

The Misadventures of Tron Bonne FAQ

by Goroshi Okada

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THE MISADVENTURES OF TRON BONNE
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UPDATES:

PART VIII - Messages
Walkthrough Part j. Strengthen Up The Gustaff
Mission 4 Level-Free continuation
Map of Mission 4
Mission 5 Level 1
Map of Mission 2 Level 1 Round 2
Mission 2 Level 1 Round 2
Map of Mission 2 Level 1 Round 3
Mission 2 Level 1 Round 3

- PREVOIOUS UPDATES -

- December 10, 2000 - Updated Version 1.6
Mission 1 Level 3
Servbot Special Skills # 2,3,8,9,17,20,30,36,37,39,40
Characters - Extras
Mission 4 Level-Free
New Sub-sections - Walkthrough: Strengthen Up The Gustaff
- December 9, 2000 - Updated Version 1.5
Part VIII - Messages and credits
Completed All Servbots! Added # 22,23,27
Mission 1 Level 2
Torture Room
- December 8, 2000 - Updated Version 1.4
Servbot Skills Added - 19, 32, 34
Servbot Added - 20, 24, 25, 28, 29
Another Way To Get Servbot's Skills
Game Controls - Controls of Gustaff And Finkel
MAP OF MISSION 3 LEVEL 2
- December 6, 2000 - Updated Version 1.3
Game Maps - Map of Mission 3 Level 1
Map of Mission 2 Level 2
Mission 2 Round 1 [Containers]
- December 5, 2000 - Updated Version 1.2
Training Course 1 and 2
Mission 1 Level 1 [Robbing the bank]
- December 4, 2000 - Updated Version 1.1

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IMPORTANT NOTE
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This walkthrough is especially made for Gamefaqs and for your personal use of the game Tron Bonne. Please do not use this on any activities that gives you money. Do not use on magazines, websites, and other published materials. If you would like to use this on your website, please ask my consent first. And please do not use any part of this walkthrough for I have tried my best to work on this.

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I. I N T R O D U C T I O N
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Teisel Bonne, the brother of Tron Bonne, is searching for a treasure. While he searches for that treasure, he was caught in a trouble while he was already in the subgate. Teisel and his servbots tried to escape but they were hit by the the "Ultimate Glyde Laser". When Tron in the Gesselchaft came, one of the servbots who witnessed what happened told her that Teisel and Bon Bonne was taken away. There was a debt that Teisel wasn't able to pay yet which Tron did not even know about it. Back at the Gesselshaft, Tron's servbots found the receipt of his brother's debt and they were all surprised when they saw that Teisel is going to pay back 1,000,000 zenny back in full. Tron is now planning some mission in order to get 1,000,000 zenny and pay the debt.

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II. C H A R A C T E R S
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=====
A.PROTAGONIST [HEROES]
=====

- Tron Bonne
- Teisel Bonne
- Bon Bonne
- 40 Sevbots

=====
B.ANTAGONIST [ENEMIES]
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Glyde
Lex Loath
Birdbots

= = = = =
C.THE 40 SERVBOTS
= = = = =

GETTING THE SKILLS AND THE SERVBOTS THEMSELVES

If you'd like to search for all your servbots, go to all parts on the ship by choosing move on the game menu. To get their skills, talk to them and if suspect that the servbot has this skill in your mind, give items to the servbot. If you think the servbot is good at painting (especially servbot #35), give it a paint set. So you know now how to get the servbots. In the list below, there are starting areas written. It is where you can find the servbots. There's another one, bring them to some missions.

SERVBOT #1 RELIABLE
SKILL: SNIPER
STARTING AREA:HQ
FACE: LARGE EYES, OPEN MOUTH
First servbot made. Has a strong sense of responsibility.

SERVBOT #2 SMART
SKILL: BAZOOKA
STARTING AREA:LAB
FACE: LARGE EYES, CONVEX-SHAPED MOUTH [FROWN]
works in development and fiels; a fighter and a scientist.

SERVBOT #3 GOURMET
SKILL: RAPID
STARTING AREA:CAFE
FACE: : LARGE EYES, CONVEX-SHAPED MOUTH
Known for his appetite; always thinking his next meal.

SERVBOT #4 QUIET
SKILL: SLINGS
STARTING AREA:STORAGE
FACE: SMALL EYES, OPEN MOUTH
A little irresponsible. Is kind and very talented with his hand

SERVBOT #5 STRANGE
SKILL:???
STARTING AREA:CAFE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Kind of personality where you never know what he's thinking.

SERVBOT #6 NORMAL
SKILL: SLINGS
STARTING AREA:HQ
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Normal servbot; performs tasks he is assigned competently.

SERVBOT #7 SERIOUS
SKILL:???
STARTING AREA:MTG ROOM [MEETING ROOM]
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Serious servbot who asks that he be given a chance to prove himself

SERVBOT #8 COOL
SKILL: SNIPER
STARTING AREA:MTG ROOM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH

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

SERVBOT #9 HURRIED
SKILL: SNIPER
STARTING AREA:GYM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A sharpshooter known by his nickname, "The Gunslinger"

SERVBOT #10 DILIGENT
SKILL:???
STARTING AREA:MTG ROOM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A serious servbot, who ascts prim and proper at all times

SERVBOT #11 FAILURE
SKILL:???
STARTING AREA:HQ
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A servbot who has great expectations of himself.

