

Mega Man EXE Battle Network FAQ

by Fox Astron

Updated to v0.07 on Nov 1, 2001

Battle Network Rockman.exe FAQ v .07 (Altered on:11-01-01)

By Fox Astron (NEW E-MAIL: fags@hclaw.org)

Feel free to ask gameplay questions, help with puzzles, etc.

END USER LICENSE AGREEMENT:

Feel free to distribute this FAQ, but do not modify it.

If you want to use parts of it for your FAQ, E-mail me and I'll be glad to help you out.

Any E-mails to me requesting to distribute my FAQ automatically invalidates my invitation to distribute it. By E-mailing me (Shawn Covington), with a request to distribute my FAQ- Signifying that you have not read the EULA- you agree to terminate your webpage unconditionally within 5 working days of your E-mail.

You also agree to the EULA if you break the seal on a can of peanuts or sleep with a pack-mule.

This FAQ Copyright 2001 Shawn "Fox Astron" Covington.

Index

Revision History

Forward

Important Note to Emulation Users

Characters

Namechanges in US Version

Controls

Menus

Shops

ASCII Maps

Data Library

Battle system

NetNavi locations

School Passwords

Conventional RPG Wisdom

Stats at first completion of game

Special Thanks

Revision History

V .01 - Started. (34.8K in .rtf) Not bad for a first FAQ.

V .02 - Added 9 more Chips (46.1K in .rtf)

- . Detailed section on NetNavi Chips

- . Started on Shop section

- . Corrected a goof I made with the Fighter Sword's range, the proper range is 1x3, it doesn't dynamically range.

- . Added a few items that I picked up from the most... unusual of

places.

- . Added the computer wallpapers of the characters. Amusing stuff
- . Two places should have a mirror of this FAQ by now, is it that good? O_o;;;

- V .03 - Goofed when submitting to game FAQs, forgot to modify Blues and Sharkman's fight notes. ^_^;;;
- . Dragoon T, long time friend and fellow FAQ writer, reminded me that I neglected to state the buster upgrade system was from Megaman Legends/Rockman Dash.
 - . Added a few chips, nothing major so far... (StonemanV2, finally!)
 - . Denoted some more Megaman weapon similarities.
IE: Bubble Spread/Bubble Lead
 - . Started planning work on an HTMLized version.
 - . Discovered I was vote 300 on the GameFAQ's poll for "Not at all, I never know what's going on." I congratulate the 299 other people who don't allow the press to manipulate their minds like play-dough.
 - . Beat the game. Going to see if I can find someone to translate the ending dialog sequences for me. Also wondering where the hell Shadow man and Pharoah Man are...
 - . Sorry this update is "incomplete". My last set of AA batteries died, so I didn't get to add all of the new chips I got to the Data library section. I'm going to give it one last look over, but there may be a few "unfinished" sections that I just don't feel like finishing. Too sleepy to care at the moment...

- V .04 - Didn't exactly submit it to Game FAQs... ^_^;;;
- Basically I got so tired last night that I didn't have the energy to upload to GameFAQs.
- . Discovered my rechargeable batteries need replacing, NiCad memory is EVIL.
 - . Aside from this note explaining no updates, there have been no changes from ver .3.

- V .05 - Decided to do an ASCII flow of the web. (
- . Began combing the game for the hint to let me past the ? barrier in the area with Yukashita
 - . Bumped into Pharoah man
 - . Moved my End game stuff to it's own section
 - . Buncha stuff I've forgotten and didn't upload

- V .06 - Finished mapping internet
- . Finally reached 173 of 175 chips and read capcom's Fax which outlined the stats of the Forte Chip (#176).
 - . Had a friend show me a snapshot of the special forte chip, who is exclusively handed out at conventions the same way Mew is.
So smile, you have a full chip list.
 - . Added Chip Combo (Program Advance) list
 - . Found all NetNavi:
 - Learned "trigger" system for making them random appearance
 - Added a random drop list for each Netnavi
 - . Made it to level 97: One Buster up unaccounted for.
 - . Changed Disclaimer into End User License agreement.

- V .07 - Savegame wiped.
- . Started over. ~_~ damnit.
 - . Used a few chips I hadn't used before.
 - . Found a few additional items.
 - . Started on encounter areas.

- . NEW E-MAIL
- . Went back to Japanese RM.exe BBS, found complete upgrade location list. In the process of trying to translate it with my feeble knowledge level.
- . Added some Battle Network Rockman.exe 2 info.
- . Started US version namechange chart.

Update Information:

New to this version is the Chip Combination section, regrettably I can't test most of them due to my savegame being wiped. I also have a complete chip list, unfortunately again, my save was wiped and some information is outside of my grasp at the moment.

This version would have come sooner, but Advance Wars hit the US. Being the Fire Emblem and Superfami wars addict I am, I snagged it, hence the reason this update took a month longer than anticipated. Eagle 0\\\/nz j00.

Before my save went poof, I mapped out the hallways and pathways of the game, so you have what is, more or less, a finished area flow chart for the game. It's not as good as a real map, but that's just impossible to achieve with ASCII art. Also in this section are enemy encounter lists, navis, etc. Submissions for enemy encounter spots are appreciated, but please doublecheck what area you're in first, and use the names I use if the enemy is already "named".

The End User License Agreement is an attempt on my part to stop these annoying sites who have spambots E-mailing me asking for permission to use my FAQ on their site.

Now, it is obvious from my disclaimer that they had an open invitation to distribute my FAQ however they want, WITHOUT E-mailing me to grovel for my permission.

They E-mailed me anyway-

Why they didn't just send me an E-mail with a graphic of a middle finger is beyond me, it's the same damn thing.

I thank the one FAQ site which had a HUMAN digging through the new FAQ database who sent me the E-mail, saying (paraphrased) "Thanks for letting us post your FAQ, This e-mail is just to let you know we've posted it on our site." Regrettably, I deleted their E-mail and haven't the foggiest who it was, so I can't put them in the special thanks section. ~_~

A note on Rockman.exe 2 and the US version of RM.exe 1:

Nintendo Power recently featured a preview of "Megaman battle network", which gave me new reason to believe "localization" is another way of saying "nihongo ga wakarimasen." (I don't understand japanese)

How else could you translate "Seiji Hyogawa" to "Dr. Froid"!?

That said, Rockman.exe 2 looks to be extremely fun. It adds style changes, which are basically elemental AC changes. Capcom's revealed

screen shots of the first three style changes, which include a Fire style, Aqua Style, and Elec style. I'm expecting there to be a wood style, but I have my doubts as RM.exe had Wood, Aqua, and Fire armor, but no Elec armor. These elemental shots seem to replace your charged AC shots.

Also new to Rockman.exe 2 are Terrain objects. Specifically, Grass tiles and Rock tiles. Rock tiles, are, obviously, large boulders that take up one tile and prevent movement onto them. I don't think they can be destroyed. Grass tiles are grass covered tiles. Just remember... Grass + fire = burning grass. ^_^

Forward:

Battle Network Rockman Exe or "Rockman.exe" for short, is a fun little A/RPG which does justice to the Megaman name and characters in it.

In the world of Rockman.exe, everyone has a Palm Pilot like device called a PET ("PErsonal Terminal"). These PETs contain "Internet Navigation Programs"- "NetNavi" for short- which relay E-mail, go retrieve files, etc. There are many generic NetNavi, and several unique ones, such as Rockman, Roll, etc. Because of the threat of computer viruses, such as the "metool virus", these NetNavi are capable of fighting.

Many PET owners enjoy NetBattling, where they pit their Navis against each other in friendly combat. To Combat the Virus threat, there are "Official Net Battlers", whom's job is to delete as many viruses as possible.

PETs are capable of accepting Data Chips, which contain special skills that the NetNavis are capable of using in combat. Many enemies randomly drop Data, which the NetNavi obtains and relays to it's owner, who stores it in a Data Chip. The labels on these Data Chips resemble playing cards, and it's no coincidence: There's a Rockman.exe card game in japan.

Rockman.exe features an extremely large ammount of cameos, and even a die hard Megaman addict will be hard pressed to catch them all. From the Easy to spot (Vile/Vava poster in Numberman's shop) to the extremely obscure (Sharkman, Megaman 3 for PC). Rockman.exe also has some amusing gag cameos which most will easily recognize, such as Dekao's Gamecube, and Yaito's Pikachu skin rug. (Dead 'chu! yes!)

Rockman.exe is a child's game, and as such the dialog is rather simple. (Well, if you're fluent in Japanese it's simple... Fluent I am not.) Capcom, proving it's versitility, has made the game quite challenging. Sporting Dungeons with expanding variety of puzzles, Battles which become more and more hectic, and bosses who are capable of flooding the entire screen with damage- Rockman.exe is enough to give even the hardened Megaman or Final Fantasy vet a challenge. (well, RM.exe will challenge the Final fantasy vets period, poor souls.)

I would recommend that before you begin playing this game, you learn at least katakana. The Japanese have a time honored tradition of adapting words from other nations into their language- some people call these words "loanwords". English (and to a lesser extent, German) words have become quite common in Japanese, and Katakana is the

handwriting style used for loanwords (and some japanese phrases).

All of the Data Chips, Robot names, and most important terms are written in katakana english. Even if you have an abysmally poor/non-existent knowledge of Japanese, knowing Katakana will allow you to understand the menus and battles.

A tutorial I haven't used much, but find to be excellently written is this one:

<http://www.findtutorials.com/Tutorials/Japanese/takasugi/index.html>

If you understand Japanese/just want to look at the pictures:

<http://www.capcom.co.jp/newproducts/consumer/rockexe/index.html>

The official Rockman.exe webpage. Have fun. Take a look at the Character page while you're there.

One final warning: This FAQ assumes you understand one japanese word: Baka. Anything past that is good.

Important Note to Emulation Users:

"It's common theft, man! Nothin' more, Nothin' less!" - Grit

Rockman.exe features extremely clever copy protection. Using a key from old Amiga/PC games, they've rigged it so that when a ROM image is dumped, it becomes impossible to open the final door before Number Man. In other words, it's impossible to beat the second area playing on a ROM, don't even waste your time.

