

Nintendo

GAME BOY[®] color

DMG-HREE-USA

ROBOPON™

BUILD'EM, COLLECT'EM, TRASH'EM!



SUN
VERSION



INSTRUCTION BOOKLET

ATLUS

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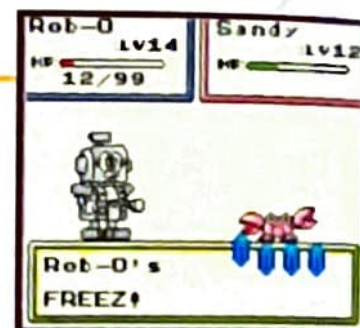
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There are 150 Robopon --- Become the Legend !!

Become the Robopon Pro...

Enter the BattleRobo tournament!!

Robopon were created to help mankind. Train your Robopon through many adventures, and take the throne as the Legend 1!



The sky is the limit!...

Earn money to build your empire!!

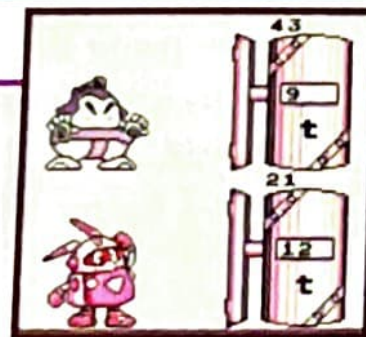
You are now the president of the company that manufactures Robopon. It's a small company now, but keep investing in the company and it will grow into a huge corporation.



Friend or Foe?...

Fight and train with friends!!

Exchange Robopon with the Game Pak's IR port. Using the Game Link® Cable, you can enjoy BattleRobo tournaments with your friends!



Master the 3 special functions!!

What is the original IR(Infrared)System!?

This new feature only exists in this game! You can use the remote control from your TV and VCR on your game, for some interesting effects.



Schedule Man's Scheduler System

You can gain different change panels from the elusive Schedule Man. You can set the time for them to take effect!



Fully Functional...Speaker System

The game is alive!? Even when you turn it off, real time events occur in the game and are announced with different sounds! These sounds can be turned off if you don't want to be bothered!

STORY

This is Porombo island--where Roboapon and humans live in harmony. One day, Cody inherits the near-bankrupt Roboapon Dispatching Company, and its useless Roboapon from his Grandpa Hogle. Around this time, people of all ages were captivated by creating their own Roboapon and entering them in the BattleRobo Tournament. In order to rebuild his company, Cody set out on a journey with his Roboapon. Soon, he too found himself caught up in the Roboapon frenzy. He began training for the title of Legend 1, given to the greatest Roboapon Pro in the land.



Main Character

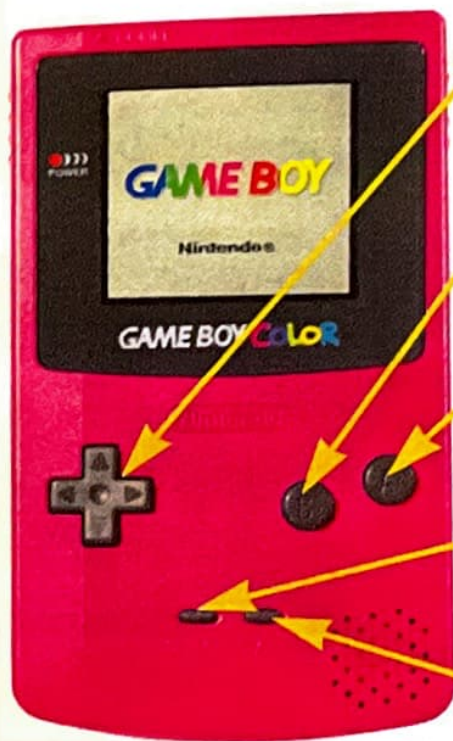
Cody

Cody is a 14 year old boy who loves to work on Roboapon. He has a strong sense of justice. (*Name can be changed)



Game Play - Basic Operation

The game play in Robopon happens on two main screens: the Field Screen, where you move the main character to different places and talk to people, and the Command Menu Screen where you use items and change your Robopon.



Control Pad

Field Screen ... Move character
Command Menu ... Move cursor

B Button

Field Screen ... Speed up text
Command Menu ... Cancel, Exit Menu

A Button

Field Screen ... Talk to people, Search,
Open chest
Command Menu ... Select

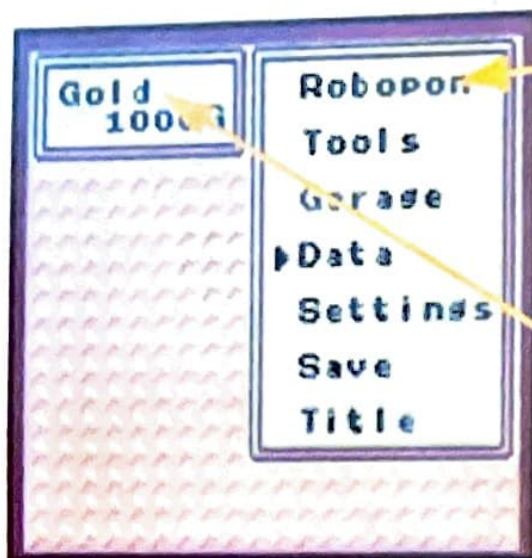
Select

Field Screen ... Display time and date
Command Menu ... Change item and
Robopon order

Start

Field Screen ... Open Command Menu

Game Play – Command Menu



Command Menu

The Command Menu will appear when you press START from the field map.

