

Mega Man EXE Battle Network FAQ/Walkthrough

by MegaBoy

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MEGAMAN BATTLE NETWORK PERFECT NAVIGATION GUIDE

By Mega Boy

megaboy@sympatico.ca

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You can find a useful HTML version of this file and maps at:

http://www.interordi.com/mega_man_pc/mmbn/index.php

<http://www.ibis-research.com/MM/>

This guide can be used for either Rockman EXE or MegaMan Battle Network. Read at least sections 11 to 14 before asking me any questions, but if you ask me obvious questions that are already answered here, I will ignore them. Check also if you have the last version of this guide, new information you want could be there.

This guide should be used to find out "where to find what" in the game. There is also a small walkthrough at the end to help you if you ever get stuck. This guide is not much into the story's game, because I don't want to spoil anything.

Note: Most of the data found in this guide was taken from a Japanese guide I bought. I haven't done any of the work, aside from the translation.

You can use this guide whether you have the Japanese or American version. If the names have been changed in the American version, the Japanese name will be shown in "square brackets": [].

Also, as for the enemy names, I used the name of the chip they give instead of their real Japanese names. That way, it's easier to recognize them.

V 2.0 Updates:

- Added Battle Chip Perfect Data section.
- Added Enemy Perfect Data section.
- Added Map of the Internet Areas.
- Added a special thanks at the end of the guide.
- Did small corrections not worth mentioning.

V 3.0 Updates:

- Added Battle System section.
- Added FAQ section.
- Added Cleaning section.
- Added effects of Combos.
- Added the conditions for entering some Internet areas.
- Added the appearances of the enemies on the Enemy Data section.
- Converted some Japanese names to English.
- Cleaned the walkthrough a little.
- Corrected a few things I hadn't notice in version 2.

V 4.0 Updates:

- Converted the remaining Japanese names to English.
- Changed the Real-world locations section altogether.
- Added scenario 6 info and other things in the FAQ section.
- Corrected a big error in the Enemy section, locations where all wrong, sorry.
- Corrected many things here and there.

V 4.5 Updates:

- Expanded the Items list.
- Added maps! (Check the link above)
- Minor updates.

V 4.6 Updates:

- My e-mail has changed! (megaboy@sympatico.ca)
- Minor updates.

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1- BATTLE SYSTEM

The battle system may be confusing at first, but it becomes natural in no time.

Pre-battle:

When you enter a battle, you are on a field of squares. The 3x3 square grid on the left is your area and the 3x3 square grid area on the right is the enemies' area.

A window will appear showing 5 random Battle Chips from your deck.

There are two ways to choose your Battle Chips:

- 1- You can choose the same kind of Battle Chip of any letter.

(Ex: Cannon B, Cannon A)

Note:

- 2- You can choose different Battle Chips of the same letter.

(Ex: Sword S, Steal S and StoneMan S)

After you choose your Battle Chips, you select the "OK" button or you can select no chip and select "ADD" to add one more row of Battle Chips on the next turn to a maximum of 15 chips. Then the battle begins.

Battle:

Your Battle Chip icons will appear over your head and you can use them one after the other at any moment with the A-button.

You can also use your Buster (B-button) as much as you want and charge it if you got an upgrade.

When the custom gauge on the top of the screen is full and blinking, you can press the L-button or R-button to access the Battle Chip Window again.

If you had unused Battle Chips when you re-enter the window and you choose new one, you will lose them for the rest of the battle.

Post-battle:

Your Busting Level will be shown from 1 to 10 or S. The better the rating, the better the chance to get more money or a good Battle Chip.

This rating is explained in detail in the Busting Level section.

Your Battle Chips always stay in your deck, so don't be afraid to use them.

Your HP will always be refilled when the battle is over, so don't worry if you finish a battle with low HP.

2- CHARACTERS

This is a little Who's who.

Lan Hikari [Hikari Netto]

Hero of this game

Master of MegaMan [Rockman], Lan's alter-ego in cyberspace.

Dr. Hikari [Hikari Yuuichiroo]

Lan's father, also named Dad

Designer of PETS

Note: "Hikari" means "Light" in Japanese

Ms. Hikari [Hikari Haruka]

Lan's mother, also named Mom

House-keeping woman

Mayl [Sakurai Meiru]

Lan's female friend

Master of Roll

Yai [Yaito]

Lan's classmate

Master of Glyde

Dex [Dekao]

Lan's classmate

Master of GutsMan

Ms. Mari [Ohzono Mariko]

Lan's teacher

Ms. Yuri [Ohzono Yuriko]

Den Town class teacher

Mari's twin sister

Sal [Saloma]

She holds a stand in the Government Complex

Master of WoodMan

Masa

He holds a stand in the Government Complex

Master of SharkMan

Miyu [Kuroi Miyuki]

She holds a shop in Den Town Block 2

Master of SkullMan

Eugene Chaud [Ijyuuin Enzan]

Official NetBattler

Master of ProtoMan [Blues]
Note: "Chaud" means "Hot" in French (pronounced "Sho")
Mr. Higsby [Higureya Taroo]
He holds a store in ACDC Town/WWW's henchman
Master of NumberMan
Dr. Froid [Hikawa Seiji]
Employee at the Water Works
Master of IceMan
Note: "Froid" means "Cold" in French (pronounced "Froi")
Mr. Match [Hino Kenichi]
Repairman
Master of FireMan
Madd [Iroaya Madoi]
WWW's henchwoman
Master of ColorMan
Count Zap [Elec Hakushaku]
WWW's henchman
Master of ElecMan
Yahoot [Mahanijyarama]
WWW's henchman
Master of MagicMan
Doctor ?
WWW's leader
Master of Life Virus

3- REAL-WORLD LOCATIONS

You will visit various places during the game.

Area: Place you can visit.
Scenario: Moment when you will be able to enter there.
Enemies: Enemies found. (Talk to their owner)
Items: Items found or given by people, depending on the scenario sometimes.
Also, exchanges can happen, check the Exchange section for details.
Access: Computers you will be able to jack-in.

Area: ACDC Town [Akiharacho]
Scenario: 1
Enemies: ProtoMan (scen 8)
Items: Dentures (scen 4), Pa's memo (scen 7), Exchanges 4, 5, 6, 12
Access: None

Area: Lan's house
Scenario: 1
Enemies: None
Items: Recov10 A
Access: Lan's PC, Oven, Dog's house

Area: ACDC Elementary School
Scenario: 1
Enemies: None
Items: Repair A, Recov50 A, HPMemory, Escape H, Spreader J, X-Panell B
(all in scenario 2), Exchanges 1, 2, 3, 16
Access: School's network

Area: Mayl's house
Scenario: 2

Enemies: None
Items: None
Access: Mayl's piano, Mayl's servbot

Area: Yai's house
Scenario: 2
Enemies: None
Items: 10000 Zennies (scen 5)
Access: Yai's telephone, Yai's portrait

Area: Dex's house
Scenario: 2
Enemies: GutsMan
Items: /Dex (Dex's link) (scen 3)
Access: Dex's PC, Dex's game console

Area: Metroline station
Scenario: 3
Enemies: None
Items: Tickets, Exchange 11
Access: None

Area: Higsby's store
Scenario: 4
Enemies: NumberMan
Items: Chip Trader machines, Shop, Hig memo(scen 7), MetroPass(scen 8)
Access: None

Area: WWW's Metroline entrance
Scenario: 8
Enemies: None
Items: None
Access: None

Government Complex [Kanchogai]

Area: Metroline station
Scenario: 3
Enemies: None
Items: Tickets
Access: None

Area: Sal's stand
Scenario: 3
Enemies: WoodMan
Items: /Sal (Sal's link)
Access: Sal's register

Area: Lobby
Scenario: 3
Enemies: None
Items: Exchanges 7, 9
Access: Lobby's TV, Soda machine 1, Soda Machine 2

Area: Dad's lab
Scenario: 3
Enemies: None
Items: SciLabID (scen 4)
Access: Dad's PC, Dad's monitor

Area: Water Works
Scenario: 4
Enemies: IceMan (scen 5)
Items: HPMemory, WWW PIN (scen 6), Exchanges 8, 15
Access: Water Works Network, Water Works control panel

Area: Masa's stand
Scenario: 6
Enemies: SharkMan
Items: HPMemory
Access: Masa's register

Area: Restaurant
Scenario: 6
Enemies: None
Items: Exchange 13
Access: Recycled PET

Area: Power Plant
Scenario: 6
Enemies: None
Items: Exchange 17
Access: Power Plant network

Den Town [Densan Town]

Area: Metroline station
Scenario: 5
Enemies: None
Items: Tickets
Access: None

Area: Den Block 3
Scenario: 5
Enemies: ProtoMan (scenario 7)
Items: Exchange 10
Access: Den network

Area: Den Central
Scenario: 5
Enemies: None
Items: None
Access: Den network

Area: Den Block 4
Scenario: 5
Enemies: None
Items: None
Access: Den network

Area: Den Town summer class
Scenario: 5
Enemies: None
Items: Barrier A, Yuri Memo (scen 7), Exchange 14
Access: Den class blackboard

Area: Den Block 1
Scenario: 5
Enemies: None
Items: None

Access: Den network

Area: Den Block 2

Scenario: 5

Enemies: None

Items: None

Access: Den network

Area: Miyu's shop

Scenario: 5

Enemies: SkullMan

Items: /Miyu (Miyu's link)

Access: Miyu's mirror, Miyu's vase

Area: WWW Lair

Scenario: 8

Enemies: Life Virus

Items: hub.bat

Access: WWW network

4- VIRTUAL LOCATIONS

There are many places you can jack-in with your PET.

Area: Computer you can log on.

(A "*" means it's a boss zone)

Enemies: Enemies found.

Items: Mystery Data crystals found only one, at a specific place.

(A "*" means it's a special item, not Battle Chip, nor zenny)

Access: Access to the Internet area, if applicable.

Area: Dog house (Outside Lan's house)

Enemies: ShokWave, SoniWave, Cannon

Items: Shotgun K

Access: None

Area: Lan's computer

Enemies: ShokWave, Quake1, Invis1

Items: None

Access: Internet-1

Area: Oven*

Enemies: Section 1: ShokWave, Cannon

Section 2: ShokWave, Cannon, FireTowr, FireMan

Items: Section 1: Shotgun Q, Sword B, Steal A, Ice Block*, 200, 400Z

Section 2: Shotgun Q, LilBomb T, 500Z

Access: None

Area: School's network*

Enemies: Section 1: LilBomb, Quake1, ShokWave, Cannon

Section 2: LilBomb, Quake1, ShokWave, Cannon, Invis1

Section 3: LilBomb, Quake1, ShokWave, Cannon, Invis1

Section 4: LilBomb, Quake1, ShokWave, Cannon, Invis1,

TimeBom1

Section 5: LilBomb, Quake1, ShokWave, Cannon, Invis1,

TimeBom1, NumberMan

Items: Section 1: ShokWave L

Section 2: HiCannon I, 800Z
Section 3: Spreader H, HPMemory
Section 4: Quakel A, 400Z
Section 5: Cannon C

Access: None

Area: Teacher's car (Just outside the school)
Enemies: SoniWave, Remobit1
Items: HPMemory
Access: None

Area: Yai's telephone (In the left-most corner)
Enemies: ShokWave, Cannon, LongSwrd
Items: Escape J
Access: None

Area: Yai's portrait (Beside her bed)
Enemies: Cannon, Dash
Items: Spreader I, Yai's address*
Access: Internet-1

Area: Dex's computer (In the left-most corner)
Enemies: ShokWave, SoniWave, LilBomb
Items: X-Panel3 B, Dex's address*
Access: Internet-1

Area: Dex's game console (In front of the TV)
Enemies: SoniWave, Cannon, HiCannon, Invis2, Quake2
Items: CrosGun K
Access: None

Area: Mayl's piano
Enemies: Quakel, Invis1, ShokWave
Items: Recov50 L, Mayl's address*
Access: Internet-1

Area: Mayl's Servbot (In her bedroom)
Enemies: Invis1, Quakel
Items: HPMemory
Access: None

Area: Lobby's TV
Enemies: Cloud, Ratton1
Items: Escape L
Access: None

Area: Lobby's soda machine
Enemies: IronShld2, Howitzer2, Bubbler, Heater, Navi (Scenario 5+)
Items: Spreader J
Access: None

Area: Lobby's soda machine 2
Enemies: FireTowr, AquaTowr
Items: 5000Z
Access: None

Area: Dad's monitor (Behind his office)
Enemies: TimeBom2, Ratton1
Items: HiCannon J
Access: None

Area: Dad's computer
Enemies: (Virus Machine)
Items: Dad's address*
Access: Internet-3

Area: Sal's register
Enemies: WoodTowr, Dynamit1, Cloudier
Items: Recov120 A, Sal's address*
Access: Internet-3

Area: Water Works network* (Next to the blue elevator)
Enemies: Section 1: TriArrow, Cloud, AquaTowr, Dash
Section 2: TriArrow, Cloud, AquaTowr, Dash
Section 3: TriArrow, Cloud, AquaTowr, Dash, Bubbler,
Invis2
Section 4: TriArrow, Cloud, AquaTowr, Dash, Bubbler,
Invis2, IceCube2, IceCube3
Section 5: TriArrow, Cloud, AquaTowr, Dash, Bubbler,
Invis2, LongSwrd, HiCannon
Section 6: TriArrow, Cloud, AquaTowr, Dash, Bubbler,
Invis2, LongSwrd, HiCannon, IceMan
Items: Section 1: SoniWave J
Section 2: HPMemory, Recov80 C
Section 3: WideSwrd C, TriArrow A, IcePunch B
Section 4: M-Cannon L
Section 5: PowerUp
Section 6: 1000Z (Scenario 5+)
Access: None

Area: Water Works control panel (Besides Dr. Froid)
Enemies: TriArrow, TriSpear
Items: Recov200 L, 3000Z
Access: None

Area: Den Town's summer class blackboard
Enemies: Dynamit3, BodyBurn
Items: PowerUp
Access: None

Area: Miyu's mirror
Enemies: Candle1, Drain2, Invis2
Items: Barrier S, Miyu's address*
Access: Internet-4

Area: Miyu's vase
Enemies: Candle3, SoniWave, DynaWave
Items: Quake3 C
Access: None

