

# The Misadventures of Tron Bonne FAQ/Walkthrough

by Estil

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====The Misadventures of Tron Bonne Guide====
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1. Introduction:
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Welcome to the official Mega Man Network Guide for The Misadventures of Tron Bonne, the second installment in the Mega Man Legends series and the prequel of Mega Man Legends. Refer to the index above for an easy reference guide, and go to <http://megaman.retrofaction.com/mml/guides> to find guides for all of the other games in the Mega Man Legends series. Happy gaming.

#### SPECIAL NOTE TO PS2 USERS:

If you are playing this game on a PS2, set both Texture Smoothing and Fast Loading Time to OFF (Standard). Having Texture Smoothing on will cause faint lines to appear on the dialog boxes, character faces, and some menus. Having Fast Loading Time on will cause the voices in the game to skip, pause longer than they should, or play out of sync.

This guide was last revised on March 24, 2003.

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2. Gesellschaft:  
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Gesellschaft 101  
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During the game, Tron will be in command of the sparkling new Gesellschaft, which serves as the Bonne Family's home. You start the game off with access to six rooms. For the most part, however, you won't be able to do the specified things inside the rooms until certain conditions are met:

1. Headquarters: Where you can save your game. In fact, this is the ONLY place you are allowed to do so. This is also where you can go on Missions or send Servbots out on a Scouting mission.
2. Lab: Used to buy and make equipment for the Gustaff to increase its energy capacity, defense, and even reserve energy supplies (E. Bottles). You will also be able to build two new weapons for the Gustaff later on.
3. Storage: Used to appraise and sell Items collected from Missions or from Scouting.
4. Gym: Used to train Servbots and increase their Attack ratings. After three Missions, you can also train to increase their Speed ratings.
5. Cafe: This is where the Servbots and the rest of the Bonne Family gather to relax or eat.
6. Meeting Room: This is where you get ready to go on a Mission (after you've selected to go on one in HQ). If you visit here between Missions, though, you'll be able to change the colors of the Gustaff.

Five more rooms will also become available once the specified conditions are met:

7. Tron's Room (complete two Missions): This is where you can change the background music inside the Gesellschaft as well as allow the Favorite Servbot to go on Mission 7, the Casino.
8. Deck (complete five Missions): This is roof of the Gesellschaft.
9. Teisel's Room (complete one Mission after One Million Zenny): Not all that useful, but the Servbot inside has a very important Item for you.
10. Engine Room (complete three Missions after One Million Zenny): This room has your three most powerful Servbots. Plus one of them has a key Item for you. It's too bad they show up so late in the game, though...
11. Torture Room (when the first Servbot gets a 4 Sloth rating): Used to punish lazy Servbots (ones that have a 4 Sloth rating) and to drop their Sloth ratings back down to 1.

Missions 101  
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At the start of the game, you will have four Missions to choose from:

1. Ryship Island Bank
2. Teche Harbor Puzzles
3. Aurora Stones
4. Nakkai Ruins

After acquiring One Million Zenny, you will automatically go to Lex Loath's ship to pay off the debt, but that is not good enough for Loath, and demands 2,000,000z interest! After you return to the Gesellschaft, two more Missions will become available:

5. Sart Farm
6. Pirmiki Harbor Puzzles

After acquiring Two Million Zenny, the "Pay Back" option will appear on the Headquarters menu. Choose this to go back to Loath's place and pay the interest back. This still isn't good enough for Loath and Tron ends up getting captured too. Then the Favorite Servbot will go on the Final Missions to rescue the Bonne Family and defeat the Final Boss.

Each Mission, with the exception of Mission 4, the Nakkai Ruins, have three difficulty levels with increasing amounts of zenny for each one if you successfully complete it. Once you complete each level, you cannot go back to that level, except for Mission 4; so collect as many of the Items from all the levels as you can. You can revisit Mission 4 as often as you like, but you're only allowed to defeat that Mission's boss and collect Diana's Tear once.

#### Zenny 101

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In many Missions, you'll find zenny after defeating enemies, checking small cave-ins, and even after destroying houses. Zenny in this game comes in six denominations (seven if you count the Money Bag):

Red: 5000z

Orange: 2000z

Money Bag: 2000z

Green: 1000z

Blue: 500z

Pink: 200z

Purple: 100z

#### Servbots 101

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

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

#### How to Use Your Servbots

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Each Servbot is assigned to a certain room inside the Gesellschaft. If a

room inside the Gesellschaft has not been completed, then the Servbots inside that room will not be available. If a Servbot is scouting, then he will not be available for Missions and will not be seen at his station until he returns from scouting. If a Servbot's Sloth rating is at 4, then he will not be available for Missions, but he will still be available at his station.

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

#### How to Discover a Servbot's Special Skill

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

#### Servbots' Weapons

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Servbot with a 1 Speed rating: The Servbot will be so pokey, he'll trip on his way to the enemy! It's not really a weapon, but it's worth mentioning anyway.

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

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

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

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

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

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

No weapons Skill: The Servbot will just try to climb onto or grab the enemy and distract it. Or the Servbot might get knocked over.

#### Scouting

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Before each Mission, you can send up to three Servbots at a time to scout for you. At the start of the game, Servbots #8 and #9 will already be scouting, which means you can send one more to scout at that time. After you pick a Servbot to go scouting, select one of the sixteen sections of Ryship Island for him to go scouting. You can only have one Servbot per section. After you come back from any Mission (win or lose), each Servbot that you sent scouting will always come back with an Item. There are some Items that are available exclusively by scouting, such as Refractor Ores

(reduces Development Costs by 100,000z), Servbot Cubes (with the exception of the one Attack Cube and three Brain Cubes from Mission 4), and several minor Items in addition to Items that can also be found on Missions. The higher the Scouting Servbot's Brains rating is, the more likely he is to bring back something valuable like Refractor Ores or Servbot Cubes. Where you send the Servbot scouting can also make a big difference.

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

When picking a Servbot to be your Sniper, be sure to ONLY pick a Servbot with the Sniper Skill as your Sniper. If you choose a Servbot as a Sniper without the Sniper Skill, then all its Sniper ratings will be at zero and it will be very difficult to attack enemies. At first, you can only use #1 as a Sniper, but later on you can unlock four other Snipers (#8, #9, #10, #25).

How effective the shots are in combat depends on the Sniper Servbot's Attack, Speed, and Brains ratings.

SEARCH CANNON:

Attack: Weapon's attack power

Speed: Rate of fire

Brains: Tracking ability

GATLING GUN:

Attack: Weapon's attack power

Speed: Rate of fire

Brains: # of shots fired

BONNE BAZOOKA:

Attack: Weapon's attack power

Speed: Rate of fire

Brains: Range

With the Gustaff's right hand or occasionally both hands, you can pick up rocks, trees, and other things, which can be either thrown at weak walls (Intro Stage only), houses (Mission 1 only), enemies (will usually deliver the most damage), and other objects.

Six Servbots will also come with you with the Gustaff to assist you. By shooting Beacon Bombs from the Gustaff's head you can send the Servbots to collect or check items, attack or distract enemies, or go inside small caves or even Houses. Beacon Bomb certain miscellaneous items and the Servbots will sometimes do some hilarious tricks! These are discussed in more detail in the Servbot Tricks section of this guide. Here's how their ratings effect how they do in battle:

Attack: Will deliver the most damage to enemies if they have a weapon Skill.  
Speed: How fast the Servbot can run.  
Brains: With a high enough rating, they'll pick up nearby zenny without being reminded.

#### Truck (Mission 5)

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The Truck is used to carry the Livestock that you capture in Mission 5. It has its own energy meter and can be damaged by the Loath Robot (Boss in Level 2, Co-Boss in Level 3) or the Farmer (Level 2 & 3). All other enemies and the Gustaff's weapons are harmless against the Truck. Although the Truck only takes slight damage from the Farmer (but it can add up), the Loath Robot will knock off 1/4 of the Truck's energy if it hits the Truck with its hammer. The Truck's energy meter will be refilled before you fight the Boss. Either way, if the Truck's energy meter runs out, all the livestock will get away and you must redo the entire Level.

#### Finkel (Mission 3)

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The Finkel is your primary vehicle for the Aurora Stone Levels. It moves just like the Gustaff except that you now have a first person view of the action. The Finkel has two main functions. One is to use Beacon Bombs to tell the Servbots what to do and where to go. The other main function is that the Finkel can ram certain things. This can be used to either smash barrels or defeat enemies. Remember that just like the Gustaff, the Finkel can also take damage and if its energy meter runs completely out, all the Items you gathered will be lost and reset to their original locations and you will have to start over again (but you keep any zenny you collected). Also, the size of the Finkel's energy meter is the same regardless of how many E. Tanks you built for the Gustaff (E. Tanks are for the Gustaff ONLY).

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

Attack: Will deliver the most damage to enemies if they have a weapon Skill.  
Speed: How fast the Servbot can run.  
Brains: With a high enough rating, they'll pick up nearby zenny without being reminded.

#### Servbot Borer (Mission 3)

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In Levels 2 and 3, one of the three Servbots will drive the Servbot Borer. It follows the Finkel wherever it goes and has two main functions. One is to drill through cave-ins; just Beacon Bomb the cave-in and the Servbot Borer will blast the cave-in away allowing you to pass. In Level 3, however, there are some tough cave-ins that require stronger drills to get through. The other main function of the Servbot Borer is to attack enemies; just Beacon Bomb the enemy and the Servbot Borer will hunt it down and try to damage it! The higher that Servbot's Attack rating is, the more damage

the Servbot Borer will deliver (Speed and Brains ratings are ignored)!

#### Gustaff Tank (Missions 2 & 6)

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One Servbot will go with you on Missions 2 and 6 to assist you in the Puzzle Levels. First of all, he will operate the Forklifts and/or Cranes in any level that has them. Second, you can have him go inside houses to steal Lunchboxes, Juice, and perhaps a few other things. Third, you can have him go into the water and retrieve a Shell or Fishie for you! Fourth, you can Beacon Bomb any of the Containers and he will briefly describe the Containers (what he says for each one is discussed in my Game Script). Finally, you can get hints from him for each of the levels. The higher the Servbot's Brains rating is, the better the hints he'll give you and the more confidently he'll give them (Attack and Speed ratings are ignored). These hints are discussed in more detail in the Mission 2 & 6 sections of this guide.

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#### 4. Favorite Servbot:

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#### How to Choose a Favorite Servbot

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

#### The Favorite Servbot's Special Privileges

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Upon receiving the Red Head Parts, the Favorite Servbot will gain the following special privileges:

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

Servbot will be the Sniper (in this case, it doesn't matter whether he's a Sniper or not) and driver of the Gustaff. Also, after you choose Pay Back, all the Servbots' Sloth ratings will instantly drop to 1, so you'll be able to pick any Servbots you want to accompany the Favorite Servbot on the Final Missions.

#### Strategy for Picking the Best Favorite Servbot

Although you can pick any Servbot you want as your Favorite, it is highly recommended to pick one of these as your Favorite:

1. Servbot #27: If you pick any of the three Engine Room Servbots, that Servbot will get MAX ratings of 4 in ALL THREE categories! Since Servbot #27 already has a 4 Speed Rating, just raise his Attack rating to 3 (by Training or with an Attack Cube), raise his Brains rating to 4 (by taking him on Missions or with two Brain Cubes), and give him the Red Head Parts, and you'll be all set! With those high ratings, you won't have any problems with the Final Mission!
2. Servbot #2: If you don't want to go on the Missions needed to unlock the Engine Room, then pick Servbot #2. Though not quite as good as #27, #2 still has an Attack and Brains rating of 4, and a Speed rating of 3, so he's still pretty powerful.
3. Servbot #10: If you want the best possible Sniper, then pick Servbot #10 as your Favorite. Give him the Ancient Pistol from Mission 4, and he'll unlock his Sniper skill. With a 4 Attack rating, 3 Speed Rating, and a 3 Brains Rating (after giving him the Red Head Parts), he is by far the best possible Sniper.

#### 5. Servbot Training:

##### Raise a Servbot's Attack Rating

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

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



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

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

Increase a Servbot's Attack Rating to 2:

Round 1: 15

Round 2: 20

Round 3: 25

Increase a Servbot's Attack Rating to 3:

Round 1: 30

Round 2: 35

Round 3: 40

Increase a Servbot's Attack Rating to 4:

Round 1: 43

Round 2: 46

Round 3: 50

Raise a Servbot's Speed Rating

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

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

Increase a Servbot's Speed Rating to 2:

Round 1: 20

Round 2: 22

Round 3: 26

Increase a Servbot's Speed Rating to 3:

Round 1: 28

Round 2: 30

Round 3: 32

Increase a Servbot's Speed Rating to 4:

Round 1: 34

Round 2: 36

Round 3: 38

Raise a Servbot's Brains Rating

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If you want to raise a Servbot's Brains rating, you must either give him a Brain Cube or take him on a Mission with you. If you take a Servbot on Mission 2 or 6, he will automatically have his Brains rating go up by one if you successfully complete the Mission. On any other Mission, you must have

him grab a certain amount of zenny (I'm not sure how much exactly) in order to have his Brains rating go up (winning or losing the Mission is not even a factor in this case). Thus, when picking Servbots for a Mission, always pick Servbots whose Brains ratings have NOT been maxed out. Finally, the Servbot selected as the Sniper will not be able to improve his Brains rating on that Mission.

#### Lower a Servbot's Sloth Rating

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

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

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

#### ===== 6. Servbot Guide: =====

##### Headquarters

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

\*\*\*\*\*  
SERVBOT #1 (Attack: 2-3 Speed: 1-2\* Brains: 1-3 Skill: Sniper)  
Reliable--First Servbot made. Has a strong sense of responsibility.  
\*\*\*\*\*  
HOW TO UNLOCK SNIPER SKILL:  
#1 already has this Skill.

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

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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.  
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HOW TO UNLOCK SLINGS SKILL:  
Raise #6's Brains rating up to 4.  
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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.  
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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).  
\*\*\*\*\*  
HOW TO UNLOCK RAPID SKILL:  
Raise #15's Speed rating up to 4.  
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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.  
\*\*\*\*\*  
HOW TO GET HANDKERCHIEF:  
Talk with #16 after One Million Zenny and he'll give you the Handkerchief.  
Give this to #35.  
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Lab  
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Description: This room is for developing new weapons and parts. This is where weapons and power-ups for the Gustaff are developed.  
Servbots: #2, #30, #31, #32, #33, #34  
Requirement: Start the game with this room.

\*\*\*\*\*  
SERVBOT #2 (Attack: 2-4 Speed: 2\* Brains: 2-4 Skill: Bazooka)  
Smart--Works in development and field; a fighter and a scientist.  
\*\*\*\*\*  
HOW TO UNLOCK BAZOOKA SKILL:  
Raise #2's Attack and Brains ratings up to 4.

HOW TO GET PAINT SET:  
Talk with #2 after completing one Mission and he'll give you the Paint Set.  
Give this to #35.  
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\*\*\*\*\*  
SERVBOT #30 (Attack: 2\* Speed: 2-3 Brains: 1-4 Skill: Tank Dev)  
Hard-headed--In charge of new tank development; keeps a strict schedule.  
\*\*\*\*\*  
HOW TO UNLOCK TANK DEV SKILL:  
Raise #30's Brains rating up to 2 or build the Tank Parts for 5,000z. Each E. Tank you build increases the Gustaff's Energy capacity.

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

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

HOW TO GET E. TANKS 4 AND 5:

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

HOW TO GET E. TANKS 6 AND 7:

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

HOW TO GET THE E. TANK P:

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

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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.

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HOW TO UNLOCK BAZOOKA DEV SKILL:

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

HOW TO GET BONNE BAZOOKA:

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

\*\*\*\*\*

\*\*\*\*\*

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

\*\*\*\*\*

HOW TO UNLOCK GATLING DEV SKILL:

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

HOW TO GET GATLING GUN:

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

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #33 (Attack: 1-4 Speed: 1-2\* Brains: 2-3 Skill: Bottle Dev)  
Coquettish--In charge of bottle development; appears quiet but is a radical.

\*\*\*\*\*

HOW TO UNLOCK BOTTLE DEV SKILL:

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

HOW TO GET E. BOTTLE 3:

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

HOW TO GET E. BOTTLE 4:

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

\*\*\*\*\*

\*\*\*\*\*

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

\*\*\*\*\*

HOW TO UNLOCK ARMOR DEV SKILL:

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

HOW TO GET ARMOR:

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

HOW TO GET HARD ARMOR:

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

\*\*\*\*\*

Storage

=====

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

Servbots: #4, #14, #19

Requirement: Start the game with this room.

\*\*\*\*\*

SERVBOT #4 (Attack: 2\* Speed: 2-3 Brains: 1-4 Skill: Slings)  
Quiet--A little irresponsible, is kind and very talented with his hands.

\*\*\*\*\*

HOW TO UNLOCK SLINGS SKILL:

Raise #4's Brains rating up to 4.

HOW TO GET POETRY BOOK:

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

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #14 (Attack: 1\* Speed: 2-3 Brains: 3-4 Skill: Appraise)  
Mature--A superb manager and organizer who remembers everything he sees.

\*\*\*\*\*

HOW TO UNLOCK APPRAISE SKILL:

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

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #19 (Attack: 2\* Speed: 1-2 Brains: 1-4 Skill: Appraise)  
Happy--Apprentice quartermaster who works hard every day and has ambition.

\*\*\*\*\*

HOW TO UNLOCK APPRAISE SKILL:

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

\*\*\*\*\*

### Cafe

====

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

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

Requirement: Start the game with this room.

