Mega Man EXE Battle Network FAQ/Walkthrough

by Ruzinus   Updated on Jun 13, 2002

```
*****************************************************************************
Mega Man Battle Network 2 FAQ/Walkthrough- by Ruzinus
*****************************************************************************


Table of Contents
  I.Introduction
    A.Note on Directions
    B.Characters
    C.Terms
    D.The Battle System
 II.Walkthrough
    A.Getting a Zlicense
    B.Gas:Poisoning Rich People AND Crossing the Cyber-Divide!
    C.Mix Camping and Netbattling, Add Water, and Let Sit
III.NetBattlers Guild
 IV.Appendixes
    A.Viruses
    B.Enemy Navis
    C.Battle Chips
    D.The Boards
  V.Remaining Whatnot
    A.Copyright
    B.Version History
    C.Contact Info
    D.Thanks


*****************************************************************************
I.INTRODUCTION
*****************************************************************************


*SPOILER WARNING*-This FAQ/Walkthrough will contain spoilers for this game,
and even a few for the original game.  If you don't like spoilers then don't
read too far ahead in the walkthrough from where you are in the game.


===========================================================================
A.Note on Directions
===========================================================================


   Throughout this walkthrough I will give directions of up, down, left, and
right.  However, the main game is played out on a diagonal basis, and even
though you move in the exact directions that the D-Pad faces, the paths in the
game move on the same diagonal basis as the game's graphics.  However I just
used up, down, etc, for directions, picking what I found more natural to me.
But if you find it odd at all, then use this quick guide
---------------------------
Path       | My directions
---------------------------
Up/Left    | Left
Up/Right   | Up
Down/Right | Right
Down/Left  | Down
---------------------------
```

```
================================================================================
B.Characters
================================================================================

Lan-The main character, you play as him in the real world.

MegaMan-Lan's Navi and best friend, you play as him in the cyber world.

Mayl-Lan's classmate and friend.

Roll-Mayl's Navi.

Dex-Mix a would be bully with a friendly attitude and you'd get something near
Dex.

Gutsman-Dex's Navi.

Yai-Little genius rich girl who's really really short.

Glyde-Yai's Navi, Yai's tall Navi.

Chaud-An official NetBattler who was trailing the WWW in the original MMBN.

Protoman-Chaud's Navi.

================================================================================
C.Terms
================================================================================

PET-Personal Exploration Terminal-Acts as a cellphone, portable email device,
and houses a Navi.

Navi- Net Navigator-True Artificial Intelligence, exist in PETs and can
connect to and Navigate the internet and any place with a Jack-In port.

Jack In-Send a Navi into the Cyber World.

Jack Out-Bring a Navi from the Cyber World back to its PET.

Virus Busting-Fighting viruses that attack Navis.

Battle Chips-Each contains an attack or other function, sent to Navis during
battle so they can defeat Viruses.

Subchips-Used outside of battle for purposes such as healing.

================================================================================
D.The Battle System
================================================================================

Battle takes place on a 3x6 grid, where one half is red, and the other blue,
like this:

RRRBBB
RRRBBB
RRRBBB

The red squares are your half, and the blue squares are the enemies half.  At
the start of battle you are shown a screen where you select battle chips.  5
```

random battle chips out of the 30 in your folder will be available to pick
from. You can pick one chip, or multiple chips of the same type or letter, or
multiple chips of the same letter and some * chips. Each chip has a number in
the lower right corner of it, which is how much damage that chip does. Pick
your chips and press OK and you are taken to the battle grid. If you press
Add instead of OK then the chips you pick are discarded and you can pick from
that many more next time. The enemies HP is above its head, bring it down to
0 to remove to enemy. Your HP is in the upper left corner of the screen, if
it hits 0 then game over. You can use A to use the chip you selected, or B to
use your Buster, which doesn't run out, but only does 1 damage at the start of
the game. If the custom gauge at the top of the screen fills then press
either R or L to select more chips. You can also press L to try and run from
battle.

```
*******************************************************************************
```
II.WALKTHROUGH
```
*******************************************************************************
```

```
===============================================================================
```
A.Getting a Zlicense
```
===============================================================================
```

```
-------------------------------------------------------------------------------
```
1.School
```
-------------------------------------------------------------------------------
```
Things to get:Pan1Grab-P

   As the game starts, Lan is running into school, actually not late for
once. However he won't have to worry about being late for much longer, since
it's the last day. There's some time before the bell, so take it easy and
talk to some of your classmates. Mayl, the girl right by the door, mentions
that Dex was looking for you, but you should talk to him last. The boy near
the blackboard will explain PETs to you, but it's nothing new if you played
the first MMBN. After talking to the girl in the front row of desks, you'll
get an email about how virus are once again becoming more of a nuisance. If
you check the second to last desk on the left side of the room you'll find a
'PanlGrab-P' chip. Talk to Yai, the freaky girl in the back, and she'll
mention that she's collecting fans, remember that. Then talk to Dex, the tall
guy in the back. He asks if you if you want to do some net surfing after
school, just before the bell rings.

   After the teacher hands out report cards (to the great dismay of Lan and
Dex), talk to Dex again. He tells you about the new square on the net, where
they're looking for city NetBattlers. He's not quite sure what a 'city'
NetBattler is, but he figures it'll be fun to find out. You set up to meet
him and Mayl at the entrance to the square. Megaman will quickly explain that
square is a sort of city for Navi's. Now leave school, and you'll find
yourseld in ACDC town.

```
-------------------------------------------------------------------------------
```
2.Den Area/The Square
```
-------------------------------------------------------------------------------
```
Things to get:
PanlOut1-*
BugFrag (2x)
Random
CrossGun-S
HeroData
HopeData
Zlicense

```
MaylCode
MiniEnrg

Enemies:
Bunny
Canodumb
Flappy
Mettaur
```

   Theres not to much to do in ACDC town at this point, since you can't get
into any building besides Lan's house at this point. However, you should note
the suspicious looking guy in front of Lan's house. Talk to him, and he'll
mutter something about Yai's house. With that done, head inside, and talk to
Lan's mom, who has conveniently forgotten his report card, so head to his
room. Well, almost forgotten. But once you get inside your room, she barges
in, demanding to see his report card. Since he obviously got bad grades, she
makes him do his homework before he can go on the net (summer homework, poor
Lan).

   Well, you have to jack into Lan's computer for this assignment, so move over
to the computer and press R to do just that. Megaman starts up the homework
program, which, conveniently, is actually a tutorial on the games battle
system. Play through the tutorial, which is actually pretty good at
explaining the games battle system. Afterwords you'll get an email from Dex,
telling you to hurry up. So step into the portal and unto the net.