Area: Den Town's network*
Enemies: Section 1: SoniWave, Bubbler, Heater, AquaTowr, FireTowr
Section 2: SoniWave, Minel, RedWave, AquaTowr, FireTowr
Section 3: SoniWave, DynaWave, FireSwrd, AquaSwrd, BblWrap1,
FireTowr, Quake2, RedWave
Section 4: DynaWave, Wave, RedWave, BblWrap1, FireTowr, Mega
Cannon
Section 5: DynaWave, Wave, RedWave, BblWrap1, AquaTowr,
FireTowr, Bubbler, Heater, FireSwrd, AquaSwrd,
Quake2, M-Cannon, ColorMan

Items: Section 1: Bubbler K, 800Z
Section 2: Escape N, 800Z
Section 3: Heater O, FireTowr T, 500Z
Section 4: HPMemory, 1000Z
Section 5: Recov80 J, AquaTowr C, 2400Z

Access: None

Area: Masa's register
Enemies: TriSpear, Bubbler, Wave
Items: TriSpear J, Masa's address*
Access: Internet-3

Area: Restaurant's PETs
Enemies: Thunder2, Howitzer
Items: HPMemory
Access: None

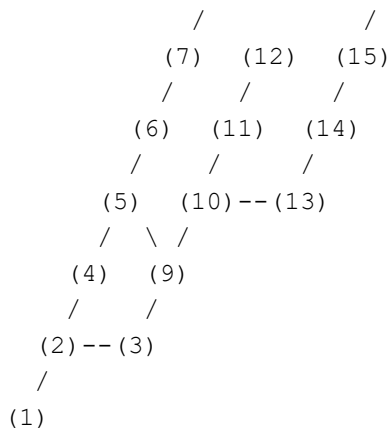
Area: Power plant network*
Enemies: Section 1: Thunder1, Ratton1, HiCannon, RingZap1
Section 2: Thunder1, Ratton1, HiCannon, RingZap1,
RingZap2, Typhoon
Section 3: Thunder1, Ratton1, HiCannon, RingZap1,
RingZap2, RingZap3, Typhoon, Remobit1
Section 4: Thunder1, Ratton1, M-Cannon, RingZap2,
RingZap3, Typhoon, Remobit1, ElecMan, ProtoMan
Items: Section 1: Ratton1 D, Recov120 ?, X-Panel3 G, Batteries*, 5000Z
Section 2: Batteries*, 800, 1000, 1200Z
Section 3: Batteries*, 500, 1000Z
Section 4: Batteries*, Typhoon D, 1800, 2000Z
Access: None

Area: WWW's network*
Enemies: Section 1: Snakeegg3, IronShld, HiCannon, TimeBom3
Section 2: Howitzer, IronShld, FireAura, Quake3, TimeBom1,
TimeBom3
Section 3: IceCube, Cloudier, BigBomb, TriSpear, AquaAura
Section 4: Candle2, Lockon1, AquaAura, FireAura, TimeBom3,
BigWave, Thunder2
Section 5: Candle2, Lockon1, Thunder2, BigWave, Snakeegg2,
Remobit2, Remobit3, Cyclone, BblWrap3, MagicMan
Section 6: Snakeegg1, Snakeegg2, BigWave, WoodAura, BigBomb,
IronShld, LifeVirus
Items: Section 1: FireSwrd P, Recov200 C, Ice Block*, 3000, 5000Z
Section 2: Huricane L, FtrSword P, 8000Z
Section 3: Recov300 L, 4000Z
Section 4: TimeBom3 P, HPMemory
Section 5: BigWave K, 2000Z
Access: None

5- INTERNET AREAS

The Internet is very vast and swarming with dangerous viruses,
but it also hides precious items.

Since the areas are not identified in the game, I will try to give you
a mental image of the extent of the internet:



Area: Area on the Internet.
 Enemies: Enemies found. (A "*" means the enemy is found at a specific place)
 Random: Random Mystery Data found under crystal form.
 Items: Mystery Data crystals found only once at a precise location.
 (A "*" means it's locked)
 Accesses: Other areas you can access: shops, Internet, computers.

- Area: 1
 Enemies: Dash, ShokWave, Cannon, FireMan2*, FireMan3
 Random: MetGuard A, X-Panell S, Shotgun K, Recov10 G, 100, 200, 500, 1000Z
 Items: Yai's address (from Glyde), TriLance M*
 Accesses: Shop 1, Internet-2(with Dex's link), Mayl, Yai, Dex
- Area: 2
 Enemies: Dash, ShokWave, LongSwrd, FireSwrd, Howitzer, FireTowr, Minel, StoneMan*
 Random: Cannon C, MiniBomb P, Recov30 P, CrosGun K, 200, 400, 800, 1500Z
 Items: PowerUp*
 Accesses: Internet-1, Internet-3(with Sal's link), Internet-4(with Miyu's link)
- Area: 3
 Enemies: HiCannon, CrosBomb, SoniWave, Dash, Thunder1, StoneMan2*, StoneMan3
 Random: Spreader H, Spreader J, ShokWave P, Recov80 C, 300, 600, 1000, 2000Z
 Items: RockCube O, FireSwrd B*
 Accesses: Shop 3, Internet-2, Internet-9, Dad, Sal, Masa
- Area: 4
 Enemies: TimeBom2, Dynamit1, Quake3, Invis2, IronShld3, Howitzer3
 Random: LilBomb G, Quake1 E, IcePunch M, LongSwrd O, 400, 800, 1200, 2000Z
 Items: AquaSwrd A, HPMemory*, 400Z
 Accesses: Shop 4, Internet-2, Internet-5(with Hig memo), Miyu
- Area: 5
 Enemies: Gaial, Drain1, WoodTowr, BigBomb, DynaWave
 Random: IcePunch B, TriArrow A, IceCube M, IcePunch M, 500, 1000, 1500, 2000Z
 Items: Thunder1 H, HPMemory*
 Accesses: Shop 5, Internet-6(with Lab memo), Internet-9(one-way until scenario 7)
- Area: 6

Enemies: Mine1, Drain1, WoodTowr, BigBomb, DynaWave,
 Remobit1, ElecMan2*, ElecMan3
 Random: RockCube M, SoniWave S, HiCannon I, Spreader I, 600, 800,
 1000, 3000Z
 Items: 6000Z
 Accesses: Internet-5, Internet-7(with Yuri memo)

Area: 7
 Enemies: Gaial, WoodTowr, BigBomb, DynaWave, Invis3, LongSwrd
 Random: Spreader K, TriSpear J, Recov120 A, Cloud H, 700, 1000, 1500,
 3000Z
 Items: Remobit1 N
 Accesses: Internet-6, Internet-8(with Pa's memo)

Area: 8
 Enemies: Gaial, Drain1, WoodTowr, BigBomb, DynaWave,
 Invis3, LongSwrd, TriSpear, BombMan*
 Random: Ratton1 D, Recov120 C, Hammer F, Typhoon E, 800, 1200, 2000,
 3000Z
 Items: 10000Z
 Accesses: Internet-7

Area: 9
 Enemies: BodyBurn, Gaial, Mine1, Remobit2, WoodTowr,
 AquaAura, ColorMan2*, ColorMan3
 Random: Recov150 E, Spreader L, Cannon E, HiCannon J, 500, 1000, 1500,
 2000Z
 Items: RingZap1 H
 Accesses: Internet-3, Internet-5, Internet-10

Area: 10
 Enemies: Ratton2, BblWrap2, FireTowr, Lockon2, IceCube
 Random: ElecSwrd S, Ratton2 G, M-Cannon N, CrosGun F, 1000, 1500, 2000,
 3000Z
 Items: WideSwrd S, HPMemory*
 Accesses: Shop 10, Internet-9, Internet-11(no escape in battles),
 Internet-13(no escape in battles)

Area: 11
 Enemies: Mine2, Drain2, TriLance, Cloudier, IceCube,
 BombMan2*, BombMan3
 Random: Invis1 L, Repair G, TimeBom1 Q, Thunder2 C, 1200,
 1800, 2400, 3000Z
 Items: 10000Z
 Accesses: Internet-10, Internet-12(over Busting Level 3 in Internet-11)

Area: 12
 Enemies: Gaia2, Dynamit2, Hurricane, Mine3, Snakegg1,
 PharoMan*, PharoMan SP
 Random: M-Cannon L, CrosBomb L, X-Panel1 G, Recov200 G, 1000, 1500,
 2000, 4000Z
 Items: KngtSwrd B
 Accesses: Shop 12, Internet-11

Area: 13
 Enemies: Cannon, HiCannon, M-Cannon, ShokWave, SoniWave, DynaWave,
 BigBomb, Invis3, Popup, LongSwrd, FireSwrd, AquaSwrd,
 IceCube
 Random: FtrSword L, Sword B, Sword K, Sword L, 1000, 2000, 3000, 4000z
 Items: Recov150 K, 8000Z

Accesses: Internet-10, Internet-14(Collect 10 chips from Internet-13)

Area: 14

Enemies: LeafShld, Remobit3, BodyBurn, Snakegg1, Snakegg2,
Cloudest, Thunder3, Popup, Lockon2, MagicMan2*,
MagicMan3

Random: M-Cannon N, Recov150 C, Hammer M, TriLance M, 10, 20,
30, 10000Z

Items: PowerUp*, 5000Z

Accesses: Internet-13, Internet-15(7 battles or less in Internet-14)

Area: 15

Enemies: LeafShld, DropDown, FireAura, Drain3, Candle2,
Cyclone, Popup, ShadoMan*, ShadoMan SP

Random: Ratton2 J, Howitzer A, Recov120 C, Recov150 L, 500, 2000, 3000,
4000Z

Items: RedWave J

Accesses: Shop 15, Internet-14, Internet-16(over Busting Level 4 in Internet-15)

Area: 16

Enemies: Gaia3, Lockon3, Ratton3, BodyBurn, AquaAura,
FireAura, WoodAura, Bass

Random: Recov200 C, Ratton3 K, Quake3 C, KnegtSwrd C, 3000, 4000,
5000Z

Items: HeroSwrd I, 20000Z, (LifeAura)

Accesses: Internet-15

6- SHOPS

Shops are mostly found on the Internet,
but the store next to Lan's house sells items too.
They sell upgrades for MegaMan or Battle Chips.

Shop: Internet area where you can buy items.
(For Higsby's store, the number indicates the scenario)

Item: Name of the items.

Price: Price of the items in Zennies.

Qty: Quantity of items you can buy.

Shop	Item	Price	Qty
Shop-1	HPMemory	500	1
	HPMemory	1000	1
	HPMemory	2000	1
	HPMemory	3000	1
	HPMemory	5000	1
	PowerUp	2000	1
	PowerUp	5000	1
	WideSwrd K	1000	3
	Spreader I	1000	3
	Hammer A	2000	3
	Recov50 C	2000	3
	Cannon C	3000	3
Shop-3	HPMemory	4000	1
	HPMemory	6000	1
	HPMemory	9000	1
	HPMemory	12000	1
	HPMemory	15000	1

	Wood Armor	15000	1
	WideSword S	3000	3
	Hammer I	3000	3
	X-Panel3 G	3000	3
	M-Cannon L	10000	3
Shop-4	HPMemory	6000	1
	HPMemory	8000	1
	HPMemory	10000	1
	HPMemory	12000	1
	HPMemory	15000	1
	Heat Armor	20000	1
	IceCube I	3000	3
	Cloudier A	5000	3
Shop-5	HPMemory	8000	1
	HPMemory	10000	1
	HPMemory	12000	1
	HPMemory	15000	1
	PowerUp	20000	1
	X-Panel1 S	1000	3
	Invis1 Q	5000	3
	TimeBom2 S	8000	3
	TriSpear J	10000	3
	Recov150 C	10000	3
	Ratton2 G	10000	3
Shop-10	HPMemory	12000	1
	HPMemory	15000	1
	HPMemory	20000	1
	HPMemory	25000	1
	PowerUp	25000	1
	Aqua Armor	30000	1
	LongSword E	5000	3
	M-Cannon L	10000	3
	Steal A	10000	3
Shop-12	HPMemory	12000	1
	HPMemory	15000	1
	HPMemory	20000	1
	HPMemory	25000	1
	PowerUp	25000	1
	PowerUp	50000	1
	IcePunch M	5000	3
	Geddon1 L	5000	3
	Geddon2 A	8000	3
Shop-15	HPMemory	15000	1
	HPMemory	20000	1
	HPMemory	25000	1
	HPMemory	40000	1
	PowerUp	100000	1
	Dash G	3000	3
	Repair G	3000	3
	Wave A	10000	3
	BblWrap3 R	10000	3
Higsby-4	Cannon E	1000	3
	Spreader K	1000	3
	Recov80 E	3000	3
	X-Panel3 L	3000	3
	Repair G	3000	3
	Barrier F	3000	3
	ElecSword E	5000	3
	Steal L	5000	3
Higsby-5	FstGauge A	3000	3

	Geddon1 H	3000	3
	Interupt L	8000	3
	Recov150 L	10000	3
Higsby-7	SloGauge Q	5000	3
	Geddon2 K	8000	3
	FtrSword S	12000	3
	BstrSwrd S	20000	3

7- EXCHANGES

There are some people that will give you Battle Chips if you meet certain conditions. If you fulfill the condition, you can get rare Battle Chips!

Person: People that will exchange.
Location: Area where you can find him/her.
Scen: Scenario when you can find him/her.
Condition: Condition to meet.
What you get: What you will get for fulfilling the condition.

