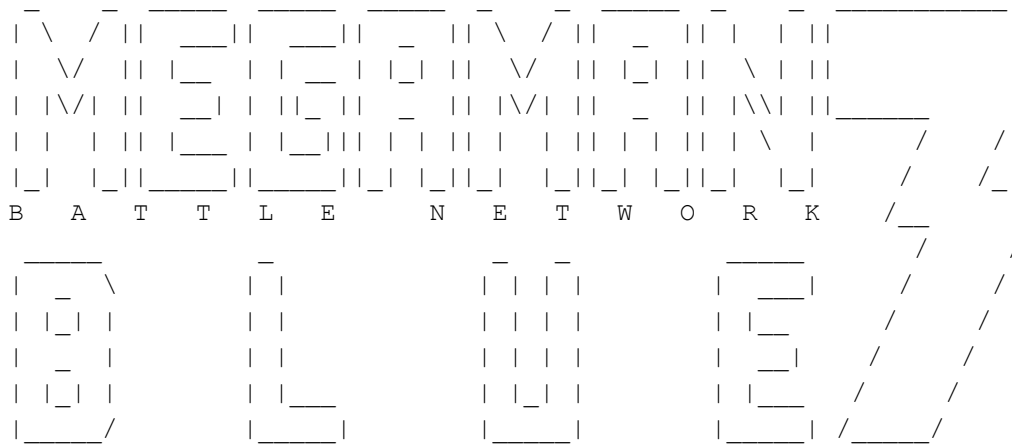


# Mega Man Battle Network 3 Blue FAQ/Walkthrough

by The Sound Defense

Updated to v2.1 on Dec 16, 2006



Megaman Battle Network 3 Blue FAQ/Walkthrough

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Due to the abuse of my e-mails to send me mind-blowing amounts of spam (as well as questions that are answered in my walkthrough), I have been forced to stop all my e-mails.

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(I) = Incomplete  
(N) = Not Started

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## 1 - Introduction

Hi! Welcome to my MMBN3B walkthrough! I wrote this because I've always been a fan of MMBN, and there were practically no walkthroughs for this game on GameFAQs, so here we are! I've included the cutscenes for the beginning of each chapter because I do stuff like that! Remember that I do NOT leave out spoilers, because it's easier for me to write that way, and it's easier for you to read (trust me). That said, enjoy!

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## 2 - Version History

Version 0.44 (2:31 PM EDT 7/10/2003) - Walkthrough is complete up through the N1 Grand Prix, with incomplete chip and virus lists. More to come.

Version 0.55 (4:39 AM EDT 7/12/2003) - Walkthrough is complete up through Mamoru's Disease, with incomplete chip and virus lists. More to come.

Version 0.75 (2:05 AM EDT 7/13/2003) - The chapter Hot! Hot! Hot! has been finished, and virus and chip lists have been updated.

Version 0.9 (3:52 PM EDT 7/14/2003) - Chapter 7, Climbing The Under-Ranks, is complete, and lists have been updated.

Version 1.0 (12:12 AM EDT 7/17/2003) - The main quest is complete, and I'm celebrating with some altogether crappy ASCII art. Lists have been updated as usual.

Version 2.0 (3:57 AM EDT 7/23/2003) - Epilogue is done. Standard chip list complete, but some locations are missing. And I've rearranged things.

Version 2.1 (1:29 AM EDT 7/25/2003) - 7 stars guide is all finished. Still not done, though. I'll get that later.

Update (5/16/04): I AM going to finish this. I'm just going to do it at a leisurely pace. Anyway, about 463,801 people have asked me about Navi security cubes, so it's a Frequently Asked Question now. Enjoy.

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## 3 - Basic Info

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### 3.1 - Characters

Lan Hikari - The hero of the game and Megaman's operator, Lan is a very skilled NetBattler. In this game, he has to save the world again from the WWW.

Megaman - Lan's faithful NetNavi and former brother. Custom-made by Dr. Hikari, Lan's father, Megaman has more power than even he suspects.

Mayl - Lan's friend/girlfriend. Never at a loss for energy, Mayl will prove helpful with her NetNavi, Roll.

Dex - The neighborhood bully, Dex is rather arrogant. He shares many characteristics of his NetNavi, Gutsman.

Yai - The daughter of a millionaire, Yai is a spoiled brat, although her riches will eventually prove useful. She is Glyde's operator.

Chaud - A stubborn but incredibly skilled operator, Chaud is the Official Center's ace NetBattler. His NetNavi is the helmeted Protoman.

Mamoru - Mamoru is a young boy with HBD who spends a lot of time in the hospital. He holds a dark secret.

Dr. Hikari - Lan's father is an engineering genius. The creator of Megaman, his inventions will aid Lan in his adventure.

Dr. Wily - The leader of the WWW, Dr. Wily has made an alliance with a powerful Navi in order to awaken an even more powerful force.

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### 3.2 - Gameplay

Gameplay in this game takes place in two areas: the real world and the Cyberworld. In the real world, you control Lan, who runs around talking to people and interacting with objects. The majority of play takes place in the Cyberworld, in which you control Lan's Navi, Megaman. When Lan jacks into an object connected to the net, control switches to Megaman.

Play as Megaman is similar to Lan's, but occasionally, Megaman will run into viruses, or other Navis, that want to battle. After almost every battle, your time, as well as your Busting Level (which measures your busting level on a scale from 1 to S) is displayed, and you get a reward of money, battlechips, or a health refill.

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### 3.3 - Battle System

Occasionally, Megaman will have to battle viruses or another Navi. When this occurs, the Cyberworld will disappear and a battle field will appear. Half of the battlefield is for Megaman to move around in, and the other half is for the enemy/enemies.

In the top-left corner is your health, and the health of your opponent(s) is above or below them. Your main weapon is your buster,

which you use by pressing B. This slowly drains your opponents' health, but the most useful weapons are your battlechips.

As soon as the battle starts, your chip screen will show up. Here, five chips from your folder will appear for you to select. You can only select chips with the same chips code (\* is a wild card), unless they are the same chip. Once you've selected your chips, select 'Run' and you can use the chips against your enemies with A. When the custom meter at the top of the screen fills up, press L or R to bring up the chip screen again.

If you select a number of chips, then select 'Add', you'll go without chips for one turn, but the next time you bring up the chip screen, you'll have that many more chips to choose from. Example: if you select three Recov10's and select 'Add', you'll have eight chips to choose from on the next turn.

When you win a battle, the result screen will appear. This displays your busting time, and also your busting level, which is how well you busted the enemy on a scale from 1 to S. Last, you get a small reward, which is either money, a battlechip that is specific to the virus or Navi you just fought, or a health refill.

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#### 4 - Walkthrough

Needing no introduction. Enjoy.

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##### 4.1 - Chapter 1: Flashman (The Story Begins)

"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 increase in NetCrime. The Virus Lab at SciLab conducts research into ways of dealing with these viruses. One day the students of ACDC School, in ACDC Town in Den City, took a field trip to the SciLab's Virus Lab."

- Tutorial -

And heeeeeeeeeere's Lan! You'll start in the Virus Research Lab, and Lan will marvel at the stuff. Talk to the kid pacing back and forth to learn about mail, which you'll get. Open and read it, then go and talk to everyone, and pay attention, some have useful info. Ms. Mari, your teacher, will call everyone together to listen to the scientist. Once he's done talking, press R to jack in, and he'll start the lesson.

[Virus Battle: Mettaur, Mettaur]

The scientist will talk about the basics of virus busting, so pay attention. Once he's done, select the two Cannons. He'll talk more, then fire the Cannons you selected at the Mettaurs to defeat them.

[Virus Battle: Mettaur, Mettaur, Mettaur]

The scientist will now talk about special chips and chip codes. Once he shuts up, select AreaGrab, then WideSwrd. He'll talk again, then use AreaGrab to steal the panels, then use WideSwrd standing in the middle square to defeat both Mettaurs. Shoot your buster until the Custom Gauge is full, then do whatever to defeat the remaining Mettaur.

[Virus Battle: Mettaur, Mettaur, Mettaur]

The scientist will talk about Folder Opening. Select the three Recov10's, then select ADD. Manage without chips for a turn, then open up your folder to find eight chips. Defeat the Mettaurs, and the lesson will end.

- Say What? -

You, Mayl, Yai and Dex will make plans to talk tonight, then you'll go back to school. Talk to Dex, Mayl and Yai, then leave the school. Go to the park and approach the jungle gym and everyone will talk for a spell, then another person will come over. He's with DNN, and they're holding an international NetBattle tournament, the N1 Grand Prix! He'll tell you to go to ACDC Square for the prelims, then leave. Everyone else will leave as well. Go to your house and up to your room, then read the mail from Dex and jack in to your computer. Go through the other warp to ACDC 1, then follow the yellow path through ACDC 2 and 3 to ACDC Square.

- Preliminaries, Round 1 -

Talk to the green Navi in the right corner of the main square to learn how the first round will work. His first statement, "Red means 'stop'," is true, so go to ACDC 3. Go backwards past the slide, then take the path next to it, past Roll and the squirrel. Go up, take a right, then go up and get the O data. Return to the square and talk to the Navi.

His second statement, "A ton of lead is heavier than a ton of feathers," is false (they both weigh a ton). Backtrack to ACDC 2 and go up as soon as possible, then get the X and return to the square.

His third statement, "Adding every number from 1 to 10 gives 54," is false (they give 55). Follow the yellow path back to ACDC 1, then go back to the entrance to Lan's computer. Take the last right before then and you'll find the X. Go back to the square. Congratulations! You've passed the first round! Glyde will give you YaiCode, which lets you access her homepage.

- After-Dinner Chat -

Go downstairs and talk to Lan's mom, then you'll eat dinner. Go back upstairs and jack in, then go to ACDC 2. Take a left, then take a right. Open the SecurityCube, then enter the warp to Yai's HP. Talk to Roll, Glyde and Gutsman, then you'll chat. An hour later, you'll leave for homework, but Dex forgot his disk at school! You all better help him get it!

- Dex Disk -

Leave and go to the school gates to find them locked. The lock program is on the Internet, so go home, jack in and go to ACDC 2. Go where you found the X data here and you'll see the lock. Luckily, the guard is asleep, so inspect the data and Megaman will unlock the gate. Read the mail from Mayl, then jack out and enter the school. Go up to Classroom 5A and watch the scene. Inspect the left-most cage to get the disk.

- Hypnosis -

Go downstairs and you'll hear sounds. Go to the teachers lounge at the other end of the building, then go in, and enter the door inside.

You'll confront the intruder, who has stolen the first TetraCode, whatever that is. His Navi, Flashman, will hypnotize the others. Dex is a train, Yai is a swan, and Mayl is apparently a zombie. Leave, then talk to Mayl to get Roll R. Talk to Dex and Yai as well, then go to classroom 5B and grab the Parasol from the desk, then go back to Flashman. You'll jack into the school system.

- School System -

Go up and keep going up until you see the program. Talk to it, then Megaman will ask you to turn on the lights. Go into classroom 5B and flip the switch, and you'll control Megaman again. Go down and left to find KeydataA, then go through the right door. Go down, ignoring the first BMD (it's a trap), and get KeydataB, then go back and go through the left door. Follow the path and ignore the first BMD (another trap), but get the next two, a Recov10 \* and KeydataC. Go through the last door and to Prncp's PC 2.

Go forward and talk to the Navi, and Megaman will ask you again to turn on the lights. Go back to the teacher's lounge and flip the light switch, and the lights will come on. Go down, then down-right, then right. Follow the path to the pencils, then go down to get an HPMemory, and go up for PasswrdA. Backtrack to the red area go down-left, then left. Get the first BMD, then ignore the bottom one and get the other, which is PasswrdB. Go back to the red area and take the left path to get PasswrnC. Go back to the door and unlock it, then go up to meet Flashman. After some talk, you'll do battle.

[Navi Boss Battle: Flashman]

HP: 300

Electric Element

Attacks: Goes to the leftmost row and uses an electric attack that strikes a panel and each panel touching it non-diagonally. 10 Damage.

Sends a string of colored lightbulbs at you. 10 Damage.

Creates two lightbulbs. A few seconds later, if they haven't been destroyed, he lights them, paralyzing you temporarily. 5 Damage.

Strategy: Whenever he moves, he'll move two spaces, then pause. Attack during the pause. You could also use Roll whenever. When the lightbulbs appear, destroy them.

After you defeat Flashman, he'll try to take you out with a final attack, but fail. You'll jack out, so exit the teacher's lounge and your friends will run up, thank you, then leave. Leave the school, then read the mail from Dex and get DexCode. You can battle him in the park if you want.

[Navi Battle: Gutsman]

HP: 300

Attacks: Sends a shockwave at you. 20 Damage.

Breaks a row of panels. 20 Damage if you're hit.

Punches you. 30 Damage.

Strategy: I have nothing to say, really. Just keep shooting.

Once you're done, you'll get a GutsMan G chip. Go home and go to sleep.

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4.2 - Chapter 2: Beastman (Trouble In The Zoo)

(FlashMan's operator enters a room.)

Operator: I have returned.

Voice: And? Did you get it?

Operator: As you commanded.

(Operator walks up to a desk with WWW on the front.)

Operator: Here it is, my lord.

(He walks further forward. We see that behind the desk is a burly man and an old man.)

Old Man: Heh heh heh...hah hah hah hah! This time there is no way my plan will fail! We are...different from before!

Operator: With your leave, I shall make my departure now.

(Operator leaves. The old man turns to the burly man.)

Old Man: Next, it's your turn...

Burly Man: I will do all that I can to destroy that which you hate most!

Old Man: And that would be...?

Burly Man: Human "love", my lord!

Old Man: Hah hah hah! Muwah hah hah hah!

- Enter Chisao -

Go down to the Metroline and talk to the boy who's looking for his brother. You're not his brother, but he's looking for the #1 NetBattler in ACDC. Go to classroom 5A and talk to Dex, who seems to know this boy. You'll go back to the boy named Chisao, who'll recognize Dex as his brother. Apparently, Dex's brother and father live in Netopia, and Dex told Chisao he was the #1 NetBattler in ACDC. Chisao asks Dex to take you on, so fight him.

[Navi Battle: Gutsman Alpha]

HP: 700

Attacks: Sends a shockwave at you. 40 Damage.

Breaks all panels. If you're hit, it causes 40 Damage.

Punches you. 60 Damage.

Strategy: If he breaks all your panels, make sure you break them all, but get behind a broken panel. You're invincible there.

Remember the result matters not. If you beat him, Chisao gets really mad at Dex and runs off; if you lose, everyone but Chisao will think you were humoring Chisao. Anyway, go down into the Metroline, buy a ticket to SciLab, and go through to the train.

- The Broken PET -

Leave the SciLab station, then go to the yellow elevator to Lan's dad's office. Talk to the long-haired scientist, and he'll say that only your dad can fix it, and he's in a meeting. He'll give you SubPET as a backup. Read the mail from Dex, then go down the elevator to meet the DNN guy again. The second round of the N1 preliminaries are starting! He'll give you a CSciPass, then leave. Go home and jack in, then head to ACDC 3. Go on the path with the squirrel, then keep going down to ACDC 1. Continue going down to the stairs, then board the Cyber Metroline to SciLab 2. Go up the stairs and follow the yellow path to SciLab Square.

- Preliminaries, Round 2 -

Go right and talk to the purple Navi to start Mission #1, a three-round survival battle.

[Virus Battle: Bunny, Mettaur, Ratty]

[Virus Battle: Canodumb, Canodumb, Mettaur2]

[Virus Battle: Mettaur2, Eleball, Canodumb]

When you're done, you'll start Mission #2. You have to find an actor disguised as a major villain in SciLab area. Leave SciLab Square and go right, then up. Follow the path down to SciLab 1, then follow the yellow path until you find the actor. He'll talk menacingly, but you'll spoil the shot by blabbing, so now you have to find him again. Return to SciLab 2, and once you get to the large area, go down, then left, then down again. After a more filmworthy confrontation, you'll fight.

[Virus Battle: Ratty, Ratty, Ratty]

Go back to SciLab Square and talk to the Navi. He'll tell you to head to ACDC for the third mission, and gives you a CACDCPas. Go back to ACDC 1 via the Metroline, then go back to ACDC 2 and talk to the first Navi you see. The third mission is another three-round survival battle.

[Virus Battle: Quaker, Fishy]

[Virus Battle: Mettaur2, Boomer, HardHead]

[Virus Battle: Fishy, Spikey, Spikey]

When you win, you'll lose contact with Lan, and the Internet will go all weird. You now have to go back to where you jacked in, and if you encounter viruses, all you have is your buster. Once you get out, Megaman will go to the SubPET, and you can't jack in anyplace. You'll be eating dinner and complaining, and Lan's mom will remind you of the field trip to Yoka Zoo tomorrow. Lan's dad will come home, and take your PET to repair it. Go to your room and go to sleep.