Gold

Gold on hand.

Robopon

Change Order

Changes the order of Robopon. Select the two to exchange with SELECT. You can have 4 Robopon with you at a time, and remember, the top Robopon battles first.

Bolton	HP180/180
L33:NRM	EP142/142
Vissy	HP405/405
L98:NRM	EP304/304
Molbot	HP407/407
L98:NRM	EP206/206
Disser	HP232/232
L37:NRM	EP195/195

Press A Button to check Status.
Press SELECT to change Robopon.

Status

Checks the Robopon's status. First it shows the status, press the button again to check equipped Parts, Software, and available attacks.

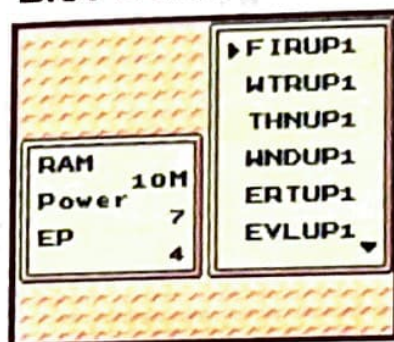
Vissy:LV98 Fight	
 200 EB for evolution HP 405/405 EP 304/304	Type FIRE CPU 1CPU0 Attack 324 Defense 319 Speed 520 Exp 42777 Next LV 99

Property

ITEM Uses and throws away items in your inventory.

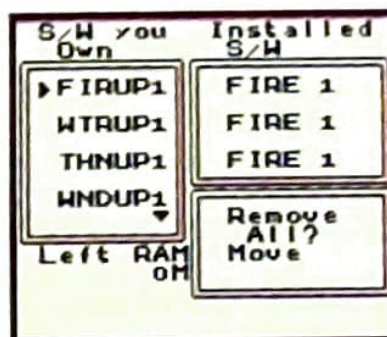
SOFTWARE

List Software



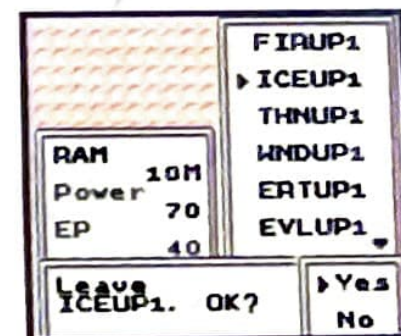
Lists all software in inventory. Press the A Button and it will show the attacks you can use.

Install Software



Installs software. Choose the Robopon to equip and software from List Software.

Leave Software



Leaves unnecessary software. Move the cursor to the unwanted software and press the A Button.

PARTS

List Parts

Equip Parts . . .

Leave Parts . . .

Looks at all the parts in inventory.

Equips parts to Robopon.

Leaves unwanted parts.

Garage

Items and Robopon not being used can be stored in your garage. When they're needed, open the Command Menu to take them out. Sometimes, the Command Menu isn't available...

ROBOPON

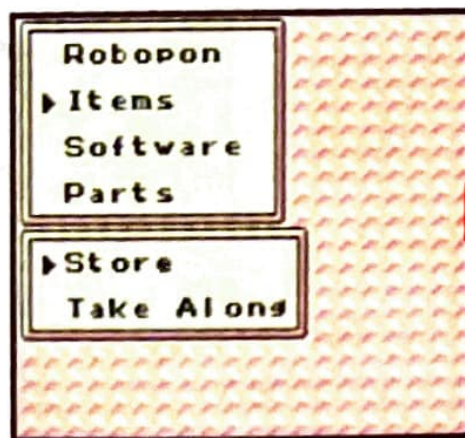
Storage for your extra Robopon. If there are already four Robopon in your party, and you capture a new Robopon, that Robopon is automatically sent to your garage.

ITEM

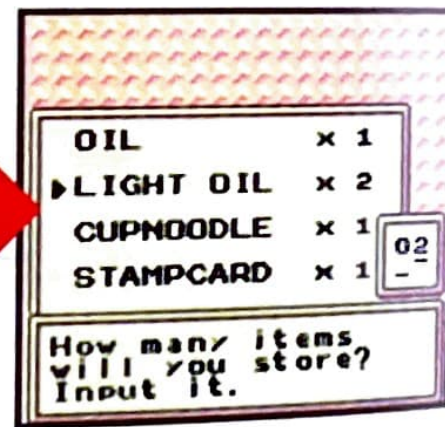
Can store extra items. Also, 20 different items can be carried with you.