Person	Location	Scen	Condition	What you get
1- Girl in medical room	School	2	Invis1 I x 3	Shotgun K
2- Little boy on 1st floor	School	2	MetGuard A x 30	BstrGard A
3- Boy in class 1-B	School	2	Dash G	Repair H
4- Boy behind Mayl's house	ACDC Town	3	FireTowr F	DynaWave R
5- Old man on corner	ACDC Town	4	Escape F-H-J-L-N	KngtSwrd G
6- Tree in park	ACDC Town	4	Dentures (old man)	Recov80 G
7- Man next machines	Lobby	5	Howitzer H	BstrPnch C
8- Woman next closed door	Water Works	5	Repair H	Hammer H
9- Virus in Soda Machine 2	Lobby	5	Battle	Repair G
10- Little girl on corner	Den Block 3	6	Shotgun K	Recov300 C
			CrosGun K	
			Spreader K	
			M-Cannon K	
11- Girl in subway station	ACDC Town	6	Hammer M	X-Panel3 S
12- Man on school corner	ACDC Town	6	Navi (StoneMan spot)	10000 Zennies
13- Man in restaurant	SciLab	7	Invis2 J	WoodAura C
			Cloudest K	
			Ratton3 L	
14- Boy in class	Den Town	7	Quiz	Ratton1 E
15- Man next water machines	Water Works	8	WoodMan3	HeroSwrd B
			SkullMan3	
			SharkMan3	
			DropDown B	
			IronBody C	
16- Little boy in closet	School	8	X-Panel3 S	BstrBomb D
17- Scientific on corner	Power Plant	8	Quiz	Ratton3 M

8- BATTLE CHIPS

Battle Chips are the heart of MegaMan Battle Network. It would be very difficult to win the game without using them. Battle Chips are cards that can be carried into battles to enhance your attacks or defenses. A more thorough list can be found in the next section.

#: Number of the Battle Chip in your library.
 Name: Name of the Battle Chip.
 Type: Element assigned to the Battle Chip.
 Dam: Standard damage done by the Battle Chip.
 (It can change depending of your enemies protections and weaknesses)
 Stars: Level (or value) of the Battle Chip.
 Letters: Possible letters for the Battle Chip.
 Desc: Short description of the Battle Chip effect.

#	Name	Type	Dam	Stars	Letters	Desc
1	Cannon	None	40	1	ABCDE	Hi-powered shot
2	HiCannon	None	80	2	FGHIJ	Hi-powered shot
3	M-Cannon	None	120	3	KLMNO	Hi-powered shot
4	Shotgun	None	30	1	KMNQR	Hi-powered shot
5	CrosGun	None	30	1	CEFJK	Hi-powered shot making a "X" pattern
6	Spreader	None	30	2	HIJKL	Hi-powered shot on nine squares
7	Bubbler	Water	50	1	AKLPS	A bubble explodes on nine squares
8	Heater	Fire	70	2	CFGKO	A bubble explodes on nine squares
9	MiniBomb	None	50	1	CEJLP	Bomb thrown 3 squares ahead
10	LilBomb	None	50	1	BDGOT	Bomb thrown 3 squares ahead hitting one column
11	CrosBomb	None	70	2	BDHJL	Bomb thrown 3 squares ahead hitting a "+" pattern
12	BigBomb	None	90	4	BGOST	Bomb thrown 3 squares ahead hitting nine squares
13	Sword	None	80	1	BKLPS	Sword attack 1 square ahead
14	WideSword	None	80	1	CKMNS	Sword attack on 1 column
15	LongSword	None	80	2	DENOS	Sword attack on 2 squares ahead
16	FtrSword	None	100	3	BKLPS	Sword attack 3 squares ahead
17	KngrSword	None	150	4	BCEGH	Sword attack 3 squares ahead
18	HeroSword	None	200	5	BDFIG	Sword attack 3 squares ahead
19	FireSword	Fire	100	2	BFGNP	Fire sword attack 1 square ahead
20	AquaSword	Water	150	3	AMNOP	Water sword attack 1 square ahead
21	ElecSword	Elec	120	3	EGLOS	Elec sword attack 1 square ahead
22	Muramasa	None	0	5	CEGJK	Applies your damage to your enemies
23	ShokWave	None	60	1	CKLNP	Wave attack on 1 row
24	SoniWave	None	80	2	CDJMS	Wave attack on 1 row
25	DynaWave	None	100	3	CEMSR	Wave attack on 1 row
26	FireTowr	Fire	100	2	EFLMT	Fire wave attack on 1 row
27	AquaTowr	Water	120	2	ACGHR	Water wave attack on 1 row
28	WoodTowr	Wood	140	2	BCHKN	Wood pillars attack on 1 row
29	Quake1	None	90	1	AEHKQ	Weight thrown 3 squares ahead
30	Quake2	None	120	2	BCIKQ	Weight thrown 3 squares ahead hitting one column
31	Quake3	None	150	3	CDHMQ	Weight thrown 3 squares ahead hitting a short "+" pattern
32	GutsPnch	None	60	1	BHMNT	Punch attack 1 square ahead
33	IcePunch	Water	80	2	BHMNT	Water punch attack 1 square ahead
34	Dash	None	50	1	BDGLO	Dash attack on 1 row
35	Howitzer	None	150	4	ACGHO	Breaks a panel 3 squares ahead
36	TriArrow	None	40+	1	ABCDE	3 arrows shot on 1 row
37	TriSpear	None	50+	2	FGHIJ	3 spears shot on 1 row
38	TriLance	None	60+	4	KLMNO	3 lances shot on 1 row
39	Ratton1	None	80	1	ABCDE	Seeking mouse shot ahead
40	Ratton2	None	100	2	FGHIJ	Seeking mouse shot ahead
41	Ratton3	None	120	3	KLMNO	Seeking mouse shot ahead
42	Wave	Water	80	3	ADILM	Water wave advancing on every row

43	RedWave	Fire	100	3	BEJNP	Fire wave advancing on every row
44	BigWave	Water	160	4	CHKLQ	Water wave advancing on every row
45	Gaia1	None	100	3	CDLOT	Explosion advancing on every row
46	Gaia2	None	130	4	CFKPS	Explosion advancing on every row
47	Gaia3	None	160	5	CGMNT	Explosion advancing on every row
48	Thunder1	Elec	90	1	AEGHS	Elec ball moving on the enemy squares
49	Thunder2	Elec	120	2	BCFIL	Elec ball moving on the enemy squares
50	Thunder3	Elec	150	3	DFGKN	Elec ball moving on the enemy squares
51	RingZap1	Elec	100	1	GHMNP	Creates an elec ball around you
52	RingZap2	Elec	100	2	CEGJL	Creates an elec ball around you
53	RingZap3	Elec	100	3	ABORT	Creates an elec ball around you
54	Typhoon	None	30	1	ABDEG	3 hits wind attack
55	Hurricane	None	30	2	GIJKL	5 hits wind attack
56	Cyclone	None	30	3	EFGHI	8 hits wind attack
57	Snakeegg1	Wood	130	1	BEGMN	Snake moving on the enemy squares
58	Snakeegg2	Elec	140	2	CEHNP	Snake moving on the enemy squares
59	Snakeegg3	Fire	150	3	ACFLS	Snake moving on the enemy squares leaving fire where it lands
60	Drain1	None	50	2	ABDKO	Dash Attack and steals HP
61	Drain2	None	70	2	ACHNT	Dash Attack and steals HP
62	Drain3	None	90	3	AEFLQ	Dash Attack and steals HP
63	BodyBurn	Fire	100	4	EFKMN	A fire shield surrounds you
64	X-Panel1	None	0	2	BDGLS	Breaks 1 square ahead
65	X-Panel3	None	0	3	BDGLS	Breaks 1 column ahead
66	Hammer	None	0	2	AFIMQ	Removes 1 square ahead
67	MetGuard	None	0	1	ACEGL	Protects for 3 seconds (Button A)
68	IronShld	None	0	2	ABORT	Protects as long as you hold button
69	Recov10	None	0	1	ACEGL	Recovers 10 HP
70	Recov30	None	0	1	ACEGL	Recovers 30 HP
71	Recov50	None	0	1	ACEGL	Recovers 50 HP
72	Recov80	None	0	1	ACEGL	Recovers 80 HP
73	Recov120	None	0	2	ACEGL	Recovers 120 HP
74	Recov150	None	0	2	ACEGL	Recovers 150 HP
75	Recov200	None	0	3	ACEGL	Recovers 200 HP
76	Recov300	None	0	4	ACEGL	Recovers 300 HP
77	Steal	None	0	3	AELPS	Steals 1 column of enemy area
78	Geddon1	None	0	3	FHJLN	Breaks every squares
79	Geddon2	None	0	4	ABEIK	Removes every free squares, including yours
80	Escape	None	0	3	FHJLN	Quit battle
81	Interupt	None	0	3	FHJLN	Tries to delete an enemy
82	Repair	None	0	1	AGHKS	Resets all squares to normal
83	TimeBom1	None	80	2	EGJLQ	Drops a time bomb ahead and creates a shockwave
84	TimeBom2	None	120	3	CFJLS	Drops a time bomb ahead and creates a shockwave
85	TimeBom3	None	160	4	ABGOP	Drops a time bomb ahead and creates a shockwave
86	Cloud	Water	30	1	BGHOR	Rain travels on one column
87	Cloudier	Water	50	2	ADIMP	Rain travels on one column
88	Cloudest	Water	100	3	CFJKO	Rain travels on one column
89	Mine1	None	160	2	GHMNP	Hides a mine in enemy area
90	Mine2	None	180	3	CEGJL	Hides a mine in enemy area
91	Mine3	None	200	4	ABORT	Hides a mine in enemy area
92	Dynamit1	None	100	3	BGOQS	Drops a grenade ahead and damages in direction it's pointing
93	Dynamit2	None	120	3	ACKMN	Drops a grenade ahead and damages in direction it's pointing
94	Dynamit3	None	150	3	GKMOP	Drops a grenade ahead and damages in direction it's pointing

95	Remobit1	Elec	80	1	ACFNO	Drops a robot ahead and a probe shoots every square under it
96	Remobit2	Elec	100	1	BDEHI	Drops a robot ahead and a probe shoots every square under it
97	Remobit3	Elec	120	1	GJKPQ	Drops a robot ahead and a probe shoots every square under it
98	Lockon1	None	10+	1	CDHIL	Drops a machine gun ahead and locks on a enemy
99	Lockon2	None	15+	2	BEGHM	Drops a machine gun ahead and locks on a enemy
100	Lockon3	None	20+	3	ADKNO	Drops a machine gun ahead and locks on a enemy
101	Candle1	None	0	2	CFIPS	Candle recovers slowly your HP
102	Candle2	None	0	3	BEGJL	Candle recovers slowly your HP
103	Candle3	None	0	4	ADHKM	Candle recovers slowly your HP
104	Anubis	None	0	5	CLMQT	A statue drops and produces poison that hurts enemies
105	IceCube	Water	0	2	ACILM	An ice block is dropped and protects you
106	RockCube	None	0	3	BEGMO	A stone block is dropped and protects you
107	BstrGard	None	0	3	AGKNR	Replaces your gun by a shield
108	BstrBomb	None	0	4	DHJOT	Replaces your gun by a bomb launcher
109	BstrSword	None	0	4	BELPS	Replaces your gun by a short sword
110	BstrPnch	None	0	4	CFIMQ	Replaces your gun by a fist
111	SloGauge	None	0	2	HKNOQ	Makes your custom gauge slower
112	FstGauge	None	0	2	ACELN	Makes your custom gauge faster
113	Invis1	None	0	2	IJLOQ	Makes you invulnerable for a moment
114	Invis2	None	0	3	ACFJM	Makes you invulnerable for a moment
115	Invis3	None	0	4	BDHKN	Makes you invulnerable for a moment
116	DropDown	None	0	5	ABORT	Makes you invisible until you attack
117	Popup	None	0	5	CDHKN	Makes you invisible while not attacking
118	IronBody	None	0	2	CDLQR	Body made of iron for 30 seconds
119	Barrier	None	0	2	DFMRS	A barrier protects you once from damage
120	BblWrap1	Water	0	2	CEGIM	A bubble surrounds your body
121	BblWrap2	Water	0	2	DFHKN	A bubble surrounds your body
122	BblWrap3	Water	0	3	ABLQR	A bubble surrounds your body
123	LeafShld	Wood	0	3	CDFKQ	Turns one hit into HP
124	AquaAura	Water	0	2	DELRS	An energy shield protects you
125	FireAura	Fire	0	3	BGINT	An energy shield protects you
126	WoodAura	Wood	0	4	CFJOQ	An energy shield protects you
127	LifeAura	None	0	5	AHKMP	An energy shield protects you
128	Roll	None	60	3	R	Attacks one enemy and recovers 30 HP
129	Roll2	None	80	4	R	Attacks one enemy and recovers 50 HP
130	Roll3	None	100	5	R	Attacks one enemy and recovers 80 HP
131	GutsMan	None	40	3	G	Wave attack one every row and breaks all squares in the enemy area
132	GutsMan2	None	70	4	G	Wave attack one every row and breaks all squares in the enemy area
133	GutsMan3	None	100	5	G	Wave attack one every row and breaks all squares in the enemy area
134	ProtoMan	None	140	3	B	Wide Sword attack
135	ProtoMn2	None	160	4	B	Wide Sword attack
136	ProtoMn3	None	180	5	B	Wide Sword attack
137	FireMan	Fire	100	3	F	Fire stream in front of you
138	FireMan2	Fire	120	4	F	Fire stream in front of you
139	FireMan3	Fire	150	5	F	Fire stream in front of you
140	NumbrMan	None	10*	3	N	A dice is thrown and the result is multiplied by the damage on every enemies
141	NumbrMn2	None	20*	4	N	A dice is thrown and the result is multiplied by the damage on every enemies
142	NumbrMn3	None	30*	5	N	A dice is thrown and the result is

143	StoneMan	None	100	3	S	multiplied by the damage on every enemies 3 stones are dropped randomly 3 times on enemy area
144	StoneMn2	None	100	4	S	4 stones are dropped randomly 3 times on enemy area
145	StoneMn3	None	100	5	S	5 stones are dropped randomly 3 times on enemy area
146	IceMan	Water	60	3	I	Ice wave advances on each row
147	IceMan2	Water	80	4	I	Ice wave advances on each row
148	IceMan3	Water	100	5	I	Ice wave advances on each row
149	ColorMan	None	90	3	C	A water wave is released on the upper row and a fire wave on the lower one
150	ColorMn2	None	110	4	C	A water wave is released on the upper row and a fire wave on the lower one
151	ColorMn3	None	130	5	C	A water wave is released on the upper row and a fire wave on the lower one
152	ElecMan	Elec	90	3	E	Thunder attack on each enemy
153	ElecMan2	Elec	120	4	E	Thunder attack on each enemy
154	ElecMan3	Elec	150	5	E	Thunder attack on each enemy
155	BombMan	Fire	120	3	B	Cross Bomb attack
156	BombMan2	Fire	140	4	B	Cross Bomb attack
157	BombMan3	Fire	160	5	B	Cross Bomb attack
158	MagicMan	None	100	3	M	Fire attack on the central row
159	MagicMn2	None	120	4	M	Fire attack on the central row
160	MagicMn3	None	140	5	M	Fire attack on the central row
161	WoodMan	Wood	60	3	W	Wood pillars advances on each row
162	WoodMan2	Wood	80	4	W	Wood pillars advances on each row
163	WoodMan3	Wood	100	5	W	Wood pillars advances on each row
164	SkullMan	None	150	3	S	A skull head is dropped on 1 enemy
165	SkullMn2	None	180	4	S	A skull head is dropped on 1 enemy
166	SkullMn3	None	210	5	S	A skull head is dropped on 1 enemy
167	SharkMan	Water	90	3	S	A shark fin advances on each row
168	SharkMn2	Water	110	4	S	A shark fin advances on each row
169	SharkMn3	Water	130	5	S	A shark fin advances on each row
170	PharoMan	None	100	5	P	A laser attack on each row
171	PharoMn2	None	120	5	P	A laser attack on each row
172	PharoMn3	None	140	5	P	A laser attack on each row
173	ShadoMan	None	80	5	S	3 blades are thrown on enemies
174	ShadoMn2	None	90	5	S	3 blades are thrown on enemies
175	ShadoMn3	None	100	5	S	3 blades are thrown on enemies
176	Bass	None	200	5	F	Powerful attack on all squares

8A- BATTLE CHIP PERFECT DATA

This section should be used as a quick chart to know where you can get each Battle Chip.