SERVBOT #12 CLUMSY
SKILL:???
STARTING AREA:GYM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A clumsy servbot who always manages to avoid blame.

SERVBOT #13 RUDE
SKILL:???
STARTING AREA:GYM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A practical joker with a bit of an attitude.

SERVBOT #14 MATURE
SKILL: APPRAISE
STARTING AREA:STORAGE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A superb manager and organizer who remembers everything he sees.

SERVBOT #15 PLAIN
SKILL:???
STARTING AREA:HQ
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Jogs on the deck every morning(excpet when it is cold).

SERVBOT #16 ACHIEVER
SKILL:???
STARTING AREA:HQ
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
No special talents, but works hard to make up for it.

SERVBOT #17 DEDICATED
SKILL: GRENADES
STARTING AREA:TRON'S [TRON'S ROOM]
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Not respected by his fellows, His only merit is he's hardworking

SERVBOT #18 GENTLE
SKILL:???
STARTING AREA:TRON'S
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A thoughtful servbot who enjoys cleaning

SERVBOT #19 HAPPY
SKILL:APPRAISE

STARTING AREA:STORAGE
FACE: LARGE EYES (MOUTH COVERED ON THE START)
Apprentice quarter master who works hard everyday and has ambition.

SERVBOT #20 SHY
SKILL: GRENADES
STARTING AREA:TORTURE ROOM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Positive thinking, quiet servbot who doesn't get angry much.

SERVBOT #21 SLOW...
SKILL:???
STARTING AREA:CAFE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Slow servbot who is trying to watch his weight.

SERVBOT #22 RESPONSIBLE
SKILL:???
STARTING AREA:ENGINE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Works in the engine room everyday; hard work but someone has to do it.

SERVBOT #23 HONEST
SKILL:???
STARTING AREA:ENGINE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Works in the engine room; likes a hot bath after work.

SERVBOT #24 OPTIMIST
SKILL:???
STARTING AREA:DECK
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
An explorer at heart; dreams of traveling around the world.

SERVBOT #25 HARDWORKING
SKILL: SNIPER
STARTING AREA: DECK
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Throws himself into his work; excellent concentration.

SERVBOT #26 POPULAR
SKILL:???
STARTING AREA:CAFE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A humbling, hopeless servbot, yet everyone loves him.

SERVBOT #27 ATTENTIVE
SKILL:???
STARTING AREA:ENGINE
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
A methodical servbot who is well-organized;saves all his receipts.

SERVBOT #28 MACHO
SKILL:???
STARTING AREA:TEISEL'S [TEISEL'S ROOM]
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Respects and looks up to Teisel; sometimes cries out in his sleep.

SERVBOT #29 CLEAN
SKILL:???
STARTING AREA:DECK
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Consummate cleaner who takes pride in a spotless ship.

SERVBOT #30 HARD HEADED
SKILL: TANK DEV [TANK DEVELOPMENT]
STARTING AREA:LAB
FACE: WEARS EYEGLASSES, CONVEX-SHAPED MOUTH
In charge of new tank development; keeps a strict schedule.

SERVBOT #31 HEROIC
SKILL:???
STARTING AREA:LAB
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
In charge of weapons development; loud and aggressive personality.

SERVBOT #32 SHORT-TEMPER
SKILL: GATLING GUN DEV [GATLING GUN DEVELOPMENT]
STARTING AREA:LAB
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Works in weapons development; has a viloent temper.

SERVBOT #33 COQUETTISH
SKILL: BOTTLE DEV [BOTTLE DEVELOPMENT]
STARTING AREA:LAB
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
In charge of bottle developent; appears quiet but is radical

SERVBOT #34 STUDIOUS
SKILL: ARMOR DEV [ARMOR DEVELOPMENT]
STARTING AREA:LAB
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
In charge of armor development; has contemplative mind

SERVBOT #35 RELAXED
SKILL: PAINTING
STARTING AREA:MTG ROOM
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Likes to draw but not a good designer; enjoys paint-by-numbers.

SERVBOT #36 NERVOUS
SKILL: MUSIC
STARTING AREA:TRON'S
FACE: LARGE EYES, CONVEX-SHAPED MOUTH
Likes nothing more than making a melody that lingers in the heart.

SERVBOT #37 IDEALEST
SKILL: STRATEGY
STARTING AREA:MTG ROOM
FACE: WEARS EYEGLASSES, CONVEX-SHAPED MOUTH
No good in battle but is a master strategist; make plans for Tron.

SERVBOT #38 STRICT
SKILL: TRAIN DEV [TRAINING DEVELOPMENT]
STARTING AREA:GYM
FACE: FIERCE EYES, SHOUTING MOUTH
A harsh trainer who works hard at designing programs for everyone.

SERVBOT #39 ROMANTIC
SKILL: POETRY
STARTING AREA:CAFE
FACE: SMALL EYES, OPEN MOUTH
A slightly odd servbot who is always thinking about what to say next.

SERVBOT #40 INNOCENT
SKILL: DESIGN
STARTING AREA:TRON'S
FACE: LARGE EYES, OPEN MOUTH

Young servbot who is learning about being different.

