

Roboapon 2

Welcome to the Walkthroughs menu:

<<Please Note: exact batteries or Roboapon encountered may differ, depending on the version of the game you're playing. The walkthrough should give an idea of the difficulty and where to go, though.>>

Quick reference notes...

<u>Traditional RPG term</u>	-	<u>Roboapon</u>
Weapon/Armor		Parts
Magic		Software

3 Types of Roboapon:

Arm Type - good for combat; they learn new abilities and can equip a wide variety of parts.

Move Type - quick Roboapon with less attack power. They can equip many parts and software.

Boot Type - these Roboapon are built tough, but cannot equip parts or software.

How to manage your Roboapon:

- 1) Create a Roboapon by sparking 2 batteries
 - *different batteries yield different Roboapon
- 2) Equip them with parts to battle with
 - *parts affect both Attack and Defense
- 3) Install Software to learn new techniques
 - *having different software combinations may reveal hidden techniques
- 4) Enhance your Roboapon when they reach a high level
 - *Roboapon will become upgraded and more powerful

NOTE: You can have up to 4 Roboapon in your fighting party at any time

Differences between the Ring and Cross versions:

Difficulty: Ring Version provides a quicker play-through of the game, and requires less fighting. Cross version is for the more battle-savvy gamers, requiring more battles to power up the Roboapon. Cross has more Boot type Roboapon who cannot equip parts, and depend on abilities learned when they level up.

Roboapon: Especially at the beginning, there are certain Roboapon who can only be built in one version or the other. Sparking the same pair of batteries will create Sunny in Ring version, but SunZero in Cross version.

Spirit Helpers: Later in the game, the player may find themselves lucky (or unlucky) enough to be accompanied by a Spirit. There are 10 spirits common to both versions, but each game also has 3 secret Spirits exclusive to that version.

Multiplayer Modes:

Battle - Challenge a friend's Robocon in Battle to prove who's the best Legend1!

Spark Mode - you and a friend each contribute 2 batteries in order to Spark a RARE

Robocon. Each player will receive their own Robocon from this process.

4Tune Battles - Choose a minigame and fight with 2-4 players!

*Jumper - compete in a Long Jump competition

*Puncher - choose your strongest Robocon to hit the Punching Bag

*Itemaze - pick a path and hope the good item follows it

*Panel Attack - modify the maze so that your Robocon isn't defeated by the skull

Main Characters

Cody - the main character of Robocon 2. At the end of the first game, he won the tournament in Porombo Island by defeating the evil Dr. Zero. This earned him the coveted title of "Legend1" and instant celebrity status. Before he had a chance to enjoy his victory, Prince Tail heard of a tournament in the distant land of Majiko, and sent Cody off to bring home victory once again.

Bisco - Cody's arch-rival as far as Robocon are concerned. Bisco follows Cody to Majiko, determined to cause trouble and usurp the title. Cody soon learns that Bisco is the least of his worries...

Dr. Zero - An evil mastermind bent on world domination. Cody defeated him in the Porombo Tournament and foiled his nefarious schemes.

Dr. Zeke - He saves Cody when our hero washes up on the beach of Baba Village. He seems to know something important but won't reveal any details. What's he up to?

Maskman - He's been terrorizing nearby villages with his Robocon attacks. Cody will have to deal with him before he can enter the tournament.

Walkthrough

Area 1

1. Baba Village (Present)

From the hut where you wake up, you'll want to explore the village. One man mentions that he saw a dog running around with a battery, and will direct you to ask Hoffman if you have any questions about how batteries work. Hoffman's hut is in the bottom right corner of town. After explaining the Sparking process, he'll give you a Battery Folder--this allows you to Spark batteries yourself and create Robocon.

Begin by tracking down the runaway dog, in a hut immediately to your left. The dog's owner is more than happy to let you have the ION battery. Your quest is half complete! Next go back up the stairs to the Chapel Academy orphanage. The owner, Nick D, is very protective of the children and has locked up the dangerous cave behind his house. Talk to all the children and then ask Nick D about the cave, and he'll reluctantly give you the key to unlock it. Inside is a MOON battery and a Can-Ball part. With these two batteries, you can Spark to create Sunny--the Mascot of Robopon 2! If you're playing Cross version, you'll build Sunny's antithesis, the powerful SunZero. If you want to get a bit more creative, there is a hidden passage in the cave which leads to another chest with a SUN battery inside. Now you have 3 batteries to spark, so experiment to create your own Robopon. (Save beforehand if you want to explore all the possibilities)

When you're satisfied with your new companion, you can find AtkMem (to boost its damage power) and the IonPunch part in Chapel Academy. If your Robopon is an Arm type, then the IonPunch should fit--equip it for a valuable boost to attack and defense. Now you're ready to leave Baba Village. Approach the lower right guard (1) and speak with him--he'll attack you with a pair of Silks. They're easy to defeat, but he'll require that you also battle his companion. Proceed to the left and fight the second guard (2), who uses a Kinchop. Use Kerosene (from the lower cave) if your Robopon's HP fall too low. Once you've won the battle, you're free to leave!

Robopon you can create in Baba Village:

Ring Version only:

Sunny - ION+MOON

Rider1 – MOON+SUN

Draco - ION+SUN

Cross Version only:

SunZero – ION+MOON

Scooter - MOON + SUN

Hexbot - ION+SUN

2. Hindo Town (Present)

Cody arrives in Hindo Town in the midst of the annual festival. People from all around Majiko have gathered to enjoy the sights and attractions. Walking around town, you can find two battles, one against a pair of Skeetos in the café, and another against a Viper2 in the Hotel. The Hotel battle will gain you a NORMAL battery. If your Robopon's health drops, visit the Robopon Lab in town. Enjoy the sights of the festival, and talk to Bisco, who has followed Cody

all the way from Porombo. Once Cody's spoken to everyone in town, the Fortune Teller in the upper right corner of town will read his future.

After the reading, Cody will receive a brand new Robopon for his collection. Unfortunately, Maskman and his two goons show up, and destroy the town. Make sure to get the HYPER battery and Stungun from a ruined building before leaving town.