Note that each chip listed here can be found in the Chip Trade machines.

#: Number of the Battle Chip in your library.

Name: Name of the Battle Chip.

Letter: Possible letters for the Battle Chip.

Where: Where you can get the chip:

.: New game start

#: Event

~: Mystery Data

-: Shop

力: Random Mystery Data

*: Enemy

None: Chip Trade machine only.

#	Name	Letter	Where
1	Cannon [Cannon]	A	,/*Cannon
		B	,/*Cannon
		C	~NumberMan-5/-Shop-1/カInternet-2
		D	*Cannon
		E	-Higsby-4/カInternet-9
2	HiCannon [High Cannon]	F	*HiCannon
		G	*HiCannon
		H	*HiCannon
		I	~NumberMan-2/カInternet-6
		J	~SodaMachine-2/カInternet-9
3	M-Cannon [Mega Cannon]	K	*M-Cannon
		L	~IceMan-4/-Shop-3, Shop-10/カInternet-12
		M	*M-Cannon
		N	カInternet-10, Internet-14
		O	*M-Cannon
4	Shotgun [Shot Gun]	K	#Exchange1/~Internet-1, Dog House
		M	
		N	,
		Q	~FireMan-1
		R	
5	CrossGun [Cross Gun]	C	#Mail(scenario 1-1)
		E	
		F	カInternet-10
		J	,
		K	~Dex's game/カInternet-2
6	Spreader [Spread Gun]	H	~NumberMan-3/カInternet-3
		I	#Glyde(Yai's portrait)/-Shop-1/カInternet-6
		J	~Class5Bカ/Internet-3
		K	-Higsby-4カ/Internet-7
		L	カInternet-9
7	Bubbler [Bubble Spread]	A	*Bubbler
		K	~ColorMan-1
		L	
		P	*Bubbler
		S	*Bubbler
8	Heater [Heat Spread]	C	
		F	*Heater
		G	*Heater
		K	*Heater
		O	~ColorMan-3
9	MiniBomb [Mini Bomb]	C	,
		E	
		J	
		L	,
		P	カInternet-2
10	LilBomb [Small Bomb]	B	*LilBomb
		D	*LilBomb
		G	カInternet-4
		O	*LilBomb
		T	~FireMan-2
11	CrosBomb [Cross Bomb]	B	*CrosBomb
		D	*CrosBomb
		H	*CrosBomb
		J	
		L	カInternet-12
12	BigBomb	B	*BigBomb

	[Big Bomb]	G	
		O	*BigBomb
		S	
		T	*BigBomb
13	Sword	B	~FireMan-1/カInternet-13
	[Sword]	K	カInternet-13/*FireSwrd
		L	カInternet-13/*AquaSwrd
		P	*AquaSwrd
		S	,
14	WideSwrd	C	~IceMan-3
	[Wide Sword]	K	-Shop-1
		M	
		N	
		S	,/~Internet-10/-Shop-3/*LongSwrd
15	LongSwrd	D	*LongSwrd
	[Long Sword]	E	-Shop-10
		N	
		O	カInternet-4
		S	*LongSwrd
16	FtrSwrd	B	~Internet-3
	[Fighter Sword]	K	
		L	カInternet-13
		P	~WWW-2
		S	-Higsby-7
17	KngtSwrd	B	~Internet-12
	[Knight Sword]	C	カInternet-16
		E	
		G	#Exchange5
		H	
18	HeroSwrd	B	#Exchange15
	[Paladin Sword]	D	
		F	
		I	~Internet-16
		G	
19	FireSwrd	B	*FireSwrd
	[Flame Sword]	F	
		G	
		N	*FireSwrd
		P	~WWW-1
20	AquaSwrd	A	~Internet-4
	[Aqua Sword]	M	
		N	*AquaSwrd
		O	
		P	*AquaSwrd
21	ElecSwrd	E	-Higsby-4
	[Elec Sword]	G	
		L	
		O	
		S	カInternet-10
22	Muramasa	C	
	[Muramasa]	E	
		G	
		J	
		K	*ShadoMan SP
23	ShokWave	C	*ShokWave
	[Shock Wave]	K	*ShokWave
		L	~NumberMan-1
		N	
		P	カInternet-3
24	SoniWave	C	*SoniWave

	[Sonic Wave]	D	*SoniWave
		J	~IceMan-1
		M	*SoniWave
		S	カInternet-6
25	DynaWave	C	*DynaWave
	[Dyna Wave]	E	
		M	*DynaWave
		S	*DynaWave
		R	#Exchange4
26	FireTowr	E	*FireTowr
	[Flame Tower]	F	*FireTowr
		L	
		M	*FireTowr
		T	~ColorMan-3
27	AquaTowr	A	
	[Aqua Tower]	C	~ColorMan-5
		G	*AquaTowr
		H	*AquaTowr
		R	*AquaTowr
28	WoodTowr	B	*WoodTowr
	[Woody Tower]	C	*WoodTowr
		H	
		K	*WoodTowr
		N	
29	Quake1	A	~NumberMan-4/*Quake1
	[Earthquake 1]	E	カInternet-4
		H	*Quake1
		K	*Quake1
		Q	*Quake1
30	Quake2	B	*Quake2
	[Earthquake 2]	C	*Quake2
		I	
		K	
		Q	*Quake2
31	Quake3	C	~Miyu's vase/カInternet-16
	[Earthquake 3]	D	*Quake3
		H	
		M	*Quake3
		Q	*Quake3
32	GutsPnch	B	*GutsMan3
	[Guts Punch]	H	
		M	*GutsMan3
		N	
		T	
33	IcePunch	B	~IceMan-3/カInternet-5
	[Cold Punch]	H	
		M	-Shop-12/カInternet-4, Internet-5
		N	
		T	
34	Dash	B	*Dash
	[Dash Attack]	D	*Dash
		G	-Shop-15/*Dash
		L	
		O	
35	Howitzer	A	カInternet-15
	[Hou Gun]	C	
		G	
		H	*Howitzer
		O	
36	TriArrow	A	~IceMan-3/カInternet-5/*TriArrow

	[Triple Arrow]	B	*TriArrow
		C	*TriArrow
		D	*TriArrow
		E	*TriArrow
37	TriSpear	F	*TriSpear
	[Triple Spear]	G	*TriSpear
		H	*TriSpear
		I	*TriSpear
		J	~Masa's Register/-Shop-5/㇏Internet-7/*TriSpear
38	TriLance	K	*TriLance
	[Triple Lance]	L	*TriLance
		M	~Internet-1/㇏Internet-14
		N	*TriLance
		O	*TriLance
39	Ratton1	A	*Ratton1
	[Ratton 1]	B	*Ratton1
		C	*Ratton1
		D	~ElecMan-1/㇏Internet-8/*Ratton1
		E	#Exchange14
40	Ratton2	F	*Ratton2
	[Ratton 2]	G	-Shop-5/㇏Internet-10/*Ratton2
		H	*Ratton2
		I	*Ratton2
		J	㇏Internet-15
41	Ratton3	K	㇏Internet-16
	[Ratton 3]	L	*Ratton3
		M	#Exchange17
		N	*Ratton3
		O	*Ratton3
42	Wave	A	-Shop-15/*Wave
	[Tsunami]	D	
		I	*Wave
		L	
		M	
43	RedWave	B	
	[Aka Tsunami]	E	
		J	~Internet-15
		N	*RedWave
		P	*RedWave
44	BigWave	C	
	[Oo Tsunami]	H	*BigWave
		K	~WWW-5
		L	
		Q	*BigWave
45	Gaia1	C	*Gaia1
	[Gaia Hammer 1]	D	*Gaia1
		L	
		O	
		T	*Gaia1
46	Gaia2	C	*Gaia2
	[Gaia Hammer 2]	F	
		K	*Gaia2
		P	
		S	*Gaia2
47	Gaia3	C	*Gaia3
	[Gaia Hammer 3]	G	
		M	*Gaia3
		N	
		T	
48	Thunder1	A	*Thunder1

	[Thunder Ball 1]	E	
		G	*Thunder1
		H	~Internet-5
		S	*Thunder1
49	Thunder2	B	
	[Thunder Ball 2]	C	力Internet-11
		F	*Thunder2
		I	*Thunder2
		L	*Thunder2
50	Thunder3	D	*Thunder3
	[Thunder Ball 3]	F	*Thunder3
		G	
		K	
		N	*Thunder3
51	RingZap1	G	*RingZap1
	[Elec Circle 1]	H	~Internet-9
		M	
		N	*RingZap1
		P	*RingZap1
52	RingZap2	C	*RingZap2
	[Elec Circle 2]	E	
		G	
		J	*RingZap2
		L	*RingZap2
53	RingZap3	A	*RingZap3
	[Elec Circle 3]	B	*RingZap3
		O	
		R	
		T	*RingZap3
54	Typhoon	A	*Typhoon
	[Typhoon]	B	*Typhoon
		D	~ElecMan-4
		E	力Internet-8
		G	*Typhoon
55	Hurricane	G	*Hurricane
	[Hurricane]	I	*Hurricane
		J	*Hurricane
		K	
		L	~WWW-2
56	Cyclone	E	
	[Cyclone]	F	*Cyclone
		G	*Cyclone
		H	*Cyclone
		I	
57	Snakegg1	B	*Snakegg1
	[Egg Snake 1]	E	*Snakegg1
		G	
		M	*Snakegg1
		N	
58	Snakegg2	C	*Snakegg2
	[Egg Snake 2]	E	*Snakegg2
		H	
		N	
		P	*Snakegg2
59	Snakegg3	A	*Snakegg3
	[Egg Snake 3]	C	*Snakegg3
		F	
		L	
		S	*Snakegg3
60	Drain1	A	*Drain1

	[Mosquito 1]	B	
		D	
		K	*Drain1
		O	*Drain1
61	Drain2	A	*Drain2
	[Mosquito 2]	C	
		H	
		N	*Drain2
		T	*Drain2
62	Drain3	A	*Drain3
	[Mosquito 3]	E	
		F	*Drain3
		L	
		Q	*Drain3
63	BodyBurn	E	*BodyBurn
	[Burning Body]	F	*BodyBurn
		K	*BodyBurn
		M	
		N	
64	X-Panel1	B	~School's Corridor
	[Panel Out 1]	D	
		G	カInternet-12
		L	,
		S	-Shop-5/カInternet-1
65	X-Panel3	B	~Dex's Computer
	[Panel Out 3]	D	
		G	~ElecMan-1/-Shop-3
		L	-Higsby-4
		S	#Exchange11
66	Hammer	A	-Shop-1
	[Break Hammer]	F	カInternet-8
		I	-Shop-3
		M	#Exchange8/カInternet-14
		Q	
67	MetGuard	A	カInternet-1/*ShokWave
	[Met Guard]	C	
		E	
		G	*ShokWave, SoniWave
		L	*DynaWave
68	IronShld	A	*IronShld
	[Metal Shield]	B	*IronShld
		O	*IronShld
		R	*IronShld
		T	*IronShld
69	Recov10	A	,/~Lan's House
	[Recovery-10]	C	*Invis3
		E	
		G	カInternet-1/*Invis1
		L	,/*Invis3
70	Recov30	A	
	[Recovery-30]	C	*Invis3
		E	
		G	カInternet-2
		L	~Yai's portrait
71	Recov50	A	*Invis2
	[Recovery-50]	C	-Shop-1
		E	*Invis3
		G	~Medical Room
		L	~Mayl's Piano
72	Recov80	A	*Invis2

	[Recovery-80]	C	~IceMan-2/カInternet-3
		E	-Higsby-4
		G	#Exchange6/~ColorMan-5
		L	*Invis3
73	Recov120	A	~Sal's Registerカ/Internet-7
	[Recovery-120]	C	~ElecMan-1/カInternet-8,Internet-15
		E	
		G	
		L	*Invis3
74	Recov150	A	~Internet-13
	[Recovery-150]	C	-Shop-5/カInternet-14
		E	カInternet-9
		G	*Invis3
		L	-Higsby-5/カInternet-15
75	Recov200	A	*Invis3
	[Recovery-200]	C	~WWW-1カ/Internet-16
		E	
		G	カInternet-12
		L	~Power plant room?
76	Recov300	A	
	[Recovery-300]	C	#Exchange10
		E	
		G	
		L	~WWW-3
77	Steal	A	~FireMan-1/-Internet-10
	[Area Steal]	E	
		L	-Higsby-4
		P	
		S	,
78	Geddon1	F	
	[Dismatch 1]	H	-Higsby-5
		J	
		L	-Shop-12
		N	
79	Geddon2	A	-Shop-12
	[Dismatch 2]	B	
		E	
		I	
		K	-Higsby-7
80	Escape	F	,
	[Escape]	H	~School's library
		J	~Yai's telephone
		L	~Lobby's TV
		N	~NumberMan-2
81	Interupt	F	
	[Interrupt]	H	
		J	
		L	-Higsby-5
		N	
82	Repair	A	~School's AV room
	[Panel Return]	G	#Exchange9/-Higsby-4,Internet-15/カInternet-11
		H	#Exchange3
		K	
		S	
83	TimeBom1	E	
	[Count Bomb 1]	G	
		J	*TimeBom1
		L	*TimeBom1
		Q	カInternet-11
84	TimeBom2	C	*TimeBom2

