot (with a bundle of gold): Miss Tron, we took all the gold!

Tron: OK! Let's get out of here! Say, that's not a bad haul...We'll have to try this again.

Denise (still depressed): Why can't anything go right? Maybe I should give up and look for another job...

Tron (encouraging): Cheer up! Something's bound to go right for you sooner or later! You just have to keep your chin up!

Tron: Come on, guys, let's go home!

Servbots: Yes, Miss Tron!

(Tron and the kids leave)

Denise (still at the rubble): She's right...If I work hard enough, something good will happen! ...I hope...

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LEVEL 3

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OBJECT: Current Plan

Go around the destroyed bridge and get to the bank!

MISSION INFO: Go around the bridge to the bank!

The Servbots have finally gotten you to the bank! However, the bridge is

out!

Your Goal: Get around the destroyed bridge and get to the bank!

PRIZE: More Gold Ingots (400,000z)

PRE-MISSION BRIEFING:

Tron: We're going to go after the bank again this time.

Servbot: According to our information, there's an even larger stack of gold in the bank now!

Tron: That means they'll be guarding it better, too--we might have to fight our way through! And this time, make sure we land in front of the bank, understand?

Servbot: Yes, Miss Tron!

Tron: All right, then, let's go!!

Servbots: Roger!

START OF MISSION:

(The Drache takes the Gustaff to the bridge leading to the bank)

Tron: Remember, drop us off near the bank!

(The Drache drops the Gustaff off near a bridge, which Tron discovers is out)

Tron (shocked): Wait a minute...What's happened to the bridge? It's been destroyed!

Servbot: Sorry! We didn't know! And we were finally going to get it right this time, too!

Tron: The police must be getting smarter...Still, we came here to do a job and we're gonna do it! Move out!

Servbots: Roger!

AFTER REACHING BANK:

(Denise runs up to you in a big, weird robot)

Denise: All right, that's as far as you get! Your time's up!

Tron (teasing): My, my, what a big robot you have! Where ever did you find it?

Denise: I had to get special permission from the captain to buy this!

Tron (teasing): I guess that means you'll be in big trouble if you don't capture me, won't you?

Denise: Tell me about it! Wait, why am I talking to you about this!?

That's enough out of you! You're under arrest!

AFTER DEFEATING DENISE:

(Like last time, the Servbots throw bombs to blow up the bank (unless it was already blown up) to reveal the big safe. One Servbot is on the dial cracking the safe, while the others jump up and down in support. The safe is opened to reveal a completely full safe of gold!)

Tron: OK, boys, make sure you get all of it!

Servbots: Yes, Miss Tron!

Denise (scorched and now REALLY depressed): Ohhhhhh...Why can't I ever win?

Tron (concerned): What's going to happen when the captain finds out?

Denise: I don't know...

(captain calls her on her CB radio)

Denise (flustered): C-c-captain! Yes, ma'am! Y-yes, m-ma'am! I'm sorry, m-ma'am! What!? But...I'm sorry, ma'am! I mean, would you please reconsider?

Tron (thinking): Hmmm...Looks like she's in a lot of trouble--I feel kind of sorry for her...

Servbot: Miss Tron, we got everything! Let's go home!

Tron (concerned): I'm sorry, but I've got my own problems to worry about! Good luck, officer!



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MISSION 2--FIRST CONTAINER LEVELS

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OBJECT: The goal of this mission is to steal all the cargo containers from the harbor!

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ALL LEVELS

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BEACON BOMB (all of these are said by your Servbot):

Ship: We, um, "borrowed" a ship that was here...Is that okay?

Wooden Container: These wooden containers are light--you can carry them around as much as you like.

Steel Container: That steel container looks real heavy--you won't be able to carry that around.

Servbot: Let's see...I can look up the rules by pressing the START button, can't I? That's good to know in case I forget them!

Container Bridge: You can put containers into the sea and move on top of them. I've played this game before!

Green Container: Let's see...That's a container full of [item name]. You have to get it to the ship in 10 steps or less.

Load Green Container: [item name] container loaded successfully! There's x left!

Load last Container (with or without Pink Container): That's the last of the containers! You got them all--congratulations!

IF YOU TRY TO PICK UP A CONTAINER WITH NO LIFTS LEFT:

Servbot: Miss Tron, you can't pick up any more containers! See--your Lift number is at 0!

AFTER EACH ROUND:

Servbot: That's the last container!

[Retreat]:

(you can also Retreat during a round)

Tron: Hmmm...Everyone, back to the Gesellschaft!

Servbot: Yes, Miss Tron!

[Redo]

Tron (dissatisfied): Hmm...We can do better than that! Let's try it again!

Servbot (whining): Agaaaiiin!?

[Go to the next round]:

Tron: All right! Let's go to the next dock!

Servbot: OK!

AFTER LAST ROUND:

Servbot: That's the last of the containers, Miss Tron! We got'em all!

[Redo]::

Tron (dissatisfied): Hmmm...I know we can do better than that! Let's try it again!

Servbot (whining): Agaaaiiin!?

[OK! Let's go home!]:

Tron: OK! Let's head back to the Gesellschaft!

Servbot: Yes, Miss Tron!

(ship leaves harbor)

RULES:

(Your goal in this game is to load all the containers with goods in them onto the ship. You can clear each stage without getting the pink bonus container. The number of times you can lift containers on each stage is limited; this number is displayed on the lower left of the screen. The

number of steps you can carry a container depends on its type; The green and pink target containers can be carried up to 10 steps. The wooden containers can be carried any number of steps. The steel containers cannot be carried; they can only be picked up and moved aside. These are the basic rules. There are a number of tricks you can use to get containers to the ship. You can place steel and wooden containers in the sea and move on top of them. You can use them to make shortcuts to the ship. Also, you can make the Gustaff Tank jump by pressing the X button. Use these techniques to get all the containers on each stage! Good luck!)

SERVBOT HINTS:

(Are based on your Servbot's Brains rating and are discussed individually)

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LEVEL 1

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PRIZE: 12 Green Beef Containers (54,000z; 4,500z each) and 3 Pink Crab Containers (30,000z; 10,000z each)

PRE-MISSION BRIEFING:

Tron: This time, we're going to Teche Harbor, to bring back the freight containers there!

Servbot: How will you do that, Miss Tron? The Gustaff can't carry something that big!

Tron: Good question! But we're not taking the Gustaff! Instead...We're taking the Gustaff Tank! It can move things as big as those containers, no problem!

Servbot (excited): Yay! That means we can get all the containers!

Tron (bossy): Not quite!

Tron: There's lots of containers there, but we only want those with valuables inside! We can use the other ones as steps or bridges if necessary, or just move them aside.

Servbot (excited): Roger! Let's go, Miss Tron!

Tron (bossy): Wait! There's something else important I have to tell you!

Tron: Listen carefully: the Gustaff can only lift containers so many times! And the number of steps it can take are limited, too! That means we're going to have to use our heads this time--it's like a puzzle, see?

Servbots: Yes, Miss Tron!

START OF MISSION:

Tron: All right! Let's get to work! We're going to load those containers using this Gustaff Tank I modified for this kind of work! (shows a green container) Wondering what's in those containers? I'll tell you!

Top-quality beef steaks! (shows other green containers) Let's see...There's four containers... (adds container counter)

Servbot (frantic): Miss Tron! Miss Tron! (shows pink container) Look! Crab! It's a container full of crab meat!

Tron (excited): What!? In this season? All right, we'll add that to the list as well!

Servbot: Roger!

Tron (thinking): Hmmm... Even the Gustaff Tank can't handle big containers like these... The Gustaff Tank can lift containers a maximum of 8 times. I'll have to keep that in mind when I'm moving the other containers out of the way... (adds lift counter) I won't be able to carry them that far, either--no more than 10 steps! (shows steps counter) But I can carry these light wooden containers anywhere. These metal ones look too heavy to move at all, though... If I turn in place after picking them up, at least I can get them out of the way... (shows red X for metal containers) I guess if I have to, I can put some containers into the sea... I'm sure I'll figure it

out somehow.

Tron: So, did you get all that?

Servbot (so confused!): Ummmm...Not really...

Tron (motherly voice): Weren't you listening!?

Tron: If we get stuck, we can start over by opening a menu with the START button, and selecting Restart, so let's give it a try, OK? I'll tell the rules again if you forget--just press the START button for the menu and select Rules. Let's go!

Servbot: Yes, Miss Tron!

#### BONUS CONTAINERS:

Beacon Bomb Pink Crab Container: That's a container full of crab. Let's bring it home if we can!

Load Pink Crab Container: You did it Miss Tron! You got the crab! Hurray! There are x beef containers left. Good luck!

#### ROUND 1 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You don't need to worry about the steel containers. Just move the wooden ones somewhere and you'll have a clear path. All you need to do then is carry the containers to the ship. Good luck!

3: What!? You're asking me for help? Ummm...You can probably make it if you move the wooden and steel containers out of the way...I think.

2: What!? You're asking me for help? Ummm...Maybe...It'd be a good idea to put some containers in the sea?

1: What!? You're asking me for help? Ummm...Ummm...I don't know!

#### ROUND 2 SERVBOT HINTS:

4: Leave it to me, Miss Tron. Let's see...Put the first steel container into the sea. Put the next one in as well. If you do, you should be able to get the crab container as well as all the beef ones. Good luck!

3: What!? You're asking me for help? Ummm...I think you should bring over one of the beef containers first. Also, you should be careful about the order you pick the other containers up in.

2: What!? You're asking me for help? Ummm...Maybe...You should carry over one of the beef containers to the ship first?

1: What!? You're asking me for help? Ummm...Ummm...I have no idea!

#### ROUND 3 SERVBOT HINTS:

4: Leave it to me, Miss Tron. Let's see...You're going to have to move the first steel container aside. Then, you should put the next one into the sea. You're going to have to move 2 steel and 1 wooden container out of the way. It's probably best if you put the wooden container in the sea.

3: What!? You're asking me for help? Ummm...Let's see...If you don't move the first steel container, you won't be able to get through...I think you're going to have to move 2 steel and 1 wooden container out of the way.

2: What!? You're asking me for help? Ummm...I think...You probably won't be able to get any containers unless you move that steel one first...

1: What!? You're asking me for help? Ummm...Ummm...I can't think of anything!

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LEVEL 2

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PRIZE: 12 Green Flour Containers (150,000z; 12,500z each) and 3 Pink Coffee Containers (60,000z; 20,000z each)

#### PRE-MISSION BRIEFING:

Tron: I've heard that a new shipment of containers has arrived at Teche

Harbor! Is that true?

Servbot: Yes, Miss Tron! This time, it was a shipment of flour and coffee!

Tron: OK! You know what to do, right? Then let's go!

Servbots: Roger!

#### START OF MISSION:

Tron: All right, this should be easier now that we've got the hang of it!

Servbot: It's important to know where to move the wooden containers!

Tron (thinking): That's right! Another good trick is to jump over containers to get around them. That way, it'll be easier to move the steel ones!

Servbot: Wow...You're really smart, Miss Tron!

Tron: The Gustaff Tank jumps when the X button is pushed. All right, let's get to work!

#### BONUS CONTAINERS:

Beacon Bomb Pink Coffee Container: That's a container full of coffee! Let's bring it home if we can!

Load Pink Coffee Container: You did it, Miss Tron! You got the coffee! It smells really good! There are x flour containers left. Good luck!

#### ROUND 4 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...First, put one of the steel containers in the sea, and use the wooden containers to connect to it, making a road over the gap. Then, you can use both routes to the ship to bring the containers over!

3: What!? You're asking me for help? Ummm...Maybe if you put a steel container in the sea and move on top of it...You can use the 2 wooden containers as well.

2: What!? You're asking me for help? Ummm...Maybe...If you jumped around the containers and put a steel one into the sea?

1: What!? You're asking me for help? Ummm...Ummm...Hmmm...Maybe if you...Ummm...Oh, I give up!

#### ROUND 5 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...The most important thing is to figure out which container to put into the sea first. Remember--you don't necessarily have to move all the wooden containers! You should think carefully about which wooden container to put into the sea.

3: What!? You're asking me for help? Ummm...I think it's a good idea to put the 2 wooden containers in the sea. You should try to place them to make the shortest route possible to the ship.

2: What!? You're asking me for help? Ummm...I guess...It's just like the last time--you have to figure out where to put the wooden containers!...I think.

1: What!? You're asking me for help? Ummm...Ummm...What are we trying to do again?

#### ROUND 6 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should take the closest flour container and load it up. Then, jump over to the other side. You'll have to put both a steel and a wooden container in the sea, but remember you can pick a container up more than once. Good luck!

3: What!? You're asking me for help? Ummm...You should probably take the closest flour container and load it up. You won't be able to get them all without putting a steel and a wooden container in the sea.

2: What!? You're asking me for help? Ummm...I think...You should start by putting the closest flour container onto the ship.

1: What!? You're asking me for help? Ummm...Ummm...It sure looks hard with all these containers stacked up...Good luck, Miss Tron!

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LEVEL 3

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PRIZE: 12 Green TV containers (420,000z; 35,000z each) and 3 Pink Electronics Containers (105,000z; 35,000z each)

PRE-MISSION BRIEFING:

Tron: This time, we're going after something special: they've delivered TVs at Teche!

Servbots (excited): Yay! TVs! Do they have cable, too?

Tron (bossy): Quiet! No, they don't! Now listen up!

Tron: We're really going to have to think this time--there's a lot more containers in the way! We might have to rethink our plans once we get to the harbor.

Servbots: Yes, Miss Tron!

Tron: All right, then, let's get going!

Servbots (excited about getting TVs): Yay!

Tron (noticing their excitement): ... Just so you know, we're not keeping any of the TVs! We're going to sell them all, OK?

Servbots (disappointed): Oh...

START OF MISSION:

Tron: All right, let's get to work! This time, we're here to get some color TVs!

Servbot (notices "moving ground"): Miss Tron look over there! (shows conveyor belt) The ground's moving!

Tron: That's called a conveyor belt. They're common in places like this. You'll get carried along if you stand on one, but maybe we can use it to our advantage...Don't worry about it! Let's get to work!

Servbot: Yes, Miss Tron!

BONUS CONTAINERS:

Beacon Bomb Pink Electronics Container: That's a container. We don't know what's inside it, though!

Load Pink Electronics Container: You did it, Miss Tron! You got the...what's in this container, anyway? There are x TV containers left. Good luck!

ROUND 7 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should take the wooden container and put it into the sea. And you don't have to use the conveyor belt to carry each container...Plus, I think you'll be able to get by with just putting some containers in the sea and moving on top of them.

3: What!? You're asking me for help? Ummm...It seems to me the wooden containers are the key to this problem, aren't they?

2: What!? You're asking me for help? Ummm...Maybe...If you took a container and stood on the conveyor belt, you could save time.

1: What!? You're asking me for help? Ummm...Ummm...I'm no good at figuring out puzzles like this...

ROUND 8 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You can get one of the TV containers by moving that steel container. Then, you need to make a bridge by putting one of the steel containers in the sea. If you use the conveyor belt wisely, you'll easily be able to get all the containers.

3: What!? You're asking me for help? Ummm...You can get the first TV container by moving one of the steel containers. But...I think you'll have to put a steel container in the sea and make a bridge if you want to get

them all.

2: What!? You're asking me for help? Ummm...I guess...It looks to me like you can get to the first TV container by moving one of the steel containers...

1: What!? You're asking me for help? Ummm...Ummm...Boy, there sure are a lot of containers in the way, aren't there?

ROUND 9 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should just pick up the first TV container, since there's nothing in the way...Then figure out how to move the steel containers. One option is to put a wooden container into the sea...But I think you're better off trying to use the conveyor belt.

3: What!? You're asking me for help? Ummm...You can probably just pick up the first TV container, since there's nothing in the way...Then, all you need to think about is where to move the steel containers!

2: What!? You're asking me for help? Ummm...I guess...You can probably just pick up the first TV container, since there's nothing in the way...

1: What!? You're asking me for help? Ummm...Ummm...Do you really think we'll be able to get all the containers?

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MISSION 6--SECOND CONTAINER LEVELS

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OBJECT: The goal of this mission is to go back to the harbor and get more cargo containers!

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ALL LEVELS

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(Same as Mission 2, with these new additions):

AT 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!

AT CRANE:

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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LEVEL 1

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PRIZE: 12 Green Apple Containers (150,000z; 12,500z each) and 3 Pink Melon Containers (60,000z; 20,000z each)

PRE-MISSION BRIEFING:

Tron: Our target this time is Primiki Harbor! I've heard that a lot of expensive merchandise goes in and out of there every day.

Servbot: What are we going to get this time, Miss Tron?

Tron: Apple containers! I also have a report that says there's melon

containers there, too!

Left Servbot (excited): Apples!

Right Servbot (excited): Melons!

Tron: .....

Servbots (disappointed): .....

Tron: Listen carefully: the number of containers we can lift is different at each dock.

Servbot: You mean the containers aren't all the same weight?