- Field Trip -

You'll oversleep, as SubPET has no alarm. Run to the school, then you'll all leave to Yoka. The zoo is closed, so go left to the Ura Inn and enter. Go to the hall, then enter the room to the left. Take the back path, then talk to Yai and inspect the fence. You'll wonder where it goes, and Ms. Mari will announce that it's bath time. O\_o You and Dex will relax in a mud bath, then you'll all have a pillow fight, then you'll be woken up with mail from Lan's dad. He's fixed your PET, and he included his new Navi Customizer program, with an XtraFldr. He'll walk you through the tutorial.

- We're Going To The Zoo, Zoo, Zoo -

Leave the room and you'll get mail from Lan's dad, summarizing the NC. Leave the inn, and you can talk to the lady there, Tamako, to fight her Navi, MetalMan.

[Navi Battle: MetalMan]

HP: 500

Attacks: Fires missiles at you. 20 Damage

Throws his blade and it goes around the outside edges. 20

Damage

Environment: There are two gears that travel along the center rows.

Strategy: The missiles are easily dodged, but to dodge his blade attack, you need to get to the safe center square.

Once you're done, you'll get a MetalMan M chip. Go to the entrance of the zoo to catch up with the others, then you'll enter the zoo. Inspect all the cages, look at all the information computers, and talk to everyone. When you inspect the lion cages, you'll talk to Mayl and Yai



and the lion will roar. Chisao will be carried past by a vulture, and you'll talk to Dex. When you turn back to the lion, he'll be out of his cage, along with the rest of the animals. Naturally, you'll run away.

- Save Chisao -

Go through the panda cage and into the first area. Go around the statue, avoiding the gorillas, and go behind the office and past the broken fence into the hotel. Exit the inn the front way and go to the entrance of the zoo, where you'll see Chisao atop a tower. You'll try to save him, but the condor won't let you. You'll learn that the zookeeper is controlling the animals with health monitor chips. Go to the panda computer and jack in.

- Zoo System -

Go forward and take a left, then go up at the intersection and examine the virus. Go back and get the cat-type program, then go to the virus; the program will destroy it. Go forward to the next big intersection, then take the second up and inspect the virus. Go and get the snake-type program, then bring it back and destroy the virus. Go forward to Zoo Comp 2.

Here, go forward and inspect the virus, then go get the rabbit-type program and have it destroy the virus. Go forward and go left, then right. Inspect the virus, then destroy it with the banana-type program and go ahead. Go on to the next virus; inspect it and destroy it with the ball-type program, then inspect the next one and destroy it with the otter-type program. Go on to Zoo Comp 3.

Inspect the virus, then destroy it with the beaver-type program and continue on. Take a left, then inspect the two viruses at the next intersection. Get both the bamboo-type and the tire-type programs, then destroy the viruses. Go on to another virus; destroy it with a cobra-type program, then destroy the next with an octopus-type program. Continue to Zoo Comp 4.

Go forward to the viruses, then inspect the other virus. Get a tongue-twister program to destroy it, then get a walnut-type program and a chestnut-type program. Destroy the viruses, then continue to the next viruses. Get a tiger-type program, a sheep-type program, and a dog-type program, then destroy the viruses. Go on to meet Beastman. After some talk, you'll find that Wily is still alive, and that the WWW has reformed. You'll then face off with Beastman.

[Navi Boss Battle: Beastman]

HP: 500

Attacks: Drops in front of you and swipes the square in front, as well as one up and one down. 20 Damage

Pauses, then dives at you diagonally. 20 Damage

Disappears, then each claw attacks you, then his head. 20

Damage

Strategy: The wisest place to stay is in the front, on the top or bottom rows. To dodge the first attack, wait until his shadow moves, then move to the back. To dodge the second, move one square up. To dodge the third, go to the back, then alternate between the top and bottom rows to dodge.

Beastman is destroyed, but the operator has the second TetraCode, and runs off. You'll jack out, and Chisao will fall off the tower, but Dex

will catch him. Everyone will then meet in the park, and it is revealed that Chisao wanted Dex to come to Netopia; Dex declined. Yai makes Dex mad, and he commences chasing Yai around the jungle gym.

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4.3 - Chapter 3: Bubbleman (Dangerous Appliances)

(Dr. Wily's lab.)

Dr. Wily: They've already deleted two of my Navis! I'll get you, Lan! And your little Navi, too! <pause> Well, at least I have the second TetraCode now. Only two more to go before I can finally initiate "Cybergeddon!" Mwa-ha-ha-ha-ha!! Wheeze...! Gasp...! And this time, I'm ready for anything! As long as HE is on my side, Megaman can never stop me! Mwa-ha-ha-ha-ha!!

- Gofer -

One week, later, you're back in school learning about compression codes. Class is dismissed, so talk to Dex, Yai and Mayl, then read the mail from Higsby asking for help. Head to his store to find he has a cold and errands to run.

Head down to ACDC Station and talk to the man in the suit, who doesn't have the stuff Higsby ordered. Go to the Ura Inn in Yoka and enter the room. Examine the table in the corner to get a Bag. Go back to the man and he'll give you OrderSys. Go back and give it to Higsby.

Go home, jack in and go to ACDC 1. Take the first right and talk to the Navi to fight.

[Virus Battle: SnowBlow, Canodumb, Canodumb]

He'll give you 1000 Zennys. Go back and give it to Higsby. He'll give you a Ratton1 C chip. Go to the entrance to SciLab Square in SciLab 2 and give it to the Navi there, then go back to Higsby. He'll give you a Snake R, and you'll get mail from DNN, because the last round of the prelims are today!

- Preliminaries, Round 3 -

Go to SciLab Square, then go down and talk to the yellow bunny Navi. Give her a LongSword E (which you get from a BMD in SciLab area) and she'll give you a CYokaPas. Take the Cyberline to Yoka Square, then go down and left and talk to the yellow Navi. He'll switch your folder to the PreFoldr, then describe the first mission. There are five people in the real world disguised as Navis; you have to defeat them all in NetBattles.

- Mission #1 -

Jack out and leave your house, then go to the top-left corner of ACDC Town. Talk to the Navi to fight.

[Virus Battle: Mettaur2, WindBox, Boomer]

Go to the teacher's lounge in the school and talk to the Navi in the back to fight.

[Virus Battle: Mettaur2, HardHead, WindBox]

Go to the Metroline and go to SciLab. Talk to the Navi near the vending machine to fight.

[Virus Battle: WindBox, Beetle, Ratty]

Head to the Ura Inn in Yoka and go to the bathhouse to find the fourth Navi.

[Virus Battle: Swordy, Swordy, VacuumFan]

Go to the zoo and talk to the Navi behind the office.

[Virus Battle: Spikey, Spikey2, VacuumFan]

Return to Yoka Square and talk to the Navi.

- Mission #2 -

Mission #2 is a three-round survival battle.

[Virus Battle: Quaker, Eleball]

[Virus Battle: Mettaur2, Beetle, Canodumb2]

[Virus Battle: Canodumb2, WindBox, Eleball]

Congratulations! You're going to the N1 Grand Prix! And so is everyone else, except Roll. That includes Protoman, who drops by to insult you. Jack out and go to bed.

- Bubble Wash -

When you wake up, you'll get mail from Lan's dad, then go to Mayl's house. Ms. Mari is there too, and Higsby arrives as well. Apparently, Mayl has to work for Higsby part-time to pay him back for a chip, and you need to take her place, since she's preoccupied. You need to go get a Wind \*. Jack in someplace and go to Yoka Square, then turn left and go to Yoka 2. Follow the blue path to Yoka 1, then run around looking for WindBox viruses, which give you Wind \*. Jack out and go to Mayl's house and give the chip to Higsby. The Bubble Wash will then arrive. Once it's installed, it will trap Mayl and Ms. Mari with bubbles! And they're going to explode! The WWW is behind this!

- Follow The Bubbles -

Jack in to Mayl's computer in her room, then go to the warp to ACDC. A fish-like Navi, BubbleMan, is waiting for you. He'll run off, leaving a trail of bubbles. Read the mail and get MaylCode and RollV2 R. Open the SecurityCube and follow the trail of bubbles to Yoka 1, where you'll find him. He's across a tiny wire bridge, so you can't get to him. Somehow you need to make Megaman smaller.

- Shrinky Dink -

Jack out and go to SciLab, then go to Lan's dad's office. Jack in to the computer system there and talk to the program to fight viruses.

[Virus Battle: Shrimpy, Shrimpy, Shrimpy]

Once you defeat them, you'll get PresData. However, you can't put it in your Navi Customizer because yours is custom-made. Go back to Mayl's house and ask Higsby if he can program it; he can't. When you leave,

however, a familiar bearded man will come across and fix it so it can go in your Customizer. Put it in, then jack back in and go back to Yoka 1. When you approach the bridge, Megaman will shrink, and you can go across. Continue along the relatively straightforward path to Bubbleman. He'll create a Bubble Door, and give a Needle to his minions to protect. They'll run off to ACDC 2.

- Needle Chase -

Receive mail from Higsby - the bubbles have turned yellow! Go to ACDC 2, to the area where the school lock was. The minions are there.

[Virus Battle: Mettaur2, Mettaur2, Canodumb2]

Once you win, you'll undergo your first Style Change. They'll be freaked by the change, and run off to SciLab 1. Go to SciLab on the Cyberline and go down to SciLab 1. Follow the path to the Navis, then fight them.

[Virus Battle: Spikey2, Spikey2, Spikey2]

Now they run to Yoka 1. Return to where Bubbleman is to find the Bubble Brigade there as well.

[Virus Battle: Fishy, Ratty, HardHead]

Once you win, you'll receive the Needle. Use it to burst the Bubble Door, then follow the path to get to Bubbleman. Receive a call from Higsby - the bubbles are red! You have to delete Bubbleman now!

[Navi Boss Battle: Bubbleman]

HP: 500

Aqua Element

Attacks: Throws a moving fish thing like a Ratton1. 30 Damage

When his health drops below 125, he conjures a bubble and shoots spears. 40 Damage

Environment: There's a hole in the center, and bubbles come out of it. Touching a bubble causes 30 damage, but they are popped with a single buster shot. In some bubbles are planes, which fly at you once the bubbles pop, also causing 30 damage. Lastly, some bubbles are mines that blow up when you are next to them, and blow up the squares touching them.

Strategy: If you have a Guts style, the machine gun fire can shoot through the bubble hole and attack Bubbleman. When he grows a bubble, shoot with the buster, then use a powerful chip.

Bubbleman will plead forgiveness, and the bubbles are about to explode. Bubbleman tries to escape, but he is destroyed by Protoman. Chaud tells Lan off for hesitating, and Higsby will say the bubbles dissolved. You'll jack out, and go to Mayl and the others. Everyone will thank you, and Higsby will leave, as well as Ms. Mari. You'll talk to Mayl, then leave. Go home and get some sleep.

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#### 4.4 - Chapter 4: Desertman (The N1 Grand Prix)

(Chaud is standing by the shore in a parking lot.)

Chaud: .....

(An older man walks up behind Chaud.)

Man: Well, what is it?

Chaud: Um.....I'm going to win tomorrow! I promise!

Man: What? You bothered me just to say that? Idiot. I'm leaving...

(Man starts to walk away.)

Chaud: No, really, dad! I won't let anyone beat me! I'm going to be number one! So please...come out to watch.

Chaud's Dad: Ha! I always tell you: "Victory is all!" and "Elites don't tolerate failure!" You should be training for tomorrow rather than wasting your time here.

(Chaud's dad walks off.)

Chaud: .....

- DNN Messenger -

You'll wake up and get a notice from DNN about a special program being recorded at Beach Street. Jack in and go to Mayl's HP from ACDC 1, then talk to Roll; Mayl can't go. Go to Yai's HP from ACDC 2 and talk to Glyde; Yai can't go. Go to Dex's HP from the distant ACDC 1 and talk to the program; Gutsman has gone to an endurance contest. Head to the water heater in Yoka 1 and talk to Gutsman. He'll be right there.

- My Neighbor, My NetBattler -

You'll get CBeacPas in a DNN e-mail, so take the Cyberline to Beach 2, then follow the orange path to the stairs. Go down and continue following the orange path to a teleporter, then go to Beach Square. Talk to the orange bunny Navi to the left and she'll have you stand to the side, then interview you and Gutsman. A report will come in about out-of-control Ni fans in Beach Area.

- Beach Area Was A Riot -

Head back to Beach Area and go to the stairs from the station. Go down and keep going down to get to Beach 1. You'll get a call from Dex; the rioting Navis are surrounding Gutsman and the girl. He'll then be cut off. Go forward and challenge the Navi to fight.

[Virus Battle: Mettaur2, Mettaur2, Tuby]

Get on the conveyor belt that goes past Gutsman, then go down the stairs and talk to another Navi.

[Virus Battle: Canodumb2, Boomer, Tuby]

Go forward and down, then go onto the conveyor belt. Go up and on the right conveyor belt, then go talk to the Navi.

[Virus Battle: Swordy, Swordy, Tuby]

Go into the teleporter and you'll confront the Navis, but Protoman will show up, so you won't be fighting anyone. He'll leave, and Gutsman and you will follow suit. You'll see a scene with Wily, then Lan's mom will wake you up. She'll give you a DataDisk to give to Lan's dad.

- What A Surprise -

You'll get e-mail from Mayl, then head to SciLab and go to Lan's dad's office. Talk to the long-haired scientist and he'll take the DataDisk. Take the elevator down and Lan's dad will be there with Chaud. Lan's dad will give you a PET Case in place of him not being there. He'll leave, and then Chaud will as well. Go home and sleep.

- The Day Of Reckoning -

You'll be woken up by Megaman, and receive e-mail from Dex. Go to the Metroline and ride to Beach Street. Get out, then keep going down and right until you get to the DNN Center. Go inside and talk to the guy watching the giant TV. He's Tora, and now you get to fight his Navi, Kingman.

[Navi Battle: Kingman]

HP: 800

Attacks: Plan-B - Pawns and Knight move closer.

Environment: There are two pawns that slice you with swords (30

Damage), and a knight that stomps and sends shockwaves (50 Damage).

Strategy: Try to shoot Kingman when he's visible between the pawns. And don't EVER confine the pawns to two spaces; it'll be a lot harder to dodge them (don't worry about cracking panels, the pawns won't break them). You could also put BrakChrg in your NC, which can destroy the pawns temporarily.

Once you're done, he'll leave and the N1 guy will tell you to get moving. Go through the glass doors on the left and follow the path to the stage. After an introductory ceremony, you'll learn that the first rounds will take place on Hades Isle. Once you get out, you'll receive mail from Lan's dad with an NC expansion. Go outside and talk to Sunayama, then get on the ferry to Hades Isle.

- N1 Grand Prix, Round 1 -

While on the boat, you were knocked out, and your folders switched. Enter the cave and cross the bridge, then you'll take your place at the console and jack in. You need to find the one remaining "VictData". Go up-right and navigate the wires to the conveyor belt. Go up and left, then go on more wires and get the HadesKey. Go back to where you jacked in and go down the stairs. Navigate the wires to the ? door and open it. Get on the wires and go up, then get the VictData. You'll all jack out, and half of the contestants will fall down trapdoors.

- N1 Grand Prix, Round 2 -

Go along the wooden bridge to the next four doors. Pick any one of the four doors to determine the environment your next battle will be in. The first door is a heat arena, and lava panels are in each corner. The second door is a desert arena, and all the panels are sand. The third door is an ice arena, and all the panels are ice. The fourth door is a jungle arena, and all the panels are grass. Whichever door you choose, your opponent is Tamako, with her MetalMan Alpha.

[Navi Battle: MetalMan Alpha]

HP: 800

Attacks: Fires missiles at you. 40 Damage

Throws his blade and it goes around the outside edges. 40

Damage

Punches you and cracks a panel. 80 Damage

Environment: There are two gears that travel along the center rows.

Strategy: The missiles are easily dodged, but to dodge his blade attack, you need to get to the safe center square. The punch can get annoying when it breaks panels and you're trying to escape the blade. Be careful.

When you win, Tamako will be dropped. You now have three minutes to go find the best folder for the next round, and people around Hades Isle are holding them.

- N1 Grand Prix, Round 3 -

There are five folders available: HdesFldr, N1-FldrA, N1-FldrB, N1-FldrC, and N1-FldrD, the contents of which are listed in the Folders section of this FAQ. If you want N1-FldrA, the answers to the quiz are answers 3, 2, 1, 3, 1. When the three minutes are up, go to where you fought Tamako and go through the door beyond. You'll end up fighting Dex and GutsMan Alpha.

[Navi Battle: Gutsman Alpha]

HP: 700

Attacks: Sends a shockwave at you. 40 Damage.

Breaks all panels. If you're hit, it causes 40 Damage.

Punches you. 60 Damage.

Strategy: If he breaks all your panels, make sure you break them all, but get behind a broken panel. You're invincible there.

Once you win, Dex, Yai, Masa and Raoul will drop, you'll get to switch to your main folder and you can go through the Door of Glory to the top of Hades Isle. Go down and get back on the ferry to return to Beach Street.

