

Robotrek (Import) FAQ/Walkthrough

by Solomon warrior

Updated to v1.1 on Sep 11, 2009

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Slab Stick (Robotrek) FAQ & Walkthrough      Version 1.1
By Fallen Wings                               09-11-2009
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| Version History |
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- Version: 1.0 [3:07 PM Thursday, November 18, 2004]
- Control - complete
 - Item/Weapon FAQ - complete
 - Item FAQ - complete
 - Weapon FAQ - complete
 - Combination - complete
 - Item Combination - complete
 - Weapon Combination - complete
 - Enemies List - complete
 - Inventor's friend - complete
 - Walkthrough - complete
 - Game Genie Codes/Pro Action Replay Codes - complete
 - Secret information - complete

--*-*-*
| Introducion |
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First of all, I would like to tell you that I like this game very much. I think this RPG game is as good as Chrono Trigger which is the best RPG game in Super Nintendo entertainment system.

This game was released in 1994 by Enix and licensed by Nintendo. Enix is a great company which has made many great game like Dragon Warrior Monster (Game Boy Color), Dragon Warrior Monster II (Game boy color) and much more.

There are already 3 full FAQ/Walkthrough at www.gamefaqs.com, but I will still write this FAQ and I hope I have other information that the other FAQ/Walkthroughs doesn't have. Anyway, I make this guide is just to help you to beat or finish this game in an easy way. Please do not complaint me when you see I go through this game in a different way.

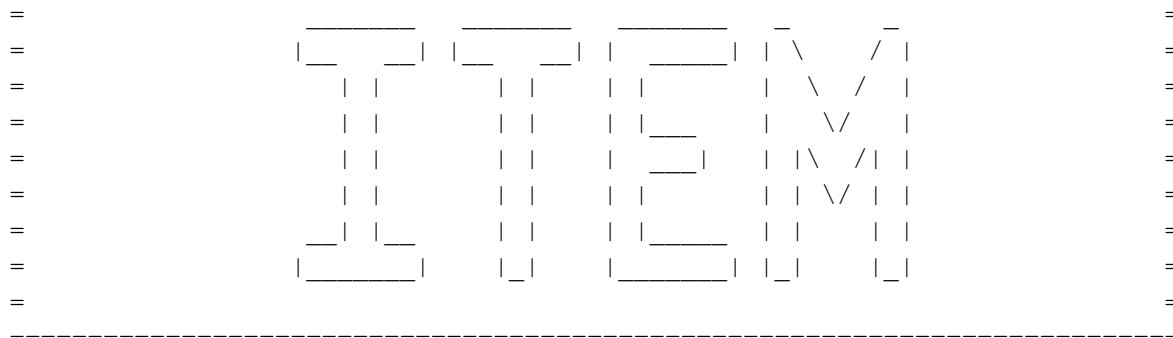
--*-*-*
| FAQ/Walkthrough |
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Control
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- UP = Move up
- DOWN = Move down
- LEFT = Move left
- RIGHT = Move right
- A = Enter, Talk, Look
- B = Cancel, Dash
- X = Open Window
- Y = Use Item

=====
Item/Weapon FAQ
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-----ITEM FAQ-----
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Transceiver

Description:

Lets you network with Nagisa if electrical currents are right.

Cost: You already have this, so you can't build it.

Horn

Description:

Loud horn. Used to scare people, and also to warn them.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Drill

Description:

Drill shaped like a mole. Used to dig through walls and fallen rock.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Vanish

Description:

If you wear this you can become invincible for a while.

Cost: 500GP

Change

Description:

Use to change into a mouse. Get through mouse hole and speak Mouse.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Glasses

Description:

Lets you see enemy's traps and hidden doors.

Cost: 10GP

Key

Description:

Key to open locked doors. Can only be used once.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Little - Robot

Description:

Robot for housekeeping and home improvement. I'll lend him to you.

Cost: 2000GP

Light

Description:

Lights up the darkness.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Seed

Description:

Flower seeds found in forest. Use is unclear.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Blimp

Description:

Airplane from Carl's father. Lets you go to places you can't walk to.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

S/ship

Description:

With this you can go into outer space.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Warp - System

Description:

Y Button lets you warp to world map. Can't always be used.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Relay

Description:

When you wear this, you can talk to animals.

Cost: 20GP

Cyber - Jack

Description:

Lets you go into the Computer. A cyberspace item.

Cost: 10GP

Red Jar

Description:

Red Jar. Stops Engine in fortress.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Blue Jar

Description:

Blue Jar. Stops Engine in fortress.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Yel Jar

Description:

Yellow Jar. Stops Engine in fortress.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Jewel

Description:

Jewelry Pops is proud of.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Letter

Description:

Letter to Carl from his father.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Litho

Description:

Litho that Carl found in cave.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Leader's badge

Description:

badge to get into Hacker restricted areas.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Badge 2

Description:

Badge. Sign of a Hacker member.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Stone 1

Description:

Flashes with a strange light. Mysterious Stone 1.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Stone 2

Description:

Flashes with a strange light. Mysterious Stone 2.

Cost: 9999GP

Stone 3

Description:

Flashes with a strange light. Mysterious Stone 3.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Red - Flower

Description:

Flower that cures fever, found on remote island.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Sphere

Description:

Ball?

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Rusty - Drill

Description:

Found in cave. Rusty, can't be used this way.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Scrap A

Description:

Robot scrap from Napoleon.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Scrap B

Description:

From ruins of Polinski's house scrap.

Cost: 9999GP[you can build this with 9999GP if you are using PAR Codes.]

Scrap 1

Description:

The Invention Machine combines different kinds of things.

Cost: 1000GP

Scrap 2

Description:

The Invention Machine combines different kinds of things.

Cost: 1000GP

Scrap 3

Description:

The Invention Machine combines different kinds of things.

Cost: 1000GP

Scrap 4

Description:

The Invention Machine combines different kinds of things.

Cost: 1000GP

Scrap 5

Description:

The Invention Machine combines different kinds of things.

Cost: 1000GP

Scrap 6

Description:

The Invention Machine combines different kinds of things.

Cost: 1000GP

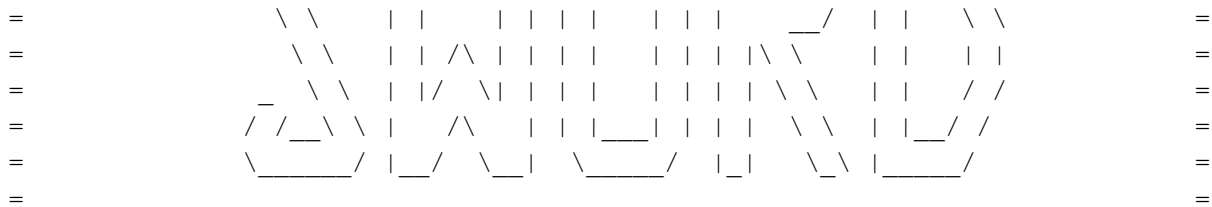


TABLE	Sword 1	Sword 2	Sword 3	Sword 4
ATTACK	+ 5	+ 10	+ 20	+ 40
Level 1	+ 5	+ 10	+ 20	+ 40
Level 2	+ 6	+ 13	+ 25	+ 45
Level 3	+ 7	+ 16	+ 30	+ 50
Level 4	+ 8	+ 19	+ 35	+ 55
Level 5	+ 9	+ 22	+ 40	+ 60
Level 6	+ 11	+ 26	+ 45	+ 65
Level 7	+ 13	+ 30	+ 50	+ 70
Level 8	+ 15	+ 34	+ 55	+ 75
Level 9	+ 17	+ 38	+ 60	+ 80
Cost	200 GP	400 GP	1000 GP	2000 GP

Description:
Sword 1, Sword 2 and Sword 3 are short range weapon. You can attack one enemy in front of you. Also, Sword 1 to Sword 3 can collect item from capsule by slashing the capsules. Sword 4 is different from sword 1, Sword 2 and Sword 3. Sword 4 will cast lightning attack to attack 3 enemies. But, it cannot collect item from capsules.

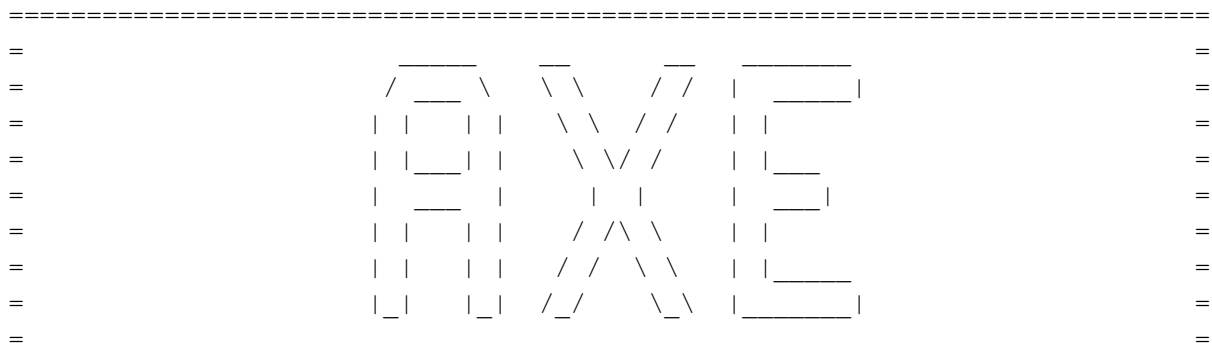


TABLE	Axe 1	Axe 2	Axe 3	-----
ATTACK	+ 10	+ 20	+ 40	+ --
Level 1	+ 10	+ 20	+ 40	+ --

Level 2	+ 20	+ 30	+ 50	+ --
Level 3	+ 30	+ 40	+ 60	+ --
Level 4	+ 40	+ 50	+ 70	+ --
Level 5	+ 50	+ 60	+ 80	+ --
Level 6	+ 60	+ 70	+ 90	+ --
Level 7	+ 70	+ 80	+ 100	+ --
Level 8	+ 80	+ 90	+ 110	+ --
Level 9	+ 90	+ 100	+ 120	+ --
Cost	400 GP	500 GP	1000 GP	---- GP

Description:

Axe 1, Axe 2, Axe 3, are close range weapon. You can use them to collect item capsules in battlefield.