That said, WHAT THE HELL ARE YOU DOING TRYING TO EMULATE A GAME THAT CAN STILL BE BOUGHT?!? EMULATION IS FOR RETROGAMING DAMNIT! IT'S COMMON THEFT TO EMULATE GAMES YOU CAN STILL BUY! I OWN THE CART, YOU SHOULD TOO!

Characters

Netto Hikari (Romanized, "Net Light") (male)

Age: 11

Occupation: School Student

Notes: Main character

His NetNavi is Rockman

His computer is in his room

His Computer wallpaper is of a Soccerball.

Mel Sakurai (female)

Age: 11

Occupation: School Student

Notes: Net's Classmate

Her NetNavi is Roll

Her computer is part of her Piano

She has a Kobun (Misadventures of Tronne Bonne) doll on her shelf.

Her Computer wallpaper consists of musical notes.

Dekao (Male)

Age: 11

Occupation: School Student

Notes: Net's Classmate

His NetNavi is Gutsman

Carries the "Dekao's link" you'll need to get to the next cyberspace area.

Dekao is like the school bully, he's always challenging everyone's navis to a fight with Gutsman.

He has a gamecube in his room. I wanna know where he preordered.

He also has a Kobun doormat.

Chubby boy has, you guessed it, Riceballs as his wallpaper.

Yaito (Female)

Age: 8

Occupation: School Student

Notes: Net's classmate (HOW?! O_o)

Her NetNavi is Glide

Her computer is a monitor cleverly hidden right next to her bed. Took me forever to find the monitor, too...

She has what appears to be a Pikachu skin rug on her floor, however it's missing the head so I can't confirm that it is indeed a dead 'chu.

Aside from the fact it has no head, it looks exactly like a chu.

Small girl has floating 3D diamonds as her wallpaper.

Glide may be Glyde's (MMlegends/RMdash) .exe incarnation.

Haruka Hikari (Haruka Light) (Female)

Age: 32

Occupation: Housewife

Notes: Net's Mother

Game refers to her "Mama".

Do not let her near the stove, she will burn the house down, I repeat, DO NOT LET HER NEAR THE STOVE!

Yuuichirou Hikari (Yuichiro Light) (male)

Age: 35

Occupation: Programmer

Notes: Net's Father

His job is developing the next generation of NetNavis,

I guess you could call him Dr. Light. :^)

His Computer is in his office and has a Virus generation capsule in it.

Game refers to him as "Papa".

Interestingly enough, his computer's BG is the symbol which appears on Net's headband and Rock's Helm. He also appears to have been the one who programmed rockman.exe.

Marini Oozono (Female)

Age: 23

Occupation: School Teacher

Notes: Net's teacher

Pits you against the "Metool" Virus a few times in your first day of class. :^)

Enzan Ijuuin (Male)

Age: 11

Occupation: Official Net Battler (Rank A)

Notes: His Net Navi is Blues

Blues calls him "Lord Enzan", I feel it safe to say Enzan has a big ego.

Blues materializes his shield as necessary in battle.

I've yet to see any sign this guy has a house, let alone a computer.

He develops a friendly rivalry relationship with Net over the course of the game.

Saloma (Female)

Age: 13

Occupation: Foodstand operator

Notes: She likes Plants, trees, etc.

Her NetNavi is Woodman

She runs a small Bento Box (food stand) outside of the building where Net's father works.

She carries the "Saloma's link" you'll need to get to access the computers in the second area over the internet.

Her computer is her cash register.

Her computer wall paper is a decorative line pattern.

Seiji Hyogawa (Male)

Age: ?

Occupation: Water Plant Supervisor, Official Net Battler (Dunno class)

Notes: He runs the Official Netbattler mailing list.

His NetNavi is Iceman.

He needs to shave

Higure (Male)

Age: ?

Occupation: Shopkeep, like a barkeep, except no shotgun.

notes: Looks like Howard Stern

His NetNavi is Numberman

He opens a shop called "HiguReya" in Net's town where he sells data chips.

The Back wall of his shop has a 3'x4' Wall poster of Vile (Megaman X1)

Miyuki (Female)

Age: ? (I'm guessing 13~15)

Occupation: Curio Shop Clerk (Owner?)

Notes: She has a cap with a skull-like logo on it, and has a long braided lock of hair in front of each ear. Can we say "Goth?"

She has the "Miyuki's Link" that you need to get to Damsen town's computer network. (Of which, her computer is the only one...)

Her NetNavi is Skull Man

Her computer is the mirror on the counter next to her.

Her computer's BG is of laughing skulls.

Masa (Male)

Age: ?

Occupation: Foodstand operator

Notes: UGLY AS SIN! This guy makes Jaws from 007 look good.

He opens up a food stand of some sort near Saloma's Bento box after the mess in Damsen town.

His NetNavi is Sharkman

He gives you an HP Memory (+20 to max HP) after his first loss.

Like Saloma, his comp is his register.

His Comp BG is... Fish Skeletons. Coincidentally, his computer's layout is shaped like a fish skeleton. I wonder if he sells fried fish.

Yuriko (female)

Age: ?

Occupation: School Teacher

Notes: This is the palette swap teacher in Damsen town.

For whatever reason she's carrying the A rank passcode to the WWW server.

Her passcode item was shortened due to lack of box space, it is: Yuriko Link Memo

Should be: Yuriko no Link Memo

Ordinarily I wouldn't note this, but some of the audience will love to see that Capcom had to go through what they do. ;^)

Kagakushou Worker in Labcoat

Age: Ugly

Occupation: Plot Fodder

Notes: One of hundreds of Scientist looking guys in Net's dad's branch of that huge building.

He carries the B rank Link memo.

Kagakushou has an english translation, I'm just too buzy to look it up at the moment, this will probably be changed to it's appropriate english name sometime in the future when I'm not rushing to get a "Oh crap, the US version is out!" update up.

"Jii" (Grandfather/elderly man) (Male)

Age: See name

Occupation: Kusobaba

Notes: He's in front of the door of the house directly accross the street from Net's house.

He carries the S Rank Link Memo.

"-Jii" is a title, like -san, -sama, -chan, -kun, etc.

Hinoken

Age: middle

Occupation: Idiot/WWW member

Notes: You first meet him in Net's house "repairing" something.

You later see him again when he hacks Net's stove and starts fires in kitchen. (Why is beyond me)

His NetNavi is Fireman

Mado

age: late teens/early twenties

Occupation: WWW member

Notes: Her NetNavi is Colored Man

(Watch this get renamed to Clown man for the US release...)

She appears to trick Iceman into freezing up the programs that operate the Water pumps for Net's town... Then poisons the water.

She signs her E-mails "Your WWW"...

Eleci (male)

age: Lightbulb ears

Occupation: WWW member

Notes: The man is a walking freakshow, Somewhat resembling Jaws from the old Bond movies.

His NetNavi is ElecMan

His chin is considered a can-opener by 4 out of 5 judges.

The 5th judge's sign read "Back in 5 minutes".

"Maha Jarama"

Age: ?

Occupation: WWW member

Notes: His NetNavi is Magic Man

He's black, has an odd blue triangle on his cheek, and has a really boxish face.

Wily

Age: old

Occupation: WWW Leader

Notes: Wily's Rockman.exe incarnation.

His "Navi" (if you want to call it that) is the Dream Virus
ph33r h1z 1337 h4x0ring s|<1llz

Namechanges in US Version

This section is going to be scratchy at best and only partial at first... But an early heads up is better than no heads up. If you're going to ask me for advice, please refer to the characters by their Japanese first name, it'll save me the trouble of checking my own chart.

Also, many of these names were converted to Japanese "Nickname" length. In Japanese, a nickname is usually the first two kana of a person's name, such as "Higure" to "Higu".

Japanese	Incorrect... er... US.
-----	-----
Net Hikari	Lan Hikari
Rockman	Megaman
Mel Sakurai	Mayl
Yaito	Yai
Dekao	Dex
Yuichiro Hikari/Papa	Dr. Hikari/Dad
Haruka Hikari/Mama	Mom
Marini Oozono	Ms. Mari
Enzan Ijuuin	Eugene Chaud
"Lord Enzan"	"Load Chaud"
Blues	Protoman
Saloma	Sal
Seiji Hyogawa	Dr. Froid
Higure	Higsby
Miyuki	Miyu
Masa	?
Yuriko	?
Kagakushou worker	?
Ojii-san	?
Saito Hikari	?
Hinoken	Mr. Match
Mado	Madd
Colored Man	ColorMan
Eleki	?
Maha Jarama	?
Wily	?

Controls

In Overworld:

D-pad : If you don't know what this does, you need professional therapy.
Start : Activate Menu
Select : None
A : Talk to people, search whatever's in front of you
B : Cancel dialog, Hold to run
L : Talk to your Navi (Rockman)
R : "Plug In", or send Rockman into Cyberspace, only available in front of some computers, vending machines, iceboxes, TV's,

Traffic lights, Cars, Net's stove, Net's doghouse...
(Net doesn't have a dog, why does he have a doghouse?)

In Cyberspace:

D-pad : I understand Psychologists charge really reasonable fees.
Start : Menu
Select : None
A : Talk to stray Navis, Examine Data Crystals
(See: Treasure chests)
B : Cancel dialog, hold to run
L : have Rockman talk to Net.
R : Net gives you the option of pulling out of the cyberworld
without walking back to the terminal you plugged in from.

In Battle

D-pad : Most Healthcare companies cover shrink visits, too.
Start : Pause action
Select : None
A : Fire current datachip
B : Fire your Rock Buster/Mega Buster/whatever the hell you wanna
call it. (Once you upgrade your charging ability to level 2,
you can charge your buster up for higher damage)
R and L: When the special gauge at the top of the screen is full,
hitting R or L allows you to enter the equip Datachip
screen.

