

Mega Man Battle Network Program Advance Guide

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Mega Man Battle Network 1 - Program Advance List
by RandyPandy

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Introduction
=====

Frankly, I'm surprised that no one has created a PA list for this game yet. It's been out the longest, yet all of the others have had PA FAQs completed within a year. Though it might have something to do with the fact that the game doesn't record which PAs you perform...

So, I've decided to compile all of the PAs together into one giant FAQ which will hopefully keep users searching for a PA list happy. How did I decide the order of the PAs? I hacked for them in chip format (don't even think about asking me for the codes, got it?) and it gave them in the order you see here.

There are a total of 36 Program Advances, formed by 82 combinations of Battlechips. Enjoy.

=====
Zeta PAs
=====

A Zeta PA has three identical chips in different codes. Once you push 'A' to use the PA for the first time, you have five seconds to fire off as much of PA as you can. Also, you are invincible while doing so.

Z-Canon1 / Zeta Cannon 1 / #1
Cannon A, Cannon B, Cannon C
Cannon B, Cannon C, Cannon D
Cannon C, Cannon D, Cannon E

Effect: Unlimited firing of Cannon and invincibility for 5 sec.

[_][_][_][_][_][_]
[_][M][>][>][>][E]
[_][_][_][_][_][_]

M = MegaMan
E = Enemy
> = Direction

Comments: What I like about this PA is that you can get it at the very beginning of the game -- you have Cannons A and B, and C can be found in Numberman's scenario. It becomes quite useless later one, when it is possible to unicode, and it causes bosses to flinch, but early on, it's good for viruses.

Z-Canon2 / Zeta Cannon 2 / #2
HiCannon F, HiCannon G, HiCannon H
HiCannon G, HiCannon H, HiCannon I

HiCannon H, HiCannon I, HiCannon J

Effect: Unlimited firing of HiCannon and invincibility for 5 sec.

```
[_][_][_][_][_][_]  
[_][M][>][>][>][E]  
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
> = Direction

Comments: By the time you get it, it's not really that useful, since
it is multi-coded.

Z-Canon3 / Zeta Cannon 3 / #3

M-Cannon K, M-Cannon L, M-Cannon M
M-Cannon L, M-Cannon M, M-Cannon N
M-Cannon M, M-Cannon N, M-Cannon O

Effect: Unlimited firing of M-Cannon and invincibility for 5 sec.

```
[_][_][_][_][_][_]  
[_][M][>][>][>][E]  
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
> = Direction

Comments: By the time you get it, it's not really that useful, since
it is multi-coded.

Z-Spread / Zeta Spread / #4

Spreader H, Spreader I, Spreader J
Spreader I, Spreader J, Spreader K
Spreader J, Spreader K, Spreader L

Effect: Unlimited firing of Spreader and invincibility for 5 sec.

```
[_][_][_][X][X][X]  
[_][M][_][X][E][X]  
[_][_][_][X][X][X]
```

M = MegaMan
E = Enemy
X = Range

Comments: This is a bit better than the Zeta Cannons in that it does
not cause flinching, but it still uses multiple codes and
that's not a good thing.

Z-Raton1 / Zeta Ratton 1 / #5

Ratton1 A, Ratton1 B, Ratton1 C

Ratton1 B, Ratton1 C, Ratton1 D
Ratton1 C, Ratton1 D, Ratton1 E

Effect: Unlimited firing of Ratton1 and invincibility for 5 sec.

```
[_][_][_][_][E][_]
[_][M][>][>][^][_]
[_][_][_][_][_][_]
```

M = MegaMan

E = Enemy

>, ^ = Direction

Comments: While it's nice that it will turn one towards the enemy,
it'll miss if the enemy moves and not only that, some of
the chip codes are difficult to get. If you really want to
use this, make sure you have some way to paralyze the enemy
but I wouldn't recommend this.

Z-Raton2 / Zeta Ratton 2 / #6

Ratton2 F, Ratton2 G, Ratton2 H
Ratton2 G, Ratton2 H, Ratton2 I
Ratton2 H, Ratton2 I, Ratton2 J

Effect: Unlimited firing of Ratton2 and invincibility for 5 sec.

```
[_][_][_][_][E][_]
[_][M][>][>][^][_]
[_][_][_][_][_][_]
```

M = MegaMan

E = Enemy

>, ^ = Direction

Comments: While it's nice that it will turn one towards the enemy,
it'll miss if the enemy moves and not only that, some of
the chip codes are difficult to get. If you really want to
use this, make sure you have some way to paralyze the enemy
but I wouldn't recommend this.

