

Mega Man Battle Network 3 Blue FAQ/Walkthrough

by grayfox_2510

Updated to v2.5 on Feb 10, 2004

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Version 2.5

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Yeah, I know that thing up there sucks...but heck, go ahead and make one! (And submit it)

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but first check this is the latest version (See No. 8). Just refrain from hate-mail.

7) I usually do respond mails whose question has already been answered, I repeat, I usually do,

but please, spare both our times and check the TOC, some questions are obvious as to where to

find. And if you ask, please include what version you are seeing. If you do not hear back from me in 3 business days, then either I'm out of Internet access, or just deleted your mail

due to the question you asked. And DO NOT insist if I ignored the mail the first time.

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9) REMEMBER! If you decide to mail me, for one, put a subject such as "Megaman BN3" or something

like that, all "(no subject)" are usually deleted, with exceptions, and inside the mail, do include the version you are seeing. (I know I repeated that like 3 times, but I have to...)

Please read them, before you email me or whatever...

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[CTR]-----1. Controls-----

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-> Outside Battle:

-D-Pad

--Moves your character in the direction pressed.

-B Button

--Press and Hold to run in the direction pressed.

--Cancels a selection.

--Closes Menu or scrolls backwards.

-A Button

--Confirms a choice.

--Enter a submenu.

--Talks to someone.

-L Button

--Talks to Megaman (If Lan).

--Talks to Lan (If Megaman).

-R Button

--Jacks in when possible (When Lan).

--Jacks out when possible (When Megaman).

-Start Button

--Opens/Closes the menu.

-Select Button

--Uses the Memory Program in the Folder, use it to make a Chip appear as th first in battle.

-> Inside Battle

-D-Pad

--Moves Megaman a square in the direction pressed.

-B Button

--Press and release to fire your buster (In Active Time).

--Press and Hold to charge your buster (In Active Time).

--DeSelects a chip (In Battle Chip Selection screen).

-A Button

--Uses next chip available of the ones you selected (In Active Time).

--Selects a chip (In Battle Chip Selection screen).

-L Button

--Attempts to escape (In Battle Chip Selection screen).

-R Button

--Displays selected chip info (In Battle Chip Selection screen).

-Start Button

--Pauses the game (In Active Time).

-Select Button

--None.

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[WI1]-----2.1. Introduction-----

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"The year is 200X. The world's machines are joined in a worldwide network. But there is a dark side to this convenience as well: Computer viruses, and an increases in NetCrime. The Virus Lab at the SciLab... Conducts research into ways of dealing with these viruses. One day... The students of ACDC School, in ACDC Town in DenCity, took a field trip to the SciLab's Virus Lab."

-> Once you regain control, talk to the orange dressed kid to your right, and receive a mail.

-> Talk to everyone else, at the end talk to your teacher.

-> Press R to jack in, and just follow the instructions in the tutorial...

[WM2]-----2.2. Memory Flash-----

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-[5-A Classroom]-[Intro]-

-> Before anything, jack in the blackboard. Take a "RegUp1" from the northwest corner.

-[ACDC Town]-[Meeting]-

-> Go meet everyone at the park.

-> Learn about the future N1 Grand Prix

-> Before anything, jack into Lan's doghouse, and get a "Barrier L" from the northwest corner.

-> Now go into Mayl's house and jack in her laptop, get 500z, jack out.

-> To Dex's house, jack in his comp. On the green area find a "GutPunch B".

-> You can also find 200z on the blue area.

-> To Yai's house. In her laptop find a "SideGun S".

-> Now exit and go to your house. Talk to your mom,go up and check Dex's mail, and jack in.

-[ACDC Net]-[Starting...]-

-> On the bottom left of ACDC 1 there is a "MiniEnrg" SubChip.

-> Go to ACDC 2.

-> In the middle path, go right before it ends to find a Blue data, get 800z from it.

-> In the white floor, there is a "CopyDmg \*" on the noerthwest.

-> From where GutsMan is, go a little down and left to the Net Merchant.

-> Go to ACDC 3.

-> Go all the way down to get a "LongSwrđ E".

-> Go to where Roll is and follow the path, go up then for a "PanlOut3 \*".

-> Follow the path down to ACDC 1 and get a "WideSwrđ L", go back to ACDC 3.

-> Back to where Roll is, follow the yellow path you see to the square.

-[ACDC Square]-[N1 Preliminaries]-

-> Check the BBS there if you like.

-> Talk to the NAVI just above Glyde to enter the preliminaries of the N1.

-> After the question, go to ACDC 3, and go through the path where Roll is, then go up when you can and right, the O data should be there, get it and go back to the square.

-> Now, for the 2nd question you have to go to ACDC 2 and get the X Data... The data is in the white flooring on the upper right side of the area, grab it and go back...

- > Now the 3rd and last one, go to ACDC 1 and look for the X Data. I suggest you just jack out and go back in, the X Data is right at the first fork, go right... Back to square.
- > Well, you cleared the preliminaries, Glyde will give you the "YaiCode", you will then jack out.

-[ACDC Town]-[New Skills]-

- > Go down and talk to Lan's mom.
- > Jack in then and go to ACDC 2, find the security cube and open it, warp to Yai's HP.
- > Talk to everyone and continue... And now you have to break in to school...
- > Go to the School gate and talk to Dex.
- > Jack in through Lan's PC and go to ACDC 2, to the white flooring, inspect there...
- > After you unlock it check your mail and go back to the school.

-[ACDC School]-[Lightning Flash]-

- > Go to the 5-A Classroom.
- > Just check the green cage to find "Dex's Disk".
- > Inspect the teacher's lounge (Go all the way back).
- > Inside, jack in the big mainframe and take the "RockCube \*" from the northeast. And a "HPMemory" from the southwest.
- > Check the big red door.
- > Odd, you get heroic, nothing bad happens, they go that way, and...
- > Go to the main hallway and talk to Mayl to get a "Roll R" chip.
- > Go to the hallway on the other floor and talk to Yai, do the same with Dex in the 5-A room.
- > Go to 5-B and take the "Parasol" there.

-[Principal's PC Net]-[Hypnosis Cure]-

- > Go straight through the red floor and talk to the program there, you'll switch to Lan.
- > Go to 5-B Classroom and turn on the light switch.
- > With Megaman again, in the same panel you are there is a BMD, grab it for 600z.
- > Go down and to the left to an area with blue floor, the MD there has "KeydataA", go back walk back and down another square for a "RegUp1" then go back to the program, and unlock the right barrier.
- > The first BMD you see is a virus, easy though. Walk down another square for "KeydataB", back to the barriers, unlock the left one now.
- > Follow the white path, the first BMD is also a virus too. The second one contains a "Recov10 \*\*", go up to the square and get the "KeydataC" from the BMD, back to the barriers and open the last one. Switch areas.
- > Talk to the NAVI there, you'll switch to Lan again, go to the Teacher's Lounge this time.
- > In the same square you can find a BMD with 1200z.
- > Go down to the red area, and take the south-eastern path to a white square, the blue one holds a fake BMD, in the white square, go to the trail of pencils, go up first for the "Passwrda" and then down for a "HPMemory". Go back to the red square.
- > Take the north-wester path to find the "Passwrdc". Back to red square.
- > Take the path left, and follow it, the BMD on the bottom left corner is a "Spreader P", go right and take the upper data for the "Passwrdb", the other data is fake. Now go to the green square and unlock the barrier. Save before entering the yellow square...

\*FlashMan\*

- > 300 HP.
- > Elec-based. Weak to Wood.
  - > Spreads palm and makes a small electric current. 15 Damage.
  - > Sends small bulbs through the floor which home on to you. 15 Damage.
  - > Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.
  - > Uses the AreaGrab chip.
- > Back to Lan after the events. Exit the teacher's lounge and everyone will meet you.
- > Once outside, read the invitation from Dex and get "DexCode", go to the park and

fight with him...

\*GutsMan\*

-> 300 HP.

-> No element.

-> Sends a shockwave. 20 Damage.

-> Tries to punch you if you are on your right-most line. 30 Damage.

-> Cracks a line of panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 20 Damage.

-> Go back home and to sleep.

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[WA3]-----2.3. When Animals Attack...-----  
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Well, looks like the WWW is back... Oh look, a kid... He seems familiar... Then watch the cut-scene with Megaman and Lan...

-[ACDC Town]-[No.1 Fighter]-

-> Step outside your house and go to the Metroline, and talk to Mayl and Yai, then to the kid.

-> Go to the 5-A Classroom and talk to Dex...

-> Well, it's up to you, beat GutsMan and put Dex in shame, or let him win... I chose the former... hehe...

GutsMan V2

-> 700 HP.

-> No element.

-> Sends a shockwave. 40 Damage.

-> Tries to punch you if you are on your right-most line. 60 Damage.

-> Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 40 Damage.

-> After whatever happens, take the Metro to the SciLab

-[SciLab]-[Moving on...]-

-> Go upstairs, and follow the path, but go right, jack into the vending machine you see. Take a "RegUP2" from the north-east. Talk to the NAVI if you want to do some gambling, the max you can win is 6400z.

-> Jack out and go up the elevator. Talk to the scientist at the far end. He will give you a "SubPET" in the meantime, since you can't see Lan's father.

-> Check the mail from Dex.

-> Go down the elevator and meet the guy from the N1 GrandPrix again, more conversation, the 2nd preliminaries are starting, he will leave... Then come back and give you "CSciPass".

-> I suggest you do the 2 current Jobs posted, nothing major out of them, but still...

-> Go back to ACDC Town but to Mayl's house, jack in her computer and look around for a Purple MD, unlock it (Buy one from the scientist in SciLab) to get a "HPMemory".

-[ACDC Town]-[2nd Preliminaries]-

-> Go to your house and jack in, take the squirrel path in ACDC 3 to reach the other side of ACDC 1, follow the path and take the CyberMetro to SciLab 2.

-> When you get off, take the path to SciLab 1.

-> Follow the path through the conveyor belt and talk to Glyde if you like. Take the "Invis *" there.

-> Go back to SciLab 2, and up the stairs. Proceed behind the counter and get a "RegUp2".

-> Ignore the first entrance for now, and keep going right, go through the entrance there, follow the path and find a "GrabBack A", go back to the entrance we ignored a while before and enter to go to SciLab Square.

-> Check the store if you like.

- > Go to the eastern branch and talk to the purple Navi, I suggest you save before though. It's an endurance fight of 3, nothing major..
- > Bunny, Mettaur, Ratty
- > 2 Canodumb, Mettaur2
- > Mettaur2, Eleball, Canodumb
- > 2nd mission now, take the path to the upper SciLab 1, and to the white flooring in the middle. But you will fail miserably when you find out it's an act...
- > Now go back to SciLab2, and go south from the door you came through, then slightly west and to a dead-end...
- > 3 Ratty
- > *cough*... Anyway, once you are done go back to the Square and to the Navi. You will get a "CACDCPas" so go back to ACDC. Go to ACDC 2, and on the yellow path right before the exit to ACDC 3 is the Navi, talk to him. Another endurance fight of 3...
- > Quaker, Fishy
- > Mettaur2, Boomer, Hardhead
- > Fishy, 2 Spikey
- > Wee, crazy thingy with your PET going on, you have to go back to where you jacked in, the R button won't work... And if you enter a fight, no chip data...
- > Once you do, watch the cut-scene and then go to sleep...

-[ACDC Town]-[The Zoo]-

- > And Lan overslept, as usual...
- > Go to school.

-[Yoka]-[...]-

- > Hate when that happens... Anyway, go south and follow the path to the in, then go upstairs and enter the room there, talk to Mayl, then to the orange kid, take the exit there. Talk to Yai there and then check the fence.
- > Sequence... Then we you wake up check your mail. Your PET will go back to normal, but also... Check the mail... Once you finish close all screens and take the tutorial on the Navi Customizer, after that, exit the room for a reminder of the rules...
- > Once outside the in, battle Tamako, the girl there...

MetalMan

- > 500 HP.
- > No element.
- > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
- > He sends a gear around the edge of the area. 20 Damage.
- > He throws about 3 missiles, which home onto you. 20 Damage.
- > Go to the Zoo entrance.
- > After the sequence, first jack into the machine thingies on the left of the glass, get a "RegUp1". Now go into the Zoo.
- > Inside the zoo, check EVERY cage, talk to EVERYONE, read ALL the information on the animals.
- > Go to the north-west of the place and check the orange garbage can, get a "Repair *" from it, then move on to Zoo 2, and check all there too, go back to Zoo 1 and check the fence on the south-west then go back to the lion's cage.
- > Woo, blood~ blood~ blood~...Hehe just kidding... Anyway, you are trapped... Er... Not really, just take the path between the Panda's cage and the lion's. Then go back to Zoo 1.
- > Trapped too, remember the fence? Go there and exit the inn, then back to the Zoo Entrance.
- > Cut-scene... Anyway, go back to the zoo and jack in the MultiUnit near the panda's cage...

-[Zoo Computers]-[Another Heroic Event]-

- > Walk and take the right path for 1000z. Go back and talk to the Cat-program there. Move along and check the dog-program. Take the right path here for a "Geddon1 D". Go back and check the left path for a pig-program. Go through the upper path and check the mouse-virus... Need I say more? Go back to the cat-program and he will join you, go back

to the virus...

- > Follow the path, and check the first program you see, which is a fly-type, the 2nd you see should be a snake-type, the 3rd one is an eel-type. First take the right-lower path for an "HPMemory" then go back and through the upper path, inspect the frog-type virus. Bring the snake-type program. Go on to Zoo Comp 2.
- > From left to right, the programs are a mouse-type, a rabbit-type and a turtle-type. The virus this time is a rabbit-type. Go back and get the rabbit-type one.
- > The right path should take you to a Navi Customizer Program "Charge+1", load it! The other BMD you just passed are 600z. Take the right path at the fork...
- > Now, on the first cage you see, the right one is a rice-type, the other is a coconut-type, on the other cage, the right one is a banana-type, the last one is chestnut-type, the virus which is a little further, is a gorilla-type... Bring the banana-type.
- > The first program you run into is a ball-type, the one just a little ahead is a otter-type, and the 3rd is a seal-type. Take the lower path there for a "CopyDmg *" and then go up and meet the virus. A sealion-type, bring the ball-type. Then for the clam-type virus, try the otter-type. Go to Zoo Comp 3.
- > Tired of these things? Follow the path and meet the first virus, a tree-type. First go all the way down for a "Recov30 *" chip, then for the programs, from top to bottom they are a beetle-type, a beaver-type, and a woodpecker-type. Obviously take the beaver-type.
- > Keep the straight path for a "Cannon C", then go back and follow the path for 800z.
- > Now it's a duo of viruses... Both are panda-types... Go to the cage, the north-west one is a tire-program, the north-east one is a bamboo-type, the south-west one is a raw meat-type, the last one is a cattail-weed-type. For now take the left path for a Navi Customizer Program "SneakRun" then go back and take the bamboo-type and tire-type programs with you.
- > At the fork go up then right and follow the path. You'll meet a tree-snake-type, then on the upper path is an octopus-type, on the lower path, the right one is a shellfish-type, the left one is a cobra-type, now check the virus which is a mongoose-type virus, get the cobra-type for this one. The 2nd virus is a heavy, jar-like virus, get the octopus-type to do the job now. Zoo Comp 4... This is the last comp, but that doesn't mean the puzzles will be easier...
- > Take the path to the left twice for a "RegUP2" then go back and continue. Check the viruses, a monkey-type and a peanut-type. But those are for later, you will meet a parrot-type virus, so go up, on the first upper path is a bad-mouthing program, on the path going down is a Navi Customizer Program "HP+100", the program there is a tongue-twister program, the last one is a nonsense-talking program... Take the tongue-twister one.
- > A cage, the northern one is a walnut-type, the one below it is a chestnut-type, and the last one is a peanut-type. Take the walnut-type and the chestnut-type.
- > Follow the path, at the second fork you see, go left for a "Hammer T" then go up, inspect the viruses. "Cat, lion, ???", "Wool, lamb, ???", "Wolf, fox, ???". Go up and the programs are, on the leftmost is a dog-type, on the right side of the path is cat-type, then on the cage are a lion-type on the left, and a tiger-type on the right, the right path takes you to a pheasant-type right there, and above is a sheep-type. Any ideas? Take the tiger-type, the sheep-type and the dog-type. Go on and save once you see the platform there...

BeastMan

- > 500 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 20 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 20 Damage.
- > Same as above, but behind you. 20 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 20 Damage, whichever part hits.

- > After the fight and talk, you go back to where Chisao is, and just watch...
- > My favorite theme of the MBN series will play here... Just watch and then another WWW scene...

-> Once you have the "Wind *" go back to Higsby. Watch... Yep, that music...
-> Go upstairs and jack in Mayl's PC, go to the exit to reach ACDC 1. AHH! Freaky dance!!
Mayl will contact you and give you "MaylCode" and "RollV2 R", go after him!
-> Follow the bubbles to the CyberMetro, and go to Yoka. Once there, follow the path to
Yoka 1. Once there, follow the path southwards, and...
-> *sigh* Anyway, jack out and go to SciLab and upstairs, talk to the scientist at the north.
Jack in the computer and if you have an Unlocker, the purple MD on the north-west is a
"BambSwrd N", on the south-east corner are 1000z, talk to the program there and get
attacked by:
-> 3 Shrimpy
He will then give the Navi Cust Prog "PresData", but you can't load it... Go back to Mayl's
house and ask Higsby. And he can't... Exit the house... Well, the data is done, so load it!
-> Go back to Yoka Square. On the upper part of Yoka 2, when you see a Navi go south instead,
there is a bridge there, cross it with Presdata on and get the "HPMemory", go to Yoka 1
now.
-> Go to where BubbleMan was last time and cross the bridge, go down the stairs, go to the
bridge, the Purple MD there is a "Tornado L", keep going. And another challenge first...
-> Read the mail, and go to ACDC 2, to the white flooring. Talk to one of them.
-> 2 Mettaur2, Canodumb2
NOTE: At this point you WILL get your first style change.
-> And they run again, go to the lower part of SciLab 1, into the middle area.
-> 3 Spikey2
-> Yoka 1 now, right were BubbleMan is..
-> Fishy, Ratty, HardHead (Are the viruses getting weaker?)
-> You'll get the "Needle". They'll run again, burst the bubble. Follow the bridges and once
you exit them, save. Advance a little and...

BubbleMan

-> 500 HP.
-> Aqua-Element. Weak to Elec.
-> The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
-> Bubbles can trap you and then hit you. 30 Damage.
-> Burst a fish's bubble and it will dash in a straight line. 30 damage.
-> Land mines will active when besides you. 15 Damage ?
-> BubbleMan throws a crab which acts like the Mouse chip. 30 Damage.
-> When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3
needles in a straight line. 50 Damage.
-> Watch. After the cut-scene is over, go back to your house and to sleep.

[WN5]-----2.5. N-1 Grand Prix!-----

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We start this new "chapter" with Enzan...Erm, Chaud looking down at the water in some place  
and  
a person talking to him...

-[ACDC Town]-[Preparations]-

-> Read the mail. Well, you know what to do...  
-> Go to Mayl's PC and talk to Roll.  
-> Then to Yai's and talk to Glyde.  
-> Go to Dex's but talk to the program, he says that GutsMan is taking part in an endurance  
contest down in Yoka. So go there to the heat generator in Yoka 1.  
-> Another mail, read it and get the "CBeacPas", go back to the CyberMetro and go to the  
Beach.

-[Beach Areas]-[Why so much trouble?]-

-> First of all, wander around the area, but don't go to Beach 1, you can find a "Recov50 G"  
just below the stairs going down, check the store a little to the west if you like...

- > On the lower floor, in the upper right part are compressed rails, so load the PresData if you don't have it on and walk, but don't go to the red path, continue on the blue one until the dead-end, there is a hidden "RegUp3", now continue...
- > Once you reach the square you can check the Navi Cust Programs shop, there is also another Simon says minigame here...
- > Go to the upper left part of the square and talk to the bunny-like Navi.
- > After that's done, exit the square and go to the lower part of Beach 2, to reach Beach 1.
- > Once you reach Beach 1 another event... Talk to the Navi there and...
  - > 2 Mettaur2, Tuby
- > Take the conveyor belt going south and go down the stairs, behind the stairs is a BMD, that has a Navi Cust Prog for "Charge+1".
- > Go back a little and you should see another frenzied Navi...
  - > Canodumb2, Boomer, Tuby
- > Go south and through the panels and keep going right, you should find another Navi...
  - > 2 Swordy, Tuby
- > Hop on the warp and go north a little... You'll jack out in the end...

Another WWW scene...

-[ACDC Town]-[A little more...]-

- > Lan's mom will give you a "DataDisk" to take to Lan's dad in the SciLab so go there.
- > Outside your house you'll get a mail.
- > I suggest you do all the jobs possible at the moment though...
- > Go upstairs and talk to the same scientist you always do...
- > Go down and meet Lan's dad and Chaud. You'll get a "PET Case".
- > Go back to your home and sleep...

-[Beach Street]-[About to start!]-

- > Well, Lan managed not to oversleep :P
- > Read the mail and go to the Metro and to the Beach.
- > Talk to the guy overlooking at the sea and buy the "ModTools".
- > Go all the way right, and jack in the van of the DNN.
- > There is a NaviCust Prog "HP+100" on the upper left.
- > Enter the DNN building and go to the upper right, talk to Tora, the boy there...

\*KingMan\*

- > 800 HP.
- > No element.
  - > Plan A: This starts the battle, two pawns and a knight.
  - > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
    - > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 30 Damage.
    - > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 50 Damage. Either falling on you or shockwave.
    - > Rook: Moves in front of KingMan, doing the Castling movement.
      - If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
  - > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

- > Sunayama will the appear and you will go on with the N1.
- > Go through the left doors and check the cloudy scenery for a "RegUp1". Then go on.
- > Ahem... anyway, once that's done read your mail and get "ExpMemry", this will add a line to your Navi Cust so be sure to relocate your programs!
- > Go outside and south, talk to Sunayama and...
- > Ok, let's face it, the program sucks! Erm... Go in...
- > Well, your folder sucks, that's for sure... Anyway, load PresData if it isn't on. Then take the upper compressed path, then take the panels and the next compressed path andtake the "HadesKey", go back to the beginning.

- > Take the stairs down and into the compressed path, once you reach normal floor take the other compressed path and open the door with the key, take the right path in the compressed floor for a "BlkBomb1 P" then go left and get the Victory Data!
- > Sucky TV show... I mean, cross the path. You will fight Tamako anyway, but each door holds a different arena. From south to north they are:
  1. Lava arena, each corner has lava.
  2. Desert arena, ALL covered in sand.
  3. Ice arena, ALL covered in ice.
  4. Grass arena, ALL covered in grass.I prefer the 1st or 4th but since I'm Heat style...

\*MetalMan V2\*

- > 800 HP.
- > No element.
- > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
  - > He sends a gear around the edge of the area. 40 Damage.
  - > He throws about 3 missiles, which home onto you. 40 Damage.
  - > Moves in front of you and punches the tile in front, which breaks. 80 Damage.
- > There are several folders here. I will list each's name and location, to see the chips at the "Extra Decks" section, go to the TOC to check the keyword.
  - > "HdesFldr". From a person right near a gargoyle.
  - > "N1-FldrA". From FolderBoy at the very top... God, answers... In my opinion, the best one.
    - > 3rd answer.
    - > 2nd answer.
    - > 1st answer.
    - > 3rd answer.
    - > 1st answer.
  - > "N1-FldrB". From a "fan" near the first console.
  - > "N1-FldrC". From a scientist just outside the 4 doors, at the south.
  - > "N1-FldrD". From a business mas to the left of the entrance, above the boat. DON'T EVEN THINK OF USING THIS ONE, SERIOUSLY!
- > Now, go to where the boat is, and check the crab below the wood thingy, get a "HPMemory".
- > Done? Then wait for the time. Enter the door.

\*GutsMan V2\* Again...

- > 700 HP.
- > No element.
  - > Sends a shockwave. 40 Damage.
  - > Tries to punch you if you are on your right-most line. 60 Damage.
  - > Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 40 Damage.
- > Once you are done, switch to your regular folder if you like and exit.
- > Read the mail and go to the studio. Talk to the reporter (forgot name)...
- > Exit and go to the left, take the small path next to the ramp and find Chaud.
- > Back to the studio, save and go into the studio.

\*KingMan\*

- > 800 HP.
- > No element.
  - > Plan A: This starts the battle, two pawns and a knight.
  - > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
    - > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 30 Damage.
    - > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 50 Damage. Either falling on you or shockwave.
    - > Rook: Moves in front of KingMan, doing the Castling movement.

If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...

- > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.
- > After the fight read your mail and exit the station....
- > Go back in.
- > Jack into the console first and take the FireRatn H" first on the southwest, then follow Chaud, go up.
- > Enter the door and watch.

\*DesertMan\*

- > 800 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 40 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 60 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.

And as usual everything is fine \*sigh\*.

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[WW6]-----2.6. Wily and Mother Nature?!-----

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Then another WWW cut-scene... And you in school...

-[Beach Street]-[Yai]-

- > Read your mail then go to Beach street.
- > Once there go south and then west to another screen, talk to the receptionist.
- > Jack into the vending machine, and on the southeast are 9000z. You can also gamble a little with a Navi on the northeast corner...
- > Then jack in the TV, just south is a "Recov120 *", jack out and go to the 2nd floor, into the left-most room. Talk to Yai.
- > Go down to the vending machine, get the "Tea" and here we go...
- > Just go outside and down to the beach, talk to Mamoru, the kid there.
- > Go back to Yai's room.
- > I suggest you do whatever Jobs that you haven't done and the 2 new.
- > Go back to your house... And upstairs to find...
- > So watch all that...

-[SciLab]-[Part-time working again...]-

- > First read your mail, then go down, talk to Tora and Lan's mother.
- > Go to the park and meet Dex.
- > After all that read the mail from Tamako.
- > Go to SciLab and talk to Tora, do the 4 jobs with Tora next to it. For more info on then check the Jobs section.
- > Finally done? Then go back and talk to that bas.. I mean fiend, darn it, fRiend. Well, at least you get a "Fldr2", which enables you to have 2 customizable folders and the extra one...
- > Go back home and sleep.

-[ACDC Town]-[Can't think of a title...]-

- > Go to school... And talk to everyone.
- > That crazy guy... Go to his house.
- > Long scene, after you are back in home check your mail.

-[Beach Street]-[Gift]-

- > Inspect the Monument near the hospital for a "RegUp2". (Thanks Adrian Phillips)
- > Go to the hospital, and talk to the nurse behind the desk.
- > Go out to the beach and with Mamoru.
- > And everytime we get to know more about Hub, I just wonder why the crazy names, yeah, for networks but still...
- > I mean, go to the hospital and to the nurse by the desk. Go up to floor 3 and to the only doctor there.
- > Another chip finding, I always hate this... You need an "IceBall M", there is no easy way to get this, anyway, I suggest you buy the "Fish" NaviCust Program and go to Hades Isle, into the console, and pray to fight a ColdHead, you can find them more usually on the lower floor. The M code is fairly common, fortunately...
- > Once you have it go back to the hospital, to the 2nd floor, door on the right.
- > Once done exit, and oh yeah, go up and check the tree for a "HPMemory" no go back home.
- > Sleep.

-[Beach Street]-[Mamoru's operation]-

- > Check the mail.
- > Even without Ian telling you it's obvious you had to go to the hospital. Talk to him.
- > Now go up to the 3rd floor.
- > After that, go to the elevator.
- > And holy crap! Go back up to the 3rd floor.
- > You'll automatically jack in on the console.
- > Take a left and get the BMD for the NaviCust Prog "OilBody", take the panels.
- > Circle the place and talk to the program to get the "EngyChng" NaviCust Prog, load it. And then get the BMD above you for a "RegUp1". Now, in case you didn't understand the program's explanation, basically, you just sacrifice a Heat chip to burn a tree.
- > Go back to the beginning and burn the tree. Warp to the other side.
- > If you want a "Recov120 0" burn the lower tree, otherwise, save the chip for the upper one.
- > After burning the upper one, check the console and...
 - > Viney. The enemy itself can only be hit with fire attacks, however, the vine he uses can be hit with anything.
- > As Lan go down to floor 2. This was funny on the japanese version, check the window on the left-most room to watch Lan commit suicide, as I said, only looked like that on the japanese version...
- > Check the door near the beach but it's closed. Go inside the hospital and talk to the nurse there. Get the "BsmntKey" and go to the basement now!
- > Anyway...

-[Hospital Network]-[The search for PlantMan]-

- > Burn the tree there. You can find a BMD with a "GutStrgt Q" on the left. Go right and talk to the program.
 - > "3 weeds...At the very back...Very back..."
- > Those are clues to find the wraps in the next areas, if you want to try to solve them, the hints are here, otherwise just read.
- > Warp and go up. The right takes you to a BMD with a "HPMemory" go back an up.
- > Left path first. The top one has the button to open the door. The middle one is a virus fight. The bottom one has 2 "HeatShot I".
- > Now the right path. The top one has a "HeatShot I". Middle has a fight too. And the bottom one will heal you for 100.
- > Go through the now open door. PlantMan is there, but you fight a Goofball instead.
- > You'll jack out, take the elevator to floor 3.
- > You'll jack in after the event.

- > Go up, take any path and check the program there.
 - > "9 weeds...Middle row...Middle row...Middle row..."
- > Go to the left and burn the tree, go north at the fork for 1600z, then down.

```

1      1 "HeatShot I": 2.
2 3    2 "HeatShot I": 4, 6.
4 5 6  Nothing: 1, 3, 8 and 9.
7 8    Recover: 5.
9      Virus: 7.

```

-> Go to the right path for a "HeatSide T", then burn the right tree.

```

1      1 "HeatShot I": 6.      1 "Geddon2 W": 8.
2 3    2 "HeatShot I": 1.
4 5 6  Nothing: 2 and 3.
7 8    Virus: 4,5 and 9.
9      Warp: 7.

```

-> Warp and take the other warp.

-> Right first. Top one has 2 "HeatShot I". Middle one is empty. And bottom one holds a "HeatShot I".

-> Left now. Top one is empty. Middle one has a virus. Bottom has 3 "HeatShot I".

-> Go through the middle path. Burn the left one for a "SubMem", this raises the max amount of SubChips you can carry of each.

-> Burn the right one and change areas.

-> First program.

-> "4 weeds...4 weeds...Top left... Top left..."

-> Second program.

-> "8 weeds...2nd from the back...2nd from the back..."

-> Weird zombie programs... Go left since it's the only path you can take without back-tracking. And north. On the right a little north are 2000z.

```

1      5      1 "HeatShot I": 7 and E.
2 3    6 7    2 "HeatShot I": 6 and B.
4      8      3 "HeatShot I": 3.
                Nothing: 4, 5, 8, 9, 0, A and F.
                Recover: None.
9      C      Virus: 2.
0  A    D  E   Warp: D.
B      F      Switch: 1.

```

-> There is nothing in D, so go through the door. Burn the tree.

-> Long line, number each one from left to right.

```

1 "HeatShot I": None.
2 "HeatShot I": 6.
3 "HeatShot I": 1.
Nothing: 2, 4 and 8.
Recover: 3.
Virus: 5.
Warp: 7.

```

-> Before you take the warp, get the BMD there for a "Barr100 E". Now take the warp.

-> Don't burn the tree, but take the other path to find a "FullEnrg", keep going and see! You just saved yourself a heat chip. Warp and change areas.

-> Zombie program.

-> "4 weeds...Top left...Top left..."

-> Go up and left for a NaviCust "Charge+1", then right and another zombie program.

-> "3 weeds...Middle...Middle..."

-> First go all the way right for a "FireSword R". Then go back all the way left, a little up burn the tree.

-> North first. Top one is empty. Left one is a warp to a "HPMemory". Right one has 3 "HeatShot I" chips. And the bottom one has a virus.

-> South now. Top one has 2 "HeatShot I" chips. Left one has a switch. Right one holds a bloody virus. And bottom one is empty. Go out of this small area and go up.

-> Mettaur3, Gloomer, Metrid.
-> Go to Beach 1 now. Take the panels down, you should see the Navi there.
-> Shaker, TuffBunny, Metrid.
-> Go down the stairs, and go south, take the panels right and the next one too, right next to the warp is another Navi.
-> Slimy, Fishy, Metrid.
-> To SciLab 1 upper level now. On the white flooring.
-> Yurt, 2 Canodumb2
-> After just watch... Then read the mail.
-> Go to ACDC 1. And north to the BBS, talk to the Navi there.
-> Jack out.

-[Beach Street]-[Hospital]-

-> Go to the hospital, and to the usual room where Mamoru is. He'll give you the "HospCode".
-> Exit and meet Mr. Match.

-[SciLab]-[Programs]-

-> Meet Mr. Match in the Virus Lab. Get the "FireData".
-> Go to SciLab 1, upper level. And to the first program you'll see.
-> Talk to Match again. Go to the lobby vending machine, get the "HeatData".
-> Notice a patron in the names? Anyway, the program is south-west of the entrance.
-> To Match again. Upstairs and to him, get the "FlamData", jack in.
-> The program is north-east of the entrance.
-> Talk to Match and take the "LavaStge T".
-> Go to ACDC to your house.
-> Watch... Then read the mail...
-> You guessed it, back to SciLab.
-> Check the trash can for a "RegUp1". (Thanks JacksonPTC)
-> EnergyChange again... Go to your house and jack in there, let's start with ACDC...

-[Net]-[Extinguisher]-

-> Alright, once you start, go to the right at the fork, put out the fire there, this time we must sacrifice Aqua chips for that.
-> Follow the yellow path and put the next fire out.
-> That's it for ACDC 1, move on to ACDC 2.
-> First go a little up and right in the very first fork. This fire has a virus.
-> Go back and left this time, there is a fire near Yai's HP warp. This one however holds 2 "BublSide F" chips!
-> Go south just before the exit to ACDC 3. That's it here, go to ACDC 3.
-> Go all the way south to find one.
-> Through the path to the square, there is one if you go up at the fork downstairs.
-> Take the squirrel path now, and follow it, go north when you can and you should see one. This one will give you 3 "BublSide F" chips!
-> Continue to reach the other side of ACDC 1.
-> Put out the fire in your path, which also leaves a "BublSide F". You are done in ACDC. And the call from Match says so.

-[SciLab]-[Still with the fires]-

-> For SciLab now, go to SciLab 1 lower level first. There is one in the purple/white flooring in the middle. Back to SciLab 2.
-> Go upstairs and behind the counter. You'll get 100z here.
-> The next should be seen while going right, just go south from the 2nd door and then left to the dead-end.
-> Take the right door and through the panels, you should see the next one right there. Go to SciLab 1 upper now.
-> Going right you should see the fire, work to it. This has a virus though.
-> Go south now, following the yellow path. Ignore the first fork but go south on the 2nd. This one also has 100z. You are done in SciLab too now.

-[Yoka]-[Still more to extinguish]-

- > Exit the square. Yes, you guessed it, you also have to load the darned PresData...
- > Go straight and take the upper compressed path for the first fire. This one has 300z.
- > Take the south compressed path now. When you reach normal floor you should see one. You'll get 2 "BublSide F" here.
- > Go left and to Yoka 1, lower, here is another flame. Virus...
- > Go back to the first portion of Yoka 2 and go north through the other path. Follow the path as if you were going to Yoka 1, but at the last place is another fire, you should see it.
- > In Yoka 1, go left first and south all the way for a fire. Virus. Back to the Heat Generator.
- > Follow the path as if you were chasing BubbleMan, at the very end extinguish the flame, get 2 "BublSide F" and the call from Match.

-[Beach]-[Last one]-

- > Almost there. Follow the orange path and down the stairs, you should have seen the flame on the way down. It has a virus anyway.
- > Go south and going right while you can, just south of the WWW gate is another. Virus.
- > Take the compressed to the warp and just above the square entrance is another.
- > Go to Beach 1. Take the right panels twice and down, warp away and see the flames there. Another virus...
- > Back to the beginning take the panels down. Now that we are here though, take the right panels and enter the left area, clear the security code with the HospCode. The Purple MD has the "SpinPink". Take the warp to the Hosp comp and follow the path, the BMD has a Navi Cust Prog "Atk+1". Go back to Beach 1 and take the down panels on your left.
- > Down the stairs and you should see the fire.
- > Take the panels to reach the warp and just north of it is the last one. Which also has 3 "BublSide F" chips. Get 2 calls in a row.

-[Undernet]-[This place is cooler everytime!]-

- > You might be wondering, where the hell is the undernet?! Well, from Beach 2, from where the WWW gate is, go a little right, talk to the Navi there, the Tally acts as a key to the undernet as per say, so you can access now!
- > You'll appear in Hades Isle though, go through the path and...
- > Go forward, take the 3rd stairs down for 1200z, then go back up.
- > Then take the 4th one, or the one after this, go down and south-west. Take the panel going left and go north, take the long line of panels to the right and to Undernet 2.
- > Here take a right and up the stairs, the BMD there has a "RegUp2".
- > Ignore the first warp and go north, take this 2nd warp. Go down the stairs and back to Undernet 1.
- > Here just go south a little and right and up again to Undernet 2.
- > Follow the path to reach Undernet 3.
- > Holy crap! The hell was that? And that crazy navi from ACDC is following us...
- > The Navi won't let you pass, so go up instead. Follow the only path possible. But, there's the but, but, take the left panel you should see, get the GMD and the BMD holds a "HPMemory", take the right panel out and resume the path.
- > As you reach the clearing everything will shake and the floor will break. That crazy Navi...
- > Anyway, go back to the first Navi and he will fight you...
 - > 2 Spikey3, Basher.
- > Follow the path and take the panels left.
- > Go up here then take a right, when you reach another clearing...
- > Through the panels and go right and up, save before you reach the next clearing...
- > Watch and...

FlamMan (Still holding an S busting level so far...)

- > 1000 HP.
- > Heat-element, obviously. Weak to Aqua.

- > He sends fire in a staright line. 60 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 60 Damage.
- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
 - > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 60 Damage.
 - > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
 - > Red: Regenerates FlamMan's HP at a certain speed.
- > Just as he is supposed to finish you... And FlamMan got screwed up royally...
- > Well well, it's Bass...

Bass

- > 1000 HP. INFINITE barrier.
- > No element.
 - > Sends a small, but insanelly strong green ball in straight line. 200 damage!
 - > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
- > Side note. YOU CAN NOT DEFEAT THIS LITTLE BASTARD AT THE MOMENT! JUST DIE!
You can try though, but I'll doubt you'll live long :P
- > And the crazy Navi appears.
- > Watch...
- > Well, was that crazy?! Anyway, go back to SciLab. Upstairs to the lab.
- > After all that, go back to your house and sleep.

[WG8]-----2.8. The Gathering-----

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Another WWW scene... Then Yai and Mayl in school. I'm more shocked at the fact that Lan isn't wearing his skates...

-[ACDC Town]-[...]-

- > Go down.
- > After all that go to the Seaside Hospital.
- > First, remember when Lan jumped to his death? Look there to find a girl who'll give you the "SpinOrng" item.
- > Go up to your dad's room.
- > Look, it's Sean!
- > After that, read the mail.
- > Go to SciLab, I suggest you do the jobs first though.
- > Go to the Virus Lab, you can check the Virus Breeder, but for more info check it's own section.
- > Assuming you did the Jobs, you should have the WWW-ID now, here is what is beyond each gate.
  - > ACDC 1: Locked Data. Panic C.
  - > SciLab 1, Upper: CustSwrd Z.
  - > Yoka 1, Upper: Prism Q.
  - > Beach 2, Lower: Exit to Beach 1!!!! (Ahem...)
  - > The Undernet for later...
- > Talk to Chaud. He'll give you the NaviCust Prog "BlckMind".
- > You know the drill, to Beach 2, Hades Isle and Undernet, head to Undernet 3 and we'll start from there, by the way, while on the 2nd part of UnderNet 1 you can reach the WWW Gate, inside is a NaviCust Program "HP+200".

-[UnderNet]-[Ranking?]-

- > First things first, load the BlackMind program.
- > Now, remember the Navi that wouldn't let you pass and you had to fight, follow that path. Take the panels left and then down. Head left and you should see a Navi. If you have BlackMind loaded he'll let you through, just follow the panels to reach the UnderSquare.

- > On the left side is the store, and a "Simon Says" Navi, be warned, this one is hard...
- > On the north-east at the top is a Program seller.
- > Anyway, to continue go down the right ramp and to the Navi there.
- > Go to the middle statue.
- > Just as you exit the Square there are 4 Navis, talk to any for a 4 sequence...
  - > 2 Canodumb2, Mettaur Omega. (Be careful with the little one...)
  - > 2 Momogra, Shrimpy Omega.
  - > Swordy2, Swordy, Canodumb Omega.
  - > 2 Beetle, Swordy Omega.
- > Ok, head back to the 2nd area of UnderNet 1, you should see one there.
  - > 2 Beetle Omega.
- > Back to UnderNet 2, go up and warp, take the panel there to the left and fight!
  - > 2 Slimer, Spikey Omega.
- > Continue along the path, down the stairs, just right and up to a panel going left, near the warp is another...
  - > 2 Mettaur2, Ratty Omega.
- > Go to the exit that leads to UnderNet 1.
  - > Mettaur Omega, Metrod Omega.
- > In UnderNet 1, head up and to the middle of the area, near stairs 4...
  - > Metrod Omega, Dominerd Omega.
- > Go down stair 4, the usual path you take to UnderNet 2, the Navi is just down.
  - > Bunny Omega, Yort Omega, Canodum Omega.
- > That was all. You can find him "Where the evil fall".
- > You can try your own, or read along, for now, jack out.
- > First, I suggest you clear some Navis.