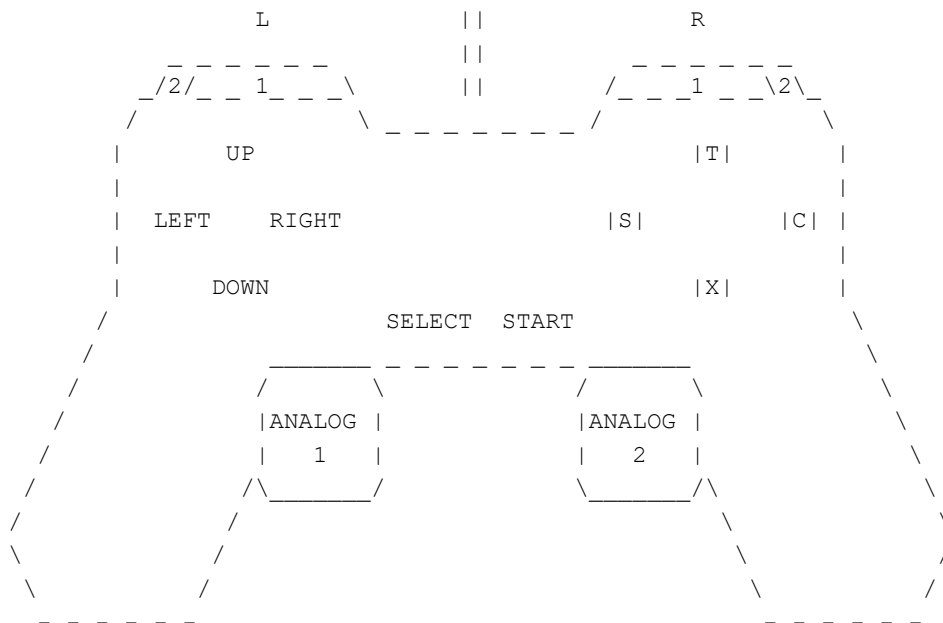
=====
d. E X T R A S
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- Dantz - Mission 3 Level 1 and 3
- Perl - Mission 3 Level 1 and 3
- Zhig - Mission 3 Level 2
- Zhag - Mission 3 Level 2
- Roxette - Mission 3 Level 2 and 3
- Tuttle - Mission 3 Level 2 and 3
- Russel - Mission 3 Level 3
- Uncle Digg - Mission 3 Level 3

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 III. M A C H I N E S A N D T R A N S P O R T A T I O N N E E D S
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GESSELSHAFT - The homebase of our heroes
 GUSTAFF - The oftenly used machine in missions

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 IV. G A M E C O N T R O L S
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SOME LEGENDS:

- |T| - Triangle
- |S| - Square
- |X| - X
- |C| - Circle
- L - Left
- R - Right
- 1 - Either L1 or R1 [depending on the place]
- 2 - Either L2 or R2 [depending on the place]

MANUAL AIM AND DEFAULT SETTINGS CONTROL

MOVEMENT:

- UP - Forward
- LEFT - Slide left
- DOWN - Backward
- RIGHT - Slide right

- L1 - Turn left
- R1 - Turn Right
- Analog 1- Turn and move in all directions
- |X| - Jump

ABILITIES AND ATTACKS:

- |S| - Fire
- |T| - Carry objects
- L2 - Aim target
- R2 - Beacon Bomb

GAME SETTINGS AND OPTIONS:

- |C| - Gives description on menus and servbots
- Start - Opens the menu
- |S| - Show servbot's numbers

MACHINE CONTROLS:

MACHINE	BUTTON	USE
GUSTAFF	S	ATTACK
	T	CARRY AN OBJECT
	X	JUMP
	L2	AIM ON TARGETS
	R2+C	BEACON BOMB
FINKEL	SAME AS	SAME AS GUSTAFF

Beacon Bomb - This asks your servbots to get things from a building, chase a certain creature, or get on things like riding a truck. The beacon bomb will help you in ways you'll never expect.

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 V. ITEMS
 ~ ~ ~ ~ ~

THIS PART COMING SOON!

~ ~ ~ ~ ~
 VI. W A L K T H R O U G H
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NOTE: If you don't know what to do with several items, just see the items section when it is finished.

a. START MISSION NOW!

Run and move around the place and you'll see a reaverbot. After killing the reaverbot, you'll see a cave. Use the becaon bomb to ask your servbots to go in and get some refractors. Once finished, you'll see a crack on the wall ahead. Get some boulder and throw against the crack. Be sure that you're distance on the crack is correct. If you're too near, it won't work. The same goes if you're far. Get the refractors. Then, you'll see two servbots. Once you've destroyed them, you'll see a boulder with cracks behind. Carry the boulder and carry it. Don't throw it away. Use your beacon bomb. Ahead, you'll encounter a large reaverbot. Throw the boulder against it and it will be killed easily. If you have thrown away the boulder, it will take you long to take down that reaverbot.

SCENE:

Teisel will be in front of the Subgate. He contacts the Gesselshaft and

suddenly, Bon Bonne was hit by Glyde who works for Mr. Loath. He tries to get the money Teisel owes him. He'll battle with you.

II. First Encounter

Evade his attacks. Try to throw him some rock and aim on him when he is not facing you.

SCENE:

Teisel tries to escape but Glyde used his Ulimite Glyde Laser. Tron and the servbots will search for Teisel. They'll go to the place where Teisel had trouble. All the servbots are crying. One of the servbot tells Tron what happened. Loath's men wont return Teisel if they do not pay the debt.