Z-Raton3 / Zeta Ratton 3 / #7

Ratton3 K, Ratton3 L, Ratton3 M
Ratton3 L, Ratton3 M, Ratton3 N
Ratton3 M, Ratton3 N, Ratton3 O

Effect: Unlimited firing of Ratton3 and invincibility for 5 sec.

```
[_][_][_][_][E][_]
[_][M][>][>][^][_]
[_][_][_][_][_][_]
```

M = MegaMan

E = Enemy

>, ^ = Direction

Comments: While it's nice that it will turn one towards the enemy,

it'll miss if the enemy moves and not only that, some of the chip codes are difficult to get. If you really want to use this, make sure you have some way to paralyze the enemy but I wouldn't recommend this.

Z-Arrow / Zeta Arrow / #8

TriArrow A, TriArrow B, TriArrow C
TriArrow B, TriArrow C, TriArrow D
TriArrow C, TriArrow D, TriArrow E

Effect: Unlimited firing of TriArrow and invincibility for 5 sec.

```
[_][_][_][_][_][_]
[_][M][>][>][>][>]
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
> = Direction

Comments: I have to say that I don't like this one. While good for viruses, bosses flinch on the first arrow! It's quite slow and doesn't do crazy damage, especially to bosses, so I would advise against it.

Z-Spear / Zeta Spear / #9

TriSpear F, TriSpear G, TriSpear H
TriSpear G, TriSpear H, TriSpear I
TriSpear H, TriSpear I, TriSpear J

Effect: Unlimited firing of TriSpear and invincibility for 5 sec.

```
[_][_][_][_][_][_]
[_][M][>][>][>][>]
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
> = Direction

Comments: I have to say that I don't like this one. While good for viruses, bosses flinch on the first arrow! It's quite slow and doesn't do crazy damage, especially to bosses, so I would advise against it.

Z-Lance / Zeta Lance / #10

TriLance K, TriLance L, TriLance M
TriLance L, TriLance M, TriLance N
TriLance M, TriLance N, TriLance O

Effect: Unlimited firing of TriLance and invincibility for 5 sec.

```
[_][_][_][_][_][_]
[_][M][>][>][>][>]
```

[_][_][_][_][_][_]

M = MegaMan
E = Enemy
> = Direction

Comments: I have to say that I don't like this one. While good for viruses, bosses flinch on the first arrow! It's quite slow and doesn't do crazy damage, especially to bosses, so I would advise against it.

=====
Omega PAs
=====

An Omega PA has five identical chips in different codes. Once you push 'A' to use the PA for the first time, you have five seconds to fire off as much of PA as you can. Also, you are invincible while doing so. If you think about it, it is identical to the Zeta PAs except that it lasts longer and uses two extra chips.

O-Canon1 / Omega Cannon 1 / #11
Cannon A, Cannon B, Cannon C, Cannon D, Cannon E

Effect: Unlimited firing of Cannon and invincibility for 10 sec.

[_][_][_][_][_][_]
[_][M][>][>][>][E]
[_][_][_][_][_][_]

M = MegaMan
E = Enemy
> = Direction

Comments: Well, you can get this one fairly early in the game, though with five codes, it's really not that useful later on, however. And flinching. Oh god, the flinching.

O-Canon2 / Omega Cannon 2 / #12
HiCannon F, HiCannon G, HiCannon H, HiCannon I, HiCannon J

Effect: Unlimited firing of HiCannon and invincibility for 10 sec.

[_][_][_][_][_][_]
[_][M][>][>][>][E]
[_][_][_][_][_][_]

M = MegaMan
E = Enemy
> = Direction

Comments: Flinching and five chip codes. I have nothing else to say. What else can I say?

O-Canon3 / Omega Cannon 3 / #13

M-Cannon K, M-Cannon L, M-Cannon M, M-Cannon N, M-Cannon O

Effect: Unlimited firing of M-Cannon and invincibility for 10 sec.

```
[_][_][_][_][_][_]
[_][M][>][>][>][E]
[_][_][_][_][_][_]
```

M = MegaMan

E = Enemy

> = Direction

Comments: Flinching and five chip codes. I have nothing else to say.

What else can I say?

O-Spread / Omega Spread / #14

Spreader H, Spreader I, Spreader J, Spreader K, Spreader L

Effect: Unlimited firing of Spreader and invincibility for 10 sec.

```
[_][_][_][X][X][X]
[_][M][_][X][E][X]
[_][_][_][X][X][X]
```

M = MegaMan

E = Enemy

X = Range

Comments: Well, it's not as bad as the Zeta Cannons in that it does not cause flinching, but still, five chip codes?