SOFTWARE & PARTS

Extra software and parts can be stored in the Garage, just like items. Items that you'll never use can be sold in the shops.



After selecting Garage, select the item to move, and what you want to do with it.



For items, select how many to move with the Control Pad, and press the A Button.

Data


MAIN CHARACTER DATA

Shows your character's name, number of floors in your building, tournament rank, gold, number of Robopon held, and total play time. If you press the A Button again, it will show the settings for the change panels.

	CODY	
	Building 3F	
	Area Capri Town	
Gold	1120G	
Play Time	002:43	

ROBOPON DATA FILE

This shows your Robopon encyclopedia. When new Robopon are found, the blank pages get filled in. When new Robopon are collected, more data will be added.

	067	Boobot
	Type	Boot
	Height	Short
	Weight	Average
	Attribute	Water
Ghost Robopon.		
Shoots hypnotic beams if he feels threatened.		

BATTLE GENESIS 5 RECORD

You can see the record of victories/defeats in each type of game in Battle Genesis 5.

Record	Vic	Def
	0	0
Battler	0	0
Jumper	0	0
Speeder	0	0
Shielder	0	0
Puncher	0	0
The Belt for "KING" Opts		
0 Winning Streak		

Settings



You can turn Robocon attack animation's and the internal speaker On and Off.

Save

Records the progress of your journey.

Title

Ends the game and returns to the Title Screen. Don't forget to save first.

Grandpa

Hogle

Hogle is Cody's grandfather. He is an old man who loves studying Robocon.



Girlfriend

Lisa

Lisa is Cody's girlfriend. She is a cute girl who likes to keep busy.



Starting a Game

Title Screen

Insert the Game Pak into the Game Boy and turn the Game Boy ON. The demo will play, but can be skipped by pressing START. The Title Screen will then be displayed.

Select Set Date/Time or New Game

This screen will appear when the A Button is pressed at the Title Screen. First, set the time and date in Set Time and Date and then select New Game.

[Caution] When starting a New Game, you will be required to overwrite any existing saved game.

"Huh, what's that?"... "That noise?!"

The story begins... Conversation happens throughout the game. You can advance through it by pressing the A Button, when the I icon blinks at the bottom of the conversation window.



Enter your name!

Enter a 4 letter name. If you put in the wrong letter, you can delete it by pressing the B Button. When you're done, select OK? in the bottom left corner of the screen. If you don't enter a name, it will default to Cody.

What is your name?

a	b	c	d	e	f	g	h	i
j	k	l	m	n	o	p	q	r
s	t	u	v	w	x	y	z	-


▷ Upper Case

▷ OK? Cody

Enter your birthday!

Press left and right on the Control Pad to select the slot, and up and down to enter the date. Press the A Button to confirm.

Name Cody



Birthday
Aug. 31
- -

OK? ▷ Yes
 No

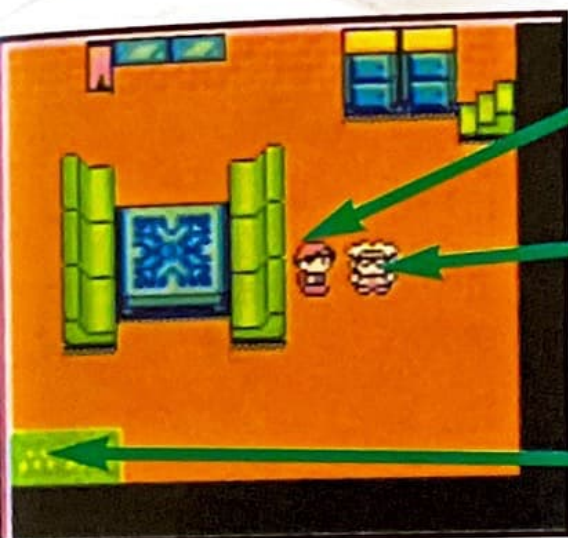
Robopon Gang Leader

Bisco

Bisco is one of Cody's classmates. He always has his gang around him. He's really just a bully who calls himself the "Robopon Champion."



The Field Screen



Cody

Other Characters

Face them and press the A Button to talk to them.

Entrance

Step on this area, and you will go to the next room, or outside.



Descending Stairs

Walk down the stairs.

Elevator

Talk to the lady in the elevator to go to any floor.

Ascending Stairs

Walk up the stairs.