   So follow the path up, then turn right, then up again, then left, then
down. At this point the lower left path will lead you to a 'PanlOut1-*' chip,
and the upper left continues on the path. Head up, and find a 'BugFrag' on
the path, hidden from view by an overpass. Go left at the next fork, and
you'll find a Netdealer.

```
------------------
NetDealer
------------------
Item       |Price
------------------
HPMemory   |1000z
HPMemory   |2000z
Shotgun-B  | 200z
Lilbomb-J  | 500z
Recov10-*  | 500z
Spreader-Q |1000z
------------------
```

   The best item for sale is definately the HPMemory, since it raises your
total HP by 20. You may want to hang around this guy, VirusBusting for cash
until you can afford it. Of course you'll pass back this way while taking the
Zlicense exam, and you'll be either much closer to or able to buy it then.
Also note that when Netdealers have HPMemory or PowerUps and you buy one,
another one will likely appear in their shop, at a higher price. They all do
eventually run out though.

   Head back and continue on your way, going right, up, left, up again, then
left again, where you will meet a friendly little program that will bring you
up to full health. Now head down, left, and down again. At this point take a
quick detour right, then up to find a random chip/item (a new one will even
appear each new time you Jack In, nice!). Back on the main path, head up,
left, up, left, and you'll reach another fork in the road. Take the leftside

path to find a 'CrossGun-S' chip. Back on the main road go up, right, and
you'll reach another intersection. For now, just head down, right (get the
'BugFrag' behind the sign), down, then right again. Head the teleporter, and
you'll find Gutsman and Roll (Dex and Mayl's Navi's) waiting for you. Follow
them through the path at the upper corner, which leads to the square.

   The square quite literally is, a square, almost. The center is a big
rectangle, and theres a path from each side leading to another area. The
portal that you came through is on the left side. On the bottom side you'll
find a portal to the board, which works like a message board. However it's
currently still under construction. Roll seems very excited about it. On the
right you will find a few shops.

```
------------------
NetDealer
------------------
Item        |Price
------------------
HPMemory   |2000z
HPMemory   |4000z
CrossGun-J | 600z
WideSwrd-L | 800z
Recov30-H  |1000z
Barrier-B  |1200z
------------------


------------------
SubChipDealer
------------------
Item        |Price
------------------
MiniEnrg   |  50z
SneakRun   | 200z
Unlocker   |4000z
------------------
```

   You'll want to buy at least one MiniEnrg, and you can get up to 4 if you
want. Each one will heal you by 50 HP between battles, so they're pretty
useful.

   Lastly, in the upper square, you will find the Zlicense test. You have to
find HeroData and HopeData hidden on the net. To find the HeroData leave the
square the way you came, and go back to that intersection right before the
square where you didn't head up yet, and head up, you'll run smack dab into it
after a little while. Now log out, yes, log out, it's the fastest way to get
the HopeData. Now Jack In again. Take the same route you did the first time
you went to the square, with one small change. The first time you turn left,
continue going straight instead, and you'll run right into it. Now go back to
the main path and head to the square, where you can get your Zlicense
(consider stopping at the NetDealer for the HPMemory if you didn't last time
though, and remember to get the new random chip). You'll also get the chip
selection system installed as a nice bonus on the Zlicense. You'll then get
Mail from Mayl, which includes her PC code, so you can pass her security block
and enter her PC from the net and Vice Versa.

   Now start heading back in the direction of Lan's Computer. Right after you
pass through the area with the little guy who heals you, you'll notice a
security block, this one is Mayl's. Check it out and it will open right up.
Continue on into Mayl's computer. Walk straight down and you'll find a
'MiniEnrg' subchip. Jack out, there's nothing else to find here (well there

are Flappies here, a virus not found in Den Area, which you can get a Quake1
chip from).

==
B.Gas:Poisoning Rich People AND Crossing the Cyber-Divide!
==

1.ACDC Town

Things to get:
FullEnrg

Enemies:
Mettaur
Fishy

   Just as you get off the computer, you get a call from Glyde, Yai's Navi,
asking for help ASAP. You then get a call from Mayl, and plan to meet them at
Yai's place. However, check out the doghouse by Lan's house. You can jack
into it! The whole thing is a big square, and heading down you'll find a
'FullEnrg' subchip. Now head over to Yai's house (above Lan's house).

2.Yai's House/Ventilation System

Things to get:
Roll-R
200z
Recov10-*
V-Gun-A
HPMemory
BugFrag
YaiCode
RegUp1
1000z
HPMemory

Enemies:
Beetank
Canodumb
Fishy
Mettaur
Spooky
Swordy
WindBox

   Dex heads in first, telling you to follow if he doesn't give you some kind
of sign within 5 minutes. 5 minutes later, Lan heads in, and the door locks
right behind you (how typical). MegaMan then detects gas in the house, and
turns on gas sensor in the pet so that Lan won't run into any. You then get
mail from Mayl, with a 'Roll-R' chip attached. This is your first Navi chip,
and you should put it in your folder immediately, as Navi chips are generally
the best chips in the game, thats why you can only have 5 in your folder at
one time! They're sort of like summons from games like FF7 and Chrono Cross,
as time freezes, MegaMan dissapears, the Navi appears, does its attack,
MegaMan reappears, and time continues. Roll attacks the nearest enemy for 60
damage and then heals you by 30 HP.

   Well, theres only one way to go, up. So head up and you'll find yourself

in the bathroom, where Yai is in the tub, knocked out from the gas, and Dex is
by the door, also knocked out by gas. Head over to the water-heater and Jack
In. Head down, left, down, where you'll find a brave little program try to
get across a line of shooting CyberGas, and not make it. Time yourself so you
don't get hit by the gas, and get 200 zennys on the other side. Then let
yourself get hit by the gas and follow the program (if you got hit while
trying to get across then you can walk up the non-gassed path and get the
zennys).

   Now head down, left, down again, and right, where you'll find the path
across blocked by another gas pump. If you make it across you can get a
'Recov10-*' chip. After you go down the gas path, you have to cross another
one (if it hits you then just get hit by the first one again). This ones a
bit trickier because its not straight across, but the key is still timing.
When across head down, right, down again, skip the first up and take the
second, where you'll find a 'V-Gun-A' chip. Now head back and take the first
up, where you'll find a very confused Gutsman trying to figure out how to get
across a gap. To get across it, you need to turn on the gas pump. Just walk
up to it and press A to make the gas start flowing, the walk out to the ledge
it passes and you'll be blown across the gap. Walk up the ventilation program
(it looks like a ventilator, can't miss it) and press A to fix it. In the
real world the gas by Dex will be blown away, and Lan will wake him up. He
and Gutsman go off to the door to try and unlock it.