3. Pharo Ruins (Present)

You are on your way to get the Maskman by going to the Pharo Ruins. Be careful, this is the first area where Cody can be attacked by roving Robopon. Robopon he may encounter in this area include Gello, Bulbot, and Storm. Proceed to the Northeast structure, which is the only one with an entrance. On the second floor of the ruins, Cody will run into Bisco. Going up from this point, Cody will find two stairways—one leads to a small passageway and a SUPER battery. The other stairway will take Cody to the third floor, where Nick D from Chapel Academy is searching for the XStone. Not far down the hall is the software for ICE1, as well. There's a businessman on the fourth floor who Cody can challenge. The battle will be with a Storm, Thief, and a Chimp. Backtrack to the door Bisco is guarding, and use it to go back outside.

Grab the NORMAL battery in the nearby chest, and proceed along the catwalk to where Maskman and his henchmen are. Emelio will taunt you and then initiate a battle, fighting with two Storms and a Minotor. The Storms will slow down your party, so eliminate them quickly. Don't attempt this battle until you have a full party of 4 active Robopon. After the battle, Cody finds that he's unable to pursue Maskman as long as the tornados are blocking the way. It's time to journey to Bronco Village.

4. Bronco Village (Present to Past)

Bronco Village (Present)

Bronco Village is a small farming town, with the exception of the newly erected building just east of the entrance. This odd shaped structure is home to Professor Don and his assistant, Sam—Cody won't be able to enter until he's met with the rest of the townspeople...

Cody can find a LifeMem if he searches a tree near the top of town as suggested by a townspeople. This item will extend the MaxHP of one Robopon. There is a girl outside of the Robopon Lab who will challenge you with a trio of Gobbys. Their levels are fairly high, and they can put your Robopon into Suspend mode; your Robopon will need to be at a decent level to win this battle. Another SUPER battery will be your spoils from this victory. In the northernmost house, Bronco's tournament representative is awaiting Cody's arrival. She'll attack with a Viper2 and two Boomers. Dispatch of the Boomers first, to prevent them from doing big damage. By now, this battle should be fairly simple.

After exploring the village, enter Don and Sam's house. Cody will be forced into a time machine, and find himself in a much different Bronco Village.

Bronco Village (Past)

As Cody gets his bearings, his girlfriend Lisa will contact him via the Menuscrin watch. Though disbelieving, her hints lead Cody to realize he really has been sent 20 years into the past...perhaps something's changed at the Pharo Ruins?

A little pink haired girl will challenge Cody with a Timzup and a pair of Chimps. Scrapping them earns Cody a NORMAL battery. Search the Item shop well to discover a ForMem item. A man in the northernmost house will fight Cody with a Kogal and a pair of Ralphs. You should earn an ULTRA battery from this confrontation. After exploring the town thoroughly and find all items, go to Pharo Ruins.

5. Pharo Ruins (Past)

There are now 3 structures which Cody can enter in this area. They can be approached in any order, but there's one closest to the entrance so it's wise to start there incase you need to make a hasty retreat. Enemy Robopon in the Pharo Ruins this time include Ta-Daa, Vigg, Storm, Tuten, Gello, and Mummy. In this first area, follow the left path to obtain the MegaGlov part from a chest. This is more powerful than the IonPunch. There is a 4-way intersection on the second floor of this structure. The bottom and right paths intersect, and there is a SUPER battery to the right and a secret passage in the lower path leading to some gold and a DOWN1 software. Going up leads to the next stairway. Proceed along the third floor until you come to a room with three buttons. Cody must press the proper button in all three structures in order to deactivate the tornado barrier. Stepping on the wrong button will result in a battle with Tutank—powerful Robopon. Finding the proper button is easy, as the bottom structure requires you to press the bottom button. The upper right structure needs the upper right button, and so on. The Tutank battles aren't so bad, if you can survive, as they net the party 90 EXP a pop.

The northeastern structure should look familiar—this is the past version of the Pharo Ruins you traversed in the present. There is a woman on the first floor who you can challenge. Her party consists of an Elepon, Train, and Dinamit. The Dinamit has a deadly fire attack—so consider scrapping him before the other two. In the chest from the second floor stairway this time lies a ROCK1 software. Proceed up the stairs to the room where the businessman was in the present to locate the three buttons. On the way to the stairway, you can find an ULTRA battery in a chest. Sunny should have learned BoomHit by now, and you can use it to steamroll the Tutanks in the button room for some easy EXP.

You'll meet a man inside the northwest structure who's looking for a secret passageway. Follow his lead and find one yourself—just a few steps below and to the left of the man. Follow this passage to a treasure chest and the XStone7. This item will come in handy later, so hold on to it. Return to the area with the man. He's changed places to a lower section of the tunnel—search a little down and right to find another passageway and follow it to some stairs. You can head up the side passage to a HYPER battery, as well. The second floor is big and imposing, but really quite simple. The lower two doors lead to a HATE1 software and extra gold. There's also a challenger near the bottom who fights with a

Thief, Sumito, and Viper2. They have pretty high levels, so be careful. Either door near the center of the chamber will lead to a long hallway—follow it to the switch room. Now that you've pressed all three buttons, the tornados in Pharo Ruins should have ceased.

6. Bronco Village (Past)

After pushing all three switches, go back to Bronco village. When you return to Bronco village, Dr. Disc will appear in a time machine and whisk you back to the present.

7. Delica Castle (Present)

You'll find yourself in Delica Castle, where the awards in the tournament are being handed out. You arrived just in time to witness Maskman taking home the Wannabe title...but you missed out on the entire event! It seems that in order to challenge the tournament winners, you'll need to find an XStone...but wait! Wasn't there one in the Pharo Ruins...?

Return with the XStone7 from the past to the Pharo Ruins of the present.

8. Pharo Ruins (Present)

Now that your Robopon are strong, it should be a cakewalk reaching the door to Maskman's inner sanctum. Charlie will meet you at the entrance, and demonstrate his strength with a Centaur and two Scorpins. They shouldn't pose too much of a threat—though the Scorpins have a dangerous rust attack which will inflict damage to your Robopon every turn unless it's cured. Continue on to a strange sight...Maskman's home. Nick D will catch up with you as you enter and demand that you relinquish the XStone. It seems he wants to sell it and use the money to support Chapel Academy. You feel a little guilty, but you need to scrap his Robopon to proceed. And honestly, he deserves it for thinking he could defeat you using four Bulbots. There's a HYPER battery in the upper lefthand room of this floor. To reach the next area, go to the upper right and the stairway.