\*\*\*\*\*

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

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

\*\*\*\*\*

#### HOW TO UNLOCK RAPID SKILL:

Raise #3's Speed Rating up to 4.

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

#### HOW TO UNLOCK POETRY SKILL:

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

\*\*\*\*\*

### Meeting Room

=====

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

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

Requirement: Start the game with this room.

\*\*\*\*\*

SERVBOT #7 (Attack: 2-4 Speed: 1-4 Brains:1\* Skill: None)

Serious--Serious Servbot who only asks that he be given a chance to prove himself.

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #8 (Attack: 1\* Speed: 1-3 Brains: 2-4 Skill: Sniper)

Cool--Cool and observant, this Servbot tries to act more mature than he is.

\*\*\*\*\*

HOW TO UNLOCK SNIPER SKILL:

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

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #10 (Attack: 1-4 Speed: 1-3 Brains: 1-2\* Skill: Sniper)

Diligent--A serious Servbot, who acts prim and proper at all times.

\*\*\*\*\*

HOW TO UNLOCK SNIPER SKILL:

Give #10 the Ancient Pistol from Mission 4.

HOW TO GET CONTACT LENSES:

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

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #35 (Attack: 1\* Speed: 1 Brains: 1-4 Skill: Painting)

Relaxed--Likes to draw but not a good designer; enjoys paint-by-numbers.

\*\*\*\*\*

HOW TO UNLOCK PAINTING SKILL:

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

HOW TO UNLOCK BON BONNE LOOK:

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

HOW TO UNLOCK STYLISH LOOK:

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

HOW TO UNLOCK DARK LOOK:

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

HOW TO UNLOCK TEISEL BONNE LOOK:

Give #35 the Momento from Mission 4. You will now be able to make the Gustaff look just like Teisel Bonne.

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #37 (Attack: 1\* Speed: 3 Brains: 3-4 Skill: Strategy)  
Idealist--No good in battle but a master strategist; makes plans for Tron.

\*\*\*\*\*

HOW TO UNLOCK STRATEGY SKILL:

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

\*\*\*\*\*

Gym

====

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

Servbots: #9, #12, #13, #38

Requirement: Start the game with this room.

\*\*\*\*\*

SERVBOT #9 (Attack: 1-2\* Speed: 2-4 Brains: 2-3 Skill: Sniper)  
Hurried--A sharpshooter known by his nickname, "The Gunslinger."

\*\*\*\*\*

HOW TO UNLOCK SNIPER SKILL:

Give #9 the Comic from Mission 1-2, 1-3, or from Scouting.

HOW TO GET RED HEAD PARTS:

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

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #12 (Attack: 2-4 Speed: 1-4 Brains: 2\* Skill: Rapid)  
Clumsy--A clumsy Servbot who always manages to avoid blame.

\*\*\*\*\*

HOW TO UNLOCK RAPID SKILL:

Raise #12's Speed rating up to 4.

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #13 (Attack: 2-4 Speed: 1-2\* Brains: 3-4 Skill: Bazooka)  
Rude--A practical joker with a bit of an attitude.

\*\*\*\*\*

HOW TO UNLOCK BAZOOKA SKILL:

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

HOW TO GET BON PARTS:

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

\*\*\*\*\*

\*\*\*\*\*

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

\*\*\*\*\*

HOW TO UNLOCK TRAIN DEV SKILL:



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

\*\*\*\*\*

#### Tron's Room

=====

Description: Tron's bedroom. You can use this room to switch control with your favorite Servbot.

Servbots: #17, #18, #26, #40

Requirement: Complete 2 Missions.

\*\*\*\*\*

SERVBOT #17 (Attack: 2-3\* Speed: 1-3 Brains: 2-4 Skill: Grenade)

Dedicated--Not respected by his fellows, his only merit is he's hardworking.

\*\*\*\*\*

HOW TO UNLOCK GRENADE SKILL:

Raise #17's Brains rating up to 4.

HOW TO GO ON MISSION 7:

Talk with #17 after picking a Favorite Servbot. Say that you could use a rest and the Favorite Servbot will go on Mission 7.

\*\*\*\*\*

\*\*\*\*\*

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

Gentle--A thoughtful Servbot who enjoys cleaning.

\*\*\*\*\*

HOW TO UNLOCK BAZOOKA SKILL:

Raise #18's Attack and Brains ratings up to 4.

\*\*\*\*\*

\*\*\*\*\*

SERVBOT #36 (Attack: 1-2\* Speed: 1-2 Brains: 1-4 Skill: Music)

Nervous--Likes nothing more than making a melody that lingers in the heart.

\*\*\*\*\*

HOW TO UNLOCK MUSIC SKILL:

Give #36 the Shell from Mission 2 or 6 or from Scouting.

HOW TO UNLOCK POLICE LADY BGM:

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

HOW TO UNLOCK ANCIENT RUINS BGM:

Give #36 the Old Instrument from Mission 4. You will now be able to play the "Ancient Ruins" BGM inside the Gesellschaft.

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

HOW TO UNLOCK DESIGN SKILL:

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

\*\*\*\*\*  
Deck

=====

Description: This is where Servbots on lookout duty are assigned.  
Servbots: #24, #25, #29  
Requirement: Complete 5 Missions.

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

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

\*\*\*\*\*  
HOW TO GET FLIER:

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

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

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

\*\*\*\*\*  
HOW TO UNLOCK SNIPER SKILL:

#25 already has this Skill.

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

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

\*\*\*\*\*  
Teisel's Room

=====

Description: Teisel's room, lined with books from floor to ceiling.  
Servbot: #28  
Requirement: Complete 1 Mission after One Million Zenny.

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

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

\*\*\*\*\*  
HOW TO GET BOTTLE NOTES:

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

\*\*\*\*\*  
Engine Room

=====

Description: Room from which the engine and other ship functions are managed and regulated.  
Servbots: #22, #23, #27  
Requirement: Complete 3 Missions after One Million Zenny.

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

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

\*\*\*\*\*

HOW TO UNLOCK RAMMING SKILL:

Raise #22's Attack rating up to 4.

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

HOW TO UNLOCK BAZOOKA SKILL:

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

HOW TO GET HI-DENSITY TANK:

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

Give this to #30.

\*\*\*\*\*

\*\*\*\*\*

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

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

\*\*\*\*\*

HOW TO UNLOCK GRENADE SKILL:

Raise #27's Brains rating up to 4.

\*\*\*\*\*

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.

\*\*\*\*\*

HOW TO UNLOCK GRENADE SKILL:

Raise #20's Brains rating up to 4.

\*\*\*\*\*

=====

7. Servbot Tricks:

=====

General

=====

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

DOOR OR SMALL CAVE:

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

ENEMIES:

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

ZENNY OR OTHER ITEMS ON THE GROUND:

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

GROUND:

The Servbots will just wander around that spot.

ONE OF YOUR SERVBOTS:

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

WALL:

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

IF YOUR SERVBOT(S) IS/ARE IDLE:

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

Servbot Injuries

=====

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

ENEMY OR TRAP:

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

JUMPING GUSTAFF OR GUSTAFF TANK:

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

FIRE:

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

REFRACTOR GUARDIAN IN MISSION 4:

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

Servbot Feelings

=====

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

HAPPY:

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

HURT:

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

#### ANGRY:

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

#### SHAKING A TREE OR POLICE VAN:

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

#### Intro Stage

=====

#### LITTLE ROCK:

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

#### BIG ROCK:

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

#### PILLAR:

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

#### SINKHOLE:

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

#### SLOPE JUST BEFORE NAKKAI RUINS ENTRANCE:

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

#### Mission 1

=====

#### TUNNEL:

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

#### TREE:

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

#### POLICE CAR:

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

#### REGULAR CAR:

Again, the car must NOT be moving, or the Servbots will just get run over.

A Servbot will jump through the windshield to commandeer the car (GTA3, baby!!), throw the driver out, and try to drive it themselves! Not very good drivers, though...

**POLICE OFFICER WITH RIOT SHIELD:**

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

**POLICE VAN:**

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

**BENCH:**

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

**LIGHTPOLE:**

The Servbots will climb to the top, drop down, and will usually land feet first. Sometimes, though, one will land head first!

**SMALL TRASH CAN:**

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

**BIG TRASH CAN:**

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

**MAILBOX:**

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

**PERSON:**

The Servbots will happily chase after the person. Sometimes, they can grab that person and shake some zenny out!

**OFFICER:**

The Servbots will chase after and grab the Officer, and shake zenny out of him!

**DOG OR CAT:**

The Servbots will try to chase and play with the animal, but the animal could also bite the Servbots!

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

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

**DENISE (LEVEL 1):**

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

**DENISE (LEVEL 2):**

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

DENISE (LEVEL 3):

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

Missions 2 & 6

=====

CONTAINER:

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

WATER:

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

FORKLIFT:

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

IF SERVBOT CANNOT GET TO THE CONTAINER:

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

IF SERVBOT CAN GET TO THE CONTAINER:

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

CRANE:

(first crane you Beacon Bomb only)

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

Mission 3

=====

PERSON:

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

TREASURE BOX:

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

SPARKLING HOLE IN WALL:

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

CARD KEY:

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

JAR:

A snake will pop out and, for a few seconds anyway, will knock the Servbots

out cold! Plus lots of zenny will appear too. Usually, you'll have to Beacon Bomb each jar about three or four times to get all the zenny.

#### WEAK CRACKED WALL (LEVELS 2 & 3)::

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

#### HUGE POOL OF WATER (LEVEL 2):

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

#### SMALL POOL OF WATER (LEVEL 3):

If you approach this pool of water with all three Crystals in hand, you will discover what the Elixir of Youth is.

#### Mission 4

=====

#### DRACHE AT THE NAKKAI RUINS ENTRANCE:

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

#### LOST SERVBOTS:

(This will also work in the Intro Stage)

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

#### Mission 5

=====

#### TRUCK:

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

#### BIRDBOT:

(will pop out of a destroyed giant robotic bird)

A Servbot will slide under it, grab it, and bring it into the Truck!

Rabbits and piggies can also be carried and thrown into the truck the same way. Be careful not to let the Servbot get hit, or he'll drop the animal and the animal will have to be captured again.

#### COW OR HORSE:

A Servbot will ride the cow or horse (I think its cuter when they ride the cows) to the Truck. If you want to get a Servbot on a horse, you must first get in front of the horse to make it buck or the horse will just run the Servbots over. Again, be careful not to let the cow or horse get hit or the Servbot will be knocked off and the animal have to be captured again.



=====

## 8. Items/Weapons:

=====

### E. BOTTLES:

E. Bottle 1: This will recharge your energy by 32 points. You can also sell it for 500z.

E. Bottle 2: This will recharge your energy by 64 points. You can also sell it for 1000z.

E. Bottle 3: This will recharge your energy by 128 points. You can also sell it for 1500z.

E. Bottle 4: This will fully recharge your energy. You can also sell it for 2000z.

### ZENNY ITEMS:

Pork: You can sell this for 400z.

Fish: You can sell this for 200z.

Apple: You can sell this for 100z.

Curry: You can sell this for 500z.

Hamburger: You can sell this for 200z.

Juice: You can sell this for 100z.

Cake: You can sell this for 200z.

Comic: If you give this to #9, it will unlock his Sniper Skill. You can also sell it for 500z.

Hat: You can sell this for 700z.

Chicken: You can sell this for 400z.

Letter: You can sell this for 100z.

Scallop: You can sell this for 1500z.

Ring: You can sell this for 3000z.

Shell: If you give this to #36, it will unlock his Music Skill. You can also sell it for 300z.

Lunchbox: You can sell this for 1000z.

Steak: You can sell this for 600z.

Pig: You can sell this for 1600z.

Rabbit: You can sell this for 800z.

Birdbot: You can sell this for 500z.

Milk: You can sell this for 200z.

Cheese: You can sell this for 400z.

Yogurt: You can sell this for 300z.

Ice Cream: You can sell this for 100z.

Beef: You can sell this for 600z.

### DEVELOPMENT DISCOUNT ITEMS:

Refractor Ore: This can reduce development costs by 100,000z.

Tire: This can be used to reduce development costs. You can also sell it for 1000z.

Police Lights: This can be used to reduce development costs. You can also sell it for 1600z.

Riot Shield: This can be used to reduce development costs. You can also sell it for 1000z.

Horseshoe: This can be used to reduce development costs. You can also sell it for 3000z.

### DEVELOPMENT ITEMS:

Pipe: If you give this to #31, he will be able to build the Bonne Bazooka.

Fireworks: If you give this to #32, he will be able to build the Gatling Gun.

Iron Plate: If you give this to #34, he will be able to build the Hard

Armor.

Litnium: If you give this to #30, he will be able to build E. Tanks 4 & 5.

Hi-Density Tank: If you give this to #30, he will be able to build E. Tanks 6 & 7.

Bottle Notes: If you give this to #33, he will be able to build E. Bottle 4's.

Rusted Tank: If you give this to #30, he will build the E. Tank P.

#### SERVBOT CUBES:

Attack Cube: This will increase a Servbot's Attack rating by one.

Speed Cube: This will increase a Servbot's Speed rating by one.

Brain Cube: This will increase a Servbot's Brains rating by one.

Energy Cube: This will lower a Servbot's Sloth rating by one.

#### DIGOUT ITEMS:

Card Key: Each one can open one locked Treasure Box in Mission 3..

Gate Key: This is the key needed to unlock the Gate in Mission 3-2.

Blue, Green, and Pink Crystals: These are the three stones needed to make the "Elixir of Youth".

Super Drill: This is a more powerful drill that will clear away the tougher cave-ins in Mission 3.

Hyper Drill: This is the most powerful drill that will clear away the toughest cave-ins in Mission 3.

#### SERVBOT ITEMS:

Paint Set: If you give this to #35, it will unlock his Painting Skill.

Poetry Book: If you give this to #39, it will unlock his Poetry Skill.

Strategy Notes: If you give this to #37, it will unlock his Strategy Skill.

Design Magazine: If you give this to #40, it will unlock his Design Skill.

Red Head Parts: Giving this to a Servbot will make him your favorite Servbot.

Old Instrument: If you give this to #36, it will expand his Music Skill.

Loader Parts: If you give this to #36, it will expand his Music Skill.

Memento: If you give this to #35, it will expand his Painting Skill.

Bon Parts: If you give this to #35, it will expand his Painting Skill.

Flier: If you give this to #35, it will expand his Painting Skill.

Contact Lenses: If you give this to #8, it will unlock his Sniper Skill.

Handkerchief: If you give this to #35, it will expand his Painting Skill.

Ancient Pistol: If you give this to #10, it will unlock his Sniper Skill.

#### GUSTAFF PARTS:

Search Cannon: This is the Gustaff's basic weapon. Similar to Mega Man's Buster in Legends 1 & 2.

Bonne Bazooka: This is the Gustaff's most powerful weapon.

Gatling Gun: This is more powerful than the Search Cannon, but not as much as the Bonne Bazooka. It fires just like a machine gun.

Armor: This will reduce the amount of damage the Gustaff takes by 50%.

Hard Armor: This will reduce the amount of damage the Gustaff takes by 75%.

E. Tanks 1-7, P: Each E. Tank built will increase the Gustaff's energy capacity.

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9. Intro Stage: Nakkai Desert:  
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#### Items

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There are no Items in the Intro Stage. There is, however, a total of 31,600z to find in three cave-ins.

## Walkthrough

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Okay, this level is pretty straight forward and serves as the Tutorial Level. This level is designed to get you used to the basic controls of this game. If this is your first time playing, listen carefully to all the instructions Teisel and the gang give so that you'll be well prepared for the rest of the game.

### FIRST CAVE-IN:

First, continue along the path (there's only one way you can go) until you come to a Green Sand Reaverbot. Take it out with your Search Cannon and proceed until you get to the first cave-in (you can't miss it). Send the Servbots inside and collect 800z.

### SECOND CAVE-IN:

After that first cave-in, proceed to the right and you'll find a cracked section of the wall. Proceed onward and you'll find three large sinkholes. Don't worry about falling into the sinkholes; they're harmless and you won't sink. The Servbots, on the other hand, will get a big kick out of them if you Beacon Bomb the sink hole and let them play inside of it! Proceeding onward, you'll find three big rocks blocking the road. Grab one of the rocks (or one of the pieces of stone partially buried in the sand) and go back to the cracked section of the wall you passed up earlier. Throw the object at the cracked wall to open the cave-in. Send the Servbots inside and collect the 30,000z inside!

### THIRD CAVE-IN:

After going past the trio of big rocks and proceeding onward, you'll meet two more Green Sand Reaverbots. Take them out and proceed until you find a big rock stuck into the wall. Pick the rock up with the Gustaff and yet another cave-in will be exposed. Send the Servbots inside and collect more money; 800z to be exact. Continue onward until you find a HUGE Gray Sand Reaverbot. It looks intimidating, and will even fire a big red laser at you if you're too slow in taking it out. Just blast it quickly and you won't have any problems. Proceed onward until you reach the entrance to the Nakkai Ruins! But just when you get ready to go inside...

## Boss

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### GLYDE:

Glyde and his bird-like plane shows up and blasts Bon's head clear off! It seems that Glyde has come to demand and collect all the money Teisel borrowed from him, but Teisel isn't ready to pay him back! Now Glyde threatens to take Teisel away for defaulting on his loan! But of course he's not going to go ANYWHERE without a fight! Although Teisel is not exactly his type, Glyde decides to play around a little...