- N1 Grand Prix, Semi-Finals -

Read the mail from Sunayama and go to the DNN Center. Talk to the guy near the stand and he'll give you the BrakChrg NC block along with the code to override the error. Talk to Ribitta and she'll ask you to find Chaud. Go outside and go to the left end of Beach Street without going up the slope to find Chaud. Talk to him, then Ribitta will come and Chaud will leave. Go back to the DNN Center stage and you'll face off again against Tora and Kingman.

[Navi Battle: Kingman]

HP: 800

Attacks: Plan-A - Pawns and Knight move closer.

Plan-B - One pawn is replaced with a knight.

Chckmate - The pawns and knight confine you and Kingman stomps, raising water one square horizontally and vertically to him.

Environment: There are two pawns that slice you with swords (30 Damage), and a knight that stomps and sends shockwaves (50 Damage).

Strategy: Try to shoot Kingman when he's visible between the pawns. And don't EVER confine the pawns to two spaces; it'll be a lot harder to dodge them (don't worry about cracking panels, the pawns won't break them). You could also put BrakChrg in your NC, which can destroy the pawns temporarily. If he uses Chckmate, do not go to the middle square.

When you win, you'll get mail from Mayl, so go outside and talk to Dex and Mayl. Yai was hurt in the trapdoor fall. You'll get a phone call from her and talk for a bit, then go back inside to the stage. Q's Navi will turn into Desertman, and Q will take off his disguise, and reveal himself as Sunayama, and a member of the WWW! The lights will go out, and he'll leave to the editing room; Chaud will follow.

- N1 Grand Prix, Final Match -

Leave the stage and go to the elevator. Go to the end of the hall,

save, then go through the door. Sunayama has Chaud's father, and will trade him for Chaud's PET. You'll throw your PET at Sunayama, and Chaud will get his father. You'll then battle Desertman.

[Navi Boss Battle: Desertman]

HP: 800

Attacks: His hands turn into lions and charge you. 40 Damage

Sand pools appear on your panels. 40 Damage

His hands turn into blocks and fall on you. 60 Damage

Environment: All Desertman's panels are sand, and Desertman's head is frequently guarded by small barriers.

Strategy: You need to shoot the barriers out, then use a chip on Desertman's head. Remember that the first hit to his head makes it disappear. If you use a water chip, his head will stay for a second.

Once you win, Sunayama will try to run, but Chaud will arrest him.

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4.5 - Chapter 5: Plantman (Mamoru's Disease)

(We see Dr. Wily in his lab.)

Dr. Wily: Grr! That good-for-nothing Sunayama! .....Bah! No matter! I already have two of the TetraCodes. Once I get ahold of the remaining two, I'll be able to resurrect the beast! Then I'll be able to delete all traces of the Net society! Mwahahahaha!

(A young girl in a nurse outfit enters.)

Girl: Laughing by yourself again? You're growing kooky, old man!

Dr. Wily: "Old Man"? You will refer to me as "Lord Wily"! Young 'uns these days have no respect...so, what did you do today?

Girl: I put a stop to 3 filthy factories polluting our air!

Dr. Wily: Very good, my dear. These steady operations will help save our planet's environment. If we don't delete the Net society, Mother Nature will perish!

Girl: We can't let that happen! I'll do anything to protect our environment, or my name isn't Anetta! So, where should I hit next?

Dr. Wily: Your next target is... (whisper whisper)

Anetta: .....What? What good will hitting there do?

Dr. Wily: That building holds a piece of data called a TetraCode. We must acquire the TetraCode to preserve nature. All you need to do is deliver it to me.

Anetta: So you only need me to steal it and bring it to you? No problem!

Dr. Wily: You're a good girl. Just keep doing as I say. If you follow my orders, we can save this planet. Now off with you, Anetta! Go get that TetraCode!

- Visiting Hours -

Since the whole thing was a setup, the N1 Grand Prix was cancelled. One week later, you're talking in class with Dex and Mayl about Yai, and you'll decide to go see her. You have to stay behind to clean up, so once you're done, read the mail from ACDC News and go to Beach Street. Go down and left to get to the hospital. Talk to the receptionist, then get in the elevator and go to the second floor. Go to the room at the end of the hall and talk to Yai. You'll talk about various things, including the Tree of Life, and Yai will ask you to buy her some tea. Go down to the first floor vending machine and get Tea, and a nurse will ask you to find a boy in a wheelchair.

- Enter Mamoru -



Go outside and turn left. Go down the slope and head right to find Mamoru. You'll talk to him for a spell, then he'll leave. Go back to Yai's room and you'll talk, then Dex will leave suddenly. You'll also leave. Go home and you'll talk to your mom; apparently someone's here to see you. Go to your room to find Tora. You'll talk, then eat, then talk some more. Tora knows how Chaud is so strong, but doesn't want to say. You'll go to sleep.

- Now We'll Never Know -

The next morning, you'll get mail from Dex. Go to the park and talk to him. Tora will come out to talk as well, and Dex will leave before saying what he wanted to say. Read the mail from Tamako, then go to SciLab and talk to Tora. Look at the Job BBS and do jobs 10-13.

- Job 10: Look For Friends -

Accept Job 10 and go to ACDC Park. Talk to the guy there and he'll ask you to find his friend, and give you TickStub. Go to Yoka 2 and take the blue path to Yoka 1; continue along the blue path to a green Navi. Talk to him, then jack out and go to the zoo. Talk to the scientist, then go back to the park and talk to the man there. He'll give Tora the money and give you a RegUP3.

- Job 11: Stuntmen Wanted! -

Accept Job 11 and go near the Beach 1 teleporter. Talk to the orange Navi to start five virus battles in a row.

[Virus Battle: Yort, HardHead] (all panels are grass)

[Virus Battle: Spikey2, Mettaur2] (all panels are ice)

[Virus Battle: Fishy, Spikey2, Shrimpy] (all panels are sand)

[Virus Battle: Beetle, Beetle] (all corners are lava)

[Virus Battle: Shrimpy, Shrimpy, Boomer] (all panels are cracked)

Once you're done, they'll pay Tora and give you an HPMemory.

- Job 12: Riot Stopped -

Accept Job 12 and go to Beach Street Talk to the Netopian to buy ModTools, which are really useful. Go to the DNN Center lobby and talk to the scientist; three Navis are causing havoc, and you need to stop them. Go to the stage and jack in to the console to find the first Navi.

[Virus Battle: Swordy2, Swordy, Momogro]

Leave and go to the elevator. Go to the door and jack in to the panel next to it. Talk to the Navi to fight.

[Virus Battle: Fishy, Fishy, Momogro]

Leave the DNN Center and jack into the truck outside. Talk to the last Navi to fight.

[Virus Battle: Slimer, Slimer, Momogro]

Once you're done, talk to the scientist. He'll pay Tora and give you a Tally, which will be important later.

- Job 13: Gathering Data -

Accept Job 13 and go to the teacher's lounge in your school. Talk to the man in the back to find a Navi lost InsrData, which has students' health information. Go to SciLab 1 and talk to the program near the WWW door. Go to ACDC 2, where the school lock was, and talk to the Navi. He wants a Yo-Yo1 G, so go to Beach 2 and get one. Give it to him and he'll give you InsrData. Bring it back to the man who gave you the job, and he'll pay Tora and give you a SloGauge \*.

- Chauds' Secret -

Go back to SciLab and talk to Tora to learn Chaud's secret - he trains for 10 hours every day! Tora will also give you Fldr2. Go home and go to sleep.

- Dex's Secret -

Megaman will wake you up, so get to class. Talk to everyone, then Ms. Mari will arrive. After some instigation, Ms. Mari will reveal that Dex is moving to another school. You'll jump up and leave. Run to Dex's house to find the door locked, but Dex will come out. You'll be joined by the entire class, and you'll all see Dex off. Later, in your room, you'll get mail from Mamoru asking for a visit.

- Hemoglobin D -

Go to the Beach Street hospital, and go to the beach to find Mamoru. You'll find that Mamoru has HBD, and he's been hospitalized since he was three. He also wants an IceBall M. He'll suddenly get sick, and Megaman will tell Lan what to do, and that he died of HBD. Run inside and alert the doctor on the third floor, then run back and talk to Mamoru. The doctors will come and take Mamoru to the ER.

- Friendship Chip -

The nurse will tell you of a new surgery that helps HBD, but Mamoru refuses to have it. Megaman will say that you should get an IceBall M. Go to Beach Square and buy a Fish NC block from the merchant, then go to Hades Isle and jack into where you got the VictData. Equip Fish to draw water enemies out, and you'll eventually get an IceBall M from a ColdHead enemy. Go back and go to the second floor, then enter the first door. Talk to Mamoru and give him the IceBall M. Go home and go to sleep.

- Emergency Room -

When you wake up, you'll get mail from the hospital; Mamoru's gotten worse, and he'll have an operation today. Go to Mamoru's room in the hospital and talk to him. After the nurse takes him, go to the third floor operating room. They're operating, so you can't go in. You'll hang around for a while, then decide to go outside for some air. Try to take the elevator down, but it'll break down. When you get to the lobby, there'll be vines everywhere. The computer taking care of the Tree of Life malfunctioned! Head to the third floor and inspect the vines, and a nurse will tell you that Mamoru's surgery equipment is still working, but not for long! Jack into the panel next to the door.

- Hospital System -

Go forward and left, then get the BMD to get OilBody, which draws fire enemies to you. Put it in your NC, then go on the conveyor belt. Go around and talk to the program to get EnrgChng, which lets you change fire chips into fire. Equip it, then use a fire chip to burn the tree. Go to the entrance and burn the tree near there, then use the teleporter. Burn the tree to the right, then go up to the machine and inspect it to fight a virus.

[Virus Battle: Viney]

To defeat this virus, you have to attack the vines, unless you have a fire chip, which you can use directly on the Viney.

Once you're done, you'll jack out. Go through the door to the second floor and go to the room where Yai was. Inspect the window and you'll jump out. Go to the beach and inspect the door to the basement to find it locked. Go inside and talk to the nurse on the left to receive BsmntKey. Go back and go through the door, then approach the computer. You'll be about to jack in when Anetta comes down and you'll talk for a minute. She'll challenge you to stop Plantman, and you'll jack in to Hosp Comp 2.

Burn the tree, then go right and use the teleporter. Go up, then up again. Go left and burn the bottom vines for 2 HeatShot I, then burn the top vines to reveal the button that unlocks the door (the middle contains enemies). On the right side are three more vines; the top gives 2 HeatShot I, the middle has nothing, and the bottom replenishes 100 HP. Go through the gate to find Plantman. After some talk, you'll fight a virus.

[Virus Battle: GoofBall]

Fire attacks work wonders on this thing.

Plantman will leave, so you'll jack out. Take the elevator and head to the operating room on the third floor. The surgery equipment has stopped working! You'll jack into the panel and go to Hosp Comp 3.

Go up and left to find 9 vines. A diagram:

```
  1
 2  3
4  5  6
 7  8
  9
```

1: Nothing  
2: HeatShot I  
3: Nothing  
4: 2 HeatShot I  
5: Recovers 100HP  
6: 2 HeatShot I  
7: Ambush  
8: Nothing  
9: Nothing

On the right are 9 more vines.

```
  1
 2  3
4  5  6
```

7 8  
9

1: Ambush  
2: Nothing  
3: Nothing  
4: Ambush  
5: Ambush  
6: HeatShot I  
7: Teleporter  
8: Geddon2 W  
9: Ambush

Use the teleporter, then use the next one. On the left are three vines; the top has nothing, the middle has enemies, and the bottom has a HeatShot I. On the right are three more; the top has 2 HeatShot I, the middle has nothing, and the bottom has a HeatShot I. Go up and burn the tree to the right, then go on to Hosp Comp 4.

Going up, there's a bunch more vines.

1  
2 3  
4  
5 9  
6 7 a b  
8 c  
d  
e f  
g

1: Nothing  
2: 2 HeatShot I  
3: HeatShot I  
4: Nothing  
5: Switch  
6: Ambush  
7: 3 HeatShot I  
8: Nothing  
9: Nothing  
a: Teleporter  
b: HeatShot I  
c: Nothing  
d: Nothing  
e: Nothing  
f: Nothing  
g: 2 HeatShot I

Hit the switch to open a door, then go through the door and burn the tree. You'll find eight bunches of grass, containing (from left to right): 3 HeatShot I, nothing, a medical panel healing 100 HP, nothing, nothing, 2 HeatShot I, a teleporter, and nothing. Take the teleporter and follow the path to another teleporter, then go to Hosp Comp 5.

Go up and right to a large amount of conveyor belts surrounding Plantman! There are also a ton of vines. The batch to the far left has three; the first has enemies, the second is a switch, and the last is a HeatShot I. Hit the switch, then burn the tree below and go to the bottom-left batches of grass.

1  
2 3  
4  
5  
6 7  
8

1: Nothing  
2: Teleporter  
3: 3 HeatShot I  
4: Ambush  
5: 2 HeatShot I  
6: Switch  
7: Ambush  
8: Nothing

The teleporter leads to an HPMemory. Hit the switch and go to the top batch of vines.

1  
2 3  
4 5 6  
7 8  
9

1: 2 HeatShot I  
2: Ambush  
3: 2 HeatShot I  
4: Nothing  
5: Ambush  
6: Recovers 100 HP  
7: Nothing  
8: Nothing  
9: 2 HeatShot I

Go to the right tree and burn it for the last batch.

1  
2  
3 4 5  
6  
7

1: 2 HeatShot I  
2: Switch  
3: HeatShot I  
4: Ambush  
5: Nothing  
6: HeatShot I  
7: Nothing

Hit the switch, then go back to the door that you opened and go into the teleporter. Put a lot of fire chips in your deck, then approach Plantman. He has the third of the four TetraCodes, which will awaken the Beast and spell doom for the Net. You'll then do battle.

[Navi Boss Battle: Plantman]

HP: 1000

Wood Element

Attacks: Places vines in your area that try to grab you. 40 Damage

Shoots spikes at you. 50 Damage

Plants pink and yellow roses that spread powder on squares horizontal and vertical to them. The pink confuses Megaman, and the yellow paralyzes him.

Strategy: I cannot overemphasize the usefulness of fire chips. Use them to destroy Plantman quickly.

Plantman will speak of the Beast, Alpha, then explode. Wily still has the third TetraCode, however. Megaman will fix the operating system, but it's out of energy. Megaman will transfer his energy to the operating system, and the machines will function again. Megaman will jack out, and you'll be in Mamoru's room three hours later. Five hours later, Mamoru will wake up and you'll call in the doctor and nurse. Luckily, he's fine.

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4.6 - Chapter 6: Flamman (Hot! Hot! Hot!)

(We see Wily at his desk.)

Wily: It's been a while.

Voice: How dare you contact me directly, human?

Wily: I see your despise of mankind has not changed. However, do you remember our little agreement? In exchange for giving you the power to terrorize humans...you will assist me in accomplishing my goal.

Voice: .....

Wily: Hee hee hee! The time has almost arrived to implement Cybergeddon! I just thought you should know.

Voice: So you will awaken Alpha...

Wily: Yes, but first I must obtain the final TetraCode. I may need to employ your services in the near future. I will contact you again when the time comes.

(Voomp! Zzhzhhhzhhhh...)

Wily: Hee hee hee! Only one more TetraCode remains, but with him at my side...it won't matter anyway! Destruction of the Net society is nearly at hand! Muwahahahahaha!

- NetBattler Of The Month Award -

You'll be talking in the park with Mayl and Yai about Dex. Ms. Mari shows up and tells you you're to receive a commendation for your help at the hospital, and there's a ceremony at SciLab! Head over to SciLab and talk to the bearded man in the station. He won't say much, so go into the Virus Research Lab and you'll talk to your dad. You'll receive a nice plaque, or maybe it's a piece of blank paper, I don't know, but Mamoru said thanks and to stop by sometime.

- Familiar Faces -

As you leave, you'll spot an old foe - Mr. Match! You'll talk to him, and he claims to have left the WWW a long time ago, and he's even working at SciLab now. Coincidentally, the WWW is doing bad stuff in Yoka 2.

- Enter The FlamMan (Not Misspelled) -

Head to Yoka 2 and don't go on the blue path, but go forward. Go down on the wires until you find the Navi. Talk to it to fight.

[Virus Battle: Ratty2, Ratty2, StormBox]

Go back on the wires and get on the ones going up to find another Navi.

[Virus Battle: Mettaur2, HardHead, StormBox]

You'll get mail from Mr. Match saying that the WWW is at Beach area. Go to Beach 2 and go to the entrance to Beach Square. Talk to the nearby Navi to fight.

[Virus Battle: Mettaur3, Gloomer, Metrid]

Go to Beach 1 and take the belt down, then right. Go up and fight the Navi.

[Virus Battle: Mettaur3, Quaker, Metrid]

Go to the teleporter in the lower area to find the last Navi in this area.

[Virus Battle: Slimer, Fishy, Metrid]

You'll get another mail from Mr. Match - the WWW is in SciLab 1 now. Go to the upper SciLab 1 area and talk to the Navi on the big square to fight.