In the lower left room of the second floor there's a WIND1 software for your growing collection. Maskman is waiting for you in the room just above this one, with his wife and son. After his speech, he'll begin the battle by attacking with a Tutank, two Unders, and a Taker. They're strong, but your Robopon should be at very high levels (12-14) by now, so they shouldn't pose much of a problem. Be sure to find the OverHaul hidden in Maskman's mirror at the back of the room. There's a Repair in his cabinet, as well. Enjoy the scene with Charlie on your way out, and when that's done you'll find out the identity of the man who rescued you from the sea...

Cody should now head up to the Tunnel which leads him to the Mt Pirania Circus...

Area 2

1.Mt. Pirania-Circus (Present)

Cody can speak with many people at the circus. There's a little boy in the southwestern corner who will fight Cody. He uses a few Robopon you haven't encountered up to this point, so be wary. He has a Timzup, Granite, and two Spair-O's. A MANGAN battery will be your prize for the bout. Proceed up the mountain to see the greatest show on earth...once the chaos subsides, go to Murota.

2. Murota (Present)

The house just to the right of the entrance contains a Battery Slot Machine which you can use to generate batteries. There's a man outside the side entrance to the building who will fight you if you ask him to move, using a Fujipon, Dinamit, and Spair-O. You'll receive another MANGAN battery for your victory.

The shops here sell a lot of things, which you couldn't find in the first areas, so take a few minutes to browse and re-equip. In the Robopon Lab you'll find a girl who wants you salvage her vacation by battling you with a Centaur and two D-Mights. Do so for a MANGAN battery.

Finish looking around town, and make your way to Professor Don's lab (in the same building as Bronco village had). He'll request that Cody go to the Nenji Valley to find the sap of the Cobra Tree. Prepare your party and then do so.

3. Nenji cave (Present)

The cave leading to the Valley has some new Robopon for you to battle, including Wobble, RevdUp, Granite, and Ping,. Going straight up from the entrance will take you to a number of trees, none of them the Cobra tree (but all with funny puns). A bit of exploration will prove useful as well. You can find a MANGAN battery, Repair, and ICE2.

Keep taking stairs down to eventually find the village of the Kappa. They look like flowers in the ground, but will pop out to talk when approached. One Kappa will battle you with a Ninja, Mothfly, and a Dinamit. You'll win a MANGAN battery. Another Kappa uses two EI Seeds and a Train, and you can fight him to win a NORMAL battery. Be sure and pick up the blue mushroom in the Kappa village to use later. The Cobra tree is located here in the village, so get the Sap and return it to Professor Don. He again sends you to the past.

4. Murota (Past)

After being kicked out of the house where your time machine is hidden, explore the town to get your bearings. A few people will mention a vegetable thief, and if you can track him down, you can battle for a SICK2. You'll have to beat his two Scooters, a Nitboat, and a Timzup. In the house with the Grandma telling stories, search a cabinet for a ForMem item. In the item shop there's a guy you can battle for a NiCd battery who fights with two Scorpins, a Timzup, and a Sumo.

A Miller in town might be able to make you MagJuice to harden the lava in the present, but he requests MagFruit in order to do so. Maybe MagFruit grows in Nenji cave! You should set off to find out.

5. Kappa village (Past)

Robopon to fight in this area include Granite, Ping, KingPon, Wobble, and RevD Up. You can find a SUPER battery, gold, and UP2 inside the cave. When you reach the Kappa village here, Dr. Zero will send you a message on your menuscreeen. Blaze, one of his cyborgs, will attack you with a Crysty, Chan, Tomuhok, and Shelby. These are powerful Robopon, so remain wary. After the fight, be sure to heal your Robopon back to full health, as in the very next screen you'll be forced to battle Russell (who is a child, unlike his Strongman appearance in the present). You can't do much here, because the Kappa hate you, so follow Brutal back to the Circus where he abducts Kapapa.

6. Mt. Pirania-Circus (Past)

Talk to the man outside the circus tent and offer to join the circus. There will be a few scenes introducing Cody to his new life as a carnie—but once you regain control (in Cody's new quarters) search the cabinet for an AtkMem item. There's a NiCd battery in the room next to Cody's, as well. The cabinet in Brutal's room contains an EPMem. Search the shelf nearby to open up a hidden passageway.

Inside the passageway, Cody is attacked by enemy Robopon, including Octopon and Hippon. Be sure to locate the treasure room with a HYPER battery, Hammer, and CURE2 software. After the short dungeon, you'll come across Jackal negotiating a contract with Brutal. Jackal will attack you with a MockV, Wobble, Fagin, and Cambot. His Robopon have very high agility, and Cambot can inflict SysCrash on one of your units—don't spread out your attacks; knock the Robopon out one by one.

Take the Key you got to the prison section (far right door in the hallway leading to your room, etc). There is a mini-Robopon lab, gold, and DOWN2 in the chests along the first chamber. Release the prisoner and Kapapa and make your way out of the circus. The bars in the far right cell function as a Hoffman Tower—so switch out your Robopon if you need to. Russel will appear again and try to foil your escape—this battle is fairly similar to your previous scuffle with the future-strongman. Stay on your toes and you should be fine.

Brutal attacks you next, with a whole slew of Robopon you've never seen before: GGTBot, Sprouch, Robby, and Zap! Be sure to save before this battle, as the opponents can inflict a lot of damage in very little time. When you defeat the insane ringmaster, make your way back to the Nenji Valley with Kappa in tow.

7. Kappa village (Past)

Kamama and Kapapa vow to become flowers forever, and say that one day they'll be able to thank you properly. Now you can proceed to Mt. Pirania.

8. Mt. Pirania (Past)

Kapapa opened up the road through Mt. Pirania. The enemies inside this dungeon include Ping, Viper2, Ralph, Robby, Racer, and Sherman. You can find various items, including Escape, a MILD battery, a NiCd battery, and the fabled XStone6. Descend the mountain and return to Murota.

9. Murota (Past to Present)

With the XStone6, the Jewel Collector will allow you to enter his house—take this opportunity to hitch a ride home in the time machine. After you travel back to the present, go to Return to the Kappa village.