Tron: It looks that way. But don't give up too soon! There's lots of equipment at the docks we can use to help us move the containers! We'll get them all, or my name's not Tron Bonne! Let's go!

Servbots: Yes, Miss Tron!

START OF MISSION:

Tron: Today, we're here to pick up some fruit, OK?

(shows a big group of containers)

Tron: Boy, there sure are a lot of containers in the way...I wonder if we'll be able to get them all...

Servbot (shows forklift): Miss Tron! Look! There's a forklift over there! I can use it to help you!

Tron (motherly voice): Ummm...I appreciate it, but are you sure you know what to do? Like where to move which container when?

Servbot (thinking): Let's see...If there's a fruit container, umm...I'll carry it to the ship!

Tron: Well, that's basically it...Tell you what: I'll move the containers out of the way for you, OK?

Servbot: Hurray!

Tron: All right, then, let's get the forklift first, OK?

BONUS CONTAINERS:

Beacon Bomb Pink Melon Container: That's a container filled with melons.

Mmmm...Melons...

Load Pink Melon Container: It's a melon container! You did it, Miss Tron!

Yay! There are x apple containers left. Good luck!

ROUND 1 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...If you put the steel container in the sea, you can get to the first 2 containers. It looks like you'll have to move 4 steel containers and 1 wooden container. Good luck, Miss Tron!

3: What!? You're asking me for help? Ummm...If you put the steel container in the sea, you can get to the first 2 containers. Be careful not to block the path with the Gustaff Tank!

2: What!? You're asking me for help? Ummm...I guess...If you're not careful, the Tank might get in the way and I won't be able to get the containers!

1: What!? You're asking me for help? Ummm...Ummm...There're a lot of containers in the way, aren't there?

ROUND 2 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...I can get the first two if you shoot a beacon bomb while holding one of the steel containers up...After that, you need to figure out where to place the wooden containers. There's two of them, so you need to figure out the best place for them!

3: What!? You're asking me for help? Ummm...I think we can do it if you shoot a beacon bomb while you're holding one of the containers up! Then, if you just figure out where to put the wooden container...

2: What!? You're asking me for help? Ummm...I guess...Maybe you should try shooting a beacon bomb while you're holding a container up?

1: What!? You're asking me for help? Ummm...Ummm...I wonder where we should begin...?

ROUND 3 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You have to think about how to make a path to the far side. There's an apple container over there, which means...You'll have to put one of the steel containers in the sea to make a path to it. I think you'll only need to move the wooden container once to get them all.

3: What!? You're asking me for help? Ummm...You have to think about how to make a path to the far side. You'll have to move 4 steel containers and the single wooden container, I think.

2: What!? You're asking me for help? Ummm...I guess...Maybe where to put the wooden container is the most important thing to think about?

1: What!? You're asking me for help? Ummm...Ummm...I wonder why they need so many steel containers...?

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LEVEL 2  
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PRIZE: 12 Green Pearl Containers (420,000z; 35,000z each) and 3 Pink Gold Containers (105,000z; 35,000z each)

PRE-MISSION BRIEFING:

Tron: Our targets this time are containers filled with pearls and gold!

Servbot (in awe): Wow!

Tron: But don't let what we're taking distract you! I need everyone to be alert and working hard! I don't want any mistakes, all right?

Servbots: Yes, Miss Tron!

Tron: Good! Everyone, move out!

Servbots: Roger!

START OF MISSION:

Tron: We're after pearls this time! We're looking at a lot of zenny if we get them all!

Servbot (concerned): Miss Tron...Are you going to be able to carry everything? Your Lift number is really low...

Tron (thinking): Hmmm...Let's use that crane over there! It can only move containers within a certain radius, but moving them with the crane means we won't have to use the Gustaff Tank!

Tron: It's all up to you! I'm counting on you!

Servbot (nervously saluting): Uh...Roger! You can depend on me, Miss Tron!

BONUS CONTAINERS:

Beacon Bomb Pink Gold Container: That's a container filled with gold! It's worth a lot of zenny!

Load Pink Gold Container: You did it, Miss Tron! You got the gold container! There are x pearl containers left. Good luck!

ROUND 4 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should load the first pearl container, and then use the crane to move the others out of the way. If we put them in the sea, we can make a bridge, making it easier to get the other containers. Then, we can use the crane to bring the pearl containers over there closer to the ship.

3: What!? You're asking me for help? Ummm...We should use the crane to get rid of the steel containers in the way and move the pearl containers closer to the ship.

2: What!? You're asking me for help? Ummm...I guess...I think we should use the crane to get rid of the steel containers in the way!

1: What!? You're asking me for help? Ummm...Ummm...Too bad we can't move



them all with the crane...

ROUND 5 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...I think you should just put the wooden container in the sea and use it to move over. It's probably best to use the crane as much as possible to move containers. You should think about which containers to put into the sea to make it easier to get the rest.

3: What!? You're asking me for help? Ummm...I think you should just put the wooden container in the sea and use it to move over. It's probably best to use the crane as much as possible to move containers.

2: What!? You're asking me for help? Ummm...I guess...I think you should just put the wooden container in the sea and use it to move over.

1: What!? You're asking me for help? Ummm...Ummm...Everything's so mixed up, I don't know where to begin!

ROUND 6 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should put those 2 wooden containers in the sea and use them to move over. If you're not careful where you put them, though, we won't be able to get the pearl container next to the crane. There are 2 more wooden containers over there...You'll need them to get the pearl container that's between the crane and the conveyor belt.

3: What!? You're asking me for help? Ummm...You should put those 2 wooden containers in the sea and use them to move over. Figuring out where to put them's the trick, though.

2: What!? You're asking me for help? Ummm...I guess...It's probably a good idea to put that wooden container in the sea and use it to move over...

1: What!? You're asking me for help? Ummm...Ummm...It looks like you can easily get the bonus container!

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LEVEL 3

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PRIZE: 12 Green Cattle Containers (810,000z; 67,500z each) and 3 Pink Goat Containers (210,000z; 70,000 each)

PRE-MISSION BRIEFING:

Tron: We're going to go after Primiki Harbor one more time!

Servbot: We've seen containers filled with animals--cows and goats--delivered, Miss Tron.

Tron: Well, it's not fancy, but it's still worth money! I don't want to leave even one behind!

Servbots: Yes, Miss Tron!

Tron: Let's move out!

Servbots: Yes, Miss Tron!

START OF MISSION:

Tron: All right, this is the last puzzle! You've all done a good job so far!

Servbot (so happy he's crying!): Really? You mean it? Thanks, Miss Tron!

Tron: I'm counting on your experience to help me get all these containers! We're getting cattle this time. Be careful handling them, all right! Let's go!

Servbot (tearful salute): Roger!

BONUS CONTAINERS:

Beacon Bomb Pink Goat Container: That's a container. We don't know what's inside, except that it's not cattle!:

Load Pink Goat Container: You did it, Miss Tron! You got the other container! There are x cattle containers left. Good luck!

ROUND 7 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You need to figure out where to put the wooden container. If you don't place it just right, you'll get stuck. You also need to think about how to use the crane to make a path over the sea.

3: What!? You're asking me for help? Ummm...It's important to think about where to put the wooden container, otherwise you'll get stuck.

2: What!? You're asking me for help? Ummm...I guess...Where you put the wooden container is the most important...I think.

1: What!? You're asking me for help? Ummm...Ummm...I wonder which we should use--the crane or the forklift?

ROUND 8 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should just carry over the first container, and then use the crane. I think you'll have to put 4 wooden containers and 1 steel one in the sea.

3: What!? You're asking me for help? Ummm...Maybe you should just carry over the first container...And then use the crane to move the other containers.

2: What!? You're asking me for help? Ummm...I guess...I think maybe you should just carry over the first container.

1: What!? You're asking me for help? Ummm...Ummm...There're a lot of wooden containers--that should make things easy...Maybe?

ROUND 9 SERVBOT HINTS:

4: Leave it to me, Miss Tron! Let's see...You should put a container in the sea and go to the other side. Then, use the crane to move as many containers as you can. There's a crane you don't need to use--you need to figure out which one. Using the conveyor belt will help you as well. Good luck!

3: What!? You're asking me for help? Ummm...I think you should put a container in the sea and go to the other side. Then, use the crane to move as many containers as you can.

2: What!? You're asking me for help? Ummm...I guess...It doesn't look like you can get to the other side without putting a container in the sea...

1: What!? You're asking me for help? Ummm...Ummm...There're a lot of containers...And a lot of cranes...Where do we start?

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MISSION 3--DIGOUT LEVELS

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OBJECT: The goal of this mission is to find the legendary Aurora Stones in the ruins!

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ALL LEVELS

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ALL EMPTY UNLOCKED TREASURE BOXES:

Servbot (sad): This treasure box is empty!

ALL EMPTY LOCKED TREASURE BOXES:

Servbot (sad): It's empty, Miss Tron!

ALL LOCKED TREASURE BOXES WITHOUT CARD KEY:

Servbot (sad): Miss Tron, look! It's a treasure box! But it's locked...We

can't open it unless we find the key...

ALL LOCKED TREASURE BOXES WITH CARD KEY:

Servbot (happy): Miss Tron, look! It's a treasure box! Can we use the Card Key to open it?

[No]:

Servbot: All right, we won't!

[Yes]:

Servbot: All right, here we go!

(Item inside and the Servbot's/Tron's reaction to it are discussed individually)

ALL LOCKED DOORS WITHOUT THE GATE/ROOM KEY:

Servbot (sad): Miss Tron, the door's locked! We won't be able to open it unless we find the key!

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LEVEL 1

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MISSION INFO: Find the Aurora Stone!

Explore the caves with the Servbots, and try to find the Aurora Stone!

The caves are full of traps and other mysteries! Talk to the other Diggers and find out all you can about them!

If you see something that looks suspicious, target it with a beacon bomb and have the Servbots investigate it!

There are treasures hidden throughout the caves--can you find them all?

PRIZE: Blue Aurora Stone (50,000z)

PRE-MISSION BRIEFING:

Tron: We're going to go on a Dig in the Shala-Kun Ruins, looking for the Aurora Stones!

Servbot: Dig? Ruins? You mean, like underground, Miss Tron?

Tron: That's right! It's as big as a city, all underground! According to the information our scout brought back, there's all sorts of traps all over the ruins, so we'll have to be extra careful!

Servbots: Yes, Miss Tron! We'll be careful and stay close to you!

Tron: No, you won't--I'm staying here! We'll take advantage of the other Diggers there, and get the treasure before them! People will trust you more because of your looks--that's why you're going and I'm not!

Servbots (scared): Y-Yes, Miss Tron... whisper...Do you think it's safe? whisper... whisper...I'm scared of caves...whisper... whisper...I'm afraid of the dark...whisper...

Tron: But! Since I'm worried about you going alone, I'll be monitoring you using the minirobot "Finkel"! I'll tell you what to do using it! All you have to do is follow the beacon bombs, OK? And no goofing off!

Servbots: Y-Yes, Miss Tron!

Tron: It's really important on this mission to listen to what people say. If you do, it'll be easier to solve the traps and puzzles. Are you ready to go?

Servbots: Ready, Miss Tron!

START OF MISSION:

Tron: All right, let's go get that treasure!

Servbot: Miss Tron? How are we supposed to get it? What's a Digout?

Tron: Well, first you'll have to talk to a Digger and get some information.

Servbot: Information...Right!

Tron: OK, then, follow me! I'll use the Finkel to show you where to go!

The Finkel is basically controlled the same way as the Gustaff. If you press the SQUARE button while holding down the R2 button, you can fire a

beacon bomb. If you press just the SQUARE button, you can make the Finkel ram something.

Servbot: If you fire a beacon bomb, you want us to go check out whatever you fired it at, right?

Tron: That's right! And if there's a person there, talk to him or her.

Servbot (concerned): I thought we weren't supposed to talk to strangers...

Tron: Don't worry--I'll be right there with you! The Finkel can make a funny sound if you press the TRIANGLE button, which will get people's attention.

Servbot: All right, Miss Tron, we'll do our best!

Tron: OK! Do you understand everything?

[No]: (repeats above starting with "The Finkel...")

[Yes]:

Tron: Here we go!

Servbot: Roger!

AFTER REACHING DANTZ:

Tron: Look--there's a Digger! Why don't you go talk to him?

Servbot (nervous): gulp! OK!

SERVBOTS MEET DANTZ:

Servbot (nervous): Um...Hello there, Mr. Digger. It's, um, nice weather we're having, isn't it?

Dantz: Huh? Are you fellas Diggers too?

Servbot (less nervous): Uh...Yeah! We're here looking for treasure!

Dantz: Treasure? You mean the Aurora Stones? You won't find any here--you'll have to go deeper into the caves!

Servbot: Oh...Do you know where they are?

Dantz: Not really...But I do know that there's supposed to be 3 stones here.

Say, want to come along with me? We can look for them together!

Servbot (saluting to Tron): Uh...Just a second. Miss Tron?

Tron: Hmmm...He doesn't look very dependable...Well, I guess it can't hurt...Can it?

Servbot (back to Dantz): Sure, we'll go with you!

Dantz: Then it's settled. My name's Dantz--nice to meet you.

Servbot: We're Servbots! Nice to meet you!

DANTZ CONVERSATIONS::

Dantz Quote 1: I get so excited whenever I think about Digouts--don't you?

Dantz Quote 2: I've heard stories that a lot of people are looking for the Stones. Nothing like a little competition!

Dantz Quote 3: These caves have only recently been discovered...Who knows what we might run into here?

CAVE-IN:

Servbot: Miss Tron, it looks like there was a cave-in here!

Tron (thinking): You're right...We need something that can drill a hole if we want to keep going on...

Dantz: A cave-in, hm? I've got just the thing! This--my ultra dynamite! If we use this...

Tron (shocked): W-w-what!? Dynamite! Is he crazy!? He'll bring the whole cave down on top of us!

Servbot (scared): Wait! Wait! Stop! Don't!

Dantz: Huh? Why? My ultra dynamite's pretty amazing stuff...

Tron (angry): Let's leave for now! I'll make a drilling machine and we can come back later, all right?

Servbot: Let's come back later, all right, Mr. Dantz?

Dantz (disappointed): All right, if you say so...(I really wanted to use my dynamite...)

FIRST TREASURE BOX:

Servbot: Huh? It's empty!

Dantz: Someone must have gotten here and opened it before us!

Servbot: Does that mean there's no treasure left anywhere?

Dantz: Not necessarily...Not all treasure boxes are this easy to open. Some treasure boxes are locked, which means you can't open them without the key!

Tron (thinking): A key, huh? But that means we have to find the key first...

Servbot: This is starting to sound pretty hard...Do you think we can really do it?

Dantz: Don't worry--I'm with you, remember? C'mon, let's keep moving!

Servbot: Yes, Mr. Dantz!

#### FIRST STEEL BALL TRAP:

Servbot (frightened): Miss Tron, we can't go any further! There's something really painful-looking in the way!

Tron (thinking): It's a trap...There's probably plenty of them down here...

Dantz: It's a trap! If you can't get past this, then you're not worthy of being called a Digger! Traps like these usually have an off-switch somewhere around them...

Servbot: A switch? Where? Where?

(shows blue switch behind trap)

Dantz: Let's see...Switch...Switch...There! There it is! If we push that switch, the trap should stop! Just you watch!

(Dantz tries to run through the trap, but gets whapped right back towards the Servbot trio)

Dantz (hurt): Uhhh...That hurt! This is a nasty trap...Say...Maybe you should push the switch instead? Yeah, that's it--why don't you try?

Tron: sigh...I knew he was no good. I guess it's up to you guys, then!

Servbot (nervous): Y-yes, Miss Tron...

(shows blue switch again)

Tron: Listen carefully. I'll shoot a beacon bomb over there; you go push the switch, all right?

Servbot (nervous): B-but Miss Tron, what happens if we get hit by the big ball?

Tron: Don't worry--I'll time it just right so that you won't. But if I don't, well...

Servbot (nervous): But if you don't...?

Tron: Well, we'll see what happens! Don't worry--it won't hurt that much!

Servbot (frightened): B-b-b-but, Miss Tron!

Tron (angry): Quiet! Stop your whining! Do you understand what you have to do?

[No]: (repeats conversation starting with "Listen carefully...")

[Yes]:

Servbot (nervous): Y-yes, Miss Tron...

#### DANTZ CONVERSATIONS:

Dantz: Hmmm...What's this doing here?

Dantz: Pretty painful if you get hit, hm?

Dantz: It's all about timing.

#### AFTER PUSHING BLUE SWITCH:

Tron: Good job! Now we can get through!

Servbot: Thank you, Miss Tron!

Dantz: Way to go! You did it! Now you know how to deal with traps, right?

Tron: sigh...This is going to be a long day...

#### DANTZ CONVERSATIONS:

Dantz Quote 1: Thanks for your help back there. Next time, leave it to me!

Dantz Quote 2: There's probably traps all over down here.

Dantz Quote 3: Looks like the other Diggers are moving deeper into the caves.