[Virus Battle: Yart, Canodumb2, Canodumb2]

When you win, three more assassins will appear, but then Mr. Match's Navi, Flamman, will appear and destroy them all. You'll talk, then he'll leave. You'll get anonymous mail from a guy in front of the ACDC Square BBS.

- The Process Of Belief -

Go to ACDC Square and talk to the guy in front of the BBS. He'll tell you to be wary of Mr. Match, then leave. Jack out and go to the hospital. Go to the first room on the second floor and talk to Mamoru. He'll thank you and give you HospCode. Leave the room and Mr. Match will appear. He'll ask you to help him install a program, then leave.

- Lan Is An Idiot -

Go to the Virus Research Lab in SciLab and talk to Mr. Match. He'll give you FireData, so go to the upper SciLab 1 and turn left, then talk to the program to give him FireData. Jack out and go back and talk to Mr. Match, who'll go to the vending machine. Go talk to him again to get HeatData (hint, hint, Lan!), then jack into the vending machine. Go left and give HeatData to the program, then jack out again and talk to Mr. Match. He'll go off to Lan's dad's office. Follow him and talk to him to receive FlamData (get a CLUE Lan!), then jack into the computer. Go right and give the FlamData to the program, then jack out and talk to Mr. Match. He'll give you a LavaStge T. Go home and go to your room.

- I Told You Lan Is An Idiot -

All of a sudden, SciLab is boiling hot, and your dad and his team will be moving as fast as they can to back up all the data. As Lan, you'll receive a mail about this. Go to SciLab Station and talk to the man at the top of the stairs, then you'll get a phone call from Mr. Match. Naturally, he's still evil, and Flamman is going to set the net on fire. If you can put them all out, you can face Flamman. Equip EnrgChng

and Fish, then go home, jack in and go to ACDC 1.

- The Great Electopia Fire -

ACDC 1 Fires:

1: Turn right after entering from your PC.

2: Blocking your path.

ACDC 2 Fires:

1: Turn right after entering ACDC 2. (Contains enemies.)

2: Near the entrance to Yai's HP. (Contains 2 BublSide F.)

3: Go down before the entrance to ACDC 3.

ACDC 3 Fires:

1: Keep going down after entering.

2: Go down the stairs to ACDC Square and go up.

3: Go past the squirrel, then go up, right and down. (Contains 3 BublSide F.)

ACDC 1 Fires:

1: Blocking your path. (Contains BublSide F.)

You've cleared all the ACDC fires. Now take the Cyberline to SciLab.

SciLab 1 Fires (Lower):

1: In the middle of the large area.

SciLab 2 Fires:

1: Go left after going up the stairs. (Contains 200 Zennys.)

2: Go to the big area, then go right and down.

3: Before going to SciLab 1, go left.

SciLab 1 Fires (Upper):

1: Go along the path, then take the first up. (Contains enemies.)

2: Follow the path, and you'll see it. (Contains 200 Zennys.)

On to Yoka, where you can replenish your water chips.

Yoka 2 Fires:

1: Go forward from the entrance and take the lower wires. (Contains 2 BublSide F.)

Yoka 1 Fires (Lower):

1: Blocking your path. (Contains enemies.)

Yoka 2 Fires:

2: Take the wires opposite the ones you already took. (Contains 400 Zennys.)

3: Right before the entrance to Yoka 1 (Upper).

Yoka 1 Fires (Upper):

1: Take the top path after entering and follow it. (Contains enemies.)

2: Where you battled Bubbleman. (Contains 2 BublSide F.)

Last is Beach area.

Beach 1 Fires:

1: Take the right conveyor belt upon entering. (Contains viruses.)

2: Go down after taking the stairs.

3: Take the teleporter. (Contains 3 BublSide F.)

Beach 2 Fires:

1: Go left after going down the stairs.

2: Go forward, then down after the stairs.

3: Blocking your path to the Beach Square teleporter. (Contains enemies.)

4: Next to the Beach Square teleporter.

You've put out all the fires! Mr. Match will call you and challenge you



to a NetBattle. Go talk to the Navi near Beach 2 Fire 2 and he'll move aside as you now have Tally. Go through the warp to Hades Isle, then cross the wires and go to Undernet 1.

- Into The Unknown -

In Undernet 1, go down the fourth set of stairs, then take the left conveyor belt. Go around and up, then along the big conveyor belt to Undernet 2. Go forward, then right, then right again. Take the second teleporter, then go down the stairs back to Undernet 1. Go around back to Undernet 2, then go up to Undernet 3.

- Technical Difficulties -

As you arrive in Undernet 3, things will go fuzzy, but you'll go on. Go right, down, left and around, then right again. An earthquake will occur, and your way will be gone. Go back to the Navi and talk to him, then choose to fight.

[Virus Battle: Spikey3, Spikey3, Basher]

Go up and take the first conveyor belt up. Go right and down and around, and Megaman will sense someone is watching him. You'll keep going, so continue along the path to Flamman.

[Navi Boss Battle: Flamman]

HP: 1000

Heat Element

Attacks: Blows a string of fire at you. 60 Damage

Blows a wide range of fire at you. 60 Damage

Environment: Behind Flamman are two candles; if one is green, Flamman is invincible; if one is red, Flamman slowly regains health; if one is orange; two enemies appear on your side. If you shoot the candle enough, the flame dies.

Strategy: Aqua chips work well, and the fire attacks are easy to avoid.

When you defeat him, you haven't really defeated him 0\_o. He's about to burn you, when the Internet goes fuzzy again, and a black, cloaked Navi appears. The Navi will destroy Flamman in a single blast, and then you'll do battle.

[Navi Battle: Bass]

HP: 1000

Strategy: Let him defeat you. His aura won't let him be defeated.

He'll be about to delete you, when an Official Navi arrives. He'll swear to defeat Bass, and he'll use DarkAura. Bass will try to destroy the aura, but will fail. He'll be about to do that again, but Wily will call Bass, saying that he has all four TetraCodes. Bass will leave, and so will the Official Navi. You'll also jack out. Run to SciLab and take the elevator to Lan's dad's lab. You'll talk to Lan's dad, then he'll collapse. Later, you'll be in the hospital, and your mom will arrive. She'll tell you to go home, so do so. Go to sleep.

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4.7 - Chapter 7: Drillman (Climbing The Under-Ranks)

(We see Wily in his lab.)

Wily: Finally! I have all of the TetraCodes! All I have to do now is obtain Alpha's data, and the Net society is over! Hee hee hee! Delete!

Delete! Deleeeete!

(Wily turns to his screen.)

Wily: DrillMan! Come forward, DrillMan!!

DrillMan: You summoned me, Lord Wily?

Wily: Yes. I am entrusting the TetraCodes to you. Use your abilities to bring me Alpha! Failure will not be tolerated!

DrillMan: Thanks to Mr. Match, SciLab's security is weakened. This will be easier for me than drilling through plywood!

Wily: Heh heh. I crafted you well, my Navi of destruction! Over-confidence can be costly, however. Stay vigilant!

DrillMan: Yes, my lord. I will not fail you. Alpha will be yours.

Wily: Go, then, DrillMan! For the sake of anarchy!

DrillMan: Deleeeete!

Wily: Hee hee! My plan is perfect, if I do say so myself! Even if DrillMan should fail, that other one can always deliver Alpha's data to me...hoo-hoo-hoo! Enjoy yourself while you can, Net society! The time for my revenge has come! Deleeeete!! Mwa-ha-ha-ha-ha!!!

- Guilt Trip -

Mayl and Yai will be talking about you; you haven't come to school in three days. They'll come visit you! You'll talk for a while, then you'll get fed up and kick them out. Megaman will scold you for it, then the doorbell will ring. Go outside to find Chaud. He'll ask you a favor, and you'll get mad and refuse, saying why. Chaud will tell you to visit your father, then leave.

- Hospitality -

Go to the second floor of the hospital, and go into the room Yai was in. Lan's dad will be talking to Sean, the former leader of Netmafia Gospel. You'll learn the missing bits of story from MMBN2, then you'll walk in, and Sean will leave. You'll tell Lan's dad everything that happened, and he'll tell you that you can make up for it by taking up Chaud's offer. Read the mail from SciLab, then go to the Virus Research Lab and talk to Chaud.

- Official Business -

The Undernet has a system called the 'ranking': there are 10 Navis ranked 1 to 10, and the Navi you're meeting, S, is a ranked Navi. Since unranked Navis cannot meet ranked ones, you'll have to find a way to become ranked. Chaud will give you the NC program BlckMind, which makes you appear to be an Undernet Navi. Equip it and head to the entrance to Undernet 3. Go up and up the conveyor belt, then go on the left conveyor belt and go up. Talk to the Navi to go through, then go to Under Square.

- Under-Ranks -

Talk to all the Navis, then stand in front of the giant statue. You'll be surrounded by ten Navis. The statue will then tell you all the rules; you'll face off against all the others, and the one to win will be able to meet a ranked Navi. The other Navis will disappear. Save before leaving the Under Square.

- Omega Free For All -

Once you exit to Undernet 3, talk to a Navi to fight all four.

[Virus Battle: Canodumb2, Canodumb2, Mettaur Omega]

[Virus Battle: Momogra, Momogra, Shrimpy Omega]

[Virus Battle: Swordy2, Swordy, Canodum Omega]

[Virus Battle: Beetle, Beetle, Swordy Omega]

Go back to Undernet 2, then to Undernet 1. Talk to the Navi to fight.

[Virus Battle: Beetle Omega, Beetle Omega]

Go back to Undernet 2 and take the teleporter, then use the conveyor belt to get to the next Navi.

[Virus Battle: Slimey, Slimey, Spikey Omega]

Go down toward the entrance, but go left and up. Use the up conveyor belt, then fight the Navi.

[Virus Battle: Mettaur2, Mettaur2, Ratty Omega]

Go back to the entrance to Undernet 1 and fight the Navi.

[Virus Battle: Mettaur Omega, Metrod Omega]

Go to Undernet 1 and go to the top of the fourth stairs to fight a Navi.

[Virus Battle: Metrod Omega, Dominerd Omega]

First, take out the Dominerd by shooting the Metrod to draw it out, then backing up a square and using a chip.

Finally, go to the bottom of the fourth stairs to fight the final Navi.

[Virus Battle: Bunny Omega, Yort Omega, Canodum Omega]

The statue will tell you where to find the navi ranked #10 - where the evil fall. When the evil fall, where do they go? Hell. Hades Isle it is.

- Rank #10 -

Go to Beach Street and take the ferry to Hades Isle. Jack in to where you got VictData, then take the right wires. At the end, go on the conveyor belt, then right. Talk to the ghost Navi to fight.

[Virus Battle: SnowBlow Omega, Trumpy]

You'll get Rank 10, and the Navi will tell you to stay away from S, then leave. You'll get mail from Mayl saying Roll's in trouble. Go to the Zoo and jack in to the panda console, then go to the intersection at Zoo Comp 2. You'll be ambushed by the four Navis you beat outside the Under Square.

[Virus Battle: Canodumb3, Viney, Canodumb3]

[Virus Battle: Ratty2, Ratty2, Gloomer]

[Virus Battle: Shrimpy3, Shrimpy3, Elesphere]

[Virus Battle: MegaBunny, Geetle, Trumpy Omega]

When you're done, they'll leave, and the former #10 Navi will tell you that #9 resides where science gives life.

- Rank #9 -

Head to Beach 1 and take the conveyor belt down, then right. Go up and use HospCode on the cube, then go through the teleporter. You'll warp to Hosp Comp 2. Talk to the ghost Navi and he'll give you his Rank 9 for free. He'll also tell you that the one ranked #8 is in Rednu3. Spell that backwards, that's Under3.

- Rank #8 -

Go to where you fought Flamman to find the Navi. Talk to him to fight.

[Navi Battle: Beastman Beta]

HP: 900

Attacks: Drops in front of you and swipes the square in front, as well as one up and one down. 60 Damage

Pauses, then dives at you diagonally. 60 Damage

Disappears, then each claw attacks you, then his head. 60

Damage

Strategy: I do not know a foolproof way to dodge the first attack. To dodge the second attack, move one square up. To dodge the third, go to the back, then alternate between the top and bottom rows to dodge.

Beastman will leave, and he'll leave behind his Rank 8. A Navi will come and tell you to find #7 at the head of learning, then attack you.

[Virus Battle: Spikey, Spikey2, Fishy Omega]

With him out of the way, head to the head of learning - the principal's computer.

- Rank #7 -

Go to the ACDC school teacher's lounge and jack into the principal's computer. Go to Prncp's PC 2 and go to the Navi, then keep going down and then left. Talk to the Ghost Navi and he'll tell you to find 'one of many birds'. Jack out and go to the hospital, then enter Mamoru's room. Inspect the stools below the bed and you'll find Origami. Return to the Ghost Navi and give him the Origami to receive Rank 7. Read the mail from Chaud; an under-ranked Navi has posted on the ACDC Square BBS.

- Rank #3 -

Go to the Chat BBS and look at the top post; it's from #3, and he's waiting for you at the bottom of the slope in Undernet 4. Go to Undernet 2, then go right, forward and right upon entering. Use the teleporter, then go up, then take a right. Talk to the Navi and go on to Undernet 4. When you see the giant pole thing, turn left and follow the path to a teleporter. Take it, then take the next teleporter and follow the conveyor belts to the stairs. Go down to the end and you'll be ambushed by #6, #5 and #4. Gutsman will appear and save you, then destroy the three Navis with one blow. He'll leave, then return. But wait! That's not Gutsman! That #3, Copyman!

[Navi Battle: Gutsman Beta]

HP: 900

Attacks: Sends a shockwave at you. 100 Damage.

Breaks all of your panels panels. 100 Damage if you're hit.

Punches you. 150 Damage.

Uses Z-Punch, during which he is invisible and punches many times.

Strategy: Get the AirShoes NC block from the Numberman machine in Higsby's shop (number: 23415891). I cannot overemphasize how much it helps, especially when he breaks all your panels and then uses Z-Punch.

Copyman will then answer your questions about S. Apparently, S is so powerful that uttering the real name is taboo (VOLDEMORT! <shudder>). He'll tell you the hint for #2 - place of battle. Lastly, he'll give you his Rank 3.

- Rank #2 -

Jack out and go to Beach Street, then go to the DNN Center stage and jack into the console. Talk to the Navi made from bowling stuff. He's the one ranked #2 - Bowlman.

[Navi Battle: Bowlman]

HP: 1000

Attacks: Shoots bowling pins at you. 40 Damage

Bowling pins come out of the ground and Bowlman throws bowling balls at you. If he hits pins, they'll fly at a square. 40 Damage from the ball and pins.

Strategy: The pin attack is easy to avoid, he always shoots the pins in the same pattern. Make sure to move off all yellow squares, as something painful shall happen if you don't. Lastly, watch your feet after his pin shooting attack for holes.

Bowlman will reveal S's real name - Serenade. Serenade is in an area you can't usually enter. He'll tell you to go to the Undernet Server, and give you Rank 2. The door is hidden by a boulder.

- The Forbidden Program -

Go to the Ura Inn in Yoka and go to the bath house. Barrels that were there before will be gone, so go past and inspect the crack in the rocks to find an elevator. GO forward and you'll see the largest server you've ever seen. A voice will tell you to jack in, and you'll do that. Megaman will approach the portal, and Serenade will tell you about the Forbidden Program; only chosen ones can handle it, or else they will be frozen forever when they touch it. Megaman will go for it, and he's...okay! You'll jack out, and a voice will talk to you. The administrator of the Undernet will reveal himself, and it's...Mamoru?

- Cue Dramatic Music -

Mamoru's father created the Undernet to be a desolate place, so it would be ideal to hide the Forbidden Program. Coincidentally, it became a criminal hangout. This is all in case of Alpha, the ultimate beast. In the meantime, Drillman is using the four TetraCodes, and he's drilling through the four mysterious walls in SciLab. At the end, he finds Alpha's data! He is accosted, but escapes by drilling a hole to Undernet 5.

- One Last Attempt -

Hightail it to SciLab 1 and go through the hole that Drillman drilled to get to Undernet 5. Go around until you see the entrance to Undernet 6, then go down and use the conveyor belt. Go down and use another conveyor belt, then go up past the conveyor belt (not on it) and take

the left path up. Follow it to reach Drillman.

[Navi Boss Battle: Drillman]

HP: 600

Attacks: He and two other drills attack you. 80 Damage

14 drills attack you. 80 Damage

Drillman and two other drills pop out of panels in your area, making holes. Rocks then fall. 80 Damage

Strategy: All of his attacks are easy to avoid; the trick is damaging him. He always has a drill one square in front of him, so make your folder accordingly. Fill it with things that hit a square behind, like heatShot, Bubbler, Shotgun, etc. Slow attacks definitely will not work. The most useful things you can use are WideSwords.