\*Punk V2\* (So far still S)

- > 1000 HP.
- > No element.
  - > He will roll into ball and spin in the line then through the row you are in. 60 Damage.
  - > He will curl up too but spin in diagonal ways. 60 Damage.
  - > He sends an arm to his right end of the field, which appears on your field then. 60 Damage.
  - > He leaves his shoulder blades on the ground which home on your once, then he appears and tries to attack you with his arms. 60 Damage, whichever hits.

\*KingMan V2\* (Wooohoo, managed S too)

- > 1000 HP.
- > No element.
  - > Plan A: This starts the battle, two pawns and a knight.
  - > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
    - > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 60 Damage.
    - > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 100 Damage. Either falling on you or shockwave.
    - > Rook: Moves in front of KingMan, doing the Castling movement.
      - If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
  - > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

-[All around]-[The Quest for the Ranks]-

- > Once done that, (ANSWER) head to Hades Isle, jack in the console. Go through the upper compressed path (Yes, PresData) follow the panels and go up, talk to the Ghost there...
  - > SnowBlow Omega, Trumpy.
- > You'll get "Rank 10"!
- > Anyway, you'll get a mail from Mayl (that sounded exactly the same! Ahem...).
- > Outside go up first, and jack in the right gargoyle, take a NaviCust Program "WeapLV+1" from the south-west, and warp to UnderNet 2, they Navi there exchanges BugFragments.
- > On BeachStreet, on the store left of the Cafe and behind the pillar is a lady hiding.

Talk to her to receive a "SpinPrpl".

- > Go to Zoo Comp 2. And just at the first crossroad...
  - > 2 Canodumb3, Viney. (Remember for the Viney)
  - > 2 Ratty2, Gloomer.
  - > 2 Shrimpy3, Elesphere.
  - > MegaBunny, Geetle, Trumpy Omega.
- > After that you'll receive a mail from the EX-Rank 10 Navi. "Where science gives life".
- > (ANSWER) Go to Beach 1, down the panels then right, the left area, warp away to the Hosp Comp 2. There you should see him. Get "Rank 9" without moving an inch! Well, save for pressing A constantly. "Rednu3" is the next key...
- > (ANSWER) Read backwards, Under3, so go there, you can find this one where you fought FlamMan. Holy Crap!

**\*BeastMan V3\***

- > 900 HP.
- > No element.
  - > He teleports to a panel in diagonal to you then dashes diagonally. 60 Damage.
  - > He appears on a panel diagonal to you and slashes in front, and up and down. 60 Damage.
  - > Same as above, but behind you. 60 Damage.
  - > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 60 Damage, whichever part hits.
- > Get "Rank 8", a Navi will appear, watch and the next hint is "Head of learning". As you leave...
  - > Spikey, Spikey2, Fishy Omega.
- > Now go to ACDC School, into te Principal's PC, to Area 2, on the very south-west, in the white flooring is the next Rank. The hint to clearing this quest is "One of many birds".
- > Go to Seaside Hospital, the room where Mamoru is supposed to be and check the decoration on the wall for an "Origami". Back to the Rank 7. You'll get "Rank 7".
- > Read your mail. Go to ACDC Square! Check the left Message Board.
- > Head to UnderNet 2, yes TWO, and we go from there.
- > Already there? Anyway, in UnderNet 2, go up and left, ignore the stairs and a little above you should see a panel going left, take it and then go to the warp. Go up, avoiding the next panel and follow the path, you should see a panel going right soon, take it. Then go up. Talk to the Navi and he should move.
- > Here already? Go left and up keep going and at the fork go up for a BMD with a "Recov200 N" then go back a little, follow the path down and warp. Just go right and follow the path and warp the blue area. Take the panels, the Navi there is a Net Merchant. Go up and see the ramp? Save first and go down... The hell is GutsMan doing here?! Anyway, and then he appears again... Just watch...

**\*GutsMan V3\***

- > 900 HP.
- > No element.
  - > Sends a shockwave. 100 Damage.
  - > Now he sends his punch flying in a straight line. 150 Damage.
  - > Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 100 Damage.

- > The next hint is "Place of battle". Then you get "Rank 3"...
- > (ANSWER) Jack in the battle console at the DNN studio. Go a little up and meet BowlMan, the unique Navi to the Blue version.

**\*BowlMan\*** (Guess, yes, S rank too)

- > 1000 HP.
- > No element.
  - > He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 15 pins. 40 Damage.  
By the way, you can knock them out, but they fall where you are, so move fastly.
  - > He makes 3 pins appear from below in 3 of your squares. If you are above one, 40 Damage.
  - > While there are pins up he will attempt to "strike" whichever line you are in. Also,

if he hits a pin, it will fly to the space you are in. 40 Damage, ball or pin.

-> He'll give you "Rank 2". "The Door is hidden behind a boulder". What? You thought I made up that riddle? You thought that I'm crazy? Well who's crazy now?! Ahem... That made no sense whatsoever ^^;; Anyway, first go to Yoka, to the backside of the inn, there is a man behind boulder there, quiz time!

-> 2nd answer.

-> 1st answer.

-> 1st answer.

-> 3rd answer.

-> 2nd answer.

-> 2nd answer.

-> 3rd answer.

-> 1st answer.

-> 3rd answer.

-> 1st answer.

-> Reward: HPMemory!!!! (Ok, I got carried away a little...)

-> Well, in case you didn't managed the answer to this last riddle within the last -> read again...

-> (ANSWER) Still couldn't find it?! Well, it's on the boulder right there! Just go through the bath door and check it! What, expected the game to end so crappily? You'll get the "GigFreez".

-> Holy! I mean, watch...

-> Hurry to SciLab 1, upper level!

-> Enter the hole, you will appear in UnderNet 5. Go right and check below the stairs for a "HPMemory". Go right so you can take the panels down. Take the right path, and take the panels down. Go left and take the lower path, at the fork go up then left. SAVE before you enter the clearing.

\*DrillMan\*

-> 600 HP. (To call him weak would be an understatement :P) (Hah, 9:47 seconds! S rank)

-> No element.

-> He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 80 Damage.

-> 3 holes appear but now several drills come out. 15 total. 80 Damage.

-> 3 of your panels blink and drills come out of them, DrillMan in one of them. The panels are broken. 80 Damage.

-> And here we go...

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[WA9]-----2.9. The Awakening-----

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~~~~~

WWW scene as usual... Uh huh, city under martial law and you go to school?!

-[ACDC Town]-[Martial Law]-

-> Go to school, but meet Dex instead.

-> Go to the Metroline and talk to Yai, then to the guard.

-> Go to the park and talk to Mayl now. Get a "Roll V3 R" chip. And a mail.

-[Net]-[Official Pass]-

-> As the mail said, go to SciLab Square, ProtoMan is on the right. Get the "OfclPass" and to the Metroline to SciLab!

-> Go upstairs and talk to Chaud. "Took advantage.....to capture it" Damn those typos, lol...

-> After laughing at the typo (^^;;) go back to ACDC. Once there go all the way north-east.

-> First, go to the south-east for a "RegUp2".

-> After that, go the left to find a crazy... thingy... Fight the 3 "????", be aware, they regenerate, and their attacks turn your panel into that thing... Watch then...

-> Go to Seaside Hospital, to the left room in 2nd floor. You'll get an "Aspirin", check the

bed and get "DadsNote" and "CardKey".

- > Take a guess... Yes, to SciLab, go up and check the door there.
- > Go to beach and check the boat.
- > Think, who is rich enough and always brags about it with jets and stuff? Yep, Yai.
- > Go to sleep then...

Another WWW scene...

- > Check your mail and get the NaviCust Program "Alpha" this will be of some use should you misread this (or my directions confuse you) or you try to go without help in their comps. For now, don't load it, since it's huge...

- > Go to the Beach and to the boat...

-[WWW Isle]-[Finally...]-

- > Ok, just go north, but NOT left, you go into a hidden place, press R to jack in. There is a SubChip merchant on the left. To it's right is the NaviCust Program "Collect". Jack out.
- > Enter the place and search near Tora for a "RegUp2". (Thanks Oscar) Talk to everyone, then check the door. Watch...
- > Take the elevator, exit, go down and...
- > Welcome to the WWW areas. You can find Alpha at certain paths here, of course, you need the Alpha program to see him, if he grabs you, a crane will come for you. Now, for the cranes, if they get you, you go back to zero in this area...
- > Go up, avoid the crane, on the next one go right to a BMD with a "HPMemory", go back and avoid the crane by going up. At the fork, keep going straight, try down and Alpha gets you. Circle the place and get the 1800z there. Go up, avoid the crane by going down, then hurry on the next one.
- > Follow the path, you will reach a circle with 2 cranes, move along them. Ignore the gate and go up then right to a panel, and warp.
- > Go down, move to the first path avoiding the cranes but STOP! Alpha is there, go to the next path and go on, the BMD there is a "Recov150 P", take it and to the next path going left. You can get the "ID-DataA", now go back to the Gate you saw and use it. Follow and...

FlashMan V2

- > 500 HP.
- > Elec element. Weak to Wood.
 - > Spreads palm and makes a small electric current. 30 Damage.
 - > Sends small bulbs through the floor which home on to you. 30 Damage.
 - > Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.
 - > Uses the AreaGrab chip.
- > With that one out of the way continue to the next part of the WWW's base.
- > Check his PC to get a "Magnum1 V".
- > Check the right statue, then the left one, the right one again and...
- > Go up the elevator and right...

-> WWW Comp 2 now...

- > North at the first fork and time your moves, then go south, avoid the crane and take the lower path, the upper one has Alpha.
- > With the fast-moving cranes, WAIT until 2 (TWO) have passed then make a move. Don't go into the warp yet, keep moving to get a "RegUp2", then to the warp...

BubbleMan V2 (Good reason to stay away from Heat-elements...)

- > 800 HP.
- > Aqua element. Weak to Elec.
 - > The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
 - > Bubbles can trap you and then hit you. 70 Damage.
 - > Burst a fish's bubble and it will dash in a straight line. 70 Damage.
 - > Land mines will active when besides you. 80 Damage.

- > BubbleMan throws a crab which acts like the Mouse chip. 70 Damage.
- > When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 50 Damage.
- > Warp. Once all cranes go down hurry to the left for a BMD with 3000z. Then continue right. Once that is done, avoid the next crane and go south for "ID-DataB". Go back to the area full with cranes and south to a gate, open it, avoid the set of cranes and SAVE, then go... (Digisand, sounds like Digimon...)

DesertMan V2

- > 1200 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 80 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 120 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.
- > Another one done. Go down the stairs...
- > Next one...
- > Go left, avoid the cranes, step into the square, then to the next and the next and out. On the 3rd that has an exit to the right is a BMD with a NaviCust Program "Jungle", go back to the squares, once you clear them DO NOT go up, Alpha is there, circle this one.
- > In the next big 8 (apparently), the right part of the lower line has Alpha, so go straight all the way, then down.
- > You HAVE to move BETWEEN the 2 cranes here. Get the "ID-DataC" at the end.
- > Go back to the big 8 (or whatever) and take the left-most path up to a gate.
- > Clear it, go downstairs and take the path up to a BMD with a "FullEnrg". Then go right. Into the crane filled area and TRY to go up and left. After that don't fall to the easy duo, then go into the clearing...

PlantMan (Hehe, a "warm-up", in both senses, since I'm heat-element...)

- > 1000 HP.
- > Wood-element. Weak to Heat.
- > Sends a homing vine. 40 damage when hits, and 30 each 2 secs or so unless you wiggle out or get free.
- > Moves in the same line and sends a quick needle. 50 Damage.
- > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
- > Yellow: Stuns you momentarily.
- > Violet: Confuses you.

FlamMan

- > 1000 HP.
- > Heat-element, obviously. Weak to Aqua.
- > He sends fire in a staright line. 60 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 60 Damage.
- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
- > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 60 Damage.
- > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
- > Red: Regenerates FlamMan's HP at a certain speed.
- > Woo, that was intense :P
- > Ok, before we head in, I suggest some Navi deleting...
- > Talk to Tora near the beggining for...

KingMan V3 (Damn this was hard, managed to get S by .57 seconds!)

- > 1500 HP.
- > No element.
- > Plan A: This starts the battle, two pawns and a knight.

-> Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.

-> Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 100 Damage.

-> Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 150 Damage. Either falling on you or shockwave.

-> Rook: Moves in front of KingMan, doing the Castling movement.
If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...

-> By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

-> Now go up and enter the door...

-> Check the wires at the end.

-> You thought you were done with the robots? Well no! *evil laugh*....*sigh*

-> This is the last robot, but that doesn't means the easier of them all...

-> Go right, and evade the crane by entering the indentations. WARNING, the bottom-right one has Alpha on it, so hurry to the next. WARNING, on the same crane path, where this and the other blend, the right indentation also has Alpha use the upper one.

-> On the second crane, move along. WARNING, at the first "fork" the upper one has Alpha. On the next "fork" is the lower one that has him.

-> I guess I should tell you that short routes aren't always the best. Why? Because the right path here has Alpha. The BMD contains 1400z. Go on.

-> Careful at the panels, time your moves correctly.

-> Go up and enter the square avoiding the cranes.

-> DON'T warp yet, go north-east and enter the path, go right avoiding the cranes and get the "ID-DataD".

-> Go back and warp, but don't open the gate yet, go down into the SLOWLY moving cranes, just avoid the center path, follow them instead and go left. At the end of the left path is a "HPMemory". Now go back to the gate and open it. Go up and...

DrillMan

-> 600 HP.

-> No element.

-> He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 80 Damage.

-> 3 holes appear but now several drills come out. 15 total. 80 Damage.

-> 3 of your panels blink and drills come out of then, DrillMan in one of them. The panels are broken. 80 Damage.

-> Save one last time. Then enter.

-> After the event, just go straight up, you should see them... "If I absorb it..." God that can't be happening... So FAR as I can remember, only 2...

Bass (You won't believe me, I often wonder how sometimes I manage to pull out my 2 best PAs in 1 Custom away...)

-> 1000 HP. 100 Aura. (The aura has to be taken down in 1 attack, and will regen over time)

-> No element.

-> Sends a small, but insanely strong green ball in straight line. 100 Damage.

-> He moves back and sends about 6 yellow balls in random lines. 100 Damage.

-> Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!

-> Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.

-> We aren't done...

Alpha (Too bad they don't give BL, Z-Canon3 obliterated this guy...)

-> 2000 HP.

-> His Core is protected, you must blast it a little before it will crack.

-> No element.

-> NONE of his panels can be stolen...

-> He sends his both hands to attack. The first one goes through a row downwards, the next

- one in a line from right-to-left, obviously, on the lines/rows you are on. 50 Damage.
- > He takes out some barrels and shoot at you 12 times, homing on you. 20 Damage each. This won't stun you/make you blink, so all can hit...
 - > His eye flashes and he sends a ray to the right-most row, middle panel, it cracks that, the one above and below, and the left one, plus the attack sends a wave in the direction. 80 Damage.
- > Watch... Get "GramNote".
- > Now, GET THE HELL OUT OF HERE!
- One thing though, did they forgot to transliterate at the end, or does Sean's name is also Shun, or is Shun the japanese name (since basically, it's the same...)?

The End

[WS0]-----2.10. Secret Areas-----

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Thought you were done? Oh no! We are still missing the Secret Areas.

Anyway, for now, you should have noticed a yellow Star next to continue, right? That means you already cleared the story, now there's 6 more stars to get!

- > You are back in the WWW Base, just exit it, I mean, go back to the boat and back to Beach Street. I suggest before all, you do all the jobs, hunt for all the viruses for the Virus Breeder, and defeat all V2 and V3 Navis. Remember the BugFrag trader in UnderNet 2 (through they gargoyles in Hades Isle)? Go there and buy the FolderBack chip if you don't have it, you'll need a Giga chip for the Secret Areas, also start hunting for all the chips, the NaviCust Program "Collect" will ALWAYS make you receive a chip after battle, so load it.

Check each personal section on info about Navis, Virus Breeder and Jobs...
Also, if you want to go to Hades Isle, check the boat, you can now select between the WWW Base or Hades Isle...

- > Mr. Quiz is in the hallway to the hot springs, the kid...
 - > 2nd answer.
 - > 1st answer.
 - > 2nd answer.
 - > 1st answer.
 - > 3rd answer.
 - > Reward: RegUp3.

- > Quiz Queen is near the operating room of the Hospital...
 - > 1st answer.
 - > 2nd answer.
 - > 3rd answer.
 - > 3rd answer.
 - > 2nd answer.
 - > 2nd answer.
 - > 2nd answer.
 - > 3rd answer.
 - > 1st answer.
 - > 3rd answer.
 - > Reward: Barr200 E.

- > By the way, QuizKing is at the top of Hades Isle.
 - > 3rd answer.
 - > 3rd answer.
 - > 2nd answer.
 - > 3rd answer.
 - > 2nd answer.
 - > 2nd answer.

-> 1st answer.
-> 1st answer.
-> 2nd answer.
-> 2nd answer.
-> 1st answer.
-> 1st answer.
-> 3rd answer.
-> 2nd answer.
-> 3rd answer.
-> Reward: Navi+40 *

-> Done? Let's move on, before we actually go to the Secret Areas, we must do something. Go to the UnderNet 4, check behind the pillar, a program will give you "SpinDark". Now, go to UnderNet 6, and we work from there.

-> Ok, from the start of UnderNet 6. Go up and take the left panels going up, then the one going down right to it's left, go right twice, the security cube should break if you defeat FlamMan V3, otherwise, go for him! Continue, the BMD there is a "WeapLV+1", go up and to UnderNet 7!

-> In here, go left and open the cube by defeating DrillMan V3, check the Navi section for his location. The BMD there is a "GutImpct J". Then go upstairs and take the panel, grab the BMD to obtain the "Hammer" an item we will be using in the Secret Areas. Jack out as we are done, unless you want some chips here...

-> Before, jack into the armor painting thingy in the Yoka Inn, you can find a "SubMem" here.

-> Also, about the security codes that open when you beat the V3 Navi...

- > FlashMan V3: UnderNet 2. Get "BlkBomb2 S".
- > BeastMan V3: UnderNet 4. Access to part of Job 25, and "StepSwrd M".
- > DesertMan V3: UnderNet 5. Get "SandStge C"... Crazy joke...
- > PlantMan V3: UnderNet 3. Get "Lance S".
- > FlamMan V3: UnderNet 6. Gives access to UnderNet 7.
- > DrillMan V3: UnderNet 7. Gives access to upper area, to the "Hammer".

And get the NaviCust Prog "Speed+1" at the top of UnderNet 4.

-[Secret Area 1-[Meet the Horror]-

First of all, the ground rule of the Secret Areas, YOU CAN NOT JACK OUT, you have to return to the entrance to exit this place.

-> "Where is the entrance dammit?!" If you are asking that, good... Remember the UnderNet server? There...

-> Ok first, take the left exit of the main platform, see the statue? They are better and more harder that the Protectos in MBN2, you must kill them in an order, each tower of the 3 has a number so you can see the order, then, in one hit, and if more than 1 has the same number, both must fall together. Hit the wrong one, even with your buster, and WHAM! A 1000 HP counter-attack! SAVE, and then try your luck with this one, there is no real strategy, just kill in this one...

-> Continue then and take the "Geddon3 U". Back to the main platform...

-> Go south, see the wall thingy there? You use the Hammer to smash those, and what happens when you do that? A horde of viruses, or more like 10 consecutive battles will occur...

- > 3 Mettaur3.
- > Poofball.
- > 2 Yurt.
- > Swordy, Swordy2, Swordy3.
- > 2 Mettaur3, Mettaur2.
- > Poofball, Viner.
- > Yurt, Metrod.

- > 2 BrushMan2, Fishy3.
- > 2 MegaBunny, Mettaur3.
- > N. 0-2, Metrod, Wind Omega.
- > Ok, see the door to your left? You must beat the 4 Quiz guys for it. There is a "StepCross R".
- > Back to the main platform.
- > Take the right exit. Go up and left as you can, then another security tower.
This one is easy too, just whack, remember, kill the Number 2 at the SAME TIME.
- > There are 50000z there. Go left to a gate. You need 140+ Standard Chips to clear it, BUT SAVE first!

DarkMan

- > 1400 HP.
- > No element.
- > While in red/purple coat, he sends a line of fire, homing style. 100 Damage.
- > While in yellow coat, he acts like the KillerEyes in a straight line. 100 Damage.
- > While in blue coat, he uses the IceWave chip. 100 Damage.
- > A shadow enemy appears already attacking, after it's done, it vanishes. 100 Damage.
- > At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 50 Damage.

The guy is easy once you get the hang of it...

- > Continue to Secret Area 2.
- > Go straight, you should see a warp and a wall, take the warp.
- > The left route gives a GMD, the right one is a security tower...
Now, this one is a little harder if you dont know how to play it...
My tactic here was to AirShot the first one to the right all the way, turn all to grass, then use HeatSpread PA on it. Then I used LifeSword PA on 2, using my FolderBack chip I waited until I could manage another of those 2 PAs to end the 3rd one...
- > This will take you to a Merchant...
- > If you are done, back to the warp and the monolith thingy is our target...
 - > Spikey3, Metrodo.
 - > Yart, Deetle.
 - > LowBlow.
 - > StormBox, Fishy3.
 - > 2 Poofball.
 - > Totam, Metrodo, BrushMan3.
 - > Yart, BrushMan3, HardHead.
 - > Mashy, Moshy.
 - > Fishy3, Smasher.
 - > DemonEye, Dominerd2, BrushMan Omega.
- > Phew... Go on, and into the warp there.
- > Take the right path, the door here will open only if you have all jobs done.
(Thanks to Natham Gannam)
Take the NaviCust Program "HP+500", go back and take the middle path now.
- > On this path, go to straight forward to a monolith, save and break it!
 - > Shadow.
 - > 2 Spikey2, Spikey3.
 - > 2 Mettaur3.
 - > LowBlow, Canodumb2.
 - > Shrimpy2, Gloomer.
 - > 3 Ratty2.
 - > 2 Yurt.
 - > Mettaur3, 2 Slimey.
 - > 2 Elewasp.
 - > 2 Totem, RedDevil.
- > You might be wondring, "It's a dead end, so why do it?", well, try walking up from the edge,
get the "AntiNavi M" here.
- > Now, back in the path that had the monolith, stick to the south edge. You should enter another

hidden path which takes you to another path, this time go left while sticking to the south edge

you should move a little then stop, guess... A security tower...

My tactic this time was AirShot the one below, CopyDamage on the one above, GrassStage, and HeatSpread them!

-> Continue along this path and grab the "HPMemory".

-> Go back up and left to a gate. You need 1 GigaChip for this, which should be the FolderBack one, SAVE and clear it...

JapanMan

-> 1600 HP.

-> No element.

-> Moves as close to you as possible and strikes numerous times. Up to 300 Damage.

-> Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 150 Damage.

-> He thrusts forward once. 150 Damage.

-> When "Back up" appears, little soldiers will come and steal your panels! 100 Damage.

-> Secret Area 3 now...

-> The gate there will only open after getting all 8 standard Virus families. (Scuttler not needed)

(Thanks to Red Flame for this)

Anyway, load up PressData, and enter, the upper path takes you to some Viruses for the breeder, the lower will take you to a platform.

-> Go left for a "Snctuary C". Now, see the machine there? It's like a chip trader, but this one

needs 10 BugFragments! Exchange 300...

-> Ok, stick to the left wall and go down, you should enter a hidden path, follow it. SAVE before

you try this wall, because now it's 20 consecutive fights...

-> Fishy2, 2 HardHead.

-> Vinert.

-> 2 Mettaur3.

-> Eleglobe, Ratty3.

-> 2 Breaker, Doomer.

-> Mettaur3, Spikey3, Trumpy.

-> Totun, Spiker.

-> 2 Swordy3, Shadow Omega.

-> Fishy3, Trumpy.

-> Volcanest, Spikey3, Metrodo.

-> 2 Mettaur3, Trumpy.

-> ErthJelly, Doomer.

-> 2 Goofball.

-> MoBlow.

-> 2 Pengon.

-> 2 JokerEye, AlphaBug Omega.

-> Yart, Canodumb3.

-> 3 MegaBunny.

-> N. 0-3, Trasher.

-> Slimest, Dominerd3, Scuttle Omega.

-> Holy! All this work for a "HubBatch" NaviCust Program!

-> Go back to the very first platform of this area. Left and another security tower...

This time this is what I did, I used CopyDamage on the one of the back, and LifeSword PA on the first one, thus taking the 2 away, then GrassStage and HeatSpread PA!

-> Go south for another monolith...*sigh*

-> 2 Mettaur3, ErthJelly.

-> Pengon, Shadow.

-> 2 Ratty3, Canodumb3.

-> N. 0-2, Trasher.

-> 2 Eleglobe.

-> 2 Slimest, Trumpy.

-> 2 Doomer.

- > 2 Geetle.
- > 2 Momogre, Heaviest.
- > Yart, BlueDemon.
- > Go on, and north to a security wall, and probably the hardest if you don't know how to kill it...
My tactic this time, was pretty much the same, GrassStage all, CopyDamage on the one at the top, and form HeatSpread will the chips code J and an Atk+30, then HeatSpread all to ashes!
- > What you get for all this? A "Hole *" chip... You need this to summon a certain Navi...
- > Back to the monolith we last smashed, go south, follow the path, up the gigantic stairs, and SAVE!
- > Modify your folder so that you can deal high amounts of damage in one attack, such as with PAs, you'll see why...
- > Yes, as I suspected, this gate will open by having all 200 standard chips.
(Thanks to Red Flame too)

Serenade

- > 2000 HP.
- > YOU CAN ONLY HIT HIM WHILE DOING HIS ENERGY WAVE THINGY ATTACK. ATTACKS AT OTHER TIMES WILL
BE BLOCKED AND COUNTER-ATTACKED!
- > No element.
- > Counter-attack blast. 100 Damage.
- > Sends a small energy ball along the lines, going in the IceWave motion. 100 Damage.
This attacks pierces barriers...
- > He flashes a little and then creates an air blast, which then attacks a couple of random spaces. 100 Damage. YOU CAN HURT HIM ON THIS ATTACK ONLY!
- > Well, you defeated Serenade! But there is more, oh yeah! We still have the Time Tests for each Navi, which aren't easy by the way, they will require constant attempts.
There is another Navi we must defeat...
- > For now, if you haven't spent the 300 BugFrag, do so, then exit this place and come back in...
- > I suggest however, that if you haven't, which I doubt, beat JapanMan and DarkMan at V2/V3.
And fight ProtoMan too.
- > Ok, back to Secret Area, go to where the BugFrag trader is, SAVE and step in!

Bass GS

- > 2000 HP. 200 Aura. (The aura has to be taken down in 1 attack, and will regen over time)
- > RULE: CARRY THE FOLDERBACK CHIP!
- > No element.
- > Sends a small, but insanely strong green ball in straight line. 300 Damage!
- > He moves back and sends about 6 yellow balls in random lines. 300 Damage!
- > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
- > Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.
- > Gospel Breath! Moves a finger to the front, 2 claws fall, seemingly homing on you, then it's Gospel's breath! 300 Damage, whichever hits!
- > We are NOT done yet... Now we have the timed battles... "What's that?" you ask? Well, you have to beat EVERY Navi, in it's V2 form, under a certain time, and you must take them on using your ExtraFolder, so go figure, you are going to be here quite a while...
 - > Secret Area 3, above the stairs.
 - > Left Navi: DarkMan V2. Under 45 seconds.
 - > Center Navi: JapanMan V2. Under 40 seconds.
 - > Right Navi: ProtoMan V2. Under 45 seconds.
 - > Secret Area 2, scattered around.
 - > On the bottom-right warp: BowlMan V2. Under 45 seconds.
 - > South-west all the way, lower level in a square: KingMan V2. Under 40 seconds.
 - > First warp you see: MetalMan V2. Under 20 seconds.
 - > Take first warp up: GutsManV2. Under 15 seconds.
 - > Secret Area 1, left side.
 - > Bottom: FlashMan V2. Under 10 seconds.

- > 2nd to bottom: BeastMan V2. Under 30 seconds.
- > 2nd to top: BubbleMan V2. Under 40 seconds.
- > Top: DesertMan V2. Under 45 seconds.
- > Secret Area 1, right side.
 - > Bottom: PlantMan V2. Under 40 seconds.
 - > Middle: FlamMan V2. Under 40 seconds.
 - > Top: DrillMan: Under 45 seconds.

-> Good luck...

-> *snores* Wha? Eh? Done? Good, you should get a "DarkAura A".

-> No, we aren't done, the V4 Navis are awaiting... First though, save your game and go to the title screen, you should have 5 stars, if so:
hold Left, and press "R, R, L, R, L, R, L, L".

-> First, let's head to the UnderNet 7, have 50 BugFragS ready though.

-> Once there, take the left path, examine the curatin thingy which should open, go left and up
to get a "Guardian O" chip.

-> Back to the beginning, take the right path, talk to the Spikey, who wants 50 BugFragS. Give them, then go right to the curtain, open and it and go up to a "HPMemory".

-> Go up now, examine the door. Go up all the way to the green panels, unlock the data for the NaviCust Program "GigaFolder1".

-> Now, let's start finding the V4 Navis, just, before you fight them, you must fight 3 consecutive battles, in which only Omega enemies will appear...

-> GutsMan: Go to Dex's HP through ACDC 3, search along the bottom line, near the middle...

- > 2 Mettaur Omega.
- > Mettaur Omega, 2 HardHed Omega.
- > 2 Fishy Omega. (These guys are fun!)

GutsMan V4

- > 2000 HP!
- > No element.
 - > Sends a shockwave. 200 Damage.
 - > Now he sends his punch flying in a straight line. 300 Damage.
 - > Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 200 Damage.
 - > Uses Z-Punch PA! That's 15 flying punches at 300 Damage Each!!

-> ProtoMan: Go to HadesIsle Net, down the right stairs, load PressData, follow the path to the other side, enter the square there and right below the right rock...

- > 2 Twins Omega.
- > 2 Swordy Omega.
- > 2 Fishy Omega.

ProtoMan V4

- > 2000 HP.
- > No element.
 - > Moves in front and does a Fighter Sword (3-large) attack. 300 Damage.
 - > Sends a sonic boom which is 2 lines wide. 300 Damage.
 - > Moves in front of you and does a WideSword attack. 300 Damage.
 - > Attack him with your buster and he covers, then WideSword. 300 Damage.
 - > Delta Attack! He flashes a sec then moves it for a delta-shaped triple slash! 300 each, can
stack up to 900!

-> FlashMan: Go to the Principal's PC 2, all south-west into the big white square, along the rightmost line...

- > 2 Bunny Omega, Eleball Omega.
- > 2 Eleball Omega.
- > 3 Elebee Omega.

FlashMan V4

- > 1500 HP. (Wel, this guy finally got some HP...)

- > Elec element. Weak to Wood.
- > Spreads palm and makes a small electric current. 100 Damage.
- > Sends small bulbs through the floor which home on to you. 100 Damage.
- > Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.
- > Uses the AreaGrab chip.

- > BeastMan: In ZooComp 3, as you reach the first cage-thingy, go left, into a dead-end...
 - > 2 Ratty Omega.
 - > Spikey Omega, 2 Ratty Omega.
 - > Beetle Omega, Momogra Omega.

BeastMan V4

- > 1600 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 120 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 120 Damage.
- > Same as above, but behind you. 120 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 120 Damage, whichever part hits.

- > BubbleMan V4: Yoka 2, go up as usual, after you go left for first time, go down at the fork

to a compressed path that had a HPMemory before, there...

- > 3 Shrimpy Omega.
- > 2 Slimer Omega, Pengi Omega.
- > Slimer Omega, 2 Jelly Omega.

BubbleMan V4

- > 1800 HP.
- > Aqua element. Weak to Elec.
- > The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
 - > Bubbles can trap you and then hit you. 200 Damage.
 - > Burst a fish's bubble and it will dash in a straight line. 200 damage.
 - > Land mines will active when besides you. 200 Damage.
- > BubbleMan throws a crab which acts like the Mouse chip. 200 Damage.
- > When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 300 Damage.

- > DesertMan V4: Jack in the DNN Van, on the upper-right corner.

- > 3 Quaker Omega.
- > 2 Momogra Omega, Quaker Omega.
- > Momogra Omega, SnowBlow Omega.

DesertMan V4

- > 2000 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 200 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 300 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.

- > PlantMan V4: In Hosp Comp 3, take the first 2 warps, go up, at the fork left and down into a dead-end....

- > Puffball Omega.
- > Viney Omega.
- > Puffball Omega, Boomer Omega.

PlantMan V4

- > 2100 HP.
- > Wood-element. Weak to Heat.

- > Sends a homing vine. 40 damage when hits, and 30 each 2 secs or so unless you wiggle out or get free.
 - > Moves in the same line and sends a quick needle. 200 Damage.
 - > Creates a leaf shield, the next attack will heal her for the amount of damage. So attack her with a simple buster shot.
 - > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
 - > Yellow: Stuns you momentarily.
 - > Violet: Confuses you.
-
- > FlamMan V4: UnderNet 3, go to where you fought him, just on the space above the left-most torch...
 - > 3 Spikey Omega.
 - > Basher Omega, Spikey Omega, Volcano Omega.
 - > Volcano Omega, Metrod Omega, Spikey Omega.
-
- *FlamMan V4*
- > 2400 HP.
 - > Heat element, obviously. Weak to Aqua.
 - > Candles light up faster now.
 - > He sends fire in a staright line. 150 Damage.
 - > He breathes fire on the panel in front, then grows to the other rows. 150 Damage.
 - > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
 - > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 150 Damage.
 - > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
 - > Red: Regenerates FlamMan's HP at a certain speed, even faster!
-
- > DrillMan V4: Exactly where you fought him, just 2 spaces up.
 - > 3 Mettaur Omega.
 - > 2 Momogra Omega, Mettaur Omega.
 - > Needler Omega, Mettaur Omega.
-
- *DrillMan V4*
- > 1800 HP.
 - > No element.
 - > Moves WAY faster.
 - > He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 200 Damage.
 - > 3 holes appear but now several drills come out. 40 total. 200 Damage.
 - > 3 of your panels blink and drills come out of then, DrillMan in one of them. The panels are broken. 200 Damage.
-
- > MetalMan V4: Jack into Tamako's HP. On the path going down, on the 2nd from left to right, all the way down, on the glowing tile thingy...
 - > 3 Canodumb Omega.
 - > Yort Omega, Wind Omega.
 - > 2 Yort Omega.
-
- *MetalMan V4*
- > 1700 HP.
 - > No element.
 - > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
 - > He sends a gear around the edge of the area. 120 Damage.
 - > He throws about 3 missiles, which home onto you. 120 Damage.
 - > Moves in front of you and punches the tile in front, which breaks. 240 Damage.
-
- > KingMan V4: On the DNN Building, 2nd floor, jack in the panel next to the door. Run along the lower gray line, in the middle...
 - > 2 Swordy Omega.
 - > Swordy Omega, Trumpy Omega.

-> N. 0-Omega, HardHed Omega.

KingMan V4

-> 2000 HP.

-> No element.

-> Plan A: This starts the battle, two pawns and a knight.

-> Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.

-> Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 200 Damage.

-> Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 300 Damage. Either falling on you or shockwave.

-> Rook: Moves in front of KingMan, doing the Castling movement.

If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...

-> By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

-> BowlMan V4: Let's see, circle around the 2nd gray line, on the right side, middle panel...

-> 2 HardHed Omega.

-> Boomer Omega, HardHed Omega.

-> HardHed Omega, Basher Omega.

BowlMan V4

-> 2000 HP.

-> No element.

-> He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 25 pins. 200 Damage.

By the way, you can knock them out, but they fall where you are, so move fastly.

-> He makes 3 pins appear from below in 3 of your squares. If you are above one, 200 Damage.

-> While there are pins up he will attempt to "strike" whichever line you are in. Also, if he hits a pin, it will fly to the space you are in. 200 Damage, ball or pin.

-> MistMan V4: Yes, you can fight him here. Exactly where BowlMan V4, was, but on the other side, kinda like a mirror...

-> Puffball Omega, Wind Omega.

-> Totem Omega, Puffball Omega.

-> 3 Totem Omega.

MistMan V4

-> 2000 HP.

-> No element.

-> The genie comes out, if on your line, he dashes. 200 Damage.

-> PoisMist. Various poison clouds appear on your side. From any of them, MistMan can come out and attack you. 200 Damage.

-> If you are in front of the lamp, and MistMan comes out, you'll get hit. 200 Damage.

-> DarkMan V4: In Secret Area 1, take the left exit, go up, and take the upper path at the fork to the dead end...

-> Shadow Omega.

-> Dominerd Omega, 2 KillerEye Omega.

-> Dominerd Omega, Shadow Omega.

DarkMan V4

-> 2000 HP.

-> No element.

-> While in red/purple coat, he sends a line of fire, homing style. 300 Damage.

-> While in yellow coat, he acts like the KillerEyes in a straight line. 300 Damage.

-> While in blue coat, he uses the IceWave chip. 300 Damage.

-> A shadow enemy appears already attacking, after it's done, it vanishes. 300 Damage.

-> At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 150 Damage.

- > JapanMan V4: In Secret Area 2, take the 2 warps for the path to SA3, go straight to the monolith and take the hidden path up...
- > 2 Boomer Omega.
- > BrushMan Omega, Swordy Omega, Boomer Omega.
- > 2 Swordy Omega.

JapanMan V4

- > 2200 HP.
- > No element.
- > Moves as close to you as possible and strikes numerous times. Up to 600 Damage.
- > Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 300 Damage.
- > He thrusts forward once. 300 Damage.
- > When "Back up" appears, little soldiers will come and steal your panels! 200 Damage.
- > Bass Omega: Secret Area 3, go to where the "HubBatch" was... SAVE!
- > Scuttle, Scutz.
- > Scuttzer, Scuttlest.
- > Scuttler, Scuttle Omega.

Bass Omega

- > 3000 HP! 200 Aura. (The aura has to be taken down in 1 attack, and will regen over time)
- > RULE: CARRY THE FOLDERBACK CHIP!
- > No element.
- > Sends a small, but insanely strong green ball in straight line. 300 Damage!
- > He moves back and sends about 6 yellow balls in random lines. 300 Damage!
- > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
- > Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.
- > Gospel Breath! Moves a finger to the front, 2 claws fall, seemingly homing on you, then it's Gospel's breath! 300 Damage, whichever hits!
- > Gospel Ray! A GIANT Gospel head appears and blast all your area! 500 Damage!
- > Serenade Omega: Exactly where you fought him...
- > 2 Scuttle Omega.
- > 2 AlphaBug Omega.
- > AlphaBug Omega, Scuttle Omega.

Serenade Omega

- > 2600 HP.
- > YOU CAN ONLY HIT HIM WHILE DOING HIS ENERGY WAVE THINGY ATTACK. ATTACKS AT OTHER TIMES WILL BE BLOCKED AND COUNTER-ATTACKED!
- > RULE: CARRY THE FOLDERBACK CHIP!
- > No element.
- > Counter-attack blast. 150 Damage.
- > Sends a small energy ball along the lines, going in the IceWave motion. 150 Damage. This attacks pierces barriers...
- > He flashes a little and then creates an air blast, which then attacks a couple of random spaces. 150 Damage. YOU CAN HURT HIM ON THIS ATTACK ONLY!
- > That's it! You should have 7 stars now!
- > You think we are done?
- > Go to Wily, and as if you were going to clear the game, defeat Bass, which should be WAY too easy now and surprise, it's Alpha Omega now!

Alpha Omega

- > 3000 HP.
- > His Core is protected, you must blast it a little before it will crack.
- > No element.
- > NONE of his panels can be stolen...

-> CBeacPas
-> It's a CyberMetro ticket to the Beach Station.
-> Yoka 1, DNN Mail.

-> CSciPass
-> It's a CyberMetro ticket to the SciLab Station!
-> SciLab.

-> CYokaPas
-> It's a CyberMetro ticket to the Yoka Station!
-> SciLab Square.

-> CardKey
-> It looks like a key to some lock... But I wonder which one?
-> Hospital 2nd Floor, bed.

-> CashData
-> This is ID data for withdrawing cash from a bank.
-> Job 6.

-> DadsNote
-> A letter from dad! It says...
-> Hospital 2nd Floor, bed.