### ATTACKS:

1. Glyde will use the wings on his plane to fire two blue lasers at you. Just jump or move aside to avoid them.
2. He will also fire red circular waves of energy at the Gustaff. This too is easily avoided by jumping or moving aside.
3. Another weapon in Glyde's arsenal is to fire a single large blue laser at you; just avoid it the same way.
4. After a short time, Glyde will use his most devastating attack. He will take to the air and will fire twin machine guns at you while he approaches! You'll have to be quick on your feet to avoid this attack.

5. It's not really an attack, but if any of your Servbots are in Glyde's way, he'll rush to them and fling 'em aside with his beak!

#### HOW TO DEFEAT GLYDE:

1. Just circle Glyde's plane to avoid his attacks and blast away! If you're quick enough, you may be able to "defeat" him before he has a chance to use his fly-by attack.
2. Picking up and throwing the nearby rocks at Glyde will do a little more damage, but don't let Glyde hit you with a rock in hand or the rock will be destroyed.
3. Don't even bother sending your Servbots after Glyde. None of them have any weapons and will just be knocked away by Glyde.

Just when it seems Glyde has been beat, he recovers and uses his Ultimate Glyde Laser on you! This is too much for Teisel and is finally captured along with Bon. After Tron discovers Teisel and Bon Bonne have been kidnapped and after comforting her frightened children, Tron and her loyal Servbots decide to go on several Missions to raise the 1,000,000z they need to pay off the debt and bring Teisel and Bon back home!

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10. Mission 1: Ryship Island Bank:  
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#### Items

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The following is a list of the Items you will find in Gold City. Read the Walkthroughs to find out where they are!

#### ZENNY ITEMS:

- Pork: Can be sold for 400z each.
- Fishies: Can be sold for 200z each.
- Apples: Can be sold for 100z each.
- Curry: Can be sold for 500z each.
- Hamburger: Can be sold for 200z each.
- Cake: Can be sold for 200z each.
- Tires: Can be sold for 1,000z each or used for Lab Development discounts.
- Police Lights: Can be sold for 1,600z each or used for Lab Development discounts.
- Riot Shields: Can be sold for 1,000z each or used for Lab Development discounts.
- Comic: Go to the Gym and give one of these to #9 (if you haven't already). This will unlock his Sniper Skill. They can also be sold for 500z each.
- Letter: Can be sold for 100z each.
- Ring: Can be sold for 3,000z each.

#### SERVBOT ITEM:

Design Magazine: Go to Tron's Room and give this to #40. This will unlock his Design Skill.

#### Enemies

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There are six different kinds of enemies in Gold City. To defeat them, either blast them with the Gustaff's weapon and/or use the Servbots' weapons (if they have any). Servbots without weapons will just get knocked away by the enemy.

1. Officers: These are the police officers in Gold City. They can only shoot their weak guns at you and are pretty easy to beat with just a shot or two. Those with Riot Shields (they try to whap you with a baton instead of shooting you) are a bit more difficult to beat, but you can have the Servbots steal that Riot Shield from him!
2. Riot Van: There are two different kinds of Riot Vans; ones that simply deploy Officers (these are usually indestructible), and ones that will block paths by trying to ram the Gustaff if the Gustaff gets too close. Just Beacon Bomb that Van and the Servbots will rock and hold the Van in place and let you pass.
3. Police Blimp (Level 2 and 3): This Blimp will appear on the right side of the street (Level 2), and in town (Level 3) to try to shoot you. You can shoot it down, but it will always come back.
4. Police Helicopter (Level 3): On the way to the Bank, a Police Helicopter will fly by to circle around and fire upon the Gustaff. Although you can shoot it down, it will always come back, so it's probably a good idea to ignore it.
5. Cannons (Level 3): There are four of these that will try to stop you on the way to the Bank by launching bombs at you. You can either try to walk by and avoid the bombs or you can destroy it. It takes several hits to destroy them, but you will get 5,000z if you do!
6. Citizens: The citizens of Gold City might try to pelt the Gustaff with rocks and even try to ram you with their Cars. Just shoot the people and in the case of Cars, either move aside to avoid them or pick them up and throw them aside or at houses.

#### Level 1 Walkthrough

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##### FIRST 1:30 MINUTES:

This Level will take place in a Gold City Neighborhood that the Servbots mistakenly dropped you off at instead of the Bank. You have three minutes to grab what you can! When the three minutes runs out or when you collect 50,000z (whichever comes first), you will proceed to the Boss of this Level.

First, send the Servbot to the Animal Hospital to get 12,000z and then destroy the Animal Hospital (with the Gustaff's weapon or by throwing things at the building) to reveal a Gold Statue worth 5,000z. There are four other Houses near the Animal Hospital as well. The northwest House has six Curry, the southwest House has two Pork and 8,000z, the northeast House has three Fishies and 6,000z, and the southeast House has 12,000z. There are also a couple of Houses near the ocean, but ignore these for now. Have the Servbots check the two small blue Trash Cans in front of the Houses to grab a Ring from each one. Don't forget to let the Servbots grab Apples from the Trees and to blast the Houses for spare Zenny. Do NOT reach 50,000z yet; let the three minutes run out so you can get as much as you can. Also, clear away all the Trees and Benches on the vacant lot in the center of the neighborhood to be prepared for the next part.

##### FINAL 1:30 MINUTES:

With 1:30 minutes remaining, six Police Cars will show up to try to stop you. Send the Servbots to each of the Cars and they'll collect four Tires and the Police Lights from each one! Once all six have been stripped clean, destroy some of the Cars so that a few new ones will come back. If you cleared the Trees and Benches away as instructed, it should be easier for the Servbots to get to the Cars. Let the clock run down or collect over 50,000z to proceed to the Boss of this Level. Check the last two Houses near the ocean for three Fishies and 6,000z inside the left House and 2 Pork and 8,000z inside the right House. However, if you really want to stock up on Tires and Police Lights, you might want to save those last two Houses for the upcoming Boss battle.

## Level 1 Boss

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### DENISE IN HER POLICE CAR:

For all three of these Levels, you will fight Denise Marmalade. She's a rookie cop who tries very hard to be a good cop, but often makes mistakes due to her inexperience. Denise is determined to arrest Tron for causing mischief in Gold City, but we all know you're not going to come along quietly...

### ATTACKS:

1. During the first half of this battle (when Denise is in the Police Car), she will just sputter around the block and throw bombs at you. Just avoid the bombs and avoid getting run over and you'll be fine. This is a GREAT time to clean out the two Houses near the ocean (if you haven't already) since Denise can't hurt you there as long as she's in her Car..
2. Once Denise is out of the Car, she will run around throwing bombs at you. Just avoid them like before.

### HOW TO DEFEAT DENISE:

1. To get Denise out of the Car, either blast it several times or for a quicker way, pick the Car up and Denise will fall out!
2. Once Denise is out of the Car, either blast her four times or throw objects at her to deliver more damage. If you can hit Denise with her own Police Car, you'll defeat her instantly.
3. For some good laughs and a good way to distract Denise from attacking you, send the Servbots after Denise and if they can corner her, the Servbots will taunt Denise with angry faces and sounds!

## Level 1 Items

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These are all the Items inside this Level. Did you find them all?

CASH: 57,000z (not counting Zenny from blown up Houses or from people)

Pork (4): Can be sold for 400z each.

Fishies (6): Can be sold for 200z each.

Apples: Can be sold for 100z each.

Curry (9): Can be sold for 500z each.

Tires: Can be sold for 1,000z each or used for Lab Development discounts.

Police Lights: Can be sold for 1,600z each or used for Lab Development discounts.

Ring (2): Can be sold for 3,000z each.

## Level 2 Walkthrough

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### BACK AT THE ANIMAL HOSPITAL:

Once again, the Servbots mistakenly drop you off in front of the Animal Hospital again! Well, it looks like Tron's going to have to punish them all and she'll have to walk to the Bank to rob it! You'll start at the same neighborhood as Level 1 with all the Items inside the Houses the same as in Level 1, and you can take as much time as you please from here on out. After cleaning out the neighborhood, proceed down the road where you will find a trio of Police Cars before as well as three more after the first bridge. Get just close enough to each Car so that they are within Beacon Bombing range (otherwise they'll charge at you), and send the Servbots to strip the Cars of their Tires and Police Lights. After crossing the first bridge, you will find a House with 4,000z, two Hamburgers, Comic, and Design Magazine.

#### ON THE WAY TO THE BANK:

After reaching the second bridge (you can blast away the Police Van or just go around it), the bridge will collapse and leave Tron and her kids in a collapsed heap! After you shake off your dignity, just Beacon Bomb the semi-truck and the Servbots will climb the I-beam to the truck and crash it into the bridge to give you a boost. After that bridge, you will find five Police Cars that will try to run the Gustaff over! Just jump or move aside to avoid them (don't bother trying to send the Servbots to the Cars; they will just get run over). After turning the corner and avoiding four more kamikaze Cars, you will find another Police Van (this Van and all the others are indestructible) and a Restaurant with 2,000z, three Curry, and two Pork inside. Have the Servbots hold the last Police Van in place so you can go through the tunnel to the Bank.

#### AFTER REACHING BANK:

After reaching the Bank, don't forget to get the Ring inside the blue Trash Can, six Letters inside the Mailbox, 12,000z inside the Bank, and Apples from the Trees.

#### Level 2 Boss

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#### DENISE WITH RIOT CREW:

Once you get to the Bank, Denise will show up again, this time with a Police Van and Riot Crew.

#### ATTACKS:

1. For the Riot Crew, just deal with them like you did earlier in the Level (let the Servbots steal some of the Riot Shields if you'd like), but remember that if you defeat them, more will always show up to replace it.
2. As for Denise, she will usually run around and try to shoot you. But if she can get close to you...
3. Denise's most devastating attack by far is that if she gets close enough to you, she will grab the Gustaff and slam it onto the ground causing significant damage. The Servbots will also jump up and down in anger for Denise trying to hurt Miss Tron!

#### HOW TO DEFEAT DENISE:

1. You can either shoot at Denise or throw something at her for even more damage. If you are holding an object, be sure not to let yourself get hit or the object you're holding will be destroyed.
2. After hurting Denise, she will charge at you to try to grab you. Either shoot her again or send the Servbots after Denise to distract her (she'll grab one of the Servbots and swing him around and around) to give yourself some breathing room. Running around the Bank is the best way to keep your distance from Denise, since it makes it a bit harder for her to catch you.

#### Level 2 Items

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These are all the Items inside this Level. Did you find them all?

GOLD INGOTS: 150,000z

Zenny: 75,000z (not counting Zenny from blown up Houses or from people)

Pork (6): Can be sold for 400z each.

Fishies (6): Can be sold for 200z each.

Apples: Can be sold for 100z each.

Curry (9): Can be sold for 500z each.

Hamburger (2): Can be sold for 200z each.

Tires: Can be sold for 1,000z each or used for Lab Development discounts.

Police Lights: Can be sold for 1,600z each or used for Lab Development discounts.

Riot Shields: Can be sold for 1,000z each or used for Lab Development discounts.

Comic: Go to the Gym and give this to #9. This will unlock his Sniper Skill. They can also be sold for 500z each.

Letter (6): Can be sold for 100z each.

Ring (3): Can be sold for 3,000z each.

Design Magazine: Go to Tron's Room and give this to #40. This will unlock his Design Skill.

### Level 3 Walkthrough

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#### AT NEW NEIGHBORHOOD:

Well, just when the Servbots finally get it right, the bridge to the Bank is out! So now you'll have to walk to the Bank anyway! You'll start off in a very different neighborhood than the previous two Levels. On the left wall, you will find three Houses. The left House has 8,000z, a Comic, and a Hamburger, the center House has 8,000z, Curry, and a Cake, and the right House has 8,000z, Pork, and a Fishie. The center row of three Houses, with the left one containing 2,000z, two Comics, and two Hamburgers, the center House has three Pork and 6,000z, and the House on the right has three Fishies, two Cakes, and 2,000z. Finally, there are four Houses on the right row nearest the water. The far left House has four Curry and 4,000z, the left-center House has two Fishies, two Comics, and two Cakes, the right-center House has two Curry and four Hamburgers, and the far-right House has 12,000z. Don't forget to blast all the Houses for change, shake all the Trees for Apples, and steal Riot Shields from the Officers. If you need to get past any Police Vans (especially the two guarding the northern bridge), let the Servbots hold the Van in place. Be sure to get the six Letters inside the Mailbox before crossing the northern bridge.

#### ON THE WAY TO THE BANK:

After passing the northern bridge, you will find a Police Helicopter, Police Blimp, and four Cannons to try to stop you from getting to the Bank. If you can destroy the Cannons, you'll get 5,000z for each one you destroy! Soon you will reach the tunnel to the Bank.

#### AFTER REACHING BANK:

During this Battle, don't forget to grab 12,000z from the Bank, a Ring from the blue Trash Can, six Letters from the Mailbox, and some Apples from the Trees.

### Level 3 Boss

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#### DENISE'S BATTLE ROBOT:

After reaching the Bank again, Denise will show up again operating a weird looking Battle Robot. The bad news is that it's now a bit harder to hurt the Robot, but the good news is that there's no Riot Crew; just Denise.

#### ATTACKS:

1. If you are far away from the Battle Robot, Denise will throw Crates at you. Just shoot or move away from them to avoid them.
2. Don't let Denise get too close to you, or she'll whap you with her Baton!
3. If you try to shoot at Denise directly, she will usually shield herself with the Battle Robot's right arm. So how do you defeat Denise...?

#### HOW TO DEFEAT DENISE'S BATTLE ROBOT:



1. Throwing objects is the best way to damage Denise. Just don't let yourself get hit with an object in hand or that object will be destroyed.
2. Send the Servbots to either attack (if they have weapons skills) or climb on top of the Robot to harass it. This will give you a chance to shoot the Robot for damage, so use it to your advantage.

### Level 3 Items

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These are all the Items inside this Level. Did you find them all?

GOLD INGOTS: 400,000z

Zenny: 84,000z (not counting Zenny from blown up Houses or from people)

Pork (4): Can be sold for 400z each.

Fishies (6): Can be sold for 200z each.

Apples: Can be sold for 100z each.

Curry (7): Can be sold for 500z each.

Hamburger (7): Can be sold for 200z each.

Cake (6): Can be sold for 200z each.

Riot Shields: Can be sold for 1,000z each or used for Lab Development discounts.

Comic (5): Go to the Gym and give one of these to #9 (if you haven't already). This will unlock his Sniper Skill. They can also be sold for 500z each.

Letter (12): Can be sold for 100z each.

Ring: Can be sold for 3,000z each.

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### 11. Mission 2: Teche Harbor Puzzles:

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### Containers

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Each level consists of a grid-like layout with different kinds of Containers. These Containers come in four flavors:

#### GREEN CONTAINERS:

There are four of these in each level and you must get all four into your ship to clear the level. Each Green Container can be picked up and carried up to 10 steps per Lift.

#### PINK CONTAINERS:

There is one of these in each level and is an optional bonus Container that you can load into your ship for even more zenny! Like the Green Containers, they too can only be carried up to 10 steps per Lift. It is not required to get the Pink Container, but remember that it is ALWAYS possible to get all five containers. If you are going for the Pink Container, be sure to leave at least one Green Container, because if you get that last Green Container, you will end the level and you won't be able to get the Pink Container.

#### STEEL CONTAINERS:

These Containers are very heavy and cannot be carried around. However, you can pick it up and move it aside onto any of the four squares closest to the Gustaff Tank; you just can't carry it.

#### WOODEN CONTAINERS:

These Containers are very light and can be carried any number of steps!

## Other Basic Rules

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### LIFTS:

Each Lift represents one pick-up of a Container. Each level only allows you a certain number of Lifts. In Mission 2, the Lift number is always 8 (which means you have enough Lifts for the five target Containers and three others), but in Mission 6, it can be anywhere from 5-10 depending on the level. You can pick up the same Container more than once if you need to, but each time you pick it up costs a Lift.

### JUMP:

The Gustaff Tank can jump over Containers to get to other places on the level. Just remember that you CANNOT jump if you are carrying a Container.

### BRIDGES:

You can use Steel and Wooden Containers as bridges by placing them into the water. You will then be able to go across and get to the other side. Just remember that once you place a Container into the water, it cannot be taken back out.

## Advanced Rules

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### CONVEYOR BELTS:

Starting with Mission 2, Round 4, Conveyor Belts will appear on some of the levels. The bad news is that if you step on one, you will be carried to the other end and you will not be able to control the Gustaff Tank while on the belt. The good news is that if you are carrying a Green/Pink Container, you will not use up any of the 10 steps while on the belt.

### FORKLIFT:

Starting with Mission 6, Round 1, your Servbot can get the Green/Pink Containers for you using the Forklift. That way, you won't have to use any Lifts carrying the Green/Pink Containers to the Goal. However, you must make a clear path for your Servbot or else he won't be able to get the Green/Pink Containers. It is a clear path if your Gustaff Tank can get from the Goal to the Container without jumping. When you are ready to load a Green/Pink Container with the Forklift, Beacon Bomb it and if the path is clear, the Servbot will gladly load it for you (you can make him load the container faster by pressing the X or SQUARE button if you want). Don't forget that the Gustaff Tank counts as an obstacle as well, so make sure YOU'RE out of the way, too; jump on one of the other Containers to Beacon Bomb the Green/Pink Container if you need to. You can also Beacon Bomb a Green/Pink Container while carrying another Container if you need to. Finally, remember that once your Servbot gets on the Forklift, he cannot get back off so be sure you have him grab any additional goodies BEFORE you load him onto the Forklift.