   Now back to the cyber-world, not quite done there yet. Head left, then up,
then up and left again. Enter the new area and head up, left, and up, where
you'll find Glyde. He explains that he can't get past the Cybergas ahead, but
you can. Let them hit you once, so that you can get the HPMemory on the other
side. Get hit by the next gas pump, which returns you to the start of the
area. Head back to the pipes, and proceed across. Remember, timing is
everything, these two seem to be a bit faster than the others. Also remember
to take them one at a time. Next, you have to get past another tunnel by
waiting on the ledge sticking from the sides, then taking a dash and repeating
(and picking up a BugFrag along the way). Once again, timing is key (on the
first dash go as soon as the gas starts to evaporate). After the second dash
your at a path again. Head down, left (theres a 'MiniEnrg' subchip here), up,
and turn off the gas pump. Now head back to where the gas was shooting and
walk freely through. Then head up, right, and you'll find another ventilation
program, fix this one as well.

   However, Lan still can't get near the bath. MegaMan asks Lan if he
remembers what Yai said that morning. Do you? Remember those fans, I told
you to make a note of them. So go searching for a fan. Head back to the main
room, where you see Dex working on the door. You can now also head up the
stairs to Yai's room, so go looking there. Go straight to the white display
case, glass panels (the one with only one section), and check it out. Lan
will find the fan in it. Now head back to the bathroom to try it out. Lan
will have some success, but not enough to save Yai. Back to the CyberWorld to
try again.

   From the ventilation program head down, then right. Squeeze past the gas
to reach the next GasPump. Turn it on and let it blow you across the gap.
Head down and turn off the gas pump so you can pass (or you could dash across
it), and pick up the RegUP. With the RegUP MegaMans folder defauly memory
will increase by one. Now head left and turn on the gas pump. Return to the
pump you just turned off (or perhaps you didn't) and turn it back on so you
can get back across the gap. Head left and you'll run into the gas from the
gaspump you turned on, and you'll be blown across another gap to the last
ventilator. Only thing is that another Navi, Airman, is blocking your way,
and he won't give up without a fight. Before you approach him use your

Subchips to heal your HP. His master is the guy who you saw by Lan's house
earlier, and he plans to demand from her parents in exchange for him not
gassing Yai to death. Obviously, you'll have to take down Airman.

   Airman boasts 300 HP, which is about twice what you probably have at this
point. He teleports around, so he can be tough to hit (however Roll will
never miss him). He has three attacks. With the first one he creates 3
miniature tornadoes, which moves across the board at you, causing 10 HP damage
if they hit. The trick is that they move at different speeds, so you can
dodge between to of them. With his next attack he blows wind force across
whichever row he's in, cauing 15 HP damage if it hits, but its very easy to
dodge. His final attack creates two tornadoes at random places on your half
of the board, which then move toward you causing 15 HP damage each if they
hit. Luckily however, they only go up/down or left/right, no diagonals and no
switching paths. Keep doding his attacks, and attacking when he stops for a
second, and you'll beat him no problem. Enjoy the little scene and then you
can go explore some of the electronic devices in Yai's house.

Before checking out what you can jack into at Yai's, examine her pillow and
you'll get her passcode. Now go Jack In to her phone (its at the end of the
red/white tiled area). In the upper corner of it you'll find a 'RegUp1', and
in the left corner you'll find 1000 zennys. Now head over to her PC (it's
pink) and Jack In. For a while theres only one path, so follow it until you
reach the transport to the Net. If you go in it you can pass through Yai's
cube with her passcode and you'll end up at the Netdealer(considering buying
his second and last HPMemory now, if you haven't already). From the
teleporter head up to find a HPMemory, and then Jack Out. Head back to Lan's
house and go to bed.

==
C.Mix Camping and Netbattling, Add Water, and Let Sit
==

1.ACDC Town

Things to get:
Gutsman-G
DexCode
Gutspunch-B
800z
MiniBomb-*

Enemies:
Beetank
Fishy
Canodumb

   MegaMan and Lan are starting to need something to do with all their time,
so they decide to go camping. First you need to go ask all your friends if
they can come. If you head towards the bottom of town first, you'll find a
subchipdealer in a lab coat.

SubChipDealer

Name |Price

MiniEnrg | 50z
FullEnrg | 400z

```
Unlocker |4000z
---------------

   Next head over to Dex's house, it's right by the Metroline and the Bus
Stop.  Inside, talk to Dex.  While he can't go camping today, he will gladly
NetBattle you with Gutsman.  Its not to hard, and you get a 'GutsMan-G' chip,
and Dex's Code if you win, so you should accept.

   Gutsman has 300 HP, but he's easy to hit, since his attack animations take
a second.  He has three attacks, two of which are kind of similar, as they are
both perfomed by smashing his fists into the board.  With his first attack he
moves to the front of his area and does a smash that cracks the entire row
he's in on your half.  However, it doesn't do any damage, even if your on one
of the squares he hits.  He also only uses this attack if your not in the
front column.  His second attack is the same shockwave attack that Mettaurs
use, even down to the fact that it does 10 HP damage.  With his third attack
he moves to the front of his area and punches into your area, doing 30 damage
if he hits.  He only uses this attack when you're in the front column of your
area.

   With that done, Jack In to Dex's Computer.  Follow the path (there's only
one way to go), and at the end you'll find a 'Gutspunch-B' chip and 800
zennys.  If you head to the net from his computer you'll find yourself right
at the square (no wonder he got there before you finished your homework).  The
Board is now open, so you can go there and check it if you want (if you do,
remeber that new messages are towards the top and older messages are towards
the bottom), and you might want to consider another HPMemory if you have extra
money.  When your done Jack Out and then Jack in to Dex's Game Boy Advance
(O_o).  This is another square area, and in the center you'll find a
'MiniBomb-*' chip.

   Once your done at Dex's, head over to the school.  You'll find Mayl there,
but she's working and can't just up and go camping.  So, head over to Yai's,
and you'll find that she's gone on an around the world trip, so she obviously
can't go camping.  But don't despair, as you'll get an email notice that all
ZLicense holders can now go take the test to get their BLicense and become a
city Netbattler over at the Center in Marine Harbor!  Sounds like a good idea,
and since you can't go camping, might as well try.  Head over to the
Metroline, pick up a ticket to the Marine Harbor (you get tickets free since
your a student), and head through the turnstiles.

-------------------------------------------------------------------------------
2.Marine Harbor
-------------------------------------------------------------------------------
Things to get:
1000z
ElecSwrd-E
ExamCard
Random
PowerUP -locked-
WalkProg
NiceData
BLicense
RegUP1
Sword-L

Enemies:
Shellgeek
Shrimpy
Mettaur
```

```
Canodumb
Bunny
Flappy
Beetank
HardHead
Mettaur2
Canodumb2
```

   The first thing that'll happen is that you'll get mail from Dex saying that
he can go camping tomorrow, so thats one for going camping. Head out of the
metroline station and head up, and you'll find a TV crew. Talk to the
reporter, and she'll challenge you to a NetBattle. If you accept you'll have
to fight her ToadMan Navi, but you'll get the RibiCode if you win.