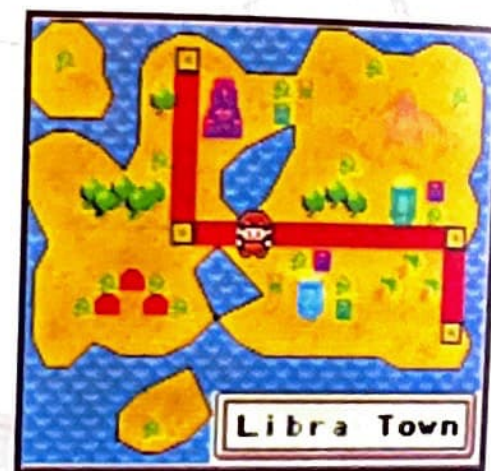
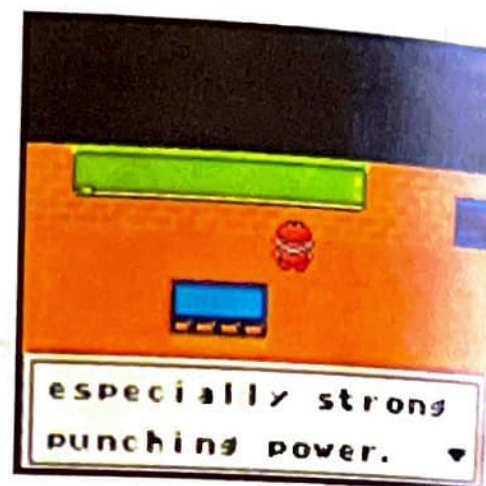


Helpful hints

Stand in front of furniture and press the A Button, sometimes a message will appear. Some messages are really helpful, like on the chalkboard at Libra School.

Moving from town to town

When you want to go to a different town, go out the entrance of the town. This will take you to the Map Screen. Select your destination with the Control Pad and the A Button. As the story progresses, more places will show up on your World Map.



Tail Kingdom

Prince Tail

Sponsor of the BattleRobo Tournament
at the Robopon Dome.
He holds the title of Legend 1.



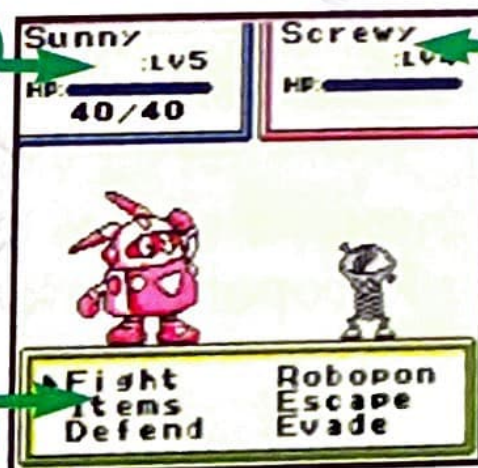
Battle

Winning and Losing

The Roboapon at the top of the Command Menu will fight first in battle. You win when you beat all the enemies before your Roboapon are scrapped.

Your Roboapon Data

Displays your Roboapon's level and Hit Points and HP gauge. When it is damaged, its HP gauge will go down.



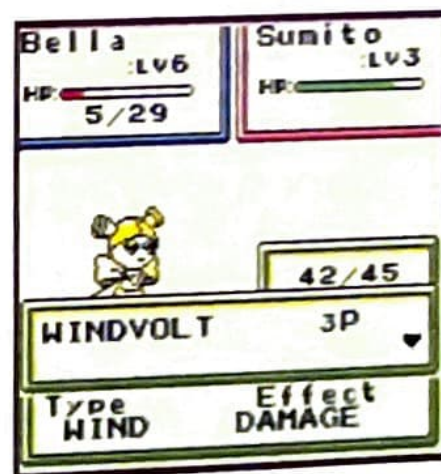
Enemy Roboapon Data

Displays only the enemy Roboapon's level and HP gauge. Their Hit Points cannot be seen.



Battle Command Menu

Fight The Roboapon attacks with its different attacks. Techniques besides the basic Attack will use Energy Points (EP), the cost is displayed in the window above the techniques name.






Robopon You can exchange your damaged Robopon with other Robopon. But this will take one turn. Also in Status, you can check the Robopon's status, equipment, and techniques.

Items Allows you to use items in your inventory. Use the Control Pad to move up and down, and the A Button to select.

Escape Allows you to escape battle. Your ability to retreat from battle will depend on your Robopon's luck and efficiency. You cannot retreat from event battles.

Defend Makes your Robopon defend against the enemy's attack. Robopon will receive less damage from being hit, but won't be able to attack.

Evade Makes your Robopon dodge the enemy's attack. If successful, it will not take any damage.

	Sunny	HP	58/58
	L8: NRM	EP	42/42
	Sunny	HP	46/46
	L6: NRM	EP	34/34
	Cobalt	HP	31/31
	L4: NRM	EP	22/22
Change.			
OK			
Change Status			

Level UP!