### CRANE:

Starting with Mission 6, Round 4, your Servbot can use Cranes. Beacon Bomb the Crane to get the Servbot on, and you can pick up any Container that is exactly two squares north, south, east, or west of the Crane and drop it in any of those four spaces. Remember that once a Container is in the water, it cannot be picked back up and you cannot put another Container on top of a Container in the water. When you are finished using the Crane, you can get the Servbot off the Crane and have him go to another one if needed. In Mission 6, Round 7 (only level that uses both a Forklift and Crane), your Servbot can switch over from Forklift to Crane and vice versa, but once on the Forklift, he can ONLY be on the Forklift or Crane.

## Puzzle Map

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There is also a map of each of the Puzzle Levels located on the bottom right corner of the screen. This will tell you what the different colored and lettered squares on the map mean.

Red Circle: Gustaff Tank

Square with Yellow G: Ship

Green Square: Green Container

Green Square with Red B: Pink Container

Blue Square: Steel Container

Yellow Square: Wooden Container

Square with White N: Unmovable Obstacles

Gray Squares: Buildings

Black Square with Blue Arrow: Conveyor Belt (arrow is which way the Conveyor Belt is moving)

Square with Yellow F: Forklift

Square with White L: Crane

## Servbot Hints

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This section has Hints ONLY for those who just want some help with the Puzzle Levels, but not entire solutions. If you want the entire solution, please see the Solutions Sections of this FAQ.

### 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!

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!

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?

Round 1 Solution

=====

LIFT 1:

Go to the easternmost Green Container and pick it up from the south. Carry it down 4 steps to the Goal.

LIFT 2:

Go to the Green Container to the right of the Steel Container and pick the Green Container up from the north. Carry it right 2 steps and down 6 steps to the Goal.

LIFT 3:

Go to the only Wooden Container and pick it up from the east. Carry it right 1 step, down 5 steps, and left 1 step. Drop it west into the water.

LIFT 4:

Go to the westernmost Green Container and pick it up from the east. Carry it right 3 steps, and down 3 steps to the Goal.

LIFT 5:

Go to the Pink Container and pick it up from the south. Carry it down 1 step, right 6 steps, and down 3 steps to the Goal.

LIFT 6:

Go to the last remaining Green Container and pick it up from the east. Carry it right 2 steps, and down 8 steps to the Goal.

LIFT 7-8:

Not needed; don't get used to having Lifts to spare, though.

Round 2 Solution

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LIFT 1:

Go to the easternmost Green Container and pick it up from the south. Carry it up 1 step, right 2 steps, and down 2 steps to the Goal.

LIFT 2:

Go to the square between the easternmost Steel Container and the Green Container. Pick up the Steel Container from the west and drop it south into the water.

LIFT 3:

Go to the Green Container beside the two remaining Steel Containers and pick it up from the east . Carry it down 1 step, right 3 steps, and down 2 steps.

LIFT 4:

Go to the southernmost Steel Container and pick it up from the east. Place it south into the water.

LIFT 5:

Go to the southernmost Green Container and pick it up from the north. Carry it up 1 step, right 5 steps, and down 2 steps to the Goal.

LIFT 6:

Go to the Pink Container and pick it up from the south. Carry it up 3 steps, right 5 steps, and down 2 steps to the Goal.

LIFT 7:

Go to the last remaining Steel Container and pick it up from the west. Place it north or west; it doesn't matter which one.

LIFT 8:

Go to the last remaining Green Container and pick it up from the south. Carry it down 3 steps, right 5 steps, and down 2 steps to the Goal.

Round 3 Solution

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LIFT 1:

Go to the southernmost Green Container and pick it up from the south. Carry it down 5 steps to the Goal.

LIFT 2:

Go to the Steel Container in front of the row of 3 Steel Containers. Pick it up from the south and place it east.

LIFT 3:

Go to the Green Container between two Steel Containers and pick it up from the east. Carry it right 1 step, and down 7 steps to the Goal.

LIFT 4:

Go to the group of three Steel Containers lined up in a horizontal row. Pick up the one in the middle from the south and place it west.

LIFT 5:

Go to the only Wooden Container and pick it up from the south. Carry it down 1 step, right 1 step, down 3 steps, and left 1 step. Drop it into the water to make a bridge to the Pink Container.

LIFT 6:

Go to the Pink Container and pick it up from the west. Carry it down 2 steps, right 4 steps, and down 4 steps to the Goal.

LIFT 7:

Go to the square between the last two Green Containers. Pick either one up and carry it down 2 steps, right 1 step, and down 7 steps to the Goal.

LIFT 8:

Go to the last Green Container and carry it to the Goal exactly like the last one.

Round 4 Solution

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LIFT 1:

Go to the row of two Steel Containers and go on the square south of the Steel Container on the left. Pick it up from the south and place it east into the water.

LIFT 2:

Go to the easternmost Green Container and pick it up from the west. Carry it down 2 steps, right 2 steps, and down 1 step to the Goal.

LIFT 3:

Go to the northernmost Wooden Container and pick it up from the east. Carry it right 2 steps, down 2 steps, right 2 steps, down 3 steps, and left 2 steps. Place it west into the water.

LIFT 4:

Go to the square between the last remaining Wooden Container and the Green Container. Pick up the Wooden Container from the south and place it east into the water.

LIFT 5:

Go up 1 square and pick up the Green Container from the south. Carry it down 1 step, right 5 steps, and up 2 steps to the Goal.

LIFT 6:

Go to the southernmost Green Container and pick it up from the north. Carry it right 5 steps and up 2 steps to the Goal.

LIFT 7:

Go to the Pink Container and pick it up from the north. Carry it up 1 step, right 5 steps, and up 2 steps to the Goal.

LIFT 8:

Go to the last remaining Green Container and pick it up from the north. Carry it right 3 steps, down 2 steps, right 2 steps, and down 1 step to the Goal.

Round 5 Solution

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LIFT 1:

Go to the easternmost Wooden Container. Pick it up from the west and carry it down 1 step. Place it west into the water.

LIFT 2:

Go to the westernmost Wooden Container and stand in the square east of it. DON'T pick up the Wooden Container yet. Instead, pick up the Steel Container from the south and drop it south into the water.

LIFT 3:

Now pick up the Wooden Container from the east. Carry it down 1 step, right 1 step, down 1 step, and right 1 step. Place it east into the water.

LIFT 4:

Go to the Pink Container and pick it up from the north. Carry it left 3 steps, and down 4 steps to the Goal.

LIFT 5:

Go to the easternmost Green Container and pick it up from the west. Carry it left 1 step, down 1 step, left 3 steps, and down 4 steps to the Goal.

LIFT 6:

Go to the westernmost Green Container and pick it up from the north. Carry it right 2 steps, down 1 step, right 1 step, down 2 steps, right 1 step, and down 3 steps to the Goal.

LIFT 7:

Go to the northernmost Green Container and pick it up from the south. Carry it down 3 steps, right 1 step, down 2 steps, right 1 step, and down 3 steps to the Goal.

LIFT 8:

Go to the last remaining Green Container and pick it up from the west. Carry it left 1 step, down 2 steps, right 1 step, down 2 steps, right 1 step, and down 3 steps to the Goal.

Round 6 Solution

=====

LIFT 1:

Pick up the Green Container directly to the right of the Goal and load it.

LIFT 2:

Go to the square behind the Green Container in the center. Pick it up from the north and place it north. No, this is NOT a typo.

LIFT 3:

Go down 1 step to the Wooden Container and pick it up from the north. Carry it down 1 step and place it east into the water.

LIFT 4:

Go to the Steel Container east of the Wooden Container just placed into the water and pick it up from the west. Place it south into the water.

LIFT 5:

Go to the Pink Container and pick it up from the west. Carry it down 1 step and left 1 step to the Goal.

LIFT 6:

Go to the easternmost Green Container and pick it up from the south. Carry it left 1 step, down 2 steps and left 1 step to the Goal.

LIFT 7:

Go to the northernmost Green Container and pick it up from the south. Carry it down 2 steps, right 1 step, down 2 steps, and left 1 step to the Goal.

LIFT 8:

Go to the last remaining Green Container and pick it up from the north. Carry it right 3 steps, down 3 steps, right 1 step, down 2 steps, and left 1 step to the Goal.

Round 7 Solution



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LIFT 1:

Go to the westernmost Green Container and pick it up from the north. Carry it up 1 step, left 4 steps, and up 1 step to the Goal.

LIFT 2:

Go to the easternmost Green Container and pick it up from the west. Carry it up 1 step, left 2 steps, up 2 steps, left 4 steps, and up 1 step to the Goal.

LIFT 3:

Go to the only Wooden Container and pick it up from the south. Carry it down 1 step, left 2 steps, and up 1 step. Place it north into the water.

LIFT 4:

Go to the Steel Container to the right of the Pink Container. Pick it up from the south and place it south.

LIFT 5:

Go to the Pink Container and pick it up from the east. Carry it right 1 step, left 2 steps, up 2 steps, left 4 steps, and up 1 step to the Goal.

LIFT 6:

Go to the Steel Container directly behind the building. Pick it up from the south and place it west into the water.

LIFT 7:

Go to the last 2 Green Containers and pick the one up on the left from the south. Carry it down 1 step, left 2 steps, down 1 step, left 4 steps, and up 1 step to the Goal.

LIFT 8:

Go to the last remaining Green Container and pick it up from the west. Carry it down 2 steps, left 2 steps, down 1 step, left 4 steps, and up 1 step to the Goal.

Round 8 Solution

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LIFT 1:

Go to the square between the pair of Steel Containers directly south of the Goal. Pick up the Steel Container on the right from the west. Place it north in the water.

LIFT 2:

Go right 2 steps to the Green Container and pick it up from the west. Carry it left 2 steps, up 1 step, and left 1 step to the Goal.

LIFT 3:

Go to the square between the Steel Container and Green Container and in front of the Pink Container. Pick up the Steel Container from the east and place it south.

LIFT 4:

Go to the Green Container in front of the conveyor belt and pick it up from the west. Carry it left 2 steps, up 3 steps, left 3 steps, up 1 step, and left 1 step to the Goal.

LIFT 5:

Go to the Pink Container and pick it up from the south. Carry it left 2

steps, up 3 steps, left 3 steps, up 1 step, and left 1 step to the Goal.

LIFT 6:

Go to the square between the pair of Steel Containers directly north of the Goal. Pick up the Steel Container on the right from the west. Place it south in the water.

LIFT 7:

Go to the northernmost Green Container and pick it up from the west. Carry it left 2 steps, down 2 steps, and left 1 step to the Goal.

LIFT 8:

Go to the last Green Container and pick it up from the north. Carry it up 1 step, up 1 step, left 5 steps, down 2 steps, and left 1 step to the Goal.

Round 9 Solution

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LIFT 1:

Go to the westernmost Green Container and pick it up from the north. Carry it up 3 steps and left 3 steps to the Goal.

LIFT 2:

Step on the southernmost Conveyor Belt and let it carry you to the Steel Container. Pick it up from the east and the Conveyor Belt will carry you left 1 step. Place the Steel Container south between the Steel Container and the Green Container.

LIFT 3:

Go to the square between the Green Container and the Wooden Container. Pick up the Green Container from the east. Carry it up 1 step, left 2 steps, up 2 steps, and left 3 steps to the Goal.

LIFT 4:

Go to the southernmost Wooden Container and pick it up from the north. Place it north in front of the other Wooden Container.

LIFT 5:

Go to the northernmost Green Container and pick it up from the south. Carry it left 1 step, down 1 step, down 1 step, left 2 steps, up 1 step, and left 3 steps to the Goal.

LIFT 6:

Go to the Steel Container behind the Pink Container by stepping on the Conveyor Belt to the right of the Steel Container. Pick it up from the east and the Conveyor Belt will carry you left 1 step. Place it north onto the northernmost Conveyor Belt.

LIFT 7:

Go to the Pink Container and pick it up from the north. Carry it down 1 step, right 1 step, down 1 step, left 2 steps, up 2 steps, and left 3 steps to the Goal.

LIFT 8:

Go to the last Green Container and pick it up from the east. Carry it down 1 step, right 1 step, down 1 step, left 2 steps, up 2 steps, and left 3 steps to the Goal.

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12. Mission 6: Pirmiki Harbor Puzzles:  
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Rules

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All rules remain exactly as explained in Mission 2.

Servbot Hints

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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...?

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!

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?

#### Round 1 Solution

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##### LIFT 1:

Go to the Steel Container between the building and the column of 3 Steel Containers. Pick it up from the south and place it south in the water.

##### LIFT 2:

Go to the Steel Container to the right of the Steel Container just placed into the water. Pick it up from the west and place it south into the water.

##### LIFT 3:

Go to the square behind the easternmost Green Container. Pick up the Steel Container from the south and place it south into the water.

##### LIFT 4:

Go to the only Wooden Container and pick it up from the east. Place it south into the water.

##### LIFT 5:

Go to the Steel Container to the left of the Wooden Container just placed into the water. Pick it up from the east and place it east into the water.

##### FORKLIFT:

Beacon Bomb the Green and Pink Containers so your Servbot can load them.

#### Round 2 Solution

=====

##### LIFT 1:

Go to the southernmost Steel Container and pick it up from the north. Place it west into the water.

##### LIFT 2:

Go to the Steel Container behind the Pink Container. Pick it up from the north and place it north.

##### LIFT 3:

Go to the square between the Green Container and the Steel Container directly north of the Goal. Pick up the Steel Container from the north but DON'T set it down yet.

##### FORKLIFT:

While holding the Steel Container, Beacon Bomb the nearest Green Container so your Servbot can load it. Then, place the Steel Container back down where it was.

##### LIFT 4:

Go to the right of that same Steel Container. Pick it up from the east and place it east.

FORKLIFT:

Beacon Bomb the Green Container north of the Goal beside the Wooden Container so your Servbot can load it.

LIFT 5:

Go to the northernmost Wooden Container and pick it up from the west. Carry it right 1 step and place it north in the water.

LIFT 6:

Go to the southernmost Wooden Container and pick it up from the east. Carry it up 4 steps, right 3 steps, up 9 steps, right 1 step, and up 1 step. Place it east into the water.

LIFT 7:

Go to the Steel Container in front of the Wooden Container just placed into the water. Pick it up from the north and place it north into the water.

FORKLIFT:

Beacon Bomb the rest of the Green and Pink Containers so your Servbot can load them.

Round 3 Solution

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LIFT 1:

Go to the Steel Container directly behind the building. Pick it up from the north and place it west into the water.

LIFT 2:

Go to the Steel Container to the left of the northernmost Green Container. Pick the Steel Container up from the west and place it west into the water.

LIFT 3:

Go to the Steel Container on the right wall of the building. Pick it up from the north and place it west.

LIFT 4:

Go to the square between the Steel Container and the Green Container. Pick up the Steel Container from the north and place it west.

LIFT 5:

Go to the only Wooden Container and pick it up from the east. DON'T set it down yet.

FORKLIFT:

While holding the Wooden Container, stand in the empty space between the pair of Steel Containers directly north of the Goal and Beacon Bomb the southernmost Green Container so your Servbot can load it.. Move to the square in front of the northernmost Green Container and Beacon Bomb the Green Container against the right wall of the building so your Servbot can load it. Stand in the now empty square against the right wall of the building and Beacon Bomb the northernmost Green Container so your Servbot can load it. Now place the Wooden Container behind the last Green Container into the water. Beacon Bomb the Pink Container and the last Green Container so your Servbot can load them.

#### Round 4 Solution

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##### LIFT 1:

Go to the southernmost Green Container and pick it up from the south. Carry it down 2 steps and right 1 step to the Goal.

##### CRANE:

Using the south Crane, pick up the Steel Container west and place it north into the water.

##### LIFT 2:

Go to the easternmost Green Container and pick it up from the west. Carry it down 2 steps, left 2 steps, down 1 step, left 1 step, down 2 steps, and right 1 step to the Goal.

##### CRANE:

Using the north Crane, pick up the Steel Container south and place it east into the water. Pick up the Green Container north and place it south.

##### LIFT 3:

Go to the Green Container just placed by the Crane and pick it up from the south. Carry it down 2 steps, left 2 steps, down 1 step, left 1 step, down 3 steps, and right 1 step to the Goal.

##### LIFT 4:

Go to the Steel Container in front of the Pink Container. Pick up the Steel Container from the south and place it east.

##### LIFT 5:

Go to the Pink Container and pick it up from the south. Carry it down 2 steps, left 1 step, down 3 steps, and right 1 step to the Goal.

##### LIFT 6:

Go to the last Green Container and pick it up from the south. Carry it down 3 steps, left 1 step, down 3 steps, and right 1 step to the Goal.

#### Round 5 Solution

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##### LIFT 1:

Go to the Wooden Container in front of the Goal and pick it up from the north. Place it north in the water.

##### CRANE:

Using the south Crane, pick up the Steel Container west and place it east into the water.

##### LIFT 2:

Go to the Wooden Container to the right of the Steel Container just placed into the water and pick up the Wooden Container from the west. Place it north into the water.

##### LIFT 3:

Go to the southernmost Green Container and pick it up from the north. Carry it up 2 steps, left 3 steps, and down 5 steps to the Goal.

##### LIFT 4:

Go to the westernmost Green Container and pick it up from the south. Carry it right 4 steps and down 6 steps to the Goal.

CRANE:

Using the east Crane, pick up the Green Container north and place it south.

LIFT 5:

Go to the Green Container just placed by the Crane and pick it up from the west. Carry it left 1 step and down 6 steps to the Goal.