-> DataDisk
-> This disk contains dad's research data! Take it to him soon!
-> From Lan's mother.

-> DexCode
-> This file has the passcode from the Net to Dex's PC!
-> Dex.

-> FireData
-> Match gave us this data. It looks like it can start a fire!
-> From Match.

-> FlamData
-> Match gave us this data. It's extremely hot!
-> SciLab.

-> GigFreez
-> This is known as the "Forbidden Program". Use it for Alpha...?
-> Undernet Square.

-> GramNote
-> It's a message from Gramps to dad, but it's encrypted!
-> From Gramps...

-> HadesKey
-> This key opens the door to the Victory Data!
-> In Hades Isle comp. During the N1.

-> Hammer
-> "For the smashing of seals" is carved on the hammer.
-> UnderNet 7.

-> HeatData
-> Match gave us this data. It's really hot... Ouch!
-> SciLab.

-> HospCode

-> This file has the passcode from the Net to Hosp Comp 2!
-> Mamoru.

-> ID-DataA
-> This key opens a lock in the WWW security robot!
-> WWW Comp 1.

-> ID-DataB
-> This key opens a lock in the WWW security robot!
-> WWW Comp 2.

-> ID-DataC
-> This key opens a lock in the WWW security robot!
-> WWW Comp 3.

-> ID-DataD
-> This key opens a lock in the WWW security robot!
-> WWW Comp 4.

-> InsrData
-> This data holds health info about all the students!
-> Job 13.

-> LandTome
-> Old data that looks like a mountain...? "_|_|_|_|_|_|_|_|_|_|"
-> Job 20, Navi in UnderSquare.

-> Needle
-> It's the only tool that can smash BubbleMan's door!
-> From the NAVIs BubbleMan sends away, in Yoka 1.

-> KeydataA
-> This data can bypass the lock on the Principal's PC!
-> Principal's PC network.

-> KeydataB
-> This data can bypass the lock on the Principal's PC!
-> Principal's PC network.

-> KeydataC
-> This data can bypass the lock on the Principal's PC!
-> Principal's PC 1.

-> MaylCode
-> This file has the passcode from the Net to Mayl's PC!
-> Mayl.

-> ModTools
-> It's a tool that let's you customize Navis.
-> From a guy overlooking the sea in Beach. Must buy.

-> O Data
-> This is data for the N1 Grand Prix! Let's take it there!
-> ACDC 1/2/3.

-> OfclPass
-> This gives you the same rights as an Official NetBattler!
-> Chaud in ACDC town, during Alpha's awakening.

-> OldDoll
-> It's an old doll, repaired many times.
-> During Job 15.

-> OldTool
-> It's a very old, well worn tool. Talk about craftsmanship!
-> From job 1, "Please deliver this".

-> OrderSys
-> This is a system for ordering chips from suppliers.
-> Guy in Metroline, part of Higby's jobs.

-> Origami
-> It's an origami bird that we took from the hospital.
-> Hospital 2nd floor bed.

-> Parasol
-> This is a high-tech parasol! It shuts out all light!
-> Desk in ACDC school, 5-B Clasroom.

-> PasswrDA
-> This password can bypass the lock on the Principal's PC!
-> Principal's PC 2.

-> PasswrDB
-> This password can bypass the lock on the Principal's PC!
-> Principal's PC 2.

-> PasswrDC
-> This password can bypass the lock on the Principal's PC!
-> Principal's PC 2.

-> PET
-> Lan's portable terminal. I'm installed in here!
-> Start with.

-> PET Case
-> It's the PET case dad gave us! It's really strong!
-> From Hikari, not long before you leave to the Beach Area.

-> Photo
-> It's a photo of a man holding a baby, and a woman.
-> Job 25.

-> Rank 1
-> This data proves that we were ranked 1st place!
-> Secret Area 3.

-> Rank 2
-> This data proves that we were ranked 2nd place!
-> BattleNet Comp in DNN Building.

-> Rank 3
-> This data proves that we were ranked 3rd place!
-> UnderNet 4.

-> Rank 7
-> This data proves that we were ranked 7th place!
-> Principal's PC 2.

-> Rank 8
-> This data proves that we were ranked 8th place!
-> UnderNet 3.

-> Rank 9

-> This data proves that we were ranked 9th place!
-> Hospital Area 2.

-> Rank 10
-> This data proves that we were ranked 10th place!
-> Hades Isle Net.

-> SeaTome
-> Old data that looks like a sea...? "|_____|_||||____|_"
-> Job 20, Navi in UnderNet 6.

-> SkyTome
-> Old data that looks like a cloud...? "__|_|____||_||||"
-> Job 20, Navi in UnderNet 3.

-> SpinBlue
-> It lets you rotate blue parts with the L and R Buttons!
-> NumberMan Code.

-> SpinDark
-> It lets you rotate dark parts with the L and R Buttons!
-> UnderNet 4, from the hidden program behind the pillar.

-> SpinGrn
-> It lets you rotate green parts with the L and R Buttons!
-> NumberMan Code.

-> SpinOrng
-> It lets you rotate orange parts with the L and R Buttons!
-> Hidden girl behind the hospital, near where Lan jumps.

-> SpinPink
-> It lets you rotate pink parts with the L and R Buttons!
-> Beach 1, above the Hospital warp.

-> SpinPrpl
-> It lets you rotate purple parts with the L and R Buttons!
-> Job 17.

-> SpinRed
-> It lets you rotate Red parts with the L and R Buttons!
-> NumberMan Code.

-> SpinWhit
-> It lets you rotate white parts with the L and R Buttons!
-> NumberMan Code.

-> SpinYllw
-> It lets you rotate yellow parts with the L and R Buttons!
-> Job 3.

-> StmpCard
-> If we get a lot of stamps on this card, we may win a prize!
-> Job 24, from a Program in ACDC 1.

-> SubPET
-> This is a SubPET to use if your main one is malfunctioning.
-> From SciLab scientist, after FlashMan events.

-> Tally
-> Looks like a pass to somewhere. It feels evil, somehow...
-> From Job 12.

- > TamaCode
 - > This file has the passcode from the Net to Tamako's PC!
 - > Tamako.

- > Tea
 - > This is the tea that Yai wants!
 - > From Vending Machine.

- > TickStub
 - > This is half of a map, drawn by hand in crayon.
 - > Job 10.

- > X Data
 - > This is data for the N1 Grand Prix! Let's take it there!
 - > ACDC 1/2/3.

- > VictData
 - > Whoever gets this data wins the N1 Grand Prix prelims!
 - > In Hades Isle Net.

- > Will
 - > "sierrthtdiia
 qrlmweeeellr
 uraoararvpls"
 - > From Job 25.

- > WrstBand
 - > Mr. Famous' personal wristband! What will happen if we try it?
 - > NumberMan Code.

- > WWW-ID
 - > This is ID data for WWW members! Maybe we pass as one!
 - > Job 16.

- > YaiCode
 - > This file has the passcode from the Net to Yai's PC!
 - > Yai.

[UI3]-----3.3. Upgrades-----

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- > HPMemory
  - ACDC 2 Chip Merchant (2)
  - ACDC Square Chip Merchant (2)
  - SciLab Square Chip Merchant (3)
  - Beach Square Chip Merchant (3)
  - UnderNet Square Chip Merchant (3)
  - UnderNet 4 Chip Merchant (3)
  - Secret Area 2 Chip Merchant (3)
  - Mayl's HP, PMD.
  - School Comp in Teacher's Lounge.
  - Giant NumberMan's poster in Higsby Shop.
  - From QuizMan behind the Bath in Yoka.
  - DNN Station Net.
  - From the "Life Tree" in the Seaside Hospital 3rd floor.
  - From the Crab in Hades Isle, right below the boat.
  - Principal's PC 2.
  - Zoo Comp 1.
  - Yoka 2.
  - Hosp Comp 2.

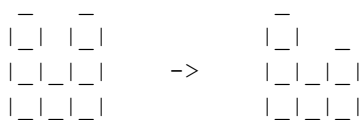


- > Obviously, you can only place programs in the grid, during the game you'll get, not only the NaviCustomizer, but memory to expand the space you have.
- > There are various types of programs, mainly, Solid or Smooth (I heard this somewhere...), Solid type programs MUST have at least 1 square in the line of the Navi Cust, Smooth programs MUST NOT touch this line whatsoever.
- > Besides from their type, there are colors, and these also include certain rules, you CAN NOT stack 2 blocks of the same color if they are touching, if they aren't touching, then it's ok, otherwise it will glitch.
- > Other rules for colors, only White, Pink and Yellow can be placed at any time, all the other colors require for Megaman to be of a certain style, or the correct Mod password (more later).
- > Above the Grid, you can see several colors, this are the colors you can place without problems.
- > Once you are done, hit run, if an error where an incorrect color is placed there, you won't be able to continue, unless you input a password to override that error, if any.
- > If a minor error occur (placing Smooth programs on line, Solid not on the line, stacking 2 colors) it will still run, but Megaman won't feel well, which affects his battle performance.
- > After getting the "ModTools", you can compress the programs by 1 square, and override several errors, more on them in their respective sections.

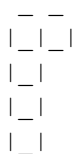
[NC1]-----4.1. Blocks-----

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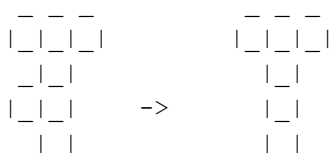
- > AirShoes (Solid) (White)
- > You can hover over holes in battle.
- > One of the comps in the Virus Lab and from NumberMan Code.



- > Alpha (Solid) (Pink)
- > Allows Megaman to see Alpha lurking in the WWW Comps.
- > From dad's e-mail.



- > AntiDamage (Solid) (Red)
- > Throws a shuriken if holding Left and B while hit.
- > Shadow-Style Lv 4.



- > Attack+1 (Smooth) (Pink, White, Yellow)
- > Raises Megaman's Attack by 1.
- > White: Beach Square NaviCust Program Merchant
- > Pink: Start with. DNN 2F, security panel net.
- > Yellow: Hosp Comp 2.



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- > Battery (Solid) (Yellow)
- > Attracts Elec enemies.
- > UnderNet Square NaviCust Program Merchant.

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- > Beat (Solid) (White)
- > Works only in VS battle. Mega and Giga Chips do more damage.
- > UnderNet Square NaviCust Program Merchant.

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- > BlackMind (Solid) (White)
- > Makes Megaman go by as under Navi.
- > Chaud in Virus Lab.

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- > Block (Solid) (Blue)
- > Pressing Left and B will make Megaman block an attack, receiving half the damage.
- > Shield-style Lv2 upgrade.

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- > BreakBuster (Solid) (Red)
- > Adds piercing effects to simple Buster shots.
- > Guts-style Lv4 upgrade.

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- > BreakCharge (Solid) (Red, Orange)
- > Adds piercing effects to charged Buster shots.
- > Red: Guts-style Lv3 upgrade.
- Orange: From a black man inside the DNN building. (Thanks Dave Gore)

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- > Bug Stop (Solid) (White)
- > Stops ALL bugs.
- > Bug-style Lv2 upgrade.

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- > BusterMAX (Solid) (Pink)
- > Raises Attack, Speed and Charge to 5! But glitches Megaman automatically...
- > UnderNet 6 BugFrag Program trader.

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- > Charge+1 (Smooth) (Pink, Yellow, white)
- > Raises Charge +1.
- > Pink: Zoo Comp 2. Beach 1. Start.
- White: Beach Square NaviCust Program Trader.
- Yellow: Hosp Comp 5.

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- > Collect (Solid) (Pink)
- > Makes you get a chip on every battle, unless the enemy doesn't holds one.
- > Hidden console in WWW Base Isle.

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- > Custom 1 (Solid) (Blue, Yellow)
- > Increases the amount of starting chips by 1.
- > Blue: Custom-style Lv2 upgrade.
- Yellow: Custom-style Lv3 upgrade.

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- > Custom 2 (Solid) (Blue)
- > Increases the amount of starting chips by 2.
- > Custom-style Lv4 upgrade.

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- > Dark License (Solid) (Gray)
- > "Connects with dark denizens!"
- > Obtained after mastering the Bug Style. (Thanks to Nightmare Zero)

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- > Energy Change (Solid) (White)
- > Allows Megaman to transform Heat/Aqua chips into Heat/Aqua towers.
- > Hosp Comp 1, from a Program.

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- > Fast Gauge (Solid) (Pink)
- > Acts like the FastGauge chip, Megaman's Custom bar will fill faster.
- > NumberMan Code.

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- > Fish (Solid) (Pink)
- > Attracts Aqua enemies.

-> Beach Square NaviCust Program Merchant.

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-> Float Shoes (Solid) (Red)
-> Panels won't affect you.
-> Shadows-Style Lv3 Upgrade.

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-> Giga Folder 1 (Solid) (Purple)
-> Increases the Max amount of GigaChips that can fit in a folder by 1.
-> UnderNet 7.

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-> HP +100 (Smooth) (White, Yellow)
-> Increases Megaman's Max HP by 100.
-> White: DNN Van Net. UnderNet 6 BugFrag Program Trader.
Yellow: Zoo Comp 4.

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-> HP +200 (Smooth) (Pink, Yellow)
-> Increases Megaman's Max HP by 200.
-> Pink: UnderNet 1.
Yellow: UnderNet 6 BugFrag Program Trader.

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-> HP +300 (Smooth) (Pink)
-> Increases Megaman's Max HP by 300.
-> UnderNet Square NaviCust Program Merchant.

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-> HP +500 (Smooth) (Yellow)
-> Increases Megaman's Max HP by 500.
-> Secret Area 2.

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-> Hub Batch (Solid) (Orange)
-> Become one with your Navi. (Thanks to Nightmare Zero for the following)
-> This actually gives a variety of effects, it basically adds:
UnderShot, FloatShoes, ShadowShoes, AirShoes, BreakBuster, BreakCharge, SpiritArmor, and
some more. (It would be advised you pair this one up with BugStop as well)
-> Secret Area 3.

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- > Humor (Solid) (White)
- > Lan or Megaman will joke when you press L.
- > Job 16.

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- > Jungle (Solid) (White)
- > Attracts Wood enemies.
- > WWW Comp 3.

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- > Mega Folder 1 (Solid) (Pink, Green)
- > You can carry 1 more Mega Chip in the folder.
- > Green: Team-Style Lv2 Upgrade.
- Pink: Team-Style Lv3 Upgrade.

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- > Mega Folder 2 (Solid) (Green)
- > You can carry 2 more Mega Chips in the folder.
- > Team-Style Lv4 Upgrade.

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- > Oil Body (Solid) (Yellow)
- > Attracts Heat enemies.
- > Hosp Comp 1.

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- > Press (Solid) (White)
- > Allows Megaman to compress himself to walk through compressed paths.
- > Dr. Cossack, outside Mayl's house.

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- > Reflect (Solid) (Blue)
- > Reflects damage back to enemy by pressing Left and B.
- > Shield-style Lv4 upgrade.

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- > Regular +5 (Smooth) (White, Yellow)
- > Increases Max MB by 5.
- > White: Beach Square NaviCust Program Merchant.
- Yellow: UnderNet 6 BugFrag Trader.

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- > Rush (Solid) (Yellow)
- > Only in VS battles. All chips do x1.5 damage.
- > UnderNet 6 BugFrag Program Trader

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-> Set Green (Solid) (Green)

-> This will turn all panels into Grass at the beginning of the battle.

-> Ground-style upgrade.

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-> Set Holy (Solid) (Green)

-> Sets all panels to Holy at the beginning of battle.

-> Ground-style upgrade.

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-> Set Ice (Solid) (Green)

-> Sets all panels as Ice at beginning of battle.

-> Ground-style upgrade.

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-> Set Lava (Solid) (Green)

-> Sets all panels as Lava at beginning of battle.

-> Ground-style upgrade.

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-> Set Metal (Solid) (Green)

-> Sets all panels as Metal at beginning of battle.

-> UnderNet Square NaviCust Program Merchant.

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-> Set Sand (Solid) (Green)

-> Sets all panels as Sand at beginning of battle.

-> NumberMan Code.

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-> Shadow Shoes (Solid) (Red)

-> Can walk over cracked panels without breaking them.

-> Shadow-Style Lv 2.

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-> Shield (Solid) (Blue)
 -> Repels all damage by pressing Left and B.
 -> Shield-style upgrade.

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-> Sneak Run (Solid) (Yellow)
 -> Weak enemies stop attacking.
 -> Zoo Comp 3.

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-> Speed +1 (Smooth) (Pink, White, Yellow)
 -> Raises Megaman's Speed by 1.
 -> Pink: UnderNet 4. UnderNet 6 BugFrag Program Trader.
 White: Start. UnderNet 5.
 Yellow: Yoka 1.

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-> Super Armor (Solid) (Red)
 -> Megaman won't flinch while being attacked.
 -> Guts-style Lv2 upgrade.

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-> Tango (Solid) (Pink)
 -> Only on VS battles. Megaman will be healed randomly.
 -> UnderNet Square NaviCust Program Merchant.

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-> Under Shot (Solid) (White)
 -> If attack is fatal, lets Megaman stay with 1 HP.
 -> Start.

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-> Weapon Lv +1 (Smooth) (Pink, White, Yellow)
 -> Raises the Lv of the charged weapon.
 -> Pink: Hades Isle, Gargoyle.
 White: NumberMan Code.
 Yellow: UnderNet 6.

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[NE2]-----4.2. Error Codes/List-----

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As said before, you can override some programs by entering certain codes. To do this, when the error number appears, hit Select, and enter the code.

Also, the 3symbols on the box, will be refered from 1 to 3, from left to right.

| Error Number | Block Glitched | Password | Styles Affected      |
|--------------|----------------|----------|----------------------|
| A1           | Super Armor    | GYU2OPZQ | All                  |
| A2           | Break Buster   | 3GKQ2RSQ | All                  |
| A3           | Break Charge   | LO13ZXME | All                  |
| B1           | Set Green      | JHGIUTOP | All                  |
| B2           | Set Ice        | ALSK3W2R | All                  |
| B3           | Set Lava       | Y2UOMNCB | All                  |
| B4           | Set Sand       | 1LSKUTOB | All                  |
| B5           | Set Metal      | BM2KWIRA | All                  |
| B6           | Set Holy       | UTI3OMDH | All                  |
| C1           | Custom 1       | X2CD3KDA | All                  |
| C2           | Custom 2       | UTIXM1LA | All                  |
| E1           | Mega Folder 1  | P2I3MSJL | All                  |
| E2           | Mega Folder 2  | UTIR1SO2 | All                  |
| F1           | Block          | QSAO3C3L | All                  |
| F2           | Shield         | NC1FKSA2 | All                  |
| F3           | Reflect        | ITA2CRWQ | All                  |
| H1           | Shadow Shoes   | A3DJMNB1 | All                  |
| H2           | Float Shoes    | UTIW2SMF | All                  |
| H3           | AntiDamage     | SK3LROT1 | All                  |
| D2C          | Giga Folder 1  | TIS3LAEJ | Custom, Team, Ground |
| D2G          | Giga Folder 1  | CVVDS2WR | Normal, Bug          |
| D2S          | Giga Folder 1  | TUIEO23T | Guts, Shield, Shadow |
| G2C          | Hub Batch      | TU1AW2LL | Custom, Team, Ground |
| G2G          | Hub Batch      | AX1RTDS3 | Normal, Bug          |
| G2S          | Hub Batch      | F2AAFETG | Guts, Shield, Shadow |
| S2C          | Dark License   | WS1FS1AQ | Custom, Team, Ground |
| S2G          | Dark License   | OI1UWMAN | Normal, Bug          |
| S2S          | Dark License   | P3TOSIIS | Guts, Shield, Shadow |

And what happens when they glitch and you don't fix it? This...  
The Level depends on how did the glitch occurred...

| NaviCust     | Level | Bug                                              |
|--------------|-------|--------------------------------------------------|
| Air Shoes    | 1     | Dragged upwards                                  |
| Air Shoes    | 2     | Dragged downwards                                |
| Air Shoes    | 3     | Confusion                                        |
| Alpha        | 1     | Drains 2 HP every second during battle           |
| Alpha        | 2     | Drains 4 HP every second during battle           |
| Alpha        | 3     | Drains 8 HP every second during battle           |
| AntiDamage   | 1     | Dragged upwards                                  |
| AntiDamage   | 2     | Dragged downwards                                |
| AntiDamage   | 3     | Confusion                                        |
| Attack +1    | 1     | 25% chance the MegaBuster won't fire             |
| Attack +1    | 2     | 50% chance the MegaBuster won't fire             |
| Attack +1    | 3     | MetGuard will be used instead of Buster 15 times |
| Black Mind   | 1     | Dragged upwards                                  |
| Black Mind   | 2     | Dragged downwards                                |
| Black Mind   | 3     | Confusion                                        |
| Block        | 1     | Dragged upwards                                  |
| Block        | 2     | Dragged downwards                                |
| Block        | 3     | Confusion                                        |
| Break Buster | 1     | 25% chance the MegaBuster won't fire             |
| Break Buster | 2     | 50% chance the MegaBuster won't fire             |
| Break Buster | 3     | MetGuard will be used instead of Buster 15 times |
| Break Charge | 1     | Cubes appear instead of Charged Shots            |
| Break Charge | 2     | Water Gun is used instead of Charged Shots       |
| Break Charge | 3     | Flower Bouquet appears instead of Charged Shots  |
| Bug Stop     | -     | No glitches can occur                            |

|               |   |                                                   |
|---------------|---|---------------------------------------------------|
| Buster MAX    | 1 | Chips selected will be used automatically         |
| Charge +1     | 1 | 25% chance the MegaBuster won't fire              |
| Charge +1     | 2 | 50% chance the MegaBuster won't fire              |
| Charge +1     | 3 | MetGuard will be used instead of Buster 15 times  |
| Collect       | 1 | Receive 50-500 Zenny after battles                |
| Custom 1      | 1 | Drains 2 HP every second during battle            |
| Custom 1      | 2 | Drains 4 HP every second during battle            |
| Custom 1      | 3 | Drains 8 HP every second during battle            |
| Custom 2      | 1 | Drains 2 HP every second during battle            |
| Custom 2      | 2 | Drains 4 HP every second during battle            |
| Custom 2      | 3 | Drains 8 HP every second during battle            |
| Dark License  | 1 | -1 Chip at start of battle                        |
| Energy Change | 1 | Drains 2 HP every second during battle            |
| Energy Change | 2 | Drains 4 HP every second during battle            |
| Energy Change | 3 | Drains 8 HP every second during battle            |
| Fast Gauge    | 1 | SloGauge effect                                   |
| Float Shoes   | 1 | Dragged upwards                                   |
| Float Shoes   | 2 | Dragged downwards                                 |
| Float Shoes   | 3 | Confusion                                         |
| Giga Folder 1 | 1 | When you leave the panel it turns to poison       |
| HP +100       | 1 | Drains 2 HP every second during battle            |
| HP +100       | 2 | Drains 4 HP every second during battle            |
| HP +100       | 3 | Drains 8 HP every second during battle            |
| HP +200       | 1 | Drains 2 HP every second during battle            |
| HP +200       | 2 | Drains 4 HP every second during battle            |
| HP +200       | 3 | Drains 8 HP every second during battle            |
| HP +300       | 1 | Drains 2 HP every second during battle            |
| HP +300       | 2 | Drains 4 HP every second during battle            |
| HP +300       | 3 | Drains 8 HP every second during battle            |
| HP +500       | 1 | Drains 2 HP every second during battle            |
| HP +500       | 2 | Drains 4 HP every second during battle            |
| HP +500       | 3 | Drains 8 HP every second during battle            |
| Hub Batch     | 1 | Slashes HP by half                                |
| Humour Sense  | 1 | Dragged upwards                                   |
| Mega Folder 1 | 1 | Drains 2 HP every second during battle            |
| Mega Folder 1 | 2 | Drains 4 HP every second during battle            |
| Mega Folder 1 | 3 | Drains 8 HP every second during battle            |
| Mega Folder 2 | 1 | Drains 2 HP every second during battle            |
| Mega Folder 2 | 2 | Drains 4 HP every second during battle            |
| Mega Folder 2 | 3 | Drains 8 HP every second during battle            |
| Press         | 1 | Drains 2 HP every second during battle            |
| Press         | 2 | Drains 4 HP every second during battle            |
| Press         | 3 | Drains 8 HP every second during battle            |
| Reflect       | 1 | Dragged upwards                                   |
| Reflect       | 2 | Dragged downwards                                 |
| Reflect       | 3 | Confusion                                         |
| Reg +5        | 1 | Drains 2 HP when entering the Custom screen       |
| Set Grass     | 1 | All your panels will be poison at start of battle |
| Set Ice       | 1 | All your panels will be poison at start of battle |
| Set Lava      | 1 | All your panels will be poison at start of battle |
| Set Sand      | 1 | All your panels will be poison at start of battle |
| Set Metal     | 1 | All your panels will be poison at start of battle |
| Set Holy      | 1 | All your panels will be poison at start of battle |
| Shadow Shoes  | 1 | Dragged upwards                                   |
| Shadow Shoes  | 2 | Dragged downwards                                 |
| Shadow Shoes  | 3 | Confusion                                         |
| Shield        | 1 | Dragged upwards                                   |
| Shield        | 2 | Dragged downwards                                 |
| Shield        | 3 | Confusion                                         |
| Sneak Run     | 1 | Encounter Rate goes up                            |
| Speed +1      | 1 | 25% chance the MegaBuster won't fire              |
| Speed +1      | 2 | 50% chance the MegaBuster won't fire              |

|             |   |                                                  |
|-------------|---|--------------------------------------------------|
| Speed +1    | 3 | MetGuard will be used instead of Buster 15 times |
| Super Armor | 1 | Dragged upwards                                  |
| Super Armor | 2 | Dragged downwards                                |
| Super Armor | 3 | Confusion                                        |
| Under Shot  | 1 | Dragged upwards                                  |
| Under Shot  | 2 | Dragged downwards                                |
| Under Shot  | 3 | Confusion                                        |
| Weapon LV+1 | 1 | Cubes appear instead of Charged Shots            |
| Weapon LV+1 | 2 | Water Gun is used instead of Charged Shots       |
| Weapon LV+1 | 3 | Flower Bouquet appears instead of Charged Shots  |

[NC3]-----4.3. Compression Codes-----  
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As I said, SOME programs can be compressed, although it will only lower the program by 1 square.

To input these, you need the ModTools, just hold Select when the cursor is over the program, WHICH MUST BE on the list. Then input the code...

Program		Compression Code
Air Shoes		Up, B, B, Down, A, R
AntiDamage		L, Left, R, A, Right, Down
Battery		Right, R, Right, R, L, Left
Beat		A, Down, A, A, R, A
Black Mind		Right, Left, Right, Down, R, Down
Block		Down, B, Up, Down, A, Left
Break Buster		R, A, B, Down, L, L
Break Charge		B, A, Left, L, Up, B
Bug Stop		B, Down, Up, B, Down, B
Buster MAX		Down, A, R, R, L, Left, Left
Collect		B, Down, Right, R, Right, Right (Thanks to Steven Ash for correction)
Custom 1		Right, Right, Right, Up, Left, B
Custom 2		A, Down, Up, Down, R, Down
Dark License		R, L, R, Down, Left, B, R
Fast Gauge		B, Down, A, R, Left, R
Fish		L, R, Down Up, Left, Right
Float Shoes		Left, Down, Left, Down, Left, L
Hub Batch		B, Left, A, Down, Down, Up, L (Thanks Matt Schlaner)
Humor		Up, R, A, Left, Right, Right
Giga Folder 1		L, Down, A, Down, R, B, Up
Jungle		A, R, Left, B, B, A
Mega Folder 1		Right, R, Down, R, L, Left
Mega Folder 2		A, R, Down, Down, Right, Left
Oil Body		Up, Right, A, A, R, Up
Reflect		B, Up, A, Left, Left, B (Thanks RockMFR)
Rush		L, A, Down, B, B, B
Set Green		Down, R, R, Down, B, Left
Set Ice		A, Up, A, Up, Left, R
Set Lava		B, Right, Right, B, R, A
Set Sand		Left, A, A, B, Up, Left
Set Metal		B, R, Right, Right, L, L
Set Holy		A, B, R, R, Left, R
Shadow Shoes		Up, Left, Right, L, Up, R
Shield		Left, Right, Down, R, Down, R
Sneak Run		R, L, B, Down, Down, Down
Super Armor		Up, Right, Up, R, Up, Down
Tango		A, Down, Left, L, L, R (Thanks Matt Schlaner)
Under Shot		Left, Up, B, L, Left, Up

[NE4]-----4.4. Extra Codes-----

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These codes can be used when you don't need to override an error and add a certain effect to Megaman, some with a bad effect too, but oh well...

| Code     | Effect       | Side Effect                           |
|----------|--------------|---------------------------------------|
| ZN3UDOIQ | Air Shoes    | -1 Chips at beginning of Battle       |
| L3KJGUEO | AntiDamage   | -1 Chips at beginning of Battle       |
| ZBKD1UEW | Block        | Nothing                               |
| SI1IEMGO | Break Buster | -2 Chips at beginning of Battle       |
| XBCJF2RI | Fast Gauge   | -2 Chips at beginning of Battle       |
| PEOTIR2G | Float Shoes  | Nothing                               |
| JIEU1AWT | HP +100      | Nothing                               |
| U2IEOSKW | HP +150      | Nothing                               |
| ASK3IETN | HP +200      | Nothing                               |
| SIE1TMSD | HP +250      | Nothing                               |
| SEIUT1NG | HP +300      | Nothing                               |
| GJHURIE2 | HP +350      | Nothing                               |
| AWE3ETSW | HP +400      | -1 Chips at beginning of Battle       |
| 3MZNBXH1 | HP +450      | -1 Chips at beginning of Battle       |
| 2YTIWOAM | HP +500      | -1 Chips at beginning of Battle       |
| O3IUTNWQ | HP +550      | -1 Chips at beginning of Battle       |
| ZMJ1IGIE | HP +600      | -2 Chips at beginning of Battle       |
| SRUEIT3A | HP +650      | -2 Chips at beginning of Battle       |
| DMGEIO3W | HP +800      | The panels you leave turn into poison |
| SM2UIROA | HP +900      | The panels you leave turn into poison |
| CNJDU2EM | HP +1000     | The panels you leave turn into poison |
| SJH1UEKA | Humor Sense  | Nothing                               |
| JDKGJ1U2 | Mega Folder1 | Nothing                               |
| 3DIVNEIQ | Mega Folder2 | -1 Chips at beginning of Battle       |
| URY33RRO | Mega Folder3 | The panels you leave turn into poison |
| FFIM1OWE | Mega Folder4 | The panels you leave turn into poison |
| SKFBM3UW | Mega Folder5 | The panels you leave turn into poison |
| GKHU1KHI | Shadow Shoes | Nothing                               |
| EIR3BM3I | Shield       | Nothing                               |
| KTEIUE2D | Super Armor  | Nothing                               |
| SK13EO1M | Reflect      | -1 Chips at beginning of Battle       |
| UIEU2NGO | Sneak Run    | Nothing                               |
| SKJGURN2 | Under Shot   | Nothing                               |

[STL]-----5. Styles-----

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Few basic things about Styles.

- > This time, there are 7 different Styles, which will be covered below.
- > Each Style type will be accompanied by one of the 4 elements.
- > However, you can only have 1 Style besides the normal one this time...
- > You will be able to upgrade each Style after several battles, where you can decide to keep upgrading it, or get a new one next time.
- > Each Style will let you equip different programs for your NaviCustomizer.
- > Whenever you level up an Style you will get a NaviCust Program.
- > Finally, once you Max a Style, you WILL change to whatever Style you find next time...
- > Side note: Ground style is only for White version. And Shadow style is for Blue.

~~~~~

First, the Elements...

- > Aqua
  - > Ice panels won't slide you.
  - > Weakness to Elec attacks.
  - > Charged shot: BubbleShot chip.
  - > Damage: 40.
    - WeaponLv+1: 60.
    - WeaponLv+2: 80.

- > Elec
  - > No features.
  - > Weakness to Wood attacks.
  - > Charged Shot: ZapRing chip.
  - > Damage: 40. Paralyzes.
    - WeaponLv+1: 60. Paralyzes.
    - WeaponLv+2: 80. Paralyzes.

- > Heat
  - > Lava panels won't hurt you.
  - > Weakness to Aqua attacks.
  - > Charged Shot: FlameThrower
  - > Damage: 50.
    - WeaponLV+1: 80.
    - WeaponLV+2: 100.

- > Wood
  - > Grass panels will heal you.
  - > Weakness to Heat attacks.
  - > Charged Shot: Leaf Twister.
  - > Damage: 10 x8 hits.
    - WeaponLV+1: 15 x8 hits.
    - WeaponLV+2: 20 x8 hits.

~~~~~

- > Bug
 - > How to get: Glitch Megaman and fight like that.
 - > Features: At the start of battle several glitches will happen...
 - > 100 Barrier.
 - > Accuracy loss.
 - > Buster abilities at Max.
 - > Gets pulled to top or bottom. Like the Magnet panels in MBN2.
 - > HP drains slowly.
 - > Invulnerability.
 - > Start with 10 chips.
 - > NaviCust: Dark Programs.
 - > Level 2: Get White BugStop.

- > Custom
 - > How to get: Try selecting various chips in one go, or by using ADD a lot.
 - > Features: Battle starts with 1 extra chip.
 - You can get rare coded chips after battle.
 - > NaviCust: Blue Programs.
 - > Level 2: Get Blue Custom1.
 - > Level 3: Get Yellow Custom1.
 - > Level 4: Get Blue Custom2.

- > Ground
 - > How to get: Use field modifying chips.
 - > Features: Charged shots crack panels.

- > NaviCust: Green Programs.
- > Level 2: Get Green SetGreen.
- > Level 3: Get Green SetLava?
- > Level 4: Get Green SetIce?
- > Level 5: Get Green SetHoly.

- > Guts
- > How to get: Rely on your buster to clear enemies.
- > Features: Doubles Megaman's Attack on simple buster shots.
By pressing A repeatedly, Megaman's buster will turn into a simple machine gun.
- > NaviCust: Red Programs.
- > Level 2: Get Red SuperArmor.
- > Level 3: Get Red BreakBuster.
- > Level 4: Get Red BreakCharge.

- > Shadow (Thanks Dave Gore for How to get)
- > How to get: Use any of the following chips in every battle, preferably set as preset:
AntiDmg, Shadow and Invis.
- > Features: Charged shot at Lv1 will act as Invis chip.
- > NaviCust: Red Programs.
- > Level 2: Get Red ShadowShoes.
- > Level 3: Get Red FloatShoes.
- > Level 4: Get Red AntiDamage.

- > Shield
- > How to get: Use a lot of support chips.
- > Features: Megaman starts with a Barrier Chip already in use.
- > NaviCust: Blue Programs.
- > Level 2: Get Blue Block.
- > Level 3: Get Blue Shield.
- > Level 4: Get Blue Reflect.

- > Team
- > How to get: Use a lot of Mega-class Chips.
- > Features: Megaman can equip 1 more Mega chip in the folder.
By defeating V3 Navis under 20 secs with S, you can obtain his V4 chip.
- > NaviCust: Green.
- > Level 2: Get Green MegaFolder1.
- > Level 3: Get Pink MegaFolder1.
- > Level 4: Get Green MegaFolder2.

-----6. Chip Related-----

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 ~~~~~

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[SCL]-----6.1. Standard Chip Library-----

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 ~~~~~

001. Cannon

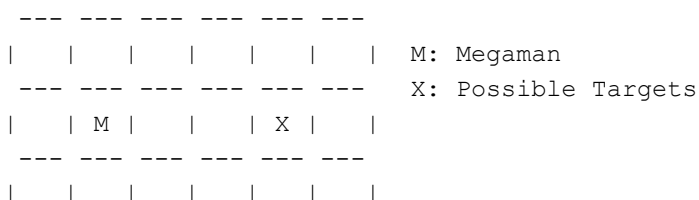
Codes: A B C D E * / Stars: * / Damage: 40

Element: None / Memory: 12 Mb

Game Description: Cannon to attack 1 enemy.

My Description: Sends a blast in a straight line hitting whatever is first.

Area of Effect:



002. HiCannon

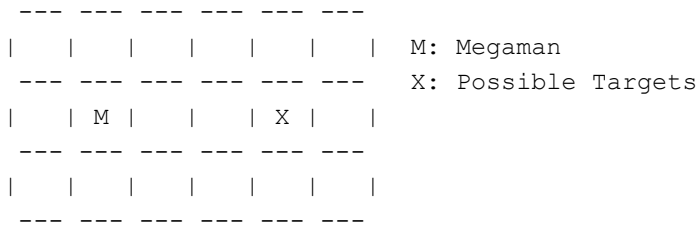
Codes: H I J K L * / Stars: ** / Damage: 60

Element: None / Memory: 24 Mb

Game Description: Cannon to attack 1 enemy.

My Description: Sends a blast in a straight line hitting whatever is first.

Area of Effect:



003. M-Cannon

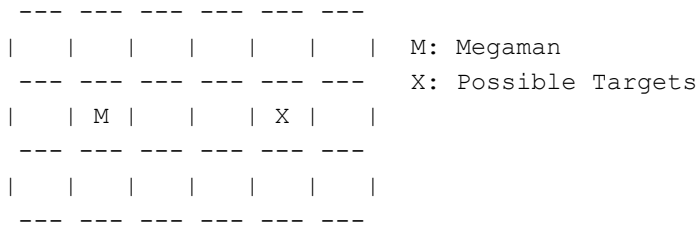
Codes: O P Q R S * / Stars: *** / Damage: 80

Element: None / Memory: 36 Mb

Game Description: Cannon to attack 1 enemy.

My Description: Sends a blast in a straight line hitting whatever is first.

Area of Effect:



004. AirShot1

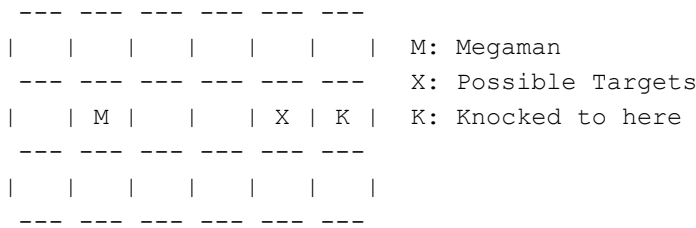
Codes: * / Stars: * / Damage: 20

Element: None / Memory: 6 Mb

Game Description: Knock enemy back 1.

My Description: Hits the enemy, and if alive, knocks it back 1 space.

Area of Effect:



005. AirShot2

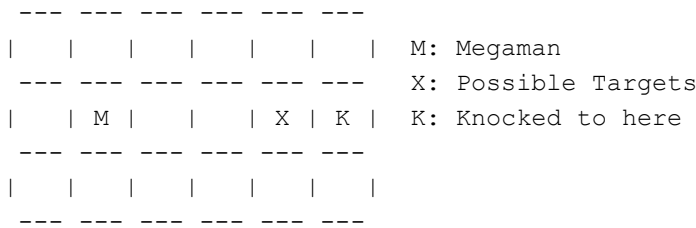
Codes: * / Stars: ** / Damage: 30

Element: None / Memory: 12 Mb

Game Description: Knocks enemy back 1.

My Description: Hits the enemy, and if alive, knocks it back 1 space.

Area of Effect:



006. AirShot3

Codes: * / Stars: ** / Damage: 40

Element: None / Memory: 18 Mb

Game Description: Knocks enemy back 1.

My Description: Hits the enemy, and if alive, knocks it back 1 space.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | | | X | K | K: Knocked to here
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

007. LavaCan1

Codes: A G S T V / Stars: * / Damage: 90

Element: Heat / Memory: 34 Mb

Game Description: Fires lava fr. area.

My Description: Sends a lava blast in a straight line, hitting the first enemy in sight.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | | | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

008. LavaCan2

Codes: B D F M O / Stars: ** / Damage: 120

Element: Heat / Memory: 42 Mb

Game Description: Fires lava fr. area.

My Description: Sends a lava blast in a straight line, hitting the first enemy in sight.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | | | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

009. LavaCan3

Codes: E H J R W / Stars: *** / Damage: 150

Element: Heat / Memory: 60 Mb

Game Description: Fires lava fr. area.

My Description: Sends a lava blast ina straight line, hitting the first enemy in sight.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | | | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

010. Volcano

Codes: A G J Y Z / Stars: **** / Damage: 150

Element: Heat / Memory: 75 Mb

Game Description: Fire lava from your area.

My Description: Sends a lava blast in a straight line, hitting enemies on the same row, lower and upper. Each Lava panel on your side will power up the attack by 20.

Area of Effect:

```
--- --- --- --- ---
| | | | | X | | | M | | | | X | M: Megaman
--- --- --- --- ---
| | M | | X | | | or | | | | X | | |
--- --- --- --- ---
| | | | | | X | | | | | | | |
--- --- --- --- ---
```

011. Shotgun

Codes: B F J N T * / Stars: * / Damage: 30

Element: None / Memory: 8 Mb

Game Description: Explodes 1 square behind.