10. Kappa village (Present)

In Kappa village, you will receive a MagFruit from the grateful Kapapa. Now you have all you need for MagJuice and it's time to return to Murota.

11. Murota (Present)

Take the fruit to Matt the miller back in Murota, and he'll manage to cook up some MagJuice so you can harden the lava.

12. Mt. Pirania-Circus (Present)

Return to the circus with the Juice and pour it on the lava to create a walkway. Nick D will show up as you enter the circus tent, and again try to take your XStone away. He's a bit better prepared this time, with a Hippon, Octopon, and a Racer...but he still uses a Bulbot, as well. Slap him down and continue on to the tent.

Now you'll need to fight Russell and Brutal in succession. Russel uses two Sprouches, and 0-Count, and a Rocker. Rocker has a dangerous wind attack, so try to get him out of the game early on. Sprouch can drain the HP from one of your Robopon to add to his own, and 0-Count's Random attack might help as much as it hurts. Don't enter battle unless you have a way to restore HP...

Brutal also uses a lot of strong Robopon, like Sprouch, Zap!, Robby, and GGT1337. Neutralize them before their attacks can wear you down. After the battle, you can explore the bigtop to find OIL1X in a chest. After defeating Brutal, two new exits open up in the cave which lead you to the circus. The deepest one leads to a small stretch of land where you can visit the Mushroom Shop, and trade in Mushrooms you've found for a helpful Spirit. Continue on (with or without a new spirit friend) and you'll see a short scene with a UFO crashing to the earth. Proceed far south to Tycho village to investigate the crash.

Area 3

1. Tycho village (Present)

In the north-east house you can do battle with a mad dog. It'll come at you with 2 Spair-O's, a Talkbot and a Cellula. Your prize will be a KISS2. In the bottom-left corner of the house, there is an AIR battery.

Go through the bottom path east of the town to see the UFO crash site. Talk to the man on the bottom and you will go into battle. His army consists of a Mothfly, a Gello, a Storm, and a 0 Count. He will give you an AIR battery after you defeat him.

From the crash site, take the path on the top of the garden. Talk to Rena, and during the conversation Xardon will show up with his Woolly, Fighter, Chimp, and Platinum. After the fight, talk to Rena again and she will tell you to go to Kepler Village.

Before you leave town, be sure to get the hidden items. The first one, a SpdMem, is in a patch of yellow tulips above the windmill you talk to Rena by. A dark spot marks its location. The other one, also a SpdMem, is in one of the shelves of the Item shop.

2. Kepler Village (Present)

Talking to the girl looking at the mirror in the bottom-middle house will allow you to fight her. She uses a Tomuhok, a Bulbot, and 2 Cambots. Your prize for defeating her is WIND2.

You can also battle the man on the dam. He has 2 Pengskis, a Minotor, and a Bulbot. After you settle the dispute he'll give you a SUPER battery.

Talk to Mr. Rocket, who's by the house in the shape of a rocket (duh). After the conversation, you'll be redirected to Galileo Windmill.

3. Galileo Windmill (Present)

You can battle the guard in the first house. He has Mock V and 2 Elepon. Unfortunately, there is no special earning for defeating him.

Talk to Rena in front of the big windmill and she asks you to get the Gateball in Windmill 2.

In the Windmills, you'll find enemies like Leaky, Rbopron, Thief, Magipon, and Bould.

Windmill 2 is to the left of where you talk to Rena. In the treasure room to the left of the entrance, you'll get a HYPER battery. On the 2nd floor there is a Yellow Mushroom, and on the 3rd floor is the Gateball you're looking for.

You can still go into the other Windmills, too. Windmill 1 contains a MANGAN battery on the 2nd floor. Windmill 3 has a STAR battery and a Robopon battle. You will face a Magipon, a Mock V, and a Racer. For your efforts, the man will present you with Jabroni.

After you get the Gateball, go back and talk to Rena. She'll ask you to meet her at Lover's Cliff.

4. Lover's Cliff (Present)

There is a Lab and a Hoffman service located in the house below the entrance. Where? Try the drawer and the bureau!

Continue up the path to the cliff, and talk to Rena. She'll tell you that she's looking for her alien friends and wants you to find and capture them. She will give you the UFO Key. After that, head back to Tycho village.

Also, there is a fossilized Robopon here. If you have the spirit "Takako" you can get it.

5. Tycho Village (Present)

Enter Tycho Village and go to the wrecked UFO. The UFO Key will glow, and you will now be able to enter. Be careful, because wild Robopon have invaded the UFO. You will meet such Robopon as Whirlee and Timzup. There is a treasure chest that won't open to the left of the entrance. Ignore it for now. You can get ROCK2 from the chest on the top left of the UFO. The IR Scope you are looking for is in the chest located in the top right room.

Go back to the chest that won't open and use the IR Scope (press the R button). You will see that the chest really is the alien Sharon! Prepare for battle and talk to her. She will attack you with a Vic, an Airraid, and 2 Gellos. Don't forget to use the Gateball after you defeat her! Now, you can find one more alien in this village. None of the aliens will go without a fight, so be prepared. Ayumi is located in the top left corner of Tycho Village. She has 2 Boarders and a Sumo. After you capture these two aliens, go to Kepler village.

6. Kepler Village (Present)

Lyn is actually the octopus painting in Kepler Village. She uses 2 Hornets, 1 Shelby, and 1 Revd Up. Urara is disguised as a flower behind the Item Shop/Lab in Kepler Village. She carries 2 Hippons, a Dakid, and a Pirate. Your job is now done here. It's time to go to Galileo Windmill again.

7. Galileo Windmill (Present)

Mima is in the 1st floor of Galileo Windmill 2. She totes a Spair-O, a Cobra, a Ruby, and a Yuki. Before you proceed any further, you should go get a hidden SpaceGun. It's at the Lover's Cliff, where you talked to Rena. Search the monument for the SpaceGun. What to do next? It's the time to visit Don and Sam again.