Drillman has been destroyed, and Alpha's data remains. However, Bass will arrive and take Alpha's data. You'll try to use Giga Freeze, but it will have no effect on Bass, who will dispose of it. He'll let you live because you amuse him, then he'll leave with Alpha's data.

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#### 4.8 - Chapter 8: Alpha (Running Out Of Time)

(Wily is in his lab staring at Alpha.)

Wily: Hee, hee, hee...gwa-ha-ha-ha-ha!! We did it, Bass! Alpha is mine at last! How I have dreamed of this day! The end of the Net society is finally at hand!! Gather to me once more, my WWW operators! Hee, hee, hee...gwa-ha-ha-ha-ha-ha!!

- Red Alert -

Lan is having a dream that he's in Cyberworld, and Megaman will come up to him and say goodbye. You'll start running after him, but you won't move. Megaman will wake you up. The army has come in, and Electopia is under martial law! Megaman will tell you to go to school, so do that to find it closed. Talk to Dex, then talk to Mayl in the park to receive RollV3 R. Go to the Metro Station and talk to Yai, then read the mail from SciLab. Go to SciLab Square, then talk to Protoman to receive OfclPass.

- The Story Of Alpha -

Jack out and go into the Metroline, then go to SciLab and enter Lan's dad's laboratory. Talk to Chaud to start the meeting. The head guy will start by explaining what Alpha is - an earlier version of the Internet. One day, everything that was connected to Alpha started to malfunction, and it was blamed on the scientist creating the AutoNavi. He was taken by police, and the AutoNavi was deleted. Soon after, all devices connected to Alpha were destroyed. Alpha was bugged from head to toe, and developed instincts. It crept into everything connected to it, and absorbed everything inside. A week later, once it devoured everything, the SciLab scientists captured it, and Net society stopped for six months; this event was known as the Alpha Rebellion. If Alpha is released, everything would come to an end. You'll get an alert that the tanks are going nuts.

- No Control -

Go to ACDC and head to the end of the street to find Dex, Mayl and Yai facing a tank. You'll tell them to run, and the tank will start firing at you. You'll run up and jack in. Go left and inspect the alien to

fight it.

[Virus Battle: ????, ????, ????]

Beware, their health goes up fast, and they jump on you and take yours.

You'll jack out, and a scientist and Chaud will show up. The other tanks are under control, but they were being controlled by AlphaBug, which means Wily has started to decode Alpha! Not only that, but you'll find that AlphaBugs are taking over military systems worldwide! They'll leave, and you'll get a phone call from Lan's mom. Lan's dad has left the hospital.

- The Story Of Alpha, Continued -

Head to the hospital, then go into Lan's dad's room and talk to Lan's mom. She'll ask you to find him and give you Aspirin. Inspect the bed to find DadsNote and CardKey. He's gone to try and stop Alpha. Go to Lan's dad's lab in SciLab and use CardKey to go through the door. Lan's dad will be there. He'll say that he has to delete Alpha himself because his father created him. He put a Guardian program in Alpha so he can't be revived unless it's destroyed. His computer will find the location of the WWW base, and he'll collapse. You'll give him his medicine, and he'll get back up. The WWW base is in the Demon Waters, an area with insane water currents that create whirlpools. You need a boat with a huge engine.

- A Boat -

Go to Beach Street and try to get in the ferry. The boat doesn't have a good enough engine, so you need to find a new one. Go to Yai's house and talk to her, and she'll eventually agree to get a new engine for the boat. Go home and get to sleep.

- WWW Scene -

(Wily is in his lab with the operator of Flashman, Sunayama, Anetta and Mr. Match.)

Wily: Welcome, my elites of the WWW! Thanks to your efforts, Alpha is now under our control!

Flashman Operator: And now, Lord Wily, we may proceed with our plan?

Wily: Precisely!! We shall now free Alpha from SciLab's imprisonment!

Sunayama: Ha ha ha!! This will be the event of the century! This was definitely worth breaking out of prison for!

Anetta: So, Net society will finally come to an end!?

Mr. Match: This will be the end of the world...heh heh heh...I'm getting hot! Just burnin' baby!

Flashman Operator: Lord Wily, I can't seem to find Inukai, Beastman's operator...

Wily: Inukai? He failed his mission. So I deleted him.

Sunayama: .....Hail to Lord Wily! The evilest of all! The perfect king for our new world of chaos!!

Wily: Muwahahaha! Your new mission, my followers, is to protect Alpha...protect it from those Net society fools! A new world awaits us! And it will stand upon the ashes of Net society!! It is time to crush Net society with an iron fist of wrath!! Delete it!!

Flashman Operator: Delete it!!

Sunayama: Deleeeete itttt!!

Anetta: Delete it!!

Mr. Match: De! Lete! It!

Wily: Muwahahahahaha!!

(Wily turns to his screen.)

Wily: Ah, ahem...attention, fools who depend upon Net society! I am Wily! Leader of the WWW!! Very shortly, we will conduct an assault on the Net! Our assault will destroy all Net society functions! Army systems will start wars around the globe! This is a declaration of war!! There is nothing you can do to stop us! The only thing in your future is...destruction!! MUWAHAHAHAHA!!

- Into The Fray -

When you wake up, read the mail from Lan's dad to receive the NC program Alpha, which lets you see his parts in Cyberworld. Return to the boat, and Dex, Mayl, Yai and Chaud will show up. Dex and Chaud will come along, and Tora will show up and come along as well. You'll all get in the boat.

- WWW Base -

When you get out, you'll marvel, then everyone will go ahead. Go along the path to the door, then go in. Inspect Tora's console for a RegUP2, then talk to the three guys and inspect the elevator, which is operative. There's no place to jack in, either. The bearded scientist will show up, and introduce himself as Dr. Cossak, the scientist who was working on the AutoNavi project. He'll explain that the chair is a Pulse Transmission System, which uses human brainwaves to send them into the Cyberworld. He'll pulse in and unlock the elevator, but Bass will show up. He'll reveal how he survived and show his scar from the battle with the Officials. Cossak will try to self-destruct, but Bass will delete Cossak. Dex will take him out for medical assistance, so go into the elevator and then down the ramp. A tank will jump down and try to use Flashman's Hypno Flash on you. Tora will distract it, and you'll jack in.

- Flash Tank -

As a heads up - if you are caught by cranes or run into a piece of Alpha, you go to the junkyard. That said, go past the first crane, then take a right to get an HPMemory. Go back and past the second crane, then go to the next set of cranes. Wait until the crane goes up past you, then run down and to the right. Run to the small nook, then wait for the crane to pass, then run past. Run to the next set of cranes, then go with the flow to get to the other side. Go up and into the teleporter, then go down. Wait for the cranes to pass going up, then go in between two, then follow them down and take the second left. Get the Recov150 P, then go out the way you came and go down, then take another left to get the ID-DataA. Return to the door and unlock it, then go forward to find Flashman and his operator. They'll use Full Synchro to join together, and then you'll fight.

[Navi Battle: Flashman Alpha]

HP: 500

Electric Element

Attacks: Goes to the leftmost row and uses an electric attack that strikes a panel and each panel touching it non-diagonally. 45 Damage.

Sends a string of colored lightbulbs at you. 30 Damage.

Creates two lightbulbs. A few seconds later, if they haven't been destroyed, he lights them, paralyzing you temporarily.

Uses AreaGrab.

Strategy: Whenever he moves, he'll move two spaces, then pause. Attack during the pause. When the lightbulbs appear, destroy them with your



buster.

Flashman will try to self-destruct, but Kingman will drop in and finish him off. You'll jack out, so go through the door. Inspect Wily's desk for a Magnum V, then inspect the left statue, then the right. You'll knock it out of the way, so go behind the desk to the elevator. Go across the grate to find another tank, which will spit bubbles and keep you from going ahead. Chaud will go ahead, and Dex will stop the tank. You'll jack in.

- Bubble Tank -

In here, go forward, then up. Go with the flow to get past the cranes, then run to the nook when the next crane goes up. Run up further at the chance, then take the first left. Here, there will be two cranes circling at lightning speed; you need to go clockwise. Wait until the long pause to run to each nook, until you get to the teleporter. Go forward to find Bubbleman.

[Navi Battle: Bubbleman Alpha]

HP: 800

Aqua Element

Attacks: Throws a moving fish thing like a Ratton1. 80 Damage

When his health drops below 200, he conjures a bubble and shoots spears. 100 Damage

Environment: There's a hole in the center, and bubbles come out of it. Touching a bubble causes 80 damage, but they are popped with a single buster shot. In some bubbles are planes, which fly at you once the bubbles pop, also causing 80 damage. Lastly, some bubbles are mines that blow up when you are next to them, and blow up the squares touching them.

Strategy: If you have a Guts style, the machine gun fire can shoot through the bubble hole and attack Bubbleman. When he grows a bubble, shoot with the buster, then use a powerful chip.

When you defeat Bubbleman, the tank won't stop, so someone else must be operating it. Go forward to the teleporter, then go down. Go in between the two right cranes, then go down once the crane has passed (don't go right) and hid ein the nook. Go get ID-DataB when the crane passes again, then go back to the blue floor area. Wait for both cranes to pass going up, then go down and unlock the door. In the next area, alternate going between cranes to get to the end, where you'll find Desertman. Sunayama and Desertman will use Full Synchro, and Desertman will try to swallow you in digisand. Gutsman will draw him out, then you'll fight.

[Navi Battle: Desertman Alpha]

HP: 1000

Attacks: His hands turn into lions and charge you. 80 Damage

Sand pools appear on your panels. 80 Damage

His hands turn into blocks and fall on you. 120 Damage

Environment: All Desertman's panels are sand, and Desertman's head is frequently guarded by small barriers.

Strategy: You need to use lots of chips that can get behind the barriers at Desertman. Remember that the first hit to his head makes it disappear. If you use a water chip, his head will stay for a second.

Desertman will be destroyed, and you'll jack out. Run down the slope, then a boulder will fall and chase you. You'll find Chaud encased in flames created by another tank. You'll jack in.

- Flame Tank -

Go left and run past the cranes, but remember that right to the left of the other side is a piece of Alpha. Go with the flow for three squares of cranes, then go down to get the Jungle NC block, which presets a stage with grass panels. Go back and get past a fourth square of cranes, then go the long way around the next square to avoid Alpha. Make your way past a larger square (a piece of Alpha is at the far left), then go in between the next two cranes until you can get the ID-DataC. Go back to the door and unlock it, then go down the stairs. Make your way past a final set of cranes to find Anetta, Plantman, Mr. Match and Flamman. The two pairs will use Full Synchro, then you'll fight both.

[Navi Battle: Plantman]

HP: 1000

Wood Element

Attacks: Places vines in your area that try to grab you. 40 Damage

Shoots spikes at you. 50 Damage

Plants pink and yellow roses that spread powder on squares horizontal and vertical to them. The pink confuses Megaman, and the yellow paralyzes him.

Strategy: I cannot overemphasize the usefulness of fire chips. Use them to destroy Plantman quickly.

[Navi Battle: Flamman]

HP: 1000

Heat Element

Attacks: Blows a string of fire at you. 60 Damage

Blows a wide range of fire at you. 60 Damage

Environment: Behind Flamman are two candles; if one is green, Flamman is invincible; if one is red, Flamman slowly regains health; if one is orange; two enemies appear on your side. If you shoot the candle enough, the flame dies.

Strategy: Aqua chips work well, and the fire attacks are easy to avoid.

With Plantman and Flamman destroyed, you'll jack out. Go through the green doors and inspect the wires on the far wall to find a path. Approach the doors and you'll be attacked by another tank. You'll jack in.

- Drill Tank -

While avoiding the crane to the right, go into the first and second nooks, then go to the fourth, then the sixth. For the next crane, go into the left nook, then forward to the right. Take the left path up and get the 1400 Zennys. Going past the next crane, don't go in the left nook. Once you're past the two cranes, go left, then quickly run past the cranes. Run past them again to go up, then hide in the upper nook from the crane. Run past the next crane, then get ID-DataD. Return to the teleporter, then use it and unlock the door. Going up this last stretch, you can stand between sets of cranes that move together if you stay to the extreme left or right; try standing on the gray strip. Once you get to the end, you'll face Drillman.

[Navi Boss Battle: Drillman]

HP: 600

Attacks: He and two other drills attack you. 80 Damage

14 drills attack you. 80 Damage

Drillman and two other drills pop out of panels in your area, making holes. Rocks then fall. 80 Damage  
Strategy: All of his attacks are easy to avoid; the trick is damaging him. He always has a drill one square in front of him, so make your folder accordingly. Fill it with things that hit a square behind, like heatShot, Bubbler, Shotgun, etc. Slow attacks definitely will not work. The most useful things you can use are WideSwords.

Upon his defeat, Drillman will attempt to self-destruct, but Protoman will arrive and finish him. You'll jack out. SAVE before going through those doors, because this is your last chance.

- Alpha -

You'll walk in, and Wily will be there with the other four operators, all pulsed in and unconscious. Wily will pulse into Alpha, and you'll use the empty chair to pulse in and send Megaman in as well. Once inside Alpha, you'll use Full Synchro to fuse with Megaman. Run up to find Bass and Wily. Bass will absorb the Guardian program inside Alpha, and you'll fight him.

[Navi Battle: Bass]

HP: 1000

Aura: 100

Attacks: Shoots an energy ball. 100 Damage

Shoots several energy balls. 100 Damage

Shoots a ton of energy balls. 100 Damage

Pounds a row of your panels, breaking them. 100 Damage

Strategy: You need an attack that does at least 100 damage to break the aura, but if you stun him while he's doing any attack other than the first, he won't put his aura back up. If you're good enough, you'll only need to break the aura once.

After you defeat Bass, Alpha will reawaken and absorb Bass, then Wily. His brain will then appear, and it's up to you to destroy it.

[Alpha]

HP: 2000

Attacks: Swipes its claws at you. 50 Damage

Shoots a machine gun at you. 20 Damage

Fires a plasma beam at you that cracks the farthest right, center panel and the panels above, below, and left of it. 90 Damage

Uses an electric attack. 100 Damage per hit

Strategy: Before you can damage Alpha, you need to expose its core. Shoot at it until it's exposed, then use a powerful chip, preferably a P.A. like MstrStyl. If you have a Wood style and feel cheap, you can equip UnderSht and use a GrassStg, then stay on the back panel. Whenever you get damaged mortally, your health will go down to one, then instantly go back up. You'll be invincible, and can stay on the back center panel and shoot Alpha to your heart's content.

Alpha's brain will explode, and a door will appear in its place 0\_o. You'll go through to find a laboratory, and after investigation, you'll decipher that it's SciLab. A voice will tell you that the room was meant to imprison Alpha, and Lan's grandfather will appear. He will lament the loss of Wily, but will rejoice that Alpha has been destroyed. He'll give you GramNote to give to Lan's father, and Alpha will start to fall apart. You'll fuse again, and try to get back to the real world. Run back to the entrance, but before you get there, Alpha will absorb you. Megaman will overload and blow a hole in Alpha, and

Lan will wake up outside the WWW base. You'll mourn, then the island will begin to collapse, and everyone will escape.

When you get back to Beach Street, you'll be greeted by Yai and Mayl. Yai will tell you that people are waiting for you at the DNN Center, and Dex will run off to see Chisao. Tora will get back on the boat, and everyone else will go to the DNN Center. Chisao and Dex will greet each other, and Chaud's father will praise Chaud, then leave. You and Chaud will make amends, then you'll talk with Mayl and Yai, and Tora will jump in, then leave. You'll then tell Lan's dad about what happened, and he'll talk a bit about Navis and Lan's grandfather. You'll give him GramNote, then leave to get some air. You'll lament, but Mayl, Dex, Yai, Chaud, Mamoru and Sean will come to cheer you up.

Months later, Lan is about to start the sixth grade, and tells Megaman (?) that he's about to get a new Navi, since it's required. Credits and weird scenes. A voice will wonder if its alive, and a growling something will help it. Cut to Lan's room, where Lan is getting ready for school. He'll go to bed, and Lan's dad will come home. He decoded GramNote, which talked about the processings of Alpha, and while exploring, he found something very interesting inside. The next morning, Lan will be awoken by...Megaman?

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#### 4.9 - Epilogue: Serenade (The Adventure Ends)

##### - Settling It Once And For All -

Ok, you've gone and got your star. Head to Hades Isle and go to the last room in the cave to find Chaud. Talk to Chaud to fight Protoman.

[Navi Battle: Protoman]

HP: 1000

Attacks: Uses a HeroSword. 100 Damage

Appears in front of you and uses WideSword. 100 Damage

Uses an AirSword. 100 Damage

Strategy: Stay in the center to easily dodge the AirSword. When he moves forward for WideSword, move forward. If he uses HeroSword, go down and back one space.

You'll receive a Protoman B for winning.

##### - BugFragments -

Most of the rest of your time playing will be spent in the secret areas. To get there, you'll need a Giga Class chip, first of all. Go to the BugFrag Trader in Undernet 2 by jacking into the gargyle on Hades Isle and going through the warp. Give him 200 BugFragments for a FoldrBak, which is the Giga Class chip. If you need BugFragments, go to Dex and fight GutsMan, then use a Navi chip to defeat him while he's using an attack. You'll get 10 BugFragments for it.