FIRST HOLE:

Servbot: Miss Tron! We found 800 zenny! We're rich!

Tron: Uh...Well, it's good you found some money...Keep it up--we need to get all the money we can!

Servbot: Yes, Miss Tron!

FIRST FIRE TRAP:

Dantz: Whoa! Wait! It's a fire trap!

Servbot (scared): Fire?

Dantz: Yep...If you're not careful, you'll be burned to a crisp!

Tron (thinking): Hmmm...I see...

Servbot: Wh-what should we do?

Dantz: Well...This trap should also have a switch that deactivates it somewhere...

Servbot: So all we have to do is find it and push it, right?

Dantz: That's right! Well, what are you standing around for? Let's look for that switch!

Servbot: Yes, sir! Find the switch!

DANTZ CONVERSATIONS:

Dantz Quote 1: There's got to be a switch around here somewhere...

Dantz Quote 2: Anyone have some hot dogs or marshmallows? We could have a cookout!

Dantz Quote 3: Boy, there sure are a lot of traps in these caves, aren't there?

AFTER PUSHING RED SWITCH:

Tron: That takes care of that! Good job, boys!

Dantz: Looks like you found it! Way to go, fellas! I knew you'd make good Diggers!

Tron: They make good Diggers, but I wonder about him...

DANTZ CONVERSATIONS:

Dantz: A Digger's life is a hard one, always working underground...But someone's gotta do it!

Dantz: You boys have a lot of potential--keep it up, and you'll be fine Diggers someday!

Dantz: It's amazing, isn't it? It's a completely different world down here...

FIRST CARD KEY:

(Servbots pick up Card Key)

Servbot: Hey, what's this?

Dantz: That's a Card Key for a treasure box. Good job--this means you can open locked treasure boxes now!

Servbot: Really? Yay! That sounds like fun!

Tron: sigh...Listen to me; that's really important. Don't lose it, all right?

Servbot: Yes, Miss Tron! We'll take good care of it!

FIRST LOCKED TREASURE BOX:

Servbot: Miss Tron, look at what was inside: an E. Bottle 1!

Tron: Great! I can use it to recharge the Finkel's energy! Take good care of it!

Servbot: Yes, Miss Tron!

SERVBOTS MEET MAUDE:

Servbot (nervous): H-h-hello there...

Maude: Huh!? Don't bother me--I'm trying t'disarm this trap an' I'm not in a good mood right now!

Dantz: Trap? What kind of trap?

Maude: It's up ahead--you get close, and rocks start t'fall from the

ceiling! You can't get through!

Servbot: Why don't you push the switch? That's how you turn traps off!

Maude: Hhhhh!

Maude (angry): I know that! What d'you think I am, some kind o' idiot!?

You trying t'pick a fight or something?!

Servbot (frightened): No, no! We're sorry!

Tron: Boy, she's got a temper! Better be careful and stay on her good side!

Maude: I know the switch's around 'ere somewhere, but I can't get close t'it 'cause of the trap!

Servbot: Sounds like you've got a problem.

Maude (angry): That's what I've been trying t'tell you! Grrr... G'on! Git!

Leave me alone!

Servbot (frightened): Yes, ma'am!

MAUDE CONVERSATIONS:

Maude Quote 1 (angry): I thought I told you not t'talk t'me no more!

Maude Quote 2: I know the switch is around here somewhere...

Maude Quote 3: I'm proud o' what I do--I take care o' my family with this job!

SECOND CARD KEY:

Servbot: Miss Tron! Look! We found a Card Key!

Tron: Good! Be careful not to lose it!

Servbot: We will!

WITH MAUDE AFTER DISARMING THE ROCK TRAP:

Maude: What's that!? You say you cleared the trap? Well, what was on the other side!?

Servbot: A Card Key for a treasure box!

Maude: A Card Key? So that's what they was hidin'...Ye lads be pretty good Diggers, eh?

(added if you still have the Card Key):

Servbot: No, not really...We'll give you this if you want it.

Maude: Huh? What?

Tron (EXPLODING with anger): What!? What do you think you're doing!? You can't give that away!

Servbot (scared): Um...Just kidding! Sorry, we can't give this to you!

Maude: ??? Ye lads be a little strange...Well, don't matter--I'll get the next one!

(last quote of conversation with or without Card Key):

Dantz: I'll get it next time!

MAUDE CONVERSATIONS:

Maude Quote 1: M' name's Maude--I'll get the next treasure m'self, just you see!

Maude Quote 2: Gotta keep workin'. I'm not the only Digger down 'ere in this cave, y'know!

Maude Quote 3: Traps 'ere are a little tougher than I expected...

FIRST UNCLE DIGG'S TIP:

Servbot: Look, there's some writing here!

Dantz: Whoa! This is one of "Uncle Digg's Tips"!

Servbot: What's that?

Dantz: There's this really old, really famous Digger named Digg, see? He writes messages for other Diggers whenever he's exploring, to help them out.

Tron (thinking): So, what does it say?

Servbot: What does it say?

Dantz: Let's take a look...Let's see: "Uncle Digg's Tips".

Uncle Digg: "In these caves, it appears there is another treasure besides the Aurora Stones. It's called 'The Elixir of Youth'. There's very little data, but it has something to do with collecting three kinds of crystals...And one of those crystals is in this room."

Tron (thinking): 'Elixir of Youth'? What's that supposed to be?

Dantz: This is incredible! He must be talking about the secret of eternal youth! There's the crystal!

(receives Blue Crystal)

Servbot: What should we do, Miss Tron?

Tron: Well, we might as well pick one up and take it back with us.

Servbot: All right, we'll get one!

Dantz: I got one, too. Wow--the Elixir of Youth! I have to find the other two crystals!

Tron: Something tells me he'll need our help...Oh well, come on! Let's go!

Servbot: Yes, Miss Tron!

SECOND LOCKED TREASURE BOX:

Servbot: There was another key-life thing inside!

Dantz: Hey! That's a Room Key! You can use it to open locked doors!

Servbot: Really? You mean it's important?

Tron: ...Of course it's important! You'd better not lose it, or you'll all be in a lot of trouble!

Servbot: Yes, Miss Tron!

FORCE FIELD TRAP:

Tron: Eeek! What's happening!? What is this!?

Servbot (scared): Miss Tron! Are you all right!?

Tron: I'm fine, but I can't move any further unless we do something about this! Wait a minute...There's a switch over there! I bet if it's pushed, this trap will deactivate.

IF SWITCH IS PUSHED BEFORE FORCE FIELD TRAP ACTIVATES:

Tron (thinking): Hmmm...There's a switch here, but no trap...

Servbot: I guess it's a good thing we pushed it, right?

Tron: Probably...Come on, let's keep going!

AFTER PUSHING BLUE SWITCH:

Tron (relieved): Whew! It stopped! Good--I was starting to get dizzy.

Servbot (concerned): Miss Tron, are you all right?

Tron: I'm fine--just a little surprised is all...Come on, let's keep going!

DANTZ CONVERSATIONS:

Dantz Quote 1: Hmmm...The air here smells different...

Dantz Quote 2: I have the feeling we're getting close to what we're looking for...

BOSS DOOR:

Servbot: Miss Tron, the door's locked! Should we use the Room Key to open it?

Tron: Yes, use the key. I wonder what's inside...?

(Two of the Servbots are stacked one on top of another so the third Servbot can climb them and reach the top of the door to unlock it)

Servbot: It's open!

Dantz: All right, let's go!

Perl: Wait!

Servbot: ?

Dantz: Huh? Who are you?

Perl: My name is Perl. I'm looking for the Aurora Stones...Are you?

Servbot: Yes, we are too!

Tron: Shhh! Be quiet! She's kind of suspicious-looking!

Dantz: You bet we are!

Perl: I think one of them is inside this room, but...

Dantz: What!? Inside here? Well, then, what are we waiting for?

Perl: Huh? Wait!

(Dantz runs inside room and then comes right back out in a frenzy)



Dantz: W-w-we're in trouble! It's a Reaverbot! It's a big one--I mean, really big!

Perl: Can I finish now? I was going to tell you that it sounds like there might be a Reaverbot in there.

Tron: This guy is even dumber than he looks. Come on, you guys--let's go!

Servbot (frightened): Miss Tron, do we have to? What if it's a really big and scary Reaverbot? We don't like Reaverbots...

Tron (angry): What are you saying? We can't give up after coming this far! The treasure we've been looking for is in there! If you don't get it, I'll have to punish you all!

Servbot (frightened): Y-yes, Miss Tron...

DANTZ CONVERSATIONS:

Dantz Quote 1: We're in trouble--there's no way we can beat that!

Dantz Quote 2: Scared me out of my wits--I walked in, and there it was, right in front of me!

Dantz Quote 3: What should we do? I want the treasure, but it's not worth dying for!

PERL CONVERSATIONS:

Perl Quote 1: Can't get the treasure in there...Not with that scary Reaverbot inside!

Perl Quote 2: Maybe if we think hard enough, we can come up with a way around that Reaverbot...

Perl Quote 3: I don't want to be mean, but I don't think you can take on that Reaverbot by yourselves.

GIANT REAVERBOT:

Servbot (frightened): Look at the size of it! We can't beat that!

Tron (bossy): Don't give up yet! Think--use your heads!

Tron: Look--see those fire traps all over the floor? You can use those to beat it!

Servbot (frightened): We're scared, Miss Tron!

Tron (angry): Oh, be quiet! Stop whining! Go get that Reaverbot!

AFTER DEFEATING GIANT REAVERBOT:

(Blue Aurora Stone appears from the ceiling and comes down in the hands of the beaming Servbots)

Servbot: We did it! Look! It's a giant refractor!

Tron (looking toward the ceiling): So this is an Aurora Stone...From the color and size, it's probably worth 50,000 zenny. We'll have to keep looking--I bet there's even bigger and better stuff in here!

Perl (envious): That's really pretty...Would you let me take care of that for you?

Servbot: Sure! Gee, thanks, that's nice of you!

Tron (frustrated): What're you doing!? Oh, what am I supposed to do with you!? Don't give that to her! Put it away somewhere safe!

Servbot: Yes, Miss Tron! I'm sorry, but we can't let you have it.

Perl: It's all right...I was just, um, asking, that's all!

Perl (disappointed): (Tsk! I almost had it...)

Dantz: Well, it looks like you beat me to it this time, my little friends...But just you wait and see--I'll get the next one! Or my name isn't Dantz!

Tron: He just never learns, does he? All right--we've got what we came for--let's get back to the Gesellschaft!

Servbots: Roger!

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LEVEL 2

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MISSION INFO: Find the Aurora Stone!

Explore the caves with the Servbots, and try to find the second Aurora Stone!

The caves are full of traps and other mysteries! Talk to the other Diggers and find out all you can about them!

If you see something that looks suspicious, target it with a beacon bomb and have the Servbots investigate it!

There are also places where you can recharge the Finkel--use them if you get in trouble!

PRIZE: Yellow Aurora Stone (150,000z)

#### PRE-MISSION BRIEFING:

Tron: This time, we're going after the Aurora Stones again! There's still two more left in the ruins, so I want you to go get them!

Servbot: But Miss Tron, we went everywhere we could last time!

Tron: That's why I built the Servbot Borer! Remember that place in the ruins where the ceiling had collapsed?

Servbot (forgetful): Ummm...Yes...I guess...

Tron: sigh...Can't you remember anything!? Anyway, I want you to use the Servbot Borer to dig deeper into the ruins! Don't forget to talk to the Diggers and have them help you. Just don't let them get to the treasure first! All right, get going!

Servbots: Yes, Miss Tron!

#### START OF MISSION:

Tron: All right, let's go try out the Servbot Borer!

Servbot: We're going to where the cave-in was, right?

Tron: That's right! Let's go!

Servbot: Yes, Miss Tron!

#### FIRST CAVE-IN:

Servbot: You want us to dig a hole here, right, Miss Tron?

Tron: That's right! Blast those rocks out of the way!

Servbot: Yes, Miss Tron! Ready to begin blasting!

#### IF YOU TRY TO GO FURTHER IN LEVEL 1:

Servbot (frantic): Miss Tron, we've already been that way!

Tron (embarrassed): I...I know that!

#### AFTER ENTERING FIRST CAVE-IN:

Tron: OK! Let's move on--but be ready! This is where things get really tricky!

Servbot (nervous): Tricky...OK, Miss Tron, we'll be ready! (I hope...)

#### AFTER FINDING FIRST CARD KEY AND ALL CARD KEYS THEREAFTER:

Servbot: Miss Tron, we found a Card Key!

#### FIRST UNLOCKED TREASURE BOX:

Servbot: Miss Tron, we found some money!

(You got 2,000 zenny!)

Tron: That's great! Keep your eyes open for more!

#### SERVBOTS MEET ZHAG:

Zhag: My name's Zhag. What're you looking for? Find anything interesting yet?

Servbot: Not yet!

Zhag: Why don't you try digging here? You can get through to the other side that way.

Tron (appreciative): That was nice of him! Be sure to thank him properly!

Servbot: Thank you! We're Servbots--nice to meet you!

#### ZHAG CONVERSATIONS:

Zhag Quote 1: My parents tell me that it's dangerous down here, but it's not that bad.

Zhag Quote 2: Have you met Uncle Digg? I have a picture of him at my house.

Zhag Quote 3: Looks like there's lots of places to explore on this level...

SERVBOTS MEET ZHIG:

Zhig: My name's Zhig. Have you met my brother Zhag? We're twins!

Servbot: Twins?

Zhig: Try digging here, in this wall. I bet you'll find something really interesting!

Tron: All right, then, why don't you dig there?

Servbot: Thank you! We'll try digging here!

ZHIG CONVERSATIONS:

Zhig Quote 1: There's something really interesting inside!

Zhig Quote 2: Can you tell the difference between me and my brother?

Zhig Quote 3: Digg's pretty cool, but Russell's even better! That bag of his is really neat!

INSIDE ZHIG CAVE-IN:

Tron (shocked): Huh!? What's this!?

Servbot (scared): Oh, no! There's Reaverbots everywhere!

Tron: We're just going to have to fight our way out!

FIRST LOCKED TREASURE BOX:

Servbot: Miss Tron, we found Litnium inside!

Tron: Great! We can use that to make new parts for the Gustaff!

SECOND LOCKED TREASURE BOX:

Servbot: Miss Tron, we found an E. Bottle 2 inside!

Tron: Good! Let's keep it in case we need it later!

FIRST HOLE:

Servbot: Miss Tron, we found some money!

(You got 2,000 zenny!)

Tron: Good! Keep your eyes open for more!

FIRST AURORA FOUNTAIN:

Servbot: Miss Tron, look! Something's shining over here!

Tron: We're in luck! That's an Aurora Fountain! I can recharge the Finkel's energy by going inside it!

Servbot: That's good news. If we get in trouble, we should come back here!

BIRDBOT:

Birdbot: keh-keh-keh-keh!

Servbot (scared): Uh-oh! Miss Tron, it's those birds that work for Loath again!

Tron: Loath!? What are they doing down here!?

Servbot (scared): Miss Tron, we should get out of here!

Birdbot: Oh no, you're not going anywhere! Give up now! squawk!

AFTER DEFEATING BIRDBOT:

Birdbot Quote 1 (bruised): I can't believe you beat me! squawk!

Birdbot Quote 2 (bruised): Leave me alone! squawk!

Birdbot Quote 3 (bruised): I guess I just have to accept my fate. sigh...

AFTER FREEING ROXETTE:

Servbot: Is something the matter?

Roxette: I was trapped.

Servbot: Oh, so we were able to help you get out? That's great!

Roxette: Thanks. Here--take this. It's a Gate Key.

(receives Gate Key)

Servbot: ??? Thank you very much! Miss Tron, look! She gave us a gate key!

Tron: That's nice. See--it's good to help people when they're in trouble, isn't it?

ROXETTE CONVERSATIONS:

Roxette Quote 1: I'm Roxette. Nice to meet you.

Roxette Quote 2: Have you seen Digg around here?

Roxette Quote 3: The last thing I want is to be buried alive.

SECOND UNCLE DIGG'S TIP:

Servbot: It says, "Uncle Digg's Tips".

Tron: Oh, well, why don't you read it then?

Servbot: Yes, Miss Tron.

Uncle Digg: "How is your crystal collection coming? If you can collect all 3, you will find the Elixir of Youth...Although I don't know what or where it is. Still, it can't hurt to collect all the crystals."

Tron (thinking): Hmmm...It looks like he doesn't know much about this Elixir either...

(receives Green Crystal)

Servbot: There's a Green Crystal here, Miss Tron. Shall we pick it up?

Tron: Yes! I just hope this Elixir is worth all this trouble...Let's move on!

GATE:

Servbot: Miss Tron, the gate's locked. Should we use the Gate Key we got to open it?

Tron: OK!

SECOND HOLE:

Servbot: Miss Tron, we found some money!

(You got: 3,000 zenny!)

Tron: That's good--but we need more! We need as much as we can find!