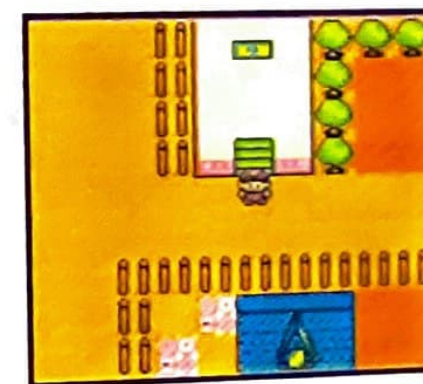
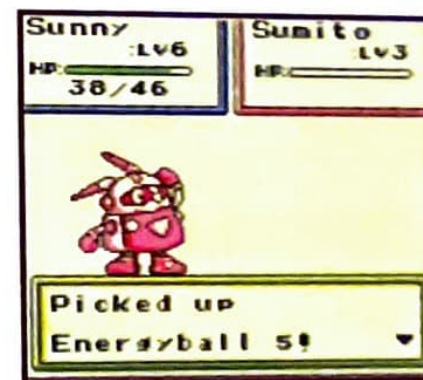
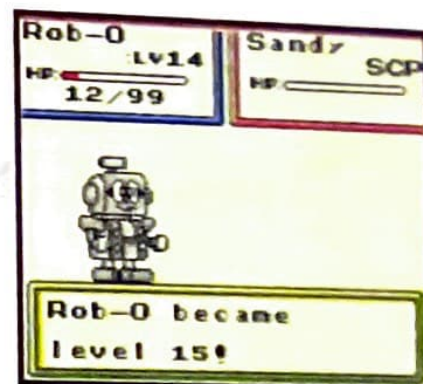
When you win a battle, the Robopon that fought for you will gain experience. After a certain amount of experience is earned, they will go up in level, and their skills and Attacks will increase.

What's an Energyball?

After winning a battle, Energyballs are earned. It's a special item needed for Evolving type Robopon. You must give the Energyballs to a Robopon right after getting them.

Darn, I lost!

When your Robopon's HP goes down to 0, you lose... When you lose, you will go back to your building in Capri Town. But, you won't lose the gold you've earned.



Robopon Q&A

Q: How do you get Robopon?

A: You can buy them, catch them, or have people give them to you!

Gifts

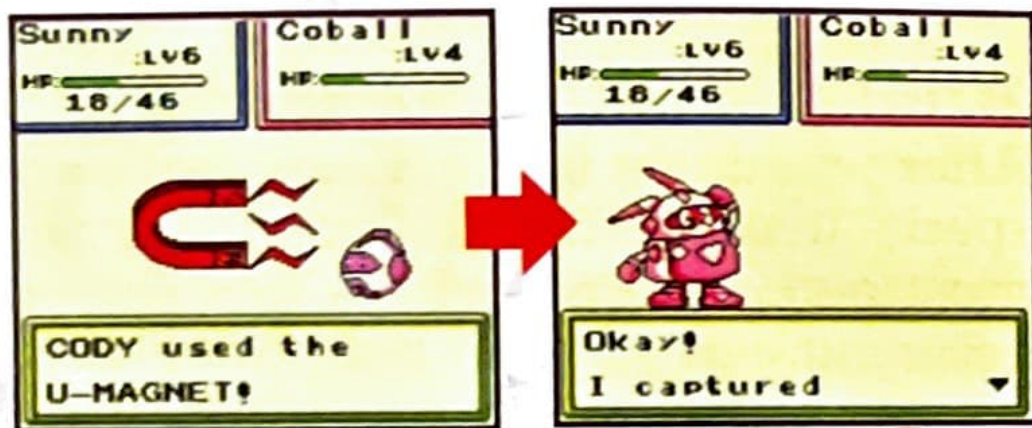
Always talk to people! Sometimes they will give you Robopon.

Catch

You can catch Robopon if you use magnets during battle. The lower the enemy's HP, the easier it is to catch them. There are many kinds of magnets...

Buy

When you invest money in the Laboratory, research will progress and new Robopon can be discovered!



Sunny

Arm type Robopon that Grandpa Hogle gave to Cody at the beginning of the game.



Q: What kinds of Robopon are there?

A: There are three types. Use them wisely!

Arm Type



Strength: Strong attack
Parts/Software Equip: Y

As the name says, this is a wonderful type for strong punches. It can attack repeatedly without having to stop.

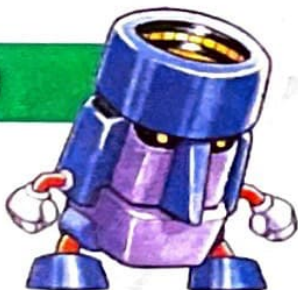
Move Type



Strength: Fast movement
Parts/Software Equip: Y

Compared to the other two types, these Robopon are very quick and are great jumpers. Some can even be used as vehicles!

Boot Type



Strength: High defense
Parts/Software Equip: N

Although this type cannot equip parts or software, they are made very strong. Their high defense is their strong point!

Q: What are Parts and Software?

A: *They can be bought at parts and software stores, and are used to upgrade Robopon.*

Parts

Items that upgrade the Robopon's skills. There are different types of parts: such as Arm Only, Move Only, and Arm and Move. Each type has certain parts they can equip. Different parts have different effects. Some parts increase attack while others increase defense.

Software

When these are loaded into Parts, the Robopon will be able to use special attacks during battle. There are different types of software: such as Fire and Thunder. There are times when stronger attacks are usable if software is combined.