##### - Dare To Prepare -

To get past a lot of security cubes in later areas, you'll need to defeat all of the Alpha and Beta Navis. Check out that section of the FAQ. You'll also want to do all the jobs and get all the virus families (except for Scuttle), so do those too. Go to the WWW base and go behind the wall after getting off the boat. Jack in and get the BMD to receive the NC program Collect, which makes you always get a chip from battles.

Lastly, you'll want all of the Standard chips to get to the UnderKing.

- Hammer -

To get to Undernet 6, go to Undernet 5 via the Under Square warp and go right, then take a left and take the farther left. Go to the next big platform and go back, then go up the stairs and head to the entrance to Undernet 6. Go to the left belt going up, then take the one going down to your left. Go left twice and open Flamman's cube, then take the next two up belts and go to Undernet 7. Open Drillman's cube to the left, then go up and left to get the Hammer, which will serve you well in the secret areas.

- Das Secret -

Head to the Ura Inn bath and go behind to the Undernet server. Jack in and go up to the hole, then press A in front of it to be transported to the Secret areas. In the secret areas are security systems that you can hack; you must defeat them in the numbered order, dealing each 250 damage in one hit. If two have the same number, they must be destroyed at the same time. Last point: if you break the monolith in the area with the hammer, be prepared for ten virus battles.

- Darkman -

Go down and right, then follow the path to a locked door. If you have 140 Standard chips in your library, you may pass. You'll face Darkman.

[Navi Battle: Darkman]

HP: 1400

Attacks: Turns red and shoots fire. 100 Damage

Turns blue and shoots an IceWave. 100 Damage

Turns yellow and uses a Sensor. 100 Damage

Creates holes that bats fly out of. 50 Damage

Creates a Shadow enemy. 100 Damage

Strategy: All of his attacks are fairly easy to avoid.

With Darkman out of the way, go on to Secret 2.

- Japanman -

Go forward, then left at the teleporter and break the monolith. After the virus battles, go forward into the next teleporter. Go down the middle path and hack the security system. Go into another teleporter, then take the first left and go up to the door. If you have a Giga chip, you can go through, where you'll fight Japanman.

[Navi Battle: Japanman]

HP: 1800

Attacks: Shoots spear heads at you. 150 Damage

Shoots a spear wave. 50 Damage

Spins his spear; shoots an energy wave if struck. 150 Damage

Backup - Small men with spears steal the top and bottom rows.

Strategy: The attacks are very easy to avoid. Attack the Backup men to keep panels.

- The UnderKing -

Go forward and then hack the security system. Go down and break the monolith, then fight the viruses. Go left and follow the path, then go

up the stairs to the Door of Honor. If you have all of the Standard chips in your library (meaning the blue star), you can go through. You'll then challenge the UnderKing, Serenade.

[Navi Battle: Serenade]

HP: 2000

Attacks: Shoots an energy ball that moves like an IceWave. 100 Damage  
If hit, will shoot an energy wave. 100 Damage  
A flash appears in front of him and random spaces are attacked. 100 Damage

Strategy: There is only one time you can damage Serenade, and that's while he does the last attack; your buster does not, repeat, DOES NOT affect him during this attack; neither do Standard chips. You can only use Mega class chips, or chips like AreaGrab or Prism, so your Giga class chip should definitely be FoldrBak. The best way to win is to confine Serenade to one panel; at that point, he is damaged by anything, anytime. The energy ball is easily dodged. LifeAura will stop all of his attacks.

When you defeat Serenade, he'll praise you and give you Rank 1. He'll also say that He is trying to return, then leave. Now that you're the new King of the Undernet, head to Undernet 7. Go right and inspect the curtain, then it will disappear. Behind it is a Guardian O. Go to the other side and feed the Spikey 50 BugFrag to pass. Go inspect the curtain, then go past and get the HPMemory.

- His Return -

Right now you're thinking, "Wait! Aren't I done?" No way, Jose. Return to the entrance to Secret Area 3 and go onto the very small bridge. Take the second left to find a BugFrag trader. Go get 300 BugFrag (ugh) and feed them all to the trader, and it will emit a large growl. Leave the secret areas, then return to the BugFrag trader. After some dramatic cues, Bass will appear. He remembers not his name and searches only for power. You'll then do battle.

[Navi Battle: BassGS]

HP: 2000

Aura: 200

Attacks: Shoots an energy ball. 300 Damage  
Shoots several energy balls. 300 Damage  
Shoots a bunch of energy balls. 200 Damage  
Appears in front of you and breaks the line you are on. 100 Damage

2 claws drop, trying to hit you, then Bass uses Gospel's breath. 300 Damage

Strategy: As you may have noticed, this guy does a ton of damage with each attack. Snctuary + LifeAura makes you invincible to all of his attacks, however, and thankfully, the stun/no aura rule still applies; if you stun him at the right time, he won't put his aura back up. Remember to have a FoldrBak to replenish Snctuary and LifeAura, and for God's sake, equip an UnderSht.

Upon defeating him, you'll receive a Bass+ X. He'll muse, and then disappear. Lan will joke about taking over Cyberworld (SO awesome if he did), then you'll be done. Main story's over. But we still have a couple of things to do.

- Giga Galore -

Get an Unlocker subchip, then go to Undernet7. Go to where you got the Hammer, then inspect the door, and it will crumble, as you are the new champion. Go up the stairs and use Unlocker to get GigFldr1, which lets you hold 2 Giga Chips instead of one.

- The Ultimate Program -

Go to where the BugFrag trader is in Secret Area 3. Run along the back edge of the platform to find an invisible path. It will lead to a monolith. SAVE and break it, then prepare for the hardest battle series ever.

[Virus Battle: Fishy2, HardHead, HardHead]  
[Virus Battle: Vinert] (Grass and poison panels.)  
[Virus Battle: Mettaur3, Mettaur3] (Lava and normal panels.)  
[Virus Battle: Eleglobe, Ratty3] (Two missing panels.)  
[Virus Battle: Breaker, Breaker, Doomer]  
[Virus Battle: Mettaur3, Spkiey3, Trumpy] (All panels are ice.)  
[Virus Battle: Totun, Spiker]  
[Virus Battle: Swordy3, Swordy3, Shadow Omega]  
[Virus Battle: Fishy3, Trumpy] (All panels are sand.)  
[Virus Battle: Volcanest, Spikey3, Metrodo] (Lava and normal panels.)  
[Virus Battle: Mettaur3, Mettaur3, Trumpy] (Holy and normal panels.)  
[Virus Battle: ErthJelly, Doomer] (All panels are cracked.)  
[Virus Battle: GoofBall, GoofBall] (Holy and ice panels.)  
[Virus Battle: MoBlow] (All panels are cracked.)  
[Virus Battle: Pengon, Pengon] (Ice and normal panels.)  
[Virus Battle: JokerEye, JokerEye, AlphaBug Omega]  
[Virus Battle: Yart, Canodumb3] (Lava and normal panels.)  
[Virus Battle: MegaBunny, MegaBunny, MegaBunny] (Lava + normal panels.)  
[Virus Battle: N.0-3, Trasher] (Lava, ice and missing panels.)  
[Virus Battle: Slimest, Dominerd3, Scuttle Omega]  
My advice: preset a GrassStg, a MetlStge or a Sntuary.

If you survived, go forward and get the NC program HubBatc. HubBatc activates the following programs: SuperArmor, BreakBuster, BreakCharge, Custom1, MegaFolder1, AirShoes, FloatShoes, ShadowShoes, and Shield. It also causes a glitch that cuts your HP in half, but it can be stopped with BugStopper.

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5 - Stars

You can get 7 Stars in this game.

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5.1 - Easy Stars

Yellow Star: Defeat Alpha. See sections 4.1 through 4.8.

Green Star: Defeat BassGS. See section 4.9.

Blue Star: Get all 200 Standard Class chips. See section 6.1.

Purple Star: Get all 85 Mega Class chips. See section 6.2 (incomplete). You'll need to link with White version to get this star, or perhaps use a cheat device.

Orange Star: Perform all 32 Program Advances. See section 6.4

(incomplete).

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## 5.2 - Light-Blue Star: Serenade Time Trials

After you defeat BassGS, you'll notice evil Navis around. Each one has an Alpha version of a Navi for you to fight, and a certain time for you to do it in. The catch? You have to use your XtraFldr. Life sucks. Ah well, better get to work. Check out section 8.1 for a list of folders. The GameFAQs MMBN3B board recommends N1-FldrC for everyone except Drillman, for which they recommend N1-FldrA. Using N1-FldrC, you can get 2 rows from your opponent, then use 4 PanlOut3's, then use a Snake. They also recommend that you put FstGauge in your NC.

### Secret Area 1: WWW Navis

Flashman Alpha - Talk to the Navi in the left corner. 00:10.00  
Beastman Alpha - The Navi above Flashman. 00:30.00  
Bubbleman Alpha - Above Beastman. 00:40.00  
Desertman Alpha - Above Bubbleman. 00:45.00  
Plantman Alpha - Lower corner. 00:40.00  
Flamman Alpha - Above Plantman. 00:40.00  
Drillman Alpha - Above Flamman. 00:45.00

### Secret Area 2: Talk To Them To Fight Navis

Metalman Alpha - Next to the first warp. 00:20.00 (You can do it!)  
Gutsman Alpha - Take the warp near Metalman. 00:15.00  
Kingman Alpha - Take a left after going past Metalman. 00:40.00  
Bowlman Alpha - Near the second warp. 00:45.00

### Secret Area 3: Yellow Star Navis

Darkman Alpha - Up Serenade's stairs, on the left. 00:45.00 (HARD.)  
Japanman Alpha - In the middle. 00:40.00  
Protoman Alpha - On the right. 00:45.00  
To defeat Protoman with the snake trick, you need to use three PanlOut3's, then an AreaGrab, then quickly the Snakes on the next turn.

Once you're done, you'll get a DarkAura A and the light-blue star.

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## 5.3 - Red Star: Omega Navis

Ok, you've gotten the first five stars. Go to the main menu, highlight Continue, hold left and press R, R, L, R, L, R, L, L. The stars will move closer together, and the Omega Navis will appear in Cyberworld. You have to find and defeat them all, but each time, before you fight, you'll fight some Omega viruses.

-- Gutsman --

Go to ACDC 1 and take the warp to Dex's HP. Search along the bottom of this platform.

[Virus Battle: Mettaur Omega, Mettaur Omega]

[Virus Battle: Mettaur Omega, HardHed Omega, HardHed Omega]

[Virus Battle: Fishy Omega, Fishy Omega]

[Navi Battle: Gutsman Omega]

HP: 2000

Attacks: Sends a shockwave at you. 200 Damage.

Breaks all of your panels. 200 Damage if you're hit.

Punches you. 300 Damage.

Uses Z-Punch, during which he is invisible and punches many



times.

Strategy: Get the AirShoes NC block from the Numberman machine in Higsby's shop (number: 23415891). I cannot overemphasize how much it helps, especially when he breaks all your panels and then uses Z-Punch.

You'll get a GutsManV5 G.

-- Protoman --

Jack into Hades Isle and go down the stairs. Get on the wires and follow them to a square with two rocks. Go near the right one.

[Virus Battle: Twins Omega, Twins Omega]

[Virus Battle: Swordy Omega, Swordy Omega]

[Virus Battle: Fishy Omega, Fishy Omega]

[Navi Battle: Protoman Omega]

HP: 2000

Attacks: Uses a HeroSword. 300 Damage

Appears in front of you and uses WideSword. 300 Damage

Appears behind you and uses WideSword. 300 Damage

Uses an AirSword. 300 Damage

Attacks three times, creating a triangle. 300 Damage per swipe, total of 900 Damage

Strategy: Stay in the center to easily dodge the AirSword. When he moves forward for WideSword, move forward (or backward if he's behind you). If he uses HeroSword, go down one space.

You'll get a ProtoMnV5 B.

-- Flashman --

Go to Princp's PC 2, to the area where the #7 Navi was. Run along the right edge.

[Virus Battle: Bunny Omega, Bunny Omega, Eleball Omega]

[Virus Battle: Eleball Omega, Eleball Omega]

[Virus Battle: Elebee Omega, Elebee Omega, Elebee Omega]

[Navi Battle: Flashman Omega]

HP: 1500

Electric Element

Attacks: Goes to the leftmost row and uses an electric attack that strikes a panel and each panel touching it non-diagonally. 100 Damage.

Sends a string of colored lightbulbs at you. 100 Damage.

Creates two lightbulbs. A few seconds later, if they haven't been destroyed, he lights them, paralyzing you temporarily.

Uses AreaGrab.

Strategy: Whenever he moves, he'll move two spaces, then pause. Attack during the pause. When the lightbulbs appear, try to destroy them.

You'll get a FlashMnV5 F.

-- Beastman --

Go to Zoo Comp 3. Go to the first cage, then left.

[Virus Battle: Ratty Omega, Ratty Omega]

[Virus Battle: Spikey Omega, Ratty Omega, Ratty Omega]

[Virus Battle: Beetle Omega, Momogra Omega]

[Navi Battle: Beastman]

HP: 1600

Attacks: Drops in front of you and swipes the square in front, as well as one up and one down. 120 Damage

Pauses, then dives at you diagonally. 120 Damage

Disappears, then each claw attacks you, then his head. 120

Damage

Strategy: I do not know a foolproof way to dodge the first attack. To dodge the second attack, move one square up. To dodge the third, go to the back, then alternate between the top and bottom rows to dodge.

You'll get a BeastMnV5 B.

-- Bubbleman --

Go to Yoka 2 and follow the blue path. Get onto the first set of wires you can and follow it.

[Virus Battle: Shrimpy Omega, Shrimpy Omega, Shrimpy Omega]

[Virus Battle: Slimer Omega, Slimer Omega, Pengi Omega]

[Virus Battle: Slimer Omega, Jelly Omega, Jelly Omega]

[Navi Battle: Bubbleman Omega]

HP: 1800

Aqua Element

Attacks: Throws a moving fish thing like a Ratton1. 200 Damage

When his health drops below 450, he conjures a bubble and shoots spears. 300 Damage

Environment: There's a hole in the center, and bubbles come out of it. Touching a bubble causes 200 damage, but they are popped with a single buster shot. In some bubbles are planes, which fly at you once the bubbles pop, also causing 200 damage. Lastly, some bubbles are mines that blow up when you are next to them, and blow up the squares touching them.

Strategy: If you have a Guts style, the machine gun fire can shoot through the bubble hole and attack Bubbleman. When he grows a bubble, shoot with the buster, then use a powerful chip.

You'll get a BubblMnV5 B.

-- Desertman --

Go to Beach Street and jack into the DNN Center van. Go to the right corner.

[Virus Battle: Quaker Omega, Quaker Omega, Quaker Omega]

[Virus Battle: Momogra Omega, Momogra Omega, Quaker Omega]

[Virus Battle: Momogra Omega, SnowBlow Omega]

[Navi Battle: Desertman Omega]

HP: 1600

Attacks: His hands turn into lions and charge you. 200 Damage

Sand pools appear on your panels. 200 Damage

His hands turn into blocks and fall on you. 300 Damage

Environment: All Desertman's panels are sand, and Desertman's head is frequently guarded by small barriers.

Strategy: You need to shoot the barriers out, then use a chip on Desertman's head. Remember that the first hit to his head makes it disappear. If you use a water chip, his head will stay for a second.

You'll get a DesrtMnV5 D.

-- Plantman --

Go to Hosp Comp 3. Use two teleporters, then go up at the intersection, then left.

[Virus Battle: Puffball Omega]

[Virus Battle: Viney Omega]

[Virus Battle: Puffball Omega, Boomer Omega]

[Navi Battle: Plantman Omega]

HP: 2100

Wood Element

Attacks: Places vines in your area that try to grab you. 40 Damage + 30 for each additional hit

Shoots spikes at you. 200 Damage

Plants pink and yellow roses that spread powder on squares horizontal and vertical to them. The pink confuses Megaman, and the yellow paralyzes him.

Creates a leaf shield that absorbs the next attack to heal Plantman.

Strategy: I cannot overemphasize the usefulness of fire chips. Use them to destroy Plantman quickly. When his shield goes up, use your buster on it.

You'll get a PlantMnV5 P.

-- Flamman --

Go to where you fought Flamman originally and go to the square above the left torch.

[Virus Battle: Spikey Omega, Spikey Omega, Spikey Omega]

[Virus Battle: Basher Omega, Spikey Omega, Volcano Omega]

[Virus Battle: Volcano Omega, Metrod Omega, Spikey Omega]

[Navi Battle: Flamman Omega]

HP: 2400

Heat Element

Attacks: Blows a string of fire at you. 150 Damage

Blows a wide range of fire at you. 150 Damage

Environment: Behind Flamman are two candles; if one is green, Flamman is invincible; if one is red, Flamman slowly regains health; if one is orange; two enemies appear on your side. If you shoot the candle enough, the flame dies.

