

Mega Man Battle Network Chip Location List

by Alakazzam

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1234567890123456789012345678901234567890123456789012345678901234567890123456789

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Version: 1.77. Someone want something to be added? Ask me at:
helgessonandreas@hotmail.com

This is a FAQ to help out people to get every chip in MegaMan Battle Network for Gamy Boy Advance. VERY Special thanks to Mega Boy, Trunks Vegita and Devin Morgan.

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1: Version history

v 1.77: *2005-05-13* Tomorow is my birthday yay :D!! I got some help from people about wrong explanations.

V 1.76: Updated some information and also added my own beat bass-section.

V 1.75: Some chip locations added.

V 1.50: A new chip sorting system making it easier for you to find where all the chips are! And for me to see that's there a lot of cards I need you to help me find!

V 1.00: The first and the most incomplete version.

1.1: Starting off and things I need help from YOU with *PLEASE READ*

Well, I hope this FAQ is going to help you and that you enjoy reading it =>
This FAQ is going to help you get every single chip in Megaman Battle Network.
Remember for Boss info, check the Boss section.
But there is things that isn't done here. And with that you can help me, and then if you help me your name will be here in this FAQ! What I need help with is:

- The chips that it stands a ***???????*PANIC*???????*** next to do I need location for.
- Have anyone got a Boss chip from the first boss fight?
- Is something else that you see wrong?

If you think you can help me with anything of the above, E-mail me at:
helgessonandreas@hotmail.com Thanks and hope you find all the chips!

2: Where to find all chips *specially thanks to Mega Boy*! Well,
let's get started: *just hit Ctrl+F and then search for any card you want!
Can't find the card and you are sure you spelled it right? E-mail me at:
helgessonandreas@hotmail.com Remember that the number to a card should come
right after the name like this: Invis1 and NOT Invis 1. First come's where you
can find every chip by place, and then after that, you can see a list of every
chip and where they are *NEW*.

2.1: ACDC TOWN

Dog house:

ShokWave, SoniWave, Cannon

Lans Computer:

ShokWave, Quake1, Invis1

ACDC "puzzle" (Oven):

Part 1: ShokWave, Cannon

Part 2: ShokWave, Cannon, FireTowr, FireMan

School:

Part 1: LilBomb, Quake1, ShokWave, Cannon

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

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

Part 4: LilBomb, Quake1, ShokWave, Cannon, Invis1, TimeBom1

Part 5: LilBomb, Quake1, ShokWave, Cannon, Invis1, TimeBom1, NumberMan

Car outside school:

SoniWave, Remobit1

Yai's telephone:

ShokWave, Cannon, LongSwrd

Yai's portrait:

Cannon, Dash

Dex' Computer:

ShokWave, SoniWave, LilBomb

Dex' Game Cube:

SoniWave, Cannon, HiCannon, Invis2, Quake2

Mayl's Piano:

Quake1, Invis1, ShokWave

Mayl's Robot:

Invis1, Quake1

2.2: WATER WORKS

TV in lobby:

Cloud, Ratton1

Soda machine 1:

IronShld2, Howitzer2, Bubbler, Heater

Soda machine 2:

FireTowr, AquaTowr

Dads Monitor:

TimeBom2, Ratton1

Dad's PC:

None (but there is a virus machine there)

Sal's thing:

WoodTowr, Dynamit1, Cloudier

Water works "puzzle":

Part 1: TriArrow, Cloud, AquaTowr, Dash

Part 2: TriArrow, Cloud, AquaTowr, Dash

Part 3: TriArrow, Cloud, AquaTowr, Dash, Bubbler, Invis2

Part 4: TriArrow, Cloud, AquaTowr, Dash, Bubbler, Invis2, IceCube2, IceCube3

Part 5: TriArrow, Cloud, AquaTowr, Dash, Bubbler, Invis2, LongSwrd, HiCannon

Part 6: TriArrow, Cloud, AquaTowr, Dash, Bubbler, Invis2, LongSwrd, HiCannon
and IceMan

Control panel in Water Works (somewhere close Froid):

TriArrow, TriSpear

Masa's "thing":

TriSpear, Bubbler, Wave

Recycled PET:

Thunder2, Howitzer

Energy Plant "Puzzle":

Part 1: Thunder1, Ratton1, HiCannon, RingZap1

Part 2: Thunder1, Ratton1, HiCannon, RingZap1, RingZap2, Typhoon

Part 3: Thunder1, Ratton1, HiCannon, RingZap1, RingZap2, RingZap3, Typhoon, Remobit1

Part 4: Thunder1, Ratton1, M-Cannon, RingZap2, RingZap3, Typhoon, Remobit1, ElecMan, ProtoMan

2.3: DENTOWN

Dentown Summer class board:

Dynamit3, BodyBurn

Miyu's "moneycounter":

Candle1, Drain2, Invis2

Miyu's vase:

Candle3, SoniWave, DynaWave

Dentown "puzzle":

Part 1: SoniWave, Bubbler, Heater, AquaTowr, FireTowr

Part 2: SoniWave, Mine1, RedWave, AquaTowr, FireTowr

Part 3: SoniWave, DynaWave, FireSwrd, AquaSwrd, BblWrap1, FireTowr, Quake2, RedWave

Part 4: DynaWave, Wave, RedWave, BblWrap1, FireTowr, Mega Cannon

Part 5: DynaWave, Wave, RedWave, BblWrap1, AquaTowr, FireTowr, Bubbler, Heater, FireSwrd, AquaSwrd, Quake2, M-Cannon, ColorMan

2.4: WWW LAB

Part 1: Snakegg3, IronShld, HiCannon, TimeBom3

Part 2: Howitzer, IronShld, FireAura, Quake3, TimeBom1, TimeBom3

Part 3: IceCube, Cloudier, BigBomb, TriSpear, AquaAura

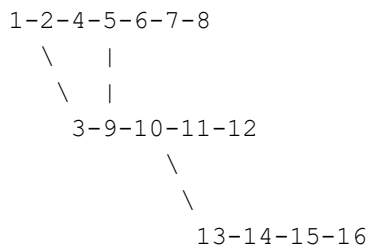
Part 4: Candle2, Lockon1, AquaAura, FireAura, TimeBom3, BigWave, Thunder2

Part 5: Candle2, Lockon1, Thunder2, BigWave, Snakegg2, Remobit2, Remobit3, Cyclone, BblWrap3, MagicMan

Part 6: Snakegg1, Snakegg2, BigWave, WoodAura, BigBomb, IronShld, Life Virus

2.5: INTERNET AREA'S

HOW THEY ARE CONNECTED



How to get longer than Internet area 10? Look in the section: 4: Special requeriments for Areas/Fights/Cards:

Area 1: Dash, ShokWave, Cannon, FireMan2, FireMan3

Area 2: Dash, ShokWave, LongSwrd, FireSwrd, Howitzer, FireTowr, Minel, StoneMan

Area 3: HiCannon, CrosBomb, SoniWave, Dash, Thunder1, StoneMan2, StoneMan3

Area 4: TimeBom2, Dynamit1, Quake3, Invis2, IronShld3, Howitzer3

Area 5: Gaia1, Drain1, WoodTowr, BigBomb, DynaWave

Area 6: Minel, Drain1, WoodTowr, BigBomb, DynaWave, Remobit1, ElecMan2, ElecMan3

Area 7: Gaia1, WoodTowr, BigBomb, DynaWave, Invis3, LongSwrd

Area 8: Gaia1, Drain1, WoodTowr, BigBomb, DynaWave, Invis3, LongSwrd, TriSpear, BombMan

Area 9: BodyBurn, Gaia1, Minel, Remobit2, WoodTowr, AquaAura, ColorMan2, ColorMan3

Area 10: Ratton2, BblWrap2, FireTowr, Lockon2, IceCube

Area 11: Mine2, Drain2, TriLance, Cloudier, IceCube, BombMan2, BombMan3

Area 12: Gaia2, Dynamit2, Hurricane, Mine3, Snakegg1, PharoMan, PharoMan SP

Area 13: Cannon, HiCannon, M-Cannon, ShokWave, SoniWave, DynaWave, BigBomb, Invis3, Popup, LongSwrd, FireSwrd, AquaSwrd, IceCube