	[Count Bomb 2]	F	
		J	*TimeBom2
		L	
		S	-Shop-5
85	TimeBom3	A	
	[Count Bomb 3]	B	*TimeBom3
		G	*TimeBom3
		O	*TimeBom3
		P	~WWW-4
86	Cloud	B	*Cloud
	[Cloud]	G	
		H	加Internet-7
		O	*Cloud
		R	*Cloud
87	Cloudier	A	-Shop-4
	[More Cloud]	D	
		I	*Cloudier
		M	*Cloudier
		P	*Cloudier
88	Cloudest	C	*Cloudest
	[Most Cloud]	F	
		J	
		K	*Cloudest
		O	*Cloudest
89	Mine1	G	*Mine1
	[Stress Mine 1]	H	*Mine1
		M	*Mine1
		N	
		P	
90	Mine2	C	*Mine2
	[Stress Mine 2]	E	
		G	
		J	*Mine2
		L	*Mine2
91	Mine3	A	*Mine3
	[Stress Mine 3]	B	*Mine3
		O	
		R	
		T	*Mine3
92	Dynamit1	B	*Dynamit1
	[Dynamite 1]	G	
		O	*Dynamit1
		Q	*Dynamit1
		S	
93	Dynamit2	A	*Dynamit2
	[Dynamite 2]	C	*Dynamit2
		K	*Dynamit2
		M	
		N	
94	Dynamit3	G	*Dynamit3
	[Dynamite 3]	K	*Dynamit3
		M	*Dynamit3
		O	
		P	
95	Remobit1	A	*Remobit1
	[Rimoko Goro 1]	C	*Remobit1
		F	
		N	~Internet-7
		O	*Remobit1
96	Remobit2	B	

	[Rimoko Goro 2]	D	*Remobit2
		E	*Remobit2
		H	
		I	*Remobit2
97	Remobit3	G	*Remobit3
	[Rimoko Goro 3]	J	
		K	
		P	*Remobit3
		Q	*Remobit3
98	Lockon1	C	
	[Lock-on 1]	D	*Lockon1
		H	*Lockon1
		I	*Lockon1
		L	
99	Lockon2	B	
	[Lock-on 2]	E	*Lockon2
		G	*Lockon2
		H	*Lockon2
		M	
100	Lockon3	A	
	[Lock-on 3]	D	*Lockon3
		K	*Lockon3
		N	*Lockon3
		O	
101	Candle1	C	*Candle1
	[Rimoroosoku 1]	F	
		I	
		P	*Candle1
		S	*Candle1
102	Candle2	B	*Candle2
	[Rimoroosoku 2]	E	*Candle2
		G	*Candle2
		J	
		L	
103	Candle3	A	*Candle3
	[Rimoroosoku 3]	D	
		H	*Candle3
		K	
		M	*Candle3
104	Anubis	C	
	[Poison Anubis]	L	*PharoMan SP
		M	
		Q	
		T	
105	IceCube	A	*IceCube
	[Ice Cube]	C	*IceCube
		I	-Shop-4
		L	*IceCube
		M	加Internet-5/*IceCube
106	RockCube	B	
	[Stone Cube]	E	
		G	
		M	加Internet-6
		O	~Internet-3
107	BstrGard	A	#Exchange2
	[Buster Guard]	G	
		K	
		N	
		R	
108	BstrBomb	D	#Exchange16

	[Buster Bomb]	H	
		J	
		O	
		T	
109	BstrSwrd	B	
	[Buster Sword]	E	
		L	
		P	
		S	-Higsby-7
110	BstrPnch	C	#Exchange7
	[Buster Punch]	F	
		I	
		M	
		Q	
111	SloGauge	H	
	[Heavy Gauge]	K	
		N	
		O	
		Q	-Higsby-7
112	FstGauge	A	-Higsby-5
	[Quick Gauge]	C	
		E	
		L	
		N	
113	Invis1	I	*Invis1
	[Invisible 1]	J	*Invis1
		L	力Internet-11/*Invis1
		O	
		Q	-Shop-5
114	Invis2	A	*Invis2
	[Invisible 2]	C	*Invis2
		F	
		J	*Invis2
		M	
115	Invis3	B	
	[Invisible 3]	D	
		H	
		K	
		N	*Invis3
116	DropDown	A	
	[Tenjyooura]	B	*DropDown
		O	
		R	
		T	
117	Popup	C	*Popup
	[Yukashita]	D	*Popup
		H	*Popup
		K	*Popup
		N	*Popup
118	IronBody	C	*Gaia3
	[Iron Body]	D	
		L	
		Q	*Gaia2
		R	*Gaia1
119	Barrier	D	
	[Barrier]	F	-Higsby-4
		M	
		R	~City's class
		S	~Miyu's mirror
120	BblWrap1	C	

	[Bubble Wrap 1]	E	*BblWrap1
		G	*BblWrap1
		I	*BblWrap1
		M	
121	BblWrap2	D	*BblWrap2
	[Bubble Wrap 2]	F	*BblWrap2
		H	*BblWrap2
		K	
		N	*BblWrap2
122	BblWrap3	A	
	[Bubble Wrap 3]	B	*BblWrap3
		L	*BblWrap3
		Q	*BblWrap3
		R	-Shop-15/*BblWrap3
123	LeafShld	C	*LeafShld
	[Leaf Shield]	D	
		F	
		K	
		Q	*LeafShld
124	AquaAura	D	
	[Aqua Aura]	E	
		L	*AquaAura
		R	*AquaAura
		S	*AquaAura
125	FireAura	B	*FireAura
	[Flame Aura]	G	
		I	*FireAura
		N	
		T	
126	WoodAura	C	#Exchange13
	[Wood Aura]	F	*WoodAura
		J	
		O	
		Q	
127	LifeAura	A	
	[Dream Aura]	H	*Bass
		K	*Bass
		M	*Bass
		P	*Bass
128	Roll	R	#Mayl(scenario 2-2)
129	Roll2	R	#Mayl(scenario 5-3)
130	Roll3	R	#Yai(scenario 8-3)
131	GutsMan	G	#Dex(scenario 3-3)/*GutsMan3
132	GutsMan2	G	*GutsMan3
133	GutsMan3	G	*GutsMan3
134	ProtoMan	B	*ProtoMan2,ProtoMan3
135	ProtoMn2	B	*ProtoMan3
136	ProtoMn3	B	*ProtoMan3
137	FireMan	F	*FireMan2,FireMan3
138	FireMan2	F	*FireMan3
139	FireMan3	F	*FireMan3
140	NumbrMan	N	*NumberMan2,NumberMan3
141	NumbrMn2	N	*NumberMan3
142	NumbrMn3	N	*NumberMan3
143	StoneMan	S	*StoneMan2,StoneMan3
144	StoneMn2	S	*StoneMan3
145	StoneMn3	S	*StoneMan3
146	IceMan	I	*IceMan2,IceMan3
147	IceMan2	I	*IceMan3
148	IceMan3	I	*IceMan3

149	ColorMan	C	*ColorMan2,ColorMan3
150	ColorMn2	C	*ColorMan3
151	ColorMn3	C	*ColorMan3
152	ElecMan	E	*ElecMan2,ElecMan3
153	ElecMan2	E	*ElecMan3
154	ElecMan3	E	*ElecMan3
155	BombMan	B	*BombMan2,BombMan3
156	BombMan2	B	*BombMan3
157	BombMan3	B	*BombMan3
158	MagicMan	M	*MagicMan2,MagicMan3
159	MagicMn2	M	*MagicMan3
160	MagicMn3	M	*MagicMan3
161	WoodMan	W	*WoodMan2,WoodMan3
162	WoodMan2	W	*WoodMan3
163	WoodMan3	W	*WoodMan3
164	SkullMan	S	*SkullMan2,SkullMan3
165	SkullMn2	S	*SkullMan3
166	SkullMn3	S	*SkullMan3
167	SharkMan	S	*SharkMan2,SharkMan3
168	SharkMn2	S	*SharkMan3
169	SharkMn3	S	*SharkMan3
170	PharoMan	P	*PharoMan,PharoMan SP
171	PharoMn2	P	*PharoMan SP
172	PharoMn3	P	*PharoMan SP
173	ShadoMan	S	*ShadoMan,ShadoMan SP
174	ShadoMn2	S	*ShadoMan SP
175	ShadoMn3	S	*ShadoMan SP
176	Bass	F	

9- COMBOS

Combos, or Advance Programs, are combinations of Battle Chips that create a new kind of effect, mostly bigger attacks. When you choose the good chips for a combo in the right order, the screen will darken, then you activate the combo like any Battle Chip. The effect is explained for each series.

Name: Name of the combo.

Battle Chips: Battle Chips needed to execute the combo.

Name	Battle Chips
------	--------------

(The Zeta series allow you to use the Battle Chips as long as you want for 5 seconds and make you invincible for that time)

Zeta Cannon 1	Cannon A-B-C Cannon B-C-D Cannon C-D-E
Zeta Cannon 2	HiCannon G-H-I HiCannon H-I-J HiCannon I-J-K
Zeta Cannon 3	M-Cannon K-L-M M-Cannon L-M-N M-Cannon M-N-O
Zeta Spread	Spreader H-I-J Spreader I-J-K Spreader J-K-L
Zeta Ratton 1	Ratton1 A-B-C Ratton1 B-C-D

	Ratton1 C-D-E
Zeta Ratton 2	Ratton2 F-G-H
	Ratton2 G-H-I
	Ratton2 H-I-J
Zeta Ratton 3	Ratton3 K-L-M
	Ratton3 L-M-N
	Ratton3 M-N-O
Zeta Arrow	TriArrow A-B-C
	TriArrow B-C-D
	TriArrow C-D-E
Zeta Spear	TriSpear F-G-H
	TriSpear G-H-I
	TriSpear H-I-J
Zeta Lance	TriLance K-L-M
	TriLance L-M-N
	TriLance M-N-O

(The Omega series allow you to use the Battle Chips as long as you want for 10 seconds and make you invincible for that time)

Omega Cannon 1	Cannon A-B-C-D-E
Omega Cannon 2	HiCannon F-G-H-I-J
Omega Cannon 3	M-Cannon K-L-M-N-O
Omega Spread	Spreader H-I-J-K-L
Omega Ratton 1	Ratton1 A-B-C-D-E
Omega Ratton 2	Ratton2 F-G-H-I-J
Omega Ratton 3	Ratton3 K-L-M-N-O
Omega Arrow	TriArrow A-B-C-D-E
Omega Spear	TriSpear F-G-H-I-J
Omega Lance	TriLance K-L-M-N-O

(The Beta series allow you to use the effects of the Battle Chips 5 times)

Beta Bomb	LilBomb B - CrosBomb B - BigBomb B
Beta Sword	Sword S - FtrSword S - LongSwrd S
Beta Wave	ShokWave C - SoniWave C - DynaWave C
Beta Quake	Quake1 Q - Quake2 Q - Quake3 Q

(The Sigma series allow you to use the effects of the Battle Chips 8 times)

Sigma Bomb	LilBomb B x 2 - CrosBomb B x 2 - BigBomb B
	LilBomb B x 2 - CrosBomb B - BigBomb B x 2
	LilBomb B - CrosBomb B x 2 - BigBomb B x 2
	LilBomb B x 3 - CrosBomb B - BigBomb B
	LilBomb B - CrosBomb B x 3 - BigBomb B
	LilBomb B - CrosBomb B - BigBomb B x 3
Sigma Sword	Sword S x 2 - FtrSword S x 2 - LongSwrd S
	Sword S x 2 - FtrSword S - LongSwrd S x 2
	Sword S - FtrSword S x 2 - LongSwrd S x 2
	Sword S x 3 - FtrSword S - LongSwrd S
	Sword S - FtrSword S x 3 - LongSwrd S
	Sword S - FtrSword S - LongSwrd S x 3
Sigma Wave	ShokWave C x 2 - SoniWave C x 2 - DynaWave C
	ShokWave C x 2 - SoniWave C - DynaWave C x 2
	ShokWave C - SoniWave C x 2 - DynaWave C x 2
	ShokWave C x 3 - SoniWave C - DynaWave C
	ShokWave C - SoniWave C x 3 - DynaWave C
	ShokWave C - SoniWave C - DynaWave C x 3
Sigma Quake	Quake1 Q x 2 - Quake2 Q x 2 - Quake3 Q
	Quake1 Q x 2 - Quake2 Q - Quake3 Q x 2
	Quake1 Q - Quake2 Q x 2 - Quake3 Q x 2
	Quake1 Q x 3 - Quake2 Q - Quake3 Q
	Quake1 Q - Quake2 Q x 3 - Quake3 Q
	Quake1 Q - Quake2 Q x 3 - Quake3 Q

Powered Cannon Shotgun K - CrosGun K - Spreader K - M-Cannon K
 (This cannon does 200 points of damage)

Heavy Stomp Gaia1 C - Gaia2 C - Gaia3 C - Quake3 C
 (This combo does 400 points of damage on all enemy side)

Big Straight GutsPnch B - IcePunch B - Dash B
 (This punch does 250 points of damage on one row)

Blood Drain Drain1 A - Drain2 A - Drain3 A - Wave A
 (This attack does a HP drain of 200 on all three rows)

Desstorm Typhoon G - Hurricane G - Cyclone G - Repair G
 (This wind attack does 200 points of damage on every enemy)

Guts Shot MetGuard G - Dash G - GutsMan G
 MetGuard G - Dash G - GutsMan2 G
 MetGuard G - Dash G - GutsMan3 G
 (GutsMan and MegaMan do an attack of 500 points of damage)

Life Saver Barrier R - AquaAura R - Roll R
 Barrier R - AquaAura R - Roll2 R
 Barrier R - AquaAura R - Roll3 R
 (This combo makes you invisible and gives you HP)

Double Hero FtrSword B - KngtSwrd B - HeroSwrd B - ProtoMan B
 FtrSword B - KngtSwrd B - HeroSwrd B - ProtoMn2 B
 FtrSword B - KngtSwrd B - HeroSwrd B - ProtoMn3 B
 (MegaMan and ProtoMan do an attack of 400 points of damage)

10- ENEMY DATA

In the game, you will meet various enemies, also called viruses.
 This list can help you find which Battle Chips
 you can get depending of the enemy.
 A more thorough list can be found in the next section.