Menu:

Format of
Menu option
Parts of that menu
Next menu option
Parts of next menu option

If this is too confusing, let me know and I'll break them up into
seperate segments

----- Chip Folder

Chip Folder
Card graphic Chip Folder 30 Max Inventory>
Card description Row of current chips

Inventory
<Chip Folder Inventory Card Graphic
Row of cards not equipped Card Description

Data Library

Rockman

rockman.exe Lv. ##
Normal Armor (Equip options below)
HP ### Attack (1~5 bars)
 Rapid (1~5 bars)
 Charge (1~5 bars)
W/ Normal Armor equipped, Equip armor screen:
Heat Armor Aqua Armor
Wood Armor No change

E-mail

Sender Subject
Read every E-mail that comes in, even if you can't understand it.

Item

(Note: Only covers stuff I've got/remember that I had)

PET	Ice Block
Water Gun	School's Pass card
Kagakushou License	Musko's message
WWW Passcode	Mel's Address
Yaito's Address	Dekao's Address
Papa's address	Saloma's Address
Miyuki's Address	Masa's Address
Dekao's Link	Saloma's Link
Miyuki's Link	Server Battery A
Server Battery B	Server Battery C
Higure's Link Memo	Kagakushou Link Memo
Yuriko Link Memo	Jii's link Memo
WWW's Address	WWW Metropass
Iwaba (wallet?)	

Network

Trade
Netbattle (Consecutive Rounds)
Netbattle (Single Round)

Save

Play Time
Data Library ##/175
Battle Chip ##[]
Credit Current Cash

Close menu

End Battle screen:

Delete Time #:##.##
Busting Level #

Get Data
Name/ammount

Shops!

Get out the credit card! Rob a bank! However you fund it, it's time to go shopping!

Shops are fairly simple and generic to RPGs. If you are not familiar with RPG shops, well, uh, that's just plain not possible, forget I mentioned it. For convenience sake, I'm writing these the same way that the Japanese FAQ I referenced in the forward would use to write Romanji, with spaces between each character and /marking/ around kana.

Rockman.exe's shops are fairly simple, but here's a sample shop:

Item	Chip Letter	Cost	
HP /me mo ri/		25000	(HP Memory, +20 max HP)
/ba su taa a ppu/		50000	(Buster up)
/ka n no n/	A	3000	(Cannon)
/De su maa ti/ 1	A	5000	(Death Match 1)
/de su maa ti/ 2	A	8000	(Death Match 2)

Ah... the cost of HP Memory when you have 720 HP...
Max HP is 1000. Each buster up does +20 HP.

Shops have a limited stock of chips, HP Memory and Buster Up items, preventing you from powerleveling to level 100. Drat. :^/ Items go grey when you buy out their stock, next time you visit the shop the item has been removed from the list. As the game progresses, shops add more and more items to their list of wares. The average "stock" so far seems to be 3 of each item.

My advice: Mug Gutsman a few thousand times and buy everything.

Shops are found in two places:

- Stray Navis found in the internet
- The HiguReya shop in Net's town.

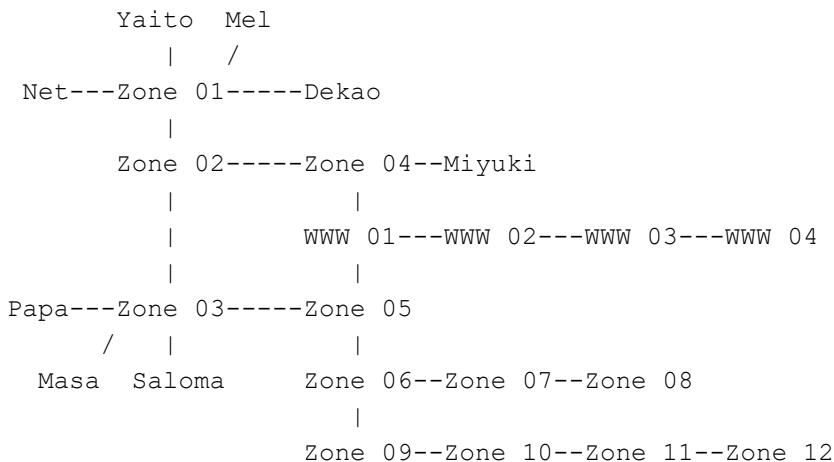
When I start a new game/if I start a new game, I'll catalog what each shop has, new items that appear as the plot progresses, etc...

ASCII Maps

These "maps" are flowcharts of the areas in .exe. All areas are done from my end of game save, so you may not be able to access some areas yet. (IE - Elecman's zone, etc.)

On a down note, I don't have all the regular enemy encounters done yet, I'll try and tackle them in order of rareness (IE: Those damned last 20 chips that everyone seems to be missing, etc.) to the easiest at my disposal... however, anything I bump into while passing through goes down. If you've seen an enemy type I don't have listed in a zone, please, E-mail me so I can add it.

-----Internet Flowchart-----



-----Zone 01-----

Navis: Fireman 500 HP (Fireman V1, V2, V3)
Viruses: Cannon 50 HP (Cannon)
 Metool 40 HP (MetGuard, Shockwave)
 Dash Birds 80 HP (Dash Attack)

Skull barrier: Get WWW Passcode from Seiji after Iceman.

*Note: I don't remember where all the Skull barriers were, But they all open with the same passcode.

Zone 02: Requires Dekao's Link.

Yaito: Address given to you by Glide

Mel: Address found in "Mel's Piano"

Dekao: Address found in "Dekao's Gamecube"

----Zone 02----

Navi: Stone Man 600 HP (boss)
Viruses: Hogan 60 HP (Hogan)
Flame Burner 80 HP (Flame Tower)
Minelayer 100 HP (Stealth Mine 1)

Zone 03: Requires Saloma's Link.

Zone 04: Requires Miyuki's Link.

Mystery Data: Recover 30 G (Random Crystal)
Cannon C (Random Crystal)
Crossgun K (Random Crystal)
Minibomb P (Random Crystal)
Random Zenny: 1500, 800, 400

----Zone 03----

Navi: Stone Man 800 HP (Stone Man V1, V2, V3)
Viruses: Metool 60 HP (Sonic Wave)
Electrode 100 HP (Thunderball)

? Gate solution: Unknown, I got though it no questions asked.

Papa: Address given to you by Program in Papa's Computer

Saloma: Address found in "Saloma's Cash register".

Masa: Address found in "Masa's cash register".

Mystery Data: Fighter Sword B (One time Item)

----Zone 04----

Navi: None
Viruses:
WWW 01: Get C Class Link memo from Higure.
Miyuki: Address found in "Miyuki's Mirror".

Mystery Data:

----Zone 05----

Navi: Clown Man ? HP (Clown Man V1, V2, V3)
Viruses: Aqua Aura 200 HP (Aqua Aura)
Antenna 100 HP (Rimo Kogolo 2)

? Gate solution: Unknown, I got through it no questions asked.

Mystery Data:

----Zone 06----

Navi: None
Viruses: Flamethrower 80 HP (Flame Tower)
Mollusk 90 HP (Bubble Wrap 2)
Polar Bear 200 HP (Ice Cube)
Satellite 240 HP (Lock on 2)
Ratton 80 HP (Ratton 2)

? Gate solution: Unknown, got through it same as above.

Mystery Data:

----Zone 07----

Navi: Bomber Man 800 HP (Bomber Man V1, V2, V3)
Viruses: MoreCloud 140 HP (Morecloud)
Minelayer 120 HP (Stealth Mine 2)

? Gate solution: Unknown, I wonder if these can't be missed.

Mystery Data:

----Zone 08----

Navi: Pharoah Man 800 HP (Pharoah Man V1, boss)
Pharoah Man 1000 HP
(Pharoah Man V1, V2, V3, Poison Anubis)

Viruses:
Mystery Data:

----Zone 09----

Navi: None

Viruses: Yukashita 10 HP (Yukashita)
Knight 90 HP (Sword, Long Sword)
Fire Knight 120 HP (Sword, Fire Sword)
Aqua Knight 200 HP (Sword, Aqua Sword)
Cannon 50 HP (Cannon)
High Cannon 80 HP (High Cannon)
Mega Cannon 100 HP (Mega Cannon)
Metool 40 HP (MetGuard, Shockwave)
Metool 60 HP (MetGuard, Sonicwave)
Metool 100 HP (MetGuard, Dynawave)
Polar Bear 200 HP (Ice Cube)
Ghost 120 HP (Recover 150, Invincible 3)
Bomber 120 HP (Big bomb)

? Gate solution: From the entrance go down to the bottom right of the area, go up and right until you get to the second T intersection, go up and left, turn down, go to the first T intersection, go right and follow the path around, then speak to the ? door. Note that you may have to do some other stuff, so if this doesn't work, just run around in circles for a few minutes and try again.

Mystery Data: Fighter Sword L (Random Crystal)
Sword B, K, L (Random Crystal)
Random Zenny: 4000, 3000, 2000, 1000

----Zone 10----

Navi: Magic Man 900 HP (Magic Man V1, V2, V3)

Viruses: Yukashita 10 HP (Yukashita)

? Gate solution: Get to the gate without letting a Yukashita escape.

Mystery Data: Break Hammer M (Random Crystal)
Recover 150 C (Random Crystal)
Mega Cannon N (Random Crystal)
Random Zenny: 10000, 30, 20, 10

----Zone 11----

Navi: Shadow Man 1000 HP
(Shadow Man V1, V2, V3, Muramasa)

Viruses: Yukashita 10 HP (Yukashita)

? Gate solution: Get to the gate without going below a Busting level of 4 (HARD!)