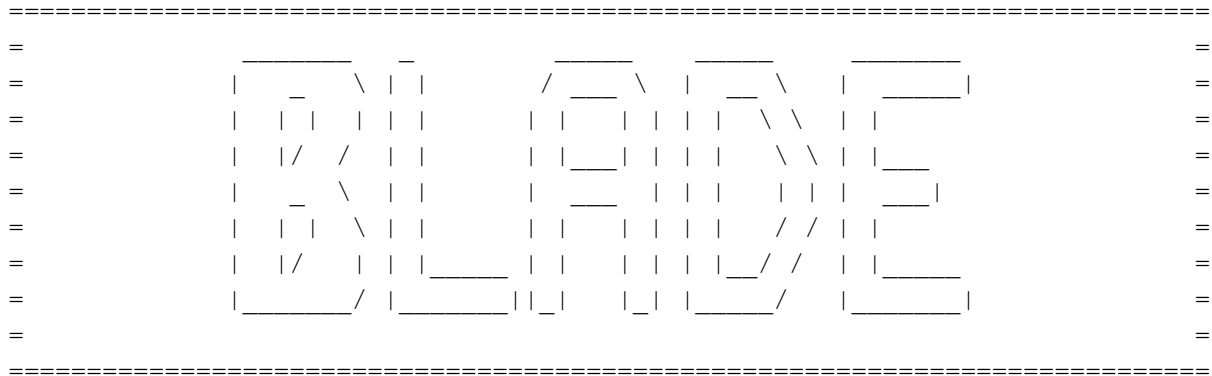


TABLE	Blade 1	Blade 2	Blade 3	Blade 4
ATTACK	+ 10	+ 15	+ 20	+ 55
Level 1	+ 10	+ 15	+ 20	+ 55
Level 2	+ 12	+ 17	+ 22	+ 65
Level 3	+ 14	+ 19	+ 24	+ 75
Level 4	+ 16	+ 21	+ 26	+ 85
Level 5	+ 18	+ 23	+ 28	+ 95
Level 6	+ 21	+ 26	+ 31	+ 105
Level 7	+ 24	+ 29	+ 34	+ 115
Level 8	+ 27	+ 32	+ 37	+ 125
Level 9	+ 30	+ 35	+ 40	+ 135
Cost	1000 GP	2000 GP	4000 GP	6000 GP

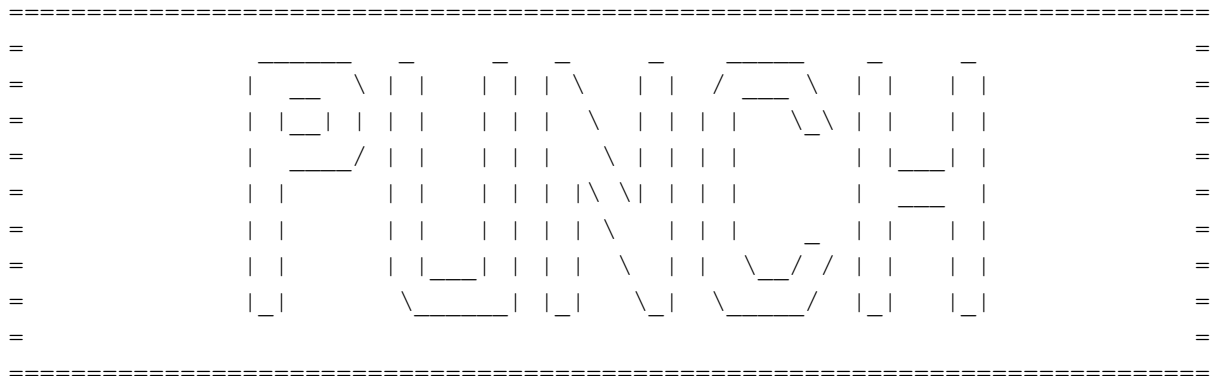

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|   TABLE   |   Celtis 1   |   Celtis 2   |   Celtis 3   |   -----   |
-----
|  ATTACK    |   + 12       |   + 24       |   + 36       |   +  --     |
-----
|  Level 1   |   + 12       |   + 24       |   + 36       |   +  --     |
-----
|  Level 2   |   + 14       |   + 26       |   + 38       |   +  --     |
-----
|  Level 3   |   + 16       |   + 28       |   + 40       |   +  --     |
-----
|  Level 4   |   + 18       |   + 30       |   + 42       |   +  --     |
-----
|  Level 5   |   + 20       |   + 32       |   + 44       |   +  --     |
-----
|  Level 6   |   + 23       |   + 35       |   + 47       |   +  --     |
-----
|  Level 7   |   + 26       |   + 38       |   + 50       |   +  --     |
-----
|  Level 8   |   + 29       |   + 41       |   + 53       |   +  --     |
-----
|  Level 9   |   + 32       |   + 44       |   + 56       |   +  --     |
-----
|   Cost     |   500 GP     |   1000 GP    |   2000 GP    |   ---- GP   |
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Description:

Long range weapon. This weapon can knock target's back. You can collect item from item capsule in battlefield by using this weapon.



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-----
|   TABLE   |   Punch 1   |   Punch 2   |   Punch 3   |   -----   |
-----
|  ATTACK    |   + 12       |   + 24       |   + 48       |   +  --     |
-----
|  Level 1   |   + 12       |   + 24       |   + 48       |   +  --     |
-----
|  Level 2   |   + 15       |   + 27       |   + 51       |   +  --     |
-----
|  Level 3   |   + 18       |   + 30       |   + 54       |   +  --     |
-----
|  Level 4   |   + 21       |   + 33       |   + 57       |   +  --     |
-----
|  Level 5   |   + 24       |   + 36       |   + 60       |   +  --     |
-----
|  Level 6   |   + 28       |   + 40       |   + 64       |   +  --     |
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Level 7	+ 32	+ 44	+ 68	+ --
Level 8	+ 36	+ 48	+ 72	+ --
Level 9	+ 40	+ 52	+ 76	+ --
Cost	200 GP	500 GP	360 GP	---- GP

Description:

Short range weapon. you can use this weapon to collect items by attacking item capsules in battlefield.

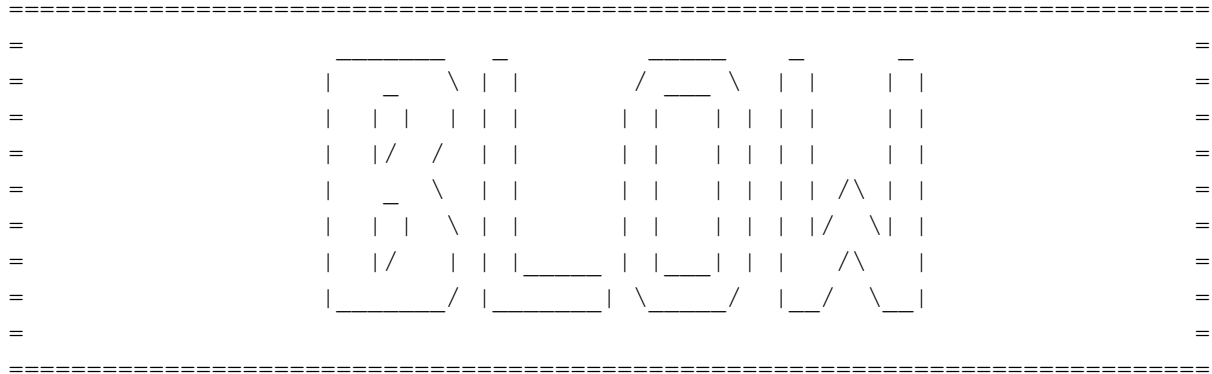
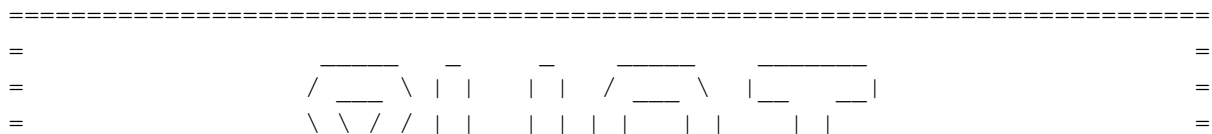


TABLE	Blow 1	Blow 2	Blow 3	-----
ATTACK	+ 16	+ 32	+ 64	+ --
Level 1	+ 16	+ 32	+ 64	+ --
Level 2	+ 18	+ 34	+ 66	+ --
Level 3	+ 20	+ 36	+ 68	+ --
Level 4	+ 22	+ 38	+ 70	+ --
Level 5	+ 24	+ 40	+ 72	+ --
Level 6	+ 27	+ 43	+ 75	+ --
Level 7	+ 30	+ 46	+ 78	+ --
Level 8	+ 33	+ 49	+ 81	+ --
Level 9	+ 36	+ 52	+ 84	+ --
Cost	480 GP	640 GP	800 GP	---- GP

Description:

Long range weapon. You can collect item from item capsule in battlefield by using this weapon.



Level 4	+ 31	+ 41	+ 51	+ --
Level 5	+ 33	+ 43	+ 53	+ --
Level 6	+ 36	+ 46	+ 56	+ --
Level 7	+ 39	+ 49	+ 59	+ --
Level 8	+ 42	+ 52	+ 62	+ --
Level 9	+ 45	+ 55	+ 65	+ --
Cost	1000 GP	2000 GP	5000 GP	---- GP

Description:

Long range weapon. This weapon will destroy item capsules. It can also attack all the enemy on the same row. Laser 1, laser 2, Laser 3's attack will become stronger when your weapon reach level 7.