   ToadMan with 200 HP has the least HP of any opponent yet, but its the
toughest battle so far anyway. There are two lillypads floating left and
right, one at the top of the board and the other at the bottom. When Toadman
appears he will always be on one of these, so at least his movement style is
predictable. ToadMan has four attacks, sorta. With his first attack ToadMan
releases musical notes that will fly at you (yes, they can move at a diagonal
too), doing 20 HP damage if it hits, and temporarily stunning you. With his
second he attack he teleports in front of you and performs a 50 HP damage
punch. Its easy to avoid, unless your stunned from the not so easy to avoid
musical notes. With his third attack he sends out a fish that will travel in
a straight line and cause 10 HP damage if it hits. His fourth attack isn't
really an attack, but if you get hit by the splash when he surfaces on a Lily
Pad you'll loose 10 HP.

   Next head over to the van and Jack-In. There's only one path to follow, so
follow it, pick up the 1000 zennys on the way and the 'ElecSwrd-E' chip at the
end, and Jack Out. Once thats done head into the Center (can't miss it, with
its big Official Center sign). In the corner of the upstairs room you'll find
a SubChipDealer.

```
----------------
SubChipDealer
----------------
Item     |Price
----------------
FullEnrg |  400z
SneakRun |  200z
LocEnemy |10000z
----------------
```

   Speak to the lady at the counter and tell her your here to get a License,
then head down the stairs. Once down talk to the guy at the counter, and then
go into the Testing Center. Walk to any of the walls and Jack In, where
you'll get mail from Yai saying she'll go camping tomorrow, looks like the
trip is going to happen. Talk to the Navi straight ahead of where you
entered, and he'll explain that the BLicense exam is made up of 3 problems.
For the first problem you have to go through 5 battles in a row. The first
battle is against 2 Mettaurs, nothing new. The second battle is against 2
Canodumbs, once again a simple battle. The third battle is against 3
Mettaurs, a bit tougher, but still nothing new. The fourth is against 3
Canodumbs, still a fairly simple battle. The fifth battle is against 3
Bunnies, a virus you should be fairly used to by now. Despite the fact that
the exam navi says no healing is allowed, you can use healing chips such as
Roll and Recov10 (I believe he was referring to the fact that you don't get a
chance to use any subchips between battles).

For problem 2 you have to find a Navi that needs help in the Den Area and
help him. Exit the Square and head Right in the square entrance to the now
open connector to Den Area 3. Head right, up, then left, to find another
random chip/item. Go back to the start then head up, left, continue left in
the square (if you do you'll find a locked mystery data, which you can unlock
with an unlocker chip. If you do you'll find a PowerUP), and you'll run into a
NetDealer.

```
-----------------
NetDealer
-----------------
Item        |Price
-----------------
PowerUP     |5000z
HPMemory    |3000z
HPMemory    |5000z
HPMemory    |8000z
Atk+10-*    | 600z
Spreader-O  | 800z
Recov30-B   |1000z
AreaGrab-E  |2000z
```

    The best item for sale is the PowerUP, which increases the power of your
buster- get it ASAP. From the NetDealer head down, right, then down again,
and you'll find your help-needing Navi. It seems a bad guy stole is
'WalkProg', so he can't walk. Agree to get it back for him, and then you'll
get mail from Mayl agreeing to camp tomorrow. Go back to the square and leave
through the other exit, heading back to the area between where the little guy
who healed your HP used to be and were the regenerating random item is, you'll
spot a weird looking purplish Navi in a corner there, and the Navi usually
there is missing. Talk to the purplish Navi, and you'll be thrown into a
battle against 3 Beetanks. Beat them and you'll get the 'WalkProg'. Take it
to the Navi who asked for help and he'll exchange it for 'NiceData, which you
should now show to the exam navi to move on to problem 3.

    Problem 3 is another series of 5 battles, just like problem 1, but with
harder enemies. The first battle is against a Flappy, a Canodumb, and a
Mettaur2, which is basically an advanced Mettaur. The second battle is
against 3 Mettaur2s. The third is against a Bunny, a Beetank, and a
Canodumb2, a stronger Canodumb. The fourth is against 3 Canodumbs. The fifth
is against a Beetank and 2 HardHeads. Once your done then you get your
BLicense and a RegUP1. You'll then get an e-mail from Chaud (you'll recognize
him if you played MMBN1, if not, don't worry about it) declining the camping
trip. Well now your basically done for the day, except that now that you have
a BLicense, you're officially a City NetBattler, and can except job requests.
Jack Out, head back to the main downstairs room, and check the bulletin board.
You'll find two job requests. If you wish to accept them (highly recomended,
and you'll have to eventually anyway) then you can check the NetBattlers Guild
section of this FAQ for how to complete them, or try them on your own. When
your done, head over to the school (you should be there already if you did the
two jobs), and Jack Into the blackboard. The blackboard is another square,
and at the top (not corner) you'll find a 'Sword-L' chip. When your done go
to bed the continue the game.

3.Okuden Valley

Things to get:
Lighter
Stick

Paper
HPMemory
Binocs
RegUP1
Bubbler-R
MiniEnrg
Fish
Knife
FireWood
500z
Cannon-C
600z
HPMemory
WideSword-L
PanlGrab-L
RegUP2
Recov50-N
PowerUP
BugFrag
3000z

Enemies:
Fishy
Beetank
Mettaur
Mettaur2
Spikey
Flamey
Handy
MettFire

    As soon as you wake up you get mail telling you to get the Bus Stop in 5
minutes or they leave without you. Head over to the bus stop and talk to
everyone, then the bus will come, pick you up, and drop you off at Okuden
Valley. There you meet Chaud, who tags along with the group even though he
said he wasn't coming. Head along the road, and you'll run into a swarm of
bees. You'll have to scare them away to proceed. Head down to the lower
level and walk to the edge of of the rocks on the right side, where you'll
find a stick. Check out the left edge of the screen on the lower level and
you'll find a lighter. Check the tree next to the trash obsessed guy and
you'll find some paper. Head over to the bees and choose to use
Lighter+Stick+Paper on them and you'll scare them away, continue on.