SERVBOTS MEET TUTTLE:

Servbot: What are you doing? Are you waiting for someone?

Tuttle: All of us wait for something.

Servbot (confused): Hmmm...

Tron: ??? This place is just full of weird people!

Tuttle: My name is Tuttle! This lake is a trap! There's more here than meets the eye!

Servbot (confused): Hmmm...

Tron: Ignore him--let's go.

TUTTLE CONVERSATIONS:

Tuttle Quote 1: Don't you see? No one tries to understand it--that's why it's a mystery!

Tuttle Quote 2: Every action has an equal and opposite reaction--that's one of Nature's laws.

Tuttle Quote 3: Even a child knows every trap has a switch.

ZHIG AND ZHAG'S QUIZ CORNER:

Zhag: Welcome to Zhig and Zhag's Quiz Corner!

Zhig: If you answer correctly, we'll open the locked doors for you!

(First time): Do you want to play?

(Subsequent times): Do you want to try the quiz again?

[No]: (returns to mission)

{Yes}: (begins quiz)

QUIZ:

Zhag: All right, Question 1! "What is the name of the treasure in this

cave?"

Aura Stone

Aurora Stone <==ANSWER

Aurora Borealis

Zhig: Next, Question 2! "What's the name of the incompetent Digger?"

Dartz

Dink

Dantz <==ANSWER

Zhag: Next, Question 3! "What's the name of the Digger who carries a pick?"

Maude <==ANSWER

Claude

Mudde

Zhig: Next, Question 4! "What's the name of the Digger who writes notes?"

Degg

Digg <==ANSWER

Barryl

Zhag: Next, Question 5! "What color switch stops a steel ball trap?"

Blue <==ANSWER

Red

Green

Zhig: Next, Question 6! "What color switch stops a fire trap?"

Blue

Red <==ANSWER

Green

Zhag: Next, Question 7! "Which key opens a locked room?"

Card key

Gate key

Room key <==ANSWER

Zhig: Next, Question 8! "What's the color of the first Aurora Stone you found?"

Yellow

Pink

Blue <==ANSWER

Zhag: Next, Question 9! "How many times do you have to dig to get here?"

5 <==ANSWER

6

7

Zhig: Last question! It's a hard one! "What's the name of this island?"

Kattelox Island

Ryship Island <==ANSWER

Capcom Island

AFTER A RIGHT ANSWER:

Zhag/Zhig: Correct!

AFTER A WRONG ANSWER:

Zhag/Zhig: Wrong!

0-1 RIGHT ANSWERS:

Zhag/Zhig: Not good enough! We can't open any doors for you!

Other twin: Try again!

2-3 RIGHT ANSWERS:

Zhag/Zhig: Too bad! We'll open Door Number 1 for you!

4-5 RIGHT ANSWERS:

Zhag/Zhig: Not bad...We'll open Doors Number 1 and 2 for ya.

6-7 RIGHT ANSWERS:

Zhag/Zhig: Pretty good...We'll open Doors Number 1, 2 and 3 for you.

8-9 RIGHT ANSWERS:

Zhag/Zhig: Close! We'll open Doors Number 1, 2, 3, and 4 for ya.

PERFECT SCORE:

Zhag: Congratulations! A perfect score!

Zhig: We'll open all the doors for ya!

Zhag: How was it? Did you have fun?

YES:

Zhig: I knew you would!

Zhag: Thanks! It was hard, thinking of all those questions!

Zhig: That's it for Zhig and Zhag's Quiz Corner! Thanks for playing!

NO:

Zhag: Really? Boy, you're no fun, are you?

AFTER FINISHING QUIZ:

Zhag: Doors Number 1, 3, and 5 are really good doors.

Zhig: Doors 2 and 4 have a surprise behind them! You should check them out!

AFTER GOING THROUGH ONE-WAY CAVE:

Tron (confused): Huh? I feel like I've seen this place before...

Servbot: We've been here before, just a little while ago.

Tron (shocked): What!? You mean we've gone in a circle!?

Servbot: It looks like it...

AFTER PUSHING RED SWITCH:

Servbot: Miss Tron, did you hear that? It sounded like it came from back there!

Tron: It's from the direction of the lake! Let's go check it out!

Servbot: Yes, Miss Tron!

SECOND REAVERBOT GROUP:

Tron (shocked): Huh!? What...?

Servbot (frightened): Oh no! Reaverbots!

Tron: We're not giving up after having gotten this far! Let's get them!

THIRD LOCKED TREASURE BOX:

Servbot: Miss Tron, we found something that looks like a drill inside!

Tron: That's a Super Drill! Attach it to the Servbot Borer!

Servbot: Yes, Miss Tron!

(Super Drill attached!)

FOURTH LOCKED TREASURE BOX:

Tuttle (white as a ghost!): ...I can't swim!

Servbot: Miss Tron, we found a Room Key inside!

Tron: All right! We can use that to get into the treasure room!

BOSS DOOR:

Servbot: Miss Tron, the door's locked! Should we use the Room Key to open it?

Tron: Please do. I wonder what's inside? I can't wait to find out!

REAVERBOT ARMY:

Servbot (frightened): Eeek! There's zillions of Reaverbots!

Tron (shocked) !!! This is a Reaverbot nest!

Servbot (scared): We can't destroy all of them!

Tron: Oh, yes you can--and you're going to! Let's get them!

Servbot (frightened): Yes, Miss Tron!

AFTER DEFEATING REAVERBOT ARMY:

(Yellow Aurora Stone appears from the ceiling and comes down in the hands of the beaming Servbots)

Servbot: We did it, Miss Tron! Look--it's a giant refractor!

Tron: This is the second Aurora Stone...It must be worth at least 150,000 zenny! This is great!

Servbot: Hurray! Now all we need is the third one!

Tron: That's the spirit! I'm counting on you!

Servbot: Roger!

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LEVEL 3

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MISSION INFO: Find the Aurora Stone!

Explore the caves with the Servbots, and try to find the third Aurora Stone! You'll have to find a way to power up your drill if you want to get through some of the walls!

The traps and enemies are getting stronger--make sure you find the Aurora Fountain and use it to recharge your energy!

PRIZE: Red Aurora Stone (500,000z)

PRE-MISSION BRIEFING:

Tron: All right, there's only one Aurora Stone left--and we're going to get it! You'll have to go even deeper inside the ruins to find it, but it's there somewhere! I want you to leave no stone unturned--you need to look in every nook and cranny you see!

Servbot: What about places that are too hard for us to dig through, Miss Tron?

Tron: You'll have to figure out what to do using whatever you find in the ruins! Now get going--we have to get the last Aurora Stone before anyone else finds it!

Servbots: Yes, Miss Tron!

Servbot: .....

Tron (thinking): ??? What is it?

Servbot: What about all those "Dig's Hints?" we've been finding?

Tron (thinking): Hmmm...Well...

Tron: I guess it wouldn't hurt to try and find out what that's all about either!

Servbot: Yes, Miss Tron!

START OF MISSION:

Tron: All right, let's go get the last Aurora Stone!

Servbot: If it's the last one, does it mean it's the biggest?

Tron: You bet it does! Is everyone ready? Let's go!

Servbot: Yes, Miss Tron!

RETURN OF MAUDE:

Maude Quote 1: Oh, so yer back, eh? Well, I won't let you get ahead o'me again!

Maude Quote 2: Compared t'the last one, this floor looks like it's gotta lot o'traps on it.

Maude Quote 3: Ye lad've changed since I last saw you--you look more like real Diggers now.

AFTER REACHING UNCLE DIGG:

Tron (thinking): Wait a minute...That looks like Uncle Digg!

Servbot: Let's go talk to him!

SERVBOTS MEET UNCLE DIGG:

Servbot: Excuse me, are you Uncle Digg?

Uncle Digg: Indeed I am. You've come a long way, haven't you? Have you been collecting the crystals?

[No]:

Uncle Digg: Oh...Well, to each his own, I guess...

[Yes]:

Uncle Digg: That's the spirit! A good Digger never leaves a stone unturned, and always follows every rumor!

Servbot: Right! We will!

(subsequent conversations with Uncle Digg start with "Have you...")

RETURN OF DANTZ AND PERL:

Dantz: Oh, you made it! How's it going?

Perl: (What good timing!) Say there, do you think you could give us a hand?

Tron (thinking): Huh? How did these two end up together?

Servbot (nosy): Are you two together?

Dantz: Ha ha ha ha! Does it look that way? Gosh! I don't know what to say...

Perl: Oh, stop your kidding! (Of course not, you numbskulls! What would I see in this fool!) Anyway, we don't know how to get past this trap...Can you help us?

DANTZ AND PERL CONVERSATIONS:

Dantz: I know there's got to be a switch around here somewhere...

Perl: We've looked and we've looked...I think it's down this hall, but I'm not sure.

FIRST HOLE:

Servbot: Miss Tron, we found some money!

(You got: 10,000 zenny!)

Tron: Way to go! That's a lot of money!

AFTER PUSHING SWITCH:

Servbot: Miss Tron, there was a big noise from back there!

Tron: !? Let's go check it out!

BACK TO DANTZ AND PERL:

Perl: Thanks--now we can get through. I think Dantz is a little worse for the wear, though...

Dantz: Ow...Well, at least we can get through...Ohhhh...You guys go on ahead...

BIRDBOT PAIR:

Birdbot: keh keh keh keh!

Servbot (scared): Oh no! It's the birds again!

Tron: They never learn--get them!

Servbot (nervous): G-g-get them!

Birdbot: Give it your best shot! squawk!

AFTER DEFEATING BIRDBOT PAIR:

Birdbot Quote 1 (bruised): Humph! You're tougher than you look!

Birdbot Quote 2 (bruised): Don't think you'll get away with this!

Birdbot Quote 3 (bruised): Don't think you can make us talk!

FIRST LOCKED TREASURE BOX WITHOUT SUPER DRILL FROM LEVEL 2:

Servbot: Miss Tron, we found something that looks like a drill inside!

Tron: That's a Super Drill! Attach it to the Servbot Borer!

Servbot: Yes, Miss Tron!

(Super Drill attached!)

FIRST LOCKED TREASURE BOX WITH SUPER DRILL FROM LEVEL 2:

Servbot: Miss Tron, we found an E. Bottle 3 inside!

Tron: Good! Let's keep it in case we need it later!

SERVBOTS MEET RUSSELL:

Russell: Hello there, little fellows! My name's Russell--nice to meet you.

Tron (thinking): Hmmm...He looks like a veteran Digger, doesn't he?

Russell: You'd better be careful--there's more traps from here on.

Servbot: Thanks for the warning! We'll be careful!

RUSSELL CONVERSATIONS:



Russell Quote 1: I aspire to be like Digg--he's my role model.

Russell Quote 2: Have you found the Aurora fountain yet? It's in this area.

DRILLING THROUGH SUPER DRILL CAVE-IN WITHOUT SUPER DRILL:

Servbot: Miss Tron, it's no use--this drill isn't strong enough!

Tron: Hmmm...We'll have to get something to power it up...Maybe we'll find something down here...?

RETURN OF UNCLE DIGG:

Uncle Digg: Are you collecting the crystals? You can find them here, you know.

RETURN OF ROXETTE:

Servbot: What is it, Miss Roxette? Is something the matter?

Roxette: Yes.

Servbot: You can't get the door open?

Roxette: That's right.

Tron: Not one for small talk, is she? Well, let's try to get it open, shall we?

Servbot: Yes, Miss Tron!

ROXETTE CONVERSATIONS:

Roxette Quote 1: Yes.

Roxette Quote 2: That's right.

Roxette Quote 3: .....

AFTER OPENING GATE:

Roxette Quote 1: Thank you.

Roxette Quote 2: Being small is sometimes an advantage.

Roxette Quote 3: Have you seen Digg yet?

SECOND LOCKED TREASURE BOX:

Servbot: Miss Tron, we found an E. Bottle 3 inside!

Tron: Good! Let's keep it in case we need it later!

SECOND HOLE:

Servbot: Miss Tron, we found some money!

(You got: 20,000 zenny!)

Tron: All right! That's great!

RETURN OF RUSSELL:

Russell Quote 1: It's one thing to risk your life, but be careful not to lose it--that's a Digger's Golden Rule.

Russell Quote 2: This hole looks as if it goes all the way to the other side of the planet, doesn't it?

BAR AND BRIDGE TRAP:

Russell: You've come at a good time, my little friends. Care to try your hands at disarming this trap?

Servbot: Trap?

Russell: See that switch over there? If you push it, we can get across here. I was able to solve part of it and get this bar down, but I'm too heavy to use it to get across.

(shows bar)

Tron (thinking): Hmmm...A bar, hm?

RUSSELL CONVERSATIONS:

Russell: A man's got to have courage! Don't tell me you're afraid to try?

Russell: There should be a gate key over on the other side.

AFTER BRIDGE APPEARS:

Tron: You did it! Now we can get across!

(Perl runs greedily across the bridge with Dantz chasing after her)

Dantz: Hey! Wait a minute!

Perl: Leave me alone! It's mine!

Tron: What's going on?

Servbot: What's the matter?

Russell: Good question...Wait! They had a gate key--they're going to open the gate!

Servbot: Should we follow them, Miss Tron?

Tron: After we did all the work disarming the trap too...I bet they'll get the treasure before we do!

RUSSELL CONVERSATIONS:

Russell Quote 1: Well, we should still continue on.

Russell Quote 2: This is an impressive mechanism. The Ancients who built it must have been geniuses.

Russell Quote 3: Nothing is as exciting as a challenging, dangerous trap, hm?

RETURN OF MAUDE:

Maude Quote 1: Looks like you could dig through this wall 'ere.

Maude Quote 2: I'm gettin' close to the last Stone--I can feel it in my bones.

Maude Quote 3: Can't give up now--not when I'm this close!

DRILLING THROUGH HYPER DRILL CAVE-IN WITHOUT HYPER DRILL:

Servbot: Miss Tron, it's no use--this drill isn't strong enough!

Tron: Hmmm...We'll have to look for something stronger.

Servbot: Yes, Miss Tron!

THIRD LOCKED TREASURE BOX:

Servbot: Miss Tron, we found another drill inside!

Tron: Great! That's a Hyper Drill! Attach it to the Servbot Borer!

Servbot: Yes, Miss Tron!

(Hyper Drill attached!)

THIRD UNCLE DIGG'S TIP:

Servbot: It says, "Uncle Digg's Tips".

Tron: Really? Read it, then.

Servbot: Yes, Miss Tron!

Uncle Digg: "The crystal in this room is one of those needed to get the Elixir of Youth. I have collected all the crystals...With these I should be able to make the Elixir...But I don't know how!"

(receive Pink Crystal)

Servbot: Miss Tron, there's a Pink Crystal here. We'll pick it up, all right?

Tron (thinking): Wait! This skeleton here...Is it Digg's!?

Servbot: Huh? But we just talked to Uncle Digg, didn't we?

Tron (thinking): Y-you're right...So who is this?

UNCLE DIGG'S SKELETON:

Servbot (frightened): It...It's a skeleton! Yikes!

Tron: I guess not everyone makes it out of these caves...

ELIXIR OF YOUTH (MUST HAVE ALL 3 CRYSTALS):

(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!

ROXETTE CONVERSATIONS:

Roxette Quote 1: I was Digg's assistant.

Roxette Quote 2: I told him he was getting too old to be digging in these caves, but...

Roxette Quote 3: Thank you for solving the mystery. I'm sure you made him happy.

RETURN OF DANTZ:

Dantz (flustered): Fellas! I'm glad you're here! Give me a hand!

Servbot: Wh-wh-What's the matter!?

Dantz: Perl's been captured by those bird things!

Tron: That's what you get for trying to take what doesn't belong to you!

Servbot: That's what you get for trying to take what doesn't belong to you!

Dantz: Aw, c'mon fellas, don't say that! You gotta help me!

Tron: I can't believe the nerve of this guy!

Dantz: She's in serious trouble!

Servbot: Miss Tron, should we help him?

[No]:

Dantz: Aw, don't say that! We're old friends! We're in this together, right? Please help us!

(repeats last question)

[Yes]:

Tron: I guess we have to.

Servbot: We'll help you!

Dantz (relieved): Thank you! C'mon, she's inside here!

DANTZ CONVERSATIONS:

Dantz Quote 1: Those blasted birds!

Dantz Quote 2: Hurry! Hurry!

Dantz Quote 3: Poor Perl! She'll get pecked to death!

BIRDBOT TRIO:

Birdbot: There you are--finally! keh keh keh!

Perl: Help!

Servbot (scared): Hey! You can't do that! Leave her alone!

Birdbot: Don't make any sudden moves! squawk!

Tron: All right, let's get them! Is everyone ready?

Servbot (scared): R-ready!

Birdbot: keh keh keh! Get them!

AFTER DEFEATING BIRDBOT TRIO:

Birdbot (hovering): keh keh keh keh! Never underestimate a bird! squawk!

Dantz (karate kicks the Birdbot away!): Hiiiiiyaaah!