O-Raton1 / Omega Ratton 1 / #15

Ratton1 A, Ratton1 B, Ratton1 C, Ratton1 D, Ratton1 E

Effect: Unlimited firing of Ratton1 and invincibility for 10 sec.

```
[_][_][_][_][E][_]
[_][M][>][>][^][_]
[_][_][_][_][_][_]
```

M = MegaMan

E = Enemy

>, ^ = Direction

Comments: While it's good that it homes in on the enemy, five chip codes?

O-Raton2 / Omega Ratton 2 / #16

Ratton2 F, Ratton2 G, Ratton2 H, Ratton2 I, Ratton2 J

Effect: Unlimited firing of Ratton2 and invincibility for 10 sec.

```
[_][_][_][_][E][_]  
[_][M][>][>][^][_]  
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
>, ^ = Direction

Comments: While it's good that it homes in on the enemy, five chip codes?

O-Ratton3 / Omega Ratton 3 / #17

Ratton3 K, Ratton3 L, Ratton3 M, Ratton3 N, Ratton3 O

Effect: Unlimited firing of Ratton3 and invincibility for 10 sec.

```
[_][_][_][_][E][_]  
[_][M][>][>][^][_]  
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
>, ^ = Direction

Comments: While it's good that it homes in on the enemy, five chip codes?

O-Arrow / Omega Arrow / #18

TriArrow A, TriArrow B, TriArrow C, TriArrow D, TriArrow E

Effect: Unlimited firing of TriArrow and invincibility for 10 sec.

```
[_][_][_][_][_][_]  
[_][M][>][>][>][>]  
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy
> = Direction

Comments: Flinching and five chip codes. I have nothing else to say.
What else can I say?

O-Spear / Omega Spear / #19

TriSpear F, TriSpear G, TriSpear H, TriSpear I, TriArrow J

Effect: Unlimited firing of TriSpear and invincibility for 10 sec.

```
[_][_][_][_][_][_]  
[_][M][>][>][>][>]  
[_][_][_][_][_][_]
```

M = MegaMan
E = Enemy

> = Direction

Comments: Flinching and five chip codes. I have nothing else to say.
What else can I say?

O-Lance / Omega Lance / #20

TriLance K, TriLance L, TriLance M, TriLance N, TriLance O

Effect: Unlimited firing of TriLance and invincibility for 10 sec.

[_][_][_][_][_][_]
[_][M][>][>][>][>]
[_][_][_][_][_][_]

M = MegaMan
E = Enemy
> = Direction

Comments: Flinching and five chip codes. I have nothing else to say.
What else can I say?

=====
Beta PAs
=====

Beta PAs involve using three different chips. When used, it will turn your Buster into the weakest of the three chips to use six times before canceling.

B-Bomb / Beta Bomb / #21

LilBomb B, CrosBomb B, BigBomb B

Effect: Use LilBomb six times in battle.

[_][_][_][_][X][_]
[_][M][_][_][X][_]
[_][_][_][_][X][_]

M = MegaMan
X = Range

Comments: Not good for Navis, as they flinch, but works quite well on viruses. VS play? definitely not.

B-Sword / Beta Sword / #22

Sword S, WideSword S, LongSword S

Effect: Use Sword six times in battle.

[_][_][_][_][_][_]
[_][_][M][X][_][_]
[_][_][_][_][_][_]

M = MegaMan
X = Range

Comments: This PA was made rather famous by the anime, even if the chips formed a different one in the anime. Unless you used Steals before hand or the enemy is really stupid and is at the front, you might not get much use out of it.

B-Wave / Beta Wave / #23
ShokWave C, SoniWave C, DynaWave C

Effect: Use ShokWave six times in battle.

```
[_] [_] [_] [_] [_] [_]  
[_] [M] [>] [>] [>] [>]  
[_] [_] [_] [_] [_] [_]
```

M = MegaMan
> = Range

Comments: While better than the others since it is piercing, you have to count on the fact that the enemy will be in its path.

B-Quake / Beta Quake / #24
Quake1 Q, Quake2 Q, Quake3 Q

Effect: Use Quake1 six times in battle.