8. Kepler Village (Present to Past)

After you get all the aliens possible (as listed above), go to Professor Don's new lab in Kepler Village, which will now be unlocked. Talk to the

suspicious-looking woman and choose to use the IR scope. Things get hectic and you somehow end up being sent back to the past. After you arrive in Kepler Village (Past), exit out of the chicken farm and go left, back into the village. Right at that entrance, there is a man you can battle. His collection is an Elepon, a Deemo, and a Mummy. He'll give you a NORMAL battery for defeating him. Another person to battle is the young man in the house located to the far right of town. He has a Cellula, a Magibot, and a Boiler. Beating him will win you an UP3. Searching the shelf in the back of the Item Shop/Lab will get you an AtkMem. Keep on chasing alien Miho, now you must go to the Lover's Cliff.

9. Lover's Cliff (Past)

Down in the house, you can challenge the lady. She carries a Fagin, a Octopon, and a Crysty. You don't get anything special for winning, though.

At the edge of the cliff you will run into Miho and Tataki. After, Tataki runs away again to Kepler village. Make sure to search the monument for the MILD battery.

10. Kepler Village (Past)

Just go to the right building, and listen to Tataki's dialogue. After that, go to the Galileo Windmills.

11. Galileo Windmill (Past)

Again, you can do battle with the guard in the house. He has 2 Elepon, a Pengski, and a Mock V. And again, you get nothing for it.

Head to Windmill 1. All enemies in the Windmills are the same as they were in the present. There is a Robopon fight here, against a Mock V, a Timzup, and a Merr O. She will give you her LOVE1 for defeating her. On the 2nd floor, you will find a HYPER battery, and there will be a FIRE2 on the 3rd floor. At the end of the path Tataki will run away again, this time to Windmill 2.

In Windmill 2 you will find an AIR battery and a MANGAN battery. After you corner Tataki, he will make a break for Windmill 3. Inside Windmill 3 there is a NiCd battery. You'll catch up to Tataki on the 3rd floor, and he will jump for it again.

This time, he will enter the main Windmill. The enemies here are harder than the ones in the smaller windmills. There will be Robopon like Skeeto, Nitboat, Meddy, and Vic. The treasure chests here contain Gold, NiCd battery, HATE2, MegaVolt, and 2 STAR batteries. There is also a fossilized Robopon here. If you have the spirit "Takako" you can get it.

There are doors in this windmill that will only let you pass once you answer a question. If you guess incorrectly, you will be attacked. The first door will ask you how many windmills there are in Tycho Village. Just answer 2. The second will throw a psychological question at you. Just pick "I'm clueless" to pass through.

Miho is on the bottom-left corner of the 4th floor. After Tataki runs away for good, Miho will come along without a fight, so use the Gateball.

12. Kepler Village (Past to Present)

After that, head back to Kepler Village for the chicken farm and go back to your time to the windmills.

13. Galileo Windmill (Present)

After you return to the present, go to the Galileo Windmills. By now, the main windmill will be unlocked. The enemies inside are the same as the enemies inside the main windmill of the past. In the chests here, you'll find Gold, STAR battery, FIRE2, DOWN3, and 2 AIR batteries.

The quiz doors are here as well. The first one will give you a question even it can't answer, so just pick "How should I know?" In the second riddle, it will ask you for the number of fish in Kepler. Answer 10 to pass through.

If you need to repair your Robopon, there is a Lab in the right side of the 4th floor. Myuung is located in the very same spot Miho was, in the bottom-left corner of the 4th floor. Before she'll give you the Xstone5, she will test your might with a Vic, a Boiler, a Sprouch, and a Racer.

It may be a good idea to repair your Robopon at the mini-Lab before you leave, since Xardon will challenge you on the 3rd floor. He will use 2 Woollies, a Prime, and a Fighter.

14. Lover's Cliff (Present)

Talk to Rena inside the house and she'll tell you that she'll be waiting on Lover's Cliff. Once you exit the house, Nick D will come along as usual and challenge you with his Bulbot, Timzup, Nitboat, and Leaky.

On the cliff, you will battle for Rena's Amateur ranking. She will use a Fagin, a Sherry, a Ping, and a Mystbot. After you leave lover's cliff, you will see a new place on the world map on the far left, it's your next destination, Macroland.

Area 4

1. Macroland (Present)

On the bottom-right of town, there is a girl you can do battle with. She has a Mummy, a Wobble, and a Yuki. She will give you a SILVER battery after you defeat her. Another Robopon battle is in the house towards the top-right of town. Talk to the boy next to the computer and you will face a Disco, an El Seed, and a Voltone. You get a COOL battery for beating him.

Inside the Box Tower, you can battle against the man on the bottom-left computer in the general office (1st floor). He comes equipped with a Gello, a B Train and a Train. You'll get another COOL battery for your efforts. The woman on the left of the 2nd floor meeting room will battle you with a Hippon, a Tink, a

Robby, and a Tomuhok. You get a NiCd battery for beating her. Across in the R&D department there will be another guy you can fight. He attacks you with a Hippon, a Disco, and a Nitboat. You'll get a SUPER battery for this battle.

There is a hidden LifeMem in the basket of the Box Tower's general office, so be sure to get that. There is also a Blue Mushroom in the R&D department.

Go to the 3rd floor and watch as Mr. Gait sends you XStone4 over his network to the town of Walda.

2. Town of Walda (Present to Past)

Chasing after the XStone4 is a waste of time, so just prepare for battle and go to the apartment from the path on the right side of town. In front of the door, Tempest will make his entrance and challenge you with 2 Thieves, a Viper2, and an EI Seed.

In the apartment, you will find a GOLD battery in the far right room, and a MindMem in the drawer of the next room over.

Go to the 2nd room on the 2nd floor and talk to Mr. Waffle. After that, go to the room on the far right and you will be transported back in time.

Walda (past) walkthrough-First, start off by going to the room next to you and open the chest to get a SILVER battery. Then go one room over and listen to Mr. Gait. After that, go downstairs to the 3rd room from the left and search the drawer for a ShldMem. The room to the right of that contains a COOL battery.

Once outside, search the Waffle statue in the middle of town to get a ForMem. Now you can go to Waffleland.

3. Waffleland (Past)

There is a little girl on the left (talking to a man) who you can battle with. She uses a Woolly, a Centaur and a Chef Fe. She gives you a GOLD battery for your battle. Another battle is inside the house on the left of town, against an old lady and her 0 Count, B Train, and Chan. You also get a GOLD battery for this one.

