

Robopon Script

Save the game often!

Before we begin, please note that as with all games, it's a good idea to save your game once in a while... there is no cost to saving your game... nor will it penalize you in any way. Nothing is worse than taking a wrong turn or making an unwanted decision in a game and not having a save game to fall back on. Please keep this in mind while playing this game.

Beginning the Game

Begin the game by setting the game's internal clock, this is a necessary setup since some of the game's events are time dependant... additionally certain events take place at certain times of the day. Next, you will have the chance to name your main character. The default name is Cody.

Once you begin the game, you will find Cody heading downstairs to meet with his mother just before she leaves for the market. She tells you to go see Grandpa out behind the house. Once you are outside, you meet Grandpa Hogle. He tells you that you are the new president of his Robopon Dispatching Company. Shortly after this occurs, Hogle will take you into the backroom of the company and gives you your first Robopon named Sunny. You will also receive 1000G for your travels. Once you gain control, guide Cody back out the main area of your building and take the stairs down in the upper-right corner. You will encounter a character by the name of Carpenter Ken.

Carpenter Ken enables you to upgrade your building, granted that you give him enough gold for all his projects. Pay him 150G at this point to get an Item Shop in an hour or two (gametime). Once the shop is constructed you will hear a chime. Return to the shop to purchase various items that will help you in your adventures. Head back outside, then head east. You will encounter a bully who is harassing Lisa. After helping her out head to the building west of yours to meet Dr. Disc. After a short conversation with him, he will give you an additional Robopon. This Robopon is dependant on the birthday that you indicated before starting the game.

Head north from this location and engage in a similar fight. Defeat the bully and gain your ability to leave the town. To the north is Tail Castle, east leads to Libra Town... your next destination.

Libra Town

Upon reaching Libra Town, you will want to speak to all the of its residents. Make sure tha tyou check all the houses, one of them contains a hidden teddy bear. The character inside the bear offers you one of the three chests. One of them has the 2x EP Schedule Panel, awarding you with 2 times the number of energyballs that you would normally receive. A second chest contains the 10 EP Panel, giving you 10 energyballs. And a final chest containing a 1 EP Panel, awarding you with 1 energyball.

In speaking to all the people of Libra, you will meet a character named Rena. Rena will ask you if you are interested in trading Robopon. Since you don't have the one that she is looking for, you will have to return to her at a later time. The laboratory building here at Libra will be mainly used to upgrading your Robopon, once you have enough EP points to do so. You could also sell the Robopon that you no longer have any use for. You will be given the option to invest in the Laboratory, for a large amount of gold. If you choose to invest in the Lab, they will begin selling you higher quality Robopon, return here at a later time if your are interested.

Rena is a member of the Elite 8, a group of girls who trade Robopon with each other. Keep in mind that if you are able to trade with all these 8 members, you will complete a side quest that will award you with a Golden Sunny, a very strong version of your current Sunny. Once you are done

exploring Libra, head north to the school. Bisco, the local bully and a couple of his friends are there and challenge you to a duel.

Bisco (Legend 7)

After defeating them, Bisco informs you that there is going to be a tournament in the school gym. But in order to participate, you will have to find a Participation Certificate, your next goal. Before you begin searching for the Certificate, you should try to get more Robopon in to your group. You will need the added firepower that they could lend you in the upcoming tournament. There is a girl outside of the school who will repeatedly challenge you with Meddy, this is a good opportunity to level up your Robopon. Once you think that you are ready, head downstairs into the school's basement type dungeon. In the basement, you will find a few trainers, challenge them for more EP points and items. By the time that you finish this area, you should be around level 10 or so.

Once you attain that level, head into the school and challenge all the teachers to fill your Stamp Card. You could find a Stamp Card from a person in the first room. There are 9 teachers that you will have to defeat in order to advance. Once you reach the top level of the building you will discover that the Principal is not there, you will have to head back into the basement of the school and meet the Principal. He grants you permission to participate in the tournament by awarding you with the Participation Certificate. Leave the basement for the final time.

Enter the arena at the east side of the school. After a short discussion, Bisco challenges you. Upon defeating him, Bisco will leave for the Robopon Dome in Tail Castle. Follow him and win again and receive you Legend 7 certificate.

After getting the rank of Legend 7, you will gain access to a new area of the game. Your next goal is the rank of Legend 6.

Enter Amron (Legend 6)

Before continuing any further, return to Capri Town where a surprise awaits you back in the company building. Hogle has prepared a number of mini-games that you can participate in. Winning these games will award you with money. Keep this in mind if you are in need of some quick cash.

Your next destination is Caley Town where another member of the Elite 8 resides. Sandy will ask you to trade a Rotor for a Card Robopon. After you are done checking out all the shops and everything else there is to offer, there are two large TV towers in Caley. Make your way to the smaller of the two towers. Once you reach the end, you will end up at a TV. Turn the TV on and use it to teleport to Vanza Village.

In Vanza Village you will find a cave that is too dark to enter because you don't have a lamp. Speak to everyone in the town and check all the houses. Find Dude's Lamp Store in the northwest corner of town. Dude will give you one of his lamps, if you could find a Sea Grape for him. Head to the beach area at the south side of town and walk around the shoreline hitting the A Button to search around. You will eventually locate the Sea Grape, as well as some other items. Sell the excessive items and go back to Dude to get your lamp. Ignore Dude's request for more Sea Grapes.

You can now enter Eraboo Cavern at Vanza. There is a helpful pond to the west that will completely heal all your Robopon. After taking advantage of that, take the path east, then south to find a simple puzzle. Push the rocks in the holes to block the flow of water. Then head north to the body of water that you dried out, you will find a bunch of challengers in the cave. As indicated before, you could challenge these people for more gold and items. At the end of the cave you will find another TV, switch it on and use it to teleport to another location. You will appear in a house where you will find a guy who will offer to show you where to go for some gold. Accept his offer.