CRANE:

Using the east Crane, pick up the Steel Container east and place it south.

LIFT 6:

Go to the Steel Container just placed by the Crane and pick it up from the west. Place it north into the water.

LIFT 7:

Go to the Pink Container and pick it up from the south. Carry it down 3 steps, left 1 step, and down 5 steps.

LIFT 8:

Go to the last Green Container and pick it up from the south. Carry it down 4 steps, left 1 step, and down 5 steps.

Round 6 Solution

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LIFT 1:

Load the Pink Container in front of the Goal.

LIFT 2:

Go the Wooden Container on the right side and pick it up from the east. Carry it up 2 steps and place it north into the water.

LIFT 3:

Go to the other Wooden Container and pick it up from the east. Carry it right 1 step and up 3 steps and place it north into the water in front of the Green Container.

LIFT 4:

Go to the southernmost Green Container and pick it up from the south. Carry it down 3 steps to the Goal.

LIFT 5:

Go to the southernmost Steel Container and pick it up from the east. Place it east into the water.

CRANE:

Using the south Crane, pick up the Steel Container from the west and place it south into the water.

LIFT 6:

Go to the Green Container in front of the south Crane and pick it up from the south. Carry it down 1 step, left 1 step, and down 4 steps to the Goal.

LIFT 7:

Go to the Wooden Container behind the south Crane and pick it up from the west. Carry it left 1 step and up 3 steps and place it east into the water.

CRANE:

Using the north Crane, pick up the Green Container from the south and place it west on the Conveyor Belt. Pick up the Wooden Container from the north



and place it south.

LIFT 8:

Go to the Wooden Container that was just placed by the Crane and pick it up from the west. Place it north into the water.

LIFT 9:

Go to the Green Container that was carried by the Conveyor Belt and pick it up from the south. Carry it down 2 steps, right 2 steps, and down 4 steps to the Goal.

LIFT 10:

Go to the last Green Container and pick it up from the south. Carry it left 1 step, down 3 steps, right 2 steps, and down 4 steps to the Goal.

Round 7 Solution

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LIFT 1:

Go to the only Wooden Container and pick it up from the north. Carry it left 2 steps and place it north beside the building.

CRANE:

Using the Crane, pick up the Wooden Container from the south and place it west into the water.

LIFT 2:

Go to the northernmost Steel Container and pick it up from the south. Place it south next to the Crane.

LIFT 3:

Go to that same Steel Container and pick it up from the west. Place it west into the water.

LIFT 4:

Go to the westernmost Green Container and pick it up from the north. Carry it up 1 step, right 2 steps and up 2 steps and place it east beside the Pink Container.

FORKLIFT:

Beacon Bomb the southernmost Green Container so your Servbot can load it.

LIFT 5:

Go to the Steel Container in front of the Green Container and pick it up from the east. Place it south.

FORKLIFT:

Beacon Bomb the Green Container that was behind the Steel Container so the Servbot can load it.

LIFT 6:

Go to the Steel Container on the right side of the crane and pick it up from the east. DON'T set it back down.

FORKLIFT:

While holding the Steel Container, Beacon Bomb the rest of the Green and Pink Containers so your Servbot can load them.

Round 8 Solution

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LIFT 1:

Go to the Green Container in front of the west Crane and pick it up from the east. Carry it down 2 steps to the Goal.

CRANE:

Using the east Crane, pick up the Wooden Container north and place it west into the water. Using the west Crane, pick up the Wooden Container north and place it east into the water.

LIFT 2:

Go to the Steel Container between the Wooden Container and the Green Container and pick it up from the south. Place it west into the water.

LIFT 3:

Go to the Wooden Container to the right of the Pink Container and pick it up from the south. Carry it down 1 step and place it south into the water.

LIFT 4:

Go to the Pink Container and pick it up from the east. Carry it down 3 steps, left 2 steps, and down 2 steps to the Goal.

LIFT 5:

Go to the Wooden Container east of the northernmost Green Container and pick it up from the south. Carry it right 2 steps, down 3 steps, left 2 steps, and down 2 steps, and place it east into the water.

CRANE:

Using the east crane, pick up the Wooden Container south and place it north.

LIFT 6:

Go to the Wooden Container just placed by the Crane and pick it up from the west. Carry it down 2 steps, left 2 steps, down 2 steps, and right 1 step and place it east into the water.

LIFT 7:

Go to the northernmost Green Container and pick it up from the east. Carry it down 1 step, right 2 steps, down 3 steps, left 2 steps, and down 2 steps to the Goal.

LIFT 8:

Go to the easternmost Green Container and pick it up from the west. Carry it down 1 step, left 1 step, down 2 steps, left 2 steps, and down 2 steps to the Goal.

LIFT 9:

Go to the last Green Container and pick it up from the west. Carry it 3 steps to the Goal.

Round 9 Solution

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LIFT 1:

Go to the southernmost Steel Container and pick it up from the north. Place it west into the water.

CRANE:

Using the southwest Crane, pick up the Steel Container east and place it north into the water.

LIFT 2:

Go to the westernmost Green Container and pick it up from the west. Carry it left 2 steps, down 1 step, right 2 steps, down 1 step, right 2 steps, and down 2 steps to the Goal.

CRANE:

Using the northeast Crane, pick up the Steel Container north and place it east. Pick up the Steel Container west and place it south into the water. Using the southeast Crane, pick up the Steel Container north and place it west.

LIFT 3:

Go to the Green Container in front of the northeast Crane and pick it up from the south. Carry it down 2 steps, right 1 step, down 2 steps, and left 3 steps to the Goal.

LIFT 4:

Go to the easternmost Steel Container just moved by the Crane and pick it up from the north. Place it west into the water.

LIFT 5:

Go to the Green Container behind the northeast Crane and pick it up from the east. Carry it right 2 steps, down 2 steps, down 2 steps, and left 3 steps to the Goal.

LIFT 6:

Go to the Pink Container and pick it up from the east. Carry it right 3 steps, down 2 steps, down 2 steps, and left 3 steps to the Goal.

LIFT 7:

Go to the last Green Container and pick it up from the south. Carry it right 1 step, down 3 steps, right 1 step, down 2 steps, and left 3 steps to the Goal.

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13. Mission 3: Aurora Stones  
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Items

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The following is a list of Items you will find in the Aurora Stone Levels. Read the Walkthroughs to find out where they are!

ZENNY:

Like all other Missions, you will want to find and collect as much zenny as you can. Zenny can be found in several locations:

1. Zenny Holes: These are small sparkling cave-ins usually found in dead-ends. Beacon Bomb the cave-in and the Servbots will collect the zenny inside!
2. Zenny Barrels: Find and smash these Zenny Barrels with the Finkel and collect the zenny inside! You may have to smash the Barrel several times to get all the zenny. But be careful, some Barrels will explode upon their last hit and damage the Finkel, but not by very much.
3. Zenny Jars: Find and Beacon Bomb these small Zenny Jars on the ground and zenny will pop out! A snake will pop out as well so be careful not to be too close or the snake will get you! You may have to Beacon Bomb each Jar several times to get all the zenny.
4. Treasure Boxes: There are also a few Treasure Boxes with zenny inside!

Be sure to have a Card Key ready if the Treasure Box is locked.

#### KEYS:

There are three different kinds of Keys needed to get through these Levels. These Keys come in three flavors:

1. Card Key: These are small gold-colored Cards that are usually found in dead-ends. Beacon Bomb the Card Key and the Servbots will collect it. Each Card Key can open one Locked Treasure Box (these are the Treasure Boxes that glow red).
2. Gate Key (Level 2 only): In Level 2, Roxette will give you this as a reward for freeing her. Use this Key to unlock the Gate and proceed further in the Level.
3. Room Key: There are one of these in each Level and are the boss keys of each Level. These are needed in order to get inside the Boss Room in each Level.

#### DRILLS:

There are two different kinds of Drills that will upgrade the Servbot Borer and allow it to drill through tougher cave-ins:

1. Super Drill: Found near the end of Level 2 (or in Level 3 if you did not collect it in Level 2), this will get you through the tough cave-ins in Level 3.
2. Hyper Drill: Found near the end of Level 3, this will get you through the toughest cave-ins in Level 3, and will allow you access to the Elixir of Youth, the second Aurora Fountain, and the Room Key.

#### ELIXIR OF YOUTH:

In each Level, find Uncle Digg's Tips (looks like writing on the wall) and collect each of the following Crystals to uncover the Elixir of Youth in Level 3:

1. Blue Crystal: Found in Level 1, this is the first ingredient of the Elixir of Youth.
2. Green Crystal: Found in Level 2, this is the second ingredient of the Elixir of Youth.
3. Pink Crystal: Found in Level 3, this is the third ingredient of the Elixir of Youth.

#### E. BOTTLES:

Find these and you can refill the Finkel's energy if it gets too low. You can also save these for other Missions and use them on the Gustaff if you want:

1. E. Bottle 1: Found in Level 1, this will raise the Gustaff/Finkel's energy by 32 points.
2. E. Bottle 2: Found in Level 2, this will raise the Gustaff/Finkel's energy by 64 points.
3. E. Bottle 3: Found in Level 3, this will raise the Gustaff/Finkel's energy by 128 points. If you collected the Super Drill from Level 2, then you can find a second E. Bottle 3 in Level 3.

#### DEVELOPMENT ITEM:

Find this and you can power up the Gustaff.

Litnium: Found in Level 2, this will allow Servbot #30 to build the E. Tank 4 and 5 for the Gustaff and increase its energy capacity.

#### Enemies

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There are three different kinds of enemies found in Mission 3. You can defeat these enemies by either whapping them with the Finkel, using the Servbot Borer, or the best way, using the Servbots' weapons (if they have

any):

1. Flying Reaverbots: These are the most common enemies you'll face. They come in groups and each group can have as few as 2 or as many as 13! They will usually stay still, but attack them, and they will spread out and may even turn red. If they turn red, they can be defeated more easily, but they will explode on contact if they are glowing red, so be careful!

2. Walking Reaverbots: Only two of these appear in Level 2. The red one just stands in one place and spits fireballs if you're come too close. The gray one can not only spit fire, but can also walk around.

3. Birdbots: These are Glyde's disloyal and downright mean servants. You will find one in Level 2 guarding the way to the Gate Key. In Level 3, you will find a pair of Birdbots guarding the first E. Bottle 3, and a trio of Birdbots holding Perl hostage, and you have to rescue her in order to get the Room Key.

## Level 1 Walkthrough

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### FINDING DANTZ:

After Tron explains to her Servbots the basics of controlling the Finkel, go along the main path and you will see some bats fly by, but don't worry about them, because they're harmless. Continue on and you will find a Digger. Have the Servbots talk to him and you will find out that his name is Dantz. He will then accompany you for the remainder of this mission.

### FINDING CAVE-IN:

After meeting Dantz, continue along the main path until you will find a cave-in. Unfortunately, you won't be able to blast it away until Level 2. You can, however, Beacon Bomb it anyway for some good laughs.

### FIRST TREASURE BOX:

From the cave-in, continue on the main path until you find a northern L-shaped dead-end path. There, you will find a Treasure Box, which is empty. Dantz will tell you that most Treasure Boxes are locked and won't open without the key.

### STEEL BALL TRAP:

From the empty Treasure Box, go back onto the main path. Soon, you will find three Stalagmites. Either approach them slowly or send the Servbots underneath them, or else they will fall on the Finkel and damage it if you're too eager. Continue along the main path until you find the Steel Ball Trap. This trap consists of a huge steel ball swinging back and forth like a clock pendulum. Dantz will tell you that all these traps have a switch which you must push to turn it off. After Dantz tries to get to the switch and gets whapped, Beacon Bomb the switch and the Servbots will shut the trap off. If all the Servbots get whapped by the trap before reaching the switch, you will have to wait a few seconds for the Servbots to recover before you can try again.

### FIRST ZENNY HOLE:

After shutting off the Steel Ball Trap, continue along the main path until you find a path going south. Go down this path and watch out for the six Stalagmites. Continue down the path until you find the first Zenny Hole. Have the Servbots grab the 800z inside and head north back to the main path.

### FIRST ZENNY BARREL:

Continue along the main path until you find the first Zenny Barrel. Whap the Barrel with the Finkel to claim the 3,000z inside.

### FIRE TRAP:

Continue on the main path until you reach the Fire Trap. The switch is on the right side of the trap. Get just close enough so the switch is visible, and the Servbots will be able to push the switch without getting fried. Unless, of course, you WANT the Servbots to get fried. Heh heh...

#### FIRST CARD KEY:

Continue on the main path until you find two dead-end paths, north and south. Go to the southern path first and you'll find the First Card Key. Dantz will tell you that Card Keys are what you use to open Locked Treasure Boxes.

#### SECOND ZENNY BARREL:

After getting the Card Key, go north towards the northern dead-end. On the way there, you will find another Zenny Barrel. Smash it a couple of times and claim the 6,000z inside.

#### FIRST LOCKED TREASURE BOX (E. BOTTLE 1):

Continue east from the Zenny Barrel towards the first Locked Treasure Box. Open it with your Card Key and claim the E. Bottle 1 inside.

#### FINDING MAUDE:

After getting the E. Bottle 1, go back onto the main path and go east until you come across a path going south. Go down this path until you find Maude.

The short-tempered Maude will tell you about the next trap, which consists of rocks falling from the ceiling.

#### FALLING ROCKS TRAP:

Take the southern path next to Maude, and you will find three rows of falling rocks. Stop in front of the first row and move past the first row when you have the chance and stop in front of the second row of falling rocks. Repeat the previous step and stop in front of the third row of rocks. You are now close enough so you can Beacon Bomb the switch and shut the trap off.

#### SECOND CARD KEY:

Go past the Falling Rocks Trap and you will soon find the second Card Key. With the Card Key in hand, go back to Maude and talk to her for some good laughs.

#### SECOND LOCKED TREASURE BOX (ROOM KEY):

From Maude, go east and then north to the second Locked Treasure Box. Open it with your Card Key and claim the Room Key inside. This is the boss key of this Level, which you must have to get inside the Boss Room.

#### FIRST UNCLE DIGG'S TIP (BLUE CRYSTAL):

After getting the Room Key, go south, west, then north back onto the main path. Go east and north onto the next dead-end. Smash the two Zenny Barrels and claim 9,000z out of the left one and 12,000z out of the right one. Then, have the Servbots check the writing on the wall for the First Uncle Digg's Tip and claim the Blue Crystal, the first ingredient of the Elixir of Youth.

#### FORCE FIELD TRAP:

After claiming the Blue Crystal, continue east onto the main path. Along the way, you will find a pair of Flying Reaverbots. You can either fight them or run between them and ignore them, it's up to you. Continue along the main path until you run into the Force Field Trap. The Finkel will start shaking and getting static. After Tron reassures her kids that she's all right, you have to Beacon Bomb the switch in front of you to shut the trap off. Although the Finkel's shaking makes it a bit difficult, you'll

get it if you keep trying.

#### BOSS DOOR:

Continue along the main path until you reach the Boss Door and use the Room Key to open it. Perl then shows up to tell you that the treasure is probably in this room, but before she can finish, the over-eager Dantz runs inside and back out saying that there's a really big Reaverbot inside, which is what Perl was going to say before. The Servbots are REALLY scared of Reaverbots and don't want to go in! After Tron threatens to punish them all if they don't, the Servbots are ready to take on the Boss of this Level.

#### Level 1 Boss

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#### GIANT REAVERBOT:

This Boss is just like the Reaverbot you might have seen in the MegaMan Legends 1 Intro Stage! The Servbots are now really frightened, but after a little gentle encouragement from their mommy, the Servbots are ready to fight.

#### ATTACKS:

1. The Reaverbot will approach the Finkel and fire a red laser from its eye. Just move aside to avoid it.
2. The Reaverbot will try to smash the Finkel with it's spiked hammer-like arms. Again, just move away to avoid it.
3. After damaging the Reaverbot, it will get angry and charge at you with its arms swinging for a few seconds. Just stay on the move and you'll be all right.

#### HOW TO DEFEAT THE GIANT REAVERBOT:

1. The most obvious way is to use the set of four Fire Traps that Tron showed the Servbots at the start of this battle. Lure the Reaverbot close to one of the switches and have the Servbots push the switch to set the trap. If the Reaverbot is close enough, it'll get scorched and will start charging. If you're really good, you can lure the angry Reaverbot to the next closest Fire Trap, and if it's still charging at you, the Reaverbot will step on the switch to get damaged even more!
2. If you are so fortunate as to have Servbots with weapons skills, send them after the Reaverbot! This delivers by far the most damage.
3. You CAN damage the Reaverbot by whapping it with the Finkel, but this is very risky and you'll probably end up damaging yourself more than the Reaverbot. Don't even bother.

#### Level 1 Items

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These are all the Items inside this Level. Did you find them all?

BLUE AURORA STONE: 50,000z

E. Bottle 1 (recharges energy by 32 points)

Blue Crystal (first ingredient of the Elixir of Youth)

Four Zenny Barrels: 3,000z, 6,000z, 9,000z, 12,000z

One Zenny Hole: 800z

Total Zenny: 30,800z

#### Level 2 Walkthrough

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#### CAVE-IN FROM LEVEL 1:

You will start this Mission from the entrance to Level 1. Go along the main path until you reach the cave-in. Use the Servbot Borer to blast through

the cave-in and go inside. You can also try going further into Level 1 for some good laughs.

#### FIRST ZENNY JAR:

After passing the Level 1 cave-in, you will now be ready to take on Level 2.