AFTER RESCUING PERL:

Perl (frightened): sob! I was so scared!

Dantz: Are you all right?

Tron: Well, he came through in the end, didn't he?

Servbot: You were really impressive, Mr. Dantz!

Perl (frightened): Thank you...You did this for me...

Dantz: Only doing what comes naturally to a Digger! Thanks for your help, fellas!

Perl (tear filled joy): Thank you so much. I'm sorry for everything I've done--here, take this as a token of my thanks.

(receives Room Key)

Servbot: Miss Tron, we got the room key!

Tron: OK! That means the last Aurora Stone is ours!

DANTZ CONVERSATIONS:

Dantz Quote 1: Thanks for your help.

Dantz Quote 2: You've grown up a lot since we first met--well, you know what I mean.

Dantz Quote 3: I was finally able to be the hero!

PERL CONVERSATIONS:

Perl Quote 1: I've learned my lesson--nothing good comes from trying to con people!

Perl Quote 2: From now on, I'm going to work hard and earn my own keep!

Perl Quote 3: Looks like Dantz is a little more dependable than I thought.

RETURN OF RUSSELL:

Russell Quote 1: Now he too can proudly join the ranks of Diggers.

Russell Quote 2: The final battle is close at hand.

Russell Quote 3: Are you ready for your last battle? You're sure to face a powerful Reaverbot.

RETURN OF TUTTLE:

Servbot: Looks like we ran into each other again!

Tuttle: It is man's destiny to meet and part with others, over and over, forever.

Servbot: Uh-huh...

Tuttle: Are you trying to go this way?

Servbot: Um, basically, yes.

Tron: Ignore him--let's go.

Tuttle: Watch closely--I will show you how it's done.

Tuttle (trying to do karate): Hi-yah! Fu! Cha!

(Tuttle tries to outrun traps, and gets whapped, crushed, and fried in the process)

BOSS DOOR:

Tuttle (white as a ghost!): ...I don't have the room key!

Servbot: Miss Tron, the door's locked! Should we use the Room Key we got from Miss Perl?

Tron: Yes, go ahead. Well, this is it! Isn't it exciting? I wonder what's on the other side!

GUARDIAN OF THE AURORA STONES:

Servbot (petrified): Oh no! He looks like a strong one!

Tron: Of course--this is the last guardian of the Aurora Stones! Don't hold back!

Servbot (frightened): Yes, Miss Tron! We'll give it all we've got!

AFTER DEFEATING THE GUARDIAN OF THE AURORA STONES:

(Red Aurora Stone appears from the ceiling and comes down in the hands of the beaming Servbots)

Servbot: We did it, Miss Tron! Look--it's a giant refractor!

Tron (ecstatic): Wow! This Stone must be worth at least 500,000 zenny!

Russell: Well done! I'm impressed that you were able to get to this before I did.

Tron: He's right--you did a great job! You're the best bunch of Diggers

I've ever seen!

Servbot: Really, Miss Tron? Yay! Thank you!

Russell: I can attest to that. You may be small, but you're not little--you're full-fledged Diggers.

Tron: See? What'd I tell you? All right, then...We've got what we came for--the last Aurora Stone! Let's get out of these caves and back to the Gesellschaft!

Servbot: Roger!

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#### MISSION 4--NAKKAI RUINS

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OBJECT: The goal of this mission is to find all the treasure buried inside the ruins!

MISSION INFO: Explore the Nakkai Ruins!

Your Mission: Explore the underground ruins. Defeat enemies to get zenny, and open treasure boxes to find items.

If you get low on energy, go back to the entrance and go under the Drache, which will take you back to the Gesellschaft.

(omitted if Diana's Tear has already been found):

Can you find Diana's Tear, hidden deep within the Nakkai Ruins?

PRIZE: Diana's Tear (1,000,000z)

#### PRE-MISSION BRIEFING:

##### FIRST VISIT:

Tron: This is it: we're going to the Nakkai Ruins!

Servbot: We're going to try and find "Diana's Tear", right?

Tron (thinking): That's right...But this is going to be harder than any other dig we've done... I mean, even Teisel wasn't going to try it alone--he took Bon with him.

Servbot: Does that mean we're going to give up?

Tron: No! We might not be able to get it on the first try, but we'll keep trying again and again until we get it! Still, we need to be careful and retreat if things get bad. If we run out of energy in the ruins, we'll lose everything we've found, so be careful! All right, let's go!

Servbots: Yes, Miss Tron!!

##### SUBSEQUENT VISITS:

Tron: All right, we're going to try going to the Nakkai Ruins again! Let's try to get as far inside as we can get this time!

Servbot: Yes, Miss Tron! We'll get "Diana's Tear" for you--you'll see!

Tron: That's the spirit! Let's go!

Servbots: Yes, Miss Tron!!

##### AFTER GETTING DIANA'S TEAR:

Tron (thinking): Well, we've already got "Diana's Tear", but there's still a lot of zenny left inside the ruins. We need as much zenny as we can get our hands on, so keep your eyes open!

Servbots: Let's go!

Tron (excited): Let's g...

Tron (confused): ...That's my line!

##### AFTER ARRIVING AT NAKKAI RUINS:

Servbot (headphoned): Miss Tron, come back here when you want to go back to the Gesellschaft.

##### AFTER ATTACKING THE DRACHE!:

Servbot (inside Drache): Miss Tron, stop! It's us! Stop!

##### AFTER OPENING A TREASURE BOX:

Servbot: Miss Tron, we found: [Item name] in the treasure box!

LEAVING NAKKAI RUINS:

Servbot (headphoned): Miss Tron, do you want to go back to the Gesellschaft?

[No]: (resume mission)

[Yes]:

Tron: Let's head back home, boys!

Servbots: Roger!

IF THE SERVBOTS CHECK THE REFRACTOR GUARDIAN DOOR:

Servbots: L-looks l-like there's something b-big inside...

AFTER DEFEATING REFRACTOR GUARDIAN:

(Diana's Tear drops down from the ceiling)

Tron: All right! Let's get back to the Gesellschaft!

Servbots: Yes, Miss Tron!

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MISSION 5--FARM LEVELS

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OBJECT: The goal of this mission is to steal all the livestock from a ranch!

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LEVEL 1

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OBJECT: Get All 6 Pigs!

Target the pigs with a beacon bomb and have the Servbots capture them! Use the Gustaff to protect them from enemies while they get the pigs! But be careful not to shoot the pigs!

MISSION INFO: Get All 6 Pigs!

Your Goal: Capture 6 pigs. Target them with a beacon bomb and have the Servbots capture them!

Use the Gustaff to protect them from enemies while they get the pigs! But be careful not to shoot the pigs!

PRIZE: Six Piggies (150,000z; 25,000z each)

PRE-MISSION BRIEFING:

Tron: This time, we're going to go after the Sart Farm!

Servbot: I don't think there's a lot of money at a ranch, Miss Tron...

Tron: Of course there isn't! What we're after are the animals they have there!

Servbot (happy): And we'll make cheese and milk and yogurt and stuff and sell it, right?

Tron (bossy): No! That's too much trouble to bother with!

Tron (thinking): Although, it does sound kind of fun...

Tron: Nope! What we're going to do is sell them as quickly as possible!

Servbot: We've heard rumors that Mr. Loath is one of the owners of the Sart Farm, Miss Tron!

Tron: Really!?! Well, then, it's like two birds with one stone, isn't it? I'll show him what happens if you mess with Tron Bonne! Hm! I guess you're not all that hopeless after all! All right, let's go!

Servbots: Yay!

START OF MISSION:

(Servbot notices a piggie)

Servbot: Look! It's a piggie! A piggie! Oink! Oink! Do pigs bite?

Tron: Can't you guys sit still and be quiet, even for a few minutes!?! Ah, here he comes!

(Servbot drives to the Gustaff with the truck)

Servbot (nervous): Miss Tron! Sorry to keep you waiting!

Tron: All right, everything's ready! Go get those pigs!

Servbots: Yes, Miss Tron!

Tron: I want every pig on this ranch in this truck! Let's go!

AFTER COLLECTING FIRST 2 PIGGIES:

Tron: You got them all? Good! Let's move on to the other part of the ranch!

Servbots: Yes, Miss Tron!

AFTER COLLECTING ALL THE PIGGIES:

(one of a trio of pink Birdbot robots shows up)

Pink Birdbot Robot: bibibibi! (Put the pig down!)

Servbot (scared): Waaaaaah!

Tron: I don't know who or what these are, but I'm not going to let them get in our way!

AFTER DEFEATING PINK ROBOT TRIO:

Birdbot (jumping around and scorched): squawk!

Tron: Wait...That's one of Loath's Birdbots... They must have come here to stop us. Well, we've got the pigs...I suppose we can let them go.

Servbot: Heh heh! We did it! We got the pigs! Yay!

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LEVEL 2

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OBJECT: Get All 6 Cows!

Target the cows with a beacon bomb and have the Servbots capture them! Use the Gustaff to protect them from enemies while they get the cows! But be careful not to shoot the cows!

MISSION INFO: Get All 6 Cows!

Your Goal: Capture 6 cows. Target them with a beacon bomb and have the Servbots capture them!

Use the Gustaff to protect them from enemies while they get the cows! But be careful not to shoot the cows, or they'll attack you!

Your truck might be attacked also, so watch out for enemies!

PRIZE: Six Cows (420,000z; 70,000z each)

PRE-MISSION BRIEFING:

Tron: This time, we're going after the cows on the ranch!

Servbots (excited): Yay! Cows! Fresh Milk! We can make yogurt! Or ice cream!

Tron (bossy): No! I've already told you that's not what we're after!

Tron: All you have to do is load the cows I shoot with a beacon bomb onto the truck, OK? They'll probably try to stop us again, but we'll handle them like we did last time! Let's go!

Servbots: Yes, Miss Tron!

START OF MISSION:

(Servbot notices another piggie)

Servbot: Look, it's another piggie! Where are the cows?

Another Servbot: I don't see any cows...

Tron: Hmmm...The cows must be in another pasture, in a different part of the ranch!

Servbot: Shall we go find them?

Tron: You bet! Keep your eyes open, though--those Birdbots may come looking for another fight!

Servbots: Aye, aye, ma'am! (Uhh..ma'am...)

AFTER COLLECTING FIRST 2 COWS:

Tron: You got them all? Good! Let's move on to another part of the ranch!

Servbots: Yes, Miss Tron!

AFTER COLLECTING ALL THE COWS:

Servbot: One...Two...uh...three... Miss Tron, we got all the cows!

Tron: Good work! Let's get out of here!

(Loath Robot Boss shows up)

Servbot (scared): M-m-miss Tron!

Tron: He must be after the truck! Come on--we've got to keep him away from the truck!

IF TRUCK RUNS OUT OF ENERGY:

(truck is shown smoking)

Servbot (sad): Miss Tron...All the cows got away!

Tron (frustrated): Looks like we lose...For now! But we'll be back! To the Gesellschaft!

IF TRUCK ESCAPES FROM LOATH ROBOT:

Tron: Looks like the truck made it! Let's go home!

Servbots: Yay!

AFTER DEFEATING LOATH ROBOT:

Tron: Whew! That takes care of that! Let's go home!

Servbots: Yes, Miss Tron!

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LEVEL 3

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OBJECT: Get All 6 Horses!

Target the horses with a beacon bomb and have the Servbots capture them!

The horses will run, so use the Gustaff to trap them!

MISSION INFO: Get All 6 Horses!

Your Goal: Capture 6 horses. Target them with a beacon bomb and have the Servbots capture them!

The horses will run away, so use the Gustaff to head them off!

Your truck might be attacked also, so watch out for enemies!

PRIZE: Six Horses (840,000z; 140,000z each)

PRE-MISSION BRIEFING:

Tron: Well, so far we've gotten pigs and cows, so you must know what's next...

Servbot: Chickens!

Tron: Wrong! Horses! Thoroughbreds sell for astronomical amounts of zenny!

Servbot: Horses can't be astronauts, Miss Tron.

Tron (confused): .....

Tron: Anyway! Horses are really fast and hard to catch, but I'll be helping you--you can do it!

Servbot: Yes, Miss Tron!

Tron: All right, then, let's go!

Servbots: Roger!

START OF MISSION:

(after showing two horses)

Tron: They're so beautiful, aren't they? We'll just have to take them all!

These thoroughbreds will fetch a good price! Get them all!

Servbots: Yes, ma'am!



AFTER COLLECTING FIRST 2 HORSES AND THE NEXT TWO:

Tron: You got them all? Good! Let's move on to another part of the ranch!

Servbots: Yes, Miss Tron!

AFTER COLLECTING ALL THE HORSES:

Servbot: We finished loading the truck, Miss Tron!

Tron: Good! Let's get out of here!

(Loath Robot shows up again)

Servbot (scared): Miss Tron! One of Loath's robots has shown up again!

Tron: They're persistent, aren't they? Come on--let's get this over with!

IF TRUCK RUNS OUT OF ENERGY:

(truck is shown smoking)

Servbot (sad): Miss Tron, all the horses got away...

Tron (frustrated): Looks like we lose...For now! But we'll be back! To the Gesellschaft!

AFTER DEFEATING LOATH ROBOT AND PINK ROBOT TRIO:

Tron: Mission complete! We've got everything we came for! Let's head back to the Gesellschaft!

Servbots: Yes, Miss Tron!

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MISSION 7--CASINO

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OBJECT: It looks like there's only one mission I can go on...Make money at the casino!

IF FAVORITE'S SLOTH RATING IS 4:

Favorite: Wait--maybe going on a mission isn't such a good idea...I guess we should wake up Miss Tron instead...

BEFORE FIRST VISIT:

Favorite: ...What should we do...? I know! Let's go on a mission to get Miss Tron some more money!

BEFORE SUBSEQUENT VISITS:

Favorite: Time to help Miss Tron!

IF YOU HAVE LESS THAN 100K ZENNY:

Favorite: All right, let's go out on a mission! ...But we don't have enough money! We can't even buy any snacks with what's left! I guess we should wake up Miss Tron...

AFTER EACH VISIT:

Favorite: Whew! Going out on a mission's not as easy as it looks! We'd better wake up Miss Tron now...

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CASINO ENTRANCE BEFORE ONE MILLION ZENNY

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FIRST VISIT:

Favorite: Wow! Look at all the games!

Birdbot: Welcome to...Huh? Wait, aren't you...

Favorite: (nervous): Uh-oh...

Birdbot: Don't worry--a customer is a customer. Come in, relax, enjoy yourself! Bingo's really popular right now. Why don't you give it a try?

SUBSEQUENT VISITS:

Favorite: Hmmm...Where to start?

Birdbot: Back again, huh? What'll you play today? Bingo's really popular

right now. Why don't you give it a try?

AFTER PLAYING BINGO AT LEAST ONCE:

Birdbot: Do you want to play Bingo, or learn the rules?

AFTER GOING BROKE:

Birdbot: What, out of money already? Come back when you've got some more!

IF YOU CHOOSE "GO HOME" WITHOUT PLAYING:

Favorite: Gambling's not a good thing...We could get in a lot of trouble...

Birdbot: What, lost your nerve? Then go on home! This is no place for kids!

IF YOU CHOOSE "GO HOME" AND NEITHER MADE OR LOST MONEY:

Favorite: I guess it's better than losing...

IF YOU CHOOSE "GO HOME" AND LOST MONEY:

Favorite (sad): My xxxxxx zenny became xxxxxx zenny...

(at random):

Favorite Quote 1: I'm not quitting! I'll get it all back! You watch! sniff!

Favorite Quote 2: Miss Tron's going to be angry...

Favorite Quote 3: How could this have happened...?

IF YOU CHOOSE "GO HOME" AND MADE MONEY:

Favorite (happy): My xxxxxx zenny became xxxxxx zenny!

(at random):

Favorite Quote 1: Ah...Money for nothing!

Favorite Quote 2: I hope this makes Miss Tron happy!

Favorite Quote 3: This is fun and exciting.

=====  
CASINO ENTRANCE AFTER ONE MILLION ZENNY  
=====

FIRST VISIT:

Favorite: Wow! Look at all the games!

Birdbot: Welcome to...Huh? Wait, aren't you...

Favorite: (nervous): Uh-oh...

Birdbot: Don't worry--a customer is a customer. Come in, relax, enjoy yourself! Well, what game do you want to play today? Or do you want to learn the rules to a game?

FIRST VISIT SINCE ONE MILLION ZENNY:

Favorite: Bingo! Bingo!

Birdbot: Back again? Say, why don't you try a different game for a change?

Favorite: Like what?

Birdbot: High and Low--it's a completely different game, more exciting!

Well, what game do you want to play today? Or do you want to learn the rules to a game?

SUBSEQUENT VISITS:

Favorite: Hmmm...Where to start?

Birdbot: Back again, huh? Well, what game do you want to play today? Or do you want to learn the rules to a game?

AFTER GOING BROKE:

Birdbot: What, out of money already? Come back when you've got some more!