Back at the base, the servbots found Teisel's receipts. It's a total of 1,000,000 zenny. Tron will then try to save Teisel and Bon Bonne.

~ ~ ~ ~ ~
Inside the Gesselshaft
~ ~ ~ ~ ~

Now while inside the gesselshaft, you can do anything you like. But remember to go to all parts of the ship by choosing move on the menu so as to find all the servbots. But it will not instantly be 40 servbots if you went throughout the ship because there are still some places of the gesselshaft that are not yet finished. For now, do what you like.

*NOTE:If there are symbols here to press that you don't understand, go to the game controls part of this walkthrough so as to know what they mean.
example: |S| (Go and find it out in game controls.)

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b. TRAINING
~ ~ ~ ~ ~

To go training, go to the gym by choosing move in the game menu. By training, you can increase your servbots' attacks, speed and other more.

TRAINING COURSE 1

There'll be two servbots and three lanes. The First servbot will throw to you ammunition (bombs) and the other one will raise the targets at the second and last lane. To get ammos, press |S|. If in case you catch food, eat it by pressing |C| and the time will stop. If you see a bazooka on the targets, hit it and get a bazooka for easier ammunition but it is limited with 40 milli-seconds.

Here are the time limits and levels (all are 1min)

- Level 1-1 15 targets
- 1-2 20 targets
- 1-3 25 targets
- Level 2-1 30 targets
- 2-2 35 targets
- 2-3 40 targets
- Level 3-1 43 targets
- 3-2 46 targets
- 3-3 50 targets

TIP: Throw your ammunition in between two targets to be able to hit two targets at once so you can earn more points and hit more targets. And stay near the servbot who throws ammunition to be easier.

TRAINING COURSE 2

This Training increases the speed of a servbot. A servbot will serve several servbots their meal at the cafe. Each servbot who orders will say the meal and the chosen servbot will serve that specific meal. Here are the controls

MEAL	BUTTONS TO PRESS
-----	-----
A Lunch	UP + C
B Lunch	LEFT + C
C Lunch	DOWN + C
D Lunch	RIGHT + C
Spaghetti	S
Curry Rice	T

And here are the round and # of servbots to be served (all are 36sec).

Round 1 Day 1 - 20 servbots
Day 2 - 22 servbots
Day 3 - 26 servbots
Round 2 Day 1 - 28 servbots
Day 2 - 30 servbots
Day 3 - 32 servbots
Round 3 Day 1 - 34 servbots
Day 2 - 36 servbots
Day 3 - 38 servbots

~ ~ ~ ~ ~
c.TORTURE ROOM
~ ~ ~ ~ ~

This is my favorite room. Yeah! If you go to this room, you can torture a servbot who had been lazy while you were on a mission. You'll know if there's someone lazy when the report after a mission is done. To torture a servbot, you'll need to press buttons. Here are the buttons to press:

|S| - Spikes
|C| - Flame
|X| - Weight

This can lessen the sloth of a servbot in just 20 seconds. But the time limit is 30 seconds.

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d.MISSION 1
~ ~ ~ ~ ~
Bank [Action]

Level 1

Time Duration: 3 mins

Money to Collect 50000 z (zenny)

New Plan:

Use beacon bombs to target the buildings and have the servbots steal what's inside.

Rob all houses and houses. Destroy the houses by firing at it several times and get some refractors. You'll get a gold statue

If you destroy the animal hospital. The polics will come. Get the tires by using the becaon bomb. Then a late policewoman will come. Destroy of the car of the policewoman and kill her.

SCENE:

The policewoman failed to catch you. Tron then escapes.

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Level 2

SCENE:

They ended up at the Animal Hospital again. But stick to the plan.

Current Plan:

Get to the next town and rob the bank.

Do what you did in level 1 and go to the road which was blocked recently. There'll be police coming. Kill them and beware of the helicopter. Escape until you see the next bridge. The bridge will wall. If you get stuck, order your servbots to go to the truck by using the beacon bomb. Once the truck has fallen, you're now able to go back up. You'll get stuck again with a police van. Use your beacon bomb so the servbots will stop and shake it while you pass. You'll be at the bank after a tunnel. The police will be after you. Finish them.

SCENE:

The servbots will throw bombs at the bank and get gold in the big safe.

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Level 3

Money to Collect:400,000

Current Plan: Go aroud the destroyed bridge and get to the bank.

You'll be in the town but somethings blocking your way. Go near to the police van and destroy the houses there until you can pass through. Another police van will block you. Use your beacon bomb to stop it by shaking it. When you are at the bridge, two police vans will block you. Go in front of them until they move forward. Dodge them. When they are fully moved forward, use your beacon bomb to shake one van and while the other moves backward, run through. Go to the bank by looking for another bridge. The policewoman will also come and now, with a robot. Run as far

~ ~ ~ ~ ~
e.MISSION 2
~ ~ ~ ~ ~
Containers [Puzzle]

Level 1 Round 1

GOAL: Put all the green boxes containing high quality beef in the ship.

In this mission, you'll carry cargos with beef inside it. A crab cargo will be sold in high price. You'll only have maximum lifts of 8. To restart, press START, then choose Restart on the menu that opens. While carrying those containers, you'll have maximum of 10 steps so try to carry the containers from a right place that will need 10 and less steps. Brown boxes don't have limit in steps because it is light. If you're going to carry green and red containers, the maximum steps of 10. And for the blue ones, there's no step to be given to you. You can't go another step but place it beside or behind you.