Mystery Data: Recover 150 L (Random Crystal)
Recover 120 C (Random Crystal)
Ratton 2J (Random Crystal)
Random Zenny: 4000, 3000, 2000, 500

----Zone 12----

Navi: Forte 1000 HP (Dream Aura)

Viruses: Wood Aura # HP (Wood Aura)
Aqua Aura # HP (Aqua Aura)
Fire Aura # HP (Fire Aura)

Mystery Data: Paladin Sword I (one time item)
Knight Sword C (Random Crystal)
Earthquake 3 C (Random Crystal)

Ratton 3 K (Random Crystal)
Recover 200 C (Random Crystal)
Random Zenny: 5000, 4000, 3000
One Time Zenny: 20000

----WWW 01----

Navi: None
Viruses:
WWW 02: Get B class Link Memo from Water Plant worker.
Mystery Data:

----WWW 02----

Navi: Elec Man 800 HP (Elecman V1, V2, V3)
Viruses:
WWW 03: Get A class link memo from Yuriko-sensei.
Mystery Data:

----WWW 03----

Navi: None
Viruses:
WWW 04: Get S class link memo from Ojii-san.
Mystery Data:

----WWW 04----

Navi: Bomber Man 600 HP (Boss)
Viruses:
Mystery Data:

-----City Flowcharts-----

All items with a * have an internet address w/ link to corresponding name on the Internet Flowchart. All # areas are Plug In zones.

-----Akiharashou-----

---Street map-----

```

                To: School map
                  |
    To: Net's House | To: Yaito's House
                  \ | /
# Net's Doghouse---Street area---Metrorail (To: Other cities)
                  / | \
    To: Dekao's House | To: Mel's House
                  |
                HiguReya Shop
```

DogHouse:
Navi: none
Viruses:
Mystery Data:

----Net's House----

Net's Room---* Net's Computer
|
To: Street Map---Main Room----# Net's Stove 1----Net's Stove 2

Computer:
Navi: none

Viruses: Metool 40 HP (MetGuard, Shockwave)
Earthquake 60 HP (Earthquake 1)
Ghost 50 HP (Invincible 1)

Mystery Data:

Stove 1:

Navi: none
Viruses: Metool 40 HP (MetGuard, Shockwave)
Cannon 50 HP (Cannon)

Mystery Data:

Stove 2:

Navi: Fire man 300 HP
Viruses: Metool 40 HP (MetGuard, Shockwave)
Cannon 50 HP (Cannon)
Flame Burner 80 HP (Flame Tower)

Mystery Data:

----Mel's House----

Mel's room---# Mel's computer

|

To: Street Map---Main Room----* Mel's Piano

Computer:

Navi: none
Viruses: Earthquake 60 HP (Earthquake 1)

Mystery Data:

Piano:

Navi: none
Viruses: Earthquake 60 HP (Earthquake 1)

Mystery Data:

---Yaito's House---

* Yaito's Computer

|

To: Street Map---Main Room---# Yaito's Statue

Computer:

Navi: none
Viruses: Cannon 50 HP (Cannon)
Dash Birds 80 HP (Dash Attack)

Mystery Data:

Statue:

Navi: none
Viruses: Knight 90 HP (Long Sword)
Metool 40 HP (MetGuard, Shockwave)
Dash Birds 80 HP (Dash Attack)

Mystery Data: Escape J (One Time Item)

---Dekao's House---

Dekao's Gamecube

|

To: Street Map---Main Room----* Dekao's computer

Computer:

Navi: none
 Viruses: Metool 40 HP (MetGuard, Shockwave)
 Metool 60 HP (MetGuard, SonicWave)
 Bomber 80 HP (Small Bomb)

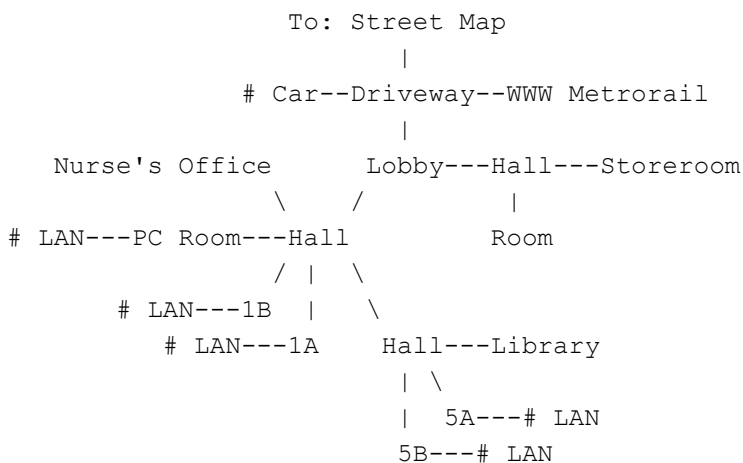
Mystery Data:

GameCube:

Navi: none
 Viruses: Metool 40 HP (MetGuard, Shockwave)
 Metool 60 HP (MetGuard, SonicWave)
 Cannon 50 HP (Cannon)
 High Cannon 80 HP (High Cannon)
 Earthquake 60 HP (Earthquake 1)
 Ghost 100 HP (Invincible 2, Recover 50)

Mystery Data:

-----School-----



Car:

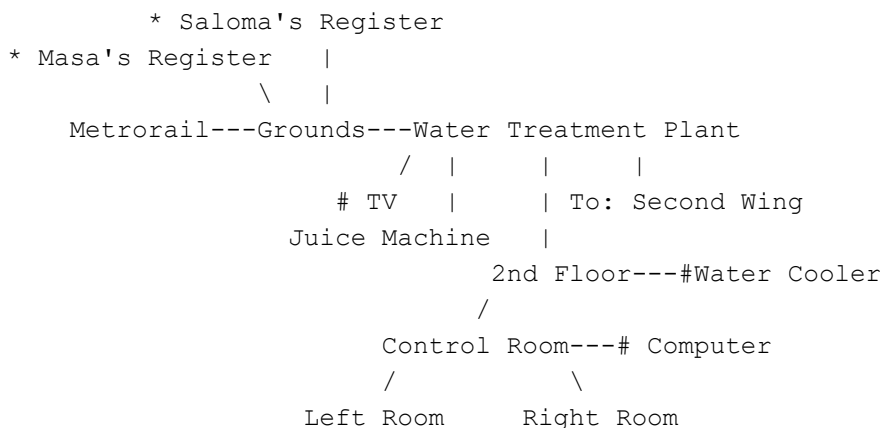
Navi: none
 Viruses:
 Mystery Data:

LAN (Blackboards):

Navi: Number Man 300 HP (Boss)
 Viruses:
 Mystery Data:

-----Kanshougai-----

----First Wing and grounds----



Saloma's Register:

Navi: none
Viruses: Morecloud 140 HP (More Cloud)
Pinecone 100 HP (Woody Tower)

Mystery Data:

TV:

Navi: none
Viruses:
Mystery Data:

Juice Machine:

Navi: none
Viruses:
Mystery Data:

Computer:

Navi: none
Viruses:
Mystery Data:

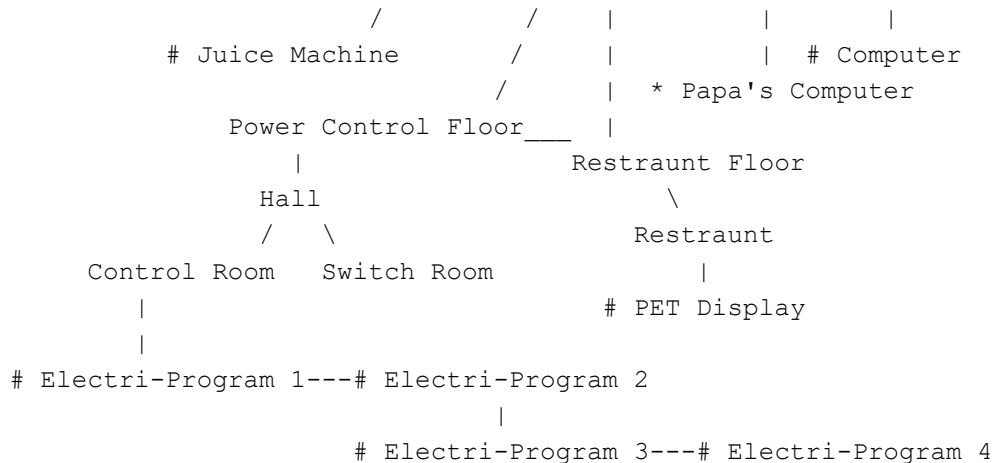
Water Cooler:

Navi: Iceman 500 HP (boss)
Viruses: Aqua Jet 120 HP (Aqua Tower)
Arrow Fish 100 HP (Triple Arrow)
Dash Birds 80 HP (Dash Attack)
Cloud 120 HP (Cloud)

Mystery Data:

----Second Wing----

To: First Wing---Hall---Lobby---"Elevator"---Papa's Office



(Note: "Elevator" is not a real area)

(Note: During the Elec-man scene, there is a one time one way trash chute that allows you to go from the Restraunt Floor to the Power Control Floor)

Juice Machine:

Navi: none
Viruses:
Mystery Data:

Computer:

Navi: none
Viruses:
Mystery Data:

Papa's Computer:
Navi: none
Viruses:
Virus Capsule: Random Virus Group
Mystery Data:

PET Display
Navi: none
Viruses: Hogan 60 HP (Hogan)
Mystery Data:

Electri-Program:
Navi: Elecman 600 HP (Boss)
Blues 500 HP (Boss)
Viruses:
Mystery Data:

-----Densen Town-----

Advance warning: This town is difficult to navigate, you have to pay close attention to the sidewalks to see the paths between intersections. Just as a hint, the upper left corner in the start area lets you go to the next area.

```

                # Streetlight 1                # Jar
                |                               |
# Streetlight 3  Densen Site 1  # Streetlight Sq  |
                |           /               |
Metrorail---Densen Site 3---Densen Square---Densen Site 2  |
                |           |               |
                Densen Site 4      Miyuki's shop
                /           |               |
# Blackboard---Private School  # Streetlight 4      * Miyuki's mirror

```

Streetlight #2:
Navi: none
Viruses: Flame Snake
Mystery Data: Escape N (One Time Item)

-----WWW Research Center-----

Note: I call this place the Skull Castle as it looks like, well a skull castle. Nice to know some things just don't change.

```

WWW Metrorail---Grounds--1st & 2nd Floor---# Stove revisit
                |
# Water cooler revisit---3rd & 2nd Floor---Ledge---# LAN revisit
                |
# Redlight revisit---Ledge---3rd & 4th floor---Wily's Lab
                /           \
                Hacking Rocket  # Elec revisit
                |
                # Final Zone

```

Stove Revisit:
Navi: none
Viruses: Flame Snake
Mystery Data:

LAN Revisit:
Navi: none
Viruses: Hogan
Mystery Data:

Water Cooler Revisit:
Navi: none
Viruses:
Mystery Data:

Traffic Light Revisit:
Navi: none
Viruses:
Mystery Data:

Electri-Program Revisit:
Navi: Magic Man 700 HP (Boss)
Viruses:
Mystery Data:

Final Zone:
Navi: Dream Virus 1000 HP (Final Boss)
Viruses:
Mystery Data:

Data Library

I finally have every single chip in Exe. Special thanks to Heatman for giving me a hint as to a puzzle which was preventing me from getting to one last area. ^_^; What the stars on chips are for is anyone's guess, I've yet to see any reference to them anywhere.