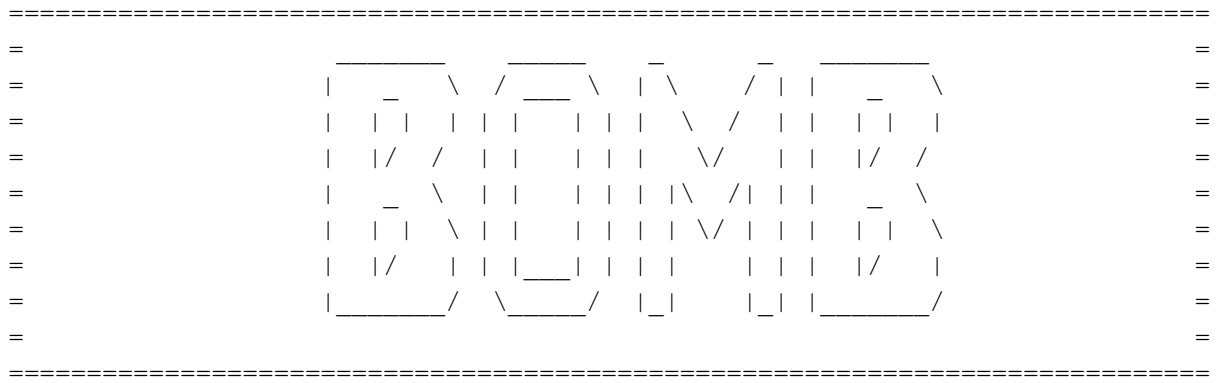


TABLE	Bomb 1	Bomb 2	Bomb 3	Bomb 4
ATTACK	+ 10	+ 23	+ 28	+ 36
Level 1	+ 10	+ 23	+ 28	+ 36
Level 2	+ 15	+ 28	+ 33	+ 41
Level 3	+ 20	+ 34	+ 39	+ 47
Level 4	+ 25	+ 41	+ 46	+ 54
Level 5	+ 30	+ 49	+ 54	+ 62
Level 6	+ 35	+ 59	+ 64	+ 72
Level 7	+ 40	+ 71	+ 76	+ 84
Level 8	+ 45	+ 85	+ 90	+ 98
Level 9	+ 50	+ 101	+ 106	+ 114
Cost	400 GP	1000 GP	1400 GP	2000 GP

Description:


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| TABLE | SMOKE | CURE | CLEAN | REPAIR |BIG BOMB| BOMB 1 |SCRAP 7 |
-----
| SMOKE | smoke |big bomb| repair | cure | cure |big bomb| ----- |
-----
| CURE |big bomb| clean | repair | clean | repair | ----- | repair |
-----
| CLEAN | repair | repair | cure | cure | repair | ----- | -----|
-----
| REPAIR | cure | clean | cure | smoke | smoke | ----- | ----- |
-----
|BIG BOMB| cure | repair | repair | smoke | smoke | ----- | ----- |
-----
| BOMB 1 |big bomb| ----- | ----- | ----- | ----- | ----- | ----- |
-----
|SCRAP 7 | ----- | repair | ----- | ----- | ----- | ----- |big bomb|
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-----Weapon combination-----

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| Sword 1 | Sword 2 | Sword 3 | Sword 4 |
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|Scrap 1 + Scrap 1 |Sword 1 + Scrap 1 |Sword 1 + Scrap 9 |Sword 3 + Scrap 7 |
-----
|Sword 1 + Sword 1 |Sword 2 + Sword * |Sword 2 + Scrap 9 |Sword 4 + Sword * |
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| ----- | ----- |Sword 3 + Sword * | ----- |
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| Axe 1 | Axe 2 | Axe 3 | ----- |
-----
|Scrap 1 + Scrap 6 |Sword 2 + Hammer 2|Sword 3 + Hammer 3| ----- |
-----
|Sword 1 + Hammer 1|Sword 3 + Hammer 2|Axe 1 + Scrap 9 | ----- |
-----
|Sword 2 + Hammer 1|Axe 1 + Scrap 1 |Axe 2 + Scrap 3 | ----- |
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|Sword 3 + Hammer 1|Sword 2 + Hammer 3|      -----      |      -----      |
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|Sword 1 + Hammer 2|      -----      |      -----      |      -----      |
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|Sword 1 + Hammer 3|      -----      |      -----      |      -----      |
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|      Blade 1      |      Blade 2      |      Blade 3      |      Blade 4      |
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|Sword 1 + Laser 1 |Sword 2 + Laser 2 |Sword 3 + Laser 3 |Blade 3 + Seed   |
-----
|Sword 2 + Laser 1 |Sword 3 + Laser 2 |      -----      |Scrap 8 + Smoke   |
-----
|Sword 3 + Laser 1 |Sword 4 + Scrap 1 |      -----      |      -----      |
-----
|Sword 1 + Laser 2 |Sword 2 + Laser 3 |      -----      |      -----      |
-----
|Sword 1 + Laser 3 |      -----      |      -----      |      -----      |
-----
|Scrap 1 + Scrap 10|      -----      |      -----      |      -----      |
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|      Hammer 1      |      Hammer 2      |      Hammer 3      |      -----      |
-----
|Scrap 6 + Clean   |SolarPack+ Scrap 6|Scrap 6 + Scrap 6 |      -----      |
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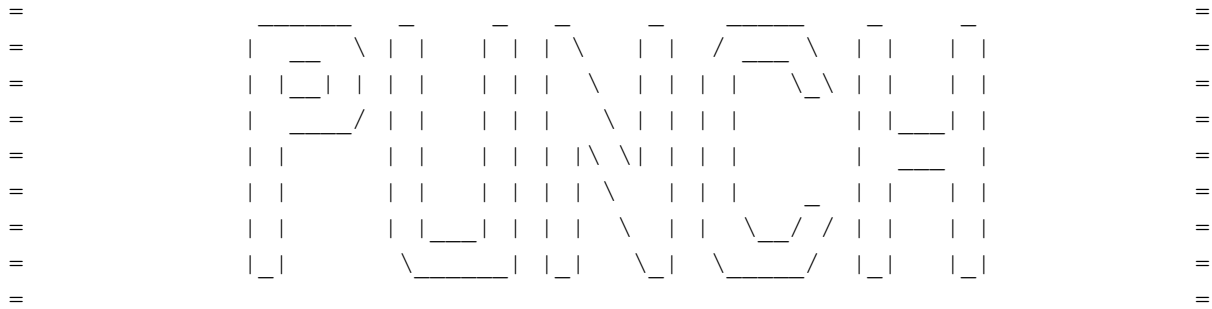
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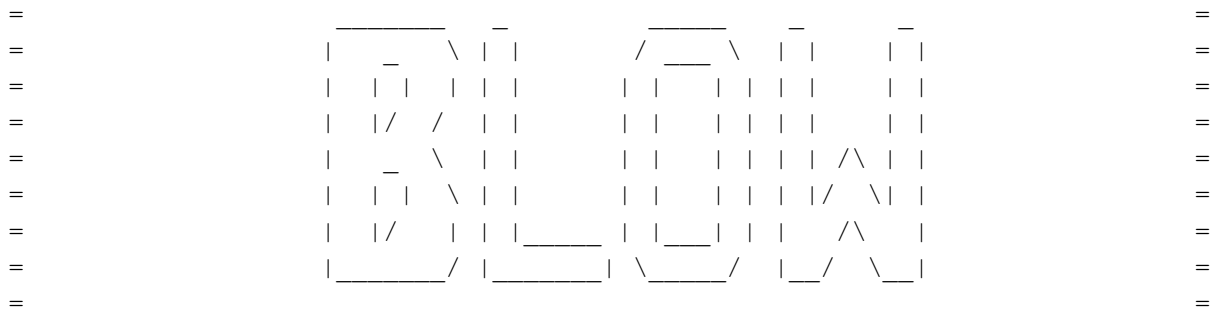
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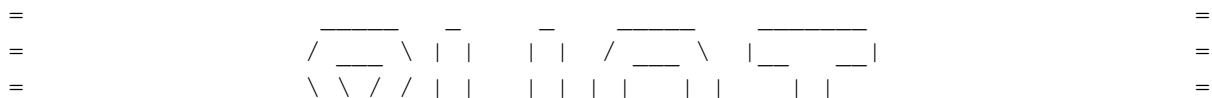
Celtis 1	Celtis 2	Celtis 3	-----
Hammer 1 + Shot 1	Hammer 2 + Shot 2	Scrap 6 + Scrap 9	-----
Hammer 2 + Shot 1	Hammer 3 + Shot 2	-----	-----
Scrap 2 + Scrap 6	-----	-----	-----



Punch 1	Punch 2	Punch 3	-----
Scrap 4 + Scrap 4	Punch 1 + Scrap 4	Punch 1 + Scrap 9	-----
-----	-----	Punch 2 + Scrap 4	-----



Blow 1	Blow 2	Blow 3	-----
Punch 1 + Laser 1	Punch 2 + Laser 2	Punch 3 + Laser 3	-----
Punch 2 + Laser 1	Punch 3 + Laser 2	Scrap 4 + Scrap 10	-----
Punch 3 + Laser 1	Punch 2 + Laser 3	-----	-----
Punch 1 + Laser 2	Scrap 4 + Scrap 9	-----	-----
Punch 1 + Laser 3	-----	-----	-----



Elesmoke		0.7	200GP	

Franken		0.9	500GP, Hammer 1	

Powermole		1.0	Axe 1, Axe 2	

Spider		0.8	Clean, Blow 1	

Turbo		0.7	Cure	

Cmdr.		0.2	500GP, Clean, Cure	

Minicom		0.5	220GP	

Gator		1.1	Cure	

Bosstoad		1.4	?	

Spider		0.9	Clean	

Gelgel		0.8	Clean	

Masker		2.6	?	

Beret		2.5	800 GP	

Gunrobot		1.5	?	

Biolion		1.1	Empty Pack	

CannonX		1.3	?	

Poison		0.8	Clean	

Shell		30.0	1 GP, Shot 3	

Cmdr.		1.0	150 GP, Cure	

Angler		0.9	Cure	

Luckstar		1.2	500 GP, 1000 GP	

Urchin		0.9	Clean, Bomb 2	

Octopus		1.5	1000 GP	

Tackler		1.6	250 GP, 320 GP	

Quickbird		1.0	Shield 2	

Cmdr.		0.3	250 GP	

Gelgel		0.8	Cure	

Cmdr.		0.7	140 GP, 200 GP, Cure	

Cmdr.		0.9	140 GP, 200 GP, Cure	

Cmdr.		0.1	?	

Minicom		0.6	360 GP	

Cmdr.		1.0	500 GP, Repair, Shot 2	

Pumpy		1.5	?	