My Description: Damages enemy, and also attacks the panel behind it.

Area of Effect:

```
--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- ---
| | M | | X | O | | O: Spreading Area (IF)
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---
```

012. V-Gun

Codes: D G L P V * / Stars: * / Damage: 30

Element: None / Memory: 8 Mb

Game Description: Explodes 2 diag. squares.

My Description: Damages enemy and hits the panels behind him in the upper and lower rows.

Area of Effect:

```
--- --- --- --- ---
| | | | | O | | M: Megaman
--- --- --- --- ---
| | M | | X | | | O: Spreading Area (IF)
--- --- --- --- ---
| | | | | O | |
--- --- --- --- ---
```

013. SideGun

Codes: C H M S Y * / Stars: * / Damage: 30

Element: None / Memory: 8 Mb

Game Description: Explodes up, down on hit.

My Description: Damages the enemy and also targets the panels above and below him.

Area of Effect:

```
--- --- --- --- ---
| | | | | O | | M: Megaman
--- --- --- --- ---
| | M | | | X | | O: Spreading Area (IF)
--- --- --- --- ---
| | | | | O | |
--- --- --- --- ---
```

014. Spreader

Codes: M N O P Q * / Stars: ** / Damage: 30

Element: None / Memory: 16 Mb

Game Description: Creates a large explosion.

My Description: Hits enemy and spreads to all surrounding panels.

Area of Effect:

```
--- --- --- --- ---
| | | | O | O | O | M: Megaman
--- --- --- --- ---
| | | | | | | X: Possible Targets
```

```

| | M | | O | X | O | O: Spreading Area (IF)
---
| | | | O | O | O |
---

```

015. Bubbler

Codes: A C D E P * / Stars: * / Damage: 60

Element: Aqua / Memory: 14 Mb

Game Description: Explodes 1 square behind.

My Description: Damages enemy with aqua element and damages the panel behind it.

Area of Effect:

```

---
| | | | | | | M: Megaman
---
| | M | | X | O | | X: Possible Targets
---
| | M | | X | O | | O: Spreading Area (IF)
---
| | | | | | |
---

```

016. Bub-V

Codes: D E F S V * / Stars: ** / Damage: 60

Element: Aqua / Memory: 22 Mb

Game Description: Explodes 2 diag. squares.

My Description: Damages enemy with aqua element and targets the panels behind it on the upper and lower rows.

Area of Effect:

```

---
| | | | | O | | M: Megaman
---
| | M | | X | | | X: Possible Targets
---
| | M | | X | | | O: Spreading Area (IF)
---
| | | | | O | |
---

```

017. BublSide

Codes: B E F G R * / Stars: *** / Damage: 60

Element: Aqua / Memory: 30 Mb

Game Description: Explodes up, down on hit.

My Description: Damages the enemy with aqua element, and targets the panels above and below it.

Area of Effect:

```

---
| | | | | O | | M: Megaman
---
| | M | | | X | | X: Possible Targets
---
| | M | | | X | | O: Spreading Area (IF)
---
| | | | | O | |
---

```

018. HeatShot

Codes: B H I J P * / Stars: * / Damage: 40

Element: Heat / Memory: 16 Mb

Game Description: Explodes 1 square behind.

My Description: Damages enemy with heat element and targets the panel behind it.

Area of Effect:

```

---
| | | | | | | M: Megaman
---
| | M | | | X | O | X: Possible Targets
---
| | M | | | X | O | O: Spreading Area (IF)
---
| | | | | | |
---

```

019. Heat-V

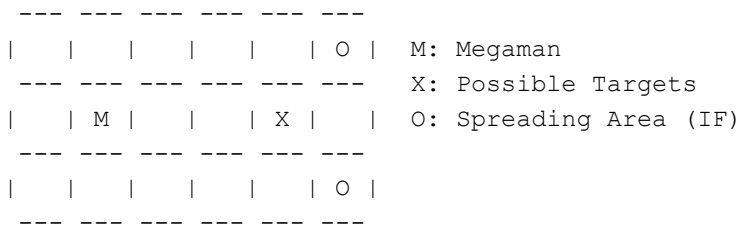
Codes: F I J K V / Stars: ** / Damage: 40

Element: Heat / Memory: 24 Mb

Game Description: Explodes 2 diag. squares.

My Description: Damages enemy with heat element and targets the panels behind it on the upper and lower rows.

Area of Effect:



020. HeatSide

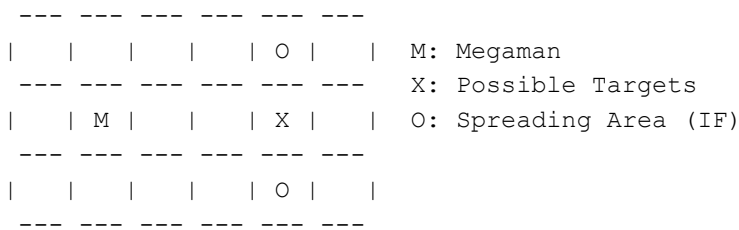
Codes: C J K L T / Stars: *** / Damage: 40

Element: Heat / Memory: 32 Mb

Game Description: Explodes up, down on hit

My Description: Damages enemy with heat element and targets the panels above and below the enemy.

Area of Effect:



021. MiniBomb

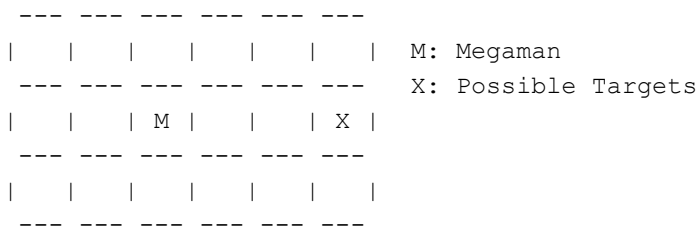
Codes: B G L O S * / Stars: * / Damage: 50

Element: None / Memory: 6 MB

Game Description: Throws a bomb 3 squares.

My Description: Throws a bomb which lands 3 squares ahead.

Area of Effect:



022. Snglbomb

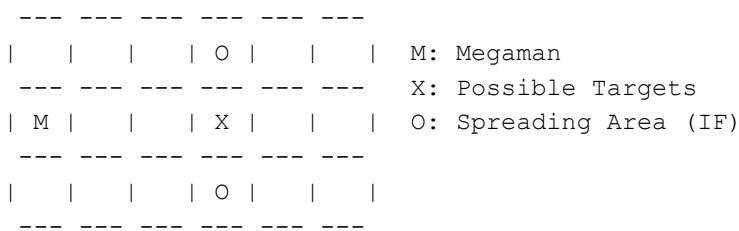
Codes: D F H J T * / Stars: * / Damage: 50

Element: None / Memory: 12 Mb

Game Description: Throws a big bomb 3 squares.

My Description: Throws a bomb which lands 3 squares ahead, affects panel where it lands, and the ones above and below.

Area of Effect:



023. DublBomb

Codes: A C H K Q * / Stars: ** / Damage: 50

Element: None / Memory: 24 Mb

Game Description: Throws 2 big bombs 3 squares.

My Description: Throws 2 consecutive bomb which lands 3 squares ahead, affecting the panel where it lands and the ones above and below.

Area of Effect:

```

--- --- --- --- ---
| | | | | O | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | | | X | | O: Spreading Area (IF)
--- --- --- --- ---
| | | | | O | |
--- --- --- --- ---

```

024. TrplBomb

Codes: E I N P W / Stars: *** / Damage: 50

Element: None / Memory: 36 Mb

Game Description: Throws 3 big bombs 3 squares.

My Description: Throws 3 consecutive bombs which lands 3 squares ahead, affecting the panel where it lands and the ones above and below.

Area of Effect:

```

--- --- --- --- ---
| | | | | O | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | | M | | | X | | O: Spreading Area (IF)
--- --- --- --- ---
| | | | | O | |
--- --- --- --- ---

```

025. CannBall

Codes: A D F L P * / Stars: *** / Damage: 160

Element: None / Memory: 33 Mb

Game Description: Breaks 3rd panel ahead.

My Description: Throws a cannonball which damages and breaks the panel where it lands.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | | | | | | |
--- --- --- --- ---
| M | | | | X | | |
--- --- --- --- ---

```

026. IceBall

Codes: F I M Q S * / Stars: *** / Damage: 120

Element: Aqua / Memory: 18 Mb

Game Description: Freezes 3rd sq. ahea.

My Description: Throws an ice cannonball which damages and turns the panel into ice.

Area of Effect:

```

--- --- --- --- ---
| M | | | | X | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | | | | | | |
--- --- --- --- ---
| | | | | | | |
--- --- --- --- ---

```

027. LavaBall

Codes: B C H N W * / Stars: *** / Damage: 140

Element: Heat / Memory: 20 Mb

Game Description: Shoot lava 3rd sq. ahead.

My Description: Throws a lava cannonball which damages and turns the panel into lava.

Area of Effect:

```

-----
| | | | | | | M: Megaman
-----
| | | | M | | | X |
-----
| | | | | | |
-----

```

028. BlkBomb1

Codes: F L N P Z / Stars: ** / Damage: 120

Element: Heat / Memory: 60 Mb

Game Description: Firebomb hits 3rd sq ahead!

My Description: Throws a bomb 3 squares ahead, it will stay there until a heat-
 attack hits it, it will then explode in the whole enemy area, regardless
 of the panel it is on.

Area of Effect:

```

-----
| | | | O | O | O | M: Megaman
-----
| | | | O | O | O | X: Possible Targets
-----
| | | | O | O | O | O: Spreading Area (IF)
-----
| M | | | X | O | O |
-----

```

029. BlkBomb2

Codes: D I K Q S / Stars: *** / Damage: 170

Element: Heat / Memory: 70 Mb

Game Description: Firebomb hits 3rd sq ahead!

My Description: Throws a bomb 3 squares ahead, it will stay there until a heat-
 attack hits it, it will then explode in the whole enemy area, regardless
 of the panel it is on.

Area of Effect:

```

-----
| | M | | O | X | O | M: Megaman
-----
| | | | O | O | O | X: Possible Targets
-----
| | | | O | O | O | O: Spreading Area (IF)
-----
| | | | O | O | O |
-----

```

030. BlkBomb3

Codes: C G L U Y / Stars: *** / Damage: 220

Element: Heat / Memory: 80 Mb

Game Description: Firebomb hits 3rd sq ahead!

My Description: Throws a bomb 3 squares ahead, it will stay there until a heat-
 attack hits it, it will then explode in the whole enemy area, regardless
 of the panel it is on.

Area of Effect:

```

-----
| | | | O | O | O | M: Megaman
-----
| | | | O | O | O | X: Possible Targets
-----
| | | M | O | O | X | O: Spreading Area (IF)
-----
| | | | O | O | O |
-----

```

031. Sword

Codes: E H L S Y / Stars: * / Damage: 80

Element: None / Memory: 10 Mb

Game Description: Cuts enemy in front! Range: 1.

My Description: Slashes at the panel in front of you.

Area of Effect:

```

-----
| | | | | | | M: Megaman
-----
| | | | | | | X: Possible Targets
-----
| | | M | X | | |
-----
| | | | | | |
-----

```

032. WideSword
 Codes: C E L Q Y / Stars: ** / Damage: 80
 Element: None / Memory: 16 Mb
 Game Description: Cuts enemy in front! Range: 3.
 My Description: Slashes the 3 rows in front of you.
 Area of Effect:

```

-----
| | | | | X | | | M: Megaman
-----
| | | | | X: Possible Targets
-----
| | | M | X | | |
-----
| | | | | X | | |
-----

```

033. LongSword
 Codes: E I L R Y / Stars: *** / Damage: 80
 Element: None / Memory: 24 Mb
 Game Description: Cuts enemy in front! Range: 2.
 My Description: Slashes the 2 panels in front of you.
 Area of Effect:

```

-----
| | | | | | | M: Megaman
-----
| | | | | X: Possible Targets
-----
| | | M | X | X | | |
-----
| | | | | | |
-----

```

034. FireSword
 Codes: F N P R U / Stars: *** / Damage: 130
 Element: Heat / Memory: 20 Mb
 Game Description: Fire: Cuts fwd 3 squares.
 My Description: Like a WideSword, but with Heat element.
 Area of Effect:

```

-----
| | | | | X | | | M: Megaman
-----
| | | | | X: Possible Targets
-----
| | | M | X | | |
-----
| | | | | X | | |
-----

```

035. AquaSword
 Codes: A H N P Y / Stars: *** / Damage: 150
 Element: Aqua / Memory: 25 Mb
 Game Description: Water: Cuts fwd 3 squares.
 My Description: Like a WideSword, but with Aqua element.
 Area of Effect:

```

-----
| | | | | X | | | M: Megaman
-----
| | | | | X: Possible Targets
-----
| | | M | X | | |
-----
| | | | | X | | |
-----

```

036. ElecSword

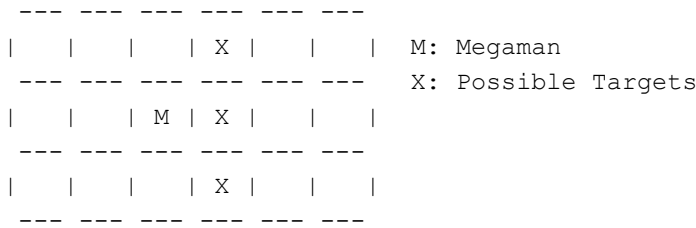
Codes: E K N P V / Stars: *** / Damage: 130

Element: Elec / Memory: 23 Mb

Game Description: Elec: Cuts 3 fwd squares.

My Description: Like a WideSword, but with Elec element.

Area of Effect:



037. BambSword

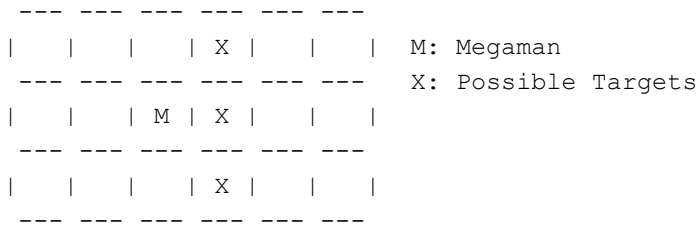
Codes: B L N P W / Stars: *** / Damage: 140

Element: Wood / Memory: 18 Mb

Game Description: Wood: Cuts fwd 3 squares.

My Description: Like a WideSword, but with Wood element.

Area of Effect:



038. CustSword

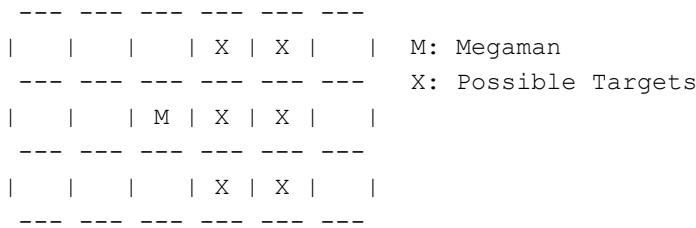
Codes: B F R V Z / Stars: *** / Damage: ???

Element: None / Memory: 21 Mb

Game Description: Cust Gauge: Atk Str.

My Description: The more filled your Custom Gauge, the more damage.

Area of Effect:



039. VarSword

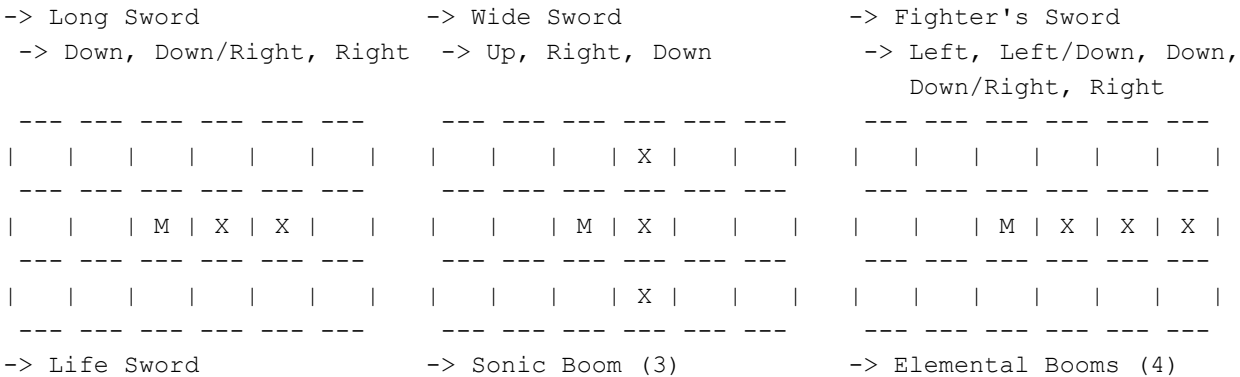
Codes: B C D E F / Stars: **** / Damage: 160

Element: None / Memory: 68 Mb

Game Description: A magical shifting sword.

My Description: A sword that can perform other type of attacks. Hold A and enter the next combinations.

Area of Effect:



-> Down, Left, Up, Right, Down -> Left, B, Right, B -> B, B, Left, Down, Up

```

-----
| | | | X | X | | | | | X | X | X | X | | | | | | |
-----
| | | M | X | X | | | | M | X | X | X | X | | | | X | X | X | X |
-----
| | | | X | X | | | | | X | X | X | X | | | M | X | X | X | X |
-----

```

-> Normal Attack

```

-----
| | | | | | | | M: Megaman
-----
| | | | | | | | X: Possible Targets
-----
| | | M | X | | | |
-----
| | | | | | | |
-----

```

040. AirSword

Codes: C E H J R * / Stars: *** / Damage: 100
 Element: None / Memory: 30 Mb
 Game Description: Wide sword with air attack!
 My Description: Slashes like a WideSword, but also knocks enemies all they way back.
 Area of Effect:

```

-----
| | | | | N | K | M: Megaman
-----
| | | M | | | | X: Possible Targets
-----
| | | | M | | | | K: Knocked to here
-----
| | | | X | | K | N: Non-target, but knocked.
-----

```

041. StepSword

Codes: L M N O P / Stars: **** / Damage: 130
 Element: None / Memory: 43 Mb
 Game Description: 2 steps, then uses wide sword.
 My Description: Takes 2 steps then a wide sword.
 Area of Effect:

```

-----
| | | | | X | | M: Megaman
-----
| | M | | A | X | | X: Possible Targets
-----
| | | | | X | | A: Appears here
-----
| | | | | X | |
-----

```

042. StepCross

Codes: P Q R S T / Stars: **** / Damage: 130
 Element: None / Memory: 74 Mb
 Game Description: 2 steps, then uses cross atk.
 My Description: Takes 2 steps, then you use a cross attack.
 Area of Effect:

```

-----
| | | | X | | X | M: Megaman
-----
| | M | | A | X | | X: Possible Targets
-----
| | | | | X | | A: Appears here
-----
| | | | | X | |
-----

```

043. Slasher (It's here, so stop asking!)

Codes: B D G R S / Stars: *** / Damage: 240

Element: None / Memory: 12 Mb (Thanks, 64Ghost for spotting this...)

Game Description: Cut while A button is held!

My Description: Hold down A, if an enemt enters your area Megaman will slash it.

Area of Effect: Your enemy...

044. ShockWav

Codes: D H J L R / Stars: * / Damage: 60

Element: None / Memory: 10 Mb

Game Description: Shock through enemies.

My Description: Sends a shockwave in a straight line. Can pass obstacles.

Area of Effect:

```

-----
| | | | | | | M: Megaman
----- X: Possible Targets
| | M | X | X | X | X |
-----
| | | | | | |
-----

```

045. SonicWav

Codes: G I M S W / Stars: ** / Damage: 80

Element: None / Memory: 26 Mb

Game Description: Shock through enemies.

My Description: Sends a sonicwave in a straight line. Can pass obstacles. Moves faster than ShockWave too.

Area of Effect:

```

-----
| | M | X | X | X | X | M: Megaman
----- X: Possible Targets
| | | | | | |
-----
| | | | | | |
-----

```

046. DynaWave

Codes: E N Q T V / Stars: *** / Damage: 100

Element: None / Memory: 42 Mb

Game Description: Shock through enemies.

My Description: Sends a dynawave in a straight line. Can pass obstacles. Moves faster than SonicWave too.

Area of Effect:

```

-----
| | | | | | | M: Megaman
----- X: Possible Targets
| | | | | | |
-----
| | M | X | X | X | X |
-----

```

047. BigWave

Codes: E J M P Y / Stars: **** / Damage: 190

Element: None / Memory: 82 Mb

Game Description: Shck wave cracks panels.

My Description: Sends a bigwave in a straight line. Can pass obstacles and cracks the panels it travels on. And is VERY fast.

Area of Effect:

```

-----
| | | | | | | M: Megaman
----- X: Possible Targets
| M | X | X | X | X | X |
-----
| | | | | | |
-----

```

048. GutPunch

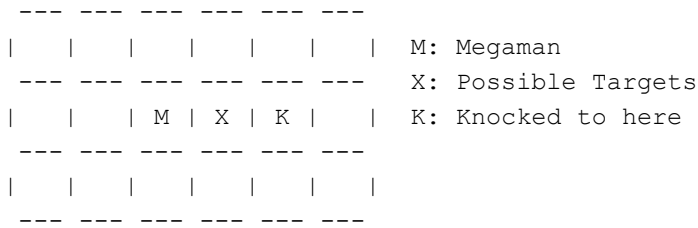
Codes: B C D E F / Stars: * / Damage: 80

Element: None / Memory: 14 Mb

Game Description: Punch pushes 1 square.

My Description: Punches like GutsMan. Affects panel in front.

Area of Effect:



049. GutStrgt

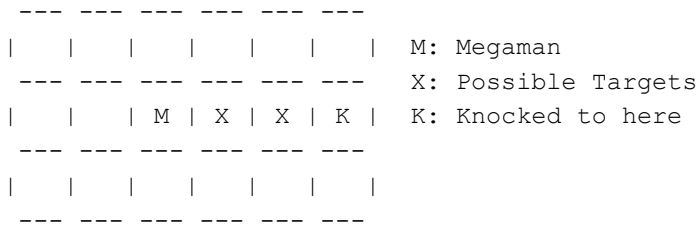
Codes: O P Q R S / Stars: ** / Damage: 100

Element: None / Memory: 30 Mb

Game Description: Punch 2 square range.

My Description: Long-range punch. Affects 2 panels in front.

Area of Effect:



050. GutImpct

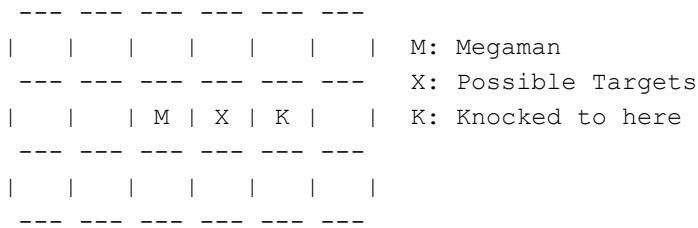
Codes: G H I J K / Stars: *** / Damage: 160

Element: None / Memory: 50 Mb

Game Description: Punch pushes 1 square.

My Description: Same as GutPunch, but stronger.

Area of Effect:



051. DashAtk

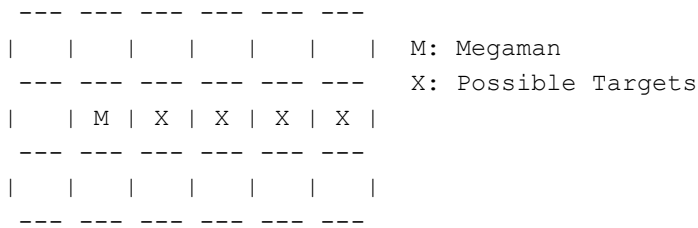
Codes: C D G J Z * / Stars: * / Damage: 90

Element: None / Memory: 11 Mb

Game Description: Dash through enemies!

My Description: Megaman's hand turns into a Fishy and you dash straight with it.

Area of Effect:



052. Burner

Codes: B F Q S W / Stars: *** / Damage: 130

Element: Heat / Memory: 15 Mb

Game Description: Envelops you in flame!

My Description: Burns the 4 celds around you.

Area of Effect:

```

--- --- --- --- ---
|   |   | X |   |   |   | M: Megaman
--- --- --- --- --- X: Possible Targets
|   | X | M | X |   |   |
--- --- --- --- ---
|   |   | X |   |   |   |
--- --- --- --- ---

```

053. Condor

Codes: B I L S Z / Stars: **** / Damage: 180

Element: None / Memory: 44 Mb

Game Description: Charge atk pierces enemies

My Description: You dash with the fishy/hand and pierce through.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- --- X: Possible Targets
|   | M | X | X | X | X |
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

054. Burning

Codes: A F L R S / Stars: **** / Damage: 150

Element: Heat / Memory: 42 Mb

Game Description: Fire atk in cross shape!

My Description:

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X |   |   | M: Megaman/Target
--- --- --- --- --- X: Possible Targets
|   |   | M | X | X |   |
--- --- --- --- ---
|   |   |   | X |   |   |
--- --- --- --- ---

```

055. ZapRing1

Codes: A M P Q S * / Stars: * / Damage: 20

Element: Elec / Memory: 8 Mb

Game Description: Paralyzing electric ring atk!

My Description: Sends an electric ring in straight line, if hits, it paralyzes.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- --- X: Possible Targets
|   | M | X | X | X | X |
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

056. ZapRing2

Codes: B G N R W / Stars: ** / Damage: 40

Element: Elec / Memory: 18 Mb

Game Description: Paralyzing electric ring atk!

My Description: Sends an electric ring in straight line, if hits, it paralyzes.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- --- X: Possible Targets
|   | M | X | X | X | X |

```

```
-----
| | | | | | |
-----
```

057. ZapRing3

Codes: C E O T Z / Stars: *** / Damage: 60

Element: Elec / Memory: 28 Mb

Game Description: Paralyzing electric ring atk!

My Description: Sends an electric ring in a straight line, if hits, it paralyzes.

Area of Effect:

```
-----
| | | | | | | M: Megaman
----- X: Possible Targets
| | M | X | X | X | X |
-----
| | | | | | |
-----
```

058. IceWave1

Codes: A K M Q W * / Stars: * / Damage: 80

Element: Aqua / Memory: 14 Mb

Game Description: Creates a 2 sq wide ice wave.

My Description: Sends an iceball which moves up and down between 2 lines.

Area of Effect:

```
-----
| | M |XX | XX|X | XX| M: Megaman
----- X: Possible Targets
| | | X|X | XX|X |
-----
| | | | | | |
-----
```

059. IceWave2

Codes: D H L P R * / Stars: ** / Damage: 100

Element: Aqua / Memory: 22 Mb

Game Description: Creates a 2 sq wide ice wave.

My Description: Sends an iceball which moves up and down between 2 lines.

Area of Effect:

```
-----
| | M |XX | XX|X | XX| M: Megaman
----- X: Possible Targets
| | | X|X | XX|X |
-----
| | | | | | |
-----
```

060. IceWave3

Codes: C D J R V / Stars: *** / Damage: 120

Element: Aqua / Memory: 30 Mb

Game Description: Creates a 2 sq wide ice wave.

My Description: Sends an iceball which moves up and down between 2 lines.

Area of Effect:

```
-----
| | M |XX | XX|X | XX| M: Megaman
----- X: Possible Targets
| | | X|X | XX|X |
-----
| | | | | | |
-----
```

061. Yo-Yo1

Codes: C D E F G * / Stars: * / Damage: 40

Element: None / Memory: 72 Mb

Game Description: 3-square yo-yo attack!

My Description: Throws a yo-yo 3 squares forward, spins a sec then comes back.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | X | X | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

062. Yo-Yo2

Codes: H I J K L / Stars: ** / Damage: 50

Element: None / Memory: 80 Mb

Game Description: 3-square yo-yo attack!

My Description: Throws a yo-yo 3 squares forward, spins a sec then comes back.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | X | X | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

063. Yo-Yo3

Codes: M N O P Q / Stars: *** / Damage: 60

Element: None / Memory: 88 Mb

Game Description: 3-square yo-yo attack!

My Description: Throws a yo-yo 3 squares forward, spins a sec then comes back.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | X | X | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

064. AirStrm1

Codes: A F H O S / Stars: * / Damage: 50

Element: None / Memory: 26 Mb

Game Description: Creates 3 whirlwinds.

My Description: Sucks enemy in and a whirlwind appears on each line.

Area of Effect:

```

--- --- --- --- ---
| | | | X | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| M | | | X | | |
--- --- --- --- ---
| | | | X | | |
--- --- --- --- ---

```

065. AirStrm2

Codes: C G H M W / Stars: ** / Damage: 60

Element: None / Memory: 35 Mb

Game Description:

Game Description: Creates 3 whirlwinds.

My Description: Sucks enemy in and a whirlwind appears on each line.

Area of Effect:

--- --- --- --- ---

```

| | | | X | | | M: Megaman
--- --- --- --- --- --- X: Possible Targets
| M | | | | X | | |
--- --- --- --- --- ---
| | | | | X | | |
--- --- --- --- --- ---

```

066. AirStrm3

Codes: A G I N V / Stars: *** / Damage: 70

Element: None / Memory: 44 Mb

Game Description: Creates 3 whirlwinds.

My Description: Sucks enemy in and a whirlwind appears on each line.

Area of Effect:

```

--- --- --- --- --- ---
| | | | X | | | M: Megaman
--- --- --- --- --- --- X: Possible Targets
| M | | | | X | | |
--- --- --- --- --- ---
| | | | | X | | |
--- --- --- --- --- ---

```

067. Arrow1

Codes: B E M Q T / Stars: * / Damage: 100

Element: Elec / Memory: 40 Mb

Game Description: Bee fly diagonal paths.

My Description: Summons a bee which appears in the first enemy line and dashes diagonally.

Area of Effect: Depends on where the enemy is.

068. Arrow2

Codes: F R S U Z / Stars: ** / Damage: 130

Element: Elec / Memory: 60 Mb

Game Description: Bee fly diagonal paths.

My Description: Summons a bee which appears in the first enemy line and dashes diagonally.

Area of Effect: Depends on where the enemy is.

069. Arrow3

Codes: A H J N P / Stars: *** / Damage: 160

Element: Elec / Memory: 80 Mb

Game Description: Bee fly diagonal paths.

My Description: Summons a bee which appears in the first enemy line and dashes diagonally.

Area of Effect: Depends on where the enemy is.

070. Ratton1

Codes: A C F H J / Stars: * / Damage: 80

Element: None / Memory: 14 MB

Game Description: Crawling rat, turns once.

My Description: Summons a ratton which goes straight and when on the same row as the enemy, it will turn 90- to collide.

Area of Effect:

```

--- --- --- --- --- ---
| M | R | R | R | R | R | M: Megaman
--- --- --- --- --- --- X: Possible Targets
| | | | | R | R: Ratton Path
--- --- --- --- --- ---
| | | | | X |
--- --- --- --- --- ---

```

071. Ratton2

Codes: A C F N O / Stars: ** / Damage: 100

Element: None / Memory: 24 Mb

Game Description: Crawling rat, turns once.

My Description: Summons a ratton which goes straight and when on the same row as the

enemy, it will turn 90- to collide.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | | | | X | | R: Ratton Path
--- --- --- --- ---
| M | R | R | R | R | |
--- --- --- --- ---

```

072. Ratton3

Codes: A C F R S / Stars: *** / Damage: 120

Element: None / Memory: 34 Mb

Game Description: Crawling rat, turns once.

My Description: Summons a ratton which goes straight and when on the same row as the enemy, it will turn 90- to collide.

Area of Effect:

```

--- --- --- --- ---
| M | R | R | R | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | | | | X | | | R: Ratton Path
--- --- --- --- ---
| | | | | | | |
--- --- --- --- ---

```

073. FireRatn

Codes: B F H M Y / Stars: *** / Damage: 230.

Element: None. / Memory: 35 Mb

Game Description: Activates when hit w/ fire!

My Description: Summons a ratton which sits in front of Megaman until hit with fire, then it will act as a very fast Ratton chip.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| M | R | R | R | R | | R: Ratton Path
--- --- --- --- ---
| | | | | | X | |
--- --- --- --- ---

```

074. Wave

Codes: E I L S T / Stars: *** / Damage: 80.

Element: Aqua / Memory: 60 Mb

Game Description: Creates a wave that moves 3sq.

My Description: Summons a tidal wave that covers each line and moves forward until it hits an enemy, or an obstacle. (Rock, empty panel...)

Area of Effect:

```

--- --- --- --- ---
| | > | > | E | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| M | > | > | > | > | X | E: Empty panel, obstacle
--- --- --- --- --- >: Path
| | > | > | > | E | |
--- --- --- --- ---

```

075. RedWave

Codes: B F J R U / Stars: *** / Damage: 90

Element: Heat / Memory: 72 Mb

Game Description: Creates a 3sq wave of lava.

My Description: Summons a tidal wave that covers each line and moves forward until it hits an enemy, or an obstacle. (Rock, empty panel...)

Area of Effect:


```

-----
| | M | > | > | X | | M: Megaman
-----
| | | > | > | > | X | | X: Possible Targets
-----
| | | > | > | > | X | | E: Empty panel, obstacle
-----
| | | E | | | | | >: Path
-----

```

076. MudWave

Codes: D G M V Z / Stars: *** / Damage: 100

Element: Wood / Memory: 84 Mb

Game Description: Mud wave advances 3 squares.

My Description: Summons a tidal wave that covers each line and moves forward until it hits an enemy, or an obstacle. (Rock, empty panel...)

Area of Effect:

```

-----
| | | > | > | > | X | | M: Megaman
-----
| | | > | > | E | | | X: Possible Targets
-----
| | | > | > | E | | | E: Empty panel, obstacle
-----
| | M | > | > | E | | | >: Path
-----

```

077. Torando

Codes: C L R T U / Stars: ** / Damage: 20

Element: None / Memory: 18 Mb

Game Description: An 8-hit tornado 2 sq ahead.

My Description: Summons a tornado 2 squares ahead which hits 8 times.

Area of Effect:

```

-----
| | | | | | | | M: Megaman
-----
| | | M | | X | | | X: Possible Targets
-----
| | | | | | | |
-----
| | | | | | | |
-----

```

078. Spice1

Codes: B D I S Z * / Stars: * / Damage: 80

Element: Wood / Memory: 22 Mb

Game Description: Dangerous powder on all grass.

My Description: Hits every enemy currently standing on grass when this is activated.

Area of Effect: Enemies on grass panels.

079. Spice2

Codes: C F I K R / Stars: ** / Damage: 110

Element: Wood / Memory: 34 Mb

Game Description: Dangerous powder on all grass.

My Description: Hits every enemy currently standing on grass when this is activated.

Area of Effect: Enemies on grass panels.

080. Spice3

Codes: D F J O Q / Stars: *** / Damage: 140

Element: Wood / Memory: 46 Mb

Game Description: Dangerous powder on all grass.

My Description: Hits every enemy currently standing on grass when this is activated.

Area of Effect: Enemies on grass panels.

081. Shake1

Codes: E G R S U / Stars: * / Damage: 90

Element: None / Memory: 34 Mb

Game Description: Vertical shaking 3rd square ahead.

My Description: You throw a spark of sorts 3 squares ahead, when it lands a dumbbell appears moving up and down for some time. If it hits an enemy on the landing it won't appear.

Area of Effect:

```
--- --- --- --- --- ---  
| | | | | D | | M: Megaman  
--- --- --- --- --- --- D: Dumbbell Movement  
| | M | | | D | |  
--- --- --- --- --- ---  
| | | | | D | |  
--- --- --- --- --- ---
```

082. Shake2

Codes: B F I L Q / Stars: ** / Damage: 110

Element: None / Memory: 40 Mb

Game Description: Vertical shaking 3rd square ahead.

My Description: You throw a spark of sorts 3 squares ahead, when it lands a dumbbell appears moving up and down for some time. If it hits an enemy on the landing it won't appear.

Area of Effect:

```
--- --- --- --- --- ---  
| | | | | D | | M: Megaman  
--- --- --- --- --- --- D: Dumbbell Movement  
| | M | | | D | |  
--- --- --- --- --- ---  
| | | | | D | |  
--- --- --- --- --- ---
```

083. Shake3

Codes: D M R T Z / Stars: *** / Damage: 140

Element: None / Memory: 50 Mb

Game Description: Vertical shaking 3rd square ahead.

My Description: You throw a spark of sorts 3 squares ahead, when it lands a dumbbell appears moving up and down for some time. If it hits an enemy on the landing it won't appear.

Area of Effect:

```
--- --- --- --- --- ---  
| | | | | D | | M: Megaman  
--- --- --- --- --- --- D: Dumbbell Movement  
| | M | | | D | |  
--- --- --- --- --- ---  
| | | | | D | |  
--- --- --- --- --- ---
```

084. NoBeam1

Codes: C F G T Z / Stars: ** / Damage: 200

Element: None / Memory: 66 Mb

Game Description: Fires if something behind.

My Description: If you are in front of an object, like a rock, you shoot.

Area of Effect:

```
--- --- --- --- --- ---  
| | | | | | | M: Megaman  
--- --- --- --- --- --- X: Possible Targets  
| | E | M | X | X | X | E: Stone, Cube...  
--- --- --- --- --- ---  
| | | | | | |  
--- --- --- --- --- ---
```

085. NoBeam2

Codes: E I S U Y / Stars: *** / Damage: 260

Element: None / Memory: 77 Mb

Game Description: Fires if something behind.

My Description: If you are in front of an object, like a rock, you shoot.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
|   | E | M | X | X | X | E: Stone, Cube...
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

086. NoBeam3

Codes: H M V W Z / Stars: **** / Damage: 300

Element: None / Memory: 88 Mb

Game Description: Fires if something behind.

My Description: If you are in front of an object, like a rock, you shoot.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
|   | E | M | X | X | X | E: Stone, Cube...
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

087. Hammer

Codes: B G L P T * / Stars: ** / Damage: 100

Element: None / Memory: 16 Mb

Game Description: Hammer smashes front!

My Description: Smashes the panel in front of you.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
|   |   | M | X |   |   | X: Possible Targets
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

088. Geyser

Codes: B C L S W / Stars: **** / Damage: 200

Element: Aqua / Memory: 22 Mb

Game Description: Geyser 3 squares forward.

My Description: Megaman throws a spark thingy, which MUST land on an empty panel, then geysers sprout on the surrounding panels.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X | X | X | M: Megaman
--- --- --- --- ---
|   | M |   | X | E | X | E: Empty panel
--- --- --- --- ---
|   |   |   | X | X | X |
--- --- --- --- ---

```

089. Rope1

Codes: D G J M O * / Stars: * / Damage: 50

Element: Wood / Memory: 45 Mb

Game Description: Entwines adjacent enemies!

My Description: Any enemy around Megaman will be ensnared in the vines, being hit multiple times.

Area of Effect: Enemies around you.

090. Rope2

Codes: E G O T U / Stars: ** / Damage: 70

Element: Wood / Memory: 55 Mb

Game Description: Entwines adjacent enemies!

My Description: Any enemy around Megaman will be ensnared in the vines, being hit multiple times.

Area of Effect: Enemies around you.

091. Rope3

Codes: H I T U V / Stars: *** / Damage: 90

Element: Wood / Memory: 65 Mb

Game Description: Entwines adjacent enemies!

My Description: Any enemy around Megaman will be ensnared in the vines, being hit multiple times.

Area of Effect: Enemies around you.

092. Boomer1

Codes: F H J M T * / Stars: * / Damage: 60

Element: Wood / Memory: 15 MB

Game Description: Boomerang encircles field.

My Description: Sends a boomerang which rotates around the outer edge of the field.

Area of Effect:

```

--- --- --- --- ---
| < | B | B | B | B | B | M: Megaman
--- --- --- --- --- B: Boomerang path
|   | M |   |   |   | B | >: Start
--- --- --- --- --- <: End
| > | B | B | B | B | B |
--- --- --- --- ---

```

093. Boomer2

Codes: E I K N V * / Stars: ** / Damage: 80

Element: Wood / Memory: 22 Mb

Game Description: Boomerang encircles field.

My Description: Sends a boomerang which rotates around the outer edge of the field.

Area of Effect:

```

--- --- --- --- ---
| < | B | B | B | B | B | M: Megaman
--- --- --- --- --- B: Boomerang path
|   | M |   |   |   | B | >: Start
--- --- --- --- --- <: End
| > | B | B | B | B | B |
--- --- --- --- ---

```

094. Boomer3

Codes: L O P U Z / Stars: *** / Damage: 100

Element: Wood / Memory: 30 Mb

Game Description: Boomerang encircles field.

My Description: Sends a boomerang which rotates around the outer edge of the field.

Area of Effect:

```

--- --- --- --- ---
| < | B | B | B | B | B | M: Megaman
--- --- --- --- --- B: Boomerang path
|   | M |   |   |   | B | >: Start
--- --- --- --- --- <: End
| > | B | B | B | B | B |
--- --- --- --- ---

```

095. PoisMask

Codes: A F N Q V / Stars: * / Damage: XX

Element: None / Memory: 30 Mb

Game Description: Poison area w/ A Button!