Carry the first container G1(refer to my walkthrough's map) and bring it to the ship. Next, get the brown container and put it between the bodies of water. It should be aligned with container G2 and G3. Get containers G2 and G3 and put them in the ship.

Then go for the crab container, the red one. Bring it to the ship too. Then get the last container, G4.

=====

Level 1 Round 2

Get the first blue cargo and put it to the water. To carry that blue container, go below it and throw it the left. Get the green container near the blue containers. Get the other blue container below another blue cargo and put it on the water near the first blue container you placed in the water recently. Get the last blue container and put it any place not blocking all the green cargos. Get the green one near the red one and pass through the container on the water. Get the red one and get the last green container.

=====

Level 1 Round 3

Get the first green container ahead. Carry the blue one and put it to the right. Next, carry the green cargo and bring it to the ship. There'll be three blue cargos. Carry the one in the middle and place it to the left. Get the brown one and place it between two lands at the elevation near the red container. Get the red one and all that is left.

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~ ~ ~ ~ ~
f.MISSION 3
~ ~ ~ ~ ~
Digout [RPG]

Only the servbots will go to this mission but you'll use the minirobot "Finkel". The finkel is basically controlled the same way as the Gustaff. [|S|-The Finkel will ram something , |T|-Funny sound that will get people's attention]

Level 1
50000 z

Go straight ahead. When you see a digger, talk to him. He is Dantz. Check out the hole on the wall on Area 2. Go to Area 3, use the beacon bomb on the treasure chest. Go out and continue. Beware of the ceiling in Area 4. On Area 5, beware of the trap. Then turn right. Continue all the way. Beware of traps. At the dead end, the hole will be sparkling. Use beacon bomb and you'll get 800 zenny. Go back up. Continue on Area 6 and beware of the fire trap. The switch is on the right side. Ahead, there is an intersection. Turn right. You'll see a gold thing. Get it. It is the Card key. Go to the other side. Open the treasure box and get the "E. Bottle 1". Go back to the intersection and go straight ahead. Turn right and go to Area 7. Beware of the falling rocks. There are three lanes where the rocks fall. Pass through the first two lanes and stop before the third lane. Use your beacon bomb to the switch. When the switch is pushed, go to the dead end of Area 7 and get the Card key. Go back to Area 8 and continue. Open the treasure box and get a room key (green). Go back to Area 9 and proceed. Turn left. Go to the wall and read Uncle Digg's Tips. It says about the Elixir of Youth. You'll get a Blue Crystal. Go back and while you continue, a shock will shake the Finkel, some kind of force field. Ask your servbots to push the switch ahead. Use the room key on the door you're about to gain sight. Suddenly, a woman comes to. When you enter, There'll be a big reaverbot. If you kill the reaverbot, you'll get the Blue Aurora Stone. It is worth 50000 z.

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g.MISSION 4

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Nakkai Ruins

GOAL: Find all the burried treasure in Nakkai Ruins.

NOTES AND TIPS: Always beware of the XL Reaverbot which is color orange.
It is terribly powerful if your sniper is low in attack.
And, bring with you a lot of E Bottles.

Go straight and find the four large servbots. Kill them. Proceed to Area 1A. There'll be a XL sized servbot use your beacon bomb to kill it easily and fire at it. When you go ahead, there'll be 4 enemies. Kill them. Then, use your beacon bomb on the hole on the wall. In the next room, you'll find 4 XL Reaverbots. Kill them and open the treasure box to get a brain cube. Go back to areal (main). Continue on area 1B. Enter the first door you'll see. Kill the snake-like thing there and open the treasure box in the inner room. You'll receive fireworks. Enter the next door. Kill those flying creatures, open the treasure box, and get brain cube. On the last door on that hall, there'll be 4 XL reaverbots. Kill those four. Use your beacon bomb on the hole on the wall and continue. Go to the hall's exit. You'll encounter three snakes. Beware of them. Go to area2. Stay where you are, aim, and fire until they're dead meat. Continue to the next room. Kill those winged creatures. On the following room, there is a groups of flying enemies. Then on the next room, kill the source of the winged creatures. On the next room, you'll find Pipe in a treasure box. Go back outside and return to the Gesselshaft.

Now, develop your bazooka at the lab. Then, return to Mission 4.

Go to Area 2 and fire at the crack on the wall. You'll see a treasure box. Open it and get an attack cube (better give this to your favorite servbot). go to Area 3. Fire at the crack on the wall but don't forget about the small hole. Go to area4a. There is a treasure box on the other side. Use your beacon bomb on the hole on the wall near you and get an Iron Plate from the treasure box . The hole was some kind of a passageway. Go to area4b. Turn right. Continue and kill three XL Reaverbots. Proceed and turn right. You'll find those snake things again. Continue and find a brain cube in a treasure box. Go to area5. You'll encounter three XL Reaverbots in area5b. Continue. You'll see a tree inside that room. Use your beacon bomb to shake it and it will drop red and green apples. Proceed to the following room. Fight two XL reaverbots and several flying creatures. Go to area5c. You'll see a body of water. Use your beacon bomb on it three times and get many very large red refractors. Go to area5d and enter. Open the treasure box and receive an Old Instrument. Return to area5e and watch out for the holes on the wall. Move to area5f and attack the wall. Open the trasure box and receive Rusted Tank. Go to area6 and kill two XL Rearevbots and 1 snake. Proceed on area6b. Kill 2 XL Reaverbots and flying creatures. Open the treasure box and get Memento. On the next room, destroy winged creatures. Continue to the next room, fight winged winged creatures and its source (better kill the source first). Go to area7 and continue to area8. Destroy the boss by using your beacon bomb on its nose and when it opens its mouth, fire at it (you should be standing on its hands/feet or whatever those are). If you win, you'll get Diana's Tear.