Chips go in the order of number, name, Stars, damage, Element, and effect radius. Range values go in height x width (shape). for example, the Wide Bomb explodes in a 3x3 tile plus shape, and would be denoted as:

```
"11 - Cross bomb          **__ 70 none 3x3(plus)    (3 tile hurl)"
```

The "3 tile hurl" means that when used, the bomb will hit 3 tiles from where Rock is standing when he uses it.

If a chip says "Haven't used yet", it means exactly that, I tend to let some stuff rot in my inventory without using it.

I've begun to do little ASCII art representations of explosions.

I won't have 'em for all the chips, but some of them I have.

Graphic style, using the Cross Gun as an example:

```
  * *           Buster  
R---E  
  * *
```

R Rockman

- shot path, assuming it flies straight ahead.

* damage area

E represents "hit enemy"

= represents sword slashing

! Homing shot
 ? random movement (Such as Egg Snake)
 S summoned object that lands on tile

With that said, here's the list.

#	name	Stars	Dam	Elem	Diagram	
1	Cannon	* ____	40	none	R---E	(Same as buster)
2	High Cannon	** ____	80	none	R---E	(Same as buster)
3	Mega Cannon	*** _	120	none	R---E	(Same as buster)
4	Shotgun	* ____	30	none	R---E*	(Same as buster) (? on radius)
5	Cross Gun	* ____	30	none	* * R---E * *	(Same as Buster)
6	Spread Gun	** ____	30	none	*** R--*E* ***	(Same as Buster)
7	Bubble Spread	* ____	50	aqua	*** R-*** ***	(3 tile hurl) (Enemy uses it exactly like Bubble lead, MM2.)
8	Heat Spread					
9	Mini bomb	* ____	50	none	R--*	(3 tile hurl)
10	Small Bomb	* ____	50	none	* R--* *	(3 tile hurl)
11	Cross bomb	** ____	70	none	* R-*** *	(3 tile hurl)
12	Big Bomb	**** _	90	none	*** R-*** ***	(3 tile hurl)
13	Sword	* ____	80	none	R=	(Forward swing)
14	Wide Sword	* ____	80	none	= R= =	(Forward swing)
15	Long Sword	** ____	80	none	R==	(Forward swing)
16	Fighter Sword	*** _	100	none	R===	(Forward Swing)
17	Knight Sword	**** _	150	none	R===	(Forward Swing)
18	Paladin Sword	*****	200	none		(Forward Swing)

				R===	
19 - Flame Sword	**__	100	Fire	=	(Forward Swing)
				R=	
				=	
20 - Aqua Sword	***__	150	Aqua	=	(Forward Swing)
				R=	
				=	
21 - Electri Sword	***__	120	Elec	=	(Forward Swing)
				R=	
				=	
22 - Muramasa					
23 - Shockwave	*__	60	none		(Forward shot)
				R*****	
24 - Sonic Wave	**__	80	none		(forward shot)
				R*****	
25 - Dyna-wave	***__	100	none		(forward shot)
				R*****	
26 - Flame Tower	**__	100	Fire		(Forward vert-aim)
				R*****	(This weapon works
Note: if you move up one after firing:				R **	(extremely similar
				***	(to the projectiles
					(Heat man used, MM2)
All "towers" apply to this rule, hence vague term "vert-aim".					
27 - Aqua Tower	**__	120	Aqua		(Forward vert-aim)
				R*****	
28 - Woody Tower	**__	140	Wood		(Forward vert-aim)
				R*****	
29 - EarthQuake 1	*__	90	none 1x1		(3 tile hurl)
30 - EarthQuake 2	**__	120	none 1x1		(3 tile hurl)
31 - EarthQuake 3	***__	150	none 3x3 plus		(3 tile hurl)
32 - Guts Punch	*__	60	none 1x1		(Same as sword)
33 - Cold Punch	**__	80	Aqua 1x1		(same as sword)
34 - Dash Attack	*__	50	none		(Forward shot)
				R*****	
35 - Hogan	****_				
36 - Triple Arrow	*__	40	none ?		(Haven't used yet)
37 - Triple Spear	**__	50	none ?		(Haven't used yet)
38 - Triple Lance	****_	60	none ?		(Haven't used yet)
39 - Ratton 1	*__	80	none E		(Forward/homing)
			!		
			R---		
40 - Ratton 2	**__	100	none E		(Forward/homing)
			!		
			R---		
41 - Ratton 3	***__	120	none E		(Forward/homing)
			!		
			R---		
Note: I recommend the Rattons, they're extremely useful.					
42 - Tsunami	***__	80	Aqua		(Three shots, one per row)
43 - Aka Tsunami	***__	100	Fire		(Three shots, one per row)
(Red Tsunami)					
44 - Oo Tsunami	****	160	Aqua		(Three shots, one per row)
(Great Tsunami)					
45 - Gaia Hammer 1	***__	100	none		(Three shots, one per row)
46 - Gaia Hammer 2	****_	130	none		(three shots, one per row)

47 - Gaia Hammer 3	*****	160	none		(Three shots, one per row)
48 - Thunderball 1	* ___	90	elec		(Same as buster)
				R---E	
49 - Thunderball 2	** ___	120	elec		(same as buster)
50 - Thunderball 3	*** _	150	elec		(same as buster)
51 - Electri-Tackle 1	* ___	100	elec	1x1	(Rotates around rock)
52 - Electri-Tackle 2	** ___	100	elec	2x2	(Rotates around rock)
53 - Electri-Tackle 3	*** _	100	elec	3x3	(Rotates around rock)
54 - Typhoon	* ___	30	elec	?	(Haven't used yet)
55 - Hurricane	** ___	30	elec	?	(Haven't used yet)
56 - Cyclone					
Note: The enemies who drop these look vaguely like Air man, MM2.					
57 - Egg Snake 1	* ___	130	wood	E?	(MegaMan3's searchsnake)
				R ???	
					(Yes it does go in aimless circles)
58 - Egg Snake 2	** ___	140	Elec		(See above)
59 - Egg Snake 3	*** _	150	Fire		(see above)
60 - Mosquito 1 (?)	** ___	50	none		(Forward shot)
Note - Drains enemy HP R*****					
61 - Mosquito 2	** ___	70	none		(Forward shot)
62 - Mosquito 3	*** _	90	none		(forward shot)
63 - Burning Body	**** _	100	Fire	*	(Plus shape around Rock)
				R	
				*	
64 - Panel Out 1	** ___	N/A	none		(forward swing)
				R=	
65 - Panel Out 3	*** _	N/A	none	=	(forward swing)
				R=	
Note - Panel out destroys tiles. =					
66 - Break Hammer	** ___	100	none		(forward swing)
				R=	
67 - Met Guard	* ___	N/A	none		(Metool shield!)
68 - Metal Shield	** ___	N/A	none		(Haven't used yet.)
69 - Recover 10	* ___	Heals	10	HP	
70 - Recover 30	* ___	Heals	30	HP	
71 - Recover 50	* ___	Heals	50	HP	
72 - Recover 80	* ___	Heals	80	HP	
73 - Recover 120	** ___	Heals	120	HP	
74 - Recover 150	** ___	Heals	150	HP	
75 - Recover 200	*** _	Heals	200	HP	
76 - Recover 300	**** _	Heals	300	HP	
77 - Area Steal	*** _	N/A	none	#	(Steals enemy's tiles)
				R #	
				#	
78 - Deathmatch 1	*** _	N/A	none		(Cracks all tiles)
79 - Deathmatch 2	**** _	N/A	none		(haven't used yet)
80 - Escape	*** _	N/A			(Typical RPG retreat command)
81 - Interrupt	*** _	N/A	?		(Haven't figured out)
82 - Panel Return	* ___	N/A			(Resets missing & stolen tiles)
83 - Count Bomb 1	** ___	80	none		(places an exploding bomb on
84 - Count Bomb 2	*** _	120	none		(the title in front of Rock
85 - Count Bomb 3	**** _	160	none		(hits all enemies after 3 sec)
86 - Cloud	* ___	30	Aqua	E	(Forward homing)
				R--?	
				?	(up and down on row)
87 - More Cloud	** ___	50	Aqua	E	(Forward homing)
				R--?	
				?	(up and down on row)