Check the left side of the entrance for the first Zenny Jar. Beacon Bomb it twice and claim the 16,000z inside. But be careful not to let the Finkel get too close, or the snake will get you!

#### FIRST CARD KEY:

Go east from the entrance and you will find a square shaped path with three ways to go: north, south, and east. First, go north and get the first Card Key. Beacon Bomb the Zenny Jar three times to claim the 24,000z inside.

#### FIRST TREASURE BOX:

Go back onto the square shaped path and take the southern path to reach an unlocked Treasure Box with 2,000z inside.

#### FINDING ZHAG:

Go back onto the square shaped path and go east until you will find Zhag. He'll tell you to dig a hole in the cave-in next to him. Do so and proceed to a vertical rectangular shaped path with two ways to go: north and east (the southern path is a one way path).

#### FIRST LOCKED TREASURE BOX (LITNIUM):

Go north onto the rectangular shaped path and be ready to take out a flame throwing Reaverbot! After defeating it, drill through the northern cave-in and claim the Litnium inside the first Locked Treasure Box.

#### FINDING ZHIG:

Go to the eastern cave-in onto the rectangular shaped path and proceed after drilling it out of the way. You will find a larger square shaped path with four ways to go: north, northeast, southeast, and the cave-in next to Zhig on your right. Do NOT go inside that cave-in, unless you want to fight eight Flying Reaverbots and not get anything for your troubles.

#### FIRST ZENNY HOLE:

On the square shaped path, take the northeast path and the path will go two ways. The left path has nothing, but the one on the right has a Zenny Hole. Let the Servbots claim the 2,000z inside.

#### SECOND CARD KEY:

Go back onto the square shaped path and drill through the southeast cave-in. Get the second Card Key inside.

#### SECOND LOCKED TREASURE BOX (E. BOTTLE 2):

With the Card Key in hand, go back onto the square shaped path and drill through the northern cave-in. You will find the second Locked Treasure Box with an E. Bottle 2 inside.

#### FIRST AURORA FOUNTAIN:

Go to the southern cave-in on the square shaped path and drill through it. On your very right you will find the first Aurora Fountain. Step inside and recharge the Finkel's energy. Be sure to remember where it is so you can go back and recharge whenever necessary!

#### BIRDBOT:

From the Aurora Fountain, go east and after turning the corner south, you'll find a Birdbot who is ready to try to pick on the Servbots! Birdbots have two main attacks; they will either throw bombs at you, or if you get too



close, the Birdbot will hover in the air and whap you with his wings! Take him out and proceed onward.

#### GATE KEY:

After defeating the Birdbot, go south along yet another square shaped path to the southern cave-in that leads into the room in the center of the square shaped path. Go inside to meet Roxette, who will give you a Gate Key as a reward for freeing her.

#### SECOND UNCLE DIGG'S TIP (GREEN CRYSTAL):

After getting the Gate Key, proceed to the northwest corner of the square shaped path and go west to the room to the right of the Gate. Check the writing on the wall for the Second Uncle Digg's Tip and the Green Crystal. Be sure to Beacon Bomb the left Zenny Jar four times for 32,000z and the right Zenny Jar five times for 40,000z. Leave and go south to the Gate. Use the Gate Key to open it and proceed south.

#### SECOND ZENNY HOLE:

Ignore the western path for now and continue south to again find two paths. Take the left path to the Zenny Hole and claim the 3000z.

#### THIRD CARD KEY:

Now take the right path and claim the third Card Key.

#### FINDING TUTTLE:

Now go back north and take the west path you ignored before. You will find Tuttle standing in front of a huge lake. Speak with Tuttle for an interesting conversation. You can also have some fun and Beacon Bomb the lake so the Servbots can have a pool party! Proceed west to the next cave.

#### ZHIG AND ZHAG'S QUIZ CORNER:

You will now find a rectangular shaped room with five locked doors:

Door 1: Northeast path

Door 2: East path

Door 3: Southwest path

Door 4: West path

Door 5: Northwest path

You will have to answer 10 questions, and depending on how many you get right (if you get one wrong, you'll have to start over), the above doors will be opened:

Door 1: 2 right answers

Door 2: 4 right answers

Door 3: 6 right answers

Door 4: 8 right answers

Door 5: Perfect score

#### QUIZ ANSWERS:

1. Aurora Stone

2. Dantz

3. Maude

4. Digg

5. Blue

6. Red

7. Room Key

8. Blue

9. 5

10. Ryship Island

#### FOURTH CARD KEY:

Take Door 1 (northeast path) and get the fourth Card Key. Do NOT go through

the cave past the Card Key, or you will go back to near the beginning of the level!

#### SECOND AURORA FOUNTAIN:

Take Door 2 (east path) and you will find another Aurora Fountain to recharge the Finkel with.

#### THIRD LOCKED TREASURE BOX (SUPER DRILL):

Take Door 3 (southwest path) and you will find five Floating Reaverbots. Defeat them and the gate will open revealing the third Locked Treasure Box with the Super Drill inside.

#### FOURTH LOCKED TREASURE BOX (ROOM KEY):

Take Door 5 (northwest path) and push the switch. Go back to the lake and you will find the fourth Locked Treasure Box. The Servbots will swim to the Locked Treasure Box and get the Room Key for you.

#### BOSS DOOR:

Go back to where you played Zhig and Zhag's Quiz Corner and take Door 4 (west path) to the Boss Room.

#### Level 2 Boss

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#### REAVEROBOT ARMY:

The Boss this time is a Reaverbot nest consisting of eight green Reaverbots and one purple one. The Servbots are, of course, scared of the "zillions" of Reaverbots, but after Tron gives them a good pep talk, the Servbots are ready to take them on!

#### ATTACKS:

The green Reaverbots themselves are harmless, but their purple fiery breath is not! They will slowly approach the Finkel, so watch out for their bad breath. The purple Reaverbot runs around the room (usually along the walls) and if it makes eye contact with the Finkel, it will either run away or try to fry you!

#### HOW TO DEFEAT THE REAVEROBOT ARMY:

The green Reaverbots are indestructible and are only there as an added distraction. The purple Reaverbot is your target.

1. Use the Finkel to whap the purple Reaverbot to deliver the most damage! It's risky, but not nearly as much as it was for the previous Boss. Don't let the Reaverbot see you or it will run away or fry you.
2. The Servbot Borer can damage it also, but more often than not, it will just get knocked out by the Reaverbot.
3. Make good use of the other Servbots' weapons if they are equipped with any.

#### Level 2 Items

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These are all the Items inside this Level. Did you find them all?

YELLOW AURORA STONE: 150,000z

E. Bottle 2 (recharges energy by 64 points)

Green Crystal (second ingredient of the Elixir of Youth)

Litium (give to Servbot #30 in the Lab so he can make the E. Tanks 4 and 5)

Super Drill (needed for Level 3)

Four Zenny Jars: 16,000z, 24,000z, 32,000z, 40,000z

Two Zenny Holes: 2,000z, 4,000z

Total Zenny: 119,000z

### Level 3 Walkthrough

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#### RETURN OF MAUDE:

At the entrance, you will see Maude just up ahead. Don't forget to smash the Zenny Barrel next to her and claim the 6,000z inside.

#### FINDING UNCLE DIGG:

Continue along the main path and you will soon meet Uncle Digg. Talk to him and tell him you're collecting the Crystals.

#### RETURN OF DANTZ AND PERL:

Continue along the main path and you will again meet up with Dantz and Perl. They will tell you that they can't figure out how to get past the trap.

#### FIRST ZENNY HOLE:

Proceed north from Dantz and Perl until you reach a cave-in. Instead of going inside, though, go west to find the first Zenny Hole with 10,000z.

#### FIRST CARD KEY:

Now go through the cave-in and you will see two paths going west and east. Take the western path first and get the first Card Key.

#### FIRST ZENNY JAR:

Now take the eastern path and check the Zenny Jar once to get the 8,000z inside.

#### SWITCH:

Now push the switch where the western and eastern paths are. Go back to where Dantz and Perl are and proceed back along the main path now that the path has been cleared.

#### BIRDBOT PAIR:

Continue along the main path until you find a path going north. Take this path and you will face a pair of Birdbots. Deal with them just like the last time.

#### SECOND ZENNY JAR:

After defeating the Birdbot pair, go through the unlocked gate and you will find the second Zenny Jar. Beacon Bomb it three times to get the 24,000z inside.

#### FIRST LOCKED TREASURE BOX (E. BOTTLE 3)

Go around the Zenny Jar and you will find the first Locked Treasure Box with the E. Bottle 3 inside. If you did not get the Super Drill from Level 2, then you will get the Super Drill here instead of an E. Bottle 3.

#### FINDING RUSSELL:

Go back onto the main path and proceed east to meet Russell. After speaking with him, use your Super Drill (which is required for this cave-in) to drill through the cave-in next to Russell and proceed.

#### RETURN OF UNCLE DIGG:

Continue along the main path and you will meet up with Uncle Digg again. After the friendly chat, proceed onward.

#### FIRST AURORA FOUNTAIN:

Continue north along the main path until you find a path going west. Take this path and use the Aurora Fountain there to recharge the Finkel. Leave

and go back south to the cave-in that heads east. Drill through it and proceed onward.

#### RETURN OF ROXETTE:

After going east through the cave-in, you will meet up with Roxette again. She says that she can't get the door open. Let the Servbots crawl under the door and push the switch to open it. After opening the gate, you will find a path going south. Ignore it for now.

#### SECOND ZENNY HOLE:

After unlocking the gate next to Roxette, you will see a cave-in ahead. Inside is the second Zenny hole with 20,000z inside. Leave and proceed north.

#### FIRST STEEL BALL TRAP PAIR:

The Steel Ball Trap from Level 1 is back, this time as a pair. Get as close as you can to the first Steel Ball Trap without getting whapped and Beacon Bomb the switch to shut the traps off.

#### THIRD ZENNY JAR:

After turning off the Steel Ball Traps, continue north until you find a cave-in going west. Drill through it and you will see two paths. Take the path on the left and Beacon Bomb the second Zenny Jar twice to claim the 16,000z inside.

#### SECOND CARD KEY:

Now take the path on the right and claim the second Card Key.

#### SECOND LOCKED TREASURE BOX (E. BOTTLE 3):

Go back to where Roxette is and take the southern path that you ignored before. Inside will be 11 Flying Reaverbots. Defeat them all and proceed to the second Locked Treasure Box and get the E. Bottle 3 inside.

#### BAR TRAP:

After getting the E. Bottle 3, go back on to the main path and proceed north to Russell who will tell you that a switch on the other side of the bottomless pit will help you get across. Let a Servbot get on the bar and he will use it to get across to the switch that will reveal a bridge.

#### SECOND ZENNY BARREL:

Cross the bridge to the now empty Treasure Box. Look to your left to find the second Zenny Barrel. Smash it three times to get the 9,000z inside.

#### THIRD CARD KEY:

Now go south across the bridge until you find a path going east. Take this path until you find a path going south. After going along this southern path, you will again find two paths going east and west. Take the western path first to find the third Card Key.

#### THIRD UNCLE DIGG'S TIP (PINK CRYSTAL):

Now take the eastern path to find the Third Uncle Digg's Tip. Don't forget to check the third Zenny Jar four times to get the 32,000z inside. You can also give the Servbots a little scare by having them check the strangely familiar looking skeleton...

#### THIRD LOCKED TREASURE BOX (HYPER DRILL):

Go back north until you find Maude again. Drill through the cave-in on her left and you will face 13 Flying Reaverbots. Defeat them all and proceed to the third Locked Treasure Box and get the Hyper Drill, the most powerful drill of all.

ELIXIR OF YOUTH (MUST HAVE ALL THREE CRYSTALS):

With the Hyper Drill, go south and keep going south until you find a cave-in. Use the Hyper Drill (which is required) to get inside a room with a small pool of water. Approach it, and if you have all three Crystals (Blue, Green, Pink), you will find out what the Elixir of Youth is...

SECOND AURORA FOUNTAIN:

Go back up north to where Maude is and drill through the cave-in to her right. Inside is another Aurora Fountain that will recharge the Finkel if it needs it.

TURNSTILE GATE:

Go back to where Maude is and proceed east to find a gate with a turnstile next to it. Have the Servbots use the turnstile to open the gate. Those Servbots just work so hard, don't they?

BIRDBOT TRIO:

After going through the turnstile gate and the cave-in, Dantz will frantically tell you that the "bird things" captured Perl. Proceed left next to Dantz and you will face a trio of Birdbots. Defeat them just like before.

ROOM KEY:

After defeating the Birdbot trio, talk with Perl who will give you the Room Key she stole as thanks for her rescue.

SECOND STEEL BALL TRAP:

After getting the Room Key, leave and you will find Russell again. Proceed south and you will also find Tuttle who "will show you how it's done" by getting whapped, crushed, and fried by traps. First shut off the pair of Steel Ball Traps just like last time.

THIRD ZENNY BARREL:

After shutting the Steel Ball Traps off, don't forget to smash the Zenny Barrell behind you four times to get the 12,000z inside.

FIRE TRAPS:

Find the switch in the center behind the Fire Traps, and get just close enough to the Fire Traps without getting burned. Send the Servbots to the switch to try to shut this trap off. It will take several tries (because the Servbots will run back toward the Finkel if they get fried), but you'll get it.

BOSS DOOR:

After turning the Fire Traps off, proceed to the Boss Door. Unlock it to face the last Boss of the Aurora Stone Levels.

Level 3 Boss

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GUARDIAN OF THE AURORA STONES:

This Boss is a HUGE helicopter-like Reaverbot which has the Servbots absolutely petrified. But they are ready to give it all they've got!

ATTACKS:

1. If the Reaverbot is sitting on the ground, it will spit out rocks which can damage the Finkel.
2. This Reaverbot's most devastating attack, however, is when it flies around. Stay the heck out of its way when it's flying around, and when it

comes to a standstill, that means it will get ready to charge at the Finkel.  
Move quickly to one side to avoid the charge.

#### HOW TO DEFEAT THE GUARDIAN OF THE AURORA STONES:

The only way you can beat this Reaverbot is to Beacon Bomb each of its eight holes to send a Servbot inside. When you do, the hole will catch fire and the Reaverbot will begin the second attack. You only have about five seconds to get a Servbot into a hole before the Reaverbot attacks again, so work quickly. As the number of holes decreases (you can only go after holes that are NOT burning), it gets a bit more difficult, but you'll defeat it; you've come too far to lose now! Good luck!

#### Level 3 Items

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These are all the Items inside this Level. Did you find them all?

RED AURORA STONE: 500,000z

Two E. Bottle 3's (recharges energy by 128 points)

Pink Crystal (third ingredient of the Elixir of Youth)

Hyper Drill (used to get through super tough cave-ins in Level 3; no longer needed now)

Four Zenny Jars: 8,000z, 24,000z, 16,000z, 32,000z

Three Zenny Barrels: 6,000z, 9000z, 12,000z

Two Zenny Holes: 10,000z, 20,000z

Total Zenny: 137,000z

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#### 14. Mission 4: Nakkai Ruins:

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#### Items

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The following is a list of the Items you will find in the Nakkai Ruins. Read the Walkthroughs to find out where they are! If you are running low on energy and you're short on E. Bottles, be sure to retreat back to the Entrance, because if you are defeated inside the Nakkai Ruins, you will lose any Items you picked up during that visit and they will be reset to their original positions. Once you take the Items back to the Gesellschaft, though, they're yours to keep.

#### SERVBOT CUBES:

Brain Cube: There are three of these inside the Nakkai Ruins which will each increase a Servbot's Brains rating by one.

Attack Cube: There is one of these inside the Nakkai Ruins which will increase a Servbot's Attack rating by one.

#### DEVELOPMENT ITEMS:

Fireworks: Give this to Servbot #32 (after his Gatling Dev Skill is unlocked) and he can build the Gatling Gun for 100,000z.

Pipe: Give this to Servbot #31 (after his Bazooka Dev Skill is unlocked) and he can build the Bonne Bazooka for 300,000z. The Bonne Bazooka is required for blowing up the four cracked walls inside the Nakkai Ruins. Once they have been blown open, however, they will stay open for the remainder of the game, so you can go back and use a different weapon if you want to.

Iron Plate: Give this to Servbot #34 and he can build the Hard Armor for 1,000,000z (you have to build the regular Armor for 100,000z first). This will reduce the amount of damage the Gustaff takes by 75%.

Rusted Tank: Give this to Servbot #30 and he will build the E. Tank P. This

will increase the Gustaff's energy capacity.

#### SERVBOT ITEMS:

Ancient Pistol: Give this to Servbot #10 to unlock his Sniper Skill.

Momento: Give this to Servbot #35 (after his Painting Skill is unlocked) and he can make the Gustaff look just like Teisel Bonne.

#### ZENNY ITEMS:

Red Apple: Go to the Storage Room and you can sell these for 100z each.

Green Apple: This will refill a little bit of the Gustaff's energy.

#### Enemies

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There are five different kinds of enemies inside the Nakkai Ruins. To defeat them, either blast them with the Gustaff's weapon and/or use the Servbots' weapons (if they have any). Servbots without weapons might be able to distract the enemies, or they could just get knocked away. Upon entering any room with enemies, all the doors will lock and won't open again until all the enemies are defeated. Once defeated, all the enemies will stay defeated until you leave the Nakkai Ruins.

1. Sand Reaverbots: These Reaverbots normally just rest inside the ground, but once you enter, they will get up and try to get to the Gustaff to damage it. They come in two different colors, green and orange, with the orange ones taking a lot more hits to defeat than the green ones. Either way, try to get as many free shots as you can before they get up.