    In the next area you'll find a statue, and if you inspect it you'll find
that you can Jack In, so Jack In. In the upper corner you'll find a HPMemory,
jack out once you have it. Head on and you'll find a bear in front of you,
and the group runs. Head back towards the bear and Mayl thinks something
funny is going on, but can't see from a safe distance. Check behind the
waterfall and you'll find a pair of Binoculars. Look at the bear with them
and you'll see that its a fake. Head over to the bear and Jack In. Talk to
the program in the center, and it tells you how the bear got a virus, right
before your attacked by 3 Spikeys. You'll the be automatically Jacked Out, so
Jack In again and check the bottom corner for a RegUp1.

    Continue on and you'll finally reach the campsite. The group splits up to
work on a BBQ. If you want to go online then head up the hill and you'll find
Ribitta's van. Go check out the 2 stoves, and you'll find that you can Jack
Into the right one, so do so. At the top you'll find a 'Bubbler-R' chip, and
at the bottom you'll find a MiniEnrg. Talk to Yai, and she'll demand you find
some fish, so talk to the man fishing on the stones to catch one. Talk to

Mayl and she'll ask you to look for a cutting knife, talk to the lady looking at the river and she'll let you borrow one. Talk to Dex and he tells you to find some wood for kindling, talk to the old man across the river and he'll chop some for you. Give everyone want they asked for and it's BBQ time, except that Chaud has dissapeared. Oh well, theres nothing you can do except wait, so everyone goes ahead and eats. Just as your enjoying the BBQ, you hear an explosion. Everyone else runs, while you look for Chaud. Head across the river and exit the screen to go to the dam. Talking to people on the way you'll discover that part of the dam exploded, but the structure is holding. On the way, you'll run into a guy continuing to sell his subchips calmly, even by a damaged dam.

```
----------------
SubChipDealer
----------------
Item     |Price
----------------
MiniEnrg |  50z
SneakRun | 200z
Unlocker |4000z
----------------
```

When you reach the door to inside the dam you get a call from Chaud. He asks you to go find and disarm some detonators outside the dam. Head back to the campsite and you get an email from Chaud saying there are four of these detonators to disarm. One is disguised as a PET where the guy who was fishing was. Jack Into it and you'll get more mail from Chaud telling you that the detonation programs look like round monitors. These bombs are annoying because it looks like all the paths are open but some explode and close off. Head left, up to pick up 500z, back down, left again, up again, right, skip the up, then head up at the next one, left, down to pick up a 'Cannon-C' chip, up, left, and up once more to find the detonation program.

Remember that empty canteen? It's the next detonator, so Jack Into it. Head down, right, up to the 600z, back down to 51, right, down, right, up to 43, left to 42, up to 22, right, up to 03 (get the HPMemory on the way), left, down, left to the 'WideSword-L' chip, back right, down again to 31, left, up and you'll find the next detonation program.

The next detonator is where you found the binoculars, Jack In. Head up, left to 02, down to 22, right, down, left, down, right to the 'PanlGrab-L' chip, back left, down, right, down, left to 60, up past 50 to 1500 zennys, back down to 50, right, up, down, up to a RegUP2, down to 21, left, up, right, up, left, down, and you'll find the detonation program. When you stop it you'll get a call from Chaud saying whoever did this is probably holding the last detonator himself.

Head back to the first area and you'll find the trash obsessed guy. Keep pressing him and you'll find out he's the bomber, and holding the last detonation program, you'll automatically be Jacked In. Head up, right, down, right, down, grab the Recov50-N chip, left, down to 50, right, up, right, down, right to 55, up to the PowerUP, down to 45, left to 43, up, left, up (get the BugFrag), right to 24, down, right, up to 05, left to 02, down, left, up (get the 3000z), left, up, right, and you'll see the Detonation Program ahead. But first save and heal, since you have to fight QuickMan next.

QuickMan has 400 HP, probably about twice what you have at this point (although you could have almost 400 if you've gotten and bought every single HPMemory up to this point, but chances are you haven't). Like the name implies, QuickMan is Quick. Attacking any time other than when he's attacking

or when he's in quick motion will result in him quickly blocking, and those
are the times its hardest to get in an attack anyway. He'll sit there for a
while, invincible, then he'll suddenly start teleporting about at very high
speeds for about the time it takes to count to 5 quickly then stop in front of
you and shoot his boomerang at you, doing 40 HP damage if he hits. The best
strategy is to move up and down when he's moving and shooting your buster
hoping to hit him, if you don't have a chip. If you do then when he's moving
stay in one place, quickly count to 5, press A and quickly move up or down.
If all goes well you'll hit him and dodge his boomerang. When he starts
getting low on HP he'll move one space and shoot his boomerang again after he
shoots it.

****
III.NetBattlers Guild
****

   Well it's really just the bulletin board in the NetBattlers center where
you can get jobs, but I like to call it the NetBattlers Guild because it
reminds me of the Hunters Guild from PSIV. Here I'll put how to do all the
different jobs.

-At the cafe
Message:
   I'm waiting in the cafe with an ocean view. I'll explain the job to you in
person. There is some danger involved so your Navi must be strong.
Reward:HPMemory
Appears:After you get your BLicense
Completing it:
   There will be a guy standing by the Metroline entrance once you take this
request. He asks you to delete a Navi in the Den Area thats spreading virus
to programs. Head back to the Center and jack in in the testing center.
Leave the square to Den Area 2 and it'll be standing right there by the warp
to the Square entrance. Talk to it and you'll be forced into a battle against
2 Fishies and a MettFire. Beat them and the Navi will dissapear. Jack Out
and go talk to your employer, who will give you a HPMemory.

-Need help
Message:
   Could you please find a lost girl, a relative of mine? I'm waiting at the
school in ACDC Town.
Reward:
Appears:After you get your BLicense
Completing it:
   Head off to the school and talk to the girl in the front of the room. She
tells you that her little cousin has gone off somewhere, and she wants you to
find her. Head over to the Metroline and grab a ride to Marine Harbor. Head
up past the DNN van and the Center, and you'll find a girl looking at the sea.
She tells you to tell 'Sis' that she'll be back after she's done looking at
the sea. Go back and talk to the girl in your class and she'll give you a
RegUP1.