Faceman		2.0	?	

Knight		1.8	Repair, Scrap6	

Redpixy		2.0	?	

Beret		2.6	?	

Masker		2.8	Smoke	

Quickbird		1.0	Shield 2	

Gelgel		0.8	Clean	

Gator		1.1	Cure	

Big Fan		1.6	800 GP, Repair, Cure	

Powermole		1.0	Axe 1, Axe 2	

Spider		0.9	Clean	

Beret		2.0	?	

Beret		2.5	?	

Cmdr.		0.1	Clean	

Minicom		0.4	360 GP	

Masker		2.0	Smoke, Empty Pack	

Bumpy		1.8	Cure, Clean	

Cmdr.		0.7	Cure	

Cmdr.		0.9	Cure	

Cmdr.		1.0	Cure	

Cmdr.		0.1	Clean	

Bigface		2.4	Blade 1, Sword 3, Blade 4	

Gagarian		2.8	Cure, Boots 6, Bomb 4, Blade 3	

Ninja		3.0	?	

Goldpixy		2.2	?	

Redpixy		2.0	200 GP	

Whitepixy		2.2	300 GP, 500 GP	

Master	2.2	Repair, Scrap2, Scrap1
Masker	2.0	2000 GP, Smoke
Beret	2.0	2000 GP
Beret	2.1	2000 GP
Beret	2.2	2000 GP
Beret	2.3	2000 GP
Beret	2.4	2000 GP
Beret	2.5	2000 GP
Beret	2.6	2000 GP
Beeper	0.0	?

 | Inventor's friend |

Note: You must have enough Level in order to read Inventor's friend.

Level	Item / Weapon	Description
Level 1	Boots 1	Father's house in Father's house
Level 2	Sword 1	Your house in Rococo Town
Level 3	Shot 1	Your house in Rococo Town
Level 4	Bomb 1	Your house in Rococo Town
Level 5	Shield 1	Your house in Rococo Town
Level 6	Hammer 1	Your house in Rococo Town
Level 7	Punch 1	Your house in Rococo Town
Level 8	Boots 2	House in Old House
Level 9	Axe 1	House in Old House
Level 10	Shield 3	House in Old House
Level 11	Power Pack	House in Old House
Level 12	Sword 2	R&D in Volcano
Level 13	Punch 2	R&D in Volcano
Level 14	Celtis 1	Dr. Einst room in Volcano
Level 15	Shield Pack	Father's house in Father's house

Level 16	Quick Pack	Chief's room in Volcano	
Level 17	Bomb 2	Dr. Einst room in Volcano	
Level 18	Turbo Pack	Your house in Rococo Town	
Level 19	Weather	Your house in Rococo Town	
Level 20	Vanish	Your house in Rococo Town	
Level 21	Smoke	Crispy Shop in Rococo	
Level 22	Cure	Crispy Shop in Rococo	
Level 23	Clean	Crispy Shop in Rococo	
Level 24	Repair	Your house in Rococo	
Level 25	Laser 1	Mainframe room in Fortress	
Level 26	Blade 1	Prison in Fortress	
Level 27	Blade 2	Prison in Fortress	
Level 28	Bomb 3	Polon's house in Rococo Town in the past	
Level 29	Shot 3	Polon's house in Rococo Town in the past	
Level 30	Shield 5	Lab in Choco	
Level 40	Boots 6	Lab in Choco	
Level 50	Bomb 4	Lab in Choco	
Level 60	Laser 3	Library in Kirara	
Level 70	Solar Pack	Library in Kirara	
Level 80	Blade 4	Library in Kirara	

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| FAQ/Walkthrough |

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ROCOCO TOWN
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Like all the other RPG, you will be asked to put the hero's name. After that, your father will wakes you up and asks you to talk to Nagisa. Ignore your father, you should go and explore your house first. Now, go to the front of the cupboard which is just above of your bed and press A button to examine it and get 500GP. Then, go up to the other room and examine the cupboard and the box to get 2 cure and a clean. After that, do what as your father said, go to talk to Nagisa. Then, Nagisa will ask you to meet the mayor of the town. Then, walk out of your house and talk to everybody in the town to learn about it. After that, go to the large building which is seperated by a river. Then, talk to everybody in the building and the most important is, you must talk to the mayor. Now, head back to your house and your father will leave a robot book for you and go away with his cat. Read

the book and grap 2000GP after you had finished. Talk to Nagisa and follow her to R&D room which let you to build robots. Then, press A in front of the machine and build your first robot with 2000GP. make sure to learn all the command right in the machine like combine, recycle..... they will be very useful. After you had build a robot, name it, distribute its ability, talk to Nagisa and get a transceiver. The transceiver is the most important item in the game because you can't save without it. Then, when you try to leave your house, Nagisa will test your transceiver and ask you to save. Just save and walk out of your house. Now, go to the shop on the left and talk to the owner. The owner will let you to go in a room and take 2 items there. Also there is a cure in a box which is just beside 2 cupboard. You can buy anything you want with your money but I don't think you are stupid enough to spend all your money there. Now, you should leave the town . The exit is at the bottom of the town. Once you go out of the town, you will notice that you are on a big map and there is a path to go to Father's house.

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FATHER'S HOUSE
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There is nothing here except for Akihabara house of course. When you walk inthe house, you will see a Hacker member is trying to convince your father to join them. Your father will send the Hacker out of the house by an item and he will give you Surprise Horn. Then, I can ask him about robot in this game. Also, there is a clean in a cupboard behind Akihabara. When, you leave the house, a soldier came and he wants to take you as a hostage and force Akihabara to join them. Then, he will had a battle with you. Just keep on shooting a long range weapon to take him out. After the battle, he will walk away. As a good son, you must report this incident to your father . Go back to the house to talk to your father and he will ask you to go back to Rococo Town because nagisa will be worried about you.

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ROCOCO TOWN
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You will see a police and 2 citizen is talking about a rescue mission to safe kids who go to adventure. you may leave the town now and you will see there is a new path which is lead to the forest. Go there.

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FOREST
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Now, this is a time to level up. Just keep on fighting until you reach level 5. You may have to go back to heal your robot when you get hurt. There is a item here, 300GP just take it away and walk pass the forest when you reach level 5.

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RIVER
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You will see another new path which is lead to river. Fight all the enemies here and grab 2 items here, 200GP and smoke. Now, walk pass the river and a new path will be reviewed which is lead to Cave mouth. Go there.

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CAVE MOUTH
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Fight all the monsters here and walk in the cave and stand beside a citizen . you will noticed that Dr. Einst is trying to blow a hole on the wall. Now, move back ONCE and have your face looking at Dr. Einst or walls.

When he did that, some rocks fall and cover the wall. That means you will not be able to get in the cave. Dr. Einst will leave and then everybody will go back and think about another plan. You are an expert gamer, you are genius and you don't need to go back to town and figure a new plan. Just go out of the cave, go to the left, climb up the stairs, get an items and jump into the hole. Now, just follow the path and get a rusty - drill which is just at the bank of the river. Now, you must get more message and level up once. Once you level up and able to use portable, combine a clean and the rusty - drill and get a drill. Now, walk through the current and drill the wall on the opposite side. Then, grab a cure on your way and go up to the next screen. Talk to all the children and you will noticed that they are looking for the Hacker Headquarter. Then, drill the wall above you and all the children will leave except Carl. I have no idea what the hell this sick kid doing here. Go out the cave with the children and you will review a new path to cave mouth. Now, go back to Rococo town.

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ROCOCO TOWN
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Now, talk to the mayou and receive 1000GP. When you try to leave, Carl's mother will ask you to find him. Then, go back to your house and talk to your father and your father will go for a trip and you must take care of his cat.

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CAVE MOUTH
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Now, go back to the cave mouth and then into the cave where you can see a police is inside the cave and he says that somebody is take away the bomb. Now, just drill the wall which Dr. Einst blowed before and cross the river to get to the next screen. Now, go to upper left and get a cure. Then, continue your adventure by folloeing the path. On the next screen, you can get a clean on the left and drill the wall on upper right to get 250GP. Next, go up and move to the next screen. You will see a river again. When you pass through th current and go North, you will heard an explosion. Keep on moving to the North and go to a next screen. You will see a hole with a rope there. Just jump into the hole again. Follow the path and you meet Meta Crab. He is shouting at his minions. Then, he will walk away. Keep on going until you see a guard is blocking your way. Just go to lower right and use Horn. When he moves away, run to the next screen. Then a soldier will ask you "Are you a new worker ?" Just answer him yes and then talk to Kotetsu who get caught. Then, you must choose to help her and escape with a trolley. Grab scrap 4 along the way and go to the next screen Follow the path until you see a guard is blocking a door. Talk to him twice and have a fight. After that, go in the room. Follw the path and Meta Crab will ask you to raise the temperature of the boiler. Just raise the temperature until Meta Crab is faint. Then, go in the bathroom and grab key behind Meta Crab. When you try to leave, the computer will ask Meta Crab for a report. Then, you must answer the computer. Next, go back to help Kotetsu. On your way out, you will see a guard is blocking a lock door. Now, talk to the guard twice and have a fight then kill him and go into the room. here, you will see a locked door. So, go to the left and go in the door with skull and fight Meta Crab. After you had defeat him, he will give you 1000GP and Carl will take you to the room which is previously locked. Then, you will ger Scrap 1 and Carl will get Litho no matter what. Then, go back to Rococo Town.

=====
ROCOCO TOWN
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Go in your house and Nagisa will says that Carl is looking for you. Talk to Carl and he will gives you Stone 1. Then, Nagisa will tell you to bring Kurogane, your father's cat back from your father's house. Now, you should build your second robot before you go Father's House.

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FATHER'S HOUSE

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You will see Kurogane is standing right in front of your father's house. When you try to talk to it, you will see 2 Hacker member come out from your house and run away. Go in the house and examine the cupboard next to Kurogane and get Father's letter. Then, go to lower left and examine the Tombstone. There is a secret passage. Go in. Now, explore the secret passage and grab Shield 2, Axe 1, and 1000GP along the way. Then, go upper right and meet with Rask. He will talk about Tetron stone and ask you to get them before evil. He found one and asked Count Prinky to keep it. you will be asked to find him in Forest of Illusion. Now, go to Forest of Illusion.