Enemy: Name of the enemy.
 Desc: Short description of the enemy.
 Gives: What you can get for deleting the enemy.
 (Battle Chip or range of zennies)
 The second line shows all the enemies appearances.

Enemy	Desc	Gives
Cannon	Green cannon Dog House, Oven, School Net, Yai's, Dex's console, Internet-1, 13	Cannon A-B-D, 60~200Z
HiCannon	Blue cannon School Net, Dex's console, Water Net, Power Plant Net, WWW Net, Internet-3, 13	HiCannon F-G-H, 160~300Z
M-Cannon	Red cannon Den Town Net, Power Plant Net, Internet-13	M-Cannon K-M-O, 160~300Z
Bubbler	Blue whale Soda Machine 1, Water Net, Den Town Net, Masa's register	Bubbler A-P-S, 210~350Z
Heater	Pink whale Soda Machine 1, Den Town Net	Heater F-G-K, 210~350Z
LilBomb	Red beetle School Net, Dex's computer	LilBomb B-D-O, 110~250Z
CrosBomb	Blue beetle Internet-3	CrosBomb B-D-H, 210~350Z
BigBomb	Grey beetle WWW Net, Internet-5, 6, 7, 8, 13	BigBomb B-O-T, 360~500Z
LongSwrd	Grey swordsman	LongSwrd D-S, WideSwrd S, 160~300Z

	Yai's telephone, Water Net, Internet-2, 7, 8, 13	
FireSwrd	Yellow swordsman	Sword K, FireSwrd B-N, 160~300Z
	Den Town Net, WWW Net, Internet-2, 3, 13	
AquaSwrd	Blue swordsman	Sword L-P, AquaSwrd N-P, 260~400Z
	Den Town Net, Internet-13	
ShokWave	Yellow metool	MetGuard A-G, ShokWave C-K, 60~200Z
	Dog House, Oven, School Net, Yai's telephone, Dex's computer, Mayl's piano, Internet-1, 2, 3, 13	
SoniWave	Red metool	MetGuard G, SoniWave C-D-M, 110~250Z
	Dog House, Car, Dex's, Miyu's mirror, Den Town Net, Internet-3, 6, 13	
DynaWave	Blue metool	MetGuard L, DynaWave C-M-S, 160~300Z
	Miyu's mirror, Den Town Net, Internet-5, 6, 7, 8, 13	
FireTowr	Grey and red mouth	FireTowr E-F-M, 100~200Z
	Oven, Den Town Net, Internet-2, 10	
AquaTowr	Grey and blue mouth	AquaTowr G-H-R, 210~350Z
	Soda Machine 2, Water Net, Den Town Net,	
WoodTowr	Brown acorn	WoodTowr B-C-K, 360~500Z
	Sal's register, Internet-5, 6, 7, 8, 9	
Quake1	Grey anvil	Quake1 A-H-K-Q, 110~200Z
	School Net, Mayl's	
Quake2	Red anvil	Quake2 B-C-Q, 160~300Z
	Dex's computer, Den Town Net	
Quake3	Yellow anvil	Quake3 D-M-Q, 260~400Z
	WWW Net, Internet-4	
Dash	Green Bird	Dash B-D-G, 60~200Z
	Yai's portrait, Water Net, Internet-1, 2, 3	
Howitzer	Grey ball	Howitzer H, 160~300Z
	Restaurant, WWW Net, Internet-2	
Howitzer2	Brown ball	2000Z
	Soda Machine 1	
Howitzer3	Blue ball	3000Z
	Internet-4	
TriArrow	Green fish	TriArrow A-B-C-D-E, 210~250Z
	Water Net, Water control panel	
TriSpear	Red fish	TriSpear F-G-H-I-J, 360~400Z
	Water control panel, Masa's register, WWW Net, Internet-8	
TriLance	Blue fish	TriLance K-L-N-O, 460~550Z
	Internet-11	
Ratton1	Pink rat	Ratton1 A-B-C-D, 310~450Z
	Lobby's TV, Dad's monitor, Power Plant Net	
Ratton2	Blue and brown rat	Ratton2 F-G-H-I, 460~600Z
	Internet-10	
Ratton3	Grey rat	Ratton3 L-N-O, 400~600Z
	Internet-16	
Wave	Blue jellyfish	Wave A-I, 260~350Z
	Masa's register	
RedWave	Purple jellyfish	RedWave N-P, 260~350Z
	Den Town Net	
BigWave	Grey jellyfish	BigWave H-Q, 460~550Z
	WWW Net	
Gaia1	Purple armor with hammer	IronBody R, Gaia1 C-D-T, 360~500Z
	Internet-5, 7, 8, 9	
Gaia2	Blue armor with hammer	IronBody Q, Gaia2 C-K-S, 460~600Z
	Internet-12	
Gaia3	Yellow armor with hammer	IronBody C, Gaia3 C-M, 460~600Z
	Internet-16	
Thunder1	Yellow electrode	Thunder1 A-G-S, 310~450Z
	Power Plant Net, Internet-3	
Thunder2	Red electrode	Thunder2 F-I-L, 460~600Z

Thunder3	Restaurant, WWW Net Purple electrode Internet-14	Thunder3 D-F-N, 460~600Z
RingZap1	Red robot Power Plant Net	RingZap1 G-N-P, 310~400Z
RingZap2	Blue robot Power Plant Net	RingZap2 C-J-L, 310~450Z
RingZap3	Purple robot Power Plant Net	RingZap3 A-B-T, 310~450Z
Typhoon	Red fan Power Plant Net	Typhoon A-B-G, 310~450Z
Hurricane	Blue fan Internet-12	Hurricane G-I-J, 460~600Z
Cyclone	Grey fan WWW Net, Internet-12	Cyclone F-G-H, 460~600Z
Snakegg1	Green snake WWW Net, Internet-12, 14	Snakegg1 B-E-M, 460~600Z
Snakegg2	Yellow snake WWW Net, Internet-14	Snakegg2 C-E-P, 460~550Z
Snakegg3	Purple snake WWW Net	Snakegg3 A-C-S, 460~550Z
Drain1	Red mosquitoes Internet-5, 6, 8	Drain1 A-K-O, 360~500Z
Drain2	Purple mosquitoes Miyu's mirror, Internet-11	Drain2 A-N-T, 460~600Z
Drain3	Yellow mosquitoes Internet-15	Drain3 A-F-Q, 460~600Z
BodyBurn	Red bird Den Town's summer class, Internet-9, 14, 16	BodyBurn E-F-K, 360~450Z
IronShld	Red hog with shield WWW Net	IronShld A-B-O-R-T, 460~600Z
IronShld2	Grey hog with shield Soda Machine 1	2000Z
IronShld3	Blue hog with shield Internet-4	3000Z
TimeBom1	Grey hand School Net, WWW Net	TimeBom1 J-L, 110~250Z
TimeBom2	Blue hand Dad's monitor, Internet-4	TimeBom2 C-J, 260~400Z
TimeBom3	Red hand WWW Net	TimeBom3 B-G-O, 460~600Z
Cloud	White cloud with umbrella Lobby's TV, Water Net	Cloud B-O-R, 210~350Z
Cloudier	Blue cloud with umbrella Sal's register, WWW Net, Internet-11	Cloudier I-M-P, 460~600Z
Cloudest	Black cloud with umbrella Internet-14	Cloudest C-K-O, 460~600Z
Mine1	Yellow big guy Den Town Net, Internet-2, 6, 9	Mine1 G-H-M, 360~450Z
Mine2	Green big guy Internet-11	Mine2 C-J-L, 460~600Z
Mine3	Purple big guy Internet-12	Mine3 A-B-T, 460~600Z
Dynamit1	Brown camouflage rock Sal's register, Internet-4	Dynamit1 B-O-Q, 360~500Z
Dynamit2	Green camouflage rock Internet-12	Dynamit2 A-C-K, 460~600Z
Dynamit3	Grey camouflage rock Den Town's summer class	Dynamit3 G-K-M, 460~600Z
Remobit1	Pink thundergod	Remobit1 A-C-O, 310~450Z

	Car, Power Plant Net, Internet-6	
Remobit2	Blue thundergod WWW Net, Internet-9	Remobit2 D-E-I, 360~500Z
Remobit3	Red thundergod WWW Net, Internet-14	Remobit3 G-P-Q, 460~600Z
Lockon1	Yellow machine gun WWW Net	Lockon1 D-H-I, 460~600Z
Lockon2	Green machine gun Internet-10, 14	Lockon2 E-G-H, 460~600Z
Lockon3	Purple machine gun Internet-16	Lockon3 D-K-N, 460~600Z
Candle1	Green demon with candle Miyu's mirror	Candle1 C-P-S, 260~350Z
Candle2	Red demon with candle WWW Net, Internet-15	Candle2 B-E-G, 460~600Z
Candle3	Purple demon with candle Miyu's vase	Candle3 A-H-M, 460~600Z
IceCube	Blue bear WWW Net, Internet-10, 11, 13	IceCube A-C-L-M, 460~600Z
IceCube2	Purple bear Water Net	2000Z
IceCube3	Brown bear Water Net	2000Z
Invis1	Purple ghost School Net, Mayl's piano	Invis1 I-J-L, Recov10 G, 110~250Z
Invis2	Red ghost	Invis2 A-C-J, Recov50 A, Recov80 A, 210~250Z
Invis3	Dex's console, Water Net, White ghost	Miyu's mirror, Internet-4 Invis3 N, Recov10 C-L, Recov30 C, Recov50 E, Recov80 L, Recov120 L, Recov150 G, Recov200 A, 400Z
DropDown	Internet-7, 8, 13 Red acorn Internet-15	DropDown B, 460~600Z
Popup	Hiding dog Internet-13, 14, 15	Popup C-D-H-K-N
BblWrap1	Red and pink squid Den Town Net	BblWrap1 E-G-I, 260~350Z
BblWrap2	Purple and pink squid Internet-10	BblWrap2 D-F-H-N, 400~500Z
BblWrap3	Grey and brown squid WWW Net	BblWrap3 B-L-Q-R, 460~500Z
LeafShld	Green acorn Internet-14, 15	LeafShld C-Q, 460~550Z
AquaAura	Grey and blue head WWW Net, Internet-9, 16	AquaAura L-R-S, 360~450Z
FireAura	Green and yellow head WWW Net, Internet-15, 16	FireAura B-I, 500~580Z
WoodAura	Purple and green head WWW Net, Internet-16	WoodAura F, 460~600Z
Life Virus	Giant green demon WWW Net	Nothing

----- Bosses, also called Navis -----

GutsMan	Construction robot	Nothing
GutsMan2	(Dex)	Nothing
GutsMan3		GutsMan, GutsMan2, GutsMan3, GutsPnch B-M, 500~2000Z
ProtoMan	Red swordsman with hair	3000Z

ProtoMan2	(Power Plant Net, Chaud)	ProtoMan
ProtoMan3		ProtoMan, ProtoMn2, ProtoMn3, 500~2000Z
FireMan	Fire robot	1000Z
FireMan2	(Oven, Internet-1)	FireMan
FireMan3		FireMan, FireMan2, FireMan3, 500~2000Z
NumberMan	Lightbulb robot	1500Z
NumberMan2	(School Net, Higsby's)	NumbrMan
NumberMan3		NumbrMan, NumbrMn2, NumbrMn3, 500~2000Z
StoneMan	Square rock robot	2000Z
StoneMan2	(Internet-2, 3)	StoneMan
StoneMan3		StoneMan, StoneMn2, StoneMn3, 500~2000Z
IceMan	Little eskimo robot	2500Z
IceMan2	(Water Net, Dr. Froid)	IceMan
IceMan3		IceMan, IceMan2, IceMan3, 500~2000Z
ColorMan	Multi-colored clown	3000Z
ColorMan2	(Den Town Net, Internet-9)	ColorMan
ColorMan3		ColorMan, ColorMn2, ColorMn3, 500~2000Z
ElecMan	Thunder black robot	3500Z
ElecMan2	(Power Net, Internet-6)	ElecMan
ElecMan3		ElecMan, ElecMan2, ElecMan3, 500~2000Z
BombMan	Red padded robot	4000Z
BombMan2	(Internet-8, 11)	BombMan
BombMan3		BombMan, BombMan2, BombMan3, 500~2000Z
MagicMan	Blue robot with big nose	5000Z
MagicMan2	(Internet-14, WWW Net)	MagicMan
MagicMan3		MagicMan, MagicMn2, MagicMn3, 500~2000Z
WoodMan	Tree robot	2000Z
WoodMan2	(Sal)	WoodMan
WoodMan3		WoodMan, WoodMan2, WoodMan3, 500~2000Z
SkullMan	Skeleton robot	2500Z
SkullMan2	(Miyu)	SkullMan
SkullMan3		SkullMan, SkullMn2, SkullMn3, 500~2000Z
SharkMan	Shark robot	3000Z
SharkMan2	(Masa)	SharkMan
SharkMan3		SharkMan, SharkMn2, SharkMn3, 500~2000Z
ShadoMan	Ninja robot	ShadoMan
ShadoMan SP	(Internet-15)	ShadoMan, ShadoMn2, ShadowMn3, Muramasa K, 4000~6000Z
PharoMan	Egyptian robot	PharoMan
PharoMan SP	(Internet-12)	PharoMan, PharoMn2, PharoMn3, Anubis L, 4000~6000Z
Bass [Forte]	Cloaked black robot (Internet-16)	LifeAura, 10000Z

10A- ENEMY PERFECT DATA

This section should be used if you have trouble defeating enemies.

