

# The Misadventures of Tron Bonne Aurora Stone Guide

by Estil

Updated to v1.0 on Sep 6, 2002

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AURORA STONE GUIDE FOR  
THE MISADVENTURES OF TRON BONNE FOR SONY PLAYSTATION

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Version 1.0  
Use Microsoft WordPad with Times New Roman (Western) 10 font for best  
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## INTRODUCTION

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## PURPOSE OF FAQ

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Greetings! This is my seventh FAQ and is again based on the Misadventures of Tron Bonne! In previous MOTB FAQs, I went over all the neat Servbot Tricks, how to solve the Puzzle Missions, and even how to unlock all the Servbots' special Skills! This time, I will go over how to complete Mission 3, the Aurora Stone Levels! This guide will show you not only how to reach the Reaverbot Boss in each Level and how to defeat it, but you will also find out how to get all the zenny and other key Items in each Level!

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## VERSION CHANGES

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1.0 (8/11/2002)--Very first writing of this FAQ!

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## HOSTS

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

1. GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com))
2. MegaMan Legends Network ([mmlo.megaman-network.com](http://mmlo.megaman-network.com))
3. NeoSeeker ([www.neoseeker.com](http://www.neoseeker.com))

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## CREDITS

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1. GameFAQs--For hosting this FAQ
2. Capcom--For making this wonderful game (and I hope Legends 3 or MOTB 2 will soon follow)
3. Prima's Official MOTB Strategy Guide--For giving me the location of some of the items that I couldn't get on my own. Of course, the walkthroughs in this guide will be entirely in my own words because one, it'd be plagiarism if I took them straight out of Prima's Guide, and two, they describe it using pictures and maps, which I cannot do here.

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

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RULES

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FINKEL

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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).

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SERVBOT BORER

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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!

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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.

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#### 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, which must be freed in order to get the Room Key.

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YOUR SERVBOTS  
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Three Servbots will always go with you on each of the Aurora Stone Levels to help you! How? First of all, you can Beacon Bomb any suspicious items and the Servbots will go to investigate them! Tron will also give advice, instructions, and even a little motherly encouragement to her Servbots from time to time. As mentioned before, one of the three Servbots in Levels 2 and 3 can use the Servbot Borer to drill through cave-ins and even attack enemies; the higher that Servbot's Attack rating is, the more effective he is for attacking enemies. The other Servbots can be used to talk to people, attack enemies (or distract enemies, if the Servbots don't have any weapons), open Treasure Boxes, collect zenny and other items, check Zenny Holes and other places, push switches, and even check out Uncle Digg's Tips.

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LEVEL 1--BLUE AURORA STONE  
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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-ends 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 will 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.

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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 its 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.

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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

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LEVEL 2--YELLOW AURORA STONE  
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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.

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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 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 REAVERBOT ARMY:

The green Reaverbots are indestructable 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.

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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)

Litnium (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

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LEVEL 3--RED AURORA STONE

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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 AUORA FOUNTAIN:

Go back up north to where Maude is and drill though the cave-in to her right. Inside is another Auora 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.

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#### BOSS

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#### GUARDIAN OF THE AURORA STONES:

This Boss is a HUGE helicopter-like Reaverbot which has the Servbots absoulutely 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!

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#### 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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END OF FAQ  
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