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FOREST OF ILLUSION

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This place is a hell and you will get lost easily if you do not follow every single step that I tell you to do. First, walk up 1 screen. Then, 1 screen to the left, 1 screen down, 1 screen to the right, and 1 screen up to meet Mint, Rococo reporter. Then, she will ask you a question, just answer yes. Then, walk up 4 screen to get out of this Forest and go to the Old House. Or you can go back to Rococo town to build the third robot and read some books in your house because Old House is tough.

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OLD HOUSE

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This place is scary, when you reached here, the door will open by itself. As you enter the house, an old man will bring you to your room and ask you to rest. Get a cure and a repair in the cupboard. One thing, the doll which is stay above the cupboard dissappear when you get close to it. Now, read a book in your room and go to sleep. Then, you are dreaming. After you had woke up, follow Igor but don't go too close to him or he will ask you to go back to your room. Follow him until he goes in the other room. Now, grab shot 2 and read all the books there before you go to the next room. When you try to go in the room, you will hear Igor is talking to somebody. Then, go into the room. When you enter, Mint will interferences and stops you. She will ask you go back to your room. Be a good boy, Do what she told you. Once you get out from the room, and try to go back to your room, you will heard that she is falling into the hole. Now, get back to the room and read the books on the book-shelf. The book on the right will describe this mansion clearly. So, remember what he said. Then, you can jump down into the hole. Once you jump down into the hole, you will meet the doll and fight 4 monks. then , go straight to the locked door and it will be opened. Then ,you will see an old man and Mint in the next room. Now, talk to the old man and step on the swith on the left after you are finished talking. Don't go to the next room yet. Go back the previous room and grab clean. Don't forget your mission, you must find Flavon's dog and get medicine for flavon. Now, go to the next room and you can't take all the items yet, so just go north until you get out from the well. Ignore the dog, go up and enter the door. Climb up the stair, you will meet Count Prinky. He will ask you to find him a white pest, just answer yes. Then, go to the next room you will see a dog and a lockd door. Now, equip stone 1 and talk to the dog he will follow you. Now, go back to the well to save the Flavon. Mint will

leave and Flavon will tells you about the stone. Talk to him again to get Light. Now, you can see a switch at the other side but you can't reach there. Just stand right above the switch and press A button. Now, you can go to step on the switch and grab an item there, Scrap 3. Go back to the house where Count Prinky ask you to find a white pest. Once you enter the house, Count Prinky will talk to you and open a R&D room for you. R&D room is a room which is previously lock when you dog for Flavon. Do whatever you like at the room. Now, get out of the R&D room and go west to the west wing . Once you get in, you will see some Hacker member inside and don't forget to read the book on the book-shelf which is just right above you. After that, fight all the Hacker along your way and get to the next screen. Now, you see a library is on your left. Now, walk down until you come to a big hall. you can see there are two doors on your left. One is connect to a room. The other one is connected to the library. Go up and go to the library and read all the books. Then, go out from the library and go into the room. there are 500 GP and a repair in the cupboard. Now, go out and follow the path and go down to the stairs. Keep on walking and you will come to a door which has 2 stone statues beside it. Go in and talk to the ghost and get Sword 2 in the coffin. Now get out of the room and keep walking then go back to upstairs. Now go to the right and follw the path. you will end up with a door on the right. Once you enter it, you will notice that you are at the main hall of the house. Now, get back to the well and go into the breaker room. You will see 3 hacker are talking. Use surprise horn to scare them. Now, go into the door and follow the path until you find a room with switch. Now, go to the front of the switch. Watch the scene. Now, flip the switch many times to scare the hacker away. Then, go to talk to Mint. Mint will ask you to find Flavon. Next, go back West wing and then go to the room on the left of the library which you had taken 500GP and a repair in the cupboard. Once you enter the room, you will see that hacker is forcing Flavon to give them his dog. Then he will fight you. After that, you can ask him their objective. Then, choose to forgive him and he will walk away. Now, talk to Flavon. Then, go to the R&D room and make a Relay with 20GP. Now, go to the well where there is a dog walking around. Equip the relay, talk to the dog and examine every space around the well. (Don't go into the well). Now, you will find the key. Go out of the house now. Walk up and there is a clock tower behind the house. Use key to open the door. Now, go into the clock tower. Flip the switch on the left and open the door. Once you enter the door, go up and pass the door which has a board beside it. Then, you will see 2 doors. One is on north and one is at the east. Go to north and get a cure and then go to the door on the east. Now, follow the path. You will end up with a switch and there is a board beside it. Flip the switch. Now, go back and you will see a lock door had been opened. go in and jump to down from there. Now, you can see a switch and 2 doors. Go to the door above you to meet a mouse and Mint. Now, talk to Mint, and then equip Relay and talk to mouse. Talk to Mint again and Mint will free a mouse from her bag and then Mint and the mouse will move away. You can see 2 mouse holes but you can do nothing about it. Now, flip the switch and go out from the door. Then, step on the switch and you can move to the main entrance of the tower. Now, move left because the lock door will be opened. Go in and grab Scrap 1. OH NO..... the door is close. Defeat 2 monsters inside the room will make the door open. Now, go through the door which has a board beside said "The is not decided, it is to be made" and go in the room inside. Now, go to the right door. Now, you will notice that a door which is previously blocked is now clear. Go through there. Go left until you reach a room with switch. Flip the switch. Go back to the previous room. The lock door is now open. So, go up there. Follow the path and you will see a door with a board on the left and a switch on the right. Flip the switch on the right and go in the door. The door you chase you out of the room. GO IN AGAIN. The mouse that you had just safed will interfere and help you. Now, go in the room above you and

climb down by chain. You will end up with a room with only 1 door. Go in. Now, go right and flip the switch and then go to the door with bone. watch the scene and then you will fight the doll. After you had defeat her, talk to her to get stone 2. Then, when you try to leave the room, Mint will stops you and Flavon will bring you to his house in Rococo Town.

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ROCOCO TOWN
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Flavon will tell you that your father was caught by Hacker. Then, leave Flavon's house and go back to your house, Nagisa will says that there is a letter about sailing. Now, go out from Rococo Town and a new path to Harbor will be reviewed.

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HARBOR
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Talk to the fisherman in the house. Then walk to the bridge and talk to the sailor and then go into the ship. Then, you will arrived at Pier.

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PIER
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Now, talk to the man at the Pier and leave the Pier. Now, a new path to the village will be reviewed. Go to the village.

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VILLAGE
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Talk to everybody here. But, you can't go into the shaman's house. After that, go into the elder's house. You will see elder and shaman are argueing . Now, talk to the elder and talk to everybody in the village again. Now, you can go to the inn, talk to the man inside and have a rest. When you sleep, you will see a robot and a villager is talking n your dream. Now, talk to the man near village's entrance and he will bring you to the volcano. Now, go to the volcano.

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VOLCANO
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Explore this area and grab 300GP and Celtis 1. Now, talk to the villager and go down to the hole. Now, go left and you will hear asome guide. Now, go down then left and go up to access to the next screen. Now, you are in the deep part of the cave. Go to the upper right to get a repair. Then, go to upper left and go in the door. You will see a hacker is talking to you. Now, you will be taken to a workshop. Go down and then left to get to a room and grab cure. Now, head back to the workshop and talk to the peoples there. See the switch on the wall on the right ? Push the button and the moving walkway will change their direction. Step on one of the walkway and you will be taken to the next room. Now, If somebody see you, you will be taken back to the waorkshop. First, go the the left and follow the path. Then, you will see a door above of you and a stair on your left. Go down the stair and go into the toilet and answer the hacker by saying you will not tell anybody to get a stamp.(you can't see the stamp in your inventory) Now, go left and get a cure. Let someone see you to get back to the workshop. Flip the switch again and move to the next screen. Now, you can seea switch on the upper right. Flip the switch and stand on the walkway on the left of te switch to go up. Then, move left twice and you will notice that the walkway above you is sending you down and you can't go up. Now, move down and step on the walkway to go down and flip the switch on

left. Now, go up until you reach a room where there is a hacker block your way to the next room. Talk to him and you will show the stamp to him. Now, move left to enter the room. Fight all the enemies here and grab 650GP along your way and go into left into the next room. Now, you will see a door with skull is above you. Go in front of the door to hear some information about Dr. Einst. Then a hacker will be kicked out from the room and punished to wash toilet for 100 years. Now, go back to the toilet where you get stamp earlier. Now, talk to the hacker and you will find out that she is a fake hacker, she is Kotetsu. Then, she will bring you to the exit. Just go to the upper right door and you will fall into a cave. Just follow the path and take away cure along your way and explore the cave. Then, you will come out of the cave to the shaman's house. Now, go to the elder's house and talk to the elder. Then, Mint will show up and ask you to go with her. Now, go into the box and you will be sent to Volcano and then to Dr. Einst's room. Read all the books on the book shelf and take a key in item capsule. Now, go to the toilet and you will see Mint is blocking your way. Talk to her and she will ask you to find Dr. Einst because that is not a woman's job to find a man in a toilet. Go to the next room and then into the toilet which has a door. Open the door and stand below the toilet. You will be sent to a new place. Now, get out of the toilet. Now, go to the left door you will see a door but you can't open it. So, just take 400GP at the lower right and go back to continue your journey. Walk down and then to the door on the right. Follow the path until you see a dead end. Now, talk to Mint and she will leave. Go to the room which has a lock door (there is a mouse beside the door) which is at the upper right from the toilet. Use the key to open the door go to the next room. Now, go up to the lunch room and talk to Kotetsu. She will asks you to make a Sun glasses in R&D room. Now, talk to the cook and said you have time. Now, go out from the Lunch room. Go to the room on the right. Follow the path, take 800GP along your way. Then, you will reach a door. Wow, 4 hackers come out from the door to fight you. Defeat them and go in the door. Follow the path, take 400GP along your way and then to the next room which is on the upper left. Now, go left until you come to a door. Talk to the door and they will let you to go in. Now, read all the books here and go to the R&D room to make a glasses. Go out of the R&D room. Go right and you will see a stair just below you. Go down and fight an enemy. Now, go left to grab 600GP. Then, go to the right door. Now, go up and grab Scrap 4. Next, go to the right and you will see a room. Go into the room and grab 298GP, 298GP, and Scrap 7. Now, walk left and then down to come to a new room. Then, go right and you will see 3 hacker are blocking a room. Ignore them, go down to grab clean. Now, go back to the toilet. Go to next room and the to the toilet which has a door. Go into the toilet and then stand below the toilet. You will be sent to a new place. Now, get out of the toilet. Walk down and then right to a new room. Now, follow the path and you will come to a dead end. Now, equip the glasses and you can see a secret door on the wall go into the wall. You are in Einst house. Now, read all the books on the book shelf and then the big book on the table. Then Dr. Einst will interfere and turn you to a mouse. Then, go to a small hole on the upper left of the screen. Now, go up, left, down, left and up and talk to a mouse. Now, get out of the hole. Leave Dr. Einst's house. Follow the path. Now, before you go to the toilet, go to the right room. You will see a lock door and a small hole beside the door. Go into the hole. Now, talk to the mouse inside the hole and then go to the next exit. You will come to quake device. You will see Mint in the room. Try to talk to her. OH GOD.... She is afraid of you because you have turn to a mouse. Talk to her again and again. Kotetsu will show up. Now, talk to Kotetsu and talk to Mint for a few times. Mint will leave. Now, talk to Kotetsu. Then, go to the lunchroom and kitchen and talk to everybody. Now, go out from the lunch room go left, follow the path and you will see a hole which is above of an item capsule. Go into the hole and talk to both of the mouse. Then, the mouse will ask will to chase away all the human in the kitchen. Now, go to the lunchroom. talk ot the hacker and have a fight.