My Description: When in use, hold A to send poison smoke in a straight line.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
|   | M | K | P | P | P |   | K: Mask
--- --- --- --- ---
|   |   |   |   |   |   |   |
--- --- --- --- ---

```

096. PoisFace

Codes: A N Q V W * / Stars: ** / Damage: XX

Element: None / Memory: 38 Mb

Game Description: Spread poison w/ A Button!

My Description: Spreads poison smoke in the row where the mask is, and the one in front of it.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | P | P |   | M: Megaman
--- --- --- --- ---
|   |   | M | K | P |   | K: Mask
--- --- --- --- ---
|   |   |   | P | P |   |
--- --- --- --- ---

```

097. RockArm1

Codes: D H J O P * / Stars: * / Damage: 100

Element: None / Memory: 23 Mb

Game Description: Paralyzes enemy w/ earthquake.

My Description: A Quaker enemy will drop in front of Megaman, and send the shockwave, this acts like Navis, you can't move while it's going on.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
|   |   |   |   |   |   | X: Possible Targets
|   | M | Q | X | X | X | Q: Quaker Summoned
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

098. RockArm2

Codes: G M P S V * / Stars: ** / Damage: 150

Element: None / Memory: 35 Mb

Game Description: Paralyzes enemy w/ earthquake.

My Description: A Quaker enemy will drop in front of Megaman, and send the shockwave, this acts like Navis, you can't move while it's going on.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
|   |   |   |   |   |   | X: Possible Targets
|   | M | Q | X | X | X | Q: Quaker Summoned
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

099. RockArm3

Codes: C I L T Z / Stars: *** / Damage: 200

Element: None / Memory: 47 Mb

Game Description: Paralyzes enemy w/ earthquake.

My Description: A Quaker enemy will drop in front of Megaman, and send the shockwave, this acts like Navis, you can't move while it's going on.

Area of Effect:

```

--- --- --- --- ---

```

```

| | | | | | | M: Megaman
--- --- --- --- --- --- X: Possible Targets
| | M | Q | X | X | X | Q: Quaker Summoned
--- --- --- --- --- ---
| | | | | | |
--- --- --- --- --- ---

```

100. CrsShld1

Codes: A C H L P * / Stars: * / Damage: 160

Element: None / Memory: 25 Mb

Game Description: Guard, and bite into the enemy. (??)

My Description: A Dominerd appears in front of Megaman, if it's hit during the time, it waps in front of the enemy and bites it!

Area of Effect: Wherever the enemy that attacked is.

101. CrsShld2

Codes: B C L S T / Stars: ** / Damage: 210

Element: None / Memory: 33 Mb

Game Description: Guard, and bite into the enemy. (??)

My Description: A Dominerd appears in front of Megaman, if it's hit during the time, it waps in front of the enemy and bites it!

Area of Effect: Wherever the enemy that attacked is.

102. CrsShld3

Codes: C E L N R / Stars: *** / Damage: 260

Element: None / Memory: 41 Mb

Game Description: Guard, and bite into the enemy. (??)

My Description: A Dominerd appears in front of Megaman, if it's hit during the time, it waps in front of the enemy and bites it!

Area of Effect: Wherever the enemy that attacked is.

103. Magnum1

Codes: A C H T V / Stars: * / Damage: 120

Element: Heat / Memory: 35 Mb

Game Description: Cursor destroys panels!

My Description: A roulette of sorts appears, targeting a row of panels, moving back and forth, as the attack is triggered, it will fire at that row, dealing a powerful blast, as well as destroying the panels.

Area of Effect: Targeted row.

104. Magnum2

Codes: B G N O Z / Stars: ** / Damage: 150

Element: Heat / Memory: 55 Mb

Game Description: Cursor destroys panels!

My Description: A roulette of sorts appears, targeting a row of panels, moving back and forth, as the attack is triggered, it will fire at that row, dealing a powerful blast, as well as destroying the panels.

Area of Effect: Targeted row.

105. Magnum3

Codes: D F I S W / Stars: *** / Damage: 180

Element: Heat / Memory: 75 Mb

Game Description: Cursor destroys panels!

My Description: A roulette of sorts appears, targeting a row of panels, moving back and forth, as the attack is triggered, it will fire at that row, dealing a powerful blast, as well as destroying the panels.

Area of Effect: Targeted row.

106. Plasma1

Codes: B D J R T / Stars: * / Damage: 30

Element: Elec / Memory: 14 Mb

Game Description: Launches electric attack.

My Description: An Eleball will appear in front of Megaman, two balls of electricity will spin around it, damaging anything that steps in, save for Megaman.

Area of Effect:

```
--- --- --- --- --- ---  
| | | R | R | R | | M: Megaman  
--- --- --- --- --- --- V: Eleball  
| | | MR| V | R | | R: Electricity Balls  
--- --- --- --- --- ---  
| | | R | R | R | |  
--- --- --- --- --- ---
```

107. Plasma2

Codes: A G K M Q / Stars: ** / Damage: 60

Element: Elec / Memory: 26 Mb

Game Description: Launches electric attack.

My Description: An Eleball will appear in front of Megaman, two balls of electricity will spin around it, damaging anything that steps in, save for Megaman.

Area of Effect:

```
--- --- --- --- --- ---  
| | | R | R | R | | M: Megaman  
--- --- --- --- --- --- V: Eleball  
| | | MR| V | R | | R: Electricity Balls  
--- --- --- --- --- ---  
| | | R | R | R | |  
--- --- --- --- --- ---
```

108. Plasma3

Codes: F I N P S / Stars: *** / Damage: 90

Element: Elec / Memory: 34 Mb

Game Description: Launches electric attack.

My Description: An Eleball will appear in front of Megaman, two balls of electricity will spin around it, damaging anything that steps in, save for Megaman.

Area of Effect:

```
--- --- --- --- --- ---  
| | | R | R | R | | M: Megaman  
--- --- --- --- --- --- V: Eleball  
| | | MR| V | R | | R: Electricity Balls  
--- --- --- --- --- ---  
| | | R | R | R | |  
--- --- --- --- --- ---
```

109. RndmMetr

Codes: E I S V Z / Stars: *** / Damage: 100

Element: Heat / Memory: 28 Mb

Game Description: Meteor smash enemies!

My Description: A staff will appear in front of Megaman, and 12 meteors will start falling on the enemy area at random, which can be seen due to the yellow flashing of the panel itself. Should the staff be destroyed, the attack will end at that instant.

Area of Effect: Random enemy square.

110. HoleMetr

Codes: C H J N Q / Stars: *** / Damage: 100

Element: Heat / Memory: 48 Mb

Game Description: Meteors smash into sq.

My Description: A staff appears in front of Megaman, and 15 meteors will fall in a sequence, starting from the back top, to back bottom, then middle top, middle bottom... Until all 15 are done. If the staff is destroyed, the attack ends.

Area of Effect:

```
--- --- --- --- --- ---  
| | | | 7 | 4 | 1 | M: Megaman  
--- --- --- --- --- --- S: Staff
```

```
| M | S |   | 8 | 5 | 2 | #: Meteor Order (REPEAT)
```

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

```
|   |   |   | 9 | 6 | 3 |
```

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

111. ShotMetr

Codes: A D F S Y / Stars: *** / Damage: 100.

Element: Heat / Memory: 38 Mb

Game Description: Meteors shoot out forward.

My Description: A staff appears in front of Megaman, then 9 meteors will fall in the row right in front of the staff. If the staff is destroyed, the attack ends.

Area of Effect:

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

```
|   |   |   |   | X |   | M: Megaman
```

```
--- --- --- --- --- --- X: Meteors Fall Here
```

```
|   |   | M | S | X |   | S: Staff
```

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

```
|   |   |   |   | X |   |
```

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

112. Needler1

Codes: I J M R S / Stars: * / Damage: 30

Element: None / Memory: 32 Mb

Game Description: Advance w/ A, stop to attack.

My Description: A Needler will be summoned, hold A while it's appearing to make it steer forward,

let go of A to stop it, it will then shoot an amount of needles before disappearing. If while steering it crashes, it goes.

Area of Effect:

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

```
|   |   |   |   | X |   | M: Megaman
```

```
--- --- --- --- --- --- X: Possible Targets
```

```
| M | > | > | > | N | X | N: Needler
```

```
--- --- --- --- --- --- >: Steered (?) Path.
```

```
|   |   |   |   | X |   |
```

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

113. Needler2

Codes: F H M T V / Stars: ** / Damage: 40

Element: None / Memory: 52 Mb

Game Description: Advance w/ A, stop to attack.

My Description: A Needler will be summoned, hold A while it's appearing to make it steer forward,

let go of A to stop it, it will then shoot an amount of needles before disappearing. If while steering it crashes, it goes.

Area of Effect:

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

```
|   |   |   |   | X |   | M: Megaman
```

```
--- --- --- --- --- --- X: Possible Targets
```

```
|   |   |   |   | X |   | N: Needler
```

```
--- --- --- --- --- --- >: Steered (?) Path.
```

```
|   | M | > | > | N | X |
```

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

114. Needler3

Codes: D L O U Z / Stars: *** / Damage: 50

Element: None / Memory: 72 Mb

Game Description: Advance w/ A, stop to attack.

My Description: A Needler will be summoned, hold A while it's appearing to make it steer forward,

let go of A to stop it, it will then shoot an amount of needles before disappearing. If while steering it crashes, it goes.

Area of Effect:

```

--- --- --- --- ---
| | | M | > | > | N | M: Megaman
--- --- --- --- --- X: Possible Targets
| | | | | | X | N: Needler
--- --- --- --- --- >: Steered (?) Path.
| | | | | | X |
--- --- --- --- ---

```

115. Totem1

Codes: G H M O V / Stars: * / Damage: 100

Element: Heat / Memory: 29 Mb

Game Description: Creates a totem to blow fire.

My Description: A Totem enemy will appear in front of you, blow fire 3 spaces ahead, then rotate

to it's white face and heal you for 120 HP. Then vanishes. Can be destroyed.

Area of Effect:

```

--- --- --- --- ---
| | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | T | X | X | X | T: Totem
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

116. Totem2

Codes: A C E T Z / Stars: ** / Damage: 140

Element: Heat / Memory: 38 Mb

Game Description: Creates a totem to blow fire.

My Description: A Totem enemy will appear in front of you, blow fire 3 spaces ahead, then rotate

to it's white face and heal you for 240 HP. Then vanishes. Can be destroyed.

Area of Effect:

```

--- --- --- --- ---
| | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | T | X | X | X | T: Totem
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

117. Totem3

Codes: D I K N Q / Stars: *** / Damage: 180

Element: Heat / Memory: 47 Mb

Game Description: Creates a totem to blow fire.

My Description: A Totem enemy will appear in front of you, blow fire 3 spaces ahead, then rotate

to it's white face and heal you for 360 HP. Then vanishes. Can be destroyed.

Area of Effect:

```

--- --- --- --- ---
| | | | | | M: Megaman
--- --- --- --- --- X: Possible Targets
| | M | T | X | X | X | T: Totem
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

118. Sensor1

Codes: C K L O P / Stars: *** / Damage: 100

Element: Elec / Memory: 62 Mb

Game Description: Sensor to watch sq ahead.

My Description: A KillerEye appears, it will "check" the line, if an enemy crosses it, it will

shot an electric beam, the KillerEye will only be there for a while.

Area of Effect: Straight line from where it was summoned.

119. Sensor2

Codes: A G H N S / Stars: *** / Damage: 130

Element: Elec / Memory: 70 Mb

Game Description: Watch sq ahead or diagonal.

My Description: A DemonEye will appear in front of Megaman, if used on the middle line, it's sensor will go straight ahead, if used on the upper, it will go downwards diagonally, and if on the lower, it goes diagonally up. When an enemy crosses it, the beam activates. The DemonEye is only on for a while.

Area of Effect: Depends on where the DemonEye is summoned.

120. Sensor3

Codes: B E J O P / Stars: *** / Damage: 120

Element: Elec / Memory: 72 Mb

Game Description: Watch sq ahead or diagonal.

My Description: A JokerEye will appear in front of Megaman, if used on the middle line, it's sensor will go straight ahead, if used on the upper, it will go downwards diagonally, and if on the lower, it goes diagonally up. When an enemy crosses it, the beam activates. The JokerEye is only on for a while.

Area of Effect: Depends on where the JokerEye is summoned.

121. MetalGel1

Codes: B C D K Y / Stars: * / Damage: 90

Element: Aqua / Memory: 18 Mb

Game Description: Gel atk steals panel!

My Description: Three MetalGel enemies drop on the enemy left-most row and steal the panels, if

there is a virus there, it will be damaged, but the panel will remain theirs.

Area of Effect: Enemy left-most row.

122. MetalGel2

Codes: E F G P S / Stars: ** / Damage: 130

Element: Aqua / Memory: 28 Mb

Game Description: Gel atk steals panel!

My Description: Three MetalGel enemies drop on the enemy left-most row and steal the panels, if

there is a virus there, it will be damaged, but the panel will remain theirs.

Area of Effect: Enemy left-most row.

123. MetalGel3

Codes: G H S T U / Stars: *** / Damage: 170

Element: Aqua / Memory: 38 Mb

Game Description: Gel atk steals panel!

My Description: Three MetalGel enemies drop on the enemy left-most row and steal the panels, if

there is a virus there, it will be damaged, but the panel will remain theirs.

Area of Effect: Enemy left-most row.

124. Pawn

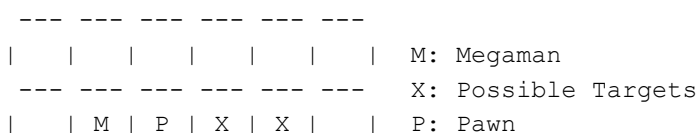
Codes: B E N R Y / Stars: *** / Damage: 90.

Element: None / Memory: 44 Mb

Game Description: Attack by pressing A Button.

My Description: A Pawn appears in front of Megaman, and will slash when you hit A, the range is the same as a LongSword (2-long). The pawn can be destroyed with a piercing attack.

Area of Effect:



--- --- --- --- ---
| | | | | | | |
--- --- --- --- ---

125. Knight

Codes: C H M U V / Stars: *** / Damage: 150

Element: None / Memory: 64 Mb

Game Description: Jumps fwd and attacks.

My Description: Summons a Knight which jumps 1 panel straight at a time, until it "falls" of the

edge. You can make it move up or down by moving Megaman up or down.

Area of Effect: Straight line, in the one where Megaman is, can move up or down at choice.

126. Rook

Codes: D F N Q U * / Stars: *** / Damage: None

Element: None / Memory: 30 Mb

Game Description: Protects you from attacks.

My Description: A Rook appears in front of Megaman, which follows him up or down. No attack whatsoever, but has around 500 HP, which can protect you from some attack, although it can be taken down by a piercing-type attack.

Area of Effect: In front of Megaman.

127. Team1

Codes: A C E T Z * / Stars: ** / Damage: 10

Element: None / Memory: 16 Mb

Game Description: Powers up when ally is hit.

My Description: The Twins virus appear and starts attacking the enemy lines at random, if one is hit, but not killed, it will power up the attacks, if they are destroyed, the attacks ceases.

Area of Effect: Random enemy lines.

128. Team2

Codes: D L P S Z * / Stars: ** / Damage: None

Element: None / Memory: 20 Mb

Game Description: Ally's HP recovered if hurt.

My Description: The Twins virus appear, and stay there... If your HP falls below 1/4, you will be recovered by then Twins virus, up to a max of 500 HP.

Area of Effect: Megaman.

129. TimeBomb

Codes: J K L M N / Stars: *** / Damage: 150

Element: None / Memory: 32 Mb

Game Description: An area-wide time bomb.

My Description: A bomb appears at the enemy's area, when the timer reaches 0, the whole area gets engulfed in the explosion. The bomb can be destroyed.

Area of Effect: Whole enemy area.

130. Mine

Codes: A D L R S * / Stars: *** / Damage: 300

Element: None / Memory: 16 MB

Game Description: Places a mine in enemy area.

My Description: Places a mine in a random enemy panel, which is invisible, when an enemy steps on it, the mine goes off damagin it.

Area of Effect: Random enemy panel.

131. Lance

Codes: D E H R Z / Stars: *** / Damage: 130

Element: Wood / Memory: 46 Mb

Game Description: Lances through back line.

My Description: Lances thrus from the back line of the enemy area, damaging them and knocking them to the left.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   | K | X | M: Megaman
--- --- --- --- --- X: Possible Targets
|   | M |   |   | K | X | K: Knocked to here
--- --- --- --- ---
|   |   |   |   | K | X |
--- --- --- --- ---

```

132. Snake

Codes: D E I R Y / Stars: *** / Damage: 40

Element: Wood / Memory: 20 Mb

Game Description: Snake from hole in area.

My Description: If you have an empty panel, snakes will come out of it and launch to the enemy, going straight or diagonally, up to a max of 8 snakes. If there are no empty panels, the chip just does "poof".

Area of Effect: Whatever direction the snake takes to attack.

133. Guard

Codes: * / Stars: * / Damage: None

Element: None / Memory: 5 Mb

Game Description: Repels enemy's attack.

My Description: Generates a shield in front of Megaman, if an attack hits it, it counters with a shockwave of 40 damage.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- --- S: Shield
| M | S | K | K | K | X | X: Enemy
--- --- --- --- --- K: Shockwave path, after Shield gets hit.
|   |   |   |   |   |   |
--- --- --- --- ---

```

134. PanlOut1

Codes: A B D L S * / Stars: * / Damage: None (technically...)

Element: None / Memory: 4 Mb

Game Description: Destroys 1 panel in front.

My Description: Megaman swings a pickaxe, destroying the panel in front. If a virus is there it will deal 10 damage, but the panel will stay intact.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   | M: Megaman
--- --- --- --- --- X: Possible Targets
|   |   | M | X |   |   |
--- --- --- --- ---
|   |   |   |   |   |   |
--- --- --- --- ---

```

135. PanlOut3

Codes: C E N R Y * / Stars: * / Damage: None (technically...)

Element: None / Memory: 7 Mb

Game Description: Destroys 3 panels in front.

My Description: Megaman swings a pickaxe, destroying the panel in front, taking out in the process the ones above and below as well. If a virus is there, it will take 10 damage, the panel it was on will remain intact.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X |   |   | M: Megaman
--- --- --- --- --- X: Virus in the way
|   |   | M | C |   |   | C: Cracked panels
--- --- --- --- ---
|   |   |   | C |   |   |
--- --- --- --- ---

```

136. PanlGrab

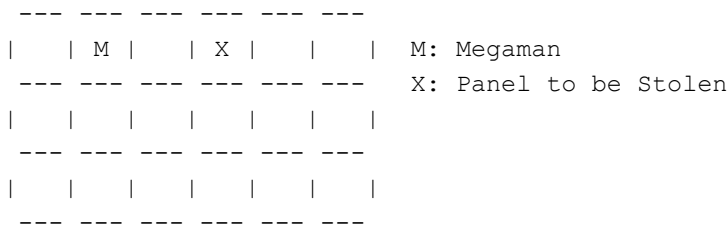
Codes: A H L S Y * / Stars: * / Damage: None (technically...)

Element: None / Memory: 10 Mb

Game Description: Steals 1 enemy square!

My Description: Steals the left-most panel of the enemy area from the line Megaman is standing on. If an enemy is there, it will take 10 damage, but the panel remains of the enemy.

Area of Effect: (Assuming the area is as it's default of 3-3)



137. AreaGrab

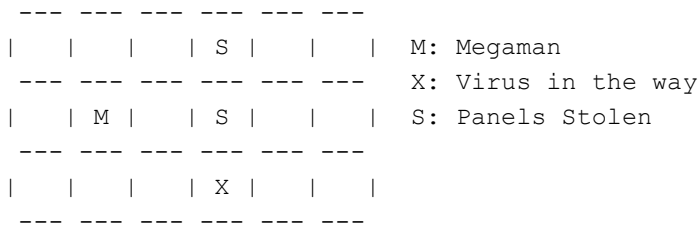
Codes: E L R S Y * / Stars: ** / Damage: None (technically...)

Element: None / Memory: 15 Mb

Game Description: Steals left edge from enemy.

My Description: Steals the left-most row of the enemy area. If a virus is there, it will take 10 damage, but that particular panel remains as property of the enemy.

Area of Effect:



138. GrabBack

Codes: A E I K N / Stars: *** / Damage: 40

Element: None / Memory: 10 Mb

Game Description: Retaliate stolen panels!

My Description: Use after some of your panels have been stolen. It retaliates the amount of panels that have been stolen from you.

Area of Effect: All enemies.

139. GrabRvng

Codes: C G P R Y / Stars: **** / Damage: 80

Element: None / Memory: 30 Mb

Game Description: Retaliates stolen panels!

My Description: Use after some of your panels have been stolen. It retaliates the amount of panels that have been stolen from you.

Area of Effect: All enemies.

140. RockCube

Codes: A C E H R * / Stars: * / Damage: None

Element: None / Memory: 9 Mb

Game Description: Places a rockcube in front.

My Description: Places a Rock cube in front of you, which can act as a shield, or as use for triggering some other chips. The cube has 200 HP.

Area of Effect: Panel in front of Megaman.

141. Prism

Codes: H J K Q W / Stars: *** / Damage: None

Element: None / Memory: 60 Mb

Game Description: Prism fires randomly.

My Description: Throws a prism 3 squares ahead, if the prism is hit by any attack, it will "spread" to all the panels around it, thus damaging anything in there. The

prism itself will only remain there a certain amount of time.

Area of Effect: Panels around the Prism.

142. Wind

Codes: A E H O S * / Stars: * / Damage: None

Element: None / Memory: 14 Mb

Game Description: WindBox blows at enemy area.

My Description: Creates a windbox in front of Megaman, which pushes all enemies to the back row constantly. The Windbox has about 80 HP.

Area of Effect: All field.

143. Fan

Codes: A G L R T * / Stars: * / Damage: None

Element: None / Memory: 14 Mb

Game Description: Vacuum pulls enemies.

My Description: Creates a giant vacuum, which sucks in all enemies to the left-most row of their area. The Fan has about 80 HP.

Area of Effect: All field.

144. Fanfare

Codes: C E G L Y * / Stars: *** / Damage: None

Element: None / Memory: 32 Mb

Game Description: Take no dmg for a while.

My Description: Summons a Trompy (I think is that one) for a while, while it's song is on, Megaman will take no damage. He can be destroyed, and has about 40 HP.

Area of Effect: Megaman.

145. Discord

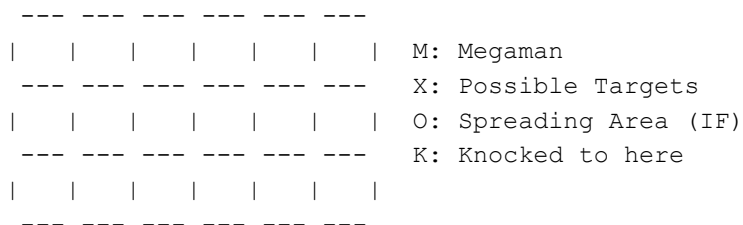
Codes: D F N T Z * / Stars: *** / Damage: None

Element: None / Memory: 38 Mb

Game Description: Confuses enemies w/ music.

My Description: Summons one of the Trompy family

Area of Effect:



146. Timpani

Codes: A N Q U W * / Stars: *** / Damage: None

Element: None / Memory: 42 Mb

Game Description: Paralyzes enemies w/ music.

My Description: Summons one of the Tromby family, while it's song lasts, enemies won't be able to move. The virus can be destroyed, and has like 40 HP.

Area of Effect: All enemies.

147. Recov10

Codes: A C E G L * / Stars: * / Damage: None

Element: None / Memory: 5 Mb

Game Description: Recovers 10HP.

My Description: Recovers 10 HP to Megaman.

Area of Effect: Megaman.

148. Recov30

Codes: B D F H M * / Stars: * / Damage: None

Element: None / Memory: 8 Mb

Game Description: Recover 30HP.

My Description: Recovers 30 HP to Megaman.

Area of Effect: Megaman.

149. Recov50

Codes: C E G I N * / Stars: ** / Damage: None
Element: None / Memory: 14 Mb
Game Description: Recovers 50HP.
My Description: Recovers 50 HP to Megaman.
Area of Effect: Megaman.

150. Recov80

Codes: D F H J O * / Stars: ** / Damage: None
Element: None / Memory: 20 Mb
Game Description: Recover 80HP.
My Description: Recovers 80 HP to Megaman.
Area of Effect: Megaman.

151. Recov120

Codes: O Q S U W * / Stars: *** / Damage: None
Element: None / Memory: 35 Mb
Game Description: Recover 120HP.
My Description: Recovers 120 HP to Megaman.
Area of Effect: Megaman.

152. Recov150

Codes: N P R T V / Stars: *** / Damage: None
Element: None / Memory: 50 Mb
Game Description: Recover 150HP.
My Description: Recovers 150 HP to Megaman.
Area of Effect: Megaman.

153. Recov200

Codes: M N U V W / Stars: **** / Damage: None
Element: None / Memory: 65 Mb
Game Description: Recovers 200HP.
My Description: Recovers 200 HP to Megaman.
Area of Effect: Megaman.

154. Recov300

Codes: O R V Q Z / Stars: **** / Damage: None
Element: None / Memory: 80 Mb
Game Description: Recovers 300HP.
My Description: Recovers 300 HP to Megaman.
Area of Effect: Megaman

155. Repair

Codes: A C D F S * / Stars: * / Damage: None
Element: None / Memory: 8 Mb
Game Description: Fix your area's panels.
My Description: Restore all your panels to normal. Panels who already where empty at
the beginning of battle however will not be restored.
Area of Effect: All your panels.

156. SloGauge

Codes: A C R S Z * / Stars: *** / Damage: None
Element: None / Memory: 20 Mb
Game Description: CustGauge slow down in battle.
My Description: Causes the Custom Gauge to fill at a lower speed for the remainder of
battle.
Area of Effect: Your Custom Gauge.

157. FstGauge

Codes: B E J R Y * / Stars: *** / Damage: None
Element: None / Memory: 40 Mb

Game Description: CustGauge speeds up in battle.

My Description: Causes the Custom Gauge to fill at a higher speed for the remainder of battle.

Area of Effect: Your Custom Gauge.

158. Panic

Codes: A C L R Z / Stars: *** / Damage: None

Element: None / Memory: 14 Mb

Game Description: Confuses enemies if you are.

My Description: If you are confused, use this to make all the enemies get confused too.

Area of Effect: All the enemies, if you are confused.

159. Geddon1

Codes: D J M O S * / Stars: *** / Damage: None

Element: None / Memory: 10 Mb

Game Description: Cracks all panels!

My Description: Makes all the panels on both areas cracked.

Area of Effect: ALL the field.

160. Geddon2

Codes: F H N O W / Stars: **** / Damage: None

Element: None / Memory: 50 Mb

Game Description: Breaks all empty squares!

My Description: All panels that aren't being used by an enemy or Megaman will disappear.

Area of Effect: ALL unused panels.

161. Geddon3

Codes: C M U W Y / Stars: **** / Damage: None

Element: None / Memory: 90 Mb

Game Description: Turns all panels to swamp!

My Description: Turns all panels to poison panels.

Area of Effect: ALL the field.

162. CopyDmg

Codes: A F H L Y * / Stars: *** / Damage: None (Depends on the attack used)

Element: None / Memory: 18 Mb

Game Description: Duplicate damage on 2nd enemy.

My Description: Sends a cursor in a straight line, which locks in an enemy, while the cursor is on, attack another enemy for the damage to duplicate on the targetted virus too! The cursor will only last some time.

Area of Effect: Targetted enemy.

163. Invis

Codes: B E F R S * / Stars: *** / Damage: None

Element: None / Memory: 11 Mb

Game Description: Invisible for a while.

My Description: This will make Megaman go invisible, and no attack can hurt you, save for some attacks with that ability. Also, in linked battles, the other person won't be able to see you at all!

Area of Effect: Megaman.

164. Shadow

Codes: H J N Q U * / Stars: *** / Damage: None

Element: None / Memory: 60 Mb

Game Description: Only swrd attacks hurt you.

My Description: While this is on, only sword-type attacks can hurt you. Also, if you charge up and attack, it will act like the StepSword (2 steps, then 1x3).

Area of Effect: Megaman.

165. Mole1

Codes: A D H J O * / Stars: * / Damage: None

Element: None / Memory: 28 Mb

Game Description: Attacks fr. underground!

My Description: While in use you'll move underground, and only attacks with the ability to hurt underground-type enemies will hurt you. However, while you attack, you will be above ground, meaning you are vulnerable there. This only lasts a certain amount of time.

Area of Effect: Megaman.

166. Mole2

Codes: B G I K R * / Stars: ** / Damage: None

Element: None / Memory: 35 Mb

Game Description: Attacks fr. underground!

My Description: While in use you'll move underground, and only attacks with the ability to hurt underground-type enemies will hurt you. However, while you attack, you will be above ground, meaning you are vulnerable there. This only lasts a certain amount of time. Lasts longer than Mole1.

Area of Effect: Megaman.

167. Mole3

Codes: C E L M Q / Stars: *** / Damage: None

Element: None / Memory: 42 Mb

Game Description: Attacks fr. underground!

My Description: While in use you'll move underground, and only attacks with the ability to hurt underground-type enemies will hurt you. However, while you attack, you will be above ground, meaning you are vulnerable there. This only lasts a certain amount of time. Lasts longer than Mole2.

Area of Effect: Megaman.

168. AirShoes

Codes: H I N U Y * / Stars: * / Damage: None

Element: None / Memory: 26 Mb

Game Description: Can stand on empty squares.

My Description: While the effect is on, Megaman can hover over empty panels. The effect will go off after some time.

Area of Effect: Megaman.

169. Barrier

Codes: C E L R S * / Stars: * / Damage: None

Element: None / Memory: 7 Mb

Game Description: Nullifies 10HP of damage!

My Description: Creates a barrier around Megaman that will absorb up to 10 HP of damage, after that, the barrier is gone.

Area of Effect: Megaman.

170. Barr100

Codes: E J M R T * / Stars: ** / Damage: None

Element: None / Memory: 25 Mb

Game Description: Nullifies 100HP of damage!

My Description: Creates a barrier around Megaman that will absorb up to 100 HP of damage, after that, the barrier is gone.

Area of Effect: Megaman.

171. Barr200

Codes: E F H R U / Stars: *** / Damage: None

Element: None / Memory: 50 Mb

Game Description: Nullifies 200HP of damage!

My Description: Creates a barrier around Megaman that will absorb up to 200 HP of damage, after that, the barrier is gone.

Area of Effect: Megaman.

172. Aura

Codes: F I S U Y / Stars: *** / Damage: None

Element: None / Memory: 55 Mb

Game Description: Repels attacks under 100.

My Description: Creates an aura around Megaman that will deflect any attack below 100, should an attack above that hit, the aura will be dispelled.

Area of Effect: Megaman.

173. NrthWind

Codes: A C N S Z / Stars: **** / Damage: None

Element: None / Memory: 43 Mb

Game Description: Wind removes auras, etc.

My Description: Automatically dispels the aura of the enemy (ies), regardless of it's defence.

Area of Effect: All enemies with auras.

174. Mettaur

Codes: T / Stars: ***** / Damage: ????

Element: None / Memory: 30 Mb

Game Description: Summons a Mettaur to a fight!

My Description: Press A to start a roulette between the Mettaur viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Mettaur: 40, straight line.

Mettaur2: 80, straight line.

Mettaur3: 120, straight line.

Mettaur Omega: 150, straight line, and cracks panels.

175. Bunny

Codes: R / Stars: ***** / Damage: ????

Element: Elec / Memory: 32 Mb

Game Description: Summons a Bunny to fight!

My Description: Press A to start a roulette between the Bunny viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Bunny: 60, straight line, paralyzes on contact.

TuffBunny: 90, straight line, paralyzes on contact.

MegaBunny: 120, straight line, paralyzes on contact.

Bunny Omega: 160, straight line, paralyzes on contact.

176. Spikey

Codes: E / Stars: ***** / Damage: ????

Element: Heat / Memory: 34 Mb

Game Description: Summons a Spikey to fight!

My Description: Press A to start a roulette between the Spikey viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Spikey: 50, acts like HeatShot.

Spikey2: 80, acts like Heat-V.

Spikey3: 120, acts like HeatSide.

Spikey Omega: 170, acts like HeatSpread. (Like the PA)

177. Swordy

Codes: W / Stars: ***** / Damage: ????

Element: Varies / Memory: 30 Mb

Game Description: Summons a Swordy to fight!

My Description: Press A to start a roulette between the Swordy viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Swordy: 120, acts like LongSword. (2x1)

Swordy2: 120, acts like AquaSword. (1x3)

Swordy3: 120, acts like FireSword. (1x3)

Swordy Omega: 120, acts like LifeSword. (PA, 2x3)

178. Jelly

Codes: Y / Stars: ***** / Damage: ????

Element: Varies / Memory: 46 Mb

Game Description: Summons a Jelly to fight.

My Description: Press A to start a roulette between the Jelly viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Jelly: 50, acts like Wave.

HeatJelly: 80, acts like RedWave. (Heat)

ErthJelly: 80, acts like MudWave. (Wood)

Jelly Omega: 150, acts like Wave.

179. Mushy

Codes: H / Stars: ***** / Damage: ????

Element: Wood / Memory: 38 Mb

Game Description: Summons a Mushy to fight!

My Description: Press A to start a roulette between the Mushy viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Mushy: 60, confuses.

Mashy: 80, confuses.

Moshy: 100, confuses.

Mushy Omega: 120, confuses.

180. Momogra

Codes: G / Stars: ***** / Damage: ????

Element: None / Memory: 38 Mb

Game Description: Summons a Momogra to fight!

My Description: Press A to start a roulette between the Momogra viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Momogro: 90, in front of him.

Momogra: 120, in front of him.

Momogre: 150, in front of him.

Momogro Omega: 200, in front of him.

181. KillerEye

Codes: K / Stars: ***** / Damage: ????

Element: Elec / Memory: 50 Mb

Game Description: Summons a KillerEye to fight!

My Description: Press A to start a roulette between the KillerEye viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: KillerEye: 100, sensor is straight ahead.

DemonEye: 100, sensor is upwards diagonally.

JokerEye: 100, sensor is downwards diagonally.

KillerEye Omega: 150, sensor is straight ahead.

182. Scuttlst

Codes: A / Stars: ***** / Damage: ????

Element: Varies / Memory: 53 Mb

Game Description: Summons a Scuttlest to fight!

My Description: Press A to start a roulette between the Scuttlest viruses you have caught, press A again to stop the roulette on one, which will then use it's attack. It will then disappear.

Area of Effect: Scutz: 150, homing fire. (Heat)

Scuttle: 200, ice cube straight ahead. (Aqua)

Scuttler: 130, thunders on every enemy. (Elec)

Scuttzer: 100, vine ensnares all, then deals 30 damage 4 times. (Wood)

Scuttlest: 100, straight line.

Scuttle Omega: 200, straight line.

183. Hole

Codes: A B S T Z * / Stars: **** / Damage: None

Element: None / Memory: 55 Mb

Game Description: open hole to dark world.

My Description: Creates a dark hole in the field, which won't do anything... But IT IS necessary to have it open to use a certain Giga Chip.

Area of Effect: ...

184. HolyPanl

Codes: E J L R U * / Stars: ** / Damage: None

Element: None / Memory: 14 Mb

Game Description: Creates a holy pnl in front.

My Description: Transforms the panel in front of you to holy, while on this panel, all damage received will be cut by half.

Area of Effect: Panel in front.

185. LavaStge

Codes: A E R T Y * / Stars: *** / Damage: None

Element: None / Memory: 22 Mb

Game Description: Changes all panels to lava.

My Description: Transforms all panels to Lava, whenever an enemy or you steps on one, you/it'll receive 50 damage. UNLESS you/it are/is Heat attribute. Once the panel has been stepped on, it goes away.

Area of Effect: ALL the field.

186. IceStage

Codes: C G M Q T * / Stars: *** / Damage: None

Element: None / Memory: 20 Mb

Game Description: Changes all panels to ice.

My Description: Transforms all panels to ice, and you or the enemy will slide in the direction you moved until you hit something. UNLESS you/they have the Aqua attribute.

Area of Effect: ALL the field.

187. GrassStg

Codes: E J R W Z * / Stars: *** / Damage: None

Element: None / Memory: 10 Mn

Game Description: Changes all panels to grass.

My Description: Transforms all panels to grass, while this is on, any heat attack will be doubled. And if you/they have the Wood attribute, it will slowly heal you while being on the grass.

Area of Effect: ALL the field.

188. SandStge

Codes: B C Q U W / Stars: *** / Damage: None

Element: None / Memory: 18 Mb

Game Description: Changes all panels to sand.

My Description: Transforms all panels to sand, decreasing the mobility you and the enemies have by making movement slower.

Area of Effect: ALL the field

189. MetlStge

Codes: D G M O S / Stars: *** / Damage: None

Element: None / Memory: 18 Mb

Game Description: Changes all panels to metal.

My Description: Transforms all panels to metal, which render them indestructible by attacks that would do so otherwise.

Area of Effect: ALL the field.

190. Snctuary

Codes: A C E L S / Stars: **** / Damage: None

Element: None / Memory: 54 Mb

Game Description: Changes own panels to holy.

My Description: Transforms all your panels to holy, while being on one, all damage received will be cut by half... DarkAura anyone?

Area of Effect: ALL your OWN panels.

191. AntiDmg

Codes: C F H M S / Stars: *** / Damage: 100

Element: None / Memory: 45 Mb

Game Description: Set traps & throws stars.

My Description: The chip does nothing... But when an enemy hits you, Megaman leaves a doll to take the hit, while you disappear and throw back 3 shurikens at the enemy.

Area of Effect: Wherever the enemy is.

192. AntiSword

Codes: B K R U Y / Stars: *** / Damage: 100

Element: None / Memory: 68 Mb

Game Description: Retaliate for sword damage.

My Description: The chip does nothing... But when an enemy hits you with a sword-type attack, you will retaliate by slashing 3 sonic boom away at the enemies.

Area of Effect: Wherever the enemy is.

193. AntiNavi

Codes: A M N V W / Stars: **** / Damage: None

Element: None / Memory: 60 Mb

Game Description: Takes the enemy's Navi away.

My Description: Only for use in VS battles. While the effect is on, if the enemy summons a Navi, you will summon it instead.

Area of Effect: Enemy Megaman's Navi.

194. AntiRecv

Codes: B D E O S / Stars: *** / Damage: None

Element: None / Memory: 73 Mb

Game Description: Punish recovery of HPs!

My Description: The chip does nothing... But if the enemy tries to recover, he will be damaged for twice the amount of the recovery instead!

Area of Effect: Any enemy who tries to heal.

195. Atk+10

Codes: * / Stars: * / Damage: None

Element: None / Memory: 4 Mb

Game Description: +10 for selected atk chip.

My Description: If used after an attack chip, said chip will receive a +10 to it's attack.

Area of Effect: Previously selected Attack chip.

196. Fire+30

Codes: * / Stars: ** / Damage: None

Element: None / Memory: 20 Mb

Game Description: +30 to Fire atk chip.

My Description: If selected after a Heat chip, it will receive a +30 to it's attack.

Area of Effect: Previously selected Heat attack chip.

197. Aqua+30

Codes: * / Stars: ** / Damage: None

Element: None / Memory: 21 Mb

Game Description: +30 to Aqua atk chip.

My Description: If selected after an Aqua chip, it will receive a +30 to it's attack.

Area of Effect: Previously selected Aqua attack chip.

198. Elec+30

Codes: * / Stars: ** / Damage: None

Element: None / Memory: 23 Mb

Game Description: +30 to Elec atk chip.

My Description: If selected after an Elec chip, it will receive a +30 to it's attack.

Area of Effect: Previously selected Elec attack chip.

199. Wood+30

Codes: * / Stars: ** / Damage: None

Element: None / Memory: 26 Mb

Game Description: +30 to Wood atk chip.

My Description: If selected after a Wood chip, it will receive a +30 to it's attack.

Area of Effect: Previously selected Wood attack chip.

200. Navi+20

Codes: * / Stars: ** / Damage: None

Element: None / Memory: 34 Mb

Game Description: +20 for selected Navi chip.

My Description: If selected after a Navi chip, it will receive a +20 to it's attack.

Area of Effect: Previously selected Navi chip.

[MCL]-----6.2. Mega Chip Library-----

~~~~~

001. Muramasa

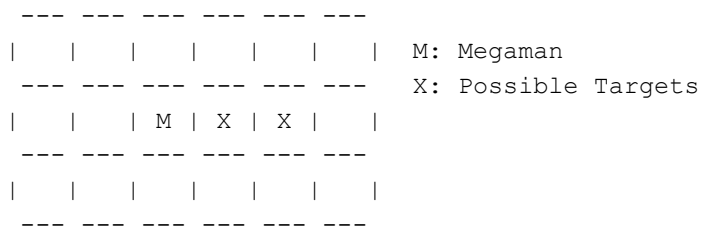
Codes: M / Stars: \*\*\*\*\* / Damage: ????