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h.MISSION 5

~ ~ ~ ~ ~

FARM [ACTION]

Goal: Steal all livestock from a ranch (Sart Farm).

Level 1

Money to Collect: 150000 z

Go straight and you'll find a pig. Use your beacon bomb. If you like to, use beacon bomb on a house there and destroy it. You'll get some cheese, meat,

or even milk. Get another pig. Then, go to the other part of the ranch. Near the entrance, there is a pig. Beware of the robots landing. Destroy those and the birdbots will be thrown out of those units. Get those birdbots for after the mission if you wish, you can those birdbots for 500 z. Go to the left side and get that rabbit. Destroy the structure there but don't forget to use your beacon bomb first. Go to the opposite and get the other rabbit. Go straight ahead and get the pig on the right side. There is still another pig at the last part of the ranch. When you've collected all the pigs, there'll be pink robots flying. Kill them by firing at them and by using the beacon bomb.

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i.MISSION 6
~ ~ ~ ~ ~

~ ~ ~ ~ ~
j.STRENGTHEN UP THE GUSTAFF
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= = = = =
NOTES
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WEAPONS - Weapons you develop will automatically be attached to the Gustaff. But if you wish to change it, you can only change it on missions. While you are at the meeting room (only after you've chosen a mission), choose robot on the menu. The servbot will ask you to choose a weapon you like to use by pressing the left and right directional buttons.

ATTACKS - You may wonder that even if your Gustaff is well-prepared, its attack is low. To make to attack higher, assign your best Sniper. Enemies will instantly be destroyed. If your Sniper is not good, you might get killed or have that battle with that enemy for 2-5 minutes.

ARMOR - Armor is automatically attached so there's no much problem about it. The only problem is the price while developing it. There's an armor to develop worth 1,000,000 z.

E.TANKS - E. Tanks are very important because they add more space for your Gustaff's energy. For short, increase the life. There are 6 E. Tanks in all. But there's 7 actually. The last E.Tank is E. Tank P. It is free if you give Rusted Tank (To be found at Mission 4) to Servbot #30.

= = = = =
- Develop your Bazooka
= = = = =

To develop your bazooka, be sure that you have pipe. When you are at the lab, give the pipe to servbot #31. Then at the menu, choose Develop. Develop the Bazooka then it will be automatically attached.

= = = = =
- Develop your Gatling Gun
= = = = =

To develop your galting gun, be sure that you have pipe. When you are at the lab, give the fireworks to servbot #31. Then at the menu, choose Develop. Develop the Gatling Gun then it will be automatically attached.

~ ~ ~ ~ ~
k.PAYBACKS
~ ~ ~ ~ ~

~ ~ ~ ~ ~
 VII. G A M E M A P S
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Here are some game maps I tried to place to help you out. But they are not
 not in order but there are titles labelling them.

MAP #1 - SCOUTING MAP

D1	C1	B1	A1
		Shala-kun Ruins	
D2	C2	B2	A2
Nakkai Desert	Casino Town Nukky		Goldcity
D3	C3	B3	A3
Primiki Harbor			Sart Farm
D4	C4	B4	A4
	Teche Harbor		

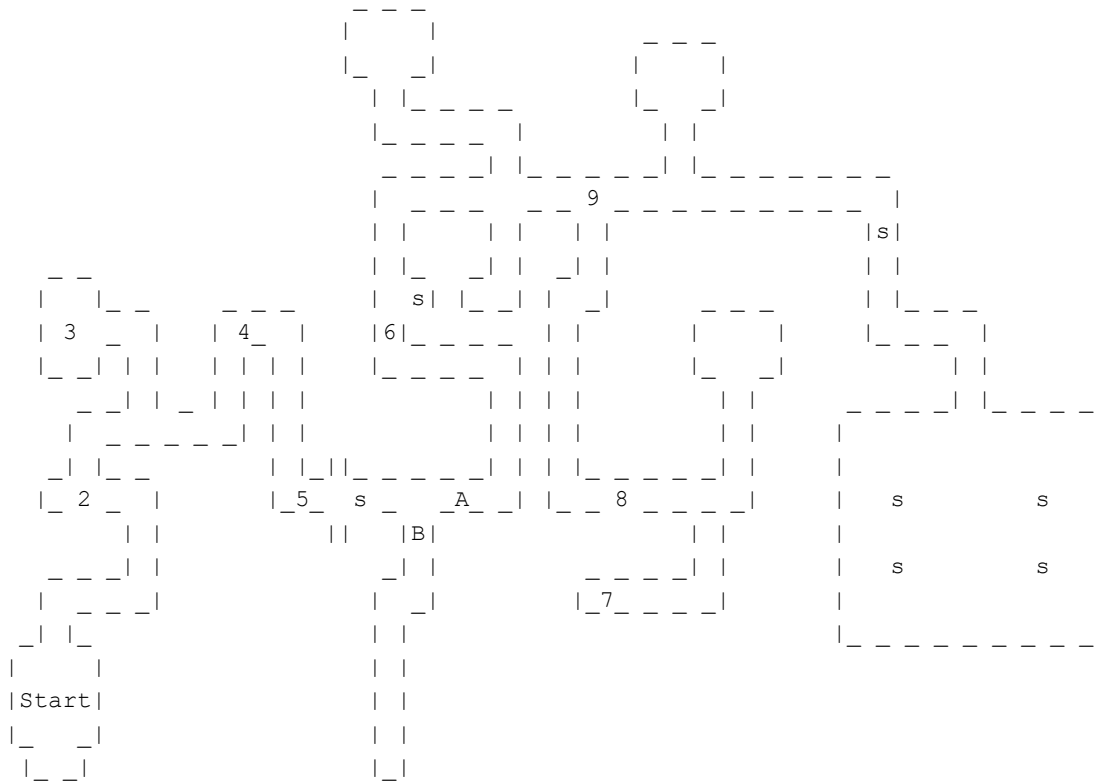
MAP #2A - Map In Mission 2 Level 1 Round 1