Defeat the hacker and go back to the hole and talk to the mouse. Now, follow the path and you will come to a room with 3 items. Grap scrap 9, Sword 4, and 5000GP. Now, go back to the Earthquake Device room and talk to Kotetsu and she will leave. Now, go to the secret room where Dr. Einst had turned you to a mouse. Talk to Kotetsu and she will turn you back to human. Now, go to the lunchroom. Equip Relay and talk to the mouse inside. One of them will teach you to shut down the earthquake machine. Now, go to the earthquake machine and press the right button 3 times and left button 2 times. If you press the wrong button, you will have to go out the room and then go in to try again. When you had preessed the button corectly, the machine will self-destruct. Go out from the room and mint will talk to you. Then, you will come out from the base automatically. Mint will leave you. Now, get out of the Volcano and go back to the village.

=====
VILLAGE
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What. All the villagers are turn to mice. Now, Go to the Elder's house. Watch the scene. Shaman will turn to a mouse. He deserves it. Then, talk to the elder and he will now show you the way to get all the treasures. Next, talk to the villagers in the elder's house and they will bring you to a room in the volcano where the Elder hides his treasure.

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VOLCANO
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After a dance, a door above you will be opened. Try to go in. Dr. Einst will interfere and he go into the room and tries to steal your treasure. How dare him. Go into the room, step on the switch, follow the left path, take away clean. Now, you will see 3 doors. Open the door near on the right which is near clean and move to the next room. Follow the path, go in a room step on a switch and then continue your journey and then go in the door with a skull. Now, talk to Dr. Einst and have a fight with Big Eye. Defeat Big Eye and Dr. Einst will leave. Now, talk to the robot by standing right in front of it and press A button to receive Stone 3. Now, follow the robot and talk to him. He will goes back to the room. Talk to him and stand back 1 step and he will break down the wall. Keep on doing the same thing until the robot is destroyed. Take Scrap A from the robot. Now, go to the next screen. Then, go left and then down to the next screen. Follow the path and you will come to the Shaman's house. Leave the house and the villager will inform you that the Elder wants to talk to you. Now, talk to the Elder and then everyone in the village. Leave the village and go to Inlet.

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INLET
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You will see Mint here. Talk to her and you will notice that Dr. Einst is running away. take change from the item capsule and Mint will ask you to go back to Rococo Town as soon as possible.

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PIER
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Just walk into the ship.

=====
HARBOR
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Just leave here and go to Rococo.

=====
ROCOCO TOWN
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Now, go in your house and you will be arrested for stealing the mayor's jewel. You will be sent to jail and lost all your stones. What the hell is going on, You find those stone by yourself. Anyway, there is a useless trick if you don't want to be arrested. Just simply change yourself to a mouse and walk in your house and the police will not arrest you. Now, use horn and then use change immediately to run away from the jail. Now, go to find Carl. He is in your house. Talk to him and he will inform you about secret passage. Now, go to the tunnel and it will be opened. Talk to Carl inside the tunnel and help him to push the door. Now, go in to the next area. Go up to the next room. You will see a mouse inside who sells scrap. Talk to it to get some information. Now, you should find a key to open the lock door which lead to the mayor's house. Now, explore the area and take cure, Scrap 5, and 1500GP. Above of 1500GP, there is a small hole. Change to a mouse to get in there. After that, you will come to the other side of the tunnel. Go up and then to the upper right door. Follow the path and grab key. Now, go back and head up to the next room. Use key to open the door. Now, go right and drill the wall to get Scrap 2. Then, go to the road on the right. Follow the path to come to the next screen. Now, follow the path and when you reach a door, don't go in but drill the wall on upper right and go there to get a key. Then, drill the wall on the left of the key and access to the next screen. Now, change to mouse and go to the small hole. Follow the path and you will be able to get an empty-pack. now, go back to the door beside the hole that you drilled. Now, follow the path to get to the next door. Now, before you go in the door, get Axe 3 at the upper left. Now, follow the path and climb the chain. After that, you will notice that you are in the mayor's house. Now, go in the door above you and follow the path, you will see a small hole, change to a mouse and go to the other side of the mayor's house. Change back to human and talk to the people. Now, go left and talk to the hacker twice and he will fight you. Now, change to a mouse and go out of there to talk to Mint and mayor. Now, go to talk to the guard who guard the office and have a fight. Now, go up and you will come to a lock door. on the left of the locked door, there are 3 pots. Look carefully, there is a hole. Change to a mouse and go into the hole. After that, you will see the real mayor who is locked in the room. Get Scrap6 from the cupboard and then talk to the mayor. Now, get out of there and talk to Mint again. She will go to investigate and then come back. Talk to her again. Now, get out of the house and talk to the dog beside the house and it will follow you. Now, talk to Mint and then go to meet the mayor with the dog. Then, talk to the mayor and have a fight. Defeat the fake mayor and get the key on the table. Now, go to open the lock door and save the mayor. He will tell you about Stone 1. Go to the room on the left. Examine the fireplace and go in the next room get stone 1. Now, Rose will take away your stone. Get out of there and Mint will talk to you. Then, go to the roof to find Rose, She will escape. Now, try to leave Rococo, you will see 3 kids is talking about crab at harbor. Go to Harbor.

=====
HARBOR
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You will see 3 kids and meta crab. Now, talk to the crab, and then equip surprise horn and talk to the kids. The kids will leave. Now, talk to meta crab and he will gives you information about your father. now, got o talk to the fisherman and he will give you a ride to a new place. Now, go to the bridge and walk into the second ship. Then, the ship will take you to Snow Harbor.

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SNOW HARBOR
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You are now on the hacker island. Get out of here ans a new path will be reviewed. Go to Snow Mountain.
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SNOW MOUNTAIN
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Go left and follow the path and then go into the cave. Explore the cave and then drill the wall on upper right. The hacker will talk to you. Talk to him again and get Bomb 3 and Boots 3. Now, go lower left and drill the wall to get cure. Now, head back to the Snow Mountain Enrtrance and go up. Climb rope on the right. Now, climb the rope on the left to get Cure and then climb the rope on the right to go to the next screen. Now, follow the path and get out of there. Next, go to Base Entrance.

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BASE ENTRANCE
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Go into Air base. Now go to the road on the left and don't let the guard see you. Follow the path and go to the next room. Talk to the people there and then to the next room go get key. Now, head back to open the door on the upper right. Follow the path and get to the exit below you. Try to go to the right and a hacker will stops you. Now, turn to a mouse and go to the right. What, they caught Metacrab. Just stand beside the table below a hacker and metacrab will call you for help. After a fight, Metacrab will give you Leader's badge and then ealk away. Now, equip the badge and go to the next room. The hacker will let you to go in since you are a leader. Now, follow thw path to get to a room. Talk to the man. He is Carl's father. Talk to him again and promise him. Now, he will write a letter and give it to you. Now, leave here and go to Snow Harbor.

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SNOW HARBOR
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Take the boat to go to Harbor.

=====
HARBOR
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leave here and go to Rococo.

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ROCOCO
=====

Now, equip the letter and go to Carl's house. Talk to Carl to give the letter to him. Try to leave his house. Carl will give you a Litho. Now go to Harbor.

=====
HARBOR
=====

Take the boat to go to Snow Harbor.

=====
SNOW HARBOR
=====

Leave here and go to Base Entrance.

=====
BASE ENTRANCE
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Go to find Carl's father and equip Litho. Talk to Carl's father to give him the Litho. Then, you will notice that you are at the entrance of the base. Talk to Carl's father again to receive Blimp. Now, go to the Chicken Farm. It is beside the Old House.

=====
CHICKEN FARM
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Talk to the owner of the house and he will ask you to find a chicken for him. Equip relay and talk to all the chicken beside the house. Then go behind the house and examine it to find the chicken (examine every floor behind the house because you can't see the chicken). Then, the chicken will follow you. Now, go into the house and talk to the owner. He will give you Blade 2. Now, go to the lower left island.

=====
ISLAND
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Go into the house and talk to all the people there. The man will ask you to find fever flower. Now, go to the lower right island.

=====
ISLAND
=====

Go into the house and talk to Dr. Einst. Then, Equip Scrap 7 and talk to him again. Then, Go to the back of the house and you can see 2 trees there. Examine the tree on the left to get Red Flower. Now, go back to the lower left island.

=====
ISLAND
=====

Go into the house and equip the Red Flower. Talk to the man to give him the Red Flower. He will give you 3000GP. Now, go to the Fortress Entrance.