Area 14: LeafShld, Remobit3, BodyBurn, Snakegg1, Snakegg2, Cloudest, Thunder3, Popup, Lockon2, MagicMan2, MagicMan3

Area 15: LeafShld, DropDown, FireAura, Drain3, Candle2, Cyclone, Popup, ShadoMan, ShadoMan SP

Area 16: Gaia3, Lockon3, Ratton3, BodyBurn, AquaAura, FireAura, WoodAura, Bass

2.6: All chips by library *NEW*

1. Cannon: Dog house, ACDC "puzzle" (Oven) Part 1/2, School Part 1/2/3/4/5, Yai's telephone, Yai's portrait, Dex' Game Cube, Internet Area 1/13, buy in Internet Area 1, buy it from Higsby

2. HiCannon: Dex' Game Cube, Water works "puzzle" Part 5/6, Energy Plant "Puzzle" Part 1/2/3, WWW LAB Part 1, Internet Area 3/13

3. M-Cannon: Energy Plant "Puzzle" Part 4, Dentown "puzzle" Part 4/5, Internet Area 13, buy in Internet Area 3, buy in Internet Area 10, Glyde gives it to you

4. Shotgun: Mystery box in Internet Area 1, trade in school

5. CrossGun: Dad gives you one in the beginning, mystery box in Dex' Gamecube

6. Spreader: Buy it from Higsby, buy in Internet Area 1, mystery box in Internet Area 3/6/7/8 and Soda Machine 1, School

7. Bubbler: Soda machine 1, Water works "puzzle" Part 3/4/5/6, Masa's "thing", Dentown "puzzle" Part 1/5

8. Heater: Soda machine 1, Dentown "puzzle" Part 1/5

9. MiniBomb: ????????*PANIC*????????

10. LilBomb: School Part 1/2/3/4/5, Dex' Computer,

11. CrosBomb: Internet Area 3

12. BigBomb: WWW LAB Part 3/6, Internet Area 5/6/7/8/13

13. Sword: ????????*PANIC*????????

14. WideSwrd: buy in Internet Area 1/3

15. LongSwrd: Yai's telephone, Water works "puzzle" Part 5/6, Internet Area 2/7/8/13, buy in Internet Area 10

16. FtrSword: Buy it from Hisby's chip-shop

17. KngtSwrd: Internet Area 12 *item*, Internet Area 16 *random item*

18. HeroSwrd: Internet Area 16 *item*, trade it with a man in Filtering Room

(Waterworks, Government Complex)

19. FireSwrd: Dentown "puzzle" Part 3/5, Internet Area 2/13
20. AquaSwrd: Dentown "puzzle" Part 3/5, Internet Area 13
21. ElecSwrd: Buy it from Higsby
22. Muramasa: You can get it from ShadoMan (SP)
23. ShokWave: Dog house, Lans Computer, ACDC "puzzle" (Oven) Part 1/2, School 1/2/3/4/5, Yai's telephone, Dex' Computer, Mayl's Piano, Internet Area 1/2/13
24. SoniWave: Dog house, Car outside school, Dex' Computer, Dex' Game Cube, Miyu's vase, Dentown "puzzle" Part 1/2/3 Internet Area 3/13
25. DynaWave: Miyu's vase, Dentown "puzzle" Part 3/4/5, Internet Area 5/6/7/8/13
26. FireTowr: ACDC "puzzle" (Oven) Part 2,
27. AquaTowr: Soda machine 2, Water works "puzzle" Part 1/2/3/4/5/6, Dentown "puzzle" Part 1/2/5
28. WoodTowr: Sal's thing, Internet Area 5/6/7/8/9
29. Quake1: Lans Computer, School Part 1/2/3/4/5, Mayl's Piano, Mayl's Robot
30. Quake2: Dex' Game Cube, Dentown "puzzle" Part 3/5
31. Quake3: WWW LAB Part 2, Internet Area 4
32. GutsPnch: Get it from Gutsman
33. IcePunch: buy in Internet Area 12
34. Dash: Yai's portrait, Water works "puzzle" Part 1/2/3/4/5/6, Internet Area 1/2/3, buy in Internet Area 15
35. Howitzer: Soda machine 1<----->***???????*PANIC*???????***, Recycled PET, WWW LAB Part 2, Internet Area 2/4<----->???????*PANIC*???????
36. TriArrow: Water works "puzzle" Part 1/2/3/4/5/6, Control panel in Water Works (somewhere close Froid)
37. TriSpear: Control panel in Water Works (somewhere close Froid), Masa's "thing", WWW LAB Part 3, Internet Area 8, buy in Internet Area 5
38. TriLance: Internet Area 11
39. Ratton1: TV in lobby, Dads Monitor, Energy Plant "Puzzle" Part 1/2/3/4
40. Ratton2: Internet Area 10, buy in Internet Area 5
41. Ratton3: Internet Area 16
42. Wave: Masa's "thing", Dentown "puzzle" Part 4/5, buy in Internet Area 15
43. RedWave: Dentown "puzzle" Part 2/3/4/5