Element: None / Memory: 74 Mb

Game Description: Power= amount of HP lost!

My Description: A sword attack whose damage is a direct reflection on how much damage you've substained on battle. Ex. You take 400 damage, it deals 400!

Area of Effect:



002. HeroSword

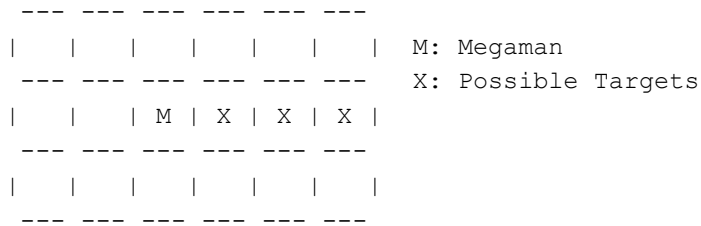
Codes: P / Stars: \*\*\*\* / Damage: 180

Element: None / Memory: 65 Mb

Game Description: Legendary sword cuts 3 sq!

My Description: A sword attack with long range.

Area of Effect:



003. ZeusHammer

Codes: Z / Stars: \*\*\*\*\* / Damage: 250

Element: None / Memory: 90 Mb

Game Description: Damages anyone on a panel.

My Description: Megaman swings a giant hammer, which damages ALL on the field, including yourself, of course, this can be countered...

Area of Effect: ALL panels.

004. StandOut

Codes: P \* / Stars: \*\*\* / Damage: 220

Element: Heat / Memory: 22 Mb

Game Description: Heat: Send Fire into hole.

My Description: Can only be used if your style is Heat element. To use it, there must be a

missing panel in the line for it to travel, otherwise, nothing happens.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
| M | S | S | S | E |   |   |   | E: Empty Panel
--- --- --- --- ---
|   |   |   |   |   |   |   |   |
--- --- --- --- ---

```

005. Salamndr

Codes: S \* / Stars: \*\*\*\* / Damage: 300

Element: Heat / Memory: 50 Mb

Game Description: Heat: Send Fire into hole.

My Description: Can only be used if your style is Heat element. To use it, there must be a missing panel in the line for it to travel, otherwise, nothing happens.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
| M | S | S | S | E |   |   |   | S: Salamander path
--- --- --- --- ---
|   |   |   |   |   |   |   |   | E: Empty Panel
--- --- --- --- ---
|   |   |   |   |   |   |   |   |
--- --- --- --- ---

```

006. WatrLine

Codes: C \* / Stars: \*\*\* / Damage: 180

Element: Aqua / Memory: 18 Mb

Game Description: Water: Draw water from hole.

My Description: Can only be used if your style is Aqua element. To use it, an empty panel must be in front of you, water will pulse forward from it.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
| M | E | W | W | W | W |   |   | W: WaterLine path
--- --- --- --- ---
|   |   |   |   |   |   |   |   | E: Empty Panel
--- --- --- --- ---
|   |   |   |   |   |   |   |   |
--- --- --- --- ---

```

007. Fountain

Codes: D \* / Stars: \*\*\*\* / Damage: 240

Element: Aqua / Memory: 48 Mb

Game Description: Water: Draw water from hole.

My Description: Can only be used if your style is Aqua element. To use it, an empty panel must be in front of you, water will pulse forward from it.

Area of Effect:

```

--- --- --- --- ---
|   |   |   |   |   |   |   |   | M: Megaman
--- --- --- --- ---
| M | E | W | W | W | W |   |   | W: Fountain path
--- --- --- --- ---
|   |   |   |   |   |   |   |   | E: Empty Panel
--- --- --- --- ---
|   |   |   |   |   |   |   |   |
--- --- --- --- ---

```

008. Ligtning

Codes: L \* / Stars: \*\*\* / Damage: 160

Element: Elec / Memory: 30 Mb

Game Description: Elec: Dmgs object & area.

My Description: Can only be used if your style is Elec element. To use it, an object must be on the field, a lightning will strike every space around it.

Area of Effect:

```

--- --- --- --- ---
| | | L | L | L | | M: Megaman
--- --- --- --- --- L: Lightning Strikes
| M | | L | O | L | | O: Object
--- --- --- --- ---
| | | L | L | L | |
--- --- --- --- ---

```

009. Bolt

Codes: T \* / Stars: \*\*\*\* / Damage: 210

Element: Elec / Memory: 52 Mb

Game Description: Elec: Dmgs object & area.

My Description: Can only be used if your style is Elec element. To use it, an object must be on the field, a lightning will strike every space around it.

Area of Effect:

```

--- --- --- --- ---
| | | L | L | L | | M: Megaman
--- --- --- --- --- L: Lightning Strikes
| M | | L | O | L | | O: Object
--- --- --- --- ---
| | | L | L | L | |
--- --- --- --- ---

```

010. GaiaSword

Codes: G \* / Stars: \*\*\* / Damage: 100+

Element: Wood / Memory: 28 Mb

Game Description: Wood: Take power from next chip.

My Description: Can only be used if your style is Wood element. To use it, just press A, it will affect a WideSword area, but the damage can increase by selecting attack chips after this, those chips will be "consumed" by this one though.

Area of Effect:

```

--- --- --- --- ---
| | | | X | | | M: Megaman
--- --- --- --- --- X: GaiaSword slash
| | | M | X | | |
--- --- --- --- ---
| | | | X | | |
--- --- --- --- ---

```

011. GaiaBlade

Codes: G \* / Stars: \*\*\*\* / Damage: 100

Element: Wood / Memory: 55 Mb

Game Description: Wood: Take power from next chip.

My Description: Can only be used if your style is Wood element. To use it, just press A, it will affect a LongSword area, but the damage can increase by selecting attack chips after this, those chips will be "consumed" by this one though.

Area of Effect:

```

--- --- --- --- ---
| | | | | | | M: Megaman
--- --- --- --- --- X: GaiaBlade slash
| | | M | X | X | |
--- --- --- --- ---
| | | | | | |
--- --- --- --- ---

```

012. Meteors

Codes: R / Stars: \*\*\*\* / Damage: 40

Element: Heat / Memory: 86 Mb

Game Description: Drop many meteors on enemy.

My Description: Thirty meteors strike the enemy area, in the same fashion as HoleMetr.

Area of Effect: Top right, middle right, lower right, top middle, middle middle, lower middle, top left, middle left, lower left, repeat.... (That made sense?)



013. Guardian

Codes: O / Stars: \*\*\*\*\* / Damage: None (200 actually)

Element: None / Memory: 82 Mb

Game Description: Statue punishes when hit.

My Description: Creates a guardian statue in front of Megaman, if the statue is hit by an enemy, it will rain thunders in them. If you shoot at it, he hits you.

Area of Effect: All enemies, or you, depends.

014. Anubis

Codes: A / Stars: \*\*\*\*\* / Damage: XX

Element: None / Memory: 90 Mb

Game Description: Anubis poisons enemies.

My Description: An Anubis statue will appear in front of Megaman, and blow poison all over the enemy's panels, and will continue until the statue is destroyed, or the enemies deleted.

Area of Effect: All enemy panels.

015. GodStone

Codes: S / Stars: \*\*\*\* / Damage: 150

Element: None / Memory: 66 Mb

Game Description: Summons a GodStone from hole.

My Description: Summons a GodStone in front of Megaman, but that particular panel MUST be empty,

3 rocks will then fall on random enemy panels.

Area of Effect: Random enemy panels.

016. OldWood

Codes: W / Stars: \*\*\*\* / Damage: 100

Element: Wood / Memory: 72 Mb

Game Description: Summons OldWood from hole.

My Description: Summons OldWood in front of you, but that panel MUST be empty, then WoodTowers will raise from all enemy panels, dealing 100 damage straight, but the damage can increase by 20 for every grass panel on your area.

Area of Effect: All enemy panels.

017. Jealousy

Codes: J / Stars: \*\*\* / Damage: 100

Element: None / Memory: 64 Mb

Game Description: More dmg if enemy has chips.

My Description: Deals 100 damage for every attack chip the enemy has. (VS only possibly...)

Area of Effect: Enemies carrying chips.

018. Poltrgst

Codes: G / Stars: \*\*\*\*\* / Damage: None

Element: None / Memory: 58 Mb

Game Description: Objects thrown at enemies!

My Description: Causes all field objects, like stones to go against enemies, causing 150 per object.

Area of Effect: Enemies...

019. LifeAura

Codes: D / Stars: \*\*\*\* / Damage: None

Element: None / Memory: 77 Mb

Game Description: Repel all attacks under 200.

My Description: Creates an aura around Megaman that deflects all attacks below 200. If an attack higher than 200 hits, then aura vanishes.

Area of Effect: Megaman.

020. FullCust

Codes: \* / Stars: \*\*\* / Damage: None

Element: None / Memory: 10 Mb

Game Description: CustGauge instantly refills!

My Description: Instantly fills the Custom Gauge. Only once though...

Area of Effect: Custom Gauge.

021. Atk+30

Codes: \* / Stars: \*\*\* / Damage: None

Element: None / Memory: 50 Mb

Game Description: +30 for selected atk chip.

My Description: If used after an attack chip, said chip will receive a +30 to it's attack.

Area of Effect: Previously selected Attack chip.

022. Navi+40

Codes: \* / Stars: \*\*\* / Damage: None

Element: None / Memory: 60 Mb

Game Description: +40 for selected Navi chip.

My Description: If selected after a Navi chip, it will receive a +20 to it's attack.

Area of Effect: Previously selected Navi chip.

023. Roll

Codes: R / Stars: \*\*\* / Damage: 20

Element: None / Memory: 10 Mb

Game Description: Attack an enemy, heal you.

My Description: Summons Roll, she attacks the left-most enemy 3 times, and heals you for the amount of 60.

Area of Effect: Left-most enemy.

024. Roll V2

Codes: R / Stars: \*\*\* / Damage: 30

Element: None / Memory: 22 Mb

Game Description: Attack an enemy, heal you.

My Description: Summons Roll, she attacks the left-most enemy 3 times, and heals you for the amount of 90.

Area of Effect: Left-most enemy.

025. Roll V3

Codes: R / Stars: \*\*\*\* / Damage: 40

Element: None / Memory: 34 Mb

Game Description: Attack an enemy, heal you.

My Description: Summons Roll, she attacks the left-most enemy 3 times, and heals you for the amount of 120.

Area of Effect: Left-most enemy.

026. GutsMan

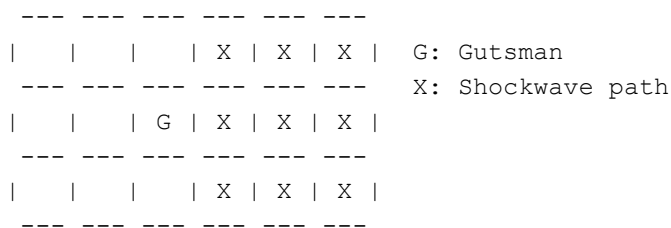
Codes: G / Stars: \*\*\* / Damage: 50

Element: None / Memory: 15 Mb

Game Description: Sneaks up to smash panels!

My Description: Summons GutsMan, he sends a giant shockwave across all lines in front of him, cracking all panels.

Area of Effect:



027. GutsMan V2

Codes: G / Stars: \*\*\*\* / Damage: 70

Element: None / Memory: 41 Mb

Game Description: Sneaks up to smash panels!

My Description: Summons GutsMan, he sends a giant shockwave across all lines in front of him, cracking all panels.

Area of Effect:

```
--- --- --- --- --- ---  
|   |   |   | X | X | X | G: Gutsman  
--- --- --- --- --- --- X: Shockwave path  
|   |   | G | X | X | X |  
--- --- --- --- --- ---  
|   |   |   | X | X | X |  
--- --- --- --- --- ---
```

028. GutsMan V3

Codes: G / Stars: \*\*\*\*\* / Damage: 90

Element: None / Memory: 57 Mb

Game Description: Sneaks up to smash panels!

My Description: Summons GutsMan, he sends a giant shockwave across all lines in front of him, cracking all panels.

Area of Effect:

```
--- --- --- --- --- ---  
|   |   | X | X | X | X | G: Gutsman  
--- --- --- --- --- --- X: Shockwave path  
|   |   | X | X | X | X |  
--- --- --- --- --- ---  
|   | G | X | X | X | X |  
--- --- --- --- --- ---
```

029. GutsMan V4

Codes: G / Stars: \*\*\*\*\* / Damage: 100

Element: None / Memory: 63 Mb

Game Description: Sneaks up to smash panels!

My Description: Summons GutsMan, he sends a giant shockwave across all lines in front of him, cracking all panels.

Area of Effect:

```
--- --- --- --- --- ---  
|   |   | G | X | X | X | G: Gutsman  
--- --- --- --- --- --- X: Shockwave path  
|   |   |   | X | X | X |  
--- --- --- --- --- ---  
|   |   |   | X | X | X |  
--- --- --- --- --- ---
```

030. ProtoMan

Codes: B / Stars: \*\*\* / Damage: 160

Element: None / Memory: 68 Mb

Game Description: Moves in to slice the enemy.

My Description: Summons ProtoMan, he will then move forward and slash every single enemy with a WideSword, provided there is an empty panel in front of the enemy.

Area of Effect: Every virus.

031. ProtoMn V2

Codes: B / Stars: \*\*\*\* / Damage: 180

Element: None / Memory: 76 Mb

Game Description: Moves in to slice the enemy.

My Description: Summons ProtoMan, he will then move forward and slash every single enemy with a WideSword, provided there is an empty panel in front of the enemy.

Area of Effect: Every virus.

032. ProtoMn V3

Codes: B / Stars: \*\*\*\*\* / Damage: 200

Element: None / Memory: 82 Mb

Game Description: Moves in to slice the enemy.

My Description: Summons ProtoMan, he will then move forward and slash every single enemy with

a WideSword, provided there is an empty panel in front of the enemy.  
Area of Effect: Every virus.

033. ProtoMn V4

Codes: B / Stars: \*\*\*\*\* / Damage: 220

Element: None / Memory: 90 Mb

Game Description: Moves in to slice the enemy.

My Description: Summons ProtoMan, he will then move forward and slash every single enemy with a WideSword, provided there is an empty panel in front of the enemy.

Area of Effect: Every virus.

034. FlashMan

Codes: F / Stars: \*\*\* / Damage: 50

Element: Elec / Memory: 39 Mb

Game Description: Flash atk paralyzes enemy.

My Description: Summons FlashMan, he lights a bulb and damages/paralyzes all enemies.

Area of Effect: All enemies.

035. FlashMn V2

Codes: F / Stars: \*\*\*\* / Damage: 70

Element: Elec / Memory: 59 Mb

Game Description: Flash atk paralyzes enemy.

My Description: Summons FlashMan, he lights a bulb and damages/paralyzes all enemies.

Area of Effect: All enemies.

036. FlashMn V3

Codes: F / Stars: \*\*\*\*\* / Damage: 90

Element: Elec / Memory: 69 Mb

Game Description: Flash atk paralyzes enemy.

My Description: Summons FlashMan, he lights a bulb and damages/paralyzes all enemies.

Area of Effect: All enemies.

037. FlashMn V4

Codes: F / Stars: \*\*\*\*\* / Damage: 120

Element: Elec / Memory: 79 Mb

Game Description: Flash atk paralyzes enemy.

My Description: Summons FlashMan, he lights a bulb and damages/paralyzes all enemies.

Area of Effect: All enemies.

038. BeastMan

Codes: B / Stars: \*\*\* / Damage: 40

Element: None / Memory: 38 Mb

Game Description: Claw atk 3 squares ahead!

My Description: Summons BeastMan, who disappears and attacks 3 times the enemy 3 squares ahead, first a diagonally down claw, then a diagonally up, then his face goes in straight line.

Area of Effect: (First claw, second claw, face.

```
-----
| | | | X | | | | | | | X | | | | | | |
-----
| | | | | X | | | | | | X | | | X | X | X | X | X | X |
-----
| | | | | X | | | | | X | | | | | | | |
-----
```

X: Claw (Assume enemy in middle square)

039. BeastMn V2

Codes: B / Stars: \*\*\*\* / Damage: 50

Element: None / Memory: 60 Mb

Game Description: Claw atk 3 squares ahead!

My Description: Summons BeastMan, who disappears and attacks 3 times the enemy 3 squares ahead, first a diagonally down claw, then a diagonally up, then his face

goes in straight line.

Area of Effect: (Please check BeastMan Chip, 38)

040. BeastMn V3

Codes: B / Stars: \*\*\*\* / Damage: 60

Element: None / Memory: 68 Mb

Game Description: Claw atk 3 squares ahead!

My Description: Summons BeastMan, who disappears and attacks 3 times the enemy 3 squares ahead, first a diagonally down claw, then a diagonally up, then his face goes in straight line.

Area of Effect: (Please check BeastMan Chip, 38)

041. BeastMn V4

Codes: B / Stars: \*\*\*\*\* / Damage: 70

Element: None / Memory: 76 Mb

Game Description: Claw atk 3 squares ahead!

My Description: Summons BeastMan, who disappears and attacks 3 times the enemy 3 squares ahead, first a diagonally down claw, then a diagonally up, then his face goes in straight line.

Area of Effect: (Please check BeastMan Chip, 38)

042. BubblMan

Codes: B / Stars: \*\*\* / Damage: 20

Element: Aqua / Memory: 50 Mb

Game Description: Fires several AquaShots.

My Description: Summons BubbleMan, who fires his gun 6 times in a straight line.

Area of Effect: Straight line.

043. BubblMn V2

Codes: B / Stars: \*\*\*\* / Damage: 20

Element: Aqua / Memory: 62 Mb

Game Description: Fires several AquaShots.

My Description: Summons BubbleMan, who fires his gun 7 times in a straight line.

Area of Effect: Straight line.

044. BubblMn V3

Codes: B / Stars: \*\*\*\*\* / Damage: 20

Element: Aqua / Memory: 74 Mb

Game Description: Fires several AquaShots.

My Description: Summons BubbleMan, who fires his gun 8 times in a straight line.

Area of Effect: Straight line.

045. BubblMn V4

Codes: B / Stars: \*\*\*\*\* / Damage: 20

Element: Aqua / Memory: 80 Mb

Game Description: Fires several AquaShots.

My Description: Summons BubbleMan, who fires his gun 9 times in a straight line.

Area of Effect: Straight line.

046. DesrtMan

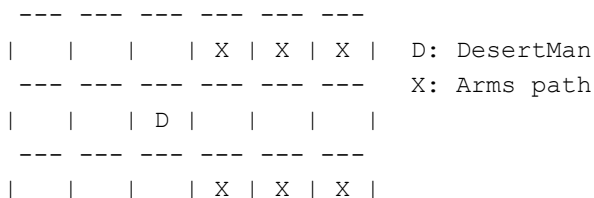
Codes: D / Stars: \*\*\* / Damage: 120

Element: None / Memory: 38 Mb

Game Description: Launches fists at enemies!

My Description: Summons DesertMan, his 2 arms will appear above and below and dash forward, damaging enemies and turning the panels into sand.

Area of Effect:



047. DesrtMn V2

Codes: D / Stars: \*\*\*\* / Damage: 140

Element: None / Memory: 52 Mb

Game Description: Launches fists at enemies!

My Description: Summons DesertMan, his 2 arms will appear above and below and dash forward, damaging enemies and turning the panels into sand.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X | X | X |   D: DesertMan
--- --- --- --- ---           X: Arms path
|   |   | D |   |   |   |
--- --- --- --- ---
|   |   |   | X | X | X |
--- --- --- --- ---

```

048. DesrtMn V3

Codes: D / Stars: \*\*\*\*\* / Damage: 160

Element: None / Memory: 64 Mb

Game Description: Launches fists at enemies!

My Description: Summons DesertMan, his 2 arms will appear above and below and dash forward, damaging enemies and turning the panels into sand.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X | X | X |   D: DesertMan
--- --- --- --- ---           X: Arms path
|   |   | D |   |   |   |
--- --- --- --- ---
|   |   |   | X | X | X |
--- --- --- --- ---

```

049. DesrtMn V4

Codes: D / Stars: \*\*\*\*\* / Damage: 180

Element: None / Memory: 72 Mb

Game Description: Launches fists at enemies!

My Description: Summons DesertMan, his 2 arms will appear above and below and dash forward, damaging enemies and turning the panels into sand.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X | X | X |   D: DesertMan
--- --- --- --- ---           X: Arms path
|   |   | D |   |   |   |
--- --- --- --- ---
|   |   |   | X | X | X |
--- --- --- --- ---

```

050. PlantMan

Codes: P / Stars: \*\*\* / Damage: 20

Element: Wood / Memory: 60 Mb

Game Description: Vines harm all enemies.

My Description: Summons PlantMan, he will ensnare all the enemies, then PlantMan leaves. But the enemies will remain ensnared taking extra damage.

Area of Effect: All enemies.

051. PlantMn V2

Codes: P / Stars: \*\*\*\* / Damage: 30

Element: Wood / Memory: 65 Mb

Game Description: Vines harm all enemies.

My Description: Summons PlantMan, he will ensnare all the enemies, then PlantMan leaves. But the enemies will remain ensnared taking extra damage.

Area of Effect: All enemies.

052. PlantMn V3

Codes: P / Stars: \*\*\*\*\* / Damage: 40

Element: Wood / Memory: 70 Mb

Game Description: Vines harm all enemies.

My Description: Summons PlantMan, he will ensnare all the enemies, then PlantMan leaves.  
But the enemies will remain ensnared taking extra damage.

Area of Effect: All enemies.

053. PlantMn V4

Codes: P / Stars: \*\*\*\*\* / Damage: 50

Element: Wood / Memory: 75 Mb

Game Description: Vines harm all enemies.

My Description: Summons PlantMan, he will ensnare all the enemies, then PlantMan leaves.  
But the enemies will remain ensnared taking extra damage.

Area of Effect: All enemies.

054. FlamMan

Codes: F / Stars: \*\*\* / Damage: 120

Element: Heat / Memory: 32 Mb

Game Description: Flames burn all enemies!

My Description: Summons FlamMan, while he breaths fire, you can press up and down to  
control the path.

Area of Effect: However the player controls it.

055. FlamMan V2

Codes: F / Stars: \*\*\*\* / Damage: 150

Element: Heat / Memory: 52 Mb

Game Description: Flames burn all enemies!

My Description: Summons FlamMan, while he breaths fire, you can press up and down to  
control the path.

Area of Effect: However the player controls it.

056. FlamMan V3

Codes: F / Stars: \*\*\*\*\* / Damage: 180

Element: Heat / Memory: 62 Mb

Game Description: Flames burn all enemies!

My Description: Summons FlamMan, while he breaths fire, you can press up and down to  
control the path.

Area of Effect: However the player controls it.

057. FlamMan V4

Codes: F / Stars: \*\*\*\*\* / Damage: 210

Element: Heat / Memory: 72 Mb

Game Description: Flames burn all enemies!

My Description: Summons FlamMan, while he breaths fire, you can press up and down to  
control the path.

Area of Effect: However the player controls it.

058. DrillMan

Codes: D / Stars: \*\*\* / Damage: 70

Element: None / Memory: 66 Mb

Game Description: 3 drills fly at enemies!

My Description: Summons DrillMan, he will open the 3 holes and send a drill in straight  
line, then select 3 random panels and dig to the surface, and then 3  
debris will fall in random panels.

Area of Effect: 3 lines, then 3 random panels, and then 3 random panels.

059. DrillMn V2

Codes: D / Stars: \*\*\*\* / Damage: 90

Element: None / Memory: 70 Mb

Game Description: 3 drills fly at enemies!

My Description: Summons DrillMan, he will open the 3 holes and send a drill in straight line, then select 3 random panels and dig to the surface, and then 3 debris will fall in random panels.

Area of Effect: 3 lines, then 3 random panels, and then 3 random panels.

#### 060. DrillMn V3

Codes: D / Stars: \*\*\*\*\* / Damage: 110

Element: None / Memory: 74 Mb

Game Description: 3 drills fly at enemies!

My Description: Summons DrillMan, he will open the 3 holes and send a drill in straight line, then select 3 random panels and dig to the surface, and then 3 debris will fall in random panels.

Area of Effect: 3 lines, then 3 random panels, and then 3 random panels.

#### 061. DrillMn V4

Codes: D / Stars: \*\*\*\*\* / Damage: 130

Element: None / Memory: 78 Mb

Game Description: 3 drills fly at enemies!

My Description: Summons DrillMan, he will open the 3 holes and send a drill in straight line, then select 3 random panels and dig to the surface, and then 3 debris will fall in random panels.

Area of Effect: 3 lines, then 3 random panels, and then 3 random panels.

#### 062. MetalMan

Codes: M / Stars: \*\*\* / Damage: 100

Element: None / Memory: 40 Mb

Game Description: Iron fist smashes 1 square!

My Description: Summons MetalMan, who will smash the panel in front. You can hold A to "select" the place where he will smash.

Area of Effect: Selected panel.

#### 063. MetalMn V2

Codes: M / Stars: \*\*\*\* / Damage: 130

Element: None / Memory: 60 Mb

Game Description: Iron fist smashes 1 square!

My Description: Summons MetalMan, who will smash the panel in front. You can hold A to "select" the place where he will smash.

Area of Effect: Selected panel.

#### 064. MetalMn V3

Codes: M / Stars: \*\*\*\*\* / Damage: 160

Element: None / Memory: 70 Mb

Game Description: Iron fist smashes 1 square!

My Description: Summons MetalMan, who will smash the panel in front. You can hold A to "select" the place where he will smash.

Area of Effect: Selected panel.

#### 065. MetalMn V4

Codes: M / Stars: \*\*\*\*\* / Damage: 190

Element: None / Memory: 80 Mb

Game Description: Iron fist smashes 1 square!

My Description: Summons MetalMan, who will smash the panel in front. You can hold A to "select" the place where he will smash.

Area of Effect: Selected panel.

#### 066. KingMan

Codes: K / Stars: \*\*\* / Damage: 140

Element: None / Memory: 36 Mb

Game Description: Move up 3 square & 4-way hit.

My Description: Summons KingMan, he will jump 3 squares ahead, if an enemy is there, it'll get damaged, then KingMan will send a shockwave in all 4 directions.

Area of Effect:



```

-----
|   |   |   | X |   |   |   | K: KingMan
-----
| X | X | X | K | X | X |   | X: Shockwave path
-----
|   |   |   | X |   |   |   |
-----

```

067. KingMan V2

Codes: K / Stars: \*\*\*\* / Damage: 170

Element: None / Memory: 48 Mb

Game Description: Move up 3 square & 4-way hit.

My Description: Summons KingMan, he will jump 3 squares ahead, if an enemy is there, it'll get damaged, then KingMan will send a shockwave in all 4 directions.

Area of Effect:

```

-----
|   |   |   | X |   |   |   | K: KingMan
-----
| X | X | X | K | X | X |   | X: Shockwave path
-----
|   |   |   | X |   |   |   |
-----

```

068. KingMan V3

Codes: K / Stars: \*\*\*\*\* / Damage: 200

Element: None / Memory: 60 Mb

Game Description: Move up 3 square & 4-way hit.

My Description: Summons KingMan, he will jump 3 squares ahead, if an enemy is there, it'll get damaged, then KingMan will send a shockwave in all 4 directions.

Area of Effect:

```

-----
|   |   |   | X |   |   |   | K: KingMan
-----
| X | X | X | K | X | X |   | X: Shockwave path
-----
|   |   |   | X |   |   |   |
-----

```

069. KingMan V4

Codes: K / Stars: \*\*\*\*\* / Damage: 240

Element: None / Memory: 72 Mb

Game Description: Move up 3 square & 4-way hit.

My Description: Summons KingMan, he will jump 3 squares ahead, if an enemy is there, it'll get damaged, then KingMan will send a shockwave in all 4 directions.

Area of Effect:

```

-----
|   |   |   | X |   |   |   | K: KingMan
-----
| X | X | X | K | X | X |   | X: Shockwave path
-----
|   |   |   | X |   |   |   |
-----

```

070. MistMan

Codes: M / Stars: \*\*\* / Damage: 90

Element: None / Memory: 68 Mb

Game Description: Appears from mist & attacks.

My Description: Summons MistMan, he will appear in front of every enemy and punch them.

Area of Effect: All the enemies.

071. MistMan V2

Codes: M / Stars: \*\*\*\* / Damage: 110

Element: None / Memory: 71 Mb

Game Description: Appears from mist & attacks.

My Description: Summons MistMan, he will appear in front of every enemy and punch them.

Area of Effect: All the enemies.

072. MistMan V3

Codes: M / Stars: \*\*\*\*\* / Damage: 130

Element: None / Memory: 74 Mb

Game Description: Appears from mist & attacks.

My Description: Summons MistMan, he will appear in front of every enemy and punch them.

Area of Effect: All the enemies.

073. MistMan V4

Codes: M / Stars: \*\*\*\*\* / Damage: 150

Element: None / Memory: 77 Mb

Game Description: Appears from mist & attacks.

My Description: Summons MistMan, he will appear in front of every enemy and punch them.

Area of Effect: All the enemies.

074. BowlMan

Codes: B / Stars: \*\*\* / Damage: 100

Element: None / Memory: 80 Mb

Game Description: Lines up pins for a strike!

My Description: Summons BowlMan, from where he is, all empty panels in front will have a pin raises, he will then strike them, sending them flying to random enemies.  
If an enemy is in the same line, the ball will also hit it.

Area of Effect: Ball attacks in straight line, pins fly to enemies randomly.

075. BowlMan V2

Codes: B / Stars: \*\*\*\* / Damage: 120

Element: None / Memory: 82 Mb

Game Description: Lines up pins for a strike!

My Description: Summons BowlMan, from where he is, all empty panels in front will have a pin raises, he will then strike them, sending them flying to random enemies.  
If an enemy is in the same line, the ball will also hit it.

Area of Effect: Ball attacks in straight line, pins fly to enemies randomly.

076. BowlMan V3

Codes: B / Stars: \*\*\*\*\* / Damage: 140

Element: None / Memory: 84 Mb

Game Description: Lines up pins for a strike!

My Description: Summons BowlMan, from where he is, all empty panels in front will have a pin raises, he will then strike them, sending them flying to random enemies.  
If an enemy is in the same line, the ball will also hit it.

Area of Effect: Ball attacks in straight line, pins fly to enemies randomly.

077. BowlMan V4

Codes: B / Stars: \*\*\*\*\* / Damage: 160

Element: None / Memory: 86 Mb

Game Description: Lines up pins for a strike!

My Description: Summons BowlMan, from where he is, all empty panels in front will have a pin raises, he will then strike them, sending them flying to random enemies.  
If an enemy is in the same line, the ball will also hit it.

Area of Effect: Ball attacks in straight line, pins fly to enemies randomly.

078. DarkMan

Codes: D / Stars: \*\*\* / Damage: 30

Element: None / Memory: 72 Mb

Game Description: Creates 3 caves in enemy area.

My Description: Summons DarkMan, he will open 3 holes, one at the top of every enemy row, and a total of 16 bats will fly out of it going down, hitting the enemies. After, he leaves, the chip Hole will be in effect.

Area of Effect: All enemy rows.

079. DarkMan V2

Codes: D / Stars: \*\*\*\* / Damage: 30

Element: None / Memory: 76 Mb

Game Description: Creates 3 caves in enemy area.

My Description: Summons DarkMan, he will open 3 holes, one at the top of every enemy row, and a total of 18 bats will fly out of it going down, hitting the enemies. After, he leaves, the chip Hole will be in effect.

Area of Effect: All enemy rows.

080. DarkMan V3

Codes: D / Stars: \*\*\*\*\* / Damage: 30

Element: None / Memory: 80 Mb

Game Description: Creates 3 caves in enemy area.

My Description: Summons DarkMan, he will open 3 holes, one at the top of every enemy row, and a total of 20 bats will fly out of it going down, hitting the enemies. After, he leaves, the chip Hole will be in effect.

Area of Effect: All enemy rows.

081. DarkMan V4

Codes: D / Stars: \*\*\*\*\* / Damage: 30

Element: None / Memory: 84 Mb

Game Description: Creates 3 caves in enemy area.

My Description: Summons DarkMan, he will open 3 holes, one at the top of every enemy row, and a total of 22 bats will fly out of it going down, hitting the enemies. After, he leaves, the chip Hole will be in effect.

Area of Effect: All enemy rows.

082. JapanMan

Codes: Y / Stars: \*\*\* / Damage: 40

Element: None / Memory: 82 Mb

Game Description: Multiple attacks w/ spear.

My Description: Summons JapanMan, he will attack continuously the row 2 rows ahead of him, then do a long thrust (3x1).

Area of Effect:

```

--- --- --- --- --- ---      --- --- --- --- --- ---
| | | | X | X | | | | | | | | | | | | | | | J: JapanMan
--- --- --- --- --- ---      --- --- --- --- --- ---      X: First attack range
| | | | J | X | X | | -> | | | | J | L | L | L | | | | | | | | | | L: Long Thrust attack
--- --- --- --- --- ---      --- --- --- --- --- ---
| | | | | X | X | | | | | | | | | | | | | | | | | | | | |
--- --- --- --- --- ---      --- --- --- --- --- ---

```

083. JapanMn V2

Codes: Y / Stars: \*\*\*\* / Damage: 45

Element: None / Memory: 85 Mb

Game Description: Multiple attacks w/ spear.

My Description: Summons JapanMan, he will attack continuously the row 2 rows ahead of him, then do a long thrust (3x1).

Area of Effect:

```

--- --- --- --- --- ---      --- --- --- --- --- ---
| | | | | X | X | | | | | | | | | | | | | | | | | | | | | J: JapanMan
--- --- --- --- --- ---      --- --- --- --- --- ---      X: First attack range
| | | | J | X | X | | -> | | | | J | L | L | L | | | | | | | | | | L: Long Thrust attack
--- --- --- --- --- ---      --- --- --- --- --- ---
| | | | | X | X | | | | | | | | | | | | | | | | | | | | |
--- --- --- --- --- ---      --- --- --- --- --- ---

```

084. JapanMn V3

Codes: Y / Stars: \*\*\*\*\* / Damage: 50

Element: None / Memory: 88 Mb

Game Description: Multiple attacks w/ spear.

My Description: Summons JapanMan, he will attack continuously the row 2 rows ahead of him, then do a long thrust (3x1).

Area of Effect:

```

-----
| | | X | X | | | | | | | | | | | J: JapanMan
-----
| | | J | X | X | | -> | | | J | L | L | L | | L: Long Thrust attack
-----
| | | X | X | | | | | | | | | | |
-----

```

085. JapanMn V4

Codes: Y / Stars: \*\*\*\*\* / Damage: 55

Element: None / Memory: 91 Mb

Game Description: Multiple attacks w/ spear.

My Description: Summons JapanMan, he will attack continuously the row 2 rows ahead of him, then do a long thrust (3x1).

Area of Effect:

```

-----
| | | X | X | | | | | | | | | | | J: JapanMan
-----
| | | J | X | X | | -> | | | J | L | L | L | | L: Long Thrust attack
-----
| | | X | X | | | | | | | | | | |
-----

```

[GCL]-----6.3. Giga Chip Library-----

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~~~~~

001. FoldrBak

Codes: * / Stars: ***** / Damage: None

Element: None / Memory: 99 Mb

Game Description: Restores all chips & folders.

My Description: Use it to restore all your chips and fill your Custom Gauge.

Area of Effect: Your folder and Custom Gauge.

002. BassGS

Codes: X / Stars: ***** / Damage: 700

Element: None / Memory: 99 Mb

Game Description: Bass' secret weapon.

My Description: Summons Bass who uses his Gospel Cannon attack thingy. It fires a ray in straight line, then it explodes in all the field, damaging all!

Area of Effect: All the enemy area.

003. DarkAura

Codes: A / Stars: ***** / Damage: None

Element: None / Memory: 55 Mb

Game Description: Dark chip repels <300 atks.

My Description: Creates an aura around Megaman which deflects every attack below 300. If an attack above 300 hits, the aura vanishes.

Area of Effect: Megaman.

004. DeltaRay

Codes: Z / Stars: ***** / Damage: 220

Element: None / Memory: 92 Mb

Game Description: Use A btn for up to 3 attacks.

My Description: Ok, this is the Delta attack that ProtoMan uses, but I haven't been able to do it yet...

Area of Effect: Left-most enemy, apparently...

005. AlphaArm Omega

Codes: V / Stars: ***** / Damage: 500

Element: None / Memory: 97 Mb

Game Description: Launches a giant rocket!

My Description: Summons Alpha Omega, which creates a rocket and throws it, damaging all the enemy area.

Area of Effect: All the enemy area.

006. GutsMan V5

Codes: G / Stars: ***** / Damage: 120

Element: None / Memory: 79 Mb

Game Description: Sneaks up to smash panels!

My Description: Summons GutsMan, he sends a giant shockwave across all lines in front of him, cracking all panels.

Area of Effect:

```

--- --- --- --- ---
|   |   |   | X | X | X | G: Gutsman
--- --- --- --- --- X: Shockwave path
|   |   | G | X | X | X |
--- --- --- --- ---
|   |   |   | X | X | X |
--- --- --- --- ---

```

007. ProtoMn V5

Codes: B / Stars: ***** / Damage: 240

Element: None / Memory: 98 Mb

Game Description: Moves in to slice the enemy.

My Description: Summons ProtoMan, he will then move forward and slash every single enemy with a WideSword, provided there is an empty panel in front of the enemy.

Area of Effect: Every virus.

008. FlashMn V5

Codes: F / Stars: ***** / Damage: 150

Element: Elec / Memory: 89 Mb

Game Description: Flash atk paralyzes enemy.

My Description: Summons FlashMan, he lights a bulb and damages/paralyzes all enemies.

Area of Effect: All enemies.

009. BeastMn V5

Codes: B / Stars: ***** / Damage: 80

Element: None / Memory: 84 Mb

Game Description: Claw atk 3 squares ahead!

My Description: Summons BeastMan, who disappears and attacks 3 times the enemy 3 squares ahead, first a diagonally down claw, then a diagonally up, then his face goes in straight line.

Area of Effect: (First claw, second claw, face.)

```

--- --- --- --- ---
|   |   |   | X |   |   |   |   |   |   |   | X |   |   |   |   |   |
--- --- --- --- ---
|   |   |   |   | X |   |   |   |   |   | X |   | X | X | X | X | X | X |
--- --- --- --- ---
|   |   |   |   |   | X |   |   |   |   | X |   |   |   |   |   |   |
--- --- --- --- ---

```

X: Claw (Assume enemy in middle square)

010. BubblMn V5

Codes: B / Stars: ***** / Damage: 20

Element: Aqua / Memory: 86 Mb

Game Description: Fires several AquaShots.

My Description: Summons BubbleMan, who fires his gun 10 times in a straight line.

Area of Effect: Straight line.

011. DesrtMn V5

Codes: D / Stars: ***** / Damage: 210

Element: None / Memory: 80 Mb

Game Description: Launches fists at enemies!

My Description: Summons DesertMan, his 2 arms will appear above and below and dash forward, damaging enemies and turning the panels into sand.

Area of Effect:

```

--- --- --- --- --- ---
|   |   |   | X | X | X |   | D: DesertMan
--- --- --- --- --- ---   X: Arms path
|   |   | D |   |   |   |
--- --- --- --- --- ---
|   |   |   | X | X | X |
--- --- --- --- --- ---

```

012. PlantMn V5

Codes: P / Stars: ***** / Damage: 60

Element: Wood / Memory: 80 Mb

Game Description: Vines harm all enemies.

My Description: Summons PlantMan, he will ensnare all the enemies, then PlantMan leaves. But the enemies will remain ensnared taking extra damage.

Area of Effect: All enemies.

013. FlamMan V5

Codes: F / Stars: ***** / Damage: 240

Element: Heat / Memory: 82 Mb

Game Description: Flames burn all enemies!

My Description: Summons FlamMan, while he breaths fire, you can press up and down to control the path.

Area of Effect: However the player controls it.

014. DrillMn V5

Codes: D / Stars: ***** / Damage: 150

Element: None / Memory: 82 Mb

Game Description: 3 drills fly at enemies!

My Description: Summons DrillMan, he will open the 3 holes and send a drill in straight line, then select 3 random panels and dig to the surface, and then 3 debris will fall in random panels.

Area of Effect: 3 lines, then 3 random panels, and then 3 random panels.

015. MetalMn V5

Codes: M / Stars: ***** / Damage: 250

Element: None / Memory: 90 Mb

Game Description: Iron fist smashes 1 square!

My Description: Summons MetalMan, who will smash the panel in front. You can hold A to "select" the place where he will smash.

Area of Effect: Selected panel.

016. KingMan V5

Codes: K / Stars: ***** / Damage: 280

Element: None / Memory: 84 Mb

Game Description: Move up 3 square & 4-way hit.

