

Development

In order to develop new Arms for your UNITRON, you must go to the Factory, where your partner is. Once you have an Arm, material to use, and any tools you want to use, you should go to the Works and start developing.

Arm Selection

First, you must choose the Arm you wish to develop. Almost all Arms can be used for development (there are some that cannot). However, be careful: any Arm used in development will be lost regardless of whether or not development is successful!

Material Selection

After selecting an Arm to develop, you must choose which material to use. Each Arm will only work with a certain kind of material, so be careful in your selection.



Tool Selection

Once you have selected an Arm and material, the Arm that will be produced by the combination is displayed. The probability of success will also be displayed. If you wish to raise the chance of successful development, you can choose to use a Tool. However, be careful: any Tool used in development will be lost regardless of whether or not development is successful!

Development

After you have selected a Tool, you can begin development by pressing the A button. If development is successful, the new Arm will be added to your inventory. If the development fails, you lose all items used.



Hints

Arm development is influenced by the Engineering level of your partner. You won't be able to develop strong Arms while your partner's level is low. You should start with simple Arms to let your partner gain experience.

Shopping

You can buy or sell parts and items at the shop in Rhataze City.

Buy or Sell

After entering the shop, you must decide whether you wish to buy or sell something. Then, you choose what you want to sell or buy; parts and items. You can select what you want to buy or sell by moving the cursor next to it and pressing the A button. Once you press the A button, the transaction is complete, so be sure you have the right item!



In UNITRON, the number of the same items you can get is limited to 9.

Parts & Materials List

You can buy many things at the shop, including parts, material, tools, and items. Here is a list of some of the items you can buy that you might find useful in your adventures.

Name	Function
Fixt	Restores varying amount of HP based on level of Fixt.
Fulfx	Restores all HP
Clear	Returns status to normal
Empdy	Temporarily raises AP
Efildy	Temporarily raises SP
Siclr	Temporarily raises RP
Tubo	Temporarily raises MP
Absorb	Temporarily lowers enemy's AP
Acidbm	Temporarily lowers enemy's SP
Jammer	Temporarily lowers enemy's RP
Magfir	Temporarily lowers enemy's MP

Fighting

Battles are fought the same way in the dungeon as they are in the Arena. A battle ends whenever one of the participants flees or when one or more of the participants' HP reaches 0. You may perform one of four actions in battle:

- **Attack:** Attack using an Arm (Right or Left) or a special attack.
- **Item:** Use an item that can be used in combat.
- **Charge:** Restore 30% of your Energy.
- **Flee:** Retreat from the battle. However, this may not always succeed. If you are in an Arena fight, you may always surrender.

Choosing an Action

When you encounter an enemy, you choose your action first. However, in order to use the 'Attack' command, you must have enough Energy. If you do not, you will not be able to attack.

Performing an Action

Once you have chosen an action, battle begins. The participant with the highest MP moves first. Once both you and your enemy have performed your actions, you return to the Action Selection menu.



Attack Action

Choosing the Attack action allows you to attack the enemy (which uses up EP). You choose from one of three attacks: Right Arm (R Arm), Left Arm (L Arm), and Special. Special refers to attacks made using Special Techniques you can learn from certain people.

Item Action

Choosing this action allows you to use an item that can be used in battle. You cannot combine this with other actions.

Charge Action

Choosing this action allows you UNITRON to collect energy from the air around it, recharging its reserves. Although you cannot take any other action, your EP will be restored by 30%. Equipping your UNITRON with certain accessories can increase this recharge rate even more.

Flee (Surrender) Action

Choosing this action causes you to retreat, giving up the battle. However, it doesn't always work, meaning there are some fights you can't run away from. If this action fails, you will not be able to take another action for 1 turn. Surrendering in the Arena always has a 100% success rate.



Combat

Combat in the Arena is divided into six different grades based on ranking. To increase your ranking, you must defeat all other UNITRON masters in your grade. The number of masters in each grade varies from 3 to 6. If you can defeat all other masters in your grade, your ranking will go up, and you will win prize money.

Grade	Title	Prize Money
Championship	Master of Masters	1000000
Grade S	High Master	500000
Grade A	Lord	250000
Grade B	Duke	100000
Grade C	Marquis	50000
Grade D	Viscount	25000
Grade E	Rookie	10000

Once you win Grade S, you will be ready to fight for the title Master of Masters. With hard work and a little luck, this coveted title can be yours! But there are also rumors of another secret grade beyond that...

There are four dungeons located on Tridiss. Each of these dungeons—the Forest of Verdure, the Corridor of Blue, Ruins of Wind, and the Maze of Stone—has a secret hidden within its deepest level. Only the bravest and most capable UNITRON master can succeed in conquering them—are you up to the challenge?

Forest of Verdure: This huge forest spreads across the continent's eastern coast. The holy ground of the Foresters, it is protected by the Wood spirit.

Corridor of Blue: This underwater cave, hidden in an inlet to the south, is the home of the Mariners. A shrine to the Water spirit can be found here.

Ruins of Wind: Hundreds of years ago, this was a city of the Birdians, where they worshipped the spirit of the Wind.

Maze of Stone: This ancient cave was said to have once been inhabited by the Lizardmen. An altar dedicated to the spirit of the Earth can be found here.



The configuration of each dungeon, as well as the location and contents of treasure boxes, changes every time you enter a dungeon.