44. BigWave: WWW LAB Part 4/5/6
45. Gaial: Internet Area 5/7/8/9
46. Gaia2: Internet Area 12
47. Gaia3: Internet Area 16
48. Thunder1: Energy Plant "Puzzle" Part 1/2/3/4, Internet Area 3
49. Thunder2: Recycled PET, WWW LAB Part 4/5
50. Thunder3: Internet Area 14
51. RingZap1: Energy Plant "Puzzle" Part 1/2/3
52. RingZap2: Energy Plant "Puzzle" Part 2/3/4
53. RingZap3: Energy Plant "Puzzle" Part 3/4
54. Typhoon: Energy Plant "Puzzle" Part 2/3/4
55. Hurricane: Internet Area 12
56. Cyclone: WWW LAB Part 5, Internet Area 15
57. Snakegg1: WWW LAB Part 6, Internet Area 12/14
58. Snakegg2: WWW LAB part 5/6, Internet Area 14
59. Snakegg3: WWW LAB Part 1
60. Drain1: Internet Area 5/6/8
61. Drain2: Miyu's "moneycounter", Internet Area 11
62. Drain3: Internet Area 15
63. BodyBurn: Dentown Summer class board, Internet Area 9/14/16
64. X-Panel1: buy in Internet Area 5
65. X-Panel3: Buy it from Higsby, buy in Internet Area 3
66. Hammer: buy in Internet Area 1/3
67. MetGuard: ????????*PANIC*????????
68. IronShld: Soda machine 1 <--->????????*PANIC*????????, WWW LAB Part 1/2/6,
Internet Area 4<---->????????*PANIC*????????
69. Recov10: ????????*PANIC*????????
70. Recov30: ????????*PANIC*????????
71. Recov50: buy in Internet Area 1
72. Recov80: Buy it from Higsby

73. Recov120: ???????*PANIC*???????
74. Recov150: Buy it from Higsby, buy in Internet Area 5
75. Recov200: ???????*PANIC*???????
76. Recov300: ???????*PANIC*???????
77. Steal: Buy it from Higsby, buy in Internet Area 10
78. Geddon1: Buy it from Higsby, buy in Internet Area 12
79. Geddon2: Buy it from Higsby, buy in Internet Area 12
80. Escape: ???????*PANIC*???????
81. Interupt: Buy it from Higsby
82. Repair: Buy it from Higsby, buy in Internet Area 15
83. TimeBom1: School Part 4/5, WWW LAB Part 2
84. TimeBom2: Dads Monitor, Internet Area 14, buy in Internet Area5
85. TimeBom3: WWW LAB Part 1/2/4
86. Cloud: TV in lobby, Water works "puzzle" Part 1/2/3/4/5/6
87. Cloudier: Sal's thing, WWW LAB Part 3, Internet Area 11,
buy in Internet Area 4
88. Cloudest: Internet Area 14
89. Mine1: Dentown "puzzle" Part 2, Internet Area 2/6/9
90. Mine2: Internet Area 11
91. Mine3: Internet Area 12
92. Dynamyt1: ???????*PANIC*???????
93. Dynamyt2: ???????*PANIC*???????
94. Dynamyt3: ???????*PANIC*???????
95. Remobit1: Car outside school, Energy Plant "Puzzle" Part 3/4,
Internet Area 6
96. Remobit2: WWW LAB Part 5, Internet Area 9
97. Remobit3: WWW LAB Part 5, Internet Area 14
98. Lockon1: WWW LAB Part 4/5
99. Lockon2: Internet Area 12/14
100. Lockon3: Internet Area 16
101. Candle1: Miyu's "moneycounter"