My Description: Summons KingMan, he will jump 3 squares ahead, if an enemy is there, it'll get damaged, then KingMan will send a shockwave in all 4 directions.

Area of Effect:

```

--- --- --- --- --- ---
|   |   |   | X |   |   |   | K: KingMan
--- --- --- --- --- ---   X: Shockwave path
| X | X | X | K | X | X |
--- --- --- --- --- ---
|   |   |   | X |   |   |
--- --- --- --- --- ---

```

017. MistMan V5

Codes: M / Stars: ***** / Damage: 170

Element: None / Memory: 80 Mb

Game Description: Appears from mist & attacks.

My Description: Summons MistMan, he will appear in front of every enemy and punch them.

Area of Effect: All the enemies.

018. BowlMan V5

Codes: B / Stars: ***** / Damage: 180

Element: None / Memory: 88 Mb

Game Description: Lines up pins for a strike!

My Description: Summons BowlMan, from where he is, all empty panels in front will have a pin raises, he will then strike them, sending them flying to random enemies. If an enemy is in the same line, the ball will also hit it.

Area of Effect: Ball attacks in straight line, pins fly to enemies randomly.

019. DarkMan V5

Codes: D / Stars: ***** / Damage: 30

Element: None / Memory: 88 Mb

Game Description: Creates 3 caves in enemy area.

My Description: Summons DarkMan, he will open 3 holes, one at the top of every enemy row, and a total of 24 bats will fly out of it going down, hitting the enemies. After, he leaves, the chip Hole will be in effect.

Area of Effect: All enemy rows.

020. JapanMn V5

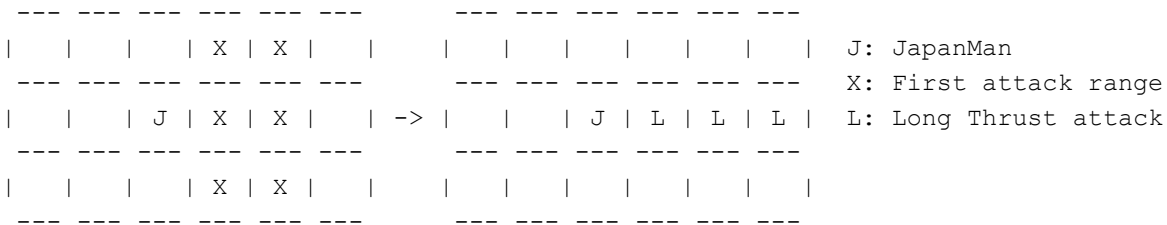
Codes: Y / Stars: ***** / Damage: 60

Element: None / Memory: 94 Mb

Game Description: Multiple attacks w/ spear.

My Description: Summons JapanMan, he will attack continuously the row 2 rows ahead of him, then do a long thrust (3x1).

Area of Effect:



[PAL]-----6.4. Program Advance Library-----

01. Z-Canon1

Chip Combinations: Cannon A, Cannon B, Cannon C. Cannon B, Cannon C, Cannon D. Cannon C, Cannon D, Cannon E.

Game Description: Unlimited Cannon for 5 sec.

My Description: You can use the Cannon attack unlimited times for 5 seconds, during in which time you will be invincible. By the way, if you hit, and the enemy doesn't moves away, you'll actually land 3 hits.

02. Z-Canon2

Chip Combinations: HiCannon H, HiCannon I, HiCannon J. HiCannon I, HiCannon J, HiCannon K. HiCannon J, HiCannon K, HiCannon L.

Game Description: Unlimited HiCannon for 5 sec.

My Description: You can use the HiCannon attack unlimited times for 5 seconds, during in which time you will be invincible. By the way, if you hit, and the enemy doesn't moves away, you'll actually land 3 hits.

03. Z-Canon3

Chip Combinations: M-Cannon O, M-Cannon P, M-Cannon Q.
M-Cannon P, M-Cannon Q, M-Cannon R.
M-Cannon Q, M-Cannon R, M-Cannon S.

Game Description: Unlimited MegaCannon for 5 sec.

My Description: You can use the MegaCannon attack unlimited times for 5 seconds, during in which

time you will be invincible. By the way, if you hit, and the enemy doesn't moves away, you'll actually land 3 hits.

04. Z-Punch

Chip Combinations: GutPunch B, GutPunch C, GutPunch D.
GutPunch C, GutPunch D, GutPunch E.
GutPunch D, GutPunch E, GutPunch F.

Game Description: Unlimited GutPunch for 5 sec.

My Description: You can use the GutPunch attack unlimited times for 5 seconds, during in which time you will be invincible.

05. Z-Strght

Chip Combinations: GutStrgt O, GutStrgt P, GutStrgt Q.
GutStrgt P, GutStrgt Q, GutStrgt R.
GutStrgt Q, GutStrgt R, GutStrgt S.

Game Description: Unlimited GutStrgt for 5 sec.

My Description: You can use the GutStrgt attack unlimited times for 5 seconds, during in which time you will be invincible.

06. Z-Impct

Chip Combinations: GutImpct G, GutImpct H, GutImpct I.
GutImpct H, GutImpct I, GutImpct J.
GutImpct I, GutImpct J, GutImpct K.

Game Description: Unlimited GutImpct for 5 sec.

My Description: You can use the GutImpct attack unlimited times for 5 seconds, during in which time you will be invincible.

07. Z-Varibl

Chip Combinations: VarSword B, VarSword C, VarSword D.
VarSword C, VarSword D, VarSword E.
VarSword D, VarSword E, VarSword F.

Game Description: Unlimited VarSword for 5 sec.

My Description: You can use the VarSword attack unlimited times for 5 seconds, during in which time you will be invincible.

08. Z-Yoyo1

Chip Combinations: Yo-Yo1 C, Yo-Yo1 D, Yo-Yo1 E.
Yo-Yo1 D, Yo-Yo1 E, Yo-Yo1 F.
Yo-Yo1 E, Yo-Yo1 F, Yo-Yo1 G.

Game Description: Unlimited Yo-Yo for 5 sec.

My Description: You can use the Yo-Yo1 attack unlimited times for 5 seconds, during in which time you will be invincible.

09. Z-Yoyo2

Chip Combinations: Yo-Yo2 H, Yo-Yo2 I, Yo-Yo2 J.
Yo-Yo2 I, Yo-Yo2 J, Yo-Yo2 K.
Yo-Yo2 J, Yo-Yo2 K, Yo-Yo2 L.

Game Description: Unlimited Yo-Yo2 for 5 sec.

My Description: You can use the Yo-Yo2 attack unlimited times for 5 seconds, during in which time you will be invincible.

10. Z-Yoyo3

Chip Combinations: Yo-Yo3 M, Yo-Yo3 N, Yo-Yo3 O.
Yo-Yo3 N, Yo-Yo3 O, Yo-Yo3 P.

Yo-Yo3 O, Yo-Yo3 P, Yo-Yo3 Q.

Game Description: Unlimited Yo-Yo3 for 5 sec.

My Description: You can use the Yo-Yo3 attack unlimited times for 5 seconds, during in which time you will be invincible.

11. Z-Step1

Chip Combinations: StepSword L, StepSword M, StepSword N.
StepSword M, StepSword N, StepSword O.
StepSword N, StepSword O, StepSword P.

Game Description: Unlimited StepSword for 5 sec.

My Description: You can use the StepSword attack unlimited times for 5 seconds, during in which time you will be invincible.

12. Z-Step2

Chip Combinations: StepCros P, StepCros Q, StepCros R.
StepCros Q, StepCros R, StepCros S.
StepCros R, StepCros S, StepCros T.

Game Description: Unlimited StepCros for 5 sec.

My Description: You can use the StepCros attack unlimited times for 5 seconds, during in which time you will be invincible.

13. BubSprd

Chip Combinations: Bubbler C, Bubbler D, Bubbler E.
Bub-V D, Bub-V E, Bub-V F.
BublSide E, BublSide F, BublSide G.
Bubbler E, Bub-V E, BublSide E.

Game Description: Attacks w/ spreading bubbles!

My Description: Acts like the old BublSprd chip, or exactly like the Spreader one, but with Aqua element.

14. HeatSprd

Chip Combinations: HeatShot H, HeatShot I, HeatShot J.
Heat-V I, Heat-V J, Heat-V K.
HeatSide J, HeatSide K, HeatSide L.
HeatShot J, Heat-V J, HeatSide J.

Game Description: Attacks w/ spreading fireball!

My Description: Acts like the old HeatSprd chip, or exactly like the Spreader one, but with Heat element.

15. H-Burst

Chip Combinations: Spreader M, Spreader N, Spreader O.
Spreader N, Spreader O, Spreader P.
Spreader O, Spreader P, Spreader Q.

Game Description: Creates a giant explosion.

My Description: Busrts everything like the Spreader, but higher damage.

16. LifeSword

Chip Combinations: Sword E, WideSword E, LongSword E.
Sword L, WideSword L, LongSword L.
Sword Y, WideSword Y, LonSword Y.

Game Description: Swings a huge 2x3 sword!

My Description: Slashes with a Wide/Long sword mixed up, doing high damage.

17. ElemSword

Chip Combinations: FireSword N, AquaSword N, ElecSword N, BambSword N.
FireSword P, AquaSword P, ElecSword P, BambSword P.

Game Description: Wide sword contains 4 elements.

My Description: Slashes 4 times continuously, each sword with a different element, damage can stack up. (Great PA if I may say so)

18. EvilCut

Chip Combinations: StepSword P, HeroSword P, StepCros P.

Game Description: Step up 2 & make 4 attacks.

My Description: Takes 2 steps forward and attacks 4 times.

19. HyperRat

Chip Combinations: Ratton1 A, Ratton2 A, Ratton3 A.

Ratton1 C, Ratton2 C, Ratton3 C.

Ratton1 F, Ratton2 F, Ratton3 F.

Game Description: A giant Ratton charges!

My Description: Sends a steroid-full ratton at an enemy, in the same pattern the chip works, dealing high damage.

20. TimeBom+

Chip Combinations: TimeBomb J, TimeBomb K, TimeBomb L.

TimeBomb K, TimeBomb L, TimeBomb M.

TimeBomb L, TimeBomb M, TimeBomb N.

Game Description: Sets Time Bomb in enemy area.

My Description: Sets a giant time bomb, after the count reaches 0, BOOM!

21. GelRain

Chip Combinations: MetalGel1 B, MetalGel1 C, MetalGel1 D.

MetalGel2 E, MetalGel2 F, MetalGel2 G.

MetalGel3 S, MetalGel3 T, MetalGel3 U.

Game Description: Gel steals squares.

My Description: Various Gels viruses attack, stealing panels.

22. EverCrse

Chip Combinations: CrsShld1 C, CrsShld2 C, CrsShld3 C.

CrsShld1 L, CrsShld2 L, CrsShld3 L.

Game Description: Shield chases enemies.

My Description: Creates a shield as usual, if you get hit, it will start biting every enemy!

23. MomQuake

Chip Combinations: RockCube *, RockCube *, GodStone S.

Game Description: Awakens Mother Earth!

My Description: 20 rocks fall in random places, dealing 200 each.

24. PoisPhar

Chip Combinations: PoisMask A, PoisFace A, Anubis A.

Game Description: Pharaoh generates poison.

My Description: Blows poison in every enemy panel.

25. BodyGrd

Chip Combinations: AntiDmg M, AntiNavi M, Muramasa M.

Game Description: Bodyguard takes out enemies.

My Description: Loads of stars (Couldn't count em) fall on the enemies, dealing 100 each.

26. 500Barr

Chip Combinations: Barrier E, Barr100 E, Barr200 E.

Barrier R, Barr100 R, Barr200 R.

Game Description: Barrier absorbs 500HP dmg.

My Description: A barrier around Megaman is created, which can withstand 500 damage before collapsing.

27. BigHeart

Chip Combinations: HolyPanl R, Recov300R, Roll R.

HolyPanl R, Recov300R, Roll V2 R.

HolyPanl R, Recov300R, Roll V3 R.

Game Description: Attacks, then heals HP!

My Description: Summons Roll, which attacks 3 times the left-most enemy, and recover you a LOT!

28. GtsShoot

Chip Combinations: Guard *, DashAtk G, GutsMan G.
Guard *, DashAtk G, GutsMan V2 G.
Guard *, DashAtk G, GutsMan V3 G.
Guard *, DashAtk G, GutsMan V4 G.

Game Description: GutsMan throws Megaman.

My Description: Summons GutsMan, who sends Megaman flying in a straight line as a Fishy, but covering himself with the Guard chip.

29. DeuxHero

Chip Combinations: CustSword B, VarSword B, ProtoMan B.
CustSword B, VarSword B, ProtoMn V2 B.
CustSword B, VarSword B, ProtoMn V3 B.
CustSword B, VarSword B, ProtoMn V4 B.

Game Description: Megaman and ProtoMan team up!

My Description: Both heroes start attacking all enemies, Megaman shooting like crazy, and ProtoMan slashing like a madman.

30. 2xHero

Chip Combinations: Slasher B, CustSword B, VarSword B, ProtoMan B.
Slasher B, CustSword B, VarSword B, ProtoMn V2 B.
Slasher B, CustSword B, VarSword B, ProtoMn V3 B.
Slasher B, CustSword B, VarSword B, ProtoMn V4 B.

Game Description: Megaman & ProtoMan dual atk.

My Description: Same as DeuxHero, but much more attacks.

31. PrixPowr

Chip Combinations: Team1 *, Team2 *, KingMan V5 K.
Team1 *, Team2 *, MistMan V5 M.
Team1 *, Team2 *, BowlMan V5 B.

Game Description: 3 Navis attack at once!

My Description: BowlMan appears and shoots various MistMan at the enemies, then KingMan appears and jumps on top of an enemy.

32. MstrStyl (One of my favorite PAs)

Chip Combinations: Salamadr *, Fountain *, Bolt *, GaiaBlad *.

Game Description: Megaman unleashes his power.

My Description: Megaman breaks up into 3 images, then a Megaman of every element will attack twice, dealing 100 in each hit, at the end, Megaman in normal will charge power

flashing every color and unleash an explosion damaging everything for 200.
Quite devastating against 1.

-----7. Enemies-----
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[EV1]-----7.1. Viruses-----  
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[EN2]-----7.2. Navis-----
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\*Alpha\* Final Boss. chapter 9. Story related.

-> 2000 HP.

-> His Core is protected, you must blast it a little before it will crack.

-> No element.

-> NONE of his panels can be stolen...

-> He sends his both hands to attack. The first one goes through a row downwards, the next

- one in a line from right-to-left, obviously, on the lines/rows you are on. 50 Damage.
- > He takes out some barrels and shoot at you 12 times, homing on you. 20 Damage each. This won't stun you/make you blink, so all can hit...
- > His eye flashes and he sends a ray to the right-most row, middle panel, it cracks that, the one above and below, and the left one, plus the attack sends a wave in the direction. 80 Damage.

**\*Alpha Omega\***

- > 3000 HP.
- > His Core is protected, you must blast it a little before it will crack.
- > No element.
- > NONE of his panels can be stolen...
  - > He sends his both hands to attack. The first one goes through a row downwards, the next one in a line from right-to-left, obviously, on the lines/rows you are on. 100 Damage.
  - > His hands glow gold, the horizontal one will steal the right-most line of your panels, and the vertical will turn the line into poison/crack/ice panels. 100 Damage.
  - > Takes a giant needle from the middle and shot electrical discharges in a motion. First through the middle line, then both ends at the same time. 200 Damage each! (About 8)
  - > Creates a giant rocket which flies straight, then explodes your area. 300 Damage!
  - > He takes out some barrels and shoot at you 12 times, homing on you. 50 Damage each. This won't stun you/make you blink, so all can hit...
  - > His eye flashes and he sends a ray to the right-most row, middle panel, it cracks that, the one above and below, and the left one, plus the attack sends a wave in the direction. 200 Damage.

~~~~~

***Bass* UnderNet 3, after FlamMan, chapter 7. Story related.**

- > 1000 HP. INFINITE barrier.
- > No element.
 - > Sends a small, but insanely strong green ball in straight line. 200 damage!
 - > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
- > Side note. YOU CAN NOT DEFEAT HIM AT THIS BATTLE.

***Bass* Inside Alpha, chapter 9. Story related.**

- > 1000 HP. 100 Aura. (The aura has to be taken down in 1 attack, and will regen over time)
- > No element.
 - > Sends a small, but insanely strong green ball in straight line. 100 Damage.
 - > He moves back and sends about 6 yellow balls in random lines. 100 Damage.
 - > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
 - > Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.

Bass GS

- > 2000 HP. 200 Aura. (The aura has to be taken down in 1 attack, and will regen over time)
- > RULE: CARRY THE FOLDERBACK CHIP!
- > No element.
 - > Sends a small, but insanely strong green ball in straight line. 300 Damage!
 - > He moves back and sends about 6 yellow balls in random lines. 300 Damage!
 - > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
 - > Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.
 - > Gospel Breath! Moves a finger to the front, 2 claws fall, seemingly homing on you, then it's Gospel's breath! 300 Damage, whichever hits!

***Bass Omega* Secret Area 3, exactly where you got HubBatch.**

- > 3000 HP! 200 Aura. (The aura has to be taken down in 1 attack, and will regen over time)
- > RULE: CARRY THE FOLDERBACK CHIP!
- > No element.
 - > Sends a small, but insanely strong green ball in straight line. 300 Damage!
 - > He moves back and sends about 6 yellow balls in random lines. 300 Damage!

- > Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!
- > Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.
- > Gospel Breath! Moves a finger to the front, 2 claws fall, seemingly homing on you, then it's Gospel's breath! 300 Damage, whichever hits!
- > Gospel Ray! A GIANT Gospel head appears and blast all your area! 500 Damage!

~~~~~

\*BeastMan\* In Zoo Comp 4, chapter 3. Story related.

- > 500 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 20 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 20 Damage.
- > Same as above, but behind you. 20 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 20 Damage, whichever part hits.

\*BeastMan V2\* In SciLab 1, lower level. Go up at the first fork, to a dead end.

- > 700 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 40 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 40 Damage.
- > Same as above, but behind you. 20 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 40 Damage, whichever part hits.

\*BeastMan V3\* UnderNet 3, chapter 8. Story related.

In Lan's dog house, randomly after defeating V2. Takes time to find...

- > 900 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 60 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 60 Damage.
- > Same as above, but behind you. 60 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 60 Damage, whichever part hits.

\*BeastMan V4\* Zoo Comp 3, go left when you reach first cage.

- > 1600 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 120 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 120 Damage.
- > Same as above, but behind you. 120 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 120 Damage, whichever part hits.

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BowlMan Battle console in DNN studio, chapter 8. Story related.

- > 1000 HP.
- > No element.
- > He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 15 pins. 40 Damage.
By the way, you can knock them out, but they fall where you are, so move fastly.
- > He makes 3 pins appear from below in 3 of your squares. If you are above one, 40 Damage.
- > While there are pins up he will attempt to "strike" whichever line you are in. Also, if he hits a pin, it will fly to the space you are in. 40 Damage, ball or pin.

BowlMan V2 Battle console in DNN studio.

- > 1300 HP.

- > No element.
- > He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 18 pins. 80 Damage.
By the way, you can knock them out, but they fall where you are, so move fastly.
- > He makes 3 pins appear from below in 3 of your squares. If you are above one, 80 Damage.
- > While there are pins up he will attempt to "strike" whichever line you are in. Also, if he hits a pin, it will fly to the space you are in. 80 Damage, ball or pin.

BowlMan V3 Battle console in DNN studio.

- > 1500 HP.
- > No element.
- > He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 21 pins. 120 Damage.
By the way, you can knock them out, but they fall where you are, so move fastly.
- > He makes 3 pins appear from below in 3 of your squares. If you are above one, 120 Damage.
- > While there are pins up he will attempt to "strike" whichever line you are in. Also, if he hits a pin, it will fly to the space you are in. 120 Damage, ball or pin.

BowlMan V4 In DNN Battle console, go right, and run along the 2nd (SECOND) gray line.

- > 2000 HP.
- > No element.
- > He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 25 pins. 200 Damage.
By the way, you can knock them out, but they fall where you are, so move fastly.
- > He makes 3 pins appear from below in 3 of your squares. If you are above one, 200 Damage.
- > While there are pins up he will attempt to "strike" whichever line you are in. Also, if he hits a pin, it will fly to the space you are in. 200 Damage, ball or pin.

~~~~~

\*BubbleMan\* Yoka 1, lower area, chapter 4. Story related.

- > 500 HP.
- > Aqua element. Weak to Elec.
- > The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
  - > Bubbles can trap you and then hit you. 30 Damage.
  - > Burst a fish's bubble and it will dash in a straight line. 30 damage.
  - > Land mines will active when besides you. 15 Damage ?
- > BubbleMan throws a crab which acts like the Mouse chip. 30 Damage.
- > When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 50 Damage.

\*BubbleMan V2\* WWW Comp 2, chapter 9. Story related.

ALSO, in Yoka 1, lower level, on one of the dead ends near the BugFrag trader.

- > 800 HP.
- > Aqua element. Weak to Elec.
- > The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
  - > Bubbles can trap you and then hit you. 80 Damage.
  - > Burst a fish's bubble and it will dash in a straight line. 80 Damage.
  - > Land mines will active when besides you. 80 Damage.
- > BubbleMan throws a crab which acts like the Mouse chip. 70 Damage.
- > When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 100 Damage.

\*BubbleMan V3\* Beach 1, ramdomly found after beating V2 in Yoka 1. MUST HAVE CRITICAL HEALTH.

- > 900 HP.
- > Aqua element. Weak to Elec.
- > The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
  - > Bubbles can trap you and then hit you. 120 Damage.
  - > Burst a fish's bubble and it will dash in a straight line. 120 damage.
  - > Land mines will active when besides you. 120 Damage.
- > BubbleMan throws a crab which acts like the Mouse chip. 120 Damage.

-> When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 150 Damage.

\*BubbleMan V4\* Upper Yoka 2, where a HP Memory used to be.

-> 1800 HP.

-> Aqua element. Weak to Elec.

-> The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.

-> Bubbles can trap you and then hit you. 200 Damage.

-> Burst a fish's bubble and it will dash in a straight line. 200 damage.

-> Land mines will active when besides you. 200 Damage.

-> BubbleMan throws a crab which acts like the Mouse chip. 200 Damage.

-> When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 300 Damage.

~~~~~

DarkMan Secret Area 1, after clearing the barrier.

-> 1400 HP.

-> No element.

-> While in red/purple coat, he sends a line of fire, homing style. 100 Damage.

-> While in yellow coat, he acts like the KillerEyes in a straight line. 100 Damage.

-> While in blue coat, he uses the IceWave chip. 100 Damage.

-> A shadow enemy appears already attacking, after it's done, it vanishes. 100 Damage.

-> At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 50 Damage.

DarkMan V2 Secret Area 1, take south path, to a dead-end on the right.

-> 1400 HP.

-> No element.

-> While in red/purple coat, he sends a line of fire, homing style. 150 Damage.

-> While in yellow coat, he acts like the KillerEyes in a straight line. 150 Damage.

-> While in blue coat, he uses the IceWave chip. 150 Damage.

-> A shadow enemy appears already attacking, after it's done, it vanishes. 150 Damage.

-> At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 80 Damage.

DarkMan V3 UnderNet 6, randomly found after deleting V2.

-> 1400 HP.

-> No element.

-> While in red/purple coat, he sends a line of fire, homing style. 150 Damage.

-> While in yellow coat, he acts like the KillerEyes in a straight line. 150 Damage.

-> While in blue coat, he uses the IceWave chip. 150 Damage.

-> A shadow enemy appears already attacking, after it's done, it vanishes. 150 Damage.

-> At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 80 Damage.

DarkMan V4 Secret Area 1, take left path, up, then left at fork to a dead end...

-> 2000 HP.

-> No element.

-> While in red/purple coat, he sends a line of fire, homing style. 300 Damage.

-> While in yellow coat, he acts like the KillerEyes in a straight line. 300 Damage.

-> While in blue coat, he uses the IceWave chip. 300 Damage.

-> A shadow enemy appears already attacking, after it's done, it vanishes. 300 Damage.

-> At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 150 Damage.

~~~~~

\*DesertMan\* Sunayama, chapter 5. Story related.

-> 800 HP.

- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 40 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 60 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.

\*DesertMan V2\* WWW Comp 2, chapter 9. Story related.

ALSO, in Beach 1, take panels down then right, enter the right area and go all up.

- > 1200 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 80 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 120 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.

\*DesertMan V3\* TV inside the Inn.

- > 1600 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 120 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 180 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.

\*DesertMan V4\* DNN Van, upper right corner.

- > 2000 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 200 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 300 Damage.
- > Hands can be destroyed, but will respawn.
- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.

~~~~~

DrillMan UnderNet 5, chapter 8. Story related.

ALSO, in WWW Comp 4, chapter 9. Story related.

- > 600 HP.
- > No element.
- > He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 80 Damage.
- > 3 holes appear but now several drills come out. 15 total. 80 Damage.
- > 3 of your panels blink and drills come out of then, DrillMan in one of them. The panels are broken. 80 Damage.

DrillMan V2 UnderNet 6, behind the BugFrag trader.

- > 900 HP.
- > No element.
- > Moves faster.
- > He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 120 Damage.
- > 3 holes appear but now several drills come out. 20? total. 120 Damage.
- > 3 of your panels blink and drills come out of then, DrillMan in one of them. The panels are broken. 120 Damage.

DrillMan V3 Hades Isle, randomly found after deleting V2 in UnderNet 6.

- > 1200 HP.
- > No element.

- > Moves WAY faster.
- > He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 180 Damage.
- > 3 holes appear but now several drills come out. 30? total. 180 Damage.
- > 3 of your panels blink and drills come out of them, DrillMan in one of them. The panels are broken. 180 Damage.

DrillMan V4 UnderNet 5, 2 spaces behind from where you fought him.

- > 1800 HP.
- > No element.
- > Moves WAY faster.
- > He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 200 Damage.
- > 3 holes appear but now several drills come out. 40 total. 200 Damage.
- > 3 of your panels blink and drills come out of them, DrillMan in one of them. The panels are broken. 200 Damage.

~~~~~

\*GutsMan\* In ACDC Town park, chapter 2, after FlashMan. Story related.

- > 300 HP.
- > No element.
- > Sends a shockwave. 20 Damage.
- > Tries to punch you if you are on your right-most line. 30 Damage.
- > Cracks a line of panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 20 Damage.

\*GutsMan V2\* In ACDC Town, chapter 3. Story related.

- > 700 HP.
- > No element.
- > Sends a shockwave. 40 Damage.
- > Tries to punch you if you are on your right-most line. 60 Damage.
- > Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 40 Damage.

\*GutsMan V3\* In UnderNet 4, chapter 8. Story related. Then in WWW Base, with Dex.

- > 900 HP.
- > No element.
- > Sends a shockwave. 100 Damage.
- > Now he sends his punch flying in a straight line. 150 Damage.
- > Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 100 Damage.

\*GutsMan V4\* Dex's HP, along the southern line, must have cleared Timed Navis.

- > 2000 HP!
- > No element.
- > Sends a shockwave. 200 Damage.
- > Now he sends his punch flying in a straight line. 300 Damage.
- > Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 200 Damage.
- > Uses Z-Punch PA! That's 15 flying punches at 300 Damage Each!!

~~~~~

FlamMan Mr. Match, UnderNet 3, chapter 7. Story related.

Also, in WWW Comp 3, chapter 9. Story related.

- > 1000 HP.
- > Heat element, obviously. Weak to Aqua.
- > He sends fire in a straight line. 60 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 60 Damage.

- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
- > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 60 Damage.
- > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
- > Red: Regenerates FlamMan's HP at a certain speed.

FlamMan V2 UnderNet 5, from the Square entrance, go right up and left to a clearing. Take the

the left upper to reach another clearing. Go all right and down, AVOID the panels and go left to a dead end...

- > 1400 HP.
- > Heat element, obviously. Weak to Aqua.
- > Candles light up faster now.
- > He sends fire in a staright line. 80 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 80 Damage.
- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
- > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 80 Damage.
- > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
- > Red: Regenerates FlamMan's HP at a certain speed, now faster.

FlamMan V3 Yoka 1, randomly found after deleting V2 in UnderNet 5.

- > 1800 HP.
- > Heat element, obviously. Weak to Aqua.
- > Candles light up faster now.
- > He sends fire in a staright line. 150 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 150 Damage.
- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
- > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 150 Damage.
- > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
- > Red: Regenerates FlamMan's HP at a certain speed, even faster!

FlamMan V4 UnderNet 3, above the left-most candle from where you fought him first.

- > 2400 HP.
- > Heat element, obviously. Weak to Aqua.
- > Candles light up faster now.
- > He sends fire in a staright line. 150 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 150 Damage.
- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
- > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 150 Damage.
- > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
- > Red: Regenerates FlamMan's HP at a certain speed, even faster!

~~~~~

\*FlashMan\* In ACDC School, Principal's PC. Story related.

- > 300 HP.
- > Elec element. Weak to Wood.
- > Spreads palm and makes a small electric current. 15 Damage.
- > Sends small bulbs through the floor which home on to you. 15 Damage.
- > Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.
- > Uses the AreaGrab chip.

\*FlashMan V2\* In WWW Comp 1, chapter 9. Story related.

ALSO, in ACDC 3, circle the path around the Square warp, in a dead end...

-> 500 HP.

-> Elec element. Weak to Wood.

-> Spreads palm and makes a small electric current. 30 Damage.

-> Sends small bulbs through the floor which home on to you. 30 Damage.

-> Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.

-> Uses the AreaGrab chip.

\*FlashMan V3\* In ACDC 2, randomly found after beating V2 in ACDC 3.

-> 700 HP.

-> Elec element. Weak to Wood.

-> Spreads palm and makes a small electric current. 60 Damage.

-> Sends small bulbs through the floor which home on to you. 60 Damage.

-> Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.

-> Uses the AreaGrab chip.

\*FlashMan V4\* Principal's PC 2, white area, along the right-most line...

-> 1500 HP. (Wel, this guy finally got some HP...)

-> Elec element. Weak to Wood.

-> Spreads palm and makes a small electric current. 100 Damage.

-> Sends small bulbs through the floor which home on to you. 100 Damage.

-> Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.

-> Uses the AreaGrab chip.

~~~~~  
JapanMan Secret Area 2, clear the gate.

-> 1600 HP.

-> No element.

-> Moves as close to you as possible and strikes numerous times. Up to 300 Damage.

-> Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 150 Damage.

-> He thrusts forward once. 150 Damage.

-> When "Back up" appears, little soldiers will come and steal your panels! 100 Damage.

JapanMan V2 Secret Area 2, take first warp, and the right path to the end...

-> 1800 HP.

-> No element.

-> Moves as close to you as possible and strikes numerous times. Up to 450 Damage.

-> Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 200 Damage.

-> He thrusts forward once. 200 Damage.

-> When "Back up" appears, little soldiers will come and steal your panels! 100 Damage.

JapanMan V3 Randomly found inside the Armor on the Yoka Inn, after deleting the V2.

-> 1800 HP.

-> No element.

-> Moves as close to you as possible and strikes numerous times. Up to 450 Damage.

-> Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 200 Damage.

-> He thrusts forward once. 200 Damage.

-> When "Back up" appears, little soldiers will come and steal your panels! 100 Damage.

JapanMan V4 Secret Area 2, take hidden path at north-west-most to where "AntiNavi" was...

-> 2200 HP.

-> No element.

-> Moves as close to you as possible and strikes numerous times. Up to 600 Damage.

- > Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 300 Damage.
- > He thrusts forward once. 300 Damage.
- > When "Back up" appears, little soldiers will come and steal your panels! 200 Damage.

~~~~~  
\*KingMan\* Tora, in the DNN building, chapter 5. Story related.

- > 800 HP.
- > No element.
- > Plan A: This starts the battle, two pawns and a knight.
- > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
- > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 30 Damage.
- > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 50 Damage. Either falling on you or shockwave.
- > Rook: Moves in front of KingMan, doing the Castling movement.  
If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
- > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

\*KingMan V2\* Tora, in the DNN Building.

- > 1000 HP.
- > No element.
- > Plan A: This starts the battle, two pawns and a knight.
- > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
- > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 60 Damage.
- > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 100 Damage. Either falling on you or shockwave.
- > Rook: Moves in front of KingMan, doing the Castling movement.  
If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
- > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

\*KingMan V3\* Tora, in WWW Base.

- > 1500 HP.
- > No element.
- > Plan A: This starts the battle, two pawns and a knight.
- > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
- > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 100 Damage.
- > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 150 Damage. Either falling on you or shockwave.
- > Rook: Moves in front of KingMan, doing the Castling movement.  
If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
- > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.

\*KingMan V4\* DNN Building 2nd floor, jack in the panel before the door. Middle of bottom line.

- > 2000 HP.
- > No element.
- > Plan A: This starts the battle, two pawns and a knight.
- > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.

- > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 200 Damage.
  - > Knight: Jumps around, when it falls it sends a shockwave like the Mettatur's, very annoying... 300 Damage. Either falling on you or shockwave.
  - > Rook: Moves in front of KingMan, doing the Castling movement.  
If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
  - > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.
- 

\*MetalMan\* In Yoka, in front of the Inn, Tamako fights you.

- > 500 HP.
- > No element.
- > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
- > He sends a gear around the edge of the area. 20 Damage.
- > He throws about 3 missiles, which home onto you. 20 Damage.
- > Moves in front of you and punches the tile in front, which breaks. 40 Damage.

\*MetalMan V2\* Tamako, inside Hades Isle, chapter 5. Story related.

Also, in front of Yoka Inn.

- > 800 HP.
- > No element.
- > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
- > He sends a gear around the edge of the area. 40 Damage.
- > He throws about 3 missiles, which home onto you. 40 Damage.
- > Moves in front of you and punches the tile in front, which breaks. 80 Damage.

\*MetalMan V3\* Also, in front of Yoka Inn.

- > 1200 HP.
- > No element.
- > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
- > He sends a gear around the edge of the area. 80 Damage.
- > He throws about 3 missiles, which home onto you. 80 Damage.
- > Moves in front of you and punches the tile in front, which breaks. 160 Damage.

\*MetalMan V4\* Tamako's HP, path going 2nd from left to right, step in the flowing tile...

- > 1700 HP.
  - > No element.
  - > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
  - > He sends a gear around the edge of the area. 120 Damage.
  - > He throws about 3 missiles, which home onto you. 120 Damage.
  - > Moves in front of you and punches the tile in front, which breaks. 240 Damage.
- 

\*MistMan V4\* DNN Battle Console, walk around the 2nd (SECOND) gray line on the left.

- > 2000 HP.
  - > No element.
  - > The genie comes out, if on your line, he dashes. 200 Damage.
  - > PoisMist. Various poison clouds appear on your side. From any of them, MistMan can come out and attack you. 200 Damage.
  - > If you are in front of the lamp, and MistMan comes out, you'll get hit. 200 Damage.
- 

\*PlantMan\* Anetta, Hosp Comp 5, chapter 6. Story related.

ALSO, in WWW Comp 3, chapter 9. Story related.

- > 1000 HP.

- > Wood-element. Weak to Heat.
- > Sends a homing vine. 40 damage when hits, and 20 each 2 secs or so unless you wiggle out or get free.
- > Moves in the same line and sends a quick needle. 50 Damage.
- > Creates a leaf shield, the next attack will heal her for the amount of damage. So attack her with a simple buster shot.
- > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
- > Yellow: Stuns you momentarily.
- > Violet: Confuses you.

\*PlantMan V2\* UnderNet 4. Take the right path, don't go up the stairs, when you reach a warp, backtrack a little to the fork, and take the left path, to the dead end...

- > 1300 HP.
- > Wood-element. Weak to Heat.
- > Sends a homing vine. 40 damage when hits, and 30 each 2 secs or so unless you wiggle out or get free.
- > Moves in the same line and sends a quick needle. 80 Damage.
- > Creates a leaf shield, the next attack will heal her for the amount of damage. So attack her with a simple buster shot.
- > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
- > Yellow: Stuns you momentarily.
- > Violet: Confuses you.

\*PlantMan V3\* Hosp Comp 3, randomly found after deleting V2 in UnderNet 4.

- > 1700 HP.
- > Wood-element. Weak to Heat.
- > Sends a homing vine. 40 damage when hits, and 30 each 2 secs or so unless you wiggle out or get free.
- > Moves in the same line and sends a quick needle. 120 Damage.
- > Creates a leaf shield, the next attack will heal her for the amount of damage. So attack her with a simple buster shot.
- > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
- > Yellow: Stuns you momentarily.
- > Violet: Confuses you.

\*PlantMan V4\* Hosp Comp 3, take 2 warps, go up and left at fork, then down to dead end...

- > 2100 HP.
- > Wood-element. Weak to Heat.
- > Sends a homing vine. 40 damage when hits, and 30 each 2 secs or so unless you wiggle out or get free.
- > Moves in the same line and sends a quick needle. 200 Damage.
- > Creates a leaf shield, the next attack will heal her for the amount of damage. So attack her with a simple buster shot.
- > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
- > Yellow: Stuns you momentarily.
- > Violet: Confuses you.

~~~~~

ProtoMan Hades Isle, in the last room. "I was just testing you" uh huh...

- > 1000 HP.
- > No element.
- > Moves in front and does a Fighter Sword (3-large) attack. 100 Damage.
- > Sends a sonic boom which is 2 lines wide. 100 Damage.
- > Moves in front of you and does a WideSword attack. 100 Damage.
- > Attack him with your buster and he covers, then WideSword. 100 Damage.

ProtoMan V2 Hades Isle, in the last room. "Still not good enough..." oh yeah...

-> 1300 HP.

-> No element.

-> Moves in front and does a Fighter Sword (3-large) attack. 150 Damage.

-> Sends a sonic boom which is 2 lines wide. 150 Damage.

-> Moves in front of you and does a WideSword attack. 150 Damage.

-> Attack him with your buster and he covers, then WideSword. 150 Damage.

ProtoMan V3 Hades Isle, in the last room. "You're pretty good..." Finally!

-> 1600 HP.

-> No element.

-> Moves in front and does a Fighter Sword (3-large) attack. 200 Damage.

-> Sends a sonic boom which is 2 lines wide. 200 Damage.

-> Moves in front of you and does a WideSword attack. 200 Damage.

-> Attack him with your buster and he covers, then WideSword. 200 Damage.

-> Delta Attack! He flashes a sec then moves it for a delta-shaped triple slash! 600 Damage!

ProtoMan V4 Hades Isle Net, take downstairs, compressed path into other side, on the square below the right rock.

-> 2000 HP.

-> No element.

-> Moves in front and does a Fighter Sword (3-large) attack. 300 Damage.

-> Sends a sonic boom which is 2 lines wide. 300 Damage.

-> Moves in front of you and does a WideSword attack. 300 Damage.

-> Attack him with your buster and he covers, then WideSword. 300 Damage.

-> Delta Attack! He flashes a sec then moves it for a delta-shaped triple slash! 300 each,

can

stack up to 900!

~~~~~

\*Punk\* Mr. Famous, below the electric tower of the zoo.

-> 800 HP.

-> No element.

-> He will roll into ball and spin in the line then through the row you are in. 30 Damage.

-> He will curl up too but spin in diagonal ways. 30 Damage.

-> He sends an arm to his right end of the field, which appears on your field then. 30 Damage.

-> He leaves his shoulder blades on the ground which home on your once, then he appears and tries to attack you with his arms. 30 Damage, whichever hits.

\*Punk V2\* Mr. Famous, below the electric tower of the zoo.

-> 1000 HP.

-> No element.

-> He will roll into ball and spin in the line then through the row you are in. 60 Damage.

-> He will curl up too but spin in diagonal ways. 60 Damage.

-> He sends an arm to his right end of the field, which appears on your field then. 60 Damage.

-> He leaves his shoulder blades on the ground which home on your once, then he appears and tries to attack you with his arms. 60 Damage, whichever hits.

\*Punk V3\* Mr. Famous, below the electric tower of the zoo.

-> 1600 HP.

-> No element.

-> He will roll into ball and spin in the line then through the row you are in. 100 Damage.

-> He will curl up too but spin in diagonal ways. 100 Damage.

-> He sends an arm to his right end of the field, which appears on your field then. 100 Damage.

-> He leaves his shoulder blades on the ground which home on your once, then he appears and tries to attack you with his arms. 100 Damage, whichever hits.

~~~~~

Serenade Secret Area 3, clear the last gate...

-> 2000 HP.

-> YOU CAN ONLY HIT HIM WHILE DOING HIS ENERGY WAVE THINGY ATTACK. ATTACKS AT OTHER TIMES WILL

BE BLOCKED AND COUNTER-ATTACKED!

-> No element.

-> Counter-attack blast. 100 Damage.

-> Sends a small energy ball along the lines, going in the IceWave motion. 100 Damage.

This attacks pierces barriers...

-> He flashes a little and then creates an air blast, which then attacks a couple of random spaces. 100 Damage. YOU CAN HURT HIM ON THIS ATTACK ONLY!