2. Fuyuu Reaverbots: These Reaverbots come in groups and will fly around to try to damage the Gustaff. Just a shot or two from a good Sniper will take them down.

3. Snake Reaverbots: These Reaverbots usually come in groups of two or three and will burrow underground and will pop out to either fly into the Gustaff to knock it down, or to pop out and fire blue fireballs at you. Defeat these by either circling them and firing with your Search Cannon or fire away with the Gatling Gun or Bonne Bazooka. You're sure to take some damage using the Bonne Bazooka or Gatling Gun, but it won't be very much since these are more powerful than the Search Cannon.

4. Arijig Reaverbots: These come in groups and will try to walk towards the Gustaff. If they get close enough, they will jump on you and explode causing damage. Just blast these just like the Fuyuu Reaverbots (though it'll take a few more hits) and you won't have any problems.

5. Oyazan Reaverbots: There are two of these in the Nakkai Ruins, one guarding the Pipe and the other guarding the way to the Boss Room. The Oyazan Reaverbot sits inside a sand pit and will fire Arijig Reaverbots at you. Just fire several shots at the Oyazan Reaverbot and it will sink into the ground in defeat. Don't forget to also defeat any leftover Arijig Reaverbots still flying around after you defeat the Oyazan Reaverbot.

#### Return Visits

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This Mission is the only Mission in this game that you can return to even after you defeat the Reaverbot Boss and collect Diana's Tear. This is very handy if there were some Items you overlooked inside the Nakkai Ruins.

However, you are only allowed to defeat the Reaverbot Boss and get Diana's Tear once. If you try to go to the Boss Room after getting Diana's Tear, the room will be empty. You can, though, still defeat all the Reaverbots inside the Nakkai Ruins and get around 400,000-500,000z each visit if you defeat them all.

## Part 1 Walkthrough

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### FIRST BRAIN CUBE:

Starting at the entrance, go north inside a long room, and then go north to the next room and you'll find three green Sand Reaverbots. Defeat them and proceed north to a green and blue hallway with two ways that you can go. Take the left door (the first door you see) and you'll find a room with one orange Reaverbot. Defeat it and proceed to the next room north where you will find four Fuyuu Reaverbots. After defeating them, send the Servbots into the small cave-in in this room (right wall) and they'll get 1,600z for you! Proceed to the room west and you'll face two green Sand Reaverbots and one orange Sand Reaverbot. After defeating them, have the Servbots open the Treasure Box inside this room and claim the first Brain Cube.

### FIREWORKS:

After getting the first Brain Cube, go west and then south until you reach the green and blue hallway. Now take the right door and proceed north in a gray and sandy hallway. Continue north and you will find a path going west with three northern rooms: left, center, and right. First, take the one on the right and you'll face a Snake Reaverbot. Defeat it and proceed to the room east that contains a Treasure Box with the Fireworks inside.

### SECOND BRAIN CUBE:

After getting the Fireworks, go back west and south and you'll be back in the gray and sandy hallway. Now, go to the center room and you'll find six Fuyuu Reaverbots and a Treasure Box. After defeating the Fuyuu Reaverbots, open the Treasure Box and get the second Brain Cube. Leave and go to the left room where you'll find four green Sand Reaverbots. Defeat these and send the Servbots inside the small cave and they'll get the 1,600z inside.

### PIPE:

Leave the left room and go south through an empty room and into a large rectangular room with three Snake Reaverbots. After defeating them, proceed south to the next room that contains six Fuyuu Reaverbots, a sand pit, and a cracked wall. You can't blast open the cracked wall without the Bonne Bazooka, so ignore it for now and proceed west to the next room containing five Arijig Reaverbots. Defeat these and proceed south to the next room where you'll find a sand pit containing a big Oyazan Reaverbot. After defeating the Oyazan Reaverbot and any leftover Arijig Reaverbots, proceed south to the next room which has a Treasure Box with the Pipe! You have now gotten everything you can without the Bonne Bazooka, so head on back to the Nakkai Ruins Entrance. This completes Part 1 of your Mission.

## Part 1 Items

=====

This section will tell you what you should do with all the Items you've collected so far.

**PIPE:** Go to the Lab and give this to Servbot #31 (make sure he's realized his Bazooka Dev skill first). You can now build the Bonne Bazooka for 300,000z, which you must have to blow open the cracked walls in the Nakkai Ruins.

**Fireworks:** Go to the Lab and give this to Servbot #32 (make sure he's realized his Gatling Dev skill first). You can now build the Gatling Gun for 100,000z.

**Brain Cubes:** Each one of these will allow you to increase a Servbot's Brains rating by one.



## Part 2 Walkthrough

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### ATTACK CUBE:

Starting at the entrance, take the same path you took to get to the Pipe from Part 1 until you reach the cracked wall that you ignored before. You will now be able to go inside the room and get the Attack Cube inside the Treasure Box.

### ANCIENT PISTOL:

After getting the Attack Cube, go back the way you came until you get back to the green and blue hallway. Go east down this hallway and look CAREFULLY along the left side of the wall until you find a cracked section. Aim your Bonne Bazooka at it to blow the wall open and proceed north through the new passageway. After passing an empty room, you will find a room with one orange Sand Reaverbot and four Fuyuu Reaverbots. Defeat these look to your right for a small cave-in. Send the Servbots inside to collect the 1,600z inside. Now go to the next room north where you will find two Snake Reaverbots. After defeating them, go to the next room north where you will find four orange Sand Reaverbots and two Treasure Boxes. After defeating the Sand Reaverbots, open the first Treasure Box to get the 50,000z inside. Look up and you will find a second Treasure Box on top of a ledge that the Gustaff can't reach, but the Servbots can! Just Beacon Bomb the second Treasure Box (you need to stand near the center of the room) and the Servbots will climb the left wall to grab the Ancient Pistol inside!

### IRON PLATE:

After getting the Ancient Pistol, go back south to the green and blue hallway. Go east and look carefully along the left wall until you see a small cave. Send the Servbots inside and collect another 1,600z. Go further east and you will see another cracked wall. Blast it open with your Bonne Bazooka and you will find a room with two ways to go; north and east. Ignore the east path for now and go north to the next room where you will find a dead-end and another door going east. Go east to the next room where you will find a Treasure Box, but the Gustaff can't reach it with the pit in the way! But luckily for you, there's a small cave to your left where you can send your Servbots into! They will be able to reach the Treasure Box using the small cave and retrieve the Iron Plate for you!

### RUSTED TANK:

Once you have the Iron Plate, leave and go back to the east path that you ignored before. Go down this path and you will first find a small square shaped path. Go to the northeast corner of this path and you will find a small cave with 2,700z inside. From this cave, go east and then south down a big square shaped path (about the size of your map radar!) and you will notice a room in the center of the big square shaped path. But before you try to get inside the center room, check the east side of the big square shaped path for two small caves with 2,000z in each one. To reach the center room, continue south and then west until you see an indentation in the wall. Blast it with your Bonne Bazooka (this is the only non-cracked wall you can blast through) and you will find a room with a Treasure Box. Open it to get the Rusted Tank. Go back to the Nakkai Ruins Entrance and use your new Items to make the Gustaff really tough--you'll need it for the final phase of this Mission! This concludes Part 2 of your Mission.

## Part 2 Items

=====

This section will tell you what you should do with all the Items you've collected so far.

IRON PLATE: Go to the Lab and give this to Servbot #34 (make sure he's

realized his Armor Dev skill first). You can now build the Hard Armor for 1,000,000z (you have to build the regular Armor for 100,000z first), which will reduce the amount of damage the Gustaff takes by 75%.

Rusted Tank: Give this to Servbot #30 and he can make a free E. Tank P for you!

Ancient Pistol: Go to the Meeting Room and give this to Servbot #10. This will unlock his Sniper skill.

Attack Cube: This will allow you to increase a Servbot's Attack rating by one.

### Part 3 Walkthrough

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#### THIRD BRAIN CUBE:

After building the Hard Armor and E. Tank P at the Lab, go back to the big square shaped path you were on before. On this square shaped path, you will find three ways to go: northeast, southwest, and southeast. First, take the southwest path and you will now be in a blue and white sandy room. After passing an empty room, you will face three orange Sand Reaverbots in the next room. Defeat these and proceed west and then north to the next room where you will find two Snake Reaverbots and two Fuyuu Reaverbots. After defeating them, proceed west to the next room where you will find a Treasure Box with the third Brain Cube.

#### APPLES:

After getting the third Brain Cube, go back to the big square shaped path. Take the southeast path now and you will find another empty blue and white sandy room. Go west to the next room where you'll take on three orange Sand Reaverbots. Go west to the next room where you will find a Tree. Have the Servbots shake the tree to get nine Red Apples and one Green Apple.

#### OLD INSTRUMENT:

Now go west to the next room where you'll face five Fuyuu Reaverbots and two orange Sand Reaverbots. Defeat these and proceed west to a large rectangular shaped room where you get to fight three more orange Sand Reaverbots. After defeating them, you will notice that this room has two ways you can go, southwest and northeast. First, go to the southwestern room where you will find a small pool of water. Send the Servbots inside three times and they will find 18 huge red refractors worth 5,000z each, for a total of 90,000z! Leave and go to the northeastern room where you will find a Treasure Box with the Old Instrument inside.

#### MOMENTO:

After getting the Old Instrument, go back on to the big square shaped path and go to the northeast path. You will first face two orange Sand Reaverbots and one Snake Reaverbot. Go north to the next room where you will find two orange Sand Reaverbots and three Fuyuu Reaverbots. Defeat these and go to the western part of this room where you will find a Treasure Box containing the Momento.

#### BOSS ROOM:

After getting the Momento, go north to the next room and defeat the eight Arijig Reaverbots inside. Go west to the next room where you will find a big Oyazan Reaverbot. After defeating it and any leftover Arijig Reaverbots, go west to a long hallway and then north to another hallway that goes east and then north. You should now find a gold colored door--this is the Boss Room! Before going in, be sure to refill your energy to the brim using some E. Bottles (which you did bring, right?).

Boss

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REFRACTOR GUARDIAN:

This boss is a huge frog-like Reaverbot with many attacks and indestructible armor! So, how do you defeat it...?

ATTACKS:

1. Its main attack is to use its arms to launch several green floating bombs at you. Just shoot them and you'll be fine.
2. The boss will also launch purple clouds at you to try to damage the Gustaff. Just move or jump aside to avoid them.
3. After sending the Servbots to the Reaverbot's nostrils, the Reaverbot will shoot them back out trapped in bubbles. Just touch the bubbles with the Gustaff or shoot them to get the Servbots out.

HOW TO DEFEAT THE REFRACTOR GUARDIAN:

The only way you can hurt this Reaverbot is to shoot at its mouth when its open. To make the Reaverbot open its mouth, you have to Beacon Bomb its nostrils and the Servbots will try to jump inside them. There will be five small jumping Reaverbots that will try to block the Servbots, but keep trying until a Servbot gets inside both nostrils. Once you have a Servbot inside both nostrils (with their little feet kicking outside! Awww...), the Reaverbot's ability to breathe will be cut off and it will sneeze and open its mouth exposing its weak spot. Get as many shots on that weak spot (standing on one of the raised platforms while shooting works best) as you can since the mouth will only stay open for a few seconds. Keep repeating this process until the Reaverbot is defeated. Don't forget to use your E. Bottles if your energy gets too low.

Part 3 Items

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This section will tell you what you should do with all the Items you've collected so far.

DIANA'S TEAR: 1,000,000z

Old Instrument: Go to Tron's Room and give this to Servbot #36 (make sure he's realized his Music skill first). He can now make the "Ancient Ruins" Background Music.

Momento: Go to the Meeting Room and give this to Servbot #35 (make sure he's realized his Painting skill first). He can now make the Gustaff look just like Teisel Bonne.

Nine Red Apples: Can be sold for 100z each in the Storage Room.

Brain Cube: This will allow you to increase a Servbot's Brains rating by one.

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15. Mission 5: Sart Farm:

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Items

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The following is a list of the Items you will find in the Nakkai Ruins. Read the Walkthroughs to find out where they are!

ZENNY ITEMS:

Green Apple: These will instantly refill the Gustaff's energy, but not by much.

Red Apple: Go to the Storage Room and you can sell these for 100z each.

Steak: Go to the Storage Room and you can sell these for 600z.  
Piggie: Go to the Storage Room and you can sell these for 1,600z each.  
Rabbit: Go to the Storage Room and you can sell these for 800z each.  
Birdbot: Go to the Storage Room and you can sell these for 500z each.  
Milk: Go to the Storage Room and you can sell these for 200z each.  
Cheese: Go to the Storage Room and you can sell these for 400z each.  
Yogurt: Go to the Storage Room and you can sell these for 300z each.  
Ice Cream: Go to the Storage Room and you can sell these for 100z each.  
Beef: Go to the Storage Room and you can sell these for 600z each.  
Horseshoe: Go to the Storage Room and you can sell this for 3,000z or use it in the Lab for Lab Development discounts.

## Enemies

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There are three different kinds of enemies at the Sart Farm. To defeat them, either blast them with the Gustaff's weapon and/or use the Servbots' weapons (if they have any). Servbots without weapons will just get knocked away by the enemy.

1. Blue Birdbot Robots: These go after the Gustaff, not the Servbots stealing the livestock (though they can still knock the livestock away from the Servbot if they bump each other). Destroy them with either your Gustaff's weapon or with the Servbots' weapons (if they have any) and have the Servbots capture the Birdbot inside! These Robots appear three at a time and are always replaced by pink Birdbot Robots after you destroy them. These pink Birdbot Robots cannot be destroyed.
2. Birdbot Eggs (Levels 2 & 3): These go after the Servbots stealing the livestock and they are FAST! The Eggs can only be destroyed when a Servbot is taking or riding an animal to the Truck. They appear four at a time and are always replaced in their original positions after being destroyed.
3. Farmer (Levels 2 & 3): The farmer will show up at the last part of Levels 2 & 3 (before the Boss) to harass the Servbots AND damage the Truck if he's near either one. Blast him to knock him out for awhile so he won't bother you, the Truck, or the Servbots.

## Capturing Livestock

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### TARGET LIVESTOCK:

Piggies: These will sit still but will run away if you Beacon Bomb it or get too close. Just Beacon Bomb the Piggie and the Servbots will chase the Piggie until one gets close enough to slide under the Piggie and capture it.

Then the Servbot will carry the Piggie to the Truck. Once a Servbot has a Piggie, the Piggie cannot be knocked away with the Gustaff or its weapon, so if you need to shoot an enemy near the Servbot carrying the Piggie, do not hesitate.

Cows: These are the easiest of all the livestock to capture, because they just stand there. They can be knocked over with the Gustaff or its weapon, however. Be careful not to shoot the Cows, or it will get angry and try to ram the Gustaff! Just Beacon Bomb the Cow and a Servbot will mount and ride it! The Cows are very slow, however. Be careful not to let an enemy or the Gustaff's weapon hit the Cow, or the Servbot riding it will get knocked off.

Horses: These are the hardest of all the livestock to capture, because not only do they run fast (but usually just sit on the ground until you get close or until it's Beacon Bomb), but they will also run over any Servbots trying to capture it! The only way a Servbot can mount a Horse is that you have get directly in front of the Horse with the Gustaff to spook the Horse and make it buck. If a Servbot is close enough to the bucking Horse, he can mount and ride the Horse like the wind to the Truck! Be careful not to

shoot or knock the Horse over with the Gustaff. It's tricky and difficult to explain, but you'll get the hang of it.

#### BONUS LIVESTOCK:

Birdbot: These will pop out of a destroyed Gustaff and will just wander around aimlessly. Just Beacon Bomb the Birdbot and one of the Servbots will capture it and take it back to the Truck!

Rabbit: They are just like the Piggies, except they are smaller and a bit faster.

#### Level 1 Walkthrough

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##### FIRST TWO PIGGIES:

First, send the Servbots inside the orange Farmhouse and get six bottles of Milk. Next, go up the path where you will find a blue Farmhouse, Trees, the Truck, and the first two Piggies. First, send the Servbots inside the blue Farmhouse and grab six more bottles of milk. Have the Servbots shake each of the Trees for Apples. Now have the Servbots capture the two Piggies. Once both Piggies are in the Truck, continue along the path to the Gate to go to the other part of the Ranch.

##### LAST FOUR PIGGIES:

After going through the Gate to the other part of the Ranch, you will find an orange Farmhouse, four Trees, two Rabbits, and the last four Piggies. There are also three Birdbot Robots that will try to stop you and the Servbots from taking the livestock. Send the Servbots inside the orange Farmhouse and collect six pieces of Cheese. Have the Servbots capture both Rabbits so they can be loaded into the Truck. Go to the Trees and collect Apples. Capture the last four Piggies and you will proceed to the Boss of this Level.

#### Level 1 Boss

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##### PINK BIRDBOT ROBOT TRIO:

One of the three pink Birdbot Robots will come by after you capture all the Piggies and tell you and the frightened Servbots to put the Piggie down! You must defeat the group of three flying pink Birdbot Robots to complete the Level.

##### ATTACKS:

1. The pink Birdbot Robots will drop Birdbot Eggs (three at a time) to go after the Gustaff. You can destroy these, but they will always come back.
2. If you get too close to a pink Birdbot Robot, it will fire a machine gun at the Gustaff. Just move away to avoid it.