Enter the Waffle Tower and search the middle display on the left for a LifeMem. In the General Affairs office you can battle the man at the lower-left desk. He has 2 Ruby's, a Viggy, and a Cobra. You'll get an AIR battery. The Meeting room has another battle waiting to happen. You will fight a Bulbot and 2 Vacupon. You win a GOLD battery for this battle. There is also a girl you battle with in the R&D department. She uses a Bould and 2 Scorpins. What's so special about this battle is that you get an IronClaw instead of a battery!

Now go to Mr. Waffle's office and talk to him. Then go to the top-left of the room and look at the address (it says "WAFFUL"). After that, walk up to the computer on the right side and enter the IP address. By entering the IP address "WAFFUL," you will be teleported to Walda.

4. Town of Walda (Past)

Battle the man there to get the next address. He has 2 Airraids and a Thief. After you get the IP address "GCN," go to the computer there and input it. The next man will have a Boiler and 2 Sumo. The IP address he gives you is "ROBOPON." Enter the address in his computer to proceed to the next stage.

The next girl will take you on with an Ivan and 2 Gigapons. She will tell you 2 IP addresses: "CUBE" and "BOY." "BOY" is the correct IP address.

The last lady will fight with a Samurai, a Lngstem, and a Rushbox. The IP addresses you get are: "CROSS" "RING" and "GAME." Enter "GAME" to teleport to Dreamless Island. Note that you cannot return back to Walda until you clear Dreamless Island.

5. Dream Island (Past)

Talk to the guard and challenge him to a battle. He carries a Whirlee, Vacupon, Dinobot. He'll give you a RAY2 for beating him. On the bottom of the 1st area, there is a man that acts as a part shop. Inside the Dreamless Island, you will come across Robopon such as Palette, Tomuhok, Gunball, and Cambot. In the chests here, you'll find a MANGAN battery, 2 SILVER baterries, WIND2, ROCK2, and a LionClaw.

To get past B2F (with all the teleports), go into the bottom teleport, then the far right teleport, then the far left one, then the one to your right, and lastly, the one to your left. Go in the nearby door. On this floor, take the rightmost teleport you can reach from your position, then again go to your far right. Go right to the door. .

At the top of B4F, there will be a chest with the MemChip. Once you get that, Mr. Gait will appear and challenge you with 3 X Dogs. After you defeat Mr. Gait, follow him back to the exit and back to Waffleland. Mr. Gait will set Waffleland on fire and now your task is to find the fire extinguishers to stop the fire.

6. Town of Walda (Past to Present)

Go back to Walda into the Grand mansion and take the time machine on the 2nd floor in the far right room to go back to the future.

7. Macroland (Present)

Now go to Box tower, there are four fire extinguishers you need to find before you go back to Waffleland. The first one is on the first floor on the right side to the reception desk. The second one is in the meeting room on the second floor. The third is on the 3rd floor on the right and the last one can be found in Mr. Gait's room behind the main terminal room. For the first 3 fire extinguishers, you have to defeat a guard and for the 4th fire extinguisher, you will have to battle with Mr. Gait again in order to get it.

8. Town of Walda (Present to Past)

Go back to Walda and ride on the time machine again to the past.

9. Waffleland (Past)

Go back to Waffle tower and use the fire extinguishers when you cannot go further. On the third floor go to Mr. Waffle's room, the same place you found your 4th fire extinguisher, on the left bottom corner you will see a fire and there is a Waffledisk there. Go get the Waffledisk and you are done here.

10. Town of Walda (Past to Present)

Now you have to go back to Walda and use the time machine in Grand mansion to travel to the present. After you arrive in present, Dr. Disc is going to show up and take your Memchip in order to complete his work.

11. Macroland (Present)

Go to Box Tower and put the Waffledisk on the third floor where the main terminal is, now the Macronet will go down. It's time to retrieve the XStone4 now.

12. Town of Walda (Present)

You can go to Walda for the XStone4. It is not going to be looped around since the Macronet is now down. Back to Box Tower.

13. Macroland (Present)

You will encounter Tempest for the 3rd time on the first floor in Box tower when you bring your XStone4 back to Box tower on your way to challenge Mr. Gait. On the 3rd floor, you will fight Nick D again before you can fight Mr. Gait. You will get your Player title after defeating Mr. Gait.

Area 5

1. Downtown Delica (Present)

After receive your title, go to Downtown Delica, you will receive your own time machine from Dr. Disc. After you get your time machine, go to Delica Castle by going all the way up. Go to the King's audience room on the second floor, you will see the argument between Romeo and the DeliKing. After Romeo leaves, exit the castle and you will see a door on your right in Downtown Delica where you got your customized time machine, go inside that door and go to your right, you will see a guard telling you "This is Lake Kirin.," walk in there and you will will

see Romeo again. He is going to cause a flood and you will be sent to Gust Prison.

2. Gust Prison (Present to Past)

Now you are waiting for your verdict and you get a limited free time each day, you will have to battle some people during your free time. On your first day, you will have to fight people above the dining hall and near the entrance to B2 in order for one to appear at the docks. After you defeat all of them, the first day free time is over and the 2nd day in jail starts. On the 2nd day, first you will have to go to the cafeteria to eat. After meal go defeat the same two from yesterday, as well as a guy in a prison cell, and someone near the main entrance. A new person appears in the work yard outside. After you defeat all of them, free time is over again and the 3rd day arrives. Now walk around in your cell, try to cover every tile, you have to step on a certain spot to trigger the next event so. After you step on the spot, Prof Don is going to show up and you can now use the time machine to go back to 20 years ago. After you arrived at the past follow the escape McDougals to the outside world.

3. Caprico Island to Downtown Delica (Past)

You and the McDougals will drop on the Caprico Island and there is another passage after you exit the Island on the south. Once you go through this passage, you will end up in a house in Downtown Delica. Now go back to Delica Castle to the audience room

4. Delica Castle to Wonder Castle (Past)

In the audience room of Downtown Delica, talk to the DeliKing and he is going to tell you The Proof of Friendship is stolen. After you talk to him, exit the audience room on the bottom, turn right and go all the way up. On your right hand side, you will see an entrance with a guard standing there telling you "This Sky Gallery connects to Wonder Castle." Use this passage to go to Wonder Castle. Go to the audience room in Wonder Castle (Go down and turn right once you exit the Sky Gallery) and talk to the W-King. Exit the audience room from the bottom again and you will see Bisco. Follow Bisco back to Delica Castle and he disappears. Go towards the exit of the castle, he will be there again. After he runs away, just exit the castle and go towards Downtown Delica, you will meet him for the last time.