Serenade Omega Secret Area 3, exactly where he was...

-> 2600 HP.

-> YOU CAN ONLY HIT HIM WHILE DOING HIS ENERGY WAVE THINGY ATTACK. ATTACKS AT OTHER TIMES WILL

BE BLOCKED AND COUNTER-ATTACKED!

-> RULE: CARRY THE FOLDERBACK CHIP!

-> No element.

-> Counter-attack blast. 150 Damage.

-> Sends a small energy ball along the lines, going in the IceWave motion. 150 Damage.

This attacks pierces barriers...

-> He flashes a little and then creates an air blast, which then attacks a couple of random spaces. 150 Damage. YOU CAN HURT HIM ON THIS ATTACK ONLY!

[OMF]-----7.2.1. Omega Fights-----

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Note, this is basically the same as in the last part of 2.10. Secret Areas...

-> GutsMan: Go to Dex's HP through ACDC 3, search along the bottom line, near the middle...

-> 2 Mettaur Omega.

-> Mettaur Omega, 2 HardHed Omega.

-> 2 Fishy Omega. (These guys are fun!)

\*GutsMan V4\*

-> 2000 HP!

-> No element.

-> Sends a shockwave. 200 Damage.

-> Now he sends his punch flying in a straight line. 300 Damage.

-> Cracks all your panels. If the hammer hits you, you do get hurt, otherwise, the attack won't hurt. 200 Damage.

-> Uses Z-Punch PA! That's 15 flying punches at 300 Damage Each!!

-> ProtoMan: Go to HadesIsle Net, down the right stairs, load PressData, follow the path to the other side, enter the square there and right below the right rock...

-> 2 Twins Omega.

-> 2 Swordy Omega.

-> 2 Fishy Omega.

\*ProtoMan V4\*

-> 2000 HP.

-> No element.

-> Moves in front and does a Fighter Sword (3-large) attack. 300 Damage.

-> Sends a sonic boom which is 2 lines wide. 300 Damage.

-> Moves in front of you and does a WideSword attack. 300 Damage.

-> Attack him with your buster and he covers, then WideSword. 300 Damage.

-> DeltaAttack! He flashes a sec then moves it for a delta-shaped triple slash! 300 each,



can  
stack up to 900!

-> FlashMan: Go to the Principal's PC 2, all south-west into the big white square, along the rightmost line...

- > 2 Bunny Omega, Eleball Omega.
- > 2 Eleball Omega.
- > 3 Elebee Omega.

\*FlashMan V4\*

- > 1500 HP. (Wel, this guy finally got some HP...)
- > Elec element. Weak to Wood.
- > Spreads palm and makes a small electric current. 100 Damage.
- > Sends small bulbs through the floor which home on to you. 100 Damage.
- > Two giant bulbs appear in your area and start to light up, if they finish, they stun you momentarily.
- > Uses the AreaGrab chip.

-> BeastMan: In ZooComp 3, as you reach the first cage-thingy, go left, into a dead-end...

- > 2 Ratty Omega.
- > Spikey Omega, 2 Ratty Omega.
- > Beetle Omega, Momogra Omega.

\*BeastMan V4\*

- > 1600 HP.
- > No element.
- > He teleports to a panel in diagonal to you then dashes diagonally. 120 Damage.
- > He appears on a panel diagonal to you and slashes in front, and up and down. 120 Damage.
- > Same as above, but behind you. 120 Damage.
- > When low on life, he disappears, his two claws charge diagonally at you, and the head in a straight line. 120 Damage, whichever part hits.

-> BubbleMan V4: Yoka 2, go up as usual, after you go left for first time, go down at the fork  
to a compressed path that had a HPMemory before, there...

- > 3 Shrimpy Omega.
- > 2 Slimer Omega, Pengi Omega.
- > Slimer Omega, 2 Jelly Omega.

\*BubbleMan V4\*

- > 1800 HP.
- > Aqua element. Weak to Elec.
- > The hole in the middle will spawn bubbles, fishes encased in bubbles and land mines.
- > Bubbles can trap you and then hit you. 200 Damage.
- > Burst a fish's bubble and it will dash in a straight line. 200 damage.
- > Land mines will active when besides you. 200 Damage.
- > BubbleMan throws a crab which acts like the Mouse chip. 200 Damage.
- > When low on HP, he will encase himself in a 1HP bubble and while it's on, shoot 3 needles in a straight line. 300 Damage.

-> DesertMan V4: Jack in the DNN Van, on the upper-right corner.

- > 3 Quaker Omega.
- > 2 Momogra Omega, Quaker Omega.
- > Momogra Omega, SnowBlow Omega.

\*DesertMan V4\*

- > 2000 HP.
- > No element. Aqua attacks stun him anyway.
- > If you move in front of a hand it will dash. 200 Damage.
- > At low life the hands transforms into blocks every now and then and fall on you, each hand equals a block. 300 Damage.
- > Hands can be destroyed, but will respawn.

- > Each time you hit DesertMan, he and the 2 pillars will switch places at random.
- > PlantMan V4: In Hosp Comp 3, take the first 2 warps, go up, at the fork left and down into a dead-end....
- > Puffball Omega.
- > Viney Omega.
- > Puffball Omega, Boomer Omega.
  
- \*PlantMan V4\*
- > 2100 HP.
- > Wood-element. Weak to Heat.
- > Sends a homing vine. 40 damage when hits, and 30 each 2 secs or so unless you wiggle out or get free.
- > Moves in the same line and sends a quick needle. 200 Damage.
- > Creates a leaf shield, the next attack will heal her for the amount of damage. So attack her with a simple buster shot.
- > Creates a yellow-colored and violet-colored roses in Megaman's field. They send out a pollen from time to time on the 4 directions from them.
- > Yellow: Stuns you momentarily.
- > Violet: Confuses you.
  
- > FlamMan V4: UnderNet 3, go to where you fought him, just on the space above the left-most torch...
- > 3 Spikey Omega.
- > Basher Omega, Spikey Omega, Volcano Omega.
- > Volcano Omega, Metrod Omega, Spikey Omega.
  
- \*FlamMan V4\*
- > 2400 HP.
- > Heat element, obviously. Weak to Aqua.
- > Candles light up faster now.
- > He sends fire in a staright line. 150 Damage.
- > He breathes fire on the panel in front, then grows to the other rows. 150 Damage.
- > The candles provide different effects, each time you "burn out" one, they will light up with another color after a set time.
- > Yellow: 2 fireball rotate on the edges of your field, only the 3 starting lines are affected, stolen panels won't. 150 Damage.
- > Green: Creates an impenetrable shield on FlamMan. Even to "pierce" attacks.
- > Red: Regenerates FlamMan's HP at a certain speed, even faster!
  
- > DrillMan V4: Exactly where you fought him, just 2 spaces up.
- > 3 Mettaur Omega.
- > 2 Momogra Omega, Mettaur Omega.
- > Needler Omega, Mettaur Omega.
  
- \*DrillMan V4\*
- > 1800 HP.
- > No element.
- > Moves WAY faster.
- > He flies up. Then 3 holes appear, one on each line and a drill comes out, DrillMan is behind one of those. 200 Damage.
- > 3 holes appear but now several drills come out. 40 total. 200 Damage.
- > 3 of your panels blink and drills come out of then, DrillMan in one of them. The panels are broken. 200 Damage.
  
- > MetalMan V4: Jack into Tamako's HP. On the path going down, on the 2nd from left to right, all the way down, on the glowing tile thingy...
- > 3 Canodumb Omega.
- > Yort Omega, Wind Omega.
- > 2 Yort Omega.

\*MetalMan V4\*

- > 1700 HP.
- > No element.
- > Middle line is metal and has two gears moving there, that can hurt you. 20 Damage.
  - > He sends a gear around the edge of the area. 120 Damage.
  - > He throws about 3 missiles, which home onto you. 120 Damage.
  - > Moves in front of you and punches the tile in front, which breaks. 240 Damage.
  
- > KingMan V4: On the DNN Building, 2nd floor, jack in the panel next to the door. Run along the lower gray line, in the middle...
  - > 2 Swordy Omega.
  - > Swordy Omega, Trumpy Omega.
  - > N. 0-Omega, HardHed Omega.
  
- \*KingMan V4\*
- > 2000 HP.
- > No element.
  - > Plan A: This starts the battle, two pawns and a knight.
  - > Plan B: After some time he usually switches to this one. 2 knights and then one tower or 1 pawn.
    - > Pawn: Moves up and down with you and slashes the square in front, remains on the enemy area anyway. 200 Damage.
    - > Knight: Jumps around, when it falls it sends a shockwave like the Mettaur's, very annoying... 300 Damage. Either falling on you or shockwave.
    - > Rook: Moves in front of KingMan, doing the Castling movement.
      - If you have an AirShot/AirSword, after KingMan moves use it on the tower to send it to the back line...
- > By the way, Break Attacks (In case you have the NaviCust piece) destroy the pawns for some time.
  
- > BowlMan V4: Let's see, circle around the 2nd gray line, on the right side, middle panel...
  - > 2 HardHed Omega.
  - > Boomer Omega, HardHed Omega.
  - > HardHed Omega, Basher Omega.
  
- \*BowlMan V4\*
- > 2000 HP.
- > No element.
  - > He goes to the middle of the back row and sends pins flying in straight line, the middle then upper, then lower and repeat. In total there are 25 pins. 200 Damage.
    - By the way, you can knock them out, but they fall where you are, so move fastly.
  - > He makes 3 pins appear from below in 3 of your squares. If you are above one, 200 Damage.
  - > While there are pins up he will attempt to "strike" whichever line you are in. Also, if he hits a pin, it will fly to the space you are in. 200 Damage, ball or pin.
  
- > MistMan V4: Yes, you can fight him here. Exactly where BowlMan V4, was, but on the other side, kinda like a mirror...
  - > Puffball Omega, Wind Omega.
  - > Totem Omega, Puffball Omega.
  - > 3 Totem Omega.
  
- \*MistMan V4\*
- > 2000 HP.
- > No element.
  - > The genie comes out, if on your line, he dashes. 200 Damage.
  - > PoisMist. Various poison clouds appear on your side. From any of them, MistMan can come out and attack you. 200 Damage.
  - > If you are in front of the lamp, and MistMan comes out, you'll get hit. 200 Damage.
  
- > DarkMan V4: In Secret Area 1, take the left exit, go up, and take the upper path at the fork to the dead end...
  - > Shadow Omega.
  - > Dominerd Omega, 2 KillerEye Omega.

-> Dominerd Omega, Shadow Omega.

\*DarkMan V4\*

-> 2000 HP.

-> No element.

-> While in red/purple coat, he sends a line of fire, homing style. 300 Damage.

-> While in yellow coat, he acts like the KillerEyes in a straight line. 300 Damage.

-> While in blue coat, he uses the IceWave chip. 300 Damage.

-> A shadow enemy appears already attacking, after it's done, it vanishes. 300 Damage.

-> At some point, 3 holes open up in the top of your panels, loads of small bats will come out randomly. 150 Damage.

-> JapanMan V4: In Secret Area 2, take the 2 warps for the path to SA3, go straight to the monolith and take the hidden path up...

-> 2 Boomer Omega.

-> BrushMan Omega, Swordy Omega, Boomer Omega.

-> 2 Swordy Omega.

\*JapanMan V4\*

-> 2200 HP.

-> No element.

-> Moves as close to you as possible and strikes numerous times. Up to 600 Damage.

-> Sometimes, with a projectile (Cannon, Buster normal shots) he whirls his spear which sends back an air wave, he blocks all damage. 300 Damage.

-> He thrusts forward once. 300 Damage.

-> When "Back up" appears, little soldiers will come and steal your panels! 200 Damage.

-> Bass Omega: Secret Area 3, go to where the "HubBatch" was... SAVE!

-> Scuttle, Scutz.

-> Scuttzer, Scuttlest.

-> Scuttler, Scuttle Omega.

\*Bass Omega\*

-> 3000 HP! 200 Aura. (The aura has to be taken down in 1 attack, and will regen over time)

-> RULE: CARRY THE FOLDERBACK CHIP!

-> No element.

-> Sends a small, but insanely strong green ball in straight line. 300 Damage!

-> He moves back and sends about 6 yellow balls in random lines. 300 Damage!

-> Charges up power and sends 15 (?) yellow balls in random lines. 200 damage!

-> Earth breaker attack. He moves in to the middle of the line ahead of you, charges and burst the 3 panels in front of him. 100 Damage.

-> Gospel Breath! Moves a finger to the front, 2 claws fall, seemingly homing on you, then it's Gospel's breath! 300 Damage, whichever hits!

-> Gospel Ray! A GIANT Gospel head appears and blast all your area! 500 Damage!

-> Serenade Omega: Exactly where you fought him...

-> 2 Scuttle Omega.

-> 2 AlphaBug Omega.

-> AlphaBug Omega, Scuttle Omega.

\*Serenade Omega\*

-> 2600 HP.

-> YOU CAN ONLY HIT HIM WHILE DOING HIS ENERGY WAVE THINGY ATTACK. ATTACKS AT OTHER TIMES

WILL

BE BLOCKED AND COUNTER-ATTACKED!

-> RULE: CARRY THE FOLDERBACK CHIP!

-> No element.

-> Counter-attack blast. 150 Damage.

-> Sends a small energy ball along the lines, going in the IceWave motion. 150 Damage. This attacks pierces barriers...

-> He flashes a little and then creates an air blast, which then attacks a couple of random spaces. 150 Damage. YOU CAN HURT HIM ON THIS ATTACK ONLY!

-----8. Game Extras-----

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[JB1]-----8.1. Jobs-----

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1. Please deliver this

"Can someone make a delivery for me? It isn't dangerous so anyone can do it.

I'm the red Navi between ACDC Square and the CyberMetro. Come see me, I'll tell you the rest."

-> Go to ACDC 3, and take the path to reach ACDC 1, you should see a red Navi right at the first fork, talk to her, get the "OldTool", jack out.

-> Go to the 5-A Classroom and jack in the blackboard. Talk to the Navi there.

-> Go back to the red Navi.

-> Reward: Yo-Yol D.

2. My Navi is sick.

"Hello! My Navi's feeling under the weather. Apparently I need a "Recov30 \*" to fix him.

Does anyone have a "Recov30 \*"? I'll pay a reward to anyone who finds me the chip!

I'm waiting at the SciLab Station"

-> Simple, just check you have a "Recov30 \*", if so, take this job and just go down to the metroline station, the girl is right on the corner by the chairs.

-> Reward: RegUp3.

3. Help me with my son!

"Um... This is rather embarrassing, but I'm having trouble with my son. I can't talk about it here, so can you come to Yoka Station? I'd prefer someone skilled at NetBattling."

-> Well, go to Yoka Station and talk to the woman there.

-> Go to ACDC 3, right in front of the exit from ACDC 2 is a Navi, talk to him.

-> Fight a Mettaur2, Fishy and a Boomer.

-> Talk to the Navi again, go back to the Station in Yoka then, and to his mother.

-> Reward: SpinYllw.

4. Transmission error

"I sent some data to the wrong place! I need someone to delete it, or there's going to be trouble. Come to the Virus Lab at SciLab, and I'll fill you in."

-> Go to the Virus Lab and talk to the scientist on the upper corner.

-> Go to the zoo and check the Flamingo/Hippo computer thingy, just check.

-> Fight a Yort, Ratty and Ratty2.

-> Go back and report to the scientist.

-> Reward: HPMemory.

5. Chip prices

"I need to know the price a rival is asking for a chip. If he finds out, it could get ugly, so meet me at ACDC Sqr."

-> Go to ACDC square and talk to the green Navi in the northeast.

-> Go to SciLab Square now and talk to the purple Navi on the left.

-> Go back to the Navi in ACDC Square...

-> Back to the SciLab Navi...

-> Yep, you guesses it, back to the ACDC one... Starting to hate this?

-> Finally...

-> Reward: Slasher B... (I would've had rather bought it instead to save time...)

6. I'm broke...!

"I know this isn't something to ask a perfect stranger, but can someone PLEASE lend me 8000 Zennys? I lost my wallet and back in Yoka. I don't know what to do! I promise I'll pay you back! I'm at the Inn Lobby."

- > Go to the Inn and talk to the man just right of the entrance.
- > Exit the building and enter again, talk to him.
- > Go to Yoka 2, and to the path you take to reach Yoka 1, you should see 2 Navis there, a green and a purple one, talk to the green then to the purple and...
- > Fight a Shrimpy2, Spikey2 and Ratty2...\*yawn\*
- > Talk to the green Navi. Get the "CashData", go back to the guy in Yoka Inn.
- > Reward: Your 8000z... and a HPMemory.

#### 7. Rare chips for cheap!

- "For certain reasons, I need to dispose of a rare chip. I'm inside a Telephone. The first one who finds me gets the chip!"
- > Go to Yai's house and jack in her phone.
  - > Go to the lower left corner and talk to the Navi there...
  - > Fight 2 Twinner. Note, you can harm each at a time, BUT you MUST kill both in the same attack. Otherwise it will respawn with 150 again.
  - > Reward: 10000z.

#### 8. Be my boyfriend!

- "Hiya! Do any of you have a male Navi that's kind, smart, handsome and strong? You know, an all-around great Navi? I'm too busy to explain! Meet me at Beach Square ASAP!"
- > Go to Beach Square. Once there talk to the Bunny Navi. By the way, I suggest you save and then try other answers besides the correct ones, can be funny...
  - > At first, select "Yeah, that drama!" then "My own CyberMetro?" then "Uh, sure..."
  - > Should you screw at any, you have to fight 2 Fishy and Dominerd2.
  - > Reward: StepSword

#### 9. Will you deliver?

- "Oh my aching back! I have to deliver this here chip, but I'll be darned if I'm not too old for this! Would someone be a darlin' and deliver it for me? I'm a'waiting at the bottom of the sloped street in front of the Inn!"
- > Go to Yoka, and outside the inn to the slope, talk to the old lady there. Get the "TimeBomb N".
  - > Go to the DNN building, and to the path to the studio, you should see a man, talk to him.
  - > Go back to the old lady... Get "Invis \*" now.
  - > Now go to ACDC Square and talk to the purple Navi on the left.
  - > Go back to the old lady.
  - > Reward: Aqua+30...

#### 10. Look for friends (Tora)

- "I'd like someone to help me find an old friend. If you can help, come meet me at ACDC Park."
- > Go to ACDC Park and talk to the man near the bench.
  - > Go to Yoka 1, take the path where the generator is, equip the good ol' darned PresData and go through the compressed path, go north and there you go!
  - > Once done, go to the Zoo, enter and talk to the scientist there.
  - > Go back to the first guy.
  - > Reward: RegUp3.

#### 11. Stuntmen wanted! (Tora)

- "So you think you're good? Prove it! DNN is looking for a few good stunt Navis for "Cyber Corps: NetRangers"! For the details come to Beach 1! This could be your big debut!"
- > As it says, go to Beach 1. Take the down panels and down the stairs, follow the orange floor and you should see a Navi on a fork, save and talk to him.
  - > Yort, HarHead.
  - > Spikey2, Mettaur2.
  - > Fishy, Spikey2, Shrimpy.
  - > 2 Beetle.
  - > 2 Shrimpy, Boomer.
  - > HPMemory.

## 12. Riot Stopped (Tora)

"There's a gang of Navis spreading viruses by the TV Station. They're mad because they lost at the N1. I can't handle them alone, so if you can help, meet me at the Station Lobby."

- > Go to the DNN Station and talk to the guy on the left of the entrance.
- > On the Battle console, on the south-east. Swordy2, Swordy and Momogro.
- > Upstairs, go to the console next to the door. North-east. 2 Fishy, Momogro.
- > On the DNN van outside. North-east. 2 Slimer, Momogro.
- > Go back to the employer.
- > Tally. (You use this to enter the Undernets)

## 13. Gathering data (Tora)

"I'm looking for some important data I lost. I can't talk much here. Come to the teacher's lounge at ACDC School."

- > Go to the teacher's lounge in ACDC School, at the left bottom.
- > Go to SciLab 1, upper level, at the bottom, near the WWW gate is a program, talk to him.
- > Go to ACDC 2 on the white flooring. Talk to the Navi... Damn, I wanted to know Mayl's weight... Ahem, er... I mean, anyway (^\_^;), give him a "Yo-Yo! G" for it.
- > Get "InsrData" now go back to the teacher.
- > Reward: SloGauge \* (Woohoo!...\*sigh\*)

## 14. Somebody, please help!

"Dear Sirs. A fellow teacher informed me of your board. A certain computed is presently infected by a virus. I seek the aid of a proficient virus-buster. I am waiting in the Principal's Office of ACDC School."

- > Go to ACDC School, to the principal's office and talk to the teacher there.
- > Missed this place? Anyway, go up to the program and take a left, examine the red panel there. "Mix me in to make black". Select: Red.
- > Move to Area 2. To the red area and left, check the strange statue.  
"It floats". Select: Wooden.
- > Go to the south-west, and into the computer-looking thingy, the big screen darn it!  
"Immune to multiplication and to division". Select: 0.
- > Jack out and talk to the teacher.
- > Reward: AntiRecv B.

## 15. Looking for condor

"Our condor still hasn't come back. Can someone find it and return it to the Zoo? Come to the front of the Zoo's Parrot Hut. I'll fill you in on the details there."

- > Go to Yoka, the parrot "hut" is right in front of the entrance of the Zoo, talk to the lady there.
- > Go to Seaside Hospital. 2nd floor, right room, talk to the man there to get "Old Doll".
- > Go to ACDC Town. To the park, inspect the bush near the slide.
- > Enter any place and come back.
- > Check the condor.
- > Back to the employer.
- > Reward: SubMem.

## 16. Help with rehab

"I'm an Official, but I need someone to help me with rehab. You won't be battling me. I just want to watch you battle so I can regain my virus busting instincts. If you've got the time, come inside the Hospital's TV."

- > Go to the hospital and jack in the TV, the Navi is north-east of you. BUT, save first!
- > Quaker Omega
- > Viney Omega
- > Eleball Omega
- > Puffball Omega
- > Reward: Navi Customized Program "Humor"... And WWW-ID!

## 17. Old Master

"I'm a used Navi, and lately I've ben thinking about my old master. Now I'm operated by someoneelse, though, so I can't see her. Can someone go check up on her? I'm in the

SciLab Vending Machine. Please come for more info."

- > Jack in the vending machine. The Navi is just south.
- > Go to ACDC School, Teacher's Lounge, you see the graph there? Check the books on the far left of it.
- > Go to Beach Street, and talk to the waitress on the restaurant.
- > Back to the Navi.
- > Reward: GrabRvng Y.

#### 18. Catching gang members

"There's been a lot of gang activity in Yoka recently. Can someone with skills help keep the peace? Ask the program in Yoka Square for more details."

- > Go to Yoka square, the program is on the main part on the right.
- > Head to Yoka 2. Take the lower compressed path as if you wanted to reach lower Yoka 1. You should see a Navi right before the exit.
- > Fishy2, Ratty3.
- > Up the stairs through the normal path, you should one easily.
- > Fishy2, Doomer.
- > Yoka 1 now. Go left when you can and south, near the compressed path.
- > Fishy2, Metrod. (They like Fishy2 huh?)
- > Follow the path than when you chased BubbleMan...
- > Fishy, Trumpy, Fishy2. (Yep, they love Fishy2...)
- > Back to the program.
- > Reward: ExpMemry. (Add the last line to your NaviCust)

#### 19. Please adopt a virus!

"Uh...you probably won't believe me, but I picked up some harmless viruses. They're cute, but alas, I can't keep them. If you want them, come to SciLab 2. There will be a test to make sure you can raise them properly.

- > Go to SciLab 2, just a little lower from the doors, you should see a Bunny virus, talk to the Navi there.
- > Give him 50 BugFragS. Although this is stupid, they eat those, you hand over 50, he has no use for them, so.. Why does he wants them?!
- > Reward: Bunny, TuffBunny, MegaBunny viruses.

#### 20. Legendary Tomes

"Come to Hades Isle..."

- > You hearded him, go to Hades Isle.
- > Jack in the console. Go up through the compressed path, and then left, to the next compressed path and up.
- > Go to the UnderNet Square. Down the right slope, talk to the Navi, buy the "LandTome" for 7000z.
- > Now, go to UnderNet 6, in here, go up, you should see 2 panels going up, take the left one, and the next panel going up too, to the right is the Navi, you must fight him...
- > 2 TwinneSt and N. 0. The TwinneSt must be defeated at the same time.
- > Get the "SeaTome" from him.
- > Take the route in UnderNet 3 that you did to reach FlamMan, on the path is the Navi. He asks for a "Magnum1 A", you should have picked up one from the enemies in the WWW Comps... Get the "SkyTome".
- > Go back to the ghost.
- > Reward: FstGauge \*"

#### 21. Hide and seek!

"We need someone to be It in a game of Hide&Seek! However, this is no ordinary Hide&Seek! Whoever gets found by the one who's It must hand over a chip! Since we are looking for someone to be It, you have nothing to lose! So, who's up for some fun? We'll be waiting by the Ticket Machine in front of the Zoo."

- > Go to Yoka, the kid is right near the Tank (If after WWW scenes), or below the entrance to the Zoo.
- > Jack in the Zoo Comp. When you reach the first cage, go north-east, go south at the next fork and talk to the Navi, get "Sword E". To Zoo Comp 2!
- > Go straight, at the first fork go south, and do so at the next too, "WideSwd E".
- > Zoo Comp 3 now. Go completely straight and at the dead end. "GutPunch E".



- > Zoo Comp 4. Remember where the last puzzle was? On the left part, where a program was, there is the Navi, "Barrier E".
- > That's it, go talk to the Kid.
- > Reward: the 4 chips above and GutImpct H.

## 22. Finding the blue Navi

- "We want to meet that Navi MegaMan from the N1 Grand Prix! After seeing him battle, we're his biggest fans! You don't have to stay long. Please come meet us! We are waiting in UnderNet 2."
- > Sounds like a hoax to me... Go to UnderNet 2 nonetheless..
  - > Remember the path you took to reach UnderNet 4? Take it, you should see a green Navi in the path, talk to the little guy...
  - > Fight Spikey3, Metrod, HardHed Omega.
  - > Reward: HPMemory.

## 23. Give your support!

- "I can't be specific, but something awful is happening! Mighty virus busters, come ASAP to Hades Mntn on Hades Isle!"
- > Go to Hades Isle and inside, there is a scientist there. Accept and...
  - > Mettaur3, TuffBunny, Elesphere.
  - > Ratty3, Swordy3, Doomer.
  - > Slimest, Pengon, Shrimpy3.
  - > Yurt, LowBlow, Trumpy Omega.
  - > Totun, Goofball, Vinert.
  - > Spikey3, Fishy2, Metrodo.
  - > Elehornet, Swordy3, Scuttlest.
  - > Reward: 30 BugFragS

## 24. Stamp collecting

- "Want to enter the Cyberworld's stamp collecting contest? I'll discuss the specifics in persons. Please come to the Seaside Hospital 2F."
- > Go to the Seaside Hospital, 2nd floor, between the 2 doors, talk to the Nurse.
  - > Go to ACDC 1, on the square at the south-west part, talk to the Program to receive the "StmpCard".
  - > Go to SciLab 1, upper level, to the "white" flooring, talk to the program there.
  - > To Yoka 2, through the usual path to Yoka 1, you should see a program at the north-west.
  - > In Beach 2, take the upper exit to Beach 1, take panels down and then right, go to the right area and to the program.
  - > Back to the program in ACDC 1.
  - > Talk to the Nurse back in the Seaside Hospital.
  - > Reward: StepCros Q

## 25. Help with a will

- "I can't figure out my father's will. Can someone help me unravel it's puzzle? First, I'll have to hand over the will. Meet me in front of the Class 5-A in ACDC School."
- > Go in front of 5-A in ACDC School, and at the corner talk to the girl. You'll get "Will".
  - > Try looking at its description... And read from left to right, top to bottom...
  - > "Squirrel". ACDC 3, check th squirrel, and fight:  
Totem Omega, Mushy Omega, Needler Omega!
  - > "Armor". Yoka Inn, check the armor painting in the lobby. Fight:  
Heavy Omega, Basher Omega, Volcano Omega!
  - > "Water heater". Yoka 1, the heat generator. Fight:  
Pengi Omega, Slimer Omega, Jelly Omega!
  - > "Devil". The Gargoyle in Hades Isle. Examine it and fight:  
KillrEye Omega, Elebee Omega, Momogra Omega!
  - > "Pillar" UnderNet 4, the giant pillar, go up to the Green area, however, you must beat BeastMan V3 first in order to clear this security cube... Examine the tower get the "Photo" and fight:  
2 Twins Omega, Dominerd Omega!
  - > Go back to the girl.
  - > Reward: Recov300 R

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Ok, first of all, you already know that the Virus Breeder is there. What's it's use? To breed virus. There are certain "families" of virus that can be raised, as they tend to become non-hostile to certain persons, or Navis more like it.

These "families" are scattered around the vast net. Once you capture one, talking to the scientist there will provide you with a chip that can summon these viruses in battle, but in battle you will have a roulette of sorts to select between them, and each of them does different damage, or maybe even different attacks.

How you raise them? Simple, feeding them BugFrag. "WHAT?!" Yes, that's right, they eat BugFrag, you can feed 5 of them at a time, up to a max of 100, and you can then distribute them to your liking. Once you feed them a certain amount of BugFrag you will be able to meet their Omega counterparts, which if you defeat, will also join you.

To feed them or distribute the food, just jack in, and look around for the room that houses that particular family, the programs inside the Virus Breeder will provide the assistance you need.

About their damage... Each BugFrag will raise their damage by 1, but since you allocate them in lots of 5...

Good luck finding them all! Or more like just scroll down, it was me the one who did all the hard work for you to get this...

By the way, forgot to mention, when you come accross them, you will fight the 3 kinds...

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Mettaur Family:

Found: ACDC 1, on the formerly locked WWW gate, on the square there, in the lower-right panel.

Fight: Mettaur, Mettaur2, Mettaur3.

Mettaur Omega:

Found: BlackBoard of 5-A Classroom, bottom-right panel.

Fight: 3 Mettaur Omega.

Mettaur Family Damage:

Mettaur: 40.

Mettaur2: 80.

Mettaur3: 120.

Mettaur Omega: 150, cracks panels.

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Bunny Family:

Found: Job 19.

Bunny Omega:

Found: Seaside Hospital, 2nd floor, in the bed, on the north-western panel.

Fight: 3 Bunny Omega.

Bunny Family Damage:

Bunny: 60.

TuffBunny: 90.
MegaBunny: 140.
Bunny Omega: 160.

Spikey Family:

Found: Hades Isle gargoyle, north-west corner, near the program.
Fight: Spikey, Spikey2, Spikey3.

Spikey Omega:

Found: Zoo Comp2, in a dead end, on an "8" near the exit to Zoo Comp 3, going south-west.
Fight: 3 Spikey Omega.

Spikey Family Damage:

Spikey: 50.
Spikey2: 80.
Spikey3: 120.
Spikey Omega: 170.

Swordy Family:

Found: UnderNet 1. From the Hades Isle exit, keep on the blue panels, on the last fork, head left to a dead end.
Fight: Swordy, Swordy2, Swordy3.

Swordy Omega:

Found: In the corner hidden behind the panda cage, try to jack in, in there, run diagonally against the panel where the PMD used to be.
Fight: 3 Swordy Omega.

Swordy Family Damage:

Swordy: 120.
Swordy2: 120.
Swordy3: 120.
Swordy Omega:

Jelly Family:

Found: Beach 2, on the lower level, instead of taking the exit to lower Beach 1, take the other path to a dead end.
Fight: Jelly, HeatJelly, ErthJelly.

Jelly Omega:

Found: Inside the Lion on the hot spring of Yoka Inn. On the other side of the hole.
Fight: 3 Jelly Omega.

Jelly Family Damage:

Jelly: 50.
HeatJelly: 80.
ErthJelly: 80.
Jelly Omega: 120.

Mushy Family:

Found: SciLab 2, behind the counter.

Fight: Mushy, Mashy, Moshy.

Mushy Omega:

Found: Hosp Comp 1, jack in the security panel near the stairs on F3, where you appear go to the corner below the warp.

Fight: 3 Mushy Omega.

Mushy Family Damage:

Mushy: 60.

Mashy: 80.

Moshy: 100.

Mushy Omega: 120.

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Momogra Family:

Found: Zoo Comp 4, exactly where BeastMan used to be.

Fight: Momogra, Momogro, Momogre.

Momogra Omega:

Found: Yoka 1, exactly where BubbleMan used to be.

Fight: 3 Momogro Omega.

Momogra Family Damage:

Momogro: 90.

Momogra: 120.

Momogre: 150.

Momogro Omega: 200.

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Electric Eyes Family:

Found: Principal's PC 1, all the way up, near the big screen. In that square.

Fight: KillerEye, DemonEye, JokerEye.

Electric Eye Omega: (Thanks to Michael Bayless)

Found: In the doorframe to the Virus Lab, try jacking on the right side. Left gray line, in the middle.

Fight: 3 Killereye Omega.

Electric Eye Damage:

KillerEye: 100.

DemonEye: 100.

JoketEye: 100.

KillerEye Omega:

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Scuttle Family:

Found: On the left corner of the main platform in Secret Area 1, move diagonally up-right...

Fight: Scutz, Scuttle, Suttler.

2nd Scuttle Family:

Found: In Secret Area 3, take the compressed path up to a dead end.

Fight: Scuttzer, Scuttlest.

Scuttle Omega:

Found: WWW Isle, hidden console, along the upper gray line, in the middle.

Fight: 2 Scuttle Omega.

Scuttle Family Damage:

Scutz: 150. Heat.

Scuttle: 200. Aqua.

Scuttler: 130. Elec.

Scuttzer: 100. Wood.

Scuttlest: 100.

Scuttle Omega: 200.

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[NM3]-----8.3. NumberMan Codes-----

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Located in Higsby Shop...

-> Chips

AirShot3 * -> 15789208
Bolt * -> 54390805
CopyDmg * -> 01697824
Fountain * -> 88543997
GaiaBlad * -> 33157825
GutsStrgt S -> 95913876
HeroSword P -> 03284579
Muramasa M -> 50098263
Salamndr * -> 65497812
Spreader * -> 31549798
StepCros S -> 76889120
VarSword F -> 63997824

-> Key Items

SpinBlue -> 11002540
SpinGrn -> 28274283
SpinRed -> 72563938
SpinWhit -> 77955025
WrstBand -> 90690648

-> Navi Customizer Programs

Air Shoes -> 23415891
Fast Gauge -> 67918452
Set Sand -> 19878934
SneakRun -> 24586483
Weapon LV+1 -> 41465278

-> Sub Chips

EnemyLoc -> 87824510
FullEnerg -> 56892168
FullEnerg -> 99826471
MiniEnerg -> 86508964
Minienrg -> 57789423
SneakRun -> 24586483
Unlock -> 35331089
Untrap -> 05088930
Untrap -> 46823480

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-> ACDC Town SubChip Merchant

- > MiniEnrg 100z
- > SneakRun 200z
- > LocEnemy 10000z

-> ACDC 2

- > HPMemory 1000z -> 3000z
- > Bubbler E 600z (3)
- > Recov30 F 800z (3)
- > AreaGrab \* 1200z (1)
- > DashAtk C 1400z (1)

-> ACDC Square Chip Merchant

- > HPMemory 2000z -> 5000z
- > Invis \* 600z (3)
- > MetlStge D 3000z (3)
- > ElecSword N 3800z (1)
- > CustSword B 5000z (1)

-> ACDC Square SubChip Merchant

- > MiniEnrg 100z
- > FullEnrg 1000z
- > SneakRun 200z

-> SciLab SubChip Merchant

- > Mini Enrg 100z
- > FullEnrg 1000z
- > Unlocker 4000z

-> SciLab Square

- > HPMemory 2000z -> 4000z -> 8000z
- > Mole1 \* 1000z (3)
- > Tornado C 3000z (3)
- > AntiDmg M 3800z (1)
- > TimeBomb K 5200z (1)

-> Yoka 1 BugFrag Trader

- > LavaStge A 35
- > GutStrgt P 50
- > BlkBomb3 G 90
- > VarSword C 90
- > StepCros T 95
- > GutImpct I 100

-> Yoka SubChip Merchant

- > MiniEnrg 100z
- > SneakRun 200z
- > Untrap 100z

-> Yoka Square

- > HPMemory 4000z -> 8000z -> 12000z
- > Needler1 J 3200z (1)
- > BambSword P 3500z (1)
- > Lance Z 4000z (1)
- > Shake1 R 5000z (1)
- > StepSword P 6400z (1)

-> Beach Area 2 SubChip Merchant

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-> FullEnrg          1000z
-> SneakRun          200z
-> Untrap            100z

-> Beach Square NaviCust Program Merchant
-> Atk+1             3000z
-> Charge+1          2000z
-> Reg+5             5000z
-> Fish              8000z

-> Beach Square Chip Merchant
-> HPMemory          5000z -> 9000z -> 13000z
-> GrassStg R        1000z (3)
-> TimeBomb J        4000z (1)
-> Barr200 R         6000z (1)
-> VarSword D        10000z (1)

-> UnderNet Square Chip Merchant
-> HPMemory          12000z -> 16000z -> 20000z
-> TimeBomb L        4000z (1)
-> AirSword *        6000z (1)
-> Navi+20 *         7500z (1)
-> OldWood W         15000z (1)

-> UnderNet Square Navi Customizer Program Shop
-> Battery           8000z
-> HP+300            20000z
-> Beat              10000z
-> Tango             10000z
-> SetMetal          5000z

-> UnderNet 2 BugFrag Trader
-> Elec+30 *         15
-> Wood+30 *         15
-> FullCust *         30
-> GodStone S         80
-> Meteors R          150
-> FoldrBak          200

-> UnderNet 4 Chip Merchant
-> HPMemory          8000z -> 12000z -> 16000z
-> CrsShld3 N        7500z (1)
-> FireRatn B        9000z (1)
-> Recov150 *        12000z (1)
-> StepCros P        13000z (1)
-> Atk+30 *          14000z (1)

-> UnderNet 6 BugFrag Program Trader
-> Speed+1           40
-> HP+100            50
-> Reg+5             70
-> HP+200            80
-> Rush              100
-> BustrMAX          150

-> WWW Isle, hidden Console SubChip Merchant
-> FullEnrg          1000z
-> LocEnemy          10000z
-> Unlocker          4000z

-> Secret Area 2 Chip Merchant
-> HPMemory          20000z -> 30000z -> 40000z

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-> AirStrm3 I 9000z  
-> BigWave J 11000z  
-> NrthWind C 12000z  
-> GutImpct G 12000z

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[EXS]-----10. Extra Stuff-----

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-> 7 Stars
-> You see the stars next to continue that appear after you beat the game? Well, they just basically show you already did something or stuff... Once you get 5 of them, hold Left, and press "R, R, L, R, L, R, L, L".
-> Yellow: Beat the story.
-> Green: Defeat BassGS.
-> Light Blue: Clear all timed Navis.
-> Blue: Have all Standard Chips.
-> Pink: Have all Mega Chips.
-> Orange: Have all 32 PAs.
-> Red: Defeat all Omega (V4) Navis!

[TAC]-----11. Thanks/Copyright-----

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-> Capcom  
-> For making this wonderful game.  
-> So much other stuff...  
  
-> Michael Bayless  
-> Location of the KillerEyes Omega.  
  
-> Steven Ash  
-> Correction on the Collect Compression Code.  
  
-> Red Flame  
-> Sending what you need to clear the last 2 gates of the Secret Areas.  
  
-> Natham Gannam  
-> For the requirement to clear the upper door in Secret Area 2.  
  
-> Doug  
-> Correcting me on some info about the Viney enemy.  
  
-> Goldenscale  
-> Albeit a little annoying, he did tell me I somehow typed SandMan in DesrtMan's info various times, and the name of the Castling movement for chess, as in KingMan's attack.  
  
-> Matt Schlaner  
-> Correcting the codes for the HubBatch and Tango.  
  
-> Kathy  
-> Correcting some NaviCustom pieces as to where to get them.  
  
-> Dave Gore  
-> The location of the orang Break Charge.  
-> And how to get the Shadow Style.  
  
-> Adrian Phillips  
-> Pointing out a RegUp2 I missed in the Hospital.



- > RockMFR
  - > Correction on the Reflect Compression Code.
- > 64Ghost
  - > Spotting a mistake with the Slasher's MB size.
- > JacksonPTC
  - > Location of a RegUp1 in Burning Passion chapter.
- > Oscar
  - > Location of a RegUp2 in the WWW Base.
- > Nightmare Zero
  - > Info I was missing on DarkLicense and HubBatch NaviCust Programs.

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9) REMEMBER! If you decide to mail me, for one, put a subject such as "Megaman BN3" or something like that, all "(no subject)" are usually deleted, with exceptions, and inside the mail, do include the version you are seeing. (I know I repeated that like 3 times, but I have to...)

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