Q: Which store is which?

Item Shop



Parts/Software Shop



Repair Shop



Laboratory



Q: What is RAM?

A: *It's the memory inside Parts and the size of the Software.*

Parts & Software

Upgrade Instructions

Bella	HP	29/29
L6: NRM	EP	45/45
Sunny	HP	46/46
L6: NRM	EP	34/34
Cobalt	HP	31/31
L4: NRM	EP	22/22
Which Roboapon do you choose?		

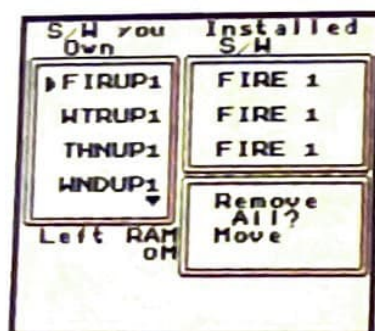
1. Select Roboapon!

Select the Roboapon to upgrade. Only the Roboapon in your party can equip parts.

Hot bot Boot	THROWER X
Equipped Parts	HARDTHW X
FLAIL-A	CROSBOW X
Attack 15	Attack 0
Defense 30	Defense 0
Speed 0	Speed 135
RAM 30M	RAM 90M

2. Select Parts!

Parts that the selected Roboapon can equip will have a circle next to them. Changes from this part are displayed on the right.



3. Select Robopon!

Install software according to how much RAM you have for the parts that you have equipped. Some attacks are more efficient if the software's attribute is compatible with the opponent.

Check 1

When you select Install Parts in the Command Menu, it automatically proceeds to the Install Software screen. Don't forget to load software, too!

Check 2

When selling Robopon to the laboratory or when storing Robopon in the garage, remember to remove parts and software first!

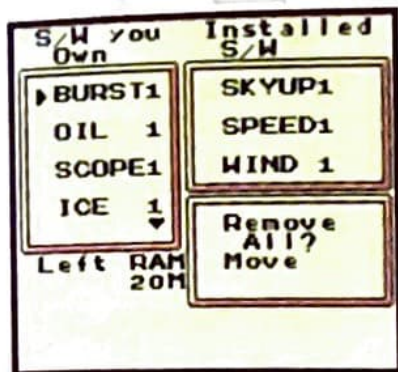
4. Press the B Button to exit the menu, and you're finished!

Basic Item List

Part Name	RAM	AT	DF	SP	Price	Software Name	RAM	Effect	EP	Price
Fist Arm	10	5	5	5	200	Ice V1	10	10	3	100
Dagger Arm	10	0	15	0	200	Earth V1	10	10	3	100
Gatling	40	40	0	20	800	Sky V1	10	10	3	100
Knife Arm	10	0	0	15	200	Fire V1	10	5	3	100
Claw Arm	10	5	10	0	200	Fire V2	20	10	6	200
Brain Arm	20	5	0	0	200	Fire V3	30	15	9	300

Q: What are some good ways to equip software?

A: *You can combine them to create strong techniques!*



Although you can use techniques with software alone, by combining more software, you'll be able to use stronger techniques. There are many helpful techniques that can be gained from combining software.

Software Combination Techniques

Tec Name	Combination	Attribute	Add on Effect
Napalm	Fire + Fire	Fire	None
Steam	Fire + Water	Water	Causes Overheat Condition
Short	Water + Thunder	Thunder	Causes Rust Condition
Sonic	Wind + Sky	Wind	None
Fear	Evil + Evil	Evil	Causes Bug Condition
Typhoon	Sea + Sky	Sea	None

Q: Are there advantages in battle?

A: Yes, if you make use of the Robopon's attributes!

If you attack with a technique with an attribute strong against the enemy's Defense Attribute, you'll be able to do more damage than normal. Looking at the table to the right, a fire technique is weak against fire, is equal to water and strong against wind.

Compatibility Chart			
Att/Def	Fi	Wa	Wi
Fi	-	=	+
Wa	+	-	
Wi	=		-

Q: My Robopon is acting weird during battle!

A: Your Robopon is suffering from an Unusual Condition.
Check out the chart below to see what effects they have!

Condition Effect		Condition Effect	
Bless	Statistics increase each turn	Hit Rate	Lowers hit rate by half
Curse	Random statistics decrease each turn	Ignore	Ignores commands
Fever	Takes damage each turn	Stop	Attack command can't be used
Bug	Is confused and attacks himself	Rust	Takes damage and some commands are ignored
		???	Attacks and ignores all other commands

Q: Is there any way to make Robopon stronger, besides equipping parts and software?

A: Give them Energyballs and evolve them, or upgrade their chip to increase efficiency!

Robopon Evolution

Give them Energyballs and...

There are types of Robopon that Evolve; like how caterpillars change into a butterflies. Feed them Energyballs when you get them!

Request Evolve at the Laboratory

When the Robopon that you've given Energyballs to start to shine, immediately take them to the laboratory. Request Evolve there and they'll change into their next form!