102. Candle2: WWW LAB Part 4/5, Internet Area 15
103. Candle3: Miyu's vase
104. Anubis: PharoMan SP (Internet Area 12)
105. IceCube: Water works "puzzle" Part 4/5<--->???????*PANIC*???????,
WWW LAB Part 3, Internet Area 10/11/13, buy in Internet Area 4
106. RockCube: ???????*PANIC*???????
107. BstrGard: Trade in school *look in section 4:*
108. BstrBomb: Trade in school *look in section 4:*
109. BstrSwrd: Buy it from Higsby
110. BstrPnch: Trade in Waterworks *look in section 4:*
111. SloGauge: Buy it from Higsby
112. FstGauge: Buy it from Higsby
113. Invis1: Lans Computer, School Part 2/3/4/5, Mayl's Piano, Mayl's Robot,
buy in Internet Area 5
114. Invis2: Dex' Game Cube, Water works "puzzle" Part 3/4/5/6,
Miyu's "moneycounter", Internet Area 4
115. Invis3: Internet Area 7/8/13
116. Dropdown: Internet Area 15
117. Popup: Internet Area 13/14/15
118. IronBody: ???????*PANIC*???????
119. Barrier: Buy it from Higsby
120. BblWrap1: Dentown "puzzle" Part 3/4/5
121. BblWrap2: Internet Area 10
122. BblWrap3: WWW LAB Part 5, buy in Internet Area 15
123. LeafShld: Internet Area 14/15
124. AquaAura: WWW LAB Part 3/4, Internet Area 9/16
125. FireAura: WWW LAB Part 2/4, Internet Area 15/16
126. WoodAura: WWW LAB Part 6, Internet Area 16
127. LifeAura: Bass (Internet Area 16, look in section 4:)
128. Roll: Mayl give it to you in the beginning
129. Roll2: Mayl give it to you in a mail
130. Roll3: Yai give it to you in the WWW Lab

131. GutsMan: In the school
132. GutsMan2: In Dex' house, in school, in WWW Lab when you've went that far
133. GutsMan3: In school, in WWW Lab when you've went that far (AND MAYBE IN DEX's HOUSE, SOMEONE MORE THAN NECCO THAT DONE THIS? E-MAIL ME PLEASE)
134. ProtoMan: Dentown
135. ProtoMn2: Dentown
136. ProtoMn3: Dentown (near Higsby's chip-shop, if he don't fight you, you have to get a little bit longer in the game)
137. FireMan: Oven (Lan's house)
138. FireMan2: Internet Area 1
139. FireMan3: Internet Area 1
140. NumbrMan: Higsby's Shop, in WWW Lab when you've went that far
141. NumbrMn2: Higsby's Shop, in WWW Lab when you've went that far
142. NumbrMn3: Higsby's Shop, in WWW Lab when you've went that far
143. StoneMan: Internet Area 2
144. StoneMn2: Internet Area 3
145. StoneMn3: Internet Area 3
146. IceMan: Waterworks, in WWW Lab when you've went that far
147. IceMan2: Waterworks, in WWW Lab when you've went that far
148. IceMan3: Waterworks, in WWW Lab when you've went that far
149. ColorMan: Internet Area 9
150. ColorMn2: Internet Area 9
151. ColorMn3: Internet Area 9
152. ElecMan: Internet Area 6
153. ElecMan2: Internet Area 6
154. ElecMan3: Internet Area 6
155. BombMan: Internet Area 8
156. BombMan2: Internet Area 11
157. BombMan3: Internet Area 11
158. MagicMan: Internet Area 14
159. MagicMn2: Internet Area 14