- Legend:
 G - Green [contains beef]
 BR- Brown [empty]
 R - Red [contains crab]
 B - Blue [empty but heavy]
 E - Elevation
 S - Ship
 SP- Starting Position

	G4	BR			
R		B	G3	E	G1
		E			

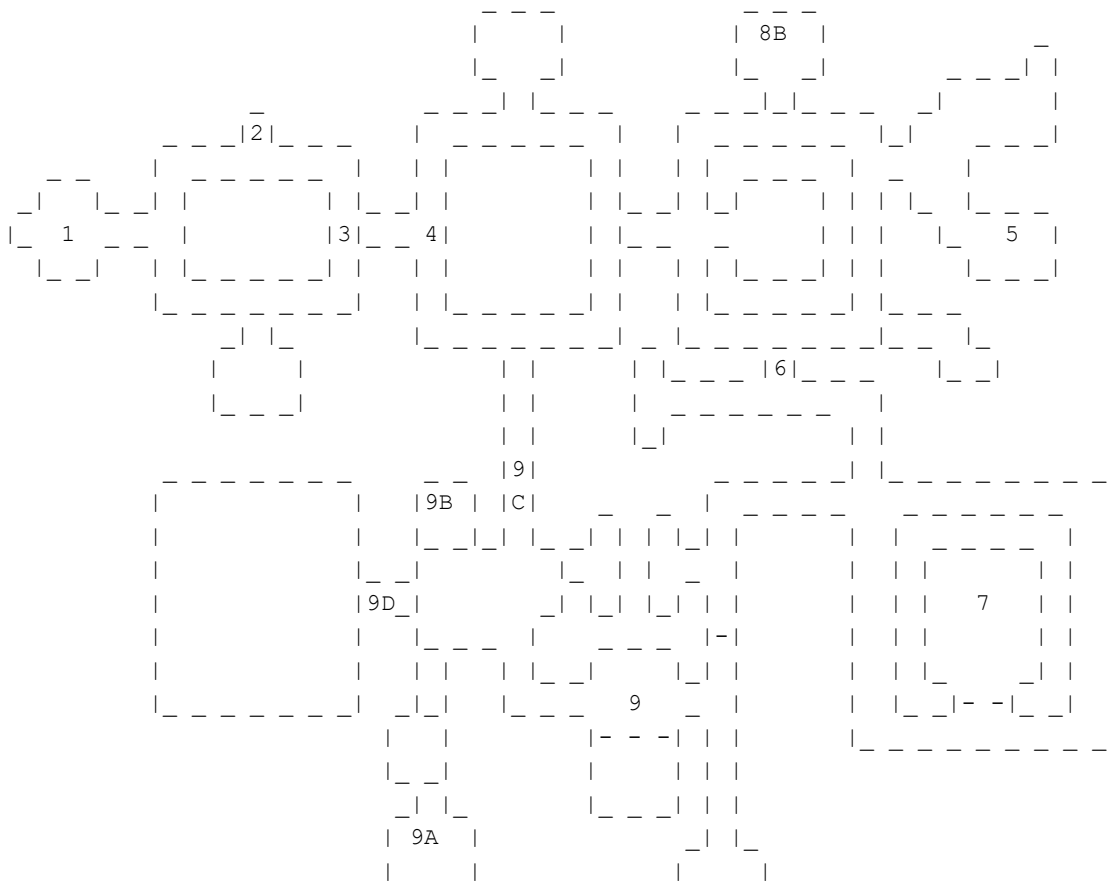
MAP #3A - Map in Mission 3 Level 1 [Digout]

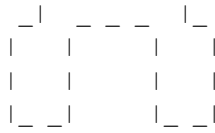
*NOTE: All numbers/areas here are just created for you to understand my walkthrough. And all place with written small s, it means switch for a trap. And obviously, the trap is just near the switch. And one switch below is not placed.