Enemy: Name of the enemy.
 Type: Element assigned to the enemy.
 HP: Hit Points of the enemy.
 AtkEl: Element of the enemy's attack.
 Dam: Standard damage of the attack.
 (It can change depending of your protections and weaknesses)
 Attack: Name of the enemy's attack, if many.
 Chips: Recommended Battle Chips to use.

Enemy	Type	HP	AtkEl	Dam	Attack	Chips
Cannon	None	50	None	10		Cannon series, LilBomb
HiCannon	None	80	None	40		Cannon series, CrosBomb
M-Cannon	None	100	None	100		Cannon series, BigBomb
Bubbler	Water	100	Water	30		Cannon series, TriArrow
Heater	Fire	100	Fire	30		Cannon series, AquaTowr
LilBomb	None	80	None	15		Wave, AquaTowr
CrosBomb	None	120	None	80		RedWave, FireTowr
BigBomb	None	150	None	140		BigWave, Gaia series
LongSwrd	None	90	None	60	Sword	WideSwrd
			None	40	LongSwrd	
FireSwrd	Fire	120	None	60	LongSwrd	AquaSwrd
			Fire	60	FireSwrd	
AquaSwrd	Water	200	None	80	LongSwrd	ElecSwrd
			Water	80	AquaSwrd	
ShokWave	None	40	None	10		Cannon series, Spreader
SoniWave	None	60	None	40		Cannon series, TriSpear
DynaWave	None	100	None	100		Cannon series, TriLance
FireTowr	Fire	80	Fire	15		AquaTowr, Bubbler
AquaTowr	Water	120	Water	50		Thunder series, LilBomb
WoodTowr	Wood	100	Wood	100		FireSwrd, Heater
Quake1	None	60	None	20		Sword series, CrosBomb
Quake2	None	120	None	60		Sword series, BigBomb
Quake3	None	150	None	100		BigWave, Gaia series
Dash	None	80	None	30		Sword series, HiCannon
Howitzer	None	60	None	30		Cannon series, TriArrow
Howitzer2	None	70	None	30		Cannon series, TriSpear
Howitzer3	None	80	None	30		Cannon series, TriLance
TriArrow	None	100	None	50		Cannon series, LilBomb
TriSpear	None	150	None	70		Cannon series, CrosBomb
TriLance	None	200	None	120		Cannon series, BigBomb
Ratton1	None	60	None	70		Wave, CrosBomb
Ratton2	None	80	None	85		RedWave, Gaia series
Ratton3	None	100	None	100		BigWave, BigBomb
Wave	Water	120	Water	200		Thunder series, LilBomb
RedWave	Fire	150	Fire	200		Bubbler, AquaTowr
BigWave	Water	200	Water	300		Remobit series, TimeBom series
Gaia1	None	150	None	200		Sword series, Typhoon
Gaia2	None	200	None	300		Sword series, Hurricane
Gaia3	None	300	None	400		Sword series, Cyclone
Thunder1	Elec	100	Elec	100		WoodTowr, Sword series
Thunder2	Elec	150	Elec	140		WoodTowr, Sword series
Thunder3	Elec	200	Elec	180		WoodTowr, Sword series
RingZap1	Elec	150	Elec	100		WoodTowr, Sword series
RingZap2	Elec	200	Elec	100		WoodTowr, Sword series
RingZap3	Elec	250	Elec	100		WoodTowr, Sword series
Typhoon	None	100	None	80		Wave, Quake series
Hurricane	None	140	None	120		RedWave, Quake series
Cyclone	None	180	None	160		BigWave, Quake series
Snakegg1	Wood	200	Wood	200	DynaWave	BigBomb

			Wood	200	Snakegg1		
Snakegg2	Elec	250	Elec	200	Elec	WoodTowr	
			Elec	200	Snakegg2		
Snakegg3	Fire	300	Fire	200	Fire	Gaia series, HeroSword	
			Fire	200	Snakegg3		
			Fire	100	Fire2		
Drain1	None	200	None	50		Sword series, TriArrow	
Drain2	None	200	None	100		Sword series, TriSpear	
Drain3	None	200	None	200		Sword series, TriLance	
BodyBurn	Fire	150	Fire	150	Dash	AquaSword	
			Fire	30	Fire		
IronShld	None	120	None	40		Ratton series, FtrSword	
IronShld2	None	200	None	40		Ratton series, KnegtSword	
IronShld3	None	250	None	40		Ratton series, HeroSword	
TimeBom1	None	80	None	30		Gaia series, FtrSword	
TimeBom2	None	200	None	100		Gaia series, KnegtSword	
TimeBom3	None	300	None	200		Gaia series, HeroSword	
Cloud	Water	120	Water	30		Remobit series, Thunder series	
Cloudier	Water	140	Water	80		Remobit series, Thunder series	
Cloudest	Water	160	Water	120		Remobit series, Thunder series	
Mine1	None	100	None	100		Quake series, Howitzer	
Mine2	None	120	None	180		Quake series, Howitzer	
Mine3	None	140	None	300		Quake series, Howitzer	
Dynamit1	None	100	None	200		Stress series, Gaia series	
Dynamit2	None	250	None	200		Stress series, Gaia series	
Dynamit3	None	300	None	200		Stress series, Gaia series	
Remobit1	Elec	80	Elec	100		SoniWave, KnegtSword	
Remobit2	Elec	100	Elec	150		DynaWave, KnegtSword	
Remobit3	Elec	120	Elec	200		Howitzer, HeroSword	
Lockon1	None	200	None	60		FtrSword, TriArrow	
Lockon2	None	240	None	100		KnegtSword, TriSpear	
Lockon3	None	300	None	160		HeroSword, TriLance	
Candle1	Fire	160	Fire	100		Bubbler, ShokWave	
Candle2	Fire	200	Fire	150		AquaTowr, SoniWave	
Candle3	Fire	300	Fire	200		AquaSword, DynaWave	
IceCube	Water	200	Water	100		Thunder series, Gaia series	
IceCube2	Water	250	Water	60		LilBomb, TriArrow	
IceCube3	Water	300	Water	60		Cannon series, Howitzer	
Invis1	None	50	None	15		Sword series, Wave	
Invis2	None	100	None	60		Sword series, RedWave	
Invis3	None	120	None	120		Sword series, BigWave	
DropDown	Wood	120	Wood	180		FireSword, BigBomb	
Popup	None	10	None	0		WoodMan, ShadoMan	
BblWrap1	Water	60	Water	80		Thunder series, TriArrow	
BblWrap2	Water	90	Water	120		Thunder series, TriSpear	
BblWrap3	Water	150	Water	160		Thunder series, TriLance	
LeafShld	Wood	250	Wood	140		FireSword, Cannon series	
AquaAura	None	200	None	100		ElecSword, Remobit series	
FireAura	None	250	None	160		AquaSword, BigWave	
WoodAura	None	300	None	240		FireSword, Snakegg3	
Life Virus	None	1000	None	200	WideSword	HeroSword, Good Version 3 Navi	
			None	200	Laser		
			None	200	Meteor		
			Water	80	AquaTowr		
			Fire	80	Fire		
			Wood	80	WoodTowr		
			Elec	80	Thunder		
-----			Bosses, also called Navis				-----
GutsMan	None	200	None	20	ShokWave	Cannon series, Sword series	
			None	30	GutsPnch		

			None	20	Guts Hammer	
GutsMan2	None	400	None			
GutsMan3	None	600	None	60	ShokWave	
			None	80	GutsPnch	
			None	60	Guts Hammer	
ProtoMan	None	500	None			Sword series, Remobit series
ProtoMan2	None	600	None			
ProtoMan3	None	700	None	200	LongSwrđ	
			None	200	WideSwrđ	
FireMan	Fire	300	Fire			Cannon series, Sword series
FireMan2	Fire	400	Fire			
FireMan3	Fire	500	Fire	20	Fire Arm	
			Fire	15	FireTowr	
			Fire	10	Banner Bomb	
NumberMan	None	500	None			Cannon series, Bomb series
NumberMan2	None	600	None			
NumberMan3	None	700	None	20	Number Ball	
			None	40	Time Bomb	
			None	10x	Dice Bomb	
StoneMan	None	600	None			FireTowr, SoniWave
StoneMan2	None	700	None			
StoneMan3	None	800	None	30	Stone	
			None	70	Laser	
IceMan	Water	500	Water			ElecMan, Steal
IceMan2	Water	600	Water			
IceMan3	Water	700	Water	30	Freeze Bomb	
			Water	60	IceCube	
ColorMan	None	600	None			Remobit series, Bomb series
ColorMan2	None	700	None			
ColorMan3	None	800	None	100	Ball	
			Fire	100	FireTowr	
			Water	100	AquaTowr	
ElecMan	Elec	600	Elec			WoodMan, Steal
ElecMan2	Elec	700	Elec			
ElecMan3	Elec	800	Elec	200	Elec1	
			Elec	100	Elec2	
BombMan	Fire	800	Fire			Steal, Timebom series
BombMan2	Fire	900	Fire			
BombMan3	Fire	1000	Fire	140	Bomb Shoot	
			Fire	100x	Mine	
MagicMan	None	700	None			Gaia series, Popup
MagicMan2	None	800	None			
MagicMan3	None	900	Fire	160	Magic Fire	
					Virus Call	
WoodMan	Wood	500	Wood			Heater, FireSwrđ
WoodMan2	Wood	600	Wood			
WoodMan3	Wood	700	Wood	50	WoodTowr	
			Wood	50	Desforest	
SkullMan	None	600	None			Roll, Bomb series
SkullMan2	None	700	None			
SkullMan3	None	800	Fire	80	Fire	
			None	80	Sickle	
			None	100	Head Crush	
SharkMan	Water	700	Water			GutsMan, Heater
SharkMan2	Water	800	Water			
SharkMan3	Water	900	Water	120	Heel	
			Water	80	AquaTowr	
ShadoMan	None	800	None			Popup, DropDown
ShadoMan SP	None	1000	None	200		
PharoMan	None	800	None			

PharoMan SP	None	1000	None	200	Laser	Good Version 3 Navi, HeroSwrd
			None	200	PharTrap	
			None	100	Ratton	
			None	100	Arrow	
			Fire	100	Snakegg	
Bass	None	1000	None	???		Good Version 3 Navi, Gaia series

11- BUSTING LEVEL

When you finish a battle, you will be given a rating. The better the rating, the better the Zenny or chance to get a Battle Chip.

Here's how you calculate your rating. (1-lowest, 10-higher, S-Best)

Time: The sooner you finish the battle, the higher the rating.

Normal enemies:	<=5 seconds:	7 points
	>5 ~ <=12 seconds:	6 points
	>12 ~ <=36 seconds:	5 points
	>36 seconds:	4 points
Bosses:	<=30 seconds:	10 points
	>30 ~ <=40 seconds:	8 points
	>40 ~ <=50 seconds:	6 points
	>50 seconds:	4 points

Damage: The less your damage, the higher the rating.

0 hit:	1 point
1 hit:	70 point
2 hits:	-1 point
3 hits:	-2 points
4+ hits:	-3 points

Movement: The less you move, the higher the rating.

0~2 moves:	1 point
3+ moves:	70 point

Simultaneous: The more enemies you delete at the same time, the higher the rating.

Two at the same time:	2 points
Three at the same time:	4 points

12- CHIP TRADER MACHINES

At Higsby's store, you will find two machines. If you put some Battle Chips of your choice, you can obtain another one, sometimes very rare!

As you can see, the type of chip you put as nothing to do with the one you get.

3-chips machine:

3/4 probability of having...
202/256 probability to get a 1-star chip
32/256 probability to get a 2-stars chip
16/256 probability to get a 3-stars chip
5/256 probability to get a 4-stars chip
1/256 probability to get a 5-stars chip

1/4 probability of having...

13/16 probability to get a 1-star chip
2/16 probability to get a 2-stars chip
1/16 probability to get a 3-stars chip

10-chips machine:

3/4 probability of having...

- 16/256 probability to get a 1-star chip
- 176/256 probability to get a 2-stars chip
- 32/256 probability to get a 3-stars chip
- 16/256 probability to get a 4-stars chip
- 16/256 probability to get a 5-stars chip

1/4 probability of having...

- 1/16 probability to get a 1-star chip
- 11/16 probability to get a 2-stars chip
- 2/16 probability to get a 3-stars chip
- 1/16 probability to get a 4-stars chip
- 1/16 probability to get a 5-stars chip

13- WALKTHROUGH

Here, you will find a quick walkthrough that will help you advance on your quest.
But I warn you: It's very generic.

Scenario 1

1-1: Lan's house

- Get your PET on your desk.
- Get the CrosGun C in your E-mail.
- Get the Recov10 A chip on the dinner table.
- Go to school.

1-2: School & Training

- Talk to everyone in class until the bell rings.
- Start the battle training. (R-Button)
- Go back to home.

1-3: First walk on the 'net

- Jack into Internet with your computer.
- Meet Glyde and find the missing Program on Internet.
- Log into Yai's portrait via the Internet.
- Jack out.

1-4: Oven Trouble

- Go to the kitchen and jack into the oven.
- Talk to a little guy that will give you Ice Blocks that will help you to make your way through the fire.

1-5: Water Gun

- MegaMan will be stuck, so get your Water Gun in your room and use it on the oven.

1-6: FireMan

- Continue into the oven and fight FireMan.
- Don't stand in front of FireMan when he's raising his arms and shoot him whenever you get the chance.

1-7: Sleep

- Go to sleep.

Scenario 2

- 2-1: A new teacher
Go to school.
Meet the new teacher: Mr. Higsby.
Talk to everyone.
- 2-2: The school's been hacked!
Go to the blackboard and talk to Mayl to get Roll Battle Chip.
Jack into school's network via the blackboard.
- 2-3: Find the password
Unlock the green doors by entering a 2-number password, the password changes about every five times if you put a bad one.
Some passwords are fixed: 9, 30, 15.
Free MegaMan by unlocking the left-most terminal in the AV room.
- 2-4: Free Ms. Mari
Untie the teacher who is in the closet and talk to her.
- 2-5: NumberMan
Enter the server room by touching the panel next to it and fight NumberMan.
NumberMan does not move, stand in front of him and blast him.