Upgrading Chips

CPUs, the Robopon's processor, can be upgraded. But, the Robopon must be at a certain level. You can upgrade chips at the laboratory.



Q: What's the laboratory like?

A: *It's a place where they buy and sell Robopon, and much more, to help you on your journey!*

The laboratories offer services like Request Evolve, Upgrading Chips, as well as those listed below. Make good use of this facility!



Invest in research

It is necessary to invest the money you've earned. The more you invest, the faster the research goes.

Buy Robopon

As research and the story progresses, new Robopon and Robopon types will become available.

Sell Robopon

They also buy back your extra Robopon. The higher the level of the Robopon, the more money they will pay for it.

Q: What is the IR (Infrared) System?

A: *It's a new system where you use household remotes to make something special happen!*

Remote Shower

Place the Game Boy within 4 inches of the household remote and press any button on the remote!



Robopon powers up?

You can try this out when you go to the Robopon laboratory, or when you purchase a new type of Robopon. Not only do they power up, but they also evolve....?

Open locked treasure chests?

You found a treasure chest in a dungeon, but you can't open it... Try the Remote Shower!

You can use any kind of household remote for the Remote Shower. The brand of the remote and which button you press will have different effects!

Q: I want to trade Robopon with my friends!

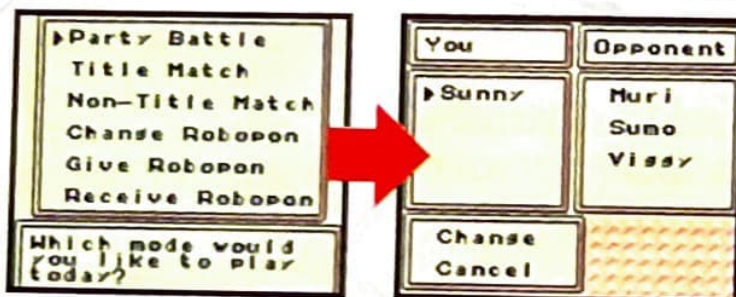
A: Connect the Game Boys using the Game Link® Cable, and talk to the assistant in your building and select Communication!



Trading

Select the Robopon to trade with your friend. When you aren't using the Game Link® Cable, select Communicate with KISS.

Put the Robopon to trade in your party and save after selecting Trade. A menu will appear at the top of one of the players' screens.



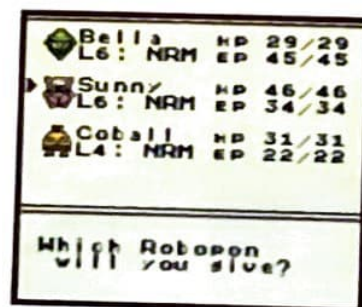
Use the A Button to select the Robopon, and then select Trade. If you press the A Button on the other side, you can check its status as well.

Using GB Kiss When you're both ready, aim the Game Boys at each other and press the B Button on one of the Game Boys.

Give and Take

Each player selects either Give or Receive. Robopon stored in the garage can't be traded.

Using GB Kiss After selecting, aim the Game Boys at each other and press the B Button on one of the Game Boys.



The person giving will select the Robopon with the A Button.

Connecting to Battle Genesis 5!!

Battle Genesis 5 is a battle mode that can be played between two Game Boys using the Game Link® Cable. There are a total of 5 games and three ways to play described below. Just like you exchanged Roboapon, talk to the assistant in your building.

Title Match

Fight for the championship belt you got when you finished the game. This is only available when both players have the belt. You can choose only one Roboapon to battle with.

Regular Match

The rules are the same as the title match, but you battle without betting the belt.

Party Battle

One Battler round. You can choose up to 4 Roboapon per party to battle with.



Battle Progression

In title and non-title matches, you play the two games you each chose, plus one game that is chosen at random. So, you fight in three games. Whoever wins two games first is the winner.