=====
FORTRESS ENTRANCE
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Now, equip the Leader's badge. Now, go into the fortress. Follow the path and grab Celtis 2 along your way. Then, go to talk to the hacker below the stair and he will walk away. Go in and grab Scrap 3. Now, talk to Guard above the stair. Remember to equip the Leader's Badge. The guard will leave. Go into the meeting room. Eh, your father is in the meeting room. Talk to him... What the hell is going on with him? He doesn't know you. Talk to him again and he will ask you to go away. Now, line up neatly. You know how to line up don't you? After the speech, everyone will walk away. Walk out of there and head left (don't go downstair) and then down to access to another room. Take Cure from your right. Then, go down, and then right to get to the next room. Follow the path and you will come to a room with a locked door. Wait a minute, there is a hole on the right. Walk through the hole and you will come to a room, watch the scene, the hacker will take your father away and everyone will walk away. Take key from item capsule. Read all the books from the book-shelf. Now, go back to the room where you take cure and use the key to open the door. Now, take 1200GP and walk up the stair. Follow the path and take all the item along your way. then, you will come to a big room. Go up the stair on upper right and then go left to grab 2500GP. Then, go to the right and follow the path. Then, you can see there is a room on the left. Go into the room and read all the books. Then, go back and go into a room which is above the stair. You are now in Dr. G's room. Talk to the hacker and answer him with "tell me". Now, change to a mouse and try to talk to the

hacker again. He will sends you into the computer. Now, you are in the computer. Stand on circle to get out of there. Then, Dr. G and his assistant will go into the computer. Now, read the book on the table and go to the room above you. Great, this is a R&D room. Make a Cyberjack here and equip it. Go out of Dr. G's Lab and follow the path on your right and again, you will come to a room with Inventor's friend (you come here before). Jack into the computer. Now, Explore the area and you will notice that there are 2 teleport machine. Take the teleport machine on your right by pressing A. Now, you will come to a new room. Follow the path and then you will see 2 teleport machine. Take the teleport machine on your left. Now, follow the path and you will meet Dr. G and his assistant. Talk to Dr. G and say that you want some information. Then, take the teleport machine on your left. Now, get out of the computer by standing on a circle. Then, talk to Dr. G and he will give you a key. Now, leave Dr. G's lab and walk down the stair. Walk to the room on the upper left. Now, follow the path until you reach a lock door which is above a stair (below the stair is full of water, you can't go down there). Open the lock door with your key. Equip the Cyberjack and go into the computer. Follow the path. Then, you will ome to a room with Bugbug inside. Talk to him and have a fight. Defeat him and all the system in the computer will be unlocked. Now, explore the area and grab Blade 2. Now, walk out from the computer and back to the computer room. Now, walk out from the computer room and follow the path below you. After that, you will reach a place where there is a hacker blocking a locked door. Talk to the hacker twice and he will walk away. Go into the room. Talk to your father and your father will ask you to follow him. Read all the books on the book shelf first. Now, walk out of the room. Continue you journey to the right. Grab 5000GP, 2000GP, and Scrap 9 along your way. Then you will come to Waterworks. Flip the switch on the right. Now, all the water is gone. Go back and get 1500GP which is in the water. Now, walk down the stair which is below the computer room. Follow the path. Then, you will come to a room with Balckmore inside. Try to talk to him and he will fight you. Defeat him and follow the path above you and you will reach a room with skull. Then, go into the room and talk to Rose. After that, you will come to Rococo Town.

=====
ROCOCO OF THE PAST
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What is going on? After the explosion yuo come to a town? Find it out later. Go to the shop on your right and give the dude 5000GP because he will sell you some items. (When you are here, try to be generous and give your money to all the people who need donation).Now, go to Stella's house and talk to woman inside. You will know that Polonhas safe you and she goes to the cave to find some medicine for you. Now, go north and talk to the man who is standing near the river. Give donation to him until he says that is enough. Now, talk to the crying boy, someone take his candy? Oh well, go to the house above him, you will notice a man found a treasure. Talk to him. Now, get out of Rococo, a new path will be reviewed. Go there.

=====
FOREST OF THE PAST
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Get Scrap 10 in the forest and walkthrough the forest. Now, go to the river.

=====
RIVER OF THE PAST
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Get Cure here and walkthrough this river and go to the cave.

=====
CAVE MOUTH OF THE PAST
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Go into the cave and you will see a hacker is talking to Polon. Wait, that dude is not a hacker member, he is a theft ring member. Defeat him and he will say "I will tell ROSE". Then, Polon will take you to her house.

=====
ROCOCO OF THE PAST
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You are in Polon's house. Read all the Inventor's friend in this house. Talk to Polon and she will leave. Then, you will see Rask is lying on the bed. Now, go to the shop, there is a woman inside. Talk to her and she thinks that you are Rask? She tells you to go to Forest of Illusion. Now, just leave Rococo and go there.

=====
FOREST OF ILLUSION OF THE PAST
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Just fight all the enemy and walk through this forest. Then, another new path will be reviewed. What, it is Forest of Illusion too. Go there.

=====
FOREST OF ILLUSION OF THE PAST
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Go up and talk to Igor and Count Prinky. Equip glasses and you will see a spaceship. Talk to all the people inside. Try to leave and Cookie will stop you. Then, Napoleon will follow you and ask you to take him to Rask. Leave the spaceship and Count Prinky and Igor will leave because they want to find a new place to build their mansion.

=====
ROCOCO OF THE PAST
=====

Now, go to Rococo. Go to Pop's house and someone has stolen his treasure. Now, talk to them and Coker will leave. Now, equip Relay and go to Coker's house. Then talk to the cat. The cat says that mouse did it and there is a hole between the drawer. Examine the wall in the house and you will find a small hole. Now, turn to a mouse and go into the hole to find treasure. Then, equip the treasure and talk to Pop. Now, go to Polon's house and go to Rask's room, Napoleon will appear and talk to Rask. Talk to Napoleon and then Napoleon will scare Polon away. Then, talk to Napoleon again and Napoleon will talk to Rask and then walk away. Now, talk to Rask and he will ask you to stop Napoleon. Now, talk to everyone in the town. Now, go to the forest to get seed.

=====
FOREST OF THE PAST
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There is seed above item capsules. It looks like grass. Examine it to get seeds and go back to Rococo.

=====
ROCOCO OF THE PAST
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Equip and give the seeds to the girl who asks for flower seed. Now, go to Cave Mouth.

=====
CAVE MOUTH OF THE PAST
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Equip Drill then go up and walk through water current. Drill the wall on the left and follow the path. Then, go up the stairs. Then, explore the area

and grab repair, repair and clean. Now, leave the cave and go back to the space ship at Forest of Illusion.

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FOREST OF ILLUSION OF THE PAST

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Go into the spaceship and talk to Cookie. Now, go out of the room and go into the room on your right. Great, this is a R&D room. Do anything you want and then go back to the cave.

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CAVE MOUTH OF THE PAST

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Follow the path until the end and you will see a hacker. Talk to him. hey, nothing happen. Now, turn to a mouse. The hacker will open the door, move quickly and go into the door. go to the middle of the screen and Rose will talk to you. Then, you will fell into a hole and lose your light and drill. Damn it. Now, follow the path on your right to get Scrap 8. Then, go back and follow the path on your left and you will find a hole. Jump in. Now, follow the path on your right and then go left to get. repaur. Go back and go to the upper right to get to the next screen. then, you will see Napoleon and a soldier are talking. Then, the soldier will fight you. Talk to Napoleon. Now, equip repair and talk to him again to repair him. Napoleon will follow you. Now, go out of there and go to lower right and then to the next screen. Now, Examine the falling rock and Napoleon will break it. Grab Scrap 5 from Item capsule. Now, go back to the place where you fell down and head left then, brak the wall and grab light. Next, follow the path and get to the next screen. Then, follow the path to get to the next screen. Now, Napoleon will leave you. The item capsule above you is drill. Grab it and follow the path to get to the next screen. Now, follow the path and then head up. Now, you will see a door. Go in. It is a R&D room. Now, go out of the R&D room. Head down to the next screen. Go to the upper right of the screen and use drill to drill the door. Then, go in. Follow the path. Then, you will see a scene where Rose and Gateau are talking. Then, Napoleon will show up(he is slower than you). Napoleon will chase Gateau and Rose will says "you're stubborn.." Then, there will be a fight. Defeat her and grab 3000GP and Blow 2. Go out of the room and leave the cave. Now, go to Rococo town.

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ROCOCO OF THE PAST

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Go to the mayor's house, line up. You will see the ceremony. Then, stand in front of the door and a man will take a picture. Now, go to Polon's house. Now, talk to Polon and go to the next door. Cookie and Rask are talking. Then, Cookie will leave and rask want to stay there. Now, talk to Rask. then, go to Forest of Illusion.

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FOREST OF ILLUSION OF THE PAST

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Now, go up 2 screen, 1 screen left and follow the path. A new path will be reviewed. Go to Count's House.

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COUNT'S HOUSE

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Talk to Count Prinky and Igor. Leave here and go to Forest of Illusion and go into the space ship.

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FOREST OF ILLUSION OF THE PAST

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Go into the spaceship and talk to Napoleon. Now, go to talk to Gateau.
Watch the scene and you will wake up? WAKE UP? You're dreaming.

=====

ROCOCO

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your father will wake you up. When you try to leave your house, there is
a earthquake. Leave your house. You will see a policeman and some dudes is
are talking about... LIGHT? Now, go to mayor's room and examine the drawer
upper right, you will see your picture in the photo. Explore this town? you
will notice what you do in the past will bring to here. There are flowers
everywhere in this town because you give flower seed to the girl. Coker's
son and Pop's daughter will get married and they talk about Jewel. Enough
talking. Now, go to R&D room and make a Weather. Go to Village.

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VILLAGE

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Use weather in the village and talk to the elder and get Celtis 3 and Laser 1
from the boxes. Leave the village and go to the cave.

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CAVE MOUTH

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Change into a mouse and sneak into the cave. Use drill to drill the wall
and go up. You will meet Princess Tira. You will bring them to your house.