Scenario 3

- 3-1: The Metroline is stuck
Read Dad's E-mail.
Go to the Metroline to confirm it's not working.
Try to access Internet-2, next to Dex's access.
- 3-2: Where is the Recov50 L?
Dex is searching for a Recov50 L.
Jack into Mayl's piano and get the chip.
- 3-3: GutsMan
Fight GutsMan.
Avoid staying in front of GutsMan too long, move a lot.
Get Dex's link for Internet-2.
- 3-4: Search for hints
Jack into the Internet and access Internet-2.
Take a left in the beginning and look for the Metroline's problem.
- 3-5: StoneMan
Fight StoneMan.
StoneMan does not move, shoot him and move when you see a large shadow under you.
- 3-6: Take the Metroline
Jack out and use the Metroline to get to the Government Complex.
Fight with Sal to get her link to access Internet-3 later.
Take the red elevator to reach Dad's lab.
As you get to Dad's lab, jack into his computer and talk to the little robot to leave a message.
- 3-7: Message from Dad
Go back home and get Dad's E-mail attachments: HPMemory and PowerUp.
Go to sleep.

Scenario 4

4-1: Water panic

Talk to Mom.
Go to school.

4-2: Official Netbattler Chaud

Go to SciLab and meet Chaud.
Get the SciLabID from Dad's lab coat.
Get into the Water Works facility and talk to Chaud again.
Talk to Dr. Froid.

4-3: Lunch time!

Wait in Dad's lab for lunch time.
Jack into the Water Works facility network with the water cooler next to the blue elevator.

4-4: ProtoMan

Meet ProtoMan and continue your way.
Turn on and off pipes to access deeper areas.

4-5: Cold Bears

At the fourth section, you'll fight the Cold Bears and unfreeze the network.

4-6: Poison water

Go back to school and see a poisoned man.
Get to the Metroline and read your mail.
Check the car next to the school to free the boy and get the Handle program.

4-7: Figure skating

Jack into the Water Works network again and use the Handle on the faucet that didn't have one to access the fifth section.
Don't forget to get the PowerUp hidden below the large iced area.

4-8: IceMan

Fight IceMan.
IceMan moves a lot, and you should do the same when he shoots his bombs.

Scenario 5

5-1: Mayl's mail

Meet Roll by jacking into your computer and send back an E-mail by logging into Mayl's computer via the Internet.

5-2: Den Town

Get to Den Town with the Metroline and visit the city's summer class in Den Block 4.
Get to Den Block 2 and enter Miyu's shop.
Fight SkullMan to get Miyu's link for Internet-4.
Go to ACDC Town to meet Mayl and get Roll2.
Go back to Den Town and get Roll2 by E-mail.

5-3: Den Block 1

Get to Den Block 1 and see the traffic lights go crazy.
Jack into Den Town's network with the light post.
Travel through the puzzled network until you solve the problem.

5-4: Madd

Jack out and meet Madd in Central Den.
Get to Den Block 4 and jack in again.
Get a message from Mayl and jack into Den Block 2.
Repeat the process with Den Block 3.
Get to Central Den and jack in again.
Finally, jack into the bus to stop ColorMan.

5-5: ColorMan

Fight ColorMan.
ColorMan does not attack much, but has two penguins to complicate matters.

Scenario 6

6-1: Let's party!

Get a mail from Dad.
Talk to Mom about the party.
Go back to SciLab and fight with Masa, he will give you a HPMemory.
Go to the lobby and meet Chaud.
WALK into the lobby in front of the TV, do not run if you want to access the next part.

6-2: Restaurant

Meet Dad and Mom and get to the restaurant.
Talk to everyone and Count Zap will shut off the lights.
Get out the restaurant and get into the Dust bin.
Visit the power plant, talk to everybody twice to access the console in the last room.

6-3: Jack-in!

Jack into the power plant's network.
If you deplete all MegaMan's energy, you'll have to use a small generator.
Half of the way is invisible, try to find your way in the dark.
Meet a little guy that will give you batteries.
Try to place the batteries in the good sockets and turn on the switch to make appear a way.
If you batteries are dead, talk to the little guy again to recharge them.
If you need help for the batteries, go to the FAQ section.

6-4: Shut the power

Meet ElecMan and try to fight him.
Go to the next room and shut down the power.
Fight ElecMan.
ElecMan moves a lot, but try to stay in the middle.

6-5: ProtoMan attack!

After you beat ElecMan, ProtoMan will challenge you.
ProtoMan is a pushover: Wait for five moves and use a powerful attack when he is right in your face, repeat.

Scenario 7

7-1: Search for clues

Talk the scientific next to the red elevator at SciLab.
Meet Chaud in Central Den.
Back to Higsby's, get behind the counter and talk to Higsby.
He will give you Hig Memo, for Internet-5.

- 7-2: Internet accesses
Fight at the Internet-5 access.
- 7-3: Get the Link Memos
Get Higsby's E-mail and talk to three people:
A scientific in the lobby of SciLab. (Lab memo, Internet-6)
The teacher of the Den Town's summer class. (Yuri memo, Internet-7)
An old man in ACDC Town. (Pa's memo, Internet-8)
- 7-4: Deeper in the 'net
Use the three Link Memos to access Internet areas 6, 7 and 8.
Fight BombMan.
BombMan moves and hides himself behind bombs, use long range attacks.
- 7-5: No access?
Jack out and talk to Dad at SciLab.
Sleep at home.

Scenario 8

- 8-1: WWW's attack
Wake up and look at the WWW leader on TV.
Go to Higsby's and get the Metroline pass on the counter.
Talk to the Metroline employees.
Search behind the statue in front of the school entrance.
Try to enter the Metroline and trigger the alarm.
- 8-2: Hack the card
Go see Dad to make him modify your pass.
Get to WWW's lair and free the people tied up.
- 8-3: Floor locks
Jack into the first locked door:
Revisit FireMan's lair until you reach the lock.
Get Roll3 from Yai.
Jack into the second locked door:
Revisit NumberMan's lair until you reach the lock.
Jack into the third locked door:
Revisit IceMan's lair until you reach the lock.
Jack into the fourth locked door:
Revisit ColorMan's lair until you reach the lock.
- 8-4: WWW leader's picture
Enter the room and jack into the picture:
Revisit ElecMan's lair until you reach a little guy.
WARNING! Point of no return! Save your game before going beyond the little guy because you will not be able to save after MagicMan!
BUT, the money, items or Chips you collect will be saved when you finish the game.
- 8-5: MagicMan
Fight MagicMan.
MagicMan does not move, but summons other enemies to complicate matters.
- 8-6: Hacking Rocket
Get the hub.bat program from Chaud.
Enter the passage behind the picture and talk to the bad guy.
Fight Life Virus.
Life Virus does not move, but has a 100-points shield and summons allies.

Don't stay close to him when he's done charging.

14- FINAL HINTS

Menu

Here's what the menu is used for:

Folder: Choose your deck of Battle Chips between your deck (left) and your sack (right).

Library: See which of the 175 chips you got and which you didn't.

MegaMan: See your stats, install PowerUps, change armor.

Email: Read your mail, use often.

Items: Show the items you have, almost useless.

Network: Exchange Battle Chips or battle using a game link.

Save: Save your game.

Return: Close the window.

Cleaning Chip Folder

Organizing your Battle Chips in your Chip Folder can be tedious if you forget this. While in your Chip Folder (Right or Left side), press Start and you will be able to sort them in six ways:

- 1- By ID. (Order in your Chip Library)
- 2- By Alphabet. (In Japanese version, Katakana order)
- 3- By Code. (The letter in the lower-right corner of the chip)
- 4- By Attack.
- 5- By Element. (None, Elec, Fire, Water, Wood)
- 6- By Quantity. (Number of chips you have for the same chip)

And if you choose the same type again, the order will be reversed.

Important Items

- HPMemory: Adds 20 permanent points to your HP. (Rise your level by 1)
- PowerUp: Upgrades your buster gun up to five points for each stats. (Level + 4)
(Don't forget to equip once you have them and they are permanent)
- Attack: Adds a point of damage for each shot.
- Rapid: Speeds up your shooting.
- Charge: Speeds up your charging. (You need at least two to charge)
- Armor: Armor you can equip to protect you from attacks. (Level + 8)
- Aqua Armor: Protects from fire attacks.
- Fire Armor: Protects from wood attacks.
- Wood Armor: Protects from electric attacks.
- Mystery Data: Those crystals are found in the cyberspace and contain zennies or Battle Chips. Some of them are random and return every time you jack-in.
- PET: Your PErsonal Terminal, you get it in the beginning.
- WaterGun: Used to tame the oven's fire, found in Lan's drawer.
- IceBlock: Used to stop fire in the oven, got from a program guy.
- SchoolID: ID Card for the teacher's lounge, got from Ms. Mari.
- SciLabID: ID Card for the Water Works, got in Dad' lab coat.
- Message: Message to Dr. Froid, got from Dr. Froid's kid.
- Handle: Program for the Water Works, got from Dr. Froid's kid.

Dentures: Old man's dentures, found in a tree in ACDC's park.
WWW Pass: Metroline pass for the WWW' lair got from Higsby.
WWW PIN: Access for locked area on the Internet, got from Dr. Froid.
@Yai: Address to Yai's homepage, got from Glyde.
@Mayl: Address to Mayl's homepage, got in Mayl's piano.
@Dex: Address to Dex's homepage, got in Dex's PC.
@Dad: Address to Dad's homepage, got in Dad's PC.
@Sal: Address to Sal's homepage, got in Sal's register.
@Miyu: Address to Miyu's homepage, got in Miyu's mirror.
@Masa: Address to Masa's homepage, got in Masa's register.
@WWW: Address to WWW's server, got from BombMan.
/Dex: Link to Internet-2, got from Dex.
/Sal: Link to Internet-3, got from Sal.
/Miyu: Link to Internet-4, got from Miyu.
Hig Memo: Link to Internet-5, got from Higsby.
Lab Memo: Link to Internet-6, got from a SciLab's scientific.
YuriMemo: Link to Internet-7, got from Yuri.
Pa'sMemo: Link to Internet-8, got from an old man in ACDC.

Frequently Asked Questions

Q: I'm stucked! What do I have to do next?

A: This is a RPG: Talk to everyone, check every area again, check your e-mail often.

Q: I cannot find the password to unlock the door in NumberMan's lair.

A: This is tricky if you have the Japanese version: the password changes every five times.

On the middle of the first line you can see a Japanese character that can be either "small" or "big".

"Small" is a vertical line with one small line on each side: the password is too small.

"Big" is a horizontal line and a vertical one crossing it and separating in two in the middle: the password is too big.

Q: I cannot open the last door to NumberMan in the school's network

A: If you're playing on emulator, I have heard you cannot go any further, sorry...
Play the real game!

Q: I have trouble with the batteries in Elec Man's lair.

A: Here's a little diagram. Check carefully the switch position.
Check also the maps at: <http://w3.arobas.net/~tommy/index.html>

S = Switch
ABCDE = Batteries
X = Nothing

1st set:

A
S X
X

2nd set:

A X
S X X
X B

3rd set:

X X X
X D X
S C X E

4th set:

A X B
S X X X
X X X

(Keep one battery)

5th set:

A X X
X B X
X X C

S

(1-Place battery C and go back to take batteries A&B)

(2-Place batteries A&B and take back battery C)

6th set:

S X X A X
X X X X
C X B X

(1-Place battery C and go back to take batteries A&B)

(2-Place batteries A&B and take back battery C)

7th set:

There's only one socket.

8th set:

S X X X A
B X X X
X X X C

Q: Where is <insert Navi name here> Version 2 or Version 3?

A: The Version 2 bosses (FireMan, StoneMan, ElecMan, BombMan, ColorMan, MagicMan, PharoMan, ShadoMan) are always hidden in dead-ends on the Internet.

As for the Version3, they are random on the Internet, but Version2 need to be found first.

Q: PharoMan and ShadoMan are nowhere to be found, what gives?

A: You need to be at level 70 or more to see PharoMan and you need to have at least 140 different Battle Chips in your Library for ShadoMan

Q: Where is Bass?

A: You need to:

Have a star next to "continue" (i.e. beaten the game at least once)

Have 174 Battle Chips in your Library

Be over level 70

Find Bass randomly in Internet-16

Q: Can I get Bass? (Battle Chip #176)

A: You can try to get it in the Chip Trader Machines. You can only get Bass at special events

from Capcom or Nintendo. (As with "Mew" in "Pok^驚on")

Q: I cannot enter Internet areas 11 to 16.

A: Those areas need a special condition to be entered.

For Internet-14, you need to collect at least 10 chips from Internet-13.

Some areas can be accessed if you had a good Busting Level or didn't escape in the previous area, if you fail, you need to return to the beginning of the area.

Check the Internet section for more details.

Q: I cannot get the Battle Chip I want in battle, what can I do?

A: Some Battle Chips need a Busting Level of 10 or S. (see section 11)

But even if you don't move, get no damage and delete your enemy in a second, you will get a maximum level of 9 . The trick is to defeat your enemy at the same time as another one in the same battle. This will rise your Busting Level.

Q: I have trouble defeating enemies, can you give me tips?

A: Sure!

1- Charge your Buster, fire, then use an offensive Battle Chip right after for maximum damage. The Buster-Sword or Buster-Cannon combos are very effective.

2- Also, there's a trick for evading the "wave-type" attacks:

For example, when a Gaia does its explosion wave attack, try to walk THROUGH the wave and if you time it correctly, you will not take damage!

3- Try to keep a balanced deck of Battle Chips by having long-range attacks, multiple enemies attacks, direct attacks, shields and effects chips.

Q: What are the Mystery Data that says it cannot be decoded?

A: Those are Battle Chips you already have. Don't bother trying to get them.

Q: How can I got money fast?

A: Although I do not recommend it because of damage you could inflict to your cartridge, save just before you take a Mystery Data and if you don't have a good amount of money, then reset. (Start,Select,B,A)

Q: How can I fight a specific enemy in random places?

A: Same thing as in the previous question: save, run around and if you don't like the enemy, then reset. (Start, Select,B,A) It's very good for fighting random bosses on Internet. The same Battle Chips often return that way, so exchange them with powerful one!

Q: How can I get the Battle Chip I want in the Chip Trader Machines?

A: Ditto. Look previous question.

Q: How can I be more efficient in the game?

A: Use the HTML version of this file and maps (Yes, maps!) at:

http://www.interordi.com/mega_man_pc/mmbn/index.php

<http://www.ibis-research.com/MM/>

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