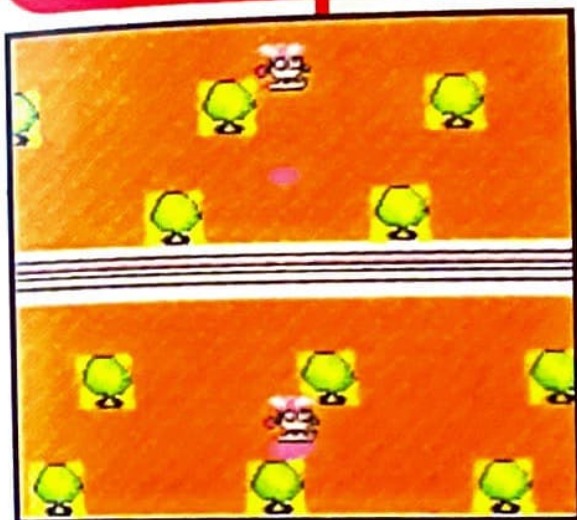


Battler



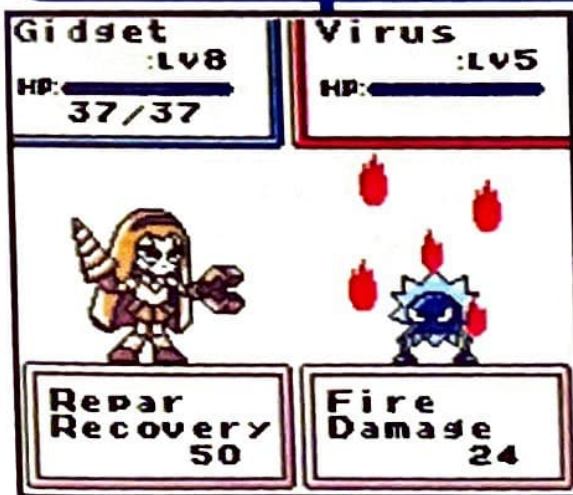
Battle is similar to regular battle where you issue commands. But, you cannot use any Items or Retreat from battle.

Jumper



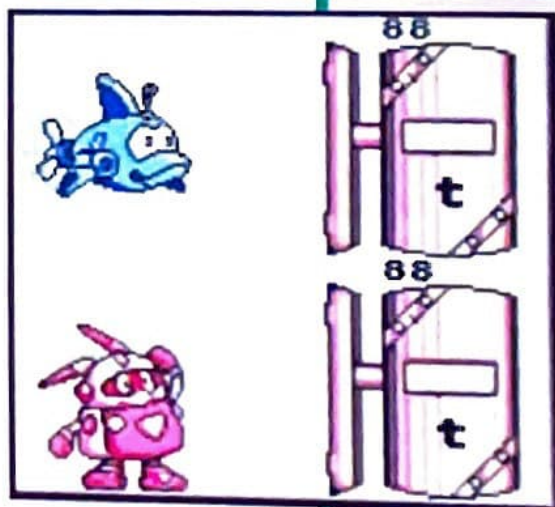
This game pits the jump power of the two competing Robopons. When the game begins, press the A Button to start running. The one who jumps farther is the winner. If you press the A Button repeatedly while in the air, you can increase your distance. The Robopon's weight is a major factor in this game.

Shielder



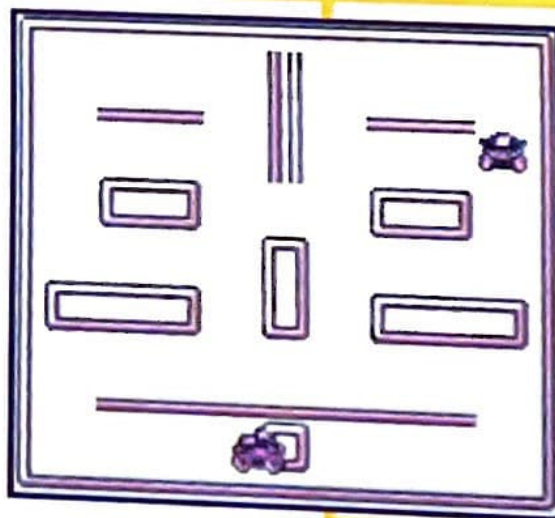
This game is better for Boot Type Robopon where you compete against the Robopon's defense and luck. Choose one of the 6 cards at the top of the screen as an aid for your Robopon. Even though the card may have the same effect, the defense and attack rates, as well as the attribute will change the amount of damage received. The last Robopon standing is the winner.

Puncher



This game is designed for Arm Type Robopon; where you compete to see who has the greater punching power. Time your punches with the meter at the top. Press the A Button to punch! This battle consists of two rounds, and the winner is decided by the meter and the Robopon's attack power.

Speeder



Move Type Robopon excel at this game. This is a time attack game where the one who reaches the goal first, wins. Your Robopon will control how it makes its way to the exit, depending on the capacity of its CPU and its speed.

Robopon Allies

Here, we will introduce some of your allies. Some Robopon are available only in the Sun Version.

Boot Type

Molbot

Robopon used for searching underground. It's sensitive to light, so when it's on the surface, it wears sunglasses.



Arm Type

Muri

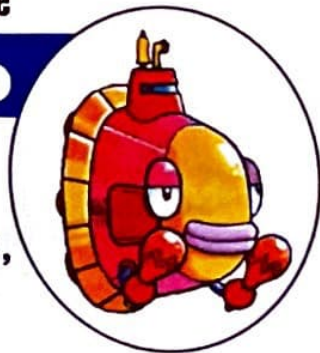
It amazes its enemies with blinding fast attacks, and slices them with skillful strokes!--- That is what Muri is known for.



Move Type

Subrio

Happy Robopon that swims the sea, shaking its maracas. Its addictive rhythms, make its enemies dance.



Arm Type

Razor

Filled with the memories of brave female fighters. It combines the benefits of power, technique, and speed!



Arm Type

Viggy

With the shining V on its chest and a flowing cape, it dreams of being a hero. But, it tends to slack off on its training.