****
IV.Appendixes
****

===
A.Viruses
===

```
-Beetank
HP:80
Attack Style:  Moves up and down, occasionally shooting a bomb at the column
your in, which will explode the whole column for 15 HP Damage.
Chips it Drops:LilBomb


-Bunny
HP:40
Attack Style:Hops quickly about in an upredictable style, occasionally
stopping to shoot out an electric ring, which, if it hits will cause 15 HP
damage and temporarily stun you.
Chips it Drops:ZapRing1


-Canodumb
HP:50
Attack Style:Doesn't move at all.  If you stand in front of it a detection
light moves forward.  If you end up in it, the canon shoots, causing 10 HP
damage.
Chips it Drops:Canon


-Canodumb2
HP:90
Attack Style:Doesn't move at all.  If you stand in front of it a detection
light moves forward.  If you end up in it, the canon shoots, causing 50 HP
damage.


-Fishy
HP:80
Attack Style:Roams up and down, when it is alligned with you it shoots
forward, causing 50 HP damage if it hits you.  It drops back down on its side
after it leaves the screen.
Chips it Drops:DashAtk


-Flamey
HP:90
Attack Style:Stays in one place, when it attacks it divebombs the 3 panels on
your side in front of it, causing 20 HP damage if it hits you.
Chips it drops:LineOut


-Flappy
HP:100
Attack Style:Hops around on its half of the board, making it tough to hit.  To
attack it turns into a giant weight above your head, giving you barely enough
time to dodge it (you can hit it while it is in weight form).  When it lands
it cracks the floor beneath it.
Chips it drops:Quake1


-Handy
HP:80
Attack Style:Drops a time bomb on your side of the field.  if you don't
destroy it before the timer hits 0 then it damages you 50 HP.
Chips it drops:Timebom1


-HardHead
HP:60
Attack Style:Doesn't move, can only be hurt when it opens its covering, which
is also when it attacks by shooting a cannonball which does 50 HP damage if it
hits you and puts a hole in the floor if it misses.
```

```
-Mettaur
HP:40
Attack Style: Will move up and down, but not left to right.  Shoots a shock
wave along the ground that causes 10 HP damage if it hits you.
Chips it Drops:Shockwav, Guard


-Mettaur2
HP:80
Attack Style: Will move up and down, but not left to right.  Shoots a shock
wave along the ground that causes 40 HP damage if it hits you, and will go
into a guard mode where its invincible but won't attack.


-Mettfire
HP:90
Attack Style: Hides behind a rock and drops a little shower of flaming rocks
on you, causing 30 HP damage if they hit.
Chips it Drops:Meteor9


-Shellgeek
HP:100
Attack Style: Doesn't move at all.  It can only be hurt when its shell is
open, which is also when it attacks by shooting a shockwave at you that does
60 HP damage if it hits.
Chips it Drops:DoubleNdl


-Shrimpy
HP:100
Attack Style:Moves up and down whatever row its in, shooting a bubble that
does 50 HP damages at you when you're lined up with it.


-Spikey
HP:90
Attack Style:Teleport around randomly, occasionally shooting a fireball that
does 20 HP damage if it hits.
Chips it drops:FireShot


-Spooky
HP:50
Attack Style:Teleports around, moving whenever you appear in the same row as
it.  Occasionally will teleport to right in front of you to attack, causing 30
HP damage.  Sometimes uses a Recov50


-Swordy
HP:90
Attack Style:Moves around to stay in the same row as you, occasionally doing a
sword chop against the entire column in front of it or a sword chop against
the entire row in front of it (widesword and longsword) and using Area Grab if
it can't reach you.


-WindBox
HP:60
Attack Style:  Doesn't actually attack, but just sits and blows you into the
back column.  Often found paired with a Beetank.
Chips it Drops:Wind

================================================================================
B.Enemy Navi's (aka Bosses)
================================================================================
```

Just incase you came to this FAQ/Walkthrough for the sole purpose of finding a
boss strategy, I'll put all the boss strategies from the walkthrough here for
quick reference.

```
-------------------------------------------------------------------------------
1.Airman
-------------------------------------------------------------------------------
```

   Airman boasts 300 HP, which is about twice what you probably have at this
point. He teleports around, so he can be tough to hit (however Roll will
never miss him). He has three attacks. With the first one he creates 3
miniature tornadoes, which moves across the board at you, causing 10 HP damage
if they hit. The trick is that they move at different speeds, so you can
dodge between to of them. With his next attack he blows wind force across
whichever row he's in, cauing 15 HP damage if it hits, but its very easy to
dodge. His final attack creates two tornadoes at random places on your half
of the board, which then move toward you causing 15 HP damage each if they
hit. Luckily however, they only go up/down or left/right, no diagonals and no
switching paths. Keep dodging his attacks, and attacking when he stops for a
second, and you'll beat him no problem.

-V2
HP:500
Location:Where you found HopeData

-V3
HP:700

```
-------------------------------------------------------------------------------
2.GutsMan
-------------------------------------------------------------------------------
```

   GutsMan has 300 HP, but he's easy to hit, since his attack animations take
a second. He has three attacks, two of which are kind of similar, as they are
both perfomed by smashing his fists into the board. With his first attack he
moves to the front of his area and does a smash that cracks the entire row in
your column. However, it doesn't do any damage, even if your on one of the
squares he hits. He also only uses this attack if your not in the front
column. His second attack is the same shockwave attack that Mettaurs use,
even down to the fact that it does 10 HP damage. With his third attack he
moves to the front of his area and punches into your area, doing 30 damage if
he hits. He only uses this attack when you're in the front column of your
area.

```
-------------------------------------------------------------------------------
3.ToadMan
-------------------------------------------------------------------------------
```

ToadMan with 200 HP has the least HP of any opponent yet, but its the toughest
battle so far anyway. There are two lillypads floating left and right, one at
the top of the board and the other at the bottom. When Toadman appears he
will always be on one of these, so at least his movement style is predictable.
ToadMan has four attacks, sorta. With his first attack ToadMan releases
musical notes that will fly at you (yes, they can move at a diagonal too),
doing 20 HP damage if it hits, and temporarily stunning you. With his second
he attack he teleports in front of you and performs a 50 HP damage punch. Its
easy to avoid, unless your stunned from the not so easy to avoid musical
notes. With his third attack he sends out a fish that will travel in a
straight line and cause 10 HP damage if it hits. His fourth attack isn't
really an attack, but if you get hit by the splash when he surfaces on a Lily

Pad you'll loose 10 HP.