```
[_] [_] [_] [_] [_] [_]  
[_] [M] [_] [_] [X] [_]  
[_] [_] [_] [_] [_] [_]
```

M = MegaMan
X = Range

Comments: Actually a bit worse than Beta Bomb; it may do more damage, but it will only hit one panel. At least Beta Bomb has a better chance of hitting.

=====
Sigma PAs
=====

Sigma PAs involve using three different chips. When used, it will turn your Buster into the weakest of the three chips to use nine times before canceling. In short, it is identical to the Beta PAs except that it requires more similar chips.

S-Bomb / Sigma Bomb / #25
LilBomb B, LilBomb B, CrosBomb B, CrosBomb B, BigBomb B
LilBomb B, LilBomb B, CrosBomb B, BigBomb B, BigBomb B
LilBomb B, CrosBomb B, CrosBomb B, BigBomb B, BigBomb B
LilBomb B, LilBomb B, LilBomb B, CrosBomb B, BigBomb B

LilBomb B, CrosBomb B, CrosBomb B, CrosBomb B, BigBomb B
LilBomb B, CrosBomb B, BigBomb B, BigBomb B, BigBomb B

Effect: Use LilBomb nine times in battle.

[_][_][_][_][_][_]
[_][M][_][_][X][_]
[_][_][_][_][_][_]

M = MegaMan
X = Range

Comments: Not good for Navis, as they flinch, but works quite well on viruses. VS play? definitely not.

S-Sword / Sigma Sword / #26

Sword S, Sword S, WideSwrd S, WideSwrd S, LongSwrd S
Sword S, Sword S, WideSwrd S, LongSwrd S, LongSwrd S
Sword S, WideSwrd S, WideSwrd S, LongSwrd S, LongSwrd S
Sword S, Sword S, Sword S, WideSwrd S, LongSwrd S
Sword S, WideSwrd S, WideSwrd S, WideSwrd S, LongSwrd S
Sword S, WideSwrd S, LongSwrd S, LongSwrd S, LongSwrd S

Effect: Use Sword nine times in battle.

[_][_][_][_][_][_]
[_][_][M][X][_][_]
[_][_][_][_][_][_]

M = MegaMan
X = Range

Comments: You pretty much needs Steals or none of them will hit. The chips are pretty easy to get, though, you'll be able to pull off at least one of the combinations.

S-Wave / Sigma Wave / #27

ShokWave C, ShokWave C, SoniWave C, SoniWave C, DynaWave C
ShokWave C, ShokWave C, SoniWave C, DynaWave C, DynaWave C
ShokWave C, SoniWave C, SoniWave C, DynaWave C, DynaWave C
ShokWave C, ShokWave C, ShokWave C, SoniWave C, DynaWave C
ShokWave C, SoniWave C, SoniWave C, SoniWave C, DynaWave C
ShokWave C, SoniWave C, DynaWave C, DynaWave C, DynaWave C

Effect: Use ShokWave nine times in battle.

[_][_][_][_][_][_]
[_][M][>][>][>][>]
[_][_][_][_][_][_]

M = MegaMan
> = Direction

Comments: While better than the others since it is piercing, you have to count on the fact that the enemy will be in its path.

S-Quake / Sigma Quake / #28

Quake1	Q, Quake1	Q, Quake2	Q, Quake2	Q, Quake3	Q
Quake1	Q, Quake1	Q, Quake2	Q, Quake3	Q, Quake3	Q
Quake1	Q, Quake2	Q, Quake2	Q, Quake3	Q, Quake3	Q
Quake1	Q, Quake1	Q, Quake1	Q, Quake2	Q, Quake3	Q
Quake1	Q, Quake2	Q, Quake2	Q, Quake2	Q, Quake3	Q
Quake1	Q, Quake2	Q, Quake3	Q, Quake3	Q, Quake3	Q

Effect: Use Quake1 nine times in battle.

```

[_][_][_][_][_][_]
[_][M][_][_][X][_]
[_][_][_][_][_][_]

```

M = MegaMan

X = Range

Comments: Actually a bit worse than Sigma Bomb; it may do more damage but it will only hit one panel. At least Beta Bomb has a better chance of hitting.

=====

Secret PAs

=====

These are some of the lesser known PAs, hence why I labeled them as "Secret PAs". Some are told in the game, but others are extremely obscure and makes you wonder "Why that chip?" (I'm looking at you, Repair G!)

PwrCanon / Power Cannon / #29

Shotgun K, Crossgun K, Spreader K, M-Cannon K

Effect: Does 200 damage to enemy and all panels surrounding him.