88 - Most Cloud	***__	70 Aqua	(see above)
89 - Stealth Mine 1	**__	160 none 1x1	(Random Placement)
90 - Stealth Mine 2	***__	180 none 1x1	(Random Placement)
91 - Stealth Mine 3	****_	200 none 1x1	(Random placement)
92 - Dynamite 1	***__	100 none ?	(Haven't used yet)
93 - Dynamite 2	***__	120 none ?	(Haven't used yet)
94 - Dynamite 3			
95 - Rimocogolo 1	*__	80 Elec	!!! (Systematically hits RS !!! 1 tile at a time.) !!!
96 - Rimocogolo 2	*__	100 elec	(See "Rimocogolo 1")
97 - Rimocogolo 3	*__	120 Elec	(See "Rimocogolo 1")
98 - Lock On 1 (?)	?		(Don't Have)
99 - Lock On 2	**__	15 none 1x1	(hits multiple times)
100 - Lock On 3	***__	20 none 1x1	(hits multiple times)
101 - Rimp Losok			
102 - Rimo Losok2			
103 - Rimo Losok3			
104 - Poison Anubis	*****	? none	(Appears infront of rock)
Note: When used, this thing appears and does gradual damage to every enemy on the battlefield... gradual meaning 30~50 damage per sec.			
105 - Ice Cube	**__	N/A Aqua	(appears infront of Rock)
106 - Stone Cube	***__	N/A Elec	(3 appear random in location)
107 - Buster Guard			
108 - Buster Bomb			
109 - Buster Sword	****_	N/A	(Replaces Rockbuster w/Sword, #13)
110 - Buster Punch			
111 - Heavy Gauge	**__	N/A none	(haven't used yet)
112 - Quick Gauge	**__	N/A none	(Haven't used yet)
113 - Invincible 1	**__	N/A none	(Temporary invincibility)
114 - Invincible 2	***__	N/A none	(Temporary invincibility)
115 - Invincible 3	****_	N/A none	(Temporary Invincibility)
116 - Tenbijibul	*****	N/A none	(Invincible until you attack)
117 - Yukashita	*****	N/A none	(Invincible except when firing, Wears off when you access Data Chip select menu.)
118 - Iron Body	**__	N/A none	("rocks" rock, mass defense)
119 - Barrier	**__	N/A none	(Haven't used yet)
120 - Bubble Wrap 1	*__	N/A Aqua	(Shield that absorbs damage)
121 - Bubble Wrap 2	**__	N/A Aqua	(Shield that absorbs damage)
122 - Bubble Wrap 3	***__	N/A Aqua	(Shield that absorbs damage)
123 - Leaf Shield			
124 - Aqua Aura	?	? Aqua	(Batteries dead bub)
125 - Flame Aura	***__	N/A Fire	(Haven't used yet)
126 - Wood Aura			
127 - Dream Aura			
128 - Roll	***__	60 none	(Automatically targets nearest enemy, Heals rock by 60 HP)
129 - Roll V2	****_	80 none	(See Roll)
130 - Roll V3 (?)			(Don't have)
131 - Gutsman	***__	40 none	(Cracks all enemy tiles)
132 - Gutsman V2	****_	70 none	(Cracks all enemy tiles)
133 - Gutsman V3	*****	100 none	(Cracks all enemy tiles)
134 - Blues	***__	140 none	(Hits front enemy row)
135 - Blues V2	****_	160 none	(Hits front enemy row)
136 - Blues V3	*****	180 none	(Hits front enemy row)
137 - Fire Man			
138 - Fire Man V2			
139 - Fire Man V3			

- 140 - Numberman ***_ * none
 (rolls 6 sided die, 10 x dieroll = damage, hits all enemies)
- 141 - Numberman V2 ****_ * none
 (Rolls 6 sided die, 20 x dieroll = damage, hits all enemies)
- 142 - Numberman V3 ***** * none
 (Rolls 6 sided die, 30 x dieroll = damage, hits all enemies)
- 143 - Stone Man ***_ 100 none 3 (3 random enemy tiles, x3)
- 144 - Stone Man V2 ****_ 100 none 4 (4 random enemy tiles, x3)
- 145 - Stone man V3 ***** 100 none 5 (5 random enemy tiles, x3)
- 146 - Iceman ***_ 60 Aqua (All enemy tiles)
- 147 - Iceman V2 ****_ 80 Aqua (All enemy tiles)
- 148 - Iceman V3 ***** 100 Aqua (All enemy tiles)
- 149 - Colored Man
- 150 - Colored Man V2
- 151 - Colored Man V3
- 152 - Eleki Man
- 153 - Eleki Man V2
- 154 - Eleki Man V3

Note: "Eleki" is more accurately "Electri". Elec man from MM1

- 155 - Bomber Man
- 156 - Bomber Man V2
- 157 - Bomber Man V3

Note: These cards are Bomb Man from MM1, Don't mistake 'em for
The chibi bomb master...

... Alright, so they do have the same type of bomb. ^_^;

- 158 - Magic Man
- 159 - Magic Man V2
- 160 - Magic Man V3
- 161 - Woodman ***_ 60 Wood (All enemy tiles)
- 162 - Woodman V2 ****_ 80 Wood (All enemy tiles)
- 163 - Woodman V3 ***** 100 Wood (All enemy tiles)
- 164 - Skullman ***_ 150 none (Single enemy w/ most HP)
- 165 - Skullman V2 ****_ 180 none (Single enemy w/ most HP)
- 166 - Skullman V3 ***** 210 none (Single enemy w/ most HP)
- 167 - Sharkman ***_ 90 Aqua (Hits all squares infront
- 168 - Sharkman V2 ****_ 110 Aqua of Rock.)
- 169 - Sharkman V3 ***** 130 aqua

Comedic sidenote: Sharkman was from "Megaman 3" for PC, which
featured NONE of the bosses from the NES Megaman 3...

- 170 - Pharoah Man ***** 100 none
- 171 - Pharoah Man V2 ***** 120 none
- 172 - Pharoah Man V3 ***** 140 none
- 173 - Shadow Man ***** 80 none
- 174 - Shadow Man V2 ***** 90 none
- 175 - Shadow Man V3 ***** 100 none
- 176 - Forte ***** 200 none (All enemy tiles)

Note: Only way to get Forte is to get him at a Forte Giveaway
at special conventions.

Battle System

Rockman.exe battles are Real time and quite fun.

The battlefield is split up into two halves, The enemy side, and
your side. Your side is a 3x3 tile area, the enemy side is a 3x3 tile
area. Rock can use the "Area Steal" chip to take away a row of enemy
tiles, extending his area. Some enemies also have the Area Steal
ability, although not many.

Enemies are all 1 tile large, and have their HP floating over their head. Every enemy has it's own defined movement types, such as Metools which can only move vertically, or the Sword wielding enemies who have free motion. Instead of walking from tile to tile, characters use a short range teleport. (Lazy artists)

When battle starts, Rockman's chip select screen comes up, allowing you to pick from 5 chips, randomly pulled from the 30 in his "Chip folder". (Not to be confused with the Storage folder, where all cards go when you get them) If you don't want to use any of the 5 chips, you can choose the "add" button to wait until the Special bar refills again, and you will have the original 5 chips + another row of 5. Repeat to have 15 chips to choose from. (I personally recommend using up as many chips as you can, as "adding" to get useful chips tends to waste time. You will probably "accidently" discover new uses for some chips.)

There are two criteria for selecting Chips, the alphabet letter in the bottom left of the card like label, or the chip type itself. If you choose two Swords, say, a Sword A and a Sword B, you won't be able to choose any other chips. If you were to choose an Area Steal A, and a Sword A, you would be unable to select the Sword B chip, or any other chip that isn't an "A". It is a reasonably good idea to try and keep a small number of letters in your inventory.

From here on, I'll just put down a list of random thoughts as the in game tutorial does a nice job of introducing the combat system to you.

- Each chip may be used once per battle, without penalty
- If you like a certain type of Chip, stock up on lots of them
- Your Special bar's increase rate varies from enemy to enemy
- If it carries a sword, it probably has an Area Steal chip or two
- Watch out for the Red form of the dashing birds
- Save every time you get a new type of chip
- Area Steal + Stoneman = Higher chance of Stoneman hitting target
- The Elemental Circle goes as follows
 - . Water is weak to Electricity
 - . Electricity is weak to Wood
 - . Wood is weak to Fire
 - . Fire is weak to WaterWeakness to element = damage x2
- The faster you delete a group of enemies, the more cash you get
- When you get a Green delete time, you've done well
- When Dekao E-mails you telling you Gutsman is ready, Fight him as many times as you want for mass cash.
- All of the bosses randomly drop their NetNavi chips the second time you fight them.
- You can only have 5 NetNavi summon chips in your Chip Folder.
- Ground based attacks don't go over missing tiles. these include
 - . Metool Shockwaves
 - . Flametower, Aqua Tower, etc.
 - . Rattons
 - . Gutsman
- Swords work better when you have lots of Area Steals.
- Grey statues with hammers become vulnerable just before they hit.
- The Gaia Hammer attack can be evaded by walking through it.
- Summon Gutsman on Bosses with multiple parts
- Beware of flying Tube snakes

- Mosquitos (trio of flying spheres with pencil noses) drain HP.
- Iceman is cute, vent your anti-cute angst.
- Collect tons of useless chips, more on that in conventional RPG wisdom
- Dodge Homing crosshairs.
- Escape items are USELESS. By the time you get to use it in a battle you need to run from, you're already dead.
- Auras can only be destroyed by hitting the enemy with more damage than the number on the Aura. IE: 10 damage for the blue auras.
- Capcom should have made the sprites should go chibi when you use Break Hammers and Gaia Hammers.
- Yukashita and Poison Anubis make for an awesome combo if you like waiting enemies to death.
- I keep Gutsman and 3 Ratton 2/G in my inventory for tile destruction, works quite well if you're fighting an agile Virus.

From the Rockman.exe BBS, Busting level calculation:

	Delete time	Busting Level Modifier
Viruses	0.01-5.00	+7
	5.01~12.00	+6
	12.01~36.00	+5
	36.01~	+4
Vs. Navi	0.01-30.00	+10
	30.01~40.00	+8
	40.01~50.00	+6
	50.01~~	+4

Number of times hit.

0 times	+1
1 time	+/-0
2 times	-1
3 times	-2
4 time	-3

Number of movements made

0 - 2 times	+1
3 times	+/-0

Number of enemies deleted

1~2 viruses	+2
3+ viruses	+4

Now, who here has a brain fast enough to figure all that out in mid battle? :) Let me translate it for you : Move little, kill fast.