5. Air Strip (Past to Present)

Now go to Air Strip on the world map (Southeast of Downtown Delica towards the bottom of the world map). You can use your own time machine to go to the present from there.

6. Delica Castle (Present)

Go to the audience room in Delica Castle, you will see Bisco there trying to challenge the DeliKing. He is going to be arrested for stealing The Proof of Friendship and your job here is basically done. Now go to Lake Kirin through the passage in Downtown Delica, you will end up in Caprico Island.

7. Caprico Island (Present)

Walk to the center towards the top to talk to Caprikid (Standing next to a ladder), he is going to ask you to find the love seed, just walk into the door of the white house with a ladder and you will be transfer to a cave with 5 entrances. Go into the 3rd entrance counting from the right side you will get the love seed, all other entrances will give you some items or software. After you get love seed, exit the place and talk to Caprikid again. Follow him to plant the seed and you can go to Capricolony.

8. Capricolony (Present)

Going up to the sky now you are in Capricolony. Go all the way up into the castle and you will go into Capricol's room. Talk to him, he will give you an XStone3, but Caprikid is going to drop it into the flooded Downtown Delica.

9. Delica Castle (Present)

Go back to Downtown Delica and go into Delica Castle. Go find the entrance of the Marina and use the boat to go back to Gust Prison.

10. Gust Prison (Present)

Go towards the cell where you were locked up before. Go into the cell that is on the left side of your old cell and follow the passage, you will meet an old member of the McDougals and he is going to give you a snorkel so you can dive underwater to find the Xstone.

11. Downtown Delica/Delica Castle (Present)

Go back to Downtown Delica using the boat and through Delica Castle. Walk into the water and you will be prompted to use the snorkel. Use it to retrieve the XStone3. Now go back to the audience room in Delica Castle to challenge the DeliKing for your Champion title. After you get your title, talk to DeliKing, he is going to give you an XStone2. Now you can go fight the Elite up in the sky.

12. Capricolony (Present)

Go back to Capricolony through Lake Kirin, and enter the castle in the sky. Right after you enter the castle, you will fight Nick D again. After you beat him, you have to fight Capricol first before you can challenge Pappyco. Pappyco is in the room on the top of the screen. After you defeat him you will become an Elite.

Onward to the final areas!!!

Area 6

1. Quasi Tokyo (Present)

Go to Quasi Tokyo which is located Southeast of Downtown Wonder, you will see a new star pops out after you complete Area 5. Go in Quasi Tokyo, you will meet the Riggs for the first time. After talk to them, you can go to Neon City, which is on the left of Quasi Tokyo.

2. Neon City (Present)

Go in there and go all the way up, you will see Riggs Office. It's the biggest building. Walk in there, you can battle with the reception desk woman. After you defeat her, she is going to tell you to take the elevator on the left. After you arrived at 2nd floor go to your right and go down to take another elevator to the 3rd floor. After watching all the conversation and receive the DiaBadge, leave Riggs construction company and you will see a opened manhole with ladder. Just go down.

3. Sewer Route to Quasi Tokyo (Present)

Go all the way to the right and you will see an exit, go up and you are in Quasi Tokyo. You will see Riggs again.

4. Tokyo Tower (Present)

Follow Riggs into the tower. Go all the way up follow the route, turn left, go down all the way follow the wall, turn left again and go up, you will see the stair to 2nd floor. On the 2nd floor, go northeast all the way, you will see Riggs again and you can go to the 3rd floor. On the 3rd floor, go down and turn left go all the way and go up, you will see a guy named Po standing there. Dump or put your DiaBadge into the WH when you talk to him. You will receive a Mine Key from him. Now exit the tower, you will see Riggs blow up Tokyo Tower. After this event, go back to Neon City.

5. Sewer Route to Quasi Tokyo (Present)

Go in to Riggs office and go to the 3rd floor, you will see angry Circe there. After this event, leave Riggs office and again you have to use the sewer route to go back to Quasi Tokyo now. Go into the manhole and walk all the way to your right until you see a passage where you can go down. Go down and follow your route to the right, you will see an exit.

6. Quasi Tokyo (Present to Past)

Exit from the sewer, you will see Riggs blowing up Prof Don's lab. After the explosion, you will see a time machine there; use it to go back to the past. After you arrived to the past, go to Neon City.

7. Neon City (Past)

Go all the way up in Neon City, you will see a house in the middle and the person who is standing next to the door will tell you that this is Riggs' house. Before you go in there, you might want to go to the house with red roof right next to Riggs' house first. There is a kimono woman you can battle with; she is going to give you DEATH 3 software. After you get the software, go in Riggs' house and talk to him. After this event is over, follow Riggs into the manhole.

8. Sewer Route to Mine (Past)

Go down and turn right until you see a passage where you can go up, go up until you hit a little square and turn left. Go all the way until the end, you will see an exit. Exit and walk to your right pass the guard and you will see a door. Open the door and walk in, you will be inside of the mine. You will see Knives in the mine and just go up follow the route to the end. You will see Riggs there. After this event is over, exit the mine and go back to the sewer. Go back to Neon City and leave the city. Go to the Pond Garden above Quasi Tokyo on the world map.

9. Pond Garden to Sliver Temple (Past)

Go into the Pond Garden and go into the Five Story Pagoda on the left. Inside of this Pagoda, you will fight Jett on the 1st floor, Balnab on the 2nd floor, Jagg on the 3rd, Spiky on the 4th, and Dom on the 5th. After you go to the top of the pagoda, you will be prompted to leap to sliver temple. Select "Here I go" and you will be inside of the sliver temple. Go out from the door and turn right, enter the new door. Walk through the path, turn right go down and turn right again. You will see two doors there; enter the one on the right. Again, just follow the path until you exit. You will see an entrance on your left, enter there. You will see a passage directly under you, go in and follow the path. When you exit the room, go left, down, and left again, you will see a door right before you hit the end, go inside. Exit the room and turn right, you will see two passages, one on the top and one on the bottom, choose the one on the top. Exit the room and turn left, you will see an entrance on the top, enter it. Now go down, right, down, right, you will see a guard there and a door on the top, just enter the room. You

will see an event there. After the event, you will find an Ammo Key in the room. Get it and exit the temple from where the guard was standing. Now, go back to Neon City to the sewer route.