Strategy: Aqua chips work well, and the fire attacks are easy to avoid.

You'll get a FlamManV5 F.

-- Drillman --

Go to where you fought Drillman and walk along the back panels.

[Virus Battle: Mettaur Omega, Mettaur Omega, Mettaur Omega]

[Virus Battle: Momogra Omega, Momogra Omega, Mettaur Omega]

[Virus Battle: Needler Omega, Mettaur Omega]

[Navi Battle: Drillman Omega]

HP: 1800

Attacks: He and two other drills attack you. 200 Damage

40 drills attack you. 200 Damage

Drillman and two other drills pop out of panels in your area, making holes. Rocks then fall. 200 Damage

Strategy: The trick here is damaging him. He always has a drill one square in front of him, so make your folder accordingly. Fill it with things that hit a square behind, like HeatShot, Bubbler, Shotgun, etc. Slow attacks definitely will not work. The most useful things you can use are WideSwords.

You'll get a DrillMnV5 D.

-- Metalman --

Jack into Tamako's cart and take the second left. Stand on the glowing tile.

[Virus Battle: Canodum Omega, Canodum Omega, Canodum Omega]

[Virus Battle: Yort Omega, Wind Omega]

[Virus Battle: Yort Omega, Yort Omega]

[Navi Battle: Metalman Omega]

HP: 1700

Attacks: Fires missiles at you. 120 Damage

Throws his blade and it goes around the outside edges. 120  
Damage

Punches you and cracks a panel. 240 Damage

Environment: There are two gears that travel along the center rows.

Strategy: The missiles are easily dodged, but to dodge his blade  
attack, you need to get to the safe center square. The punch can get  
annoying when it breaks panels and you're trying to escape the blade.  
Be careful.

You'll get a MetalMnV5 M.

-- Kingman --

Go to the second floor of the DNN Center building. Go to the door to  
the editing room and jack into the panel next to it. Run along the  
lower-right side.

[Virus Battle: Swordy Omega, Swordy Omega]

[Virus Battle: Swordy Omega, Trumpy Omega]

[Virus Battle: N.0-Omega, HardHed Omega]

[Navi Battle: Kingman Omega]

HP: 2000

Attacks: Plan-A - Pawns and Knight move closer.

Plan-B - One pawn is replaced with a knight.

Chckmate - The pawns and knight confine you and Kingman  
stomps, raising water one square horizontally and vertically to him.

Environment: There are two pawns that slice you with swords (200  
Damage), and a knight that stomps and sends shockwaves (300 Damage).

Strategy: Try to shoot Kingman when he's visible between the pawns. And  
don't EVER confine the pawns to two spaces; it'll be a lot harder to  
dodge them (don't worry about cracking panels, the pawns won't break  
them). If he uses Chckmate, do not go to the middle square.

You'll get a KingManV5 K.

-- Mistman --

Yes, you can fight him in Blue! How about that? Jack into the DNN  
Center console and go up-left.

[Virus Battle: Puffball Omega, Wind Omega]

[Virus Battle: Totem Omega, Puffball Omega]

[Virus Battle: Totem Omega, Totem Omega, Totem Omega]

[Navi Battle: Mistman Omega]

HP: 2000

Attacks: Mistman coems out of the lamp and dashes at you. 200 Damage

PoisMist: Poison clouds appear, and Mistman may come out of  
any one and attack. 200 Damage

SoulGang: Two weird things come out and try to trap you.

Strategy: The first attack is easy to dodge, and if you're about to be  
hit by Mistman during PoisMist, go through a poison cloud instead.

Remember that you must attack the lamp.

You'll get a MistManV5 M.

-- Bowlman --

Right across from Mistman, on the opposite side of the area.

[Virus Battle: HardHed Omega, HardHed Omega]

[Virus Battle: Boomer Omega, HardHed Omega]

[Virus Battle: HardHed Omega, Basher Omega]

[Navi Battle: Bowlman Omega]

HP: 2000

Attacks: Shoots bowling pins at you. 200 Damage

Bowling pins come out of the ground and Bowlman throws bowling balls at you. If he hits pins, they'll fly at a square. 200 Damage from the ball and pins.

Strategy: The pin attack is easy to avoid, he always shoots the pins in the same pattern. Make sure to move off all yellow squares, as something painful shall happen if you don't. Lastly, watch your feet after his pin shooting attack for holes.

You'll get a BowlManV5 B.

-- Darkman --

Go to Secret Area 1 and take the upper path, then go up twice.

[Virus Battle: Shadow Omega]

[Virus Battle: Dominerd Omega, KillrEye Omega, KillrEye Omega]

[Virus Battle: Dominerd Omega, Shadow Omega]

[Navi Battle: Darkman Omega]

HP: 2000

Attacks: Turns red and shoots fire. 100 Damage

Turns blue and shoots an IceWave. 100 Damage

Turns yellow and uses a Sensor. 100 Damage

Creates holes that bats fly out of. 50 Damage

Creates a Shadow enemy. 100 Damage

Strategy: All of his attacks are fairly easy to avoid.

You'll get a DarkManV5 D.

-- Japanman --

Go to Secret Area 2 and take the path to area 3. After the second teleporter, keep going up, then take the hidden path.

[Virus Battle: Boomer Omega, Boomer Omega]

[Virus Battle: Brushman Omega, Swordy Omega, Boomer Omega]

[Virus Battle: Swordy Omega, Swordy Omega]

[Navi Battle: Japanman Omega]

HP: 1800

Attacks: Shoots spear heads at you. Max 600 Damage

Shoots a spear wave. 200 Damage

Spins his spear; shoots an energy wave if struck. 200 Damage

Backup - Small men with spears steal the top and bottom rows.

200 Damage

Strategy: The attacks are very easy to avoid. Attack the Backup men to keep panels. Stay at the back of the top or bottom rows, so when he uses the first attack (a real killer), you can go to the other row and be safe.

You'll get a JapanMnV5 Y.

-- Bass --

Go where you found HubBatc.

[Virus Battle: Scuttle, Scutz]  
[Virus Battle: Scuttzer, Scuttlest]  
[Virus Battle: Scuttler, Scuttle Omega]  
[Navi Battle: Bass Omega]

HP: 3000

Aura: 200

Attacks: Shoots an energy ball. 300 Damage  
Shoots several energy balls. 300 Damage  
Shoots a bunch of energy balls. 200 Damage  
Appears in front of you and breaks the line you are on. 100

Damage

Bass uses Gospel's breath. 300 Damage  
2 claws drop, trying to hit you, then Bass uses Gospel's  
breath. 300 Damage

A giant Gospel head appears, shooting a ray and destroying  
most of your area. 500 Damage if you touch the ray

Strategy: As you may have noticed, this guy does a ton of damage with  
each attack. Snctuary + LifeAura makes you invincible to all but one of  
his attacks, however, and thankfully, the stun/no aura rule still  
applies; if you stun him at the right time, he won't put his aura back  
up. Remember to have a FoldrBak to replenish Snctuary and LifeAura, and  
for God's sake, equip an UnderSht.

You'll get 10000 Zennys.

-- Serenade --

Your final Omega battle for the star. Go to where he was before.

[Virus Battle: Scuttle Omega, Scuttle Omega]  
[Virus Battle: AlphaBug Omega, AlphaBug Omega]  
[Virus Battle: AlphaBug Omega, Scuttle Omega]  
[Navi Battle: Serenade Omega]

HP: 2600

Attacks: Shoots an energy ball that moves like an IceWave. 150 Damage  
If hit, will shoot an energy wave. 150 Damage  
A flash appears in front of him and random spaces are  
attacked. 150 Damage

Strategy: There is only one time you can damage Serenade, and that's  
while he does the last attack; your buster does not, repeat, DOES NOT  
affect him during this attack; neither do Standard chips. You can only  
use Mega class chips, or chips like AreaGrab or Prism, so your Giga  
class chip should definitely be FoldrBak. The best way to win is to  
confine Serenade to one panel; at that point, he is damaged by  
anything, anytime. The energy ball is easily dodged. LifeAura will stop  
all of his attacks.

You'll get 10000 Zennys and the red star.

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#### 5.4 - 7 Stars: Final Battle

You're thinking, "I've got 7 stars? Why aren't you shutting up?"  
Because you're not done. Go to the WWW base and enter the doors to  
Alpha. You'll see all the scenes, blah blah blah, then you'll fight  
Bass again. Bass and Wily will be absorbed, and then you'll have your  
final fight. Surprised?

[Alpha Omega]

HP: 3000

Attacks: Swipes its claws at you. 100 Damage

Shoots a machine gun at you. 50 Damage per hit  
Fires a plasma beam at you that cracks the farthest right,  
center panel and the panels above, below, and left of it. 200 Damage  
Uses an electric attack. 200 Damage  
Fires a missile at you that blows up the back two rows. 300  
Damage  
Its claws steal your panels and makes them cracked, lava, or  
poison.

Strategy: Before you can damage Alpha, you need to expose its core.  
Shoot at it until it's exposed, then use a powerful chip, preferably a  
P.A. like MstrStyl. Remember that the GrassStg + Wood style trick  
doesn't work too well anymore, as he'll break the panels you usually  
stand on to shoot Alpha. You'd better have a backup plan.

Sit back and watch the ending. Once it's done, open up your pack to  
find an AlphArmOmega. That's it. You're finally done. Only thing left  
to do is NetBattle with a friend to get the last of the GigaChips.  
Conngratulations.

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## 6 - Chip List

Here's how I'll list the chips.

Chip ##. ChipName Codes Stars  
## Damage  
Element  
Game Description  
My Description  
Where to find:

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### 6.1 - Standard Chips

#### 1. Cannon ABCDE\* \*----

40 Damage

Normal

GD: Cannon to attack 1 enemy

MD: Shoots a projectile at enemies. Slower than a buster.

Found: You start out with it.

Obtained from Canodumb viruses.

BMD in Zoo Comp 3.

#### 2. HiCannon HIJKL\* \*\*---

60 Damage

Normal

GD: Cannon to attack 1 enemy

MD: Shoots a projectile at enemies. Slower than a buster.

Found: Obtained from Canodumb2 viruses.

#### 3. M-Cannon OPQRS \*\*\*--

80 Damage

Normal

GD: Cannon to attack 1 enemy

MD: Shoots a projectile at enemies. Slower than a buster.

Found: Obtained from Canodumb3 viruses.

#### 4. AirShot1 \* \*----

20 Damage

Normal

GD: Knocks enemy back 1

MD: Shoots a projectile at enemies, and knocks them back one square if possible.

Found: You start out with it.

5. AirShot2 \* \*\*---

30 Damage

Normal

GD: Knocks enemy back 1

MD: Shoots a projectile at enemies, and knocks them back one square if possible.

Found: GMD in Beach 1.

6. AirShot3 \* \*\*---

40 Damage

Normal

GD: Knocks enemy back 1

MD: Shoots a projectile at enemies, and knocks them back one square if possible.

Found: Numberman trader, code 15789208.

7. LavaCan1 AGSTV \*-----

90 Damage

Heat

GD: Fires lava fr. area

MD: When an enemy moves in front of Megaman, the lava cannon fires.

Found: Obtained from Volcano viruses.

8. LavaCan2 BDFMO \*\*---

120 Damage

Heat

GD: Fires lava fr. area

MD: When an enemy moves in front of Megaman, the lava cannon fires.

Found: Obtained from Volcaner viruses.

9. LavaCan3 EHJRW \*\*\*--

150 Damage

Heat

GD: Fires lava fr. area

MD: When an enemy moves in front of Megaman, the lava cannon fires.

Found: Obtained from Volcanest viruses.

10. Volcano AGJYZ \*\*\*\*-

150 Damage

Heat

GD: Fires lava from your area

MD: A lava cannon fires, hitting all enemies on the row and on adjacent rows. Each lava panel on your side adds 20 damage.

Found: S-Rank a Volcanest with Custom style without using Navi chips or you buster.

11. Shotgun BFJNT\* \*-----

30 Damage

Normal

GD: Explodes one square behind.

MD: If an enemy is hit with the shotgun, any enemies one space behind will also be hit.

Found: You start out with it.



12. V-Gun DGLPV\* \*----

30 Damage

Normal

GD: Explodes 2 diag. squares

MD: If an enemy is hit with the V-Gun, any enemies diagonal to and one space behind will also be hit.

Found: You start out with it.

13. SideGun CHMSY\* \*----

30 Damage

Normal

GD: Explodes up, down on hit

MD: If an enemy is hit with the sidegun, any enemies one square above or below will also be hit.

Found: You start out with it.

BMD in Yai's HP.

14. Spreader MNOFQ\* \*\*---

30 Damage

Normal

GD: Creates a large explosion

MD: If an enemy is hit with the spreader, any enemies on touching squares will also be hit.

Found: BMD in Prncp's PC 2.

GMD in ACDC 3.

GMD in Beach 1.

Numberman trader, code 31549798.

15. Bubbler ACDEP\* \*----

60 Damage

Aqua

GD: Explodes 1 square behind

MD: If an enemy is hit with the bubbler, any enemies one space behind will also be hit.

Found: Obtained from Shrimpy viruses.

16. Bub-V DEFSV\* \*\*---

60 Damage

Aqua

GD: Explodes 2 diag. Squares

MD: If an enemy is hit with the Bub-V, any enemies one space diagonally behind will also be hit.

Found: Obtained from Shrimpy2 viruses.

17. BublSide BEFGR\* \*\*\*--

60 Damage

Aqua

GD: Explodes up, down on hit

MD: If an enemy is hit with the BublSide, any enemies one square above or below will also be hit.

Found: Obtained from Shrimpy3 viruses.

18. HeatShot BHIJP\* \*----

40 Damage

Heat

GD: Explodes one square behind

MD: If an enemy is hit with the HeatShot, any enemies one space behind will also be hit.

Found: Obtained from Spikey viruses.

19. Heat-V FIJKV\* \*\*---

40 Damage

Heat

GD: Explodes 2 diag. Squares

MD: If an enemy is hit with the Heat-V, any enemies behind and diagonal to it will also be hit.

Found: Obtained from Spikey2 viruses.

20. HeatSide CJKLT\* \*\*\*--

40 Damage

Heat

GD: Explodes up, down on hit

MD: If an enemy is hit with the HeatSide, any enemies one space above or below will also be hit.

Found: Obtained from Spikey3 viruses.

BMD in Hosp Comp 3.

21. MiniBomb BGLoS\* \*----

50 Damage

Normal

GD: Throws a bomb 3 squares

MD: You throw a bomb at the square three squares in front of you.

Found: You start out with it.

22. SnglBomb DFHJT\* \*----

50 Damage

Normal

GD: Throws a big bomb 3 squares

MD: You throw a bomb at the square three squares in front of you that explodes one square up and one down.

Found: Obtained from Beetle viruses.

23. DublBomb ACHKQ\* \*\*---

50 Damage

Normal

GD: Throws 2 big bombs 3 squares

MD: You throw two bombs at the square three squares in front of you that explodes one square up and one down.

Found: Obtained from Deetle viruses.

24. TrplBomb EINPW \*\*\*--

50 Damage

Normal

GD: Throws 3 big bombs 3 squares

MD: You throw three bombs at the square three squares in front of you that explodes one square up and one down.

Found: Obtained from Geetle viruses.

25. CannBall ADFLP\* \*\*\*--

160 Damage

Normal

GD: Breaks third panel ahead

MD: You throw a cannonball at the square three squares in front of you that breaks the panel.

Found: Obtained from HardHead viruses.

26. IceBall FIMQS\* \*\*\*--

120 Damage

Aqua

GD: Freezes 3rd sqr. Ahead

MD: You throw an ice ball at the square three squares in front of you that turns the panel to ice.

Found: Obtained from ColdHead viruses.

27. LavaBall BCHNW\* \*\*\*--

140 Damage

Heat

GD: Shoot lava 3rd sq. ahead

MD: You throw an lava ball at the square three squares in front of you that turns the panel to lava.

Found: Obtained from HotHead viruses.

28. BlkBomb1 FLNPZ \*\*---

120 Damage

Heat

GD: Firebomb hits 3rd square ahead!

MD: You throw a bomb that hits three squares ahead. If it hits an enemy, it does 120 damage to the enemy. If it doesn't hit and you hit it with a fire attack, it deals 120 damage to all enemies.

Found: BMD in Hades Isle.

29. BlkBomb2 DIKQS \*\*\*--

170 Damage

Heat

GD: Firebomb hits 3rd square ahead!

MD: You throw a bomb that hits three squares ahead. If it hits an enemy, it does 170 damage to the enemy. If it doesn't hit and you hit it with a fire attack, it deals 170 damage to all enemies.

Found: BMD in Undernet 2.

30. BlkBomb3 CGLUY \*\*\*\*-

220 Damage

Heat

GD: Firebomb hits 3rd square ahead!

MD: You throw a bomb that hits three squares ahead. If it hits an enemy, it does 220 damage to the enemy. If it doesn't hit and you hit it with a fire attack, it deals 220 damage to all enemies.