MAP #3B - Map in Mission 3 Level 2

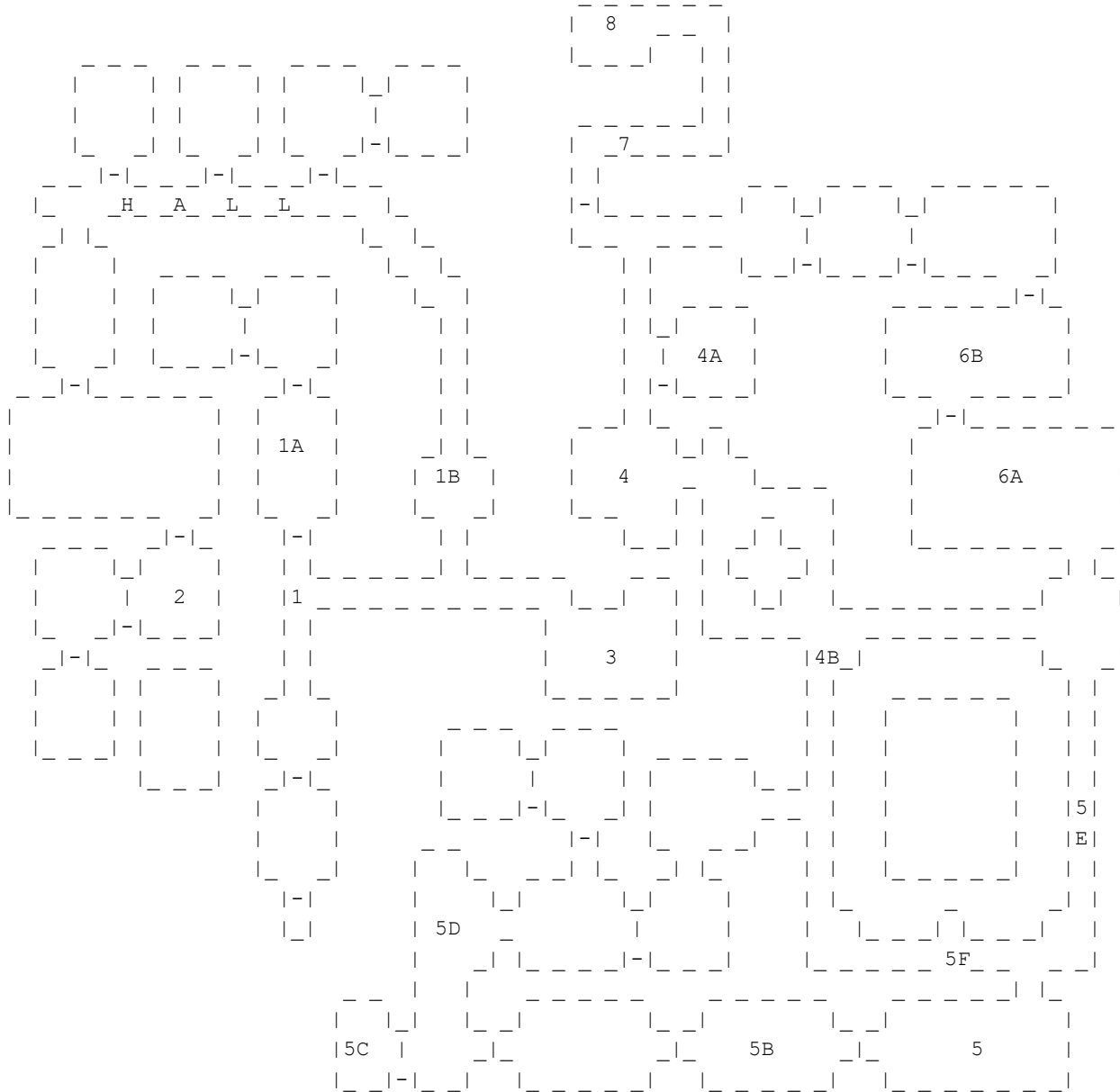
NOTE: Those ways with blocking lines are holes that you are to dig.





MAP #4 - Map in Mission 4

NOTE: Those lines blocking the way are doors. And this map is quite big.
Some parts of this map is a bit abnormal.



VIII. COPYRIGHTS, OTHER THINGS AND WALKTHROUGHS

CREDITS

- Credits to Al Amaloo for having interested in asking for my permission to put my walkthrough in his website.

MESSAGES

- I've finished the game. The only problem is I lack time to type all the other contents to be placed here because there are so many things to be done in school. The servbot skills too. Christmas vacation is near anyway. If anyone can help, I'll really appreciate.
- I'm going to create a walkthrough of Megaman Legends 2 as soon as I finish this walkthrough.
- I'm also going to create a walkthrough of Breath of Fire 4 as soon as

- I'm through with Megaman Legends 2 and Tron Bonne.
- Join the Capcom mailing list. Go to "<http://www.capcom.com>".
 - Buy the Megaman Legends Two CD for playstation from Capcom and get 1 Servbot Toy free.
 - Happy Birthday to Goro Inagaki of SMAP (December 8).
 - Advanced Merry Christmas!!!

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This walkthrough is created by "Goroshi Okada" on December 4, 2000.

Please visit my website: "http://members.xoom.com/hiroshi_n/"

NOTE:Actually, my site has no connections on my walkthrough. It contains Japanese stuff such as Ultraman, JPOP, and anime.

I used my real name in my website.

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