AFTER PLAYING EACH GAME:

Birdbot: Well, what game do you want to play today? Or do you want to learn the rules to a game?

IF YOU CHOOSE "GO HOME" WITHOUT PLAYING:

Favorite: Gambling's not a good thing...We could get in a lot of trouble...

Birdbot: What, lost your nerve? Then go on home! This is no place for kids!

IF YOU CHOOSE "GO HOME" AND NEITHER WON OR LOST MONEY:

Favorite: I guess it's better than losing...

IF YOU CHOOSE "GO HOME" AND LOST MONEY:

Favorite (sad): My xxxxx zenny became xxxxx zenny...

(at random):

Favorite Quote 1: I'm not quitting! I'll get it all back! You watch! sniff!

Favorite Quote 2: Miss Tron's going to be angry...

Favorite Quote 3: How could this have happened...?

IF YOU CHOOSE "GO HOME" AND MADE MONEY:

Favorite (happy): My xxxxx zenny became xxxxx zenny!

(at random):

Favorite Quote 1: Ah...Money for nothing!

Favorite Quote 2: I hope this makes Miss Tron happy!

Favorite Quote 3: This is fun and exciting.

=====

BINGO

=====

TELL ME THE RULES:

Birdbot: Sure! The rules are really simple. There are 25 balls, numbered from 00 to 24. When a ball is picked, the corresponding number on your bingo card lights up. If you get 5 numbers in a row to light up, you get bingo and win! When a card you've bet on gets bingo, you get zenny based on how much you bet. The sooner you get bingo, the more zenny you'll get.

TOP PRIZE: 750,000z (from a 1,500z bet x 500)

BEFORE EACH ROUND:

Birdbot: All right, here we go! Place your bets! Choose a card!

(Choose a card and use the up button to change your bet. You can bet up to 1500 Zenny per card.)

AFTER EACH LOSS::

Birdbot: Are you sure you want to go home? C'mon, test your luck one more time!

[Sure!]: (play another round)

[I've had enough]: (go back to casino entrance)

AFTER EACH WIN:

Birdbot: You sure you want to quit? How about just one more time?

[All right]: (play another round)

[Nope, I quit!]: (go back to casino entrance)

=====

HIGH AND LOW

=====

TELL ME THE RULES:

Birdbot: The rules are simple! We flip over cards, and you guess if the

next card will be higher or lower than the last one. If you think the next card's number will be larger than the last one, pick "High." If you think it will be lower, pick "Low." Aces are high, and 2 is low--remember that! You have to pay 500 zenny to play. The bet starts at 50 zenny. If you win, we'll double your bet. If you lose, we keep the 500 zenny fee and the bet! If you want to quit, press the X button. If you quit, you get to keep your bet and what you've won so far. Good luck!  
TOP PRIZE: 102,400z (for winning entire row of 12 cards)

FIRST CARD::

Birdbot: It's 500 zenny to play! Here we go! The next card will be... High or Low!?

AFTER CORRECT GUESS:

Birdbot: Good guess! All right, here we go--next card! High or Low!?

AFTER INCORRECT GUESS:

Birdbot: Too bad! Try again?

[Of course!]: (play another round)

[Never mind]: (go back to Casino entrance)

AFTER QUITTING EARLY:

Birdbot: Huh? Quitting?

[Well, maybe one more time]: (resumes round)

[Yep]:

Birdbot: All right, one more time! You're in, right?

[Of course!]: (play another round)

[Count me out!]: (go back to Casino entrance)

AFTER GOING THROUGH ENTIRE ROW OF 12 CARDS:

Birdbot: Not bad...Not everyone can get this far! What do you say--another round?

[Of course!]: (play another round)

[Never mind]: (go back to Casino entrance)

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ONE MILLION ZENNY AND TWO MILLION ZENNY

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ONE MILLION ZENNY

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MEETING ROOM:

Tron: We did it! We finally got a million zenny! That means we can finally bring Teisel and Bon Bonne back home! It took a little doing, but nothing I couldn't handle! And I couldn't have done it without your help. Thanks for everything!

Left Servbot: She thanked us!

Center Servbot: Yay! Yay!

Right Servbot: Three cheers for Miss Tron!

Tron: Let's not waste anymore time! Let's get over to Loath's!

Servbots: Roger! Yes, Miss Tron!

LOATH'S SHIP:

Center Servbot (whispering): Is this Loath's ship?

Left Servbot (whispering): It's big...

Right Servbot (whispering): It's so fancy...

Center Servbot (whispering): It's not like our ship at all!

Tron (sarcastically): Thank you for pointing that out!

Tron (bossy): Now, be quiet!

Servbots: Yes, Miss Tron!

Loath: Bwa ha ha ha ha ha ha ha! I'm Lex Loath--looking for me? Well, well, well, what have we here? A pretty young girl--and quite a strong-willed one, too! Now, why don't you tell me what you want with me, hm, little missie?

Tron: You know why I'm here! I've come for my brother! Here--here's the million zenny my brother owed you! There! The debt's been settled! Give me back my brother!

Loath: Ho ho ho! Well, that's nice of you! You seem to understand how the world works, my dear! Let's see... 10, 20, 30... mmm? Looks a little short to me!

Tron: What are you talking about! There's a million zenny, right there!

Loath: Yes, there is, but there's this little thing called "interest", you see? If you borrow money, you have to pay interest on it. Let's see... With this much... hmmmm... I need another 2 million zenny.

Tron: Wh...WHAT!? Are you kidding?! Do you think you can get away with this? It's crazy!

Loath: No, missie, you're the one who's trying to get away with something! You think I'd just let anyone borrow that much, for free? That's as low a rate as I can give you--count yourself lucky! Come back when you've got the money! Bwa ha ha ha! Glyde! Our...guests...are leaving!

Glyde: Excellence, sir.

(Glyde walks over to Tron and grabs her to escort her out)

Glyde: Come with me!

Tron: W-wait! You haven't told me where my brother is...! Hey! Let, let go of me!

Left Servbot (crying): Stop!

Center Servbot (crying): Let Miss Tron go!

Right Servbot (crying): Hey!

Left Birdbot: Scram!

Center Birdbot: Get outta here!

Right Birdbot: Hasta la vista!

Loath: Be seeing you, missie! Ha ha ha ha ha!

(after Tron has left)

Loath: ...She's more useful than she looks, isn't she? But I can't let her have her brother back...Not when we're at such a critical stage... I'm counting on you, Glyde--don't let me down.

Glyde: I won't, Mr. Loath--you have my word.

BACK AT GESELLSCHAFT:

Tron: Oh! They make me so angry! If we only knew where Teisel was! I'm going to get them for this! I guess we'll have to get that money if we want Teisel back...

Servbot: We need 2,000,000 zenny, Miss Tron!

Tron: All right, then! First we get Teisel and Bon Bonne back, and then we take care of Loath!

Left Servbot: You bet!

Right Servbot: That's right!

Center Servbot: Go, Miss Tron!

Tron (bossy): You've been looking for new ways we can make money..right?

Servbot (nervous): Y-yes, Miss Tron! We found some...

Tron (bossy): That's good! They'd better be worthwhile, or you're all in big trouble!

Tron: All right, then, let's have a meeting and discuss our options!

Left Servbot: Roger!

Center and Right Servbots: Yay!

=====  
TWO MILLION ZENNY  
=====

MEETING ROOM:

Tron: There! We finally got enough to pay the interest back! This time, we'll bring back Teisel and Bon Bonne for sure! Have you found out where Loath is yet? Figures--we finally get the money, and then we can't contact him!

Servbot: Miss Tron! We've gotten a new report from #15! He says that Lex Loath is engaged in suspicious activity in a warehouse..At Pirmiki Harbor!

Tron: Roger! Good job! All right--we're going to Pirmiki Harbor!

Center Servbot: Yes, Miss Tron!

Left Servbot: Pirmiki!

Right Servbot: She said we did a good job!

=====  
PAY BACK  
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AFTER CHOOSING "PAY BACK":

Servbot: According to reports, Loath is engaged in some mysterious activity...Since anything can happen, maybe you should save first before going to meet him. Do you want to continue?

[No]: (Goes back to HQ)

[Yes]:

(if Favorite Servbot has not been chosen):

Servbot: In case of a problem while you're gone, #1 will take over!

(#1 became the Favorite Servbot! #1's MAX "Speed" rating is now 3! #1's "Speed rating is now (2 or 3)!)

BACK AT LOATH'S SHIP:

Loath: Bwa ha ha ha! Long time no see, little missie! How have you been?

Loath (thinking): So, do you have my money?

Tron: Of course! Here it is! Now give me back my brothers!

Loath: Hmmm? Is this all there is? You're short, missie...Quite a bit short...Do you take me for a fool!? How many days do you think it's been since we last met? You owe interest on your interest!

Tron: You...You...sigh...Even I wouldn't have guessed you were this low.

Servbot: You're not playing fair!

Loath: Wh-What!? How dare you say that to me! Me? Unfair!? The world regards me as a fair and compassionate businessman! But even my patience has it's limits! No more Mr. Nice Guy! You can work off your debt with your brothers! Glyde! Teach this girl some manners!

Glyde: Yes, Mr. Loath. All right, you, come this way!

(Glyde again grabs Tron by the arm)

Tron: Ow! Let me go, you...!!

Birdbots (picking on the Servbots): Looks like the end of the line for you! squawk!

Left Servbot: Ow! Ouch!

Center and Right Servbot: Waaah!

AFTER TRON AND THE SERVBOTS ARE TAKEN AWAY:

Glyde: They've gone, Mr. Loath. And good riddance! Such an ill-mannered young thing!

Loath: But she'll make an excellent worker, don't you think?

Glyde: I admire your ingenuity, sir... Trapping talented Diggers into debt, forcing them to work for you... Very profitable--and very despicable.

Loath: You're hardly one to talk, Glyde!

Glyde: Ho ho ho ho ho!

Loath: Bwa ha ha ha!

Loath: So, is our plan proceeding on schedule?

Glyde: Yes, sir. I believe we'll be ready to begin soon.

Loath: I see...That means it's only a matter of time before the entire world is mine!

Loath: Bwa ha...Bwa ha...bwa ha ha ha ha!

Glyde: Ho ho ho ho ho ho!

#### TRON'S CAPTURE AND IMPRISONMENT IN THE DUNGEON:

Birdbots (picking on the Servbots): Here's your suite! Enjoy! squawk!

Left Servbot: Waaah!

Center and Right Servbots: Ouch!

Tron: cough! cough! Not very friendly, are they?

Servbot (scared): What do we do now, Miss Tron?

Tron (angry): We not going to let to let them get away with this! We'll wait for our chance, and then--pow!

Teisel: What's going on back there? I'm trying to write a letter and I can't concentrate with all that noise! Let's see.."Dear Tron and everybody...I'm all right. I've got into this by myself, and I'll get out of it by myself. I don't know how, but I will! If I'm not back in a year, Tron, I want you to take over for me..."

Tron: That voice...Is it you Teisel? It's me, Tron! Teisel, can you hear me?

Teisel: Why can't they shut up already? Geez, it's so annoying! I can't concentrate!

Teisel: Huh? For a second there I thought I heard Tron's voice... I'm worse off than I thought--I'm starting to hear things! Get a hold of yourself, man! You haven't come too far to lose it now!

Tron: It is you, Teisel! What are you doing?

Teisel (shocked): Whoa! T-Tron!? What are you doing here?

Tron: Took you long enough to notice!

Teisel: You're here to bust me out, aren't you? That's my sister! Oh, Tron, you're wonderful! I couldn't ask for a better sister! So, how to we get out?

Tron: Um...I hate to disappoint you, .But...Um...they kinda got me too...

Teisel: You too...? sigh...I'm sorry, Tron. I guess I'm not much of a brother to let something like this happen to you...

#### LEGEND OF THE COLOSSUS:

Tron: What is Loath trying to do here, anyway?

Teisel: Tron, have you ever heard the story of the Sleeping Colossus?

Tron: No, I haven't. What's it about?

Teisel: It's an old legend that Diggers tell. They say there's a giant treasure of the Ancients, the Sleeping Colossus...And that whoever wakes it will be strong enough to rule the world!

Tron: An ancient Colossus, huh? I've heard stories like that before...

Teisel: Well, this time, it looks like it's for real! The golden refractor--which is said to be the key to waking it--has already been found...Right here!

Tron: Here!?

Teisel: That's right. And, in order to look for it, Loath has been shanghaiing Diggers and making them work for him! I've heard rumors that they've already found the Colossus underneath this base!

Tron: Really...But I bet it's just a giant Reaverbot. Remember a few years ago? There was something about a giant robot, but it was nothing in the end...

Teisel: Maybe...But that refractor was like nothing I've ever seen before--it was huge! This just might be the real thing...

Tron: Were you the one who dug it up?

Teisel: Yep, I was...I don't like this, though, working for someone like Loath!

Tron: Yeah! Just because we're pirates doesn't mean we're common crooks!  
So, shall we get started?  
Teisel: Started? On what?  
Tron: Well, now that I know where you and Bon Bonne are, we can go get that  
Loath creep!  
Bon: Babuu?  
Tron: Oh, Bon Bonne, you're awake? That's good!  
Tron (contacting Gesellschaft): Gesellschaft? Come in, Gesellschaft!

BACK AT GESELLSCHAFT:

Servbot (headphoned): Incoming transmission from Miss Tron! Patching it  
through!

(big screen appears)

Tron: This is Tron! Is anyone there? Are you receiving?

Center Servbot: Wah! Hurry! Clean everything up!

Right Servbot: Don't worry! She can't see anything on this side!

Tron: I may not be able to see, but I can hear everything! Anyway, I found  
Teisel! Which means it's time to put our rescue plan into action! After  
you pick us up, we're going after Loath, got it? I want you to implement  
plan 0024! Tron, over and out!

Servbot: Wh...What do we do?

Servbot (at controls): Plan 0024? Isn't that the one where one of us helps  
rescue Miss Tron?--

Servbot: Who's going to go?

Another Servbot: I wasn't programmed to be a fighter...What about you?

Servbot (chef): I'm too slow...It has to be somebody else...

Servbot Cowards: ...

Favorite: I...I'll do it!

Center Servbot: Wow!

Right Servbot: Good luck!-!

Left Servbot: Hurray!

=====  
BONNE FAMILY RESCUE AND COLOSSUS SHOWDOWN  
=====

=====  
BONNE FAMILY RESCUE  
=====

OBJECT: Last Mission!

Find Tron and Teisel in the dungeon, and rescue them!

MISSION INFO: Rescue Tron and Teisel!/Stop Loath!

Find Tron and Teisel in the dungeon, and rescue them!

WRONG DOOR:

Servbots: There's no one there...

RIGHT DOOR:

Servbots: We found them!!

BONNE FAMILY RESCUE:

Tron: There you are!

Favorite: Miss Tron!!

Tron: Good job! Thank you!

Favorite: Miss Tron! It's an honor! Thank you for thanking me! I mean...

Teisel: All right, all right, already! Let's get out of here!

Tron: Wait--before that...

Teisel: Huh? Now what?

Tron: We're not going to leave here emptyhanded! We're going to take



everything Loath found!

Teisel: Right...Right! Good idea! Ha ha ha ha! We'll make him sorry he ever heard the name "Bonne"! Ha ha ha ha!

SLEEPING COLOSSUS:

Tron (looking above): What is this? It looks like the Colossus's...head?

Teisel: I had no idea it was this BIG! It might be a little trickier to get this out of here than I thought...

Glyde: Always thinking about number one, hm, Teisel?

Teisel: G-Glyde!

Favorite: Miss Tron! Up there!

(Glyde appears again with his Bird Robot and Birdbot team)

Glyde: I don't know how you escaped, but here you are--all together, one big happy family, hm? Thinking about what to do with you was keeping me awake at night...Now that we've got the Colossus, we don't really need you anymore, do we, darlings?

Birdbot: Ever hear the expression "Between a rock and a hard place?" That's your situation! squawk!

Teisel: If you think we're going to go quietly without a fight, you'd better think again!

Tron: That's right! Now that Teisel's back, we don't have to play nice anymore! Understand?

Teisel: Hey, Tron...You'll let me drive, right?

Tron: Sorry, big brother! Let me handle this! Let's go!

Teisel: Hey, Tron!

AFTER DEFEATING GLYDE:

(Glyde's robot is smoking, but is still operational)

Tron (surprised): Huh!?

Glyde: ho ho ho! You're more than just a pretty face, aren't you, my dear?

Birdbot: Not bad--for a biped!

Glyde: But we've only just started--the real fun is about to begin! Now you'll see true power! Activate Ultimate Glyde Transformation!!

Teisel: Wh-what the...!?

(Bon comes down from above and tackles Glyde's robot before the Transformation can even start!)

Birdbot (bruised): squawk!

Favorite (shocked): Master...Bon Bonne...

Bon: Baabubuuu!!!

Tron: Bon Bonne...Where did you come from?