- 160. MagicMn3: Internet Area 14
- 161. WoodMan: Government Complex
- 162. WoodMan2: Government Complex
- 163. WoodMan3: Government Complex
- 164. SkullMan: Dentown (Block 2 Antique Shop Miyu)
- 165. SkullMn2: Dentown (Block 2 Antique Shop Miyu)
- 166. SkullMn3: Dentown (Block 2 Antique Shop Miyu)
- 167. SharkMan: Government Complex
- 168. SharkMn2: Government Complex
- 169. SharkMn3: Government Complex
- 170. PharoMan: Internet Area 12
- 171. PharoMn2: Internet Area 12
- 172. PharoMn3: Internet Area 12
- 173. ShadoMan: Internet Area 15
- 174. ShadoMn2: Internet Area 15
- 175. ShadoMn3: Internet Area 15
- 176. Bass: Action Replay/Gameshark

3. BOSSES: All the bosses you can fight in the game and some more information in the bottom!

3.1: Where to find all Bosses:

FireMan: Oven (Lan's house)

FireMan2: In a corner on Internet Area 1 (see maps) after you fought FireMan once.

FireMan3: Randomly shows up in Internet Area 1, after you fought FireMan2 once

GutsMan: School.

GutsMan2: Dex's House

GutsMan3: School. (when you have beat the LifeVirus (and a little bit before) you can find him in the WWW LAB)

NumberMan: School (Network)

NumberMan2: Higsby's Shop

NumberMan3: Higsby's Shop (After defeating IceMan the first time) (when you have beat the LifeVirus (and a little bit before) you can find him in the WWW LAB)

StoneMan: Internet Area 2

StoneMan: In a corner on Internet Area 3 (see maps) after you fought StoneMan once.

StoneMan3: Randomly shows up in Internet Area 3, after you fought StoneMan2 once.

WoodMan: Government Complex (Talk to Sal)

WoodMan2: Government Complex (Sal, but she won't fight you to early in the game)

WoodMan3: Government Complex (Sal, but you have to almost beat the game before she will use this version)

Ice Cube 2/Ice Cube 3 (BUT YOU DON'T GET ANY BOSSCARDS!!): Water Treatment Network

IceMan: Water Treatment Network

IceMan2: Waterworks

IceMan3: Waterworks (a little bit before you beat the LifeVirus you can find him in the WWW LAB)

SkullMan: Dentown (Block 2 Antique Shop Miyu)

SkullMan2: Dentown (Block 2 Antique Shop Miyu, if she don't fight you, you have to get a little bit longer in the game)

SkullMan3: Dentown (Block 2 Antique Shop Miyu, if she don't fight you, you have to get a little bit longer in the game)

ColorMan: Dentown (Bus)

ColorMan2: In a corner on Internet Area 9 (see maps) after you fought ColorMan once.

ColorMan3: Randomly shows up in Internet Area 9, after you fought ColorMan2 once.

SharkMan: Government Complex (Talk to Masa)

SharkMan2: Government Complex (Masa, but he won't fight you to early in the game)

SharkMan3: Government Complex (Masa, but you have to almost beat the game before she will use this version)

ElecMan: Power Plant Network

ElecMan2: In a corner on Internet Area 6 (see maps) after you fought ElecMan once.

ElecMan3: Randomly shows up in Internet Area 6, after you fought ElecMan2 once

ProtoMan: Power Plant Network

ProtoMan2: Dentown

ProtoMan3: Dentown (near Higsby's chip-shop, if he don't fight you, you have to get a little bit longer in the game)

BombMan: Internet Area 8

BombMan2: In a corner on Internet Area 11 (see maps) after you fought BombMan once.

BombMan3: Randomly shows up in Internet Area 11, after you fought BombMan2 once.

PharoMan: In a corner on Internet Area 12 (see maps) after MegaMan is at level 70 and you have the one and only star you can get (beat the game).

PharoMan SP: Randomly shows up in Internet Area 12, after you fought PharoMan once.

MagicMan: WWW Lab Part 5

MagicMan2: In a corner on Internet Area 14 (see maps) after you fought MagicMan once.

MagicMan3: Randomly shows up in Internet Area 14, after you fought MagicMan2 once.