4.QuickMan

   QuickMan has 400 HP, probably about twice what you have at this point
(although you could have almost 400 if you've gotten and bought every single
HPMemory up to this point, but chances are you haven't). Like the name
implies, QuickMan is Quick. Attacking any time other than when he's attacking
or when he's in quick motion will result in him quickly blocking, and those
are the times its hardest to get in an attack anyway. He'll sit there for a
while, invincible, then he'll suddenly start teleporting about at very high
speeds for about the time it takes to count to 5 quickly then stop in front of
you and shoot his boomerang at you, doing 40 HP damage if he hits. The best
strategy is to move up and down when he's moving and shooting your buster
hoping to hit him, if you don't have a chip. If you do then when he's moving
stay in one place, quickly count to 5, press A and quickly move up or down.
If all goes well you'll hit him and dodge his boomerang. When he starts
getting low on HP he'll move one space and shoot his boomerang again after he
shoots it.

===
C.Battle Chips
===

1.Chips

A * by a chips name indicates that that chip is a NaviChip.

1.Canon
Damage:40
Stars:1
Canon for attacking 1 enemy

4.Shotgun
Damage:30
Stars:1
Explodes 1 square behind

5.V-Gun
Damage:30
Stars:1
Explodes 2 diagonal squares

6.Cross Gun
Damage:30
Stars:1
Explodes 4 diagonal squares

7. Spreader
Damage:30
Stars:2
Creates a large explosion

8. Bubbler
Attribute:Water
Damage:40

```
Stars:1
Explodes one square behind


12. HeatShot
Attribute:Fire
Damage:50
Stars:1
Explodes one square behind


13. Heat-V
Attribute:Fire
Damage:50
Stars:1
Explodes two diagonal squares


16.MiniBomb
Damage:50
Stars:1
Throws a bomb 3 squares


17. LilBomb
Damage:50
Stars:1
Bomb that explodes vertically


23.Sword
Damage:80
Stars:1
Cut enemy in front!  Range is 1


24.Widesword
Damage:80
Stars:1
Cut enemy in front!  Range is 3


25. LongSwrd
Damage:80
Stars:2
Cut enemy in front! Range is 2


28. ElecSwrd
Attribute:Electric
Damage:100
Stars:3
Electric sword cuts 3 vertical


29. FireBlde
Attribute:Fire
Damage:90
Stars:3
Flame sword cuts 2 horiz.


40.Shockwav
Damage:40
Stars:1
Shock goes through enemies


43.Quake1
Damage:90
Stars:1
```

Attack cracks the floor

46.GutPunch
Damage:70
Stars:1
Punch that pushes 1 square

47. ColdPnch
Attribute:Water
Damage:70
Stars:2
Ice punch pushes one square

48.DashAtk
Damage:90
Stars:1
Dash right through enemies!

50.DoubNdl
Damage:50
Stars:1
2 volleys of needles

63.ZapRing1
Attribute:Electric
Damage:20
Stars:1
Paralyzing electric rings!

91. Meteor9
Attribute:Fire
Damage:60
Stars:1
Magic wand shoots 9 meteors

95. TimeBom1
Damage:70
Stars:1
An area-wide time bomb!

114.Guard
Stars:1
Repel the enemy's attack

115.PanlOut1
Damage:10
Stars:1
Destroy 1 panel in front

120.Recov10
Stars:1
Recovers 10HP

121. Recov30
Stars:1
Recovers 30 Hp

122. Recov50
Stars:2
Recovers 50 Hp

```
128.PanlGrab
Stars:1
Steals 1 enemy square!

129.AreaGrab
Damage:10
Stars:2
Steals left edge from enemy

134.Escape
Stars:2
Escapes from some enemies

135. AirShoes
Damage:None
Stars:3
Stand on empty square

143.Wind
Stars:1
WindBox blows at enemy area

149. Invis1
Damage:None
Stars:1
Invisible for a while


185.Atk+10
Stars:1
+10 to selected AtkChip!

188. Fire+40
Damage:None
Stars:2
Adds 40 to Fire AttackChip

194.Roll*
Damage:60
Stars:3
Attacks 1 enemy then heals you

197.GutsMan*
Damage:50
Stars: 3
Creeps and smashes panels!

203.AirMan*
Damage:40
Stars:3
Shoots air twisters in a line

206. QuickMan*
Damage:50
Stars:3
Boomerang attacks whole row

-------------------------------------------------------------------------------
2.Program Advances
```

```
--------------------------------------------------------------------------------

1.Z-Canon1: 5-second invisible cannon
Patterns:
Cannon A - Cannon B - Cannon C
Cannon B - Cannon C - Cannon D
Cannon C - Cannon D - Cannon E
Damage:40x

28.GtsShoot:Gutsman throws MegaMan!
Patterns:
Guard * - DashAtk G - Gutsman G
Guard * - DashAtl G - GutsmanV2 G
Guard * - DashAtk G - GutsmanV3 G


================================================================================
D.The Boards
================================================================================


--------------------------------------------------------------------------------
1.Battle Board
--------------------------------------------------------------------------------

-Trade info!
Author:Cuckoo
Message:
   Yo!  Let's use this board to share info on virus busting!  Tell us
everything, from secret techniques to new chips!  First, here's some battle
info!  Of you upgrade your Charge with a Power UP, you can shoot a Charge Shot
by holding the B button down and releasing!

-Virus info!
Author:Vanessa
Message:
   I ran into a virus called "Bunny" in Den Area 3.  It shot this um, light
ring at me, really fast!  When the ring hit me I couldn't move for a short
time.  I was able to get away after that  'cuz it was just that Bunny, but if
there were other viruses there... (gulp!)

-Mettaur strat
Author:NaviNavi
Message:
   Here's some good news for those of you who can't beat Mettaur.  To knock
Mettaur around, use the following chip! PanlOut1.  The annoying shock will
shut out his attacks!  Give it a try.

-On the Net...
Author:Noogie
Message:
   Recently I was hanging out on the Net...  I saw a Navi I've never seen
before...  I wonder what that was...

-I saw it too!
Author:Noogie
Message:
   I saw it too!  It looked STRONG!  Wouldn't it be terrifying if it suddenly
attacked!?

--------------------------------------------------------------------------------
2.Street Board
```

-Hey dudes
Author:Vishnu
Message:
   This is the Street Board! Post whatever handy info you know on this board!

-This board...
Author:Tiger
Message:
   The Center, which manages tthe Square, is in Marine Harb. That's also the
fanciest spot in DenCity! Residential areas near Marine Harb. would be ACDC
Town, and Kotobuki... Where is everyone jacking in from?