When you get a chance, use the TV to the right, eventually you will appear in the Larger TV Tower.

Make your way through the tower and find Amron. She will challenge you back at the Robopon dome. Upon defeating her you will receive the Legend 6 certificate.

Mr. Wild (Legend 5)

A new map area will now become exposed. When you arrive at Carol Village be sure to check all the houses and speak to all the villagers. You will find a girl who will give you a Dosbot, but before you have the chance to check its stats, a bunch of biker bullies lead by a character named Venno, will snatch it away. When you are ready to continue, exit Carol Village and head back to the map where another path leads to Cools Town.

You will discover that the Smiley Gang has taken over the town and that its up to you to restore order. Once you are done, head downstairs through the path that the town mayor shows you. Another member of the Elite 8 is here. When you have a chance, you might want to talk to the mechanic to the southwest. He will convert the Unibot that Amron gave you into a Cycool if you give him a Golden Wrench. Find the well in the center of town and work your way all the way down to locate the Golden Wrench... you will also meet a character named Joe at the bottom of the well, you will have to re-visit him at a later time in the game.

Give the mechanic the Golden Wrench and he will begin the modification process for you, this will ultimately open another path to Grease Mountain. Make your way up the mountain, using the caves to climb and maneuver, defeating all the gang members as you ascend. In one of the caves you will find some rooms with rocks and a hole. Push the rocks in the holes. Eventually, you will find that you can't climb any further due to a strange looking slope that blocks your path. A gang member in front of it will challenge you to a duel, then inform you that a mechanic in Carol Village has the ability to change Cycool into Speedy, who has enough power to climb up the slopes.

Once you find the mechanic, he can't seem to remember how to modify Cycool, but he informs you that his son, Joe, the character that you found back in the well does. Go back to the well and speak with Joe. He will modify Cycool for you, giving you Speedy. Climb up the slopes of Grease Mountain where at the top you will meet the leader of the group, Mr. Wild, who is also the Legend 5. Defeat him and receive the Legend 5 certificate for winning as well as the Dosbot that was taken from you.

While playing the game, you might have noticed several pools of water, now with Dosbot, you could check all those pools of water out. You might have also noticed an underwater creature back in the town of Capri that keeps asking for Dream Shells, once you give him all the dream shells that you can find, he will give you access to an underwater Health Spa where you can fight some good enemies for large amounts of experience points.

Kamat (Legend 4)

A new path will open up on the map leading to Dine Town. Here you will find Kamat, who is amassing an army. In order to challenge Kamat and gain your next rank, you will have to join the army. The Genesis 5 games represent the different divisions of the army. Enter the one that you feel most comfortable with. Head over to Apollo Fort on the map after defeating the recruited of the army in that type of battle... go to the tower corresponding to that game. Climb the tower and defeat all the wild Robopon that you encounter, finally defeat the main soldier in the type of game that you are working on. After winning, travel back to Dine Town and join another Division, repeat this until you are done with all of them. This maybe difficult, but don't give up... you are almost there.

Once you are done with all of the Divisions, travel to the central tower in Apollo Fort. Meet Kamat at the top of the tower, who will now fight you at the Roboapon Dome. Once you win, you are awarded with the rank of Legend 4.

Dr. Disc (Legend 3)

Dr. Disc, who is discovered to hold the Legend 3 rank is holding Lisa hostage in Libra Town. Make your way there to find that she is on top of a big, tower with no way to enter. To get in... you will have to create an opening, which requires something with a lot of 'punch'. You need to find explosives. Go to Poro Village, which is now available on the map. There, make your way to the dock at the bottom of town. There you can use Rotor to fly to get to Bird Island, an optional area. Here you will have the chance to acquire some powerful Roboapon.

Continuing on the adventure, a path to Ghana Lake is now available. Ghana Lake appears to be nothing more than a fishing pond. Go get a free rod at the store here and go fishing with some bait. Using the Sukiyaki bait, a character will drag you underwater. The character's mother will give you a snorkel, enabling you to now breathe underwater. The snorkel will allow you to travel to the actual location of the town, which is underwater. You will find bombs here, bring them back to Libra Town and use a Red Bomb to blow up one of the building's floors. Meanwhile, back a Ghana Lake, a character will create a bomb powerful enough to blow the entire town back to dry land, the once guarded stairway is now accessible.

Enter the new area and locate and retrieve an assortment of different kinds of bombs. Take the new explosives back to Libra Town to finish the job. Dr. Disc will challenge you at the Roboapon Dome. You will be awarded the Legend 3 rank.

Prince Tail (Legend 2)

A path will open on the map to the Gold Plane area. Here you will encounter Dr. Zero. Dr. Disc has created a new castle, named Zero Castle, he then adds the Gold Plane to it and places you on the tenth floor. Suddenly Bisco appears and shows you a way to teleport to the sixth floor... and the exit on the right side. Zero will then challenge and defeat Prince Tail making him the Legend 1.

Go to Cherry Hill. You will need Tread or Speedy to reach the top. There you will find a cave. Go through the cave and you will eventually locate Prince Tail. Challenge him and win to get the rank of Legend 2. After winning, Princess Darcy, becomes one with a mirror by Dr. Zero.

Dr. Zero (Legend 1)

Now go to Tail Castle from the Roboapon Dome and go down the western path. From there, head north along the path until you find Zero Dome. Here you will have to fight Dr. Zero... this fight will not be easy unless you have been taking the time to level up your Roboapon along the way. Once you win you will receive the rank of Legend 1.

After the credits, you will continue the game from where you left off, this is your chance to try to find all the Roboapon that you might have missed while you were playing the game.