##### HOW TO DEFEAT THE PINK BIRDBOT ROBOT TRIO:

1. The best way to defeat the pink Birdbot Robots is simply to lock on and shoot them until all three are destroyed. Not hard.
2. If you are so fortunate as to have Servbots with weapons skills, use them to help you deliver even more damage! They must have weapons skills or else they won't do any good.
3. Each pink Birdbot Robot you destroy will pop out a Birdbot that you can load into the Truck. Have the Servbots load them into the Truck if you want.

#### Level 1 Items

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These are all the Items inside this Level. Did you find them all?

SIX PIGGIES: 150,000z

Zenny: 0z

Apples: Can be sold for 100z each.

Rabbit (2): Can be sold for 800z each.

Birdbots: Can be sold for 500z each.

Milk (12): Can be sold for 200z each.

Cheese (6): Can be sold for 400z each.

## Level 2 Walkthrough

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### COLLECT TWO MORE PIGGIES:

This section is just like the first part of Level 1, but with different Items inside the Farmhouses. First, send the Servbots inside the orange Farmhouse and get four bottles of Milk and two pieces of cheese. Next, go up the path where you will find a blue Farmhouse with five bottles of Milk and 2,000z.. Have the Servbots shake the Trees for Apples. Finally, you will also find two Piggies, two Rabbits and three blue Birdbot Robots. Load the two Piggies and two Rabbits just like you did in Level 1.

### COLLECT FIRST TWO COWS:

First, collect the six bottles of Milk inside the brown Farmhouse. Go to the Trees and let the Servbots shake them for Apples. Now Beacon Bomb the two Cows and the Servbots will ride them to the Truck! But once a Cow has a Servbot riding it, that will trigger the four Birdbot Eggs; either shoot them or let yourself get hit or the Eggs will knock the Servbot off the Cow.

Be careful not to shoot the Cow or it will get angry and try to ram you! It will probably take several tries since the Cows and Birdbot Eggs are inside a small corral, but keep trying and you'll get both Cows inside the Truck.

### COLLECT LAST FOUR COWS:

Go to the west Gate after collecting the first two Cows to proceed to the final part of this Level. You will find the last four Cows, three blue Birdbot Robots, an angry farmer, and a blue Farmhouse with six slabs of Beef inside. Shoot the farmer to temporarily knock him out and let the Servbots ride the last four Cows to the Truck. Be sure NOT to let the farmer get too close to the Truck or he will hit it with his pitchfork to damage it.

## Level 2 Boss

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### LOATH ROBOT:

This is a big walking Robot with a hammer that will attack the Gustaff and also try to damage the Truck. You've got to keep it away from the Truck!

### ATTACKS:

1. The Robot will try to whap you with its hammer (and its shock wave upon hitting the ground) if you get too close! To avoid this attack, well, don't get too close!
2. The Robot will send five mini-Bombchu-like (from the N64 Zelda games) objects that will charge you and if they hit the Gustaff, they will explode and damage the Gustaff! Jumping over the charging objects is the best way to avoid them.
3. But the most devastating attack of all is that if the Robot gets near the Truck, it will whap the Truck with its hammer and damage the Truck! If the Truck takes four hits, you will fail the mission!

### HOW TO DEFEAT LOATH ROBOT:

Just use the Gustaff's weapon and if available, the Servbots' weapons. It is a good idea to try to keep yourself between the Robot and Truck; ram the Gustaff into the Robot if you have to. If the Robot makes a run for the Truck (and it is FAST if the Truck is far enough away), just Lock-on and fire at it until you can get in front of the Robot again. Above all, protect the Truck at all costs, because if the Gustaff gets low on energy, you can use E. Bottles; the Truck can't.

#### Level 2 Items

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These are all the Items inside this Level. Did you find them all?

SIX COWS: 420,000z

Zenny: 2,000z

Apples: Can be sold for 100z each.

Steak (1): Can be sold for 600z.

Piggie (2): Can be sold for 1,600z each.

Rabbit (2): Can be sold for 800z each.

Birdbots: Can be sold for 500z each.

Milk (15): Can be sold for 200z each.

Cheese (7): Can be sold for 400z each.

Beef (6): Can be sold for 600z each.

#### Level 3 Walkthrough

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##### COLLECT FIRST TWO HORSES:

This section is just like the first part of Levels 1 and 2, but with different Items inside the Farmhouses. First, send the Servbots inside the orange Farmhouse and get 2,000z and five pieces of cheese. Next, go up the path where you will find a blue Farmhouse with six bottles of Milk.. Be sure to shake the Trees for Apples. Pass the open Gate where you'll find a orange Farmhouse with three bottles of Milk and three pieces of Cheese. You will also find four more Trees containing Apples. Finally, you will also find two Horses, two Rabbits and three blue Birdbot Robots. Be sure to have the Servbots ride the Horses to the Truck and collecting the pair of Rabbits isn't a bad idea either.

##### COLLECT NEXT TWO HORSES:

First, collect the six dishes of Yogurt inside the brown Farmhouse. Collect Apples from the Trees here. Now Beacon Bomb the two Horses and the Servbots will ride them to the Truck! But once a Horse has a Servbot riding it, that will trigger the four Birdbot Eggs; either shoot them or let yourself get hit or the Eggs will knock the Servbot off the Horse. The layout is just like when you collected the first two Cows in Level 2, except that the Horses will run. Simply put, these are by far the toughest livestock to capture; all I can say is practice makes perfect.

##### COLLECT LAST TWO HORSES:

Go to the east Gate after collecting the next two Horses to proceed to the final part of this Level. You will find the last two Horses, three blue Birdbot Robots, an angry farmer, and an orange Farmhouse with 12,000z inside. Leap the small fence to your right to find three more bonus Farmhouses (be sure to knock the farmer out first so he doesn't harass the Truck). Check the first orange Farmhouse for six Ice Cream, the second orange Farmhouse for two Ice Cream and four Yogurt, and the white Farmhouse for a Horseshoe and 10,000z.

#### Level 3 Bosses

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TWO PINK BIRDBOT ROBOTS AND LOATH'S ROBOT:

Now you have to face the same bosses as before, all at once! Since the Loath Robot is the only one that can hurt the Truck, take it out first.

ATTACKS:

Same as the previous two Bosses, except that the two pink Birdbot Robots can now drop Birdbot Eggs to make your life miserable.

HOW TO DEFEAT THE TWO PINK BIRDBOT ROBOTS AND LOATH'S ROBOT:

Use the same strategies you used for the previous two Bosses. Since the Loath Robot is the only one that can hurt the Truck, take it out first. It is probably a good idea to NOT use lock-on, since it might make you lock-on to the Birdbot Robots, and you need to concentrate on the Loath Robot, so shoot at it without locking-on. Since the Loath Robot is a big target, it shouldn't be that tough.

Level 3 Items

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These are all the Items inside this Level. Did you find them all?

SIX HORSES: 840,000z

Zenny: 24,000z

Apples: Can be sold for 100z each.

Rabbit (2): Can be sold for 800z each.

Birdbots: Can be sold for 500z each.

Milk (9): Can be sold for 200z each.

Cheese (8): Can be sold for 400z each.

Yogurt (10): Can be sold for 300z each.

Ice Cream (8): Can be sold for 100z each.

Horseshoe (1): Can be sold for 3,000z or used for Lab Development discounts.

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16. Mission 7: Casino:

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How to Unlock Mission 7

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

Bingo Rules

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Bingo will be immediately available once you have unlocked the Casino. In this game, you will be presented with three bingo cards. Unlike regulation bingo, only 25 numbers (00-24) are used instead of 75, and the numbers can be anywhere on the card (rather than 1-15 in the first column, 16-30 in the second column, etc). There are also two or three randomly placed free spaces per card. You can bet 0z, 500z, 1,000z, or 1,500z per card. Once you have placed your bets, your lovable Red Headed Servbot will be at the slot machine to draw numbers. Once you have pulled the machine's arm down,



you can stop the machine by pressing any button to try to land on a good number. If you get a number your bingo card(s) don't have, your Favorite Servbot will get frustrated, but if you get a number you do have, your Favorite Servbot will jump for joy and the number will be lighted up in red on any cards that have it. If you are one number away from getting bingo, the line will flash. If you can get 5 numbers in a row, column, or diagonal, you will get bingo and win the amount you bet on that card(s) multiplied by the amount shown under the last number you drew. The top prize is 750,000z for winning on a 1,500z card after only two number draws.

#### Bingo Strategy

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Always bet the full 1,500z bet on any card with three free spaces in a 5 number row, or any card with two free spaces on two five number rows. Bet 1,000z on any card with three free spaces or any card with 2 free spaces in a row. Bet 500z or 0z on any card with only two scattered free spaces. Other than that, it's basically the luck of the draw.

#### High and Low Rules

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

#### High and Low Strategy

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

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#### 17. Mission 8: Bonne Family Rescue:

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#### Items

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There are no Items in Mission 8.

#### Enemies

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There are three different kinds of Enemies in Mission 8. With one exception, all of them can easily be taken out with your Bonne Bazooka.

1. Birdbot Bulldozers: These are similar to the Servbot Borer, except they are small bulldozers driven by Birdbots. They will quickly approach and try to run you over if you get too close. Just a blast or two of the Bonne Bazooka will easily take them out. They usually appear in the hallways.
2. Blue Birdbot Robots: Yep, these robots from Sart Farm (Mission 5) are back and typically hand out in the big rooms in this level. Just take them out like before.
3. Birdbots: They usually come in pairs and guard most of the doors in this Mission (mainly at the dead-ends). Just keep your distance and DON'T fire upon them and they won't attack you. They also are extremely difficult to take out and are definitely not worth the effort. Don't bother checking any of the doors they're guarding either; the correct door is unguarded.

#### Walkthrough

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Before selecting Pay Back, make sure your Favorite Servbot's ratings are all maxed out and that your six most powerful Servbots (with weapons, of course) have their ratings maxed out as well. You're going to need all the help you can get to finish these Final Missions! And most important of all, be sure to save your game before selecting Pay Back, because there's no turning back once Pay Back has been selected and confirmed.

After reaching Two Million Zenny and selecting Pay Back, Tron will be captured by Loath and the Favorite Servbot (if you did not already pick a Favorite, then #1 will automatically become the Favorite) will take over for the Final Missions in order to rescue Tron, Teisel, and Bon, and later, to defeat the Final Boss, the Colossus. During these Missions, the Favorite Servbot will be the Sniper (in this case, it doesn't matter whether he's a Sniper or not) and driver of the Gustaff. Also, after you choose Pay Back, all the Servbots' Sloth ratings will instantly drop to 1, so you'll be able to pick any Servbots you want to accompany the Favorite Servbot on the Final Missions. As for which weapon you should use, the Bonne Bazooka is by far your best choice.

First, proceed west and take out the Birdbot Dozer that's in your way. Turn the corner north and take out the pair of Birdbot Robots. Go north and take out the Birdbot Dozer, and go east (do NOT approach the door with the Birdbots; the door you're looking for is unguarded) and then north through the door. Continue going north and then turn west. Take out the Birdbot Dozer here and turn north and watch out for the Birdbot dozer there. You should now be at the northernmost part of this hideout. Proceed east and you'll find a door to your right next to the wall. That's where Tron and Teisel are! Just walk past this door and you'll find and rescue them. With Tron back in the saddle, eh, Gustaff, continue east along the path and you'll find two more Birdbot Robots and a final Birdbot dozer guarding the exit. Enter and you'll now face the Final Bosses (yes, that's plural).

#### Boss

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#### GLYDE REMATCH:

Yes, Glyde is back again, this time with new tricks up his sleeve...

#### ATTACKS:

1. Glyde will quickly slide toward you and try to slice you with a big red Zero-like sabre. You must be quick to avoid this.
2. Glyde can also leap into the air and create a shockwave upon hitting the ground. Just time your jump to avoid the shockwave and you'll be fine.
3. The twin blue lasers from your battle with Glyde in the Intro Stage are

back. This time he will ALWAYS fire them both at the same time. Deal with that attack like before.

4. Once Glyde is down to less than 1/4 energy, he will fire giant red lasers three at a time and they will hurt the Gustaff considerably.

#### HOW TO DEFEAT GLYDE:

1. To be very honest, if the Favorite Servbot (the Sniper in this Mission) has high ratings (and there's no reason why he should not), then this battle is an absolute pushover. Just keep pumping Glyde with the Bonne Bazooka and he'll be defeated in no time.

2. Feel free to also use the Servbots' weapons if you'd like.

#### ===== 18. Mission 9: Colossus Showdown: =====

##### Items

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There are no Items in Mission 9.

##### Enemies

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There are two different kinds of enemies in Mission 9. These can easily be taken out with one or two blasts of your Bonne Bazooka:

1. Red Crab Reaverbots: These come out of the Lower Deck of the Colossus and will try to slide towards you and attack you with their crab-like claws. Just give them a couple of blasts of the Bonne Bazooka and you won't have any problems.

2. Gold Fuyuu Reaverbots: Yep, these little flying Reaverbots from Mission 4 are back and hang out on the Upper Deck of the Colossus. Just deal with them like before.

##### Walkthrough

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Once again, it's up to the Favorite Servbot and his teammates to defeat the Colossus and stop Lex Loath's plot for world conquest. Before you can take on the Colossus' Head itself, you must remove all sixteen of its red Energy Pythons. First, remove the eight from the Lower Deck. Try to pick one up and throw it at the next one, and you'll destroy both at the same time! If any of the Red Crab Reaverbots get in your way, just take them out with the Bonne Bazooka or with the Servbots weapons.

Now go to the Upper Deck and remove the four large Energy Pythons there. Once the Colossus' Head can see you, it will fire a huge green laser at you; just keep moving and you'll be okay. Don't bother trying to attack the Colossus' Head just yet; it's protected by a force field that won't be lifted until EVERY Energy Python is gone. Finally, Beacon Bomb the last four smaller Energy Pythons on the Colossus' Head one at a time and the Servbots will leap up and pluck them out! If you stand on one of the ramps that takes you to the Upper Deck and stand low enough, you may be able to Beacon Bomb the small Energy Pythons without the Colossus' Head firing upon you. Once all sixteen are gone, you will finally be able to take on the Colossus' Head.

Boss

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#### COLOSSUS' HEAD:

Gadzooks!! Look at the size of that energy meter! It's twice the length of the TV screen! But remember, this is the very last boss! Defeat the Colossus' Head and you win the game!

#### ATTACKS:

1. At first, it will just continue to just fire the green lasers at you. Or, if you've been knocked off the Upper Deck, the Colossus will turn purple and start flying around and shoot lasers once it finds you. Avoiding these attacks should not be too terribly difficult. The next four attacks will start once the boss is down to less than 1/2 energy (or 3/4 of the visible energy meter).
2. The Colossus' Head will turn purple and will fly around to try to knock you off the Upper Deck! But don't worry, you can't fall off the Colossus itself. It will, however, deliver considerable damage if you get hit, so get out of the way!
3. The Colossus' Head will now fire a blue laser at you, which does even worse damage than the green one.
4. The Colossus' Head can also leap and pound the ground and create a shockwave. Just time your jump carefully and you can avoid it.
5. This final attack will come once the Colossus' Head is down to less than 1/4 energy (or 1/2 of the visible energy meter): It will spin around and rapidly fire purple energy balls at you. These are quite difficult to avoid.

#### HOW TO DEFEAT THE COLOSSUS' HEAD:

1. As with Glyde, if the Favorite Servbot has high ratings, this battle shouldn't be very hard either. Although the super-sized energy meter of the Colossus' Head means that this battle will take a bit longer, this still isn't a hard battle as long as you have plenty of E. Tanks, at least Regular Armor (Hard Armor is even better still), and of course, plenty of E. Bottles in case your energy gets too low.
2. Again, using the Servbots' weapons never hurts.

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#### 19. Secrets and Tips:

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1. Find MegaMan! - Believe it or not, MegaMan is actually in this game! Well, sort of. In Mission 1-1, just Beacon Bomb one of the Houses near the Animal Hospital and you'll get to see a behind the scenes 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! The TV will show the original NES MegaMan running and play the original Robot Master Intro theme from MM2 as well!
2. Here's your sign, Tron (in the famous words of Bill Engvall) - In Mission 1-1, try to run inside the big tunnel near the neighborhood with the Animal Hospital. Or, in Mission 3-2, try to go past the first cave-in from Mission 3-1. The Servbots will remind Tron that she can't go that way and will feel REALLY stupid.

(these next tips have already been mentioned, but they're worth another reminder anyway):

3. Servbots are Invincible - No matter how much abuse the Servbots take,

they will always shake off all their injuries and bounce right back to normal. Though some injuries take longer to recover from than others, you never have to worry about the Servbots getting destroyed. Thus, don't be afraid to send them into dangerous situations. Of course, the Gustaff/Finkel is not invincible, so you should still be careful.

4. Most Powerful Servbots - All three of the Engine Room Servbots (#22, #23, #27) have MAX ratings of 4 in two categories and a 3 rating in another category. Pick any of them as your Favorite Servbot and they'll have MAX ratings of 4 in ALL THREE categories!

5. Most Powerful Sniper - Servbot #10, once he receives the Ancient Pistol and discovers his Sniper Skill, will prove to be by far the very best Sniper you have, with a MAX Attack rating of 4, Speed rating of 3, and Brains rating of 2 (which will increase to 3 if you pick him as the Favorite).

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CREDITS:

1. Capcom: For making this wonderful game (and I hope Legends 3 and/or MOTB 2 will soon follow)
2. Prima's Official MOTB Strategy Guide: For providing me the names of the Reaverbots and their enormously helpful maps to help me make sure I found everything in the levels. It also helped me with some parts (especially the puzzles) of the game I couldn't figure out on my own.

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