```

[_][_][_][X][X][X]
[_][M][_][X][E][X]
[_][_][_][X][X][X]

```

M = MegaMan

X = Range

Comments: This PA was actually hinted in the game, by a little girl that wants those four chips. Despite the fancy animation, it's really just a time-stopped, souped-up Spreader. But it's in one code, which is a definite plus.

HvyStamp / Heavy Stamp / #30

Gaia1 C, Gaia2 C, Gaia3 C, Quake3 C

Effect: Does 400 damage to closest enemy.

```

[_][_][_][_][_][_]

```

```
[_] [M] [_] [_] [E] [_]  
[_] [_] [_] [_] [_] [_]
```

M = MegaMan
E = Enemy

Comments: MegaMan's feet turned into a giant weight! 0.o I like that it's auto-aiming and does quite a bit of damage, but you'll probably have a difficult time finding all of the chips, as some are quite rare.

BgStrait / Big Straight / #31
Punch B, IcePunch B, Dash B

Effect: Does 250 damage straight down one row.

```
[_] [_] [_] [_] [_] [_]  
[_] [M] [>] [>] [>] [>]  
[_] [_] [_] [_] [_] [_]
```

M = MegaMan
> = Direction

Comments: This is weird. 0.o It's a wave of punches! That's... the best I can describe the animation. It's really a powered down version of Guts Shoot, but you can insert this into more folders.

BloodSuk / Blood Suck / #32
Drain1 A, Drain2 A, Drain3 A, Wave A

Effect: Hits first enemy in each row for 200 damage and heals all HP.

```
[_] [_] [>] [>] [E] [_]  
[_] [M] [>] [>] [>] [>]  
[_] [_] [>] [E] [_] [_]
```

M = MegaMan
E = Enemy
> = Direction

Comments: Kinda bizarre looking, in my opinion. MegaMan fires three giant syringes down the rows. But it does both damage and healing, and the chips aren't as hard to get as AquaAura R for LifeSavr, so I personally prefer it to LifeSavr.

Storm / Storm / #33
Typhoon G, Hurricane G, Cyclone G, Repair G

Effect: Does 200 damage to all panels in front of MegaMan.

```
[_] [_] [X] [X] [X] [X]  
[_] [M] [X] [X] [X] [X]  
[_] [_] [X] [X] [X] [X]
```

M = MegaMan
X = Range

Comments: Hm. Tornadoes everywhere, attacking each and every panel in front of you. Nothing special, but it's cute. The one thing that baffles me is the Repair G chip and why its required to activate this PA. I mean, it doesn't do anything to the panels.

=====
Navi PAs
=====

Navi PAs use three chips: two chips, and one Navi chip of the correct Navi. It doesn't matter which version of the Navi chip you use.

GtsShoot / Guts Shoot / #34

MetGuard G, Dash G, GutsMan G
MetGuard G, Dash G, GutsMan2 G
MetGuard G, Dash G, GutsMan3 G

Effect: 500 damage to one enemy in a row.

[_][_][_][_][_][_]
[_][M][>][>][>][E]
[_][_][_][_][_][_]

M = MegaMan
E = Enemy
> = Direction

Comments: GutsMan literally picks MegaMan up and throws him down the row. This PA can be gotten early on and won't clash with the rest of your folder too badly, so it's a good one to use early game.

LifeSavr / Life Saver / #35

Barrier R, AquaAura R, Roll R
Barrier R, AquaAura R, Roll2 R
Barrier R, AquaAura R, Roll3 R

Effect: A full healing to max HP and invisibility for a short time.

[_][_][_][_][_][_]
[_][M][_][_][E][_]
[_][_][_][_][_][_]

M = MegaMan
E = Enemy

Comments: While quite useful, in my opinion, the rarity of one of the chips, mainly AquaAura R, makes it a pain to get. Still, the enemies' attacks are quite powerful in this one when compared to later games, so if you absolutely NEED healing

in your folder, you may want to include this. No damage, however, means you shouldn't put in too many copies. In all honesty, BloodSuk is probably better.

2xHero / Double Hero / #36

FtrSword B, KnegtSwrd B, HeroSwrd B, ProtoMan B

FtrSword B, KnegtSwrd B, HeroSwrd B, ProtoMn2 B

FtrSword B, KnegtSwrd B, HeroSwrd B, ProtoMn3 B

Effect: 400 Damage to the opponent's side of the field.

[_][_][_][X][X][X]

[_][_][_][X][X][X]

[_][_][_][X][X][X]

M = MegaMan

X = Range

Comments: MegaMan and ProtoMan appear and attack the enemies' field.

While useful, the Sword chips are quite hard to get, especially in B code.

=====
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