

Mega Man Battle Network Spoiler-Free Walkthrough

by Geoff Mendicino

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NON-SPOILER WALKTHROUGH 1.0

This is a quick Non-Spoiler Walkthrough I made for this game! It's pretty brief and only covers the storyline portion of the game. All the extra stuffs should be explained in other guides. (Like PowerUps, Maps, Battery Problems) Please read my FOLDER LIST guide available on GameFAQs.com for Folder-Related Questions!

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Contact Info/Disclaimer:

Hello, my name is Geoff and you are reading my guide.
If you want to waste time out of my valuable life by asking me MMBN questions, then please, contact me at:

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E-Mail: proto22xx (at) yahoo.com

Disclaimer:

This is my work. This is 100% my work. This is my freakin' work. I worked on this. This work is mine. Work=Mine. My work. Mine. Work...
My work.

Don't steal it, that'll make me sad and I'll have to ask the people upstairs to come and track you down and prosecute you to the furthest extent of the law for stealing my time/work.

This masterpiece belongs only in the following sites:

www.gamefaqs.com

www.gamespot.com

megamanayla.proboards1.com

If you find it anywhere else, please e-mail me at: proto22xx (at) yahoo.com telling me the exact URL you found it at, and I shall reward you will rewards beyond your wildest dreams. (Like a reply saying, "Thanks")

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Scenario 1: [Fireman] My biscuits are burning!

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1a: Lan's house

- Grab the PET on the top-right corner of the screen.
- Check e-mail and "eat" breakfast.
- Go outside of house.

1b: School

- Talk to everyone in class.
- Jack-in to the school board for training
- Go home.

1c: Lan's room

- Jack into Internet with your computer.
- Meet Glyde (Yai's navi) and find the green missing program on Internet (near the end of Internet 1 Area).
- Log into Yai's portrait via the Internet.
- Jack out.

1d: Oven

- Go to the main room and jack into the burning oven
- Talk to a green program and recieve Ice Blocks
- Try moving forward after getting Ice Blocks and get stuck.

1e: Lan's Room

- Go upstairs into Lan's Room.
- Go to the part of the room you found the PET and press A to get the water gun
- Go back downstairs to shoot out the flames. (Electrical Fire, smart.)

1f: Oven

- Continue into the oven and fight FireMan.

1g: Lan's room

- Goto Lan's bed and goto sleep.

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Scenario 2: [Numberman] Math Class Nightmare

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2a: Lan's room

- Go to school.
- Talk to everyone.

2b: Classroom 5B

- Go to the blackboard and talk to Mayl to get Rollv1.
- Jack into the blackboard.

2c: Blackboard

- When you get to a door, it will either be a fixed password (09/30/15) or a random password.
- The random passwords give you hints to higher/lower and change if you fail to get it within 5 tries.
- When MegaMan gets stuck, goto the terminal at the bottom of the school near the principal's office.

2d: Janitor's Closet

- Untie the teacher who is in the broom closet and talk to her. (There's an HP Memory in there)

2e: Blackboard

- Continue to the final server room and the actual server itself to confront NumberMan.

-Jack out, go home.

2f: ACDC Town

-Goto bed and sleep on it.

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Scenario 3: [Stoneman] A block in the road

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3a: ACDC Town

-Read Dad's E-mail.

-Go to the Metroline to confirm the metroline's broke.

-Talk to the train workers to also confirm.

3b: Internet-1

-Try to access Internet-2, next to Dex's access point.

-Jack out and read Dex's e-mail to you.

3c: Mayl's Piano

-Jack into Mayl's piano and find in the BMD for Recov50 L.

3d: Dex's House

-Give Dex the chip and prepare to fight.

-Fight GutsMan.

-Get Dex's link for Internet-2.

-Jack into his computer and head for Internet-2

3e: Internet-2

-Take a left turn and search for Stoneman's location.

-Fight Stoneman.

3f: Metroline

-Jack out and use the Metroline.

-Head for the GovernmentComplex.

-Fight with Sal [WoodMan] to get her link to access Internet-3.

-Ignore the first elevator, go right, past WaterWorks and goto Dad's lab.

-Jack into Dad's computer and talk to the green program.

3g: ACDC Town

-Go back to ACDC town and read Dad's E-mail.

-Goto sleep

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Scenario 4: [Iceman] Water Outage

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4a: Lan's Home

-Talk to Mom.

-Go to school.

4b: ACDC Town

-Go to GovnComplex

-Go inside the big building and talk to Chaud (skunk-hair).

-Goto SciLab.

-Get the SciLabID from Dad's Lab Coat

-Go down the elevators, across the building to the Water Works facility.

-Talk to Chaud.

-Talk to Dr. Froid.

4c: GovnComplex

- Go back to SciLab and walk into Dad's Lab
- Go back to WaterWorks, go up the elevator and jack-in to the water cooler near the elevator.

4d: WaterCooler

- Talk to Protoman
- At area 4, find the Water Filter and delete the Cold Bears.
- Jack-Out and head for ACDC Town

4e: ACDC Town

- Goto Schoolyard
- Goto Metroline and READ NEW MAIL.
- Go back NEAR the schoolyard (but not in it) and press A next to the steel grey car.
- Recieve "Handle" from car and head back to GovnComplex/WaterWorks.

4f: GovnComplex

- Jack into the WaterCooler and put the handle on one of the faucets without a handle.
- Proceed to the final Water Area, search and destroy Iceman.
- Go home and sleep.