ShadoMan: In a corner on Internet Area 15 (see maps) after you have 140 cards in Library and you must have the one and only star you can get (beat the game)

ShadoMan SP: Randomly shows up in Internet Area 15, after you fought ShadoMan once.

Bass: Randomly shows up in Internet Area 16 after you have 174 cards in library. ****YOU DON'T GET BASS' CARD, ONLY LIFEAURA****

LifeVirus: Rocket WWW Lab ****YOU DON'T GET LIFEAURA FOR THIS, HE GIVE'S YOU NOTHING EXCEPT FOR A STAR NEXT TO CONTINUE AT THE START SCREEN, GO HUNT BASS FOR LIFEAURA****

3.2: DIFFERENCE BETWEEN SOME BOSSES:

There are two kind of bosses as I see it! It's the good and evil!

Good bosses, may be evil at first but will be on your side later on AND you can fight them whenever you want! Thats what make them GOOD!! They have a place somewhere were you always can fight them.

Evil bosses then... They are cruel, REAL cruel.. They are evil through the whole game and the worst thing.. You have to play Hide-and-seeK with them!! They see you, and you DON'T see them.. You have to run for hours and hours searching for the Evil bosses *if you are unlucky as I'm* on special internet areas which I shown with *#* after the name! They are the EVIL bosses, here's a list:

Good: GutsMan, NumberMan, WoodMan, IceMan, SkullMan, SharkMan and ProtoMan.

Evil: FireMan *1*, StoneMan *3*, ColorMan *9*, ElecMan *6*, BombMan *11*, PharoMan *12* and ShadoMan *15*.

3.3: BASS FAQ *NEW*

I just added this "mini boss FAQ" because I wrote it for some long time ago, and wanted it somewhere and here is the only place I can have it. So here it is, my very own, delete BASS FAQ.

If you don't know, then Bass is in Internet Area 16 after you got every chip except for Lifeaura.

If your folder is like my *10 Hero swords and somewhere round 5 knight sword* then remember that he is a enemy that is invisible after you shot him with a strong enough chip *not your buster* so when you get 3-4 swords, don't waste 驚 all in one fast button mash, use them one and one, 'cause else you will only take 200 damage instead of 600-800.

He has a HP of 1000 and a shield on 100, but when he do one of his "special" attacks, the shield disappears! His "special" attacks do 150 HP of damage, and his weapon that just shots forward does 100 HP of damage.

First he just cycle between the bricks on his side, then he shoot you with some shot that just move's forward and take 100 HP from you if you get a hit!

Then the hard part come's, his special attacks! Every time he's going to do a special attack you get a chance to avoid it, by hitting he with a strong enough chip *like one of the legendary swords* when he is charging, so he kinda forget what he was going to do!

When he is charging, his charge "bullet" will have difference colors, and here's what they do:

Red: The easiest *special attack that he does *I think* 3-5 bricks on your side will got purple and the second after, there will be stars there that hurt you! So, after some practice, it isn't to hard to avoid this attack!

light Blue: He shots on every panel one and one, very fast and for a pretty long time, so you better hit him with a chip that make some damage so he lose control soon!

Yellow: The hardest one *I think* and this is the attack that the Bass chip does *only that, that it takes 200 damage on the enemy, ONCE*. He shots a lot of stars that moves towards you in every row, VERY fast. Avoid this attack if you can!

So, the best thing I can say, MANY, MANY, MANY legendary swords, at least 10 Hero, and at least 4 Knight, 'cause if you use them right, when Bass stands charging, then he stops, and wont attack, and you win a lot of health! so that's what I say! Hero Swords!

NOTE: The Bass chip can ONLY be received by using a cheating device *Game Shark/Action Replay*! For some time ago you could recieve it at Capcom Give-Aways, but not anymore.

4: Special requeriments for Areas/Fights/Cards:

Area 11: You cannot escape any battles in Area 10.

Area 12: Busting Level after every battle must be above 3 in Area 11.

Area 13: You cannot escape any battles in Area 10.

Area 14: You must win at least 10 chips in battle from enemies in Area 13.

Area 15: You must stay out of battles as much as you can in Area 14 (less than 7, I believe).