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ROCOCO

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Princess Tira will tell you that their Planet is under attack and cookie
send them to find you. Cookie knows you? that is not a dream. Then, they will
give you a spaceship. Then, talk to your father and choose to believe them.
You father will give you the Tetron Stone. Now, walk out of your house and
equip s/ship. Press Y to use it and you will go to space.

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QUINTENIX

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Fly to Kirara Library first and read all the books and then go to Choco.
See secret section for Kirara Library's location.

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KIRARA LIBRARY

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Once you go into the library, you will see Polon/Cookie. Talk to her and she
says that she meet you before. Read all the books here. You must have at least
level 80 to read all of them. You can raise your level first at Quintenix.
After you have read all the books, go to Choco.

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CHOCO

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Explore the area and go to Choco HQ. Now, talk to everyone, give the man
all Tetron Stone and Scrap A. Then, everyone will leave except the old man.
Talk to him and then go to the lab. Now, grab Scrap 7. Talk to everyone
and you will notice that Gateau lost his memory. Now, read all the books

at book shelf. Leave the lab and go to the living space. Talk to everyone. Now, go to talk to Valet and a soldire will informs Valet that Gateau, Tira, are missing. Now, go to talk to the soldire who guard the entrance of Choco, and Valet will show up. Then, you will go to the meeting room. Valet will ask you to pick a straw. No matter what, you will get a red straw. Now, talk to Valet and get 5000GP from him. Go out of there and leave Choco. A soldier is blocking your way. Talk to him and answer yes and he will take you to a spaceship. Talk to everyone in the space ship. OH... Hacker is attacking your spaceship. Then, Kotetsu will safe you(again). Then go to find Kotetsu and talk to him for many times until Mint interfere. Now, talk to Kotetsu and Mint then, sit down on the chair. Then, you will reach the Fortress.

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FORTRESS
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Now, just follow Kotetsu to a room. Then, when Kotetsu is talking to a hacker, flip the switch on your right and sneak in the fortress. Take away Scrap 4 and flip the switch again. Next, you will see a hacker is blocking your road. Ignore him, continue your journey and take repair. Then, you will come to a room. Change to a mouse and go into the hole. Then, you will come to a room with 3 hackers inside. They will attack your planet soon. Next, they will leave. Go ou the stair and follow the path until you come to a room where you can get a Shield in the item capsule. Then, go to the path on your right and a hacker errr.. no, Kotetsu will stop you and he will give you the red door's password. Go 1 screen to the right to open the red door. Follow the path until you come to a jail. Fight the hacker and stand on the switch. Now, talk to Tira(Gateau). He will bring you to a room and send you to trash chute. Explore the area and grab cure, Shield 4 along your way. Go to the room at lower right and you will see Mint and some mice. Change to mouse and talk to the mouse and then change to human and talk to Mint. Then, mouse will go back to their nest. Talk to Mint again andd go into the hole as a mouse. Then, step on the switch. Now, go out of the room and go to the room on the right and grab Scrap 6. There is also a R&D room in the room. Now, go back to the elevator at trash chute. Talk to Mint and go into the elevator. Go to 3F. Now, go to the right. Next, go to the upper left door and follow the path to grab Scrap 7 and 3000GP. Now, go to the right, follow the path and take the exit below you. Now, grab 2000GP and walk to the right room. Go to the toilet above you and you will see Blackmore is cleaning the toilet. Talk to him until you learn yellow door password. Now, go to the room where you get 2000GP and open the yellow door. Now, equip cyber-jack and get into the computer. Just follow the path and you will meet bugbug. Now, it is much stronger. Defeat him and go to the toilet to talk to Blackmore. He will give you key. Get out of the toilet and go east. Now, go to the right and use the key to open the door. Go into the room and talk to princess. Try to leave the room. Gateau will show up but Tira will kick him out of the room. Now, talk to Tira and get out of thr room. Use s/ship to get back to Choco.

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CHOCO
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Just go in the door and Valet will come to talk to you. Then, you can see some firm. Now, talk to Valet and Tira. Then, go to the laba and go to the left. The red door is open. Go in and grab Scrap 10, Bomb 4, and 5000GP. Now, talk to the scientist to receive red jar, yellow jar, and blue jar. Then, 3 dudes will come in. Talk to them and leave Choco. When you are about to leave, Tira will show up and give you a secret password. Now, go to Fortress.

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FORTRESS

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 Now, go to Gateau room and equip cyberjack. Now, talk to the computer to enter password and go into the computer. Follow the path get out of the computer to a new place. go right and then to the room above you and you will come to garbage chute. Go to the lower right and go into the prison. Now, step on the switch and talk to Mint and then talk to Kotetsu. Blackmore will show up and 2 hacker will take Mint and Kotetsu away. Blackmore will tell you blue door password. He is nice. Now, go to upper left to grab Scrap 8, and go to upper right and go into the room with blue door. Equip the glasses and watch out for laser beam. Now, go to upper left to put the red jar. Then, go down and then right to put the yellow jar. Now, put the blue jar on the upper right to stop the reactor. Now, run to the elevator and go to 4F. Go to the right and then, you can see there are a door above you. Take the road on the right and follow the path. Then, you will meet Gateau. He will take to you then Napoleon will show up. Gateau will blow the road. Now, talk to Napoleon and answer him you are ready and you are perfect and he will throw you to the other side. Now, follow the path and you will fight Gateau. Defeat him and Nagisa will call you and ask you to save. Save and go inside the machine. Keep on moving North and you will watch some interesting scenes along your way. Then, you will meet Gateau and he will fight you. He is extremely strong. I use bomb 4 to destroy him. Then, enjoy the ending of game.

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 | Game Genie Codes/ Pro Action Replay Codes |
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 GAME GENIE CODES
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Description	Game Genie codes
Flight mode	CF2C-AF6F
Level up	CBBF-6FA3
	BBBF-64D3
	BBBF-6403
	CB86-6763
	BB86-67A3
	BB8B-6DD3
Mean robot	CBEB-1FB9
	BBEB-1F29
	DDEB-14F9
	3CEB-1499
Free items	C23C-CDC7
Start at level 3	CB34-3D47
	D734-3D17
Start at level 10	CB34-3D47
	DC34-3D17
Start at level 20	CB34-3D47

	F034-3D17	

Start at level 50	CB34-3D47	
	7434-3D17	

First robot is stronger	BDE6-1DC2	

Create robots that are over 1000 points in strength	EEE6-1D32	

Look in robot book for 9900 gold	BBB9-4D7D	

Unlimited money	3C3C-6D47	
	3C3C-6D17	
	623C-6DC7	

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PRO ACTION REPLAY CODES

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Description	PAR codes
Hero more LV	7E0B1463
First robot more energy	7E0690FF
First robot more pow	7E0696FF
First robot more guard	7E069CFF
First robot more speed	7E069A2FF
First robot more charge	7E069A8FF
Max out Program	7E068827
	7E06890F
Can build all items/ max out inventor's friend.	7E07B0FF
	7E07B1FF
	7E07B2FF
	7E07B3FF
	7E07B4FF
	7E07B5FF
	7E07B6FF
	7E07B7FF
	7E07B8FF
	7E07B9FF
	7E07BAFF
	7E07BBFF
	7E07BCFF
	7E07BDFF
	7E07BEFF
	7E07BFFF

-----Secret library-----

Before leaving for Choco, search the area approximately five spaces right and seven to nine spaces up from Quintenix. Starting from Quintenix, fly to the right just past the first yellow star. Then, fly upwards until reaching an area with a small blue star to the left and a large yellow star to the right. The planet Kirara is located between those stars. The library on Kirara contains the complete Inventor's Friend collection.

-----Pack upgrade-----

Combine an empty Pack with another item to upgrade it. For example, combining an empty Pack with a Weather will create a Solar Pack. Combine an empty Pack with a Repair will create a Quick Pack.

-----Power hit-----

Get Sword4 from the R&D room as a mouse. Get Sword4 the money and the scrap, then leave. Go to a R&D, make nine Sword2 and combine them with Sword4 to get Sword4 l.v.9. Get into a fight, and when your robot comes out, turn around use the RUN command to do a special hit slash three times to do over 200 HP of damage.

Information in this section was contributed by Troyspaceman.

-----Extra moves-----

When programming the special moves, use the button orders XRR, RXR, RRX, and name them Bash. Your robot will do a few extra moves. You must also have an ax or a sword equipped for these to work. When you put in RXR, your robot will run up to each person and hit them with the object that is equipped. When you use XRR, the robot will jump over the enemy and hit him twice behind the back. When using RRX, your robot will hit him twice with the object that is equipped, and then send the enemy back to the other side of the screen with his body.

Information in this section was contributed by Chris Myrick.

-----Unlimited money-----

Buy, make, or get a Smoke and a Clean. Combine them to make a Repair, then recycle it. If you buy or make the Items, it will cost \$120 and recycling the Repair will result in \$150. Every time you do this, you will gain \$30. Repeat this as much as needed.

Information in this section was contributed by Allan H.

-----30 or more Megs in one battle-----

In the game in Rococo, there is the mayor's office. In the same level where the hackers take it over, you use the tunnel. Fight the Shells (they look as if they have a house on their head) with a good hand to hand weapon, such as the Axe 3 (L9). If you kill it, you will get 30 Megs after the battle. Note: They run away easily.

Information in this section was contributed by joe.

-----Gelgels-----

The Gelgels give you \$1,000 and \$7,500 and cleans if you defeat them all. Information in this section was contributed by Dave Eberbach.

-----Items-----

Check cabinets, boxes and beds in all areas. To check a bed, you must first get in it, make sure the character is facing you, and press A.

Information in this section was contributed by DeChon.

-----More Empty Pack-----

David sent me this:

I made a very awesome discovery that you can add to your Robotrek guide. I was playing tonight and discovered much to my happiness that the biolion's can drop

<http://gamegenie.com>

- I get game genie codes from there.

Paul

- He post all par codes at <http://vgstrategies.about.com>

<http://www.gamewinners.com>

- I get all the secret information there.

Toyspaceman

- I get secret information from him.

Chris Myrick

- I get secret information from him.

Allan H

- I get secret information from him.

joe

- I get secret information from him.

Dave Eberbach

- I get secret information from him.

DeChon

- I get secret information from him.

Kim Nelson

- Laser2 dropped by Cmdr.