-Hello!
Author:Roll
Message:
   Hi, my name is Roll. Nice to meet everyone! My operator is a girl living
in ACDC town. Her name is a secret but I'll say this- it's real cute! I'm
hanging out with a friend in the Center today. Cya!

-Gutttsssss...
Author:GutsMan
Message:
   The name is GutsMan! I'm Master Dex's Navi -he lives in ACDC Town too.
How are y'all doin'? Master Dex, how does this look!?

-The Net (#1)
Author:Admin
Message:
   I can see there are many youngsters here so let me teach you the best way
to walk around the Net. You have seen cubes that block off certain roads,
right? Roads like that lead to people's home pages. Those cubes keep
strangers from baring in. So if you get to be friends with that person and
they tell you their code, you will be able to open their cube.

-The Net(#2)
Author:Admin
Message:
  By the way, have you ever been to Den Area 3? The cubes there are a little
special, the country runs them. Those roads go to the Nets of foreign
countries, so the cubes prevent people from coming and going at will. Many of
the viruses in other countries are stronger than domestic viruses, so to go
through, you need a ALicense. You youngsters ain't ready for that yet, of
course!

-ACDC Town!
Author:Marble
Message:
   Hell there! I live in Kotobuki, but the other day I went to ACDC Town for
the first time. I like the huge houses, just walking around is fun. But I
couldn't believe the doghouse you can jack into! It's actually a security
system!

-Kotobuki rlz!
Author:Alice
Message:
   I live in ACDC Town! The other day I went to Kotobuki and saw huge
apartments! It looks so much more urban than ACDC Town! I went shopping in
Kotobuki Mart on the way home. Was fun!!!

-Chip shops
Author:Maple
Message:
   The chip shop in ACDC Town shit down, didn't it. When I went the other day
there was a notice on it! I wanted to try the chip trader they had there. Oh
well...

-Chip traders?
Author:Scummy
Message:
   What do you mean, "chip trader?" Fill us in!

-Re:Chip trade
Author:Oozy
Message:
   I was gonna try it out for the first time myself, so... Anyway, you trade
a number of chips you don't need for a different chip! The chip you get is
all luck, so it's pretty esciting. I'd be so happy to get a rare chip, I
could... Ahh! I wanted to try it out!!!

-Wow!
Author:Yaz
Message:
   Chip trader eh... That sounds totally fun! So are there no plans to set
it up again somewhere? If I find it somewhere, I'll let you know-and vice
versa!

3.Virus Board

-Virus info!
Author:Cuz =P
Message:
   This is the Virus Board. Post info about outbreaks and deletion methods!

-Bunnies
Author:Comicker
Message:
   Hello, this is my first post! Mettaur were never rare, but these days you
run into a virus like a rabbit- Bunny... Cute as they may be, they fire these
paralyzing rings! Does anyone have a good strategy for these guys?

-Re:Bunnies
Author:Oozy
Message:
   Bunnies are hard to hit because they move unpredictably. I try to delete
them before they first move. It's pretty intense! Hit them when they line up
to shoot the rings at you. Good luck!

-Beetanks
Author:Dex
Message:
   Dex here! My homepage is infested by Beetanks! I can't dodge their
LilBombs and bust them! Someone help!

-Re:Beetanks
Author:IronMan
Message:

```
     Beetank's LilBombs really are nasty.  I guess the trick is to back up?  The
bombs fly slowly so they are easy to dodge.  Try taking one step forward when
you see a bomb coming, too!  Hitting them twice with a cannon before they move
is best!

-------------------------------------------------------------------------------
4.Chat Board
-------------------------------------------------------------------------------

-Off topic!
Author:Egghead
Message:
   This is the Chat Board.  Feel free to share any kind of info you like on
this board.

-Yo!
Author:Suzie
Message:
   The Square is so fun!  I'm gonna hang out there everyday now.  See you guys
there!

-My ZLicense!
Author:Chuck
Message
   Hello there!  Did everyone get their ZLicense!?  I can't find the HeroData
anywhere, and wandered around for an hour.  I'm so frustrated!  So what's your
default chip?  I use "Recov10".

-CyberSquare?
Author:Ms.Tater
Message:
   The Square is fun, with all the shops and bulletin boards.  These kinds of
"cubersquares" are a big city thing.  The server for the Square is in Marine
Harbor, in a place called the Center.  Kotobuki, which is the next town over,
has one too I think.

-Kotobuki too
Author:Mary
Message:
   They're making a square in Kotobuki too!  It's still under construction at
the moment...  There'll be a road from the Square Entrance to KotoSquare!

-I'm gonna...
Author:Kiddo
Message:
   There's this girl I like.  I want to ask her on a date.  Can you guys give
me some good ideas for date spots?

-Best for date
Author:Ms. Tater
Message:
   Marine Harbor!  There's an upscake cafe by the station.  You can show her
the Center...  The salty breeze feels great- you can confess at the sea!
She'll definitely be moved by that!  Good luck!

-I got it!
Author:Kiddo
Message:
   Marine Harber, eh.  OK!  I'll work up my courage and confess!  Thanks for
the info!
```

```
-Marine Harbor
Author:Sarah
Message:
   Good luck on your confession!  By the way, they also do a lot of TV
reporting in Marine H.  Ribitta, the popular announcer does a "Netbattle
Corner" show there a lot.  Ribitta's "ToadMan" Navi is so cute!

-Ms.Ribitta...
Author:Zack
Message:
   Yeah, not just cute, also very skillfully run by Ribitta!

-In that van
Author:Egghead
Message:
   Ribitta's homepage is in her parked TV broadcasting van.  You can jack in
if you want- I'm gonna try!

****************************************************************************
V.Remaining Whatnot
****************************************************************************


============================================================================
A.Copyright Info
============================================================================


This FAQ/Walkthrough is copyright 2002 William Boer.
This FAQ may not be not be used in any way except in an unchanged form for
personal non-profit use without the authors consent.

MegaMan and related Characters are copyright Capcom, no ownership of them is
claimed in any way.

Sites that have permission to use this FAQ/Walkthrough:

www.gamefaqs.com
www.omegahour.com
www.neoseeker.com


============================================================================
B.Version History
============================================================================


Version 1-6/11/02-Original
Version 2-6/16/02-Up through camping trip done in Walkthrough


============================================================================
C.Contact Information
============================================================================


Send questions, comments, and other whatnot to Ruzinus@msn.com

============================================================================
D.Thanks
============================================================================

Sandra Kiefer-For some chip info and pointing out a typo.
```