10. Sewer Route to the Ammo Room (Past)

Go down into the sewer turn right and go up until you see the little square, turn right you will see a door there, get in. Go northwest; you will see a guard standing in front of a door. Defeat him and go in. Go southeast in this room to find the second guard, defeat him and enter the door. Go to the right –top corner in the third room and you will see a chest there, open it, you will find a V-Token. Exit the Ammo Room and go back to Quasi Tokyo.

11. Quasi Tokyo (Past to Present)

Use the time machine in Quasi Tokyo, or use Air Strip to go back to the present. After you are back to present time, go to Neon City again.

12. Neon City (Present)

Go all the way up towards Riggs office in Neon City, on the top of Riggs office on the screen, you will see a building with three white squares in the middle that looks like a slot machine, go inside of the building (casino), you will see a big red slot machine with an old guy standing next to it. Go to the machine and press A, you will be prompted to put in a coin. Choose Yes, you will use your V-Token. After this event is over, go back out and you will see the Xstone1 in front of the Riggs office. Take it and you will fight with Tetsuo. After you defeat him. Go down to the sewer again.

13. Sewer Route to the Ammo Room (Present)

Go down into the sewer turn right and go up until you see the little square, turn right you will see a door there, get in. You will find Riggs in the middle of this room. Talk to him. Now you will exit the room automatically. Go left and when you see the little square go up all the way, turn right and you will see an exit. Exit from the sewer.

14. Pond Garden to Gold Temple (Present)

Follow Riggs, you will be back to the Pond Garden again, Go inside the five story pagoda on the left. Now you have to fight your way up again. 1st floor-Jett, 2nd Balnab, 3rd Jagg, 4th-Ryoji. On the 5th floor, Nick D shows up again. After you defeat him, go up and leap to gold temple. Go out from the door and turn right, enter the new door. Walk through the path, turn right go down and turn right again. You will see two doors there; enter the one on the right. Again, just follow the path until you exit. You will see an entrance on your left, enter there.

You will see a passage directly under you, go in and follow the path. When you exit the room, go left, down, and left again, you will see a door right before you hit the end, go inside. Exit the room and turn right, you will see two passages, one on the top and one on the bottom, choose the one on the top. Exit the room and turn left, you will see an entrance on the top, enter it. Now go down, right, down, right, you will see a door on the top, just enter the room. (Same as in Sliver Temple). You will now fight Circe for your Master title. After defeat Circe and exit the room, Dr. Disc is going to show up. Talk to him and exit the Gold Temple from the exit on the bottom. You will fight the Insector.

Final Area

1. Baba Village (Present)

Go in Baba village and go up you will see Dr. Disc standing there waiting for you. Talk to him. After this event, you will need to use Air Strip to travel back in time.

2. Air Strip (Present to Past)

Use your personal time machine to go back in time. After you arrived, go back to Baba village.

3. Baba Village/Harbor (Past)

Go inside of Baba village and go all the way to your right, you will end up in a harbor with Dr. Zero Sr. standing there. Get on the battleship.

4. Battleship (Past to Present)

In the Battleship, first go down and get into either the left or the right stair, after that go down and you will see an entrance on the bottom, enter. Go down again, you will see two more entrances (a draco is walking around there), just walk into either one of them. Go up and you will see a Sunny, there is an entrance right next to him and that's the engine room. Go inside of the engine room and you will see Dr. Disc there. After he is gone, go up and you will see a round subject (a little red button) under two drawers and above one of the engine. Press A and you will be prompted to press the button. After you do it, the battleship will explode. Exit the room and enter the door on the bottom (either one). When you try to go up, you will be asked to use the time machine, use it to go back to the present. Go back to the control room (the first room) and talk to wobble, he is going to ask you to choose a destination, choose Death Gaia.

5. Death Gaia (Present to Past)

1. First go all the way up into the first entrance.
2. Go down and turn left until you hit the wall, go down and turn right, follow the path, you will encounter a fork in the road where you could either go up-left, up-right, or right-down. Go right-down and follow the path all the way up the corridor, you will see a staircase there.
3. You should see a bunch of missiles in this room. Turn right, go up, and then to the left, you will find another staircase, enter it.
4. Once you enter this floor, make you character walk straight down from the entrance till you hit the wall. Then make you way to the right... once you hit the dead end wall go down (follow the zig-zag path). Once you reach the bottom of the zig-zag path... go up a bit and you will see two possible paths that you can take. TAKE THE PATH TO THE LEFT (above the character). Go all the way up until you hit another wall, you should have no choice but to go to the left. After walking down the corridor (very short walk) you will come to another fork in the road (this time you have the option to go to the left or up) GO LEFT and then take the first path DOWN when you can. Once you go DOWN... work your way to the left. Keep on following the path to the left till you have no choice but to go up. GO UP and there will be the staircase.
5. The next room, you should be looking at one missile (it's the first thing that you could see when you enter the room). Go Left. You should have no choice but to continue you way on the path upwards and then finally to the right. (HINT... follow all the missiles in the middle of the room).
6. Go down all the way till you hit the wall. You will reach another fork in the road... you could either go left or right. Go RIGHT and follow the path upwards (you will have to make some turns because the path kind of zig-zags) until you see a place you can either go left or go up. GO UP and you

will see a **BIG** door there. Enter the **BIG DOOR**.

7. Keep going **UP** (it's a long walk) until you leave the really long hallway
8. In the final room you should see the Zero brothers. You will fight with Dr. Zeke here. After you defeat Zeke, leave the room and you will be asked to use the time machine (because the hallway is long enough to travel through time). USE THE TIME MACHINE !!!

6. Baba Village (Past)

Go to Dr. Zeke house by going up in Baba village and you will fight the last two enemies, Dr. Zero and Dr. Zero Sr.. After you beat both of them. **You are done.**

<<Extra special note>>

You get a Warpedo for defeating the Robopon on the top floor of the Hoffman Tower.