Teisel: G-good job, Bon Bonne! I guess you owed Glyde one too, didn't you? (shows Glyde and his "darlings" down for the count, but not quite out...)

Bon: Babuu!!

Glyde (scorched): This isn't the end! Oh no, just you wait! You haven't seen the last of us!

(Glyde and his team run towards door, fall flat on their faces, and then run out)

Birdbot (blacked out!): This isn't over, squawk!

COLOSSUS IS ALIVE!:

Teisel: Looks like they're not giving up yet! Bon Bonne, I'm worried about the Gesellschaft! You get back and check on it!

Bon: Babuu!

(Golden Refractor appears and goes inside the Colossus' head)

Favorite: Miss Tron, look!

(Colossus is alive!!)

Teisel: They've activated it! It's alive!

Tron: So, they're bringing out the big guns, hm? We must've scared them.

Teisel: I don't think this one's gonna be easy...

INSIDE COLOSSUS:

Loath (at controls): Glyde was able to buy me enough time to get the Colossus activated. All I have to do is push this button right here.

(pushes button) Ignition!

(Colossus' red Energy Pylons pop up)

Loath: All right, play time's over! It's time to get serious! Let's begin!

(Colossus begins to get up, and is ready to collapse the whole building!)

Loath: It's moving! It's moving! Let's see...Where shall we begin...How about conquering the world?

Teisel: Uh-oh! He's not stopping! He's gonna bring the whole place down!

Tron: This is Tron! We need a pick-up, fast! Home in on my signal!

(Gustaff runs out desperately)

Teisel: Troooooon!!! It's too late!! The ceiling's collapsiiiiiiiiing!!

Waaaaaaaah!!!!

BACK AT GESELLSCHAFT:

Teisel: Whew! That was a close one! I don't even remember how we got out!

Tron: I guess miracles do happen, hm, big brother? Now it's our turn!

Teisel: All guns, stand ready! Prepare to fire!

Tron: Target the Colossus! Launch missiles!

Servbot (headphoned): Firing missiles!

(missiles are launched at the Colossus, but they don't even scratch its paint job!)

Loath (mockingly): Bwa ha ha ha ha ha! You'll have to do better than that! Now it's my turn!

(Colossus lifts its arms and launches two huge green lasers that hit the Gesellschaft)

Tron: Eeeek!

Servbots: Waaaaaaa!

Teisel: Whoaaaaa!

(Gesellschaft blacks out)

Servbot: Engine room to bridge! Engine #2 has been destroyed! We've lost 50% of our power!

(Gesellschaft's lights begin to slowly come back on)

Another Servbot: This is the deck! Our right wing's been damaged! We're losing control!

Third Servbot: Master Teisel is missing! It looks like he was knocked overboard!

Favorite (frightened): Miss Tron! Miss Tron! Are you all right?

(Tron, who is obviously NOT all right, is on her knees badly injured and is holding her bleeding forehead)

Tron: Uhh...Yes...

Favorite: Miss Tron! You're hurt!

Tron: Must...continue...attack...You...in command...

Favorite: Miss Tron, we have to get you to the sickbay!

Tron: No...It's...up to...you!

Favorite: Miss Tronnn!!

Favorite (bravely): ...All right, then...I'll get them for you! This is the bridge! Prepare the Gustaff!

Servbot: W--we won't let you go alone! We're coming too!

Another Servbot: Tell us what to do!

Favorite: Thanks, everybody...All right! Our target is the Colossus's head!

Let's get him!

Servbots: Roger!

=====  
COLOSSUS SHOWDOWN  
=====

OBJECT: The Last Battle!

Rip out all of the Colossus's Energy Pylons! Use the Servbots to get the ones on its head!

MISSION INFO: Stop Loath!

There's no turning back now! You have to get the golden refractor, and stop Loath from taking over the world!

START OF MISSION:

(The Drache travels from the smoking Gesellschaft to the Colossus and the Gustaff and the floating Servbots drop down on top of the Colossus. The Gustaff then raises its arm in salute and gets ready to fight.)

Favorite: Let's do it!

Servbots: Yes, sir!

AFTER REMOVING ALL SIXTEEN OF THE ENERGY PYLONS:

(Colossus stops moving)

Loath (nervous): Wh-what!? It's stopped moving!

Glyde: It appears we've lost, Mr. Loath.

Loath: That...Those little...They won't get away with this!

Glyde: Even if it uses all of our remaining energy, we should still deal with them. We will at least break even by collecting our refractors and then escaping with them.

Loath: This time, I'll be sure I destroy them all! All of them, especially those little yellow ones!

AFTER DEFEATING THE COLOSSUS' HEAD:

See ENDING

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#### MENU DESCRIPTIONS

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OPTIONS MENU:

Controller: Change controller settings.

[Movement--L1/R1 button]: Set controller to use L1/R1 buttons for turning and directional buttons for sliding.

[Movement--directional buttons]: Set controller to use directional buttons for turning and L1/R1 buttons for sliding.

[Point of View--Reverse]: Pressing Down arrow while holding R2 button moves viewpoint up.

[Point of View--Normal]: Pressing Up arrow while holding R2 button moves viewpoint up.

[Shot Type--Manual]: Disables Auto-Aim. Use L2 button to Auto-Lock onto targets.

[Shot Type--Auto]: Enables Auto-Aim: shots fired are automatically aimed at targets.

Sound: Change sound settings.

[Mode--Stereo]: Set sound output to Stereo.

[Mode--Monaural]: Set sound output to Monaural.

Vibration: Toggle Vibration On or Off.

[Vibration--On]: Turn Vibration on.

[Vibration--Off]: Turn Vibration off.

Defaults: Return all settings to Default Settings.

[after selecting Defaults]: All options set to default settings!

GESELLSCHAFT HQ MENU:

Mission: Have a planning meeting, then begin a mission.

Talk: Speak with a Servbot. Select the Servbot to talk to with the Right/Left keys.

[Give]: Give an item to a Servbot. Each item may only be given to a certain

Servbot.

[Data]: View a Servbot's data.

[List]: View the Master Servbot List.

[Naming]: Change a Servbot's name.

Move: Check up on what's happening in the various Gesellschaft rooms.

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

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

[Cafe]: This room is for rest, relaxation, and of course, eating.

[Meeting Room]: This room is for mission planning meetings and mission review meetings. It is used for administrative work when meetings aren't being held.

[Deck]: This is where Servbots on lookout duty are assigned.

[Engine]: Room from which the engine and other ship functions are managed and regulated.

[Gym]: 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!

[Torture Room]: This room is used for punishing lazy Servbots.

[Tron's Room]: Tron's bedroom. You can use this room to switch control with your favorite Servbot.

[Teisel's Room]: Teisel's room, lined with books from floor to ceiling.

Scout: Send a Servbot to scout.

System: Save games and set various game options.

[Save]: Save your current game.

[Options]: Set various game options.

Pay Back: Go to return the money to Mr. Loath. It's probably a good idea to save first before going...

#### GESELLSCHAFT NON-HQ MENU:

Develop (Lab): Develop power-ups for the Gustaff. Development factors include your zenny, what kind of items you have, and Servbot skill.

Appraise (Storage Room): Have the Servbot in charge of appraisal evaluate one of your items.

Sell (Storage Room): Sell unneeded items.

Train (Gym): Have a Servbot perform special training to improve his abilities.

[Course 1]: Have a Servbot play Training Game #1. This game raises a Servbot's "Attack" rating.

[Course 2]: Have a Servbot play Training Game #2. This game raises a Servbot's "Speed" rating.

Hi Score (Gym): View the high scores for previous training sessions.

[Course 1]: High scores for Training Game #1.

[Course 2]: High scores for Training Game #2.

Punish (Torture Room): Punish a Servbot for goofing off and lower his "Sloth" rating.

#### LAB MENU:

(after selecting Develop): What do you want to build? This is all we can build right now.

(without development discount item): We'll make "[Item name]"!

(with development discount item): Select an item to add to the building process.

(without enough zenny): You don't have enough zenny!

(with enough zenny): The item "[Item name]" is ready!

#### STORAGE ROOM MENU:

Tron: (after selecting Appraise/Sell with no Appraisal Servbot present): There is no Servbot who can (appraise/sell) items here.

#14/#19 (after selecting Appraise/Sell with Appraisal Servbot present):

Select an item to (appraise/sell).

#14/#19 (after selecting non-sellable item): You can't sell that!!

#14/#19 (after selecting a sellable item): Use the Right/Left keys to choose a number.

#### MISSION MAP MENU:

Map: Choose which mission you want to go on from the map!

Mission 1: The goal of this mission is to rob a bank in town!

Mission 2: The goal of this mission is to steal all the cargo containers from the harbor!

Mission 3: The goal of this mission is to find the legendary Aurora Stones in the ruins!

Mission 4: The goal of this mission is to find all the treasure buried inside the ruins!

Mission 5: The goal of this mission is to steal all the livestock from a ranch!

Mission 6: The goal of this mission is to go back to the harbor and get more cargo containers!

Mission 7: It looks like there's only one mission I can go on...Make money at the casino!

Completed Mission: There's nothing left for us to take here...

#### PRE-MISSION MENU:

Tron: All right, let's get this mission meeting started!

Mission: Choose this to start the mission.

Details: Choose this to view info about the mission.

Robot: Change weapons and view your robot's data here.

Servbot: Use this to choose which Servbot(s) to take with you on the mission.

#### SERVBOT ROSTER MENU:

At Servbot Roster: Select a Servbot.

If you try to pick the Sniper Servbot: This Servbot has already been assigned as a Sniper.

If you try to leave without picking a Servbot: Servbots have been selected; you must select at least one Servbot.

If you try to pick too many Servbots: Too many Servbots!

If you try to pick a lazy Servbot: This Servbot is goofing off and cannot be found.

[Use this Servbot]: Do you wish to quit selecting Servbots? (Yes or No)

After picking proper number of Servbots: Is this acceptable? (Yes or No)

#### POST-MISSION REPORT:

Tron: All right, let's start the post-mission meeting. Give me your report, please!

(Results--Successful or unsuccessful completion of mission):

Failed Mission: We weren't able to complete this mission...

Mission 1-1: Instead of getting the zenny from the bank, we got stuff from the town!

Mission 1-2 and 1-3: We were able to sell the gold we got from the bank for 150,000 zenny!

Missions 2 and 6: We were able to sell the [green] containers we got for xxxxx zenny! We were able to sell the [pink] containers we got for an extra xxxxx zenny!

Mission 3: We were able to sell the (blue/yellow/red) Aurora Stone for xxxxx zenny!

Mission 4: We were able to sell Diana's Tear for 1,000,000 zenny!

Mission 5: We were able to sell the (pigs/cows/horses) we got for 150,000 zenny!

(Results--Items collected):

If you got any items: These are all the things we were able to get on this mission.

If you did not get any items: We didn't get any items on this mission.

(Servbot Growth):

With no Brains rating improvement: No Servbot's "Brains" rating went up on this mission.

With Brains rating improvement: No. xx's "Brains" rating is now (2/3/4)!

Special skill "[Skill name]" gained!

(Scouting Report):

If any Servbots returned from scouting: Here are the Servbots who have returned from scouting.

(Events):

If a new room has been built: Here's a list of the things that happened while we were on the mission.

Tron's Room: Construction on your room is finished, Miss Tron!

Speed Training Course: The new training room is ready for use.

Mission 1-3: We got Loader Parts from the police officer's robot!

Deck: Construction on the deck is finished.

Teisel's Room: Construction on Master Teisel's room is finished!

Engine: Construction on the engine room is finished!

Torture Room: Construction on the torture room is finished!

Lazy Servbot: It looks like there's a lazy Servbot somewhere...

(End):

End of report: That's the end of my report.

SCOUTING:

If no Servbots are scouting: No Servbot has been assigned to scout.

If less than three Servbots are scouting: Select a Servbot to go scouting.

You can send (3/2/1) more out.

After picking a Servbot to scout: Choose an area for #xx to scout.

Area A-2: Gold City

Area A-3: Sart Farm

Area B-1: Shala-Kun Ruins

Area C-2 Casino Town Nukky

Area C-4: Teche Harbor

Area D-2: Nakkai Desert

Area D-3 Primiki Harbor

(all other Areas are nameless)

If you pick a location already being scouted: A scout has already been assigned for this area. Please choose another area.

After picking a scouting location: Do you want to send #xx to scout Area x-x, [name if any]? (Yes or No)

After sending three Servbots to scout: There are now 3 Servbots scouting. Let's wait for them to come back.

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ITEM DESCRIPTIONS

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E. BOTTLES:

E. Bottle 1: Small energy recharge.

E. Bottle 2: Medium energy recharge.

E. Bottle 3: Large energy recharge.

E. Bottle 4: Full energy recharge.

ZENNY ITEMS:

Pork: Delicious-looking pork.

Fish: Tasty-looking fish.

Apple: Yummy-looking apple.

Curry: Hot and spicy curry.  
Hamburger: Nice juicy hamburger.  
Juice: Fresh fruit juice.  
Cake: Delicious-looking cake.  
Tire: Tire from a patrol car.  
Police Lights: Emergency lights from a patrol car.  
Riot Shield: Item used by Ryship Police.  
Comic: Comic book with a funny story.  
Hat: Good-looking hat.  
Chicken: Delicious-looking piece of chicken.  
Letter: Letter written by a resident of the island.  
Scallop: Tasty-looking shellfish.  
Ring: Beautiful ring.  
Shell: A pretty shell.  
Lunchbox: Workman's box lunch.  
Steak: Thick, tasty-looking steak.  
Pig: Pig taken from ranch.  
Rabbit: Tasty-looking rabbit.  
Cow: Cow taken from ranch.  
Black Stallion: Black stallion taken from ranch.  
Horse: Horse taken from ranch.  
Birdbot: One of Loath's robots captured at the ranch.  
Milk: Fresh, delicious milk.  
Cheese: Tasty-looking cheese.  
Yogurt: Freshly-made yogurt.  
Ice Cream: Cold, sweet ice cream.  
Horseshoe: Horseshoe for barnyard animals.  
Beef: Lean ground beef.

#### DEVELOPMENT ITEMS:

Pipe: Dirty pipe found in the Nakkai ruins.  
Fireworks: Fireworks found in the Nakkai ruins.  
Iron Plate: Plate made of hardened iron.  
Lithium: Extremely light metal ore.  
Hi-Density Tank: Tank with large storage capacity.  
Bottle Notes: T. Bonne's memos on making E. Bottles.  
Rusted Tank: Rusted tank found in the Nakkai ruins.

#### SERVBOT CUBES:

Attack Cube: Matrix containing power from ancient machines.  
Brain Cube: Matrix containing knowledge from ancient machines.  
Speed Cube: Matrix containing speed energy from ancient machines.  
Energy Cube: Matrix containing energy from ancient machines.

#### DIGOUT ITEMS:

Card Key: Card key used for opening treasure chests in the Shala-Kun ruins.  
Gate Key: Key used for opening gates in the Shala-Kun ruins.  
Room Key: Key used for opening rooms in the Shala-Kun ruins.  
Blue Crystal: One of the keys to unlock the secret treasure of Shala-Kun.  
Green Crystal: One of the keys to unlock the secret treasure of Shala-Kun.  
Pink Crystal: One of the keys to unlock the secret treasure of Shala-Kun.  
Super Drill: Strong drill attachment for Servbot Borer.  
Hyper Drill: Heavy-duty drill attachment for Servbot Borer.

#### SERVBOT ITEMS:

Refractor Ore: Fossilized refractor; good for weapons development.  
Paint Set: Paint set that includes special metal-adhering paints.  
Poetry Book: Collection of famous poems.  
Strategy Notes: Detailed notes on strategy and tactics.  
Design Magazine: Magazine full of tips on interior decorating and how to

keep your home clean.

Red Head Parts: Red head part for Servbot.

Old Instrument: Old musical instrument found in the Nakkai Ruins.

Loader Parts: Piece of Denise's robot.

Memento: Piece of Gustaff found at Nakkai ruins, shot off when Teisel fought Glyde.

Bon Parts: Equipment used by Bon when training.

Flier: Boutique pamphlet advertising a sale that was found on the Gesellschaft deck.

Contact Lenses: Used to increase vision; useful for seeing distant objects.

Handkerchief: Tacky handkerchief found on Loath's ship.

Ancient Pistol: Ancient pistol found at Nakkai ruins.

#### GUSTAFF PARTS:

Search Cannon: Gustaff starting weapon; has homing capability and is easy to use.

Bonne Bazooka: Gustaff weapon; slow recharge time but packs a powerful punch.

Gatling Gun: Gustaff weapon; has a wide range and rapid rate of fire.

Armor: Gustaff armor; increases defensive strength.

Hard Armor: Gustaff armor; offers the best protection available.