-----CHIP COMBOS! ^_^-----

Chip combos are a fun feature. Properly called "Program Advance", placing some chips into your cannon in a certain order allows you to "Create" Advanced programs into special attacks.

Before you try using these, You should be warned: Getting these combos to actually appear in your row of chips is a cruel and rare event, usually the time you'll get them is when you need them LEAST. You'll need to decide if you need the Combo or not in battle before you start adding chip rows and wasting time in battles.

In some situations these chips will be extremely useful, in other situations they will be totally useless. I was able to pull off a

Double hero (400 damage) once in a fight with two 40 HP metools, but have yet to successfully use it on a Boss. Go figure.

----Zeta Chip Combos----

Zeta Chip combos are a trio of same types in alphabetical order. Zeta Chip combos replace your Buster with a chip type for 5 seconds. An example for clarification, the Zeta Cannon replaces your buster with a 40 damage cannon for 5 seconds.

Zeta Cannon 1: Cannon (ABC, BCD, CDE)
Zeta Cannon 2: High Cannon (FGH, GHI, HIJ)
Zeta Cannon 3: Mega Cannon (KLM, LMN, MNO)
Zeta Spread: Spread Gun (HIJ, IJK, JKL)
Zeta Ratton 1: Ratton 1 (ABC, BCD, CDE)
Zeta Ratton 2: Ratton 2 (FGH, GHI, HIJ)
Zeta Ratton 3: Ratton 3 (KLM, LMN, MNO)
Zeta Arrow: Triple Arrow (ABC, BCD, CDE)
Zeta Spear: Triple Spear (FGH, GHI, HIJ)
Zeta Lance: Triple Lance (KLM, LMN, MNO)

----Omega Chip Combos----

Omega Chip Combos are a ten second variation of Zeta combos. However, where Zeta Combos only require three letters (ABC), Omega combos require five letters (ABCDE).

Omega Cannon 1: Cannon (ABCDE)
Omega Cannon 2: High Cannon (FGHIJ)
Omega Cannon 3: Mega Cannon (KLMNO)
Omega Spread: Spread Gun (HIJKL)
Omega Ratton 1: Ratton 1 (ABCDE)
Omega Ratton 2: Ratton 2 (FGHIJ)
Omega Ratton 3: Ratton 3 (KLMNO)
Omega Arrow: Triple Arrow (ABCDE)
Omega Spear: Triple Spear (FGHIJ)
Omega Lance: Triple Lance (KLMNO)

----Beta Combos----

Differing from the Zeta and Omega combos, Beta Combos combine three chips of a different level but common letter, such as a Sword, Wide Sword, and Long Sword, then allow you to use each twice, giving you six uses where before you had three. Personally, I don't think these are worth the time.

Beta Bomb: Small bomb B, Cross Bomb B, Big Bomb B
Beta Sword: Sword S, Wide Sword S, Long Sword S
Beta Wave: Shockwave C, Sonic Wave C, Dyna Wave C
Beta Quake: Earthquake 1 Q, Earthquake 2 Q, Earthquake 3Q

----Sigma Combos----

Similar to the Beta Combo, but bearing no resemblance to a certain bald icon of household Cleaning fame, these combos are also near useless. (Wait, maybe they resemble that icon more than I first thought...)

Sigma Combos are slightly awkward to set up, they are essentially the same as Beta combos, however to activate them you must put in two

more chips than you did in the Beta combos, such as Sword S, Widesword S, Longsword S, Longsword S, Long Sword S. Your reward is 3 uses of each chip for a grand total of 9 uses.

Sigma Bomb: Small Bomb B (1~3), Cross Bomb B (1~3), Big Bomb B (1~3)
Sigma Sword: Sword S (1~3), Wide Sword S (1~3), Long Sword S (1~3)
Sigma Wave: Shockwave C (1~3), Sonic Wave C (1~3), Dyna Wave C (1~3)
Sigma Quake: Earthquake 1 Q (1~3), Earthquake 2 Q (1~3), Earthquake 3 Q (1~3)

----Regular Combos----

These combos vary in power, some are for early areas while others are for later areas. These don't have any special science to them, and are hinted at in E-mails from the Official Netnavi mailing list.

A minor warning, most of these combos degrade the total damage you would do, but increase range and deal damage as a single shot.

Powered Cannon, 200 damage ***
Shotgun K, Crossgun K, R--*E*
Spread Gun K, Mega Cannon K ***

Heavy Stomp, 400 damage (Don't have yet)
Gaia Hammer 1 C, Gaia Hammer 2 C, Gaia Hammer 2 C, Earthquake 3 C

Big Street, 250 damage R*****
Guts Punch B, Cold Punch B, Dash Attack B

Blood Rain, 200 damage (Don't have yet)
Mosquito 1A, Mosquito 2A, Mosquito 3A, Tsunami A

Death Storm, 200 damage (Don't have yet)
Mosquito 1A, Mosquito 2A, Mosquito 3A, Tsunami A

Guts Shot, 500 damage R---E
Met Guard G, Dash Attack G, Gutsman V1~3G

Life Saver, ? damage (Don't have yet)
Barrier R, Aqua Aura R, Roll V1~3R

Double Hero, 400 damage, hits all enemies.
Fighter Sword B, Knight Sword B, Paladin Sword B, Blues V1~3

Netnavi locations

When you fight bosses, such as Fireman, etc., where do they go when they get deleted? Why they become viruses of course! Randomly they drop V1, V2, or V3 chips of themselves that you can put on Rock to summon them for one attack.

Enemy NetNavi, after they're defeated, can be found with extremely low probability in random portions of the web. Before these Navi become regular enemies you must first find their trigger point, a spot I'll try hard to describe for each one. Once they die they are added to that "zone's" random encounter area.

Chip Busting Level "requirements":

1~7: Navi Chip V1 (Automatic in the first "Random encounter")
7~10: Navi Chip V2
10~S: Navi Chip V3

Fire man - Zone 01 Appears after you beat Numberman
From the Shop bot, go Left to the T junction, go up and left,
go past the ramp, and walk into the center of the dead end "hub".

Stone Man - Zone 03
He's in the center of a square platform... should be easy to find.

Colored Man - Zone 05
In one of those "hub" dead ends like Fireman was...

Bomb man - Zone 07, From the Zone 08 exit, just go left into the
dead end Hub.

Elec Man - WWW 02
In one of the dead end hubs.

Magic Man - Zone 10
Go left at the first T joint, follow path into the dead end hub.

Pharoah Man - Zone 08 Must Be Level 70, and have * save
Around the back of the zone there's a down ramp into a small square
hub, step on the center.

Shadow Man -- Zone 11 Must Be Level 70, and have * save
From the ? mark gate, go down and left, you'll reach an L turn,
follow the turn around until you arrive at yet another dead end
Hub, guess who's on the platform

Forte - Zone 12 Must Be Level 70, have * save, have 174/175 chips
Forte is the easter egg from hell. To encounter Forte, you must
have at 174 of 175 chips in your data library.

(That's every chip except # 127, the Dream Aura)
Non-Coincidentally, Forte drops chip #127.

Regretably, the only way to get Forte at this point is to go to
a convention at which Capcom is handing him out. (Does this remind you
of Mew, or is it just me?)

Repeated in multiple dialects:

FORTE DOES NOT DROP THE FORTE CHIP!
Forte no cae la 'virtua de Forte'
Forte 施 nicht den Forte Chip fallen.
f0r+3 |)03z n+ |)rp +h3 f0r+e (|-|!p sux0rz!!!!!!!!!!!!!!!!!!!!
bass dont drop a bass chip.
Yo! Foo!! Bass don't drop no bass chip!

Yukashita - Zone 09, Zone 10, Zone 11

Yukashita is a rare regular enemy you'll encounter in the above zones. He is significant in that he exists outside the regular combat system. He has 10 HP and will take only 1 damage per hit, regardless of your attack's damage.

Yukashita's AI is simple, he appears in the center of his movement area, drops underground, pops up in a random spot, waits for a moment, drops underground again, and pops up in another random place. The problem comes in with that you have to shoot him each time he pops up or he'll escape instead of coming back up. Of course, the amount of time he's on the surface goes down as his HP gets lower.

There are two ways to defeat him:

Way 1:

- 1 - Pause game
- 2 - Get popcorn
- 3 - Drop a Poison Anubis
- 4 - Enjoy the show

Way 2:

- 1 - Pray for two Area steal chips.
 - 2 - Shoot Yukashita, use one Area Steal
 - 3 - Hope Yukashita moves back one row:
 - 3A - If he does, shoot him and use the 2nd Area Steal
 - 3B - If he doesn't, shoot him until you can do Step 3A
 - 4 - Various options:
 - use a 3rd area steal to reduce Yukashita's move to 1 tile.
 - Use a Rimo Cogolo to destroy his available tiles
 - Similar concept, use Gutsman any ver to crack his tiles
- Which ever option you take, just don't forget to shoot him. ^_^

NetNavi owned by people who challenge you to fights:

Gutsman - Dekao

- . First Fight : He challenges you at school. Beat him up.
- . Second Fight: He E-mails you, go challenge him for a Gutsman V1 and the "Dekao's Link".
- . Third+ Fight: Various locations, randomly drops gutsman V1~3
- . Fourth Fight: After a certain point in the Skull Castle, he sends Gutsman to help ~NUKE~ an obstacle for you, from that point on he's standing next to the door in the Skull castle.

Combat Advice : He's not much of a threat... Just Area steal from him.
Use Ground destroying tactics to block his shockwave attacks, if you don't want to dodge them.

Numberman - HiguRaya shopkeeper, talk to the big tall case w/ monitor and say yes to fight him.

- . First Fight : Boss of School Computer area.
- . Second Fight: Challenge him in HiguReya for a Numberman V1
- . Third Fight : Challenge him again, randomly drops Numberman V1~3
- . Fourth Fight: After a certain point in the Skull Castle, he sends Numberman to help solve an obstacle for you, from that point on he's standing next to the door

in the Skull castle.

Combat Advice : He creates 3 balls, each with random HP.

Blast ball with the least HP.

When he creates Count Bombs/Dice, blow 'em up.

Shockwave attacks are the way to go.

Woodman - Saloma

. First Fight : Challenge her for "Saloma's Link", which lets you access the computers in the city.

. Second Fight: Challenge her again for a Woodman V1

. Third+ Fight: Challenge her again, randomly drops Woodman V1~3

Combat Advice : Blow up the tree so he can't heal himself with it.

When he jumps ~REALLY~ high, he causes three barrages of Wood towers.

Fun Tricks : If Woodman's tree turns into an apple, use an Area Steal to extend your area to include the apple. You can touch it for +200 HP recovery.

Iceman - Seiji

. First Fight : Fight him as boss in Water Cooler.

. Second Fight: Challenge Seiji for an Iceman V1

. Third+ Fight: Challenge him again, randomly drops Iceman V1~3

. Fourth Fight: After a certain point in the Skull Castle, he sends Iceman to help solve an obstacle for you, from that point on he's standing next to the door in the Skull castle.

Combat Advice : Why would you need it? Just get in his face and use Elec Swords while he's making Ice Cubes. ^_^

Misc info: Later on in the game talk to him and he'll give you the "WWW Passcode" which lets you get past those Skull Barriers on the internet. He still needs to shave.

Sharkman - Masa

. First Fight : Near Saloma, challenge him for an HP Memory

. Second Fight: Challenge him again for a Sharkman V1

. Third+ Fight: Opens up after you kill Bomb man

Combat Advice : He has 3 fins, each act like Dash enemies,

One of three fins will randomly be him.

He still gives me trouble and I haven't figured him out, have fun. Have lots of fun. ^_^

Now that I've beaten the final boss, it's official, Sharkman is the hardest enemy in the game.

Skullman - Miyuki

. First Fight : Damsen town, challenge her for the Miyuki Link

. Second Fight: Challenge her again for a Skullman V1

. Third+ Fight: Challenge her again, randomly drops Skullman V1~3

Combat Advice : Blast his arms when he launches them as projectiles

When he launches his head up, MOVE.

White Flame looks cool, but not on you.

Blues - Enzan

. First Fight : Blues attacks Rock after you kill Elec man.

. Second Fight: Challenge him in Damsen town

. Third+ Fight: Opens up after you kill bomb man. Random drop of V1~3 tradition goes here.

. Fourth Fight: Not different from #3, but After the final area opens up he's standing on the street corner up and to the right of Net's house instead of in Damsen town.

Combat Advice : Use Rattons and Swords on him

His shield doesn't function while he's charging.
When his charge hits red level he teleports
infront of you and fwacks you upside the head.
Amusingly, Blues only uses Area Steal to regain
lost terrain...
Use a Break Hammer when he teleports in your face
for Chibi style fun. (Break... Breakman... heh.)

The only Navi you get without fighting is Roll. Mel gives you upgrades
to Roll as the plot progresses. NEVER toss Roll in the Lucky card
machine - You can't get her back

School Passwords

The school has two kinds of passwords. There's one group which
are fixed, and will be the same whenever you play, and there's another
group that's random and which changes every time you talk to the doors.

If you know the Kanji for Small and Big (chisai and dai
respectively), then these random passwords will be a snap for you.
Just watch for them on the top right line of dialog after you enter a
password, it'll tell you that your password is either too small or too
large, use this to your advantage and go in increments of 10, then 5,
etc.

And for the record, I suck at mastermind. Who'da thunkit?

Conventional RPG Wisdom

This section is full of no duh common sense wisdom. I'll try to be
non-offensive as possible, but some of this stuff is so simple that
it'll be hard not to.

- Talk to Everyone

The RPG Mantra. Talk to everyone in the game multiple times.
Trigger a story sequence, do it again. Repeat until game is complete.

- Kill everything

Move 'Zig'! Cowards for retreating is! Remove Escape item
inventory from. For great justice!!

- Greed is the key.

Rockman.exe suffers from the hardcore RPG syndrome of Treasure
chest hunting. Treasure chests in Rockman.exe are these floating green
diamond shaped Crystals that represent "Lost Data". They reappear
randomly (with random contents) when you re-enter the internet. If you
have the 2 and 3 chips, but not the 1 chip, odds are you'll find it in
a data crystal somewhere.

- Buy HP Memory and Buster Up items like MAD

Rockman.exe levels are bought by cold hard cash, and to a limited
degree, found. HP Memory and Buster Up items are always the top two
items in a store. When you buy a Buster up, you can go into the
Rockman option in your menu and choose one of 3 arm cannon abilities to
upgrade. I recommend Charge and Power for your first two. Every HP
memory you get automatically adds +20 to your max HP. Occasionally

(and rarely) you'll find Buster Up and HP Memory items in the Web or in the areas with bosses.

Note that upgraded HP items cost mucho Zenni once you break the 500 HP barrier, and let's not talk about Buster Up items. >_<

- Lucky Draw machines!

The best part of the HiguReya shop are the two Lucky Draw machines.

The First one (left hand side) you insert 3 chips into, and get a random chip out. The Second one (right hand side) is the same way, except it takes 10 chips instead of 3.

You can get ANY Chip in the game from these machines, I tossed in a bunch of Ratton 2 and Triple Lance cards and came out with an ICeman V3, I tossed in 10 Numberman V2's and got a Paladin Sword. Best of all was when I tossed in 30 Triple Lances and got 3 Poison Anubis chips. (Check it out up in the chip list.) Couldn't duplicate it though.

I personally find that certain groups of chips tend to get better results than others. It's probably related to the star value of the chips, rather than the chips themselves.

- Random Chest Cheeze

Each zone has random data crystals that appear when you plug into them. These random data crystal contents are pulled from a zone specific database. This works to your advantage as you can save before you get a crystal in a zone that you know has a certain item in it's random item list, and reset until you get that item. I'll list these items as I continue through the game, however, this tip needs to be listed individually due to it's effectiveness.

Zone 9 and zone 12 have Knight Sword C's in their random database. Knight Sword C's are the second best sword in the game, do 150 damage, and also work excellently with a Yukashita C. Simply walk up to the crystals in these zones, save, Get the crystal, and reset until you get a Knightsword C, repeat process for each Crystal.

Another great example is Zone 10's Crystals which on a 1 out of 15 probability will give you 10,000 Zenny! Save before you get a crystal, and reset until you get 10,000 Zenny. Note that by leaving and coming back to this area to harvest this money, you're using the easiest and fastest way to make money in the game!

Stats at first completion of game:

```
rockman.exe           Lv. 82
                        Heat Armor
HP  880                Attack (=====)
                        Rapid (==  )
                        Charge (==== )
```

Data Library: 133/175

Chip Folder (accurate this time):

Fighter Sword /S (x3)

Fighter Sword /B
Fighter Sword /P
Fighter Sword /L
Knight Sword /C
Knight Sword /B
Knight Sword /G
Paladin Sword /B
Electri Sword /S
Dynawave /S
Poison Anubis /L (x2)
Area Steal /L (x2)
Area Steal /S
Buster Sword /S
Ratton2 /G (x3)
Ratton3 /M
Blues V3 /B (x2)
Sharkman V3 /S
Stoneman V3 /S
Skullman V3 /S
Gaia Hammer 3 /M
Yukashita /C
Rimo Losok 2 /B

Special thanks

Tronixweb.com

- For their prompt service.

NCL (aka Nintendo of Japan)

- For making the GBA.

Intelligent Systems

- For keeping 2D Sprites alive.

Capcom of Japan

- For putting their souls into the production of RM.exe

Microsoft

- For writing wordpad.exe, what this FAQ was written in.

SNK

- For making Crystalis/Godslayer. No relevance to this FAQ, but hey, it's one of my fav games, and was very ahead of it's time. A shame that NST raped it in the process of remaking it for GBC.

The Japanese Rockman EXE BBS and it's member base

- Many thanks to them. Several sections wouldn't exist without their help.

Excite.co.jp

- For the excite.co.jp/world/ translation utility
- Finding the Rockman.exe BBS

Desmond Gaban

- For telling me about Tronixweb.

Shawn H.

- Too damn much to list. ;^)

GDV358

- For showing me Rockman.exe preliminary info, without which I'd probably have never bought this wonderful little game.
- For giving me my own middle finger award in his away messages, A reward I spent months of sarcastic remarks earning.
- And last but never least, for being one of the four invisible men who holds Fox's universe together.

Heatman

- For running one of the best damn Megaman sprite archives on the web
- For helping me find several of the NetNavi refights
- For helping me get past that damned Zone 9 puzzle.
- For setting me off on the get all 175 craze.
- For Doublechecking Boss HP's for me as I pieced together the maps.
- For making a ton of RM.exe midis.

Enzan-kun

- For all the times he let me kick Blues' ass senseless. Not like the little C++ daemon had a choice, but still, he was the most fun chara to grind into the dirt. ^_^

Dragoon T

- Too much to list. ;^)

Atlas Blade

- Again, too much to list, These good friends of mine just keep on putting up with my insanity. No clue why.
- For accidently wiping my save and forcing me to go back through the game, pissed me off and set me back a good 150 hours of progress, but you benefit from it as I'm listing every enemy and item I find.

Elvenfyre/Sui Generis

- For telling me what the romanji for chisai was. ^_^;;; I already knew what the Kanji meant, I just never knew the pronunciation/romanji... ^_^;;;

NibelWolf

- For correcting a few romanizations
- For filling me in on Mado's name.
- For pointing out that Rosoku means candle.

The HCWs (Hard Core Whiners) who stand against creativity.

- For inspiring my plans of global genocide.

The Special Thanks section

- For giving me a way to shamelessly run up the KB size of my FAQ.

This document is copyright Fox Astron and hosted by VGM with permission.