Area 16: Busting Level after every battle must be above 4 in Area 15. *thanks to DBM11085*

Before you can fight level 2 bosses you have to delete their first version *remember that everyone*!

Before you can fight level 3 bosses you have to delete their second version in a corner on his owns area if it's an "evil" (as I call them) boss (see maps where to find), if it's a good boss then it's just to wait and see when he wanna fight again!

To get a Level 2 Boss-chip, you can't fight your best in the fights, 'cause then you will only get level 3 cards or money! *but remember, not to bad either, I guess round 7-8 is a good busting level, but it can be different between different bosses*

Good bosses (read 3.2: difference between some bosses) maybe not always want to fight you, but don't worry, when you have completed the game, they will ALWAYS fight you at level 3! *remember that*

PharoMan (fight): Megaman must be at level 70 and you must have the one and only star you can get (beat the game). Then meet him in a corner on Internet Area 12.

PharoMan SP (fight): Must have found PharaoMan and fought him once, then he is all over Internet Area 12.

Shadoman (fight): Must have 140 cards in Library and you must have the one and only star you can get (beat the game). Then meet him in a corner on Internet Area 15.

ShadoMan SP (fight): Must have found ShadowMan and fought him once, then he is all over Internet Area 15.

Bass (fight): Beat the game, get 174/175 cards (missing LifeAura) Then you can find him randomly in Internet Area 16!

Roll (chip): You will get it from Mayl in the beginning

Roll2 (chip): You will get it in a mail from Mayl.

Roll3 (chip): You will get it from Yai at WWW Lab.

Anubis (chip): You can get it from PharoMan (SP) and the 10 chip trader.

Muramasa (chip): You can get it from ShadoMan (SP) and the 10 chip trader.

BstrBomb (chip): Trade a X-Panel3 S with the boy in Storage Room (School) or use the 10 chip trader.

BstrGard (chip): Trade 30 MetGuard A with the boy in 1st classroom to your left when you get in the school or use the 10 chip trader.

BstrPnch (chip): Trade a Howitzer H with the man near Soda Machines Waterworks, Government Complex, or use the 10 chip trader.

BstrSwrd (chip): Buy it from Hisby's chip-shop, or use the 10 chip trader.

FtrSword (chip): Try the 10 chip trader, or buy it from Hisby's chip-shop.

KngtSwrd (chip): Try the 10 chip trader, Internet Area 12, or in Internet Area 16 *random item*

HeroSwrd B (chip): Try the 10 chip trader, or find it in Internet Area 16, or trade it with a man in Filtering Room (Waterworks, Government Complex) for a WoodMan3 W, SkullMan3 S, SharkMan3 S, DropDown B, IronBody C

Bass (chip): The only way to get him now is by using a cheat device *Action replay/Gameshark*, but for some time ago you could get him by sending Capcom your cartridge and then they "downloaded" him to your game *just like Mew/Celebi if you have played POK餉ON*.

The XX Chip/BUSTER (chip): It's actually a glitch or something, I never got it because you need to use a cheat device *Action replay/Gameshark* and then turn on all chips code's to get him if you are "lucky". I think he looks like a Bstr**** chip with MegaMan on it. If someone knows more, please E-mail me at: helgessonandreas@hotmail.com!

Here you have Ray Zhao description of The XX Chip/BUSTER:

"I was playing around with some codes and found this chip. It's called "BUSTER" and it's code is "A". There is no element, and it has a damage rating of 9999. the description reads "Get closer to hit faster." The background is almost the same color as BstrSwrd's, but without the lines. The picture is of Megaman posing with his buster pointing up, elbow down, so the buster opening is about level with his eyes, and his left hand is supporting the buster."

5: Credits and copyright:

I want to thanks these people for helping me with the FAQ:

Me Andreas Helgesson "Alakazzzam". *helgessonandreas@hotmail.com*

Mega Boy!! *tommy@arobas.net*

Trunks Vegita!

Devin Morgan!

ZeroEXE

elkano788

DBM11085

Gamefaqs

Capcom

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Sebastian Nilsson

And all nice people on the MegaMan Battle Network board that helped me out when I was in need of help!

Necco for some help with Gutsman3 chip

Ray Zhao for help with The XX Chip

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