E. Tank 1: Gustaff energy tank; increases maximum energy.

E. Tank 2: Gustaff energy tank; increases maximum energy.

E. Tank 3: Gustaff energy tank; increases maximum energy.

E. Tank 4: Gustaff energy tank; increases maximum energy.

E. Tank 5: Gustaff energy tank; increases maximum energy.

E. Tank 6: Gustaff energy tank; increases maximum energy.

E. Tank 7: Gustaff energy tank; increases maximum energy.

E. Tank P: Gustaff energy tank; made using ancient technology.

=====  
ITEM APPRAISALS  
=====

#### KEY:

(3)--What the Appraisal Servbot says if his Brains rating is at 3.

(4)--What the Appraisal Servbot says if his Brains rating is at 4.

(S)--What the Appraisal Servbot says if Item has already been used to unlock a Servbot Skill.

#### E. BOTTLES:

E. Bottle 1: If you use this in battle, your Energy will recharge 32 points. You can also sell it for 500 zenny.

E. Bottle 2: If you use this in battle, your Energy will recharge 64 points. You can also sell it for 1000 zenny.

E. Bottle 3: If you use this in battle, your Energy will recharge 128 points. You can also sell it for 1500 zenny.

E. Bottle 4: If you use this in battle, your Energy will fully recharge. You can also sell it for 2000 zenny.

#### ZENNY ITEMS:

Pork: You can sell this for 400 zenny. It doesn't look like it can be used for anything else.

Fish: You can sell this for 200 zenny. It doesn't look like it can be used for anything else.

Apple: You can sell this for 100 zenny. It doesn't look like it can be used for anything else.

Curry: You can sell this for 500 zenny. It doesn't look like it can be used for anything else.



Hamburger: You can sell this for 200 zenny. It doesn't look like it can be used for anything else.

Juice: You can sell this for 100 zenny. It doesn't look like it can be used for anything else.

Cake: You can sell this for 200 zenny. It doesn't look like it can be used for anything else.

Tire: This can be used to reduce development costs. You can also sell it for 1000 zenny.

Police Lights: This can be used to reduce development costs. You can also sell it for 1600 zenny.

Riot Shield: This can be used to reduce development costs. You can also sell it for 1000 zenny.

Comic (3): If you give this to a certain Servbot, it might help him realize his special skill. It's worth 500 zenny, but I wouldn't sell it if I were you.

Comic (4): If you give this to #9, it might help him realize his special skill. It's worth 500 zenny, but I wouldn't sell it if I were you.

Comic (S): You can sell this for 500 zenny. It doesn't look like it can be used for anything else.

Hat: You can sell this for 700 zenny. It doesn't look like it can be used for anything else.

Chicken: You can sell this for 400 zenny. It doesn't look like it can be used for anything else.

Letter: You can sell this for 100 zenny. It doesn't look like it can be used for anything else.

Scallop: You can sell this for 1500 zenny. It doesn't look like it can be used for anything else.

Ring: You can sell this for 3000 zenny. It doesn't look like it can be used for anything else.

Shell (3): If you give this to a certain Servbot, it might help him realize his special skill. It's worth 300 zenny, but I wouldn't sell it if I were you.

Shell (4): If you give this to #36, it might help him realize his special skill. It's worth 300 zenny, but I wouldn't sell it if I were you.

Shell (S): You can sell this for 300 zenny. It doesn't look like it can be used for anything else.

Lunchbox: You can sell this for 1000 zenny. It doesn't look like it can be used for anything else.

Steak: You can sell this for 600 zenny. It doesn't look like it can be used for anything else.

Pig: You can sell this for 1600 zenny. It doesn't look like it can be used for anything else.

Rabbit: You can sell this for 800 zenny. It doesn't look like it can be used for anything else.

Birdbot: You can sell this for 500 zenny. It doesn't look like it can be used for anything else.

Milk: You can sell this for 200 zenny. It doesn't look like it can be used for anything else.

Cheese: You can sell this for 400 zenny. It doesn't look like it can be used for anything else.

Yogurt: You can sell this for 300 zenny. It doesn't look like it can be used for anything else.

Ice Cream: You can sell this for 100 zenny. It doesn't look like it can be used for anything else.

Horseshoe: This can be used to reduce development costs. You can also sell it for 3000 zenny.

Beef: You can sell this for 600 zenny. It doesn't look like it can be used for anything else.

DEVELOPMENT ITEMS:

Pipe (3): If you give this to a certain Servbot, it could be used to make a robot part. I wouldn't sell it if I were you.

Pipe (4): If you give this to #31, he could use it to make a part for one of your robots. I wouldn't sell it if I were you.

Fireworks (3): If you give this to a certain Servbot, it could be used to make a weapon for one of your robots. I wouldn't sell it if I were you.

Fireworks (4): If you give this to #32, he could use it to make a weapon for one of your robots. I wouldn't sell it if I were you.

Iron Plate (3): If you give this to a certain Servbot, it could be used to make armor for your robot. I wouldn't sell it if I were you.

Iron Plate (4): If you give this to #34, he could use it to make armor for your robot. I wouldn't sell it if I were you.

Litnium (3): If you give this to a certain Servbot, it could be used to make a robot part. I wouldn't sell it if I were you.

Litnium (4): If you give this to #30, it could be used to make a robot part. I wouldn't sell it if I were you.

Hi-Density Tank (3): If you give this to a certain Servbot, it could be used to make a storage compartment for your robot. I wouldn't sell it if I were you.

Hi-Density Tank (4): If you give this to #30, he could use it to make a storage compartment for your robot. I wouldn't sell it if I were you.

Bottle Notes (3): If you give this to a certain Servbot, it could be used to make an E. Bottle. I wouldn't sell it if I were you.

Bottle Notes (4): If you give this to #33, he could use it to make an E. Bottle. I wouldn't sell it if I were you.

Rusted Tank (3): If you give this to a certain Servbot, he could use it to make an E. Bottle [should be E. TANK]. I wouldn't sell it if I were you.

Rusted Tank (4): If you give this to #30, he could use it to make an E. Bottle [should be E. TANK]. I wouldn't sell it if I were you.

#### SERVBOT CUBES:

Attack Cube: If you give this to a Servbot, that Servbot's "Attack" rating will go up. I wouldn't sell it if I were you.

Brain Cube: If you give this to a Servbot, that Servbot's "Brains" rating will go up. I wouldn't sell it if I were you.

Speed Cube: If you give this to a Servbot, that Servbot's "Speed" rating will go up. I wouldn't sell it if I were you.

Energy Cube: If you give this to a Servbot, that Servbot's "Sloth" rating will go down. I wouldn't sell it if I were you.

#### DIGOUT ITEMS:

Card Key: This is a key to open a treasure box in the Shala-Kun Ruins. I wouldn't sell it if I were you.

Blue Crystal: This is one of the stones needed to make the "Elixir of Youth". I wouldn't sell it if I were you.

Green Crystal: This is one of the stones needed to make the "Elixir of Youth". I wouldn't sell it if I were you.

Pink Crystal: This is one of the stones needed to make the "Elixir of Youth". I wouldn't sell it if I were you.

Super Drill: This is a drill you can use to open passageways in caverns like the Shala-Kun Ruins. I wouldn't sell it if I were you.

Hyper Drill: This is a drill you can use to open passageways in caverns like the Shala-Kun Ruins. I wouldn't sell it if I were you.

#### SERVBOT ITEMS:

Refractor Ore (3): This can be used to reduce development costs. I wouldn't sell it if I were you.

Refractor Ore (4): This can reduce development costs by 100,000 zenny. I wouldn't sell it if I were you.

Paint Set (3): If you give this to a certain Servbot, it might inspire him

to paint something. I wouldn't sell it if I were you.

Paint Set (4): If you give this to #35, it might inspire him to paint something. I wouldn't sell it if I were you.

Poetry Book (3): If you give this to a certain Servbot, he can use it to write poetry. I wouldn't sell it if I were you.

Poetry Book (4): If you give this to #39, he can use it to write poetry. I wouldn't sell it if I were you.

Strategy Notes (3): If you give this to a certain Servbot, he can use it to help give you advice on solving missions. I wouldn't sell it if I were you.

Strategy Notes (4): If you give this to #37, he can use it to help give you advice on solving missions. I wouldn't sell it if I were you.

Design Magazine (3): If you give this to a certain Servbot, his hidden potential might come out. I wouldn't sell it if I were you.

Design Magazine (4): If you give this to #40, his hidden potential might come out. I wouldn't sell it if I were you.

Red Head Parts: Giving this to a Servbot will make him your favorite Servbot. I wouldn't sell it if I were you.

Old Instrument (3): If you give this to a certain Servbot, he might write a song about it. I wouldn't sell it if I were you.

Old Instrument (4): If you give this to #36, he might write a song about it. I wouldn't sell it if I were you.

Loader Parts (3): If you give this to a certain Servbot, he might write a song about it. I wouldn't sell it if I were you.

Loader Parts (4): If you give this to #36, he might write a song about it. I wouldn't sell it if I were you.

Memento (3): If you give this to a certain Servbot, it might inspire him to paint something. I wouldn't sell it if I were you.

Memento (4): If you give this to #35, it might inspire him to paint something. I wouldn't sell it if I were you.

Bon Parts (3): If you give this to a certain Servbot, it might inspire him to paint something. I wouldn't sell it if I were you.

Bon Parts (4): If you give this to #35, it might inspire him to paint something. I wouldn't sell it if I were you.

Flier (3): If you give this to a certain Servbot, it might inspire him to paint something. I wouldn't sell it if I were you.

Flier (4): If you give this to #35, it might inspire him to paint something. I wouldn't sell it if I were you.

Contact Lenses (3): If you give this to a certain Servbot, it will help him see, and maybe something more. I wouldn't sell it if I were you.

Contact Lenses (4): If you give this to #8, it will help him see, and maybe something more. I wouldn't sell it if I were you.

Handkerchief (3): If you give this to a certain Servbot, it might inspire him to paint something. I wouldn't sell it if I were you.

Handkerchief (4): If you give this to #35, it might inspire him to paint something. I wouldn't sell it if I were you.

Ancient Pistol (3): If you give this to a certain Servbot, it might help him realize his special skill. I wouldn't sell it if I were you.

Ancient Pistol (4): If you give this to #10, it might help him realize his special skill. I wouldn't sell it if I were you.

#### GUSTAFF PARTS:

Search Cannon: This is a Gustaff weapon part. It's very easy to use--just point and shoot! I wouldn't sell it if I were you.

Bonne Bazooka: This is a Gustaff weapon part. It's very powerful! I wouldn't sell it if I were you.

Gatling Gun: This is a Gustaff weapon part. It has a wide field of fire. I wouldn't sell it if I were you.

Armor: This is armor for the Gustaff. It reduces damage by 1/2. I wouldn't sell it if I were you.

Hard Armor: This is armor for the Gustaff. It reduces damage to 1/4. I

wouldn't sell it if I were you.

E. Tank 1: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank 2: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank 3: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank 4: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank 5: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank 6: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank 7: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

E. Tank P: This is an extra energy tank for the Gustaff--it increases your maximum energy. I wouldn't sell it if I were you.

=====  
ENDING  
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GUSTAFF AND HAPPY SERVBOTS STAND TRIUMPHANTLY ON DEFEATED COLOSSUS:

Tron: You did it...

Favorite (tearful joy): Miss Tron! You're alive!!

Tron: Barely...Come on, let's finish this!

Favorite (tearful salute): Yes, Miss Tron!

(three beaming Servbots grab the Golden Refractor; one even waves hi to you!)

Favorite: We did it, Miss Tron!

INSIDE COLLAPSING COLOSSUS:

Loath: Wh-wh-what's happening!? What's going on!? Why does this have to happen to me!? Exit! Where's the exit!?

(Loath and Glyde run out of the cockpit)

Glyde: Mr. Loath, wait for me!

Birdbot (bruised): Looks like they've run out of luck! squawk!

(Loath, Glyde, and a Birdbot try to make a run for it)

Tron: Don't let them get away!

(Loath and Glyde are blasted off the Colossus and into the water!)

GUSTAFF IS RETURNING HOME:

(Drache picks up Gustaff and begins to carry it home)

Tron: Number xx!

Favorite (tearful joy): Miss Tron!

Tron: You did a great job! I've got something special for you later!

Favorite: Yay!

RELUCTANT RESCUE OF LOATH AND GLYDE:

(Drache is hovering over the water while Loath, Glyde, and the Birdbots desperately try to stay afloat)

Loath (begging for mercy): I'm sorry--really, I am! Please forgive me! Please help me!

Tron (showing no mercy!): No!

Loath: Aw, please? Can't you forgive me? I know I treated you badly, but you can't leave us here!

Tron (thinking): I suppose you're right...

Tron (teasing): !! All right, I'll help you.

Loath: You really mean it!?

Tron: After all, I owe a friend a favor...

Loath: I don't know what that means, but I don't care! Just save me!

Teisel (soaked): Tron, are you sure you want to let this...man live?

Tron: Tee hee...Don't worry, brother! It's all right!

DRACHE HEADS BACK TO THE GESELLSCHAFT:

Teisel: I never noticed it before, but...You've grown up, haven't you, Tron?  
(Drache flies toward Gesellschaft)

Tron (winking): I've always been this way, Teisel--you just never realized it.

Teisel: But if our dear, departed mother saw the way you run around like that, shooting at everything...How could I ever explain it to her? Still, you did good, Tron! I'm proud of you!

(Drache flies toward Gesellschaft)

POLICE STATION:

Denise: Reports and more reports...There's just no end to the paperwork! sigh...I try and I try, but I just can't seem to get things right! Maybe I'm not cut out for this kind of work...I'd better get on the ball, though...If I don't do something right, I'm probably going to be fired! sigh.....

(A tied-up Loath and Glyde appear)

Denise: Woah! Wh-What's this!? Who are you!?

Captain: What's the problem, Officer Denise? Have you finished your report yet?

Denise: C-captain!

Captain (notices captured Loath and Glyde): Hm? Wait--these two are on our Most Wanted List! Denise!

Denise: Y-yes, ma'am!

Captain (tearful joy): This is incredible! I don't know how you did it, but you did it! I can't believe you managed to capture these two--you of all people! I was wondering if I should fire you--I'm glad I waited!

Congratulations, Denise!

Denise (relieved): You mean, I was going to be fired? This means, I can keep my job!? Hurray!

Captain: However! These two are dangerous--you shouldn't have gone after them alone! I don't want to see this kind of reckless behavior again! I expect a full report, on my desk, by tomorrow morning! If it's not there, you're fired!

Denise: Another report!?

OUTSIDE POLICE STATION:

Teisel: Looks like you helped your friend out pretty good there, Tron.

Tron: She's not my friend! I was just making sure we don't have to worry about Loath again!

Teisel: Hmmm...If you say so...Well, I guess that's that, anyway! Now we can all get back to work!

Tron: That's right! And this time, you're going to take me along too!

Teisel: I suppose we could...After all, we wouldn't have gotten out of this without you...

Tron: Thanks, big brother!

Bon: Babuu!!

AFTER CREDITS:

(The Bonnes are now in the Cafe where they threw a party in honor of the Favorite Servbot)

Teisel: Still, our plan worked perfectly...I pretend to be caught and check out Loath's operation, and Tron comes and rescues me, while we get the Loaths and the treasure! A perfect plan, executed perfectly!

Tron: Be careful, #24 [#25 if #24 is the Favorite]! You're spilling it!

Bon: Babuu

#24 (#25 if #24 is the Favorite): Master Bon Bonne! You're not supposed to eat that!

Teisel: It's too bad about the Colossus...Still, what I really wanted all along was the golden refractor. And since we got that, there's nothing to complain about!

Tron: Hey, this stew's pretty good! Did you make this, #36 [#37 if #36 is the Favorite]?

#36 (#37 if #36 is the Favorite): Yes, Miss Tron. Thank you!

Teisel: Gaaah! Pay attention to me when I'm talking to you!

Tron (proudly): Yes, Teisel, we're listening...Whatever you say...Hey, there, #xx! You did a great job--I'm proud of you! Thanks!

Favorite: G-gosh, Miss Tron...Thank you! I promise to keep working hard!

Tron (proudly): Thank you. I know you're a hard worker. Like today, for instance--you were doing trash detail, right?

Favorite: That's right! It took me a long time to rid of it all. It was hard work!

Tron (proudly): Very good, very good.

Favorite: It was tough--that pile of junk in the Storage Room was really heavy for some reason.

Tron (concerned): ...Of course, you left alone the treasure box that the Golden Refractor was in...Right?

Favorite: ...Huh? I threw out...everything in the Storage...Room...

(Tron is now REALLY angry, the Favorite's eyes are spinning, and Teisel is as white as a ghost!)

Tron (REALLY angry): What do you think your doing!? Everything we worked for... Everything we got is gone! Poof! Up in a puff of smoke! Just you wait--I've got something really special waiting for you in the Torture Room!

Favorite (eyes spinning!): Eeeeeek!

(presented by CAPCOM CLEAR TIME XX:XX:XX Thank you for playing)

Servbot: Smoke? Is something on fire!?

(Story Continues in MEGA MAN LEGENDS)

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END OF TRANSCRIPT--FINALLY!!  
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