Found: Yoka 1 BugFrag trader.

31. Sword EHLSY \*----

80 Damage

Normal

GD: Cuts enemy in front! Range: 1

MD: You slice the enemy one square in front of you.

Found: You start out with it.

GMD in ACDC 1.

Complete Job 21.

32. WideSwrd CELQY \*\*---

80 Damage

Normal

GD: Cuts enemy in front! Range: 3

MD: You slice all enemies in the row one row in front of you.

Found: You start out with it.

BMD in ACDC 1.

Complete Job 21.

33. LongSwrd EILRY \*\*\*--

80 Damage

Normal

GD: Cuts enemy in front! Range: 2

MD: You slice enemies in the two spaces directly in front of you.

Found: BMD in ACDC 3.

34. FireSword FNPRU \*\*\*--

130 Damage

Heat

GD: Fire: cuts fwd 3 squares

MD: A WideSword of the fire element.

Found: Obtained from Swordy2 viruses.

35. AquaSword AHNPT \*\*\*--

150 Damage

Aqua

GD: Water: Cuts fwd 3 squares

MD: A WideSword of the water element.

Found: Obtained from Swordy3 viruses.

36. ElecSword EKNPV \*\*\*--

130 Damage

Electric

GD: Elec: Cuts fwd 3 squared

MD: A WideSword of the electric element.

Found: HdesFldr; N1-FldrA.

37. BambSword BLNPW \*\*\*--

140 Damage

Wood

GD: Wood: Cuts fwd 3 squares

MD: A WideSword of the wood element.

Found: HdesFldr; N1-FldrA.

38. CustSword BFRVZ \*\*\*--

???? Damage

Normal

GD: Cust Gauge = Atk Str

MD: The attack power of your sword is directly related to how full your custom gauge is. If the gauge becomes full, the sword does no damage.

Found: It is included in Fldr2.

BMD in SciLab 1.

39. VarSword BCDEF \*\*\*\*-

160 Damage

Normal

GD: A magical shifting sword

MD: If you hold down A and implant certain combinations fast enough, the VarSword does many different things.

Found: Numberman trader, code 63997824.

40. AirSword CEHJR\* \*\*\*--

100 Damage

Normal

GD: Wide sword with air attack!

MD: A WideSword that fires a slash wave at enemies.

Found: N1-FldrD.

41. StepSword LMNOP \*\*\*\*-

130 Damage

Normal

GD: 2 steps, then use wide sword

MD: You go forward 2 squares, then use a WideSwrd attack.

Found: Complete Job 8.

BMD in Undernet 4.

42. StepCros PQRST \*\*\*\*-

130 Damage

Normal

GD: 2 steps, then use cross atk

MD: You go forward 2 squares, then slice enemies in an X pattern. Any enemy directly in front of you is hit twice.

Found: Numberman trader, code 76889120.

Complete Job 24.

43. Slasher BDGRS \*\*\*--

240 Damage

Normal

GD: Cut while A button is held!

MD: If you are holding A when an enemy enters your area, you'll slice them.

Found: It is included in Fldr2.

Complete Job 5.

44. ShockWav DHJLR \*-----

60 Damage

Normal

GD: Shock through enemies

MD: You send a shockwave that keeps going forward and damaging all enemies in its path. Stopped by viruses.

Found: Obtained from Mettaur viruses.

45. SonicWav GIMSW \*\*---

80 Damage

Normal

GD: Shock through enemies

MD: You send a shockwave that keeps going forward and damaging all enemies in its path. Stopped by viruses.

Found: Obtained from Mettaur2 viruses.

46. DynaWave ENQTV \*\*\*--

100 Damage

Normal

GD: Shock through enemies

MD: You send a shockwave that keeps going forward and damaging all enemies in its path. Stopped by holes.

Found: Obtained from Mettaur3 viruses.

47. BigWave EJMPY \*\*\*\*-

190 Damage

Normal

GD: Shck wave cracks panels

MD: You send a shockwave that keeps going forward, cracking all panels and damaging all enemies in its path. Stopped by holes.

Found: S-Rank a Mettaur3 with Custom style without using Navi chips or your buster.

Chip merchant in Secret Area 2.

48. GutPunch BCDEF \*-----

80 Damage

Normal

GD: Punch pushes 1 square

MD: You punch the enemy one square in front of you and push it back one square.

Found: GMD in Yoka 2.

Complete Job 21.

49. GutStrgt OPQRS \*\*---

100 Damage

Normal

GD: Punch 2 square range

MD: You punch an enemy up to two squares in front of you and push it back one square.

Found: BMD in Hosp Comp 2.

Numberman trader, code 95913876.

50. GutImpct GHIJK \*\*\*--

160 Damage

Normal

GD: Punch pushes 1 square

MD: You punch the enemy one square in front of you and push it back one square.

Found: Complete Job 21.

51. DashAtk CDGJZ\* \*-----

90 Damage

Normal

GD: Dash through enemies!

MD: Slow-moving attack that makes you dash along a horizontal row, attacking enemies. If you're hit, the attack stops.

Found: Obtained from Fishy viruses.

GMD in ACDC 3.

52. Burner BFQSW \*\*\*--

130 Damage

Heat

GD: Envelops you in flame!

MD: You throw a flame that burns one square up, down, left and right.

Found: Obtained from Fishy2 viruses.

53. Condor BILSZ \*\*\*\*-

180 Damage

Normal

GD: Charge atk pierces enemies

MD: You charge through all enemies on your horizontal row.

Found: Obtained from Fishy3 viruses.

54. Burning AFLRS \*\*\*\*-

150 Damage

Heat

GD: Fire atk in cross shape!

MD: The square in front of you and all squares touching it horizontally or vertically burns.

Found: S-Rank a Fishy2 with a Custom style without using Navi chips or your buster.

55. ZapRing1 AMPQS\* \*-----

20 Damage

Electric

GD: Paralyzing electric ring atk!

MD: Fires a ring that temporarily paralyzes the enemy.

Found: Obtained from Bunny viruses.

56. ZapRing2 BGNRW \*\*---

40 Damage

Electric

GD: Paralyzing electric ring atk!

MD: Fires a ring that temporarily paralyzes the enemy.

Found: Obtained from TuffBunny viruses.

57. ZapRing3 CEOTZ \*\*\*--

60 Damage

Electric

GD: Paralyzing electric ring atk!

MD: Fires a ring that temporarily paralyzes the enemy.

Found: Obtained from MegaBunny viruses.

58. IceWave1 AKMQW\* \*----

80 Damage

Aqua

GD: Creates a 2 sq wide ice wave!

MD: You shoot a snowflake that touches every square on two lines.

Found: Obtained from Pengi viruses.

59. IceWave2 DHLPR\* \*----

100 Damage

Aqua

GD: Creates a 2 sq wide ice wave!

MD: You shoot a snowflake that touches every square on two lines.

Found: Obtained from Pengu viruses.

60. IceWave3 CDJRV \*\*\*--

140 Damage

Aqua

GD: Creates a 2 sq wide ice wave!

MD: You shoot a snowflake that touches every square on two lines.

Found: Obtained from Pengon viruses.

61. Yo-Yo1 CDEFG\* \*----

40 Damage

Normal

GD: 3-square yo-yo attack!

MD: You throw out a yo-yo that stretches three squares and can attack the enemy twice.

Found: Obtained from Yort viruses.

Complete Job 1.

62. Yo-Yo2 HIJKL \*\*---

50 Damage

Normal

GD: 3-square yo-yo attack!

MD: You throw out a yo-yo that stretches three squares and can attack the enemy twice.

Found: Obtained from Yart viruses.

63. Yo-Yo3 MNO PQ \*\*\*--

60 Damage

Normal

GD: 3-square yo-yo attack!

MD: You throw out a yo-yo that stretches three squares and can attack the enemy twice.

Found: Obtained from Yurt viruses.

64. AirStrm1 AFHOS \*----

50 Damage

Normal

GD: Creates three whirlwinds

MD: Three whirlwinds appear that turn toward the enemies.

Found: Obtained from SnowBlow viruses.

65. AirStrm2 CGHMMW \*\*---

60 Damage

Normal

GD: Creates three whirlwinds

MD: Three whirlwinds appear that turn toward the enemies.

Found: Obtained from LowBlow viruses.

66. AirStrm3 AGINV \*\*\*--

70 Damage

Normal

GD: Creates three whirlwinds

MD: Three whirlwinds appear that turn toward the enemies.

Found: Obtained from MoBlow viruses.

67. Arrow1 BEMQT \*----

100 Damage

Electric

GD: Bee fly diagonal paths

MD: You shoot a bee at the enemy, which attacks on a diagonal.

Found: Obtained from Elebee viruses.

68. Arrow2 FRSUZ \*\*---

130 Damage

Electric

GD: Bee fly diagonal paths

MD: You shoot a bee at the enemy, which attacks on a diagonal.

Found: Obtained from EleHornet viruses.

69. Arrow3 AHJNP \*\*\*--

160 Damage

Electric

GD: Bee fly diagonal paths

MD: You shoot a bee at the enemy, which attacks on a diagonal.

Found: Obtained from EleWasp viruses.

70. Ratton1 ACFHJ \*----

80 Damage

Normal

GD: Crawling rat, turns once

MD: This rat goes forward until an enemy is vertical to it, at which point it turns.

Found: Obtained from Ratty viruses.

71. Ratton2 ACFNO \*\*---

100 Damage

Normal

GD: Crawling rat, turns once

MD: This rat goes forward until an enemy is vertical to it, at which point it turns.

Found: Obtained from Ratty2 viruses.

72. Ratton3 ACFRS \*\*\*--



120 Damage

Normal

GD: Crawling rat, turns once

MD: This rat goes forward until an enemy is vertical to it, at which point it turns.

Found: Obtained from Ratty3 viruses.

73. FireRatn BFHMY \*\*\*--

230 Damage

Heat

GD: Activates when hit w/ fire!

MD: You place a large Ratton. Hit it with a fire attack and it will move very fast and attack an enemy for 230 damage.

Found: BMD in the DNN stage console.

74. Wave EILST \*\*\*--

80 Damage

Aqua

GD: Creates a wave that moves 3sq

MD: One wave appears on each row, and goes 3 squares forward. Stopped by holes and viruses.

Found: Obtained from Jelly viruses.

75. RedWave BFJRU \*\*\*--

90 Damage

Heat

GD: Creates a 3sq wave of lava

MD: One wave appears on each row, and goes 3 squares forward. Stopped by holes and viruses.

Found: Obtained from HeatJelly viruses.

76. MudWave DGMVZ \*\*\*--

100 Damage

Wood

GD: Mud wave advances 3 squares

MD: One wave appears on each row, and goes 3 squares forward. Stopped by holes and viruses.

Found: Obtained from ErthJelly viruses.

77. Tornado CLRTU \*\*---

20 Damage

Normal

GD: An 8-hit tornado 2 sq ahead

MD: A tornado appears 2 squares in front of you and attacks the enemy 8 times for a total of 160 damage.

Found: SciLab Square chip merchant.

78. Spice1 BDISZ\* \*-----

80 Damage

Wood

GD: Dangerous powder on all grass

MD: All grass panels cause 80 damage.

Found: Obtained from Mushy viruses.

79. Spice2 CFIKR \*\*---

110 Damage

Wood

GD: Dangerous powder on all grass

MD: All grass panels cause 110 damage.

Found: Obtained from Mashy viruses.

80. Spice3 DFJOQ \*\*\*--

140 Damage

Wood

GD: Dangerous powder on all grass

MD: All grass panels cause 140 damage.

Found: Obtained from Moshy viruses.

81. Shake1 EGRSU \*----

90 Damage

Normal

GD: Vertical shaking 3sq ahead

MD: A Heavy appears 3 squares ahead and moves back and forth.

Found: Obtained from Heavy viruses.

82. Shake2 BFILQ \*\*---

110 Damage

Normal

GD: Vertical shaking 3sq ahead

MD: A Heavier appears 3 squares ahead and moves back and forth.

Found: Obtained from Heavier viruses.

83. Shake3 DMRTZ \*\*\*--

140 Damage

Normal

GD: Vertical shaking 3sq ahead

MD: A Heaviest appears 3 squares ahead and moves back and forth.

Found: Obtained from Heaviest viruses.

84. NoBeam1 CFGKW \*\*---

200 Damage

Normal

GD: Fires if something behind

MD: If an object is behind Megaman, he fires the NoBeam1, attacking all enemies on the row.

Found: Obtained from N.0 viruses.

85. NoBeam2 EISUY \*\*\*--

260 Damage

Normal

GD: Fires if something behind

MD: If an object is behind Megaman, he fires the NoBeam2, attacking all enemies on the row.

Found: Obtained from N.0-2 viruses.

86. NoBeam3 HVMWZ \*\*\*\*-

300 Damage

Normal

GD: Fires if something behind

MD: If an object is behind Megaman, he fires the NoBeam3, attacking all enemies on the row.

Found: Obtained from N.0-3 viruses.

87. Hammer BGLPT\* \*\*---

100 Damage

Normal

GD: Hammer smashes front!

MD: You pull out a hammer and crack the panel in front of you, dealing 100 damage to an enemy.

Found: BMD in Zoo Comp 4.

88. Geyser BCLSW \*\*\*\*-

200 Damage

Aqua

GD: Geyser 3 squares forward

MD: Megaman throws a spark 3 squares in front of him; if it lands on an empty panel, all panels touching it will spout geysers.

Found: PMD in a secret jack-in spot behind the panda cage.

89. Rope1 DGLMO\* \*-----

50 Damage

Wood

GD: Entwines adjacent enemies!

MD: Any enemy next to Megaman is caught in vines and damaged several times.

Found: Obtained from Viney viruses.

90. Rope2 EGOTU \*\*----

70 Damage

Wood

GD: Entwines adjacent enemies!

MD: Any enemy next to Megaman is caught in vines and damaged several times.

Found: Chip trader in the hospital.

91. Rope3 HITUV \*\*\*--

90 Damage

Wood

GD: Entwines adjacent enemies!

MD: Any enemy next to Megaman is caught in vines and damaged several times.

Found: Chip trader in the hospital.

92. Boomer1 FHJMT\* \*-----

60 Damage

Wood

GD: Boomerang encircles field

MD: A boomerang circles the outer edges of the battlefield.

Found: Obtained from Boomer viruses.

93. Boomer2 EIKNV\* \*\*----

80 Damage

Wood

GD: Boomerang encircles field

MD: A boomerang circles the outer edges of the battlefield.

Found: Obtained from Gloomer viruses.

94. Boomer3 LOPUZ \*\*\*--

100 Damage

Wood

GD: Boomerang encircles field

MD: A boomerang circles the outer edges of the battlefield.

Found: Obtained from Doomer viruses.

95. PoisMask AFNQV\* \*-----

0 Damage

Normal

GD: Poison area w/ A button!

MD: A mask appears in front of Megaman, sending poison smoke along the

horizontal row it's on as you hold A. Slowly damages enemies, ignores auras.

Found: Obtained from PuffBall viruses.

96. PoisFace ANQVW\* \*\*---

0 Damage

Normal

GD: Spread poison w/ A button!

MD: A mask appears in front of Megaman, spreading poison to all panels touching it as you hold A. Slowly damages enemies, ignores auras.

Found: Obtained from GoofBall viruses.

97. RockArm1 DHJOP\* \*----

100 Damage

Normal

GD: Paralyzes enemy w/ earthquake

MD: A Quaker comes down one square in front of you and creates a shockwave, also paralyzing the enemy temporarily.

Found: Obtained from Quaker viruses.

98. RockArm2 GMPSV\* \*\*---

150 Damage

Normal

GD: Paralyzes enemy w/ earthquake

MD: A Shaker comes down one square in front of you and creates a shockwave, also paralyzing the enemy temporarily.

Found: Obtained from Shaker viruses.

99. RockArm3 CILTZ \*\*\*--

200 Damage

Normal

GD: Paralyzes enemy w/ earthquake

MD: A Breaker comes down one square in front of you and creates a shockwave, also paralyzing the enemy temporarily.

Found: Obtained from Breaker viruses.

100. CrsShld1 ACHLP\* \*----

160 Damage

Normal

GD: Guard, and bite into the enemy

MD: A Dominerd appears in front of Megaman for a second. If it is attacked, it deflects the attack and bites the enemy.

Found: Obtained from Dominerd viruses.

101. CrsShld2 BCLST \*\*---

210 Damage

Normal

GD: Guard, and bite into the enemy

MD: A Dominerd2 appears in front of Megaman for a second. If it is attacked, it deflects the attack and bites the enemy.

Found: Obtained from Dominerd2 viruses.

102. CrsShld3 CELNR \*\*\*--

260 Damage

Normal

GD: Guard, and bite into the enemy

MD: A Dominerd3 appears in front of Megaman for a second. If it is attacked, it deflects the attack and bites the enemy.

Found: Obtained from Dominerd3 viruses.

103. Magnum1 ACHTV \*