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Scenario 5: [Colorman] Pakistan: 200X

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5a: Lan's Home

- Jack into your computer.

5b: Internet-1

- Run all the way to Mayl's HomePage via Internet to deliver the answer. (They couldn't phone/email?)
- Jack Out.

5c: Lan's Home

- Head for metroline and goto "DenTown".

5d: DenTown

- Goto DenTown's School in Block4.
- Goto Miyu's Shop in Block2.
- Fight Skullman (Miyu's Navi) and defeat for Internet4 Access.
- Go back to ACDC Town for Cutscene.
- Go back to DenTown to recieve an E-mail from Mayl.
- Goto Block1 to see cutscene.
- Jack into Block1's Street Light and complete the course to restore the street lights.
- Jack out.
- Meet Madd in Central Block.
- Talk to all the people around Madd and told to her yourself.
- Goto Block4, jack in and complete course.
- Jack out.
- Read Mayl's E-Mail.
- Goto Block3, jack in and complete course.
- Jack out.
- Goto Central Block, jack in and complete course.
- Jack into Bus and fight against Colorman who is doing something very vulgar to Roll.
- Go back to ACDC Town.

5e: ACDC Town

-Go home and sleep.

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Scenario 6: [Elecman] Power Outage

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6a: Lan's Home

-Read E-mail from Dad.

-Talk to Mom.

-Take Metro to GovnComplex.

6b: GovnComplex

-Go in the WaterWorks/SciLab Building.

-In the SciLab Lobby, talk to Chaud.

-Go talk to everyone in the lobby to trigger a CutScene.

-Go down to the Restaurant.

6c: Restaurant

-Talk to everyone in the room to trigger a CutScene.

-Run out of the restaurant and in the north corner of the room, press A next a "dust bin".

6d: Power Plant

-You fall down to the Power Plant.

-According to MegaBoy... Talk to the 2 people down there TWICE each so one guy opens up the door.

-Go in the next room and jack-in to the console.

6e: Power Console

NOTE: A couple things...

-Megaman's "Energy" is held in the top-right corner of the screen. If you lose all this energy, you can regain it with an "A button attack" kind of mini-game. If you lose it for a second time, if you lose HP during a battle, you will not regain after a battle. (A little taste of MMBN2/3/4, eh?)

-Some walkways in the Power Console are Invisible.

-You'll have to insert batteries in able to be able to walk across some pathways, you get them from a green program. You can use each battery twice until it loses all its energy, talk to another green program to refill the batteries.

-Meet up with ElecMan and fight him in an unbeatable battle.

6f: Power Plant

-As Lan, go back outside the room and go in the Red Door, pull the switch.

6g: Power Console

-Fight ElecMan for real.

-Fight ProtoMan for real.

-After the cutscene, go back to MetroLine: ACDC Town

6h: ACDC TOWN

-Goto sleep.

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Scenario 7: [Bombman] An Info Leak

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7a: Lan's Home
-Go to GovnComplex

7b: GovnComplex
-Go in the building
-Talk to the scientist near SciLab's Elevator.
-Goto DenTown.

7c: DenTown
-Meet up with Chaud in Central Den.
-Goto ACDC Town

7d: ACDC Town
-Goto Higsby's and talk to him (behind the counter) for Internet Area 5 Access.
-Go anywhere that has Internet Access.

7e: Internet-4
-Try going to Internet 5 and delete the guarding viruses.
-Get Higsby's E-Mail.
-Jack out.

7f: Find Three People
NOTE: You must find these three people in order.
-Talk to a scientist SciLab's Lobby.
-Talk to Ms. Yuri, in DenTown's School (Block4)
-Talk to an old guy in DenTown, then goto ACDC town and look for an Old Man there.

7g: ACDC Town
-Find a place with Internet Access and head for Internet-8 using all 3 memos.

7h: Internet-8
-Goto the end of Internet-8 and find Bombman, have a little tea and kill him.
-Pick up the item Bombman dropped (you do it automatically), and jack-out.
-Head for GovnComplex

7i: GovnComplex
-Talk to Dad in SciLab.
-Go back home and goto sleep.

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Scenario 8: [MagicMan, LifeVirus] The Final Countdown
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8a: Lan's Home
-Wake up to the CutScene w/ WWW's leader.
-Go to Higsby's Shop and get the METROLINE pass on the counter.
-Goto Metroline and talk to the Metroline employees.
-Press "A" behind the statue in front of the school entrance.
-Try to enter the secret Metroline.
-Go back to original Metroline and goto GovnComplex

8b: GovnComplex
-Talk to Dad and get him to change the WWW Metroline Pass.
-Head back to the secret Metroline.

8c: WWW Lair
-Go in the first door and talk to the tied up people.
-Go upstairs and jack into the locked door. (Fireman's Lair)

-Go outside and jack into the locked door. (Numberman's Lair)
-Go inside and jack into the locked door. (Iceman's Lair)
-Go outside and jack into the locked door. (Colorman's Lair)
-Go straight forward and look at the Wily Portrait.
-Jack into Wily's Portrait. (Elecman's Lair)
-Go through the entire lair until you reach a green program that tells you to save.
-Save.
-Go past him and find MagicMan. Kill him, listen to the sad story, shed a tear, Jack-Out.
-Go past Wily's Portrait.
-Auto Jack-In and beat the LifeVirus and save the world.
-Bow down and praise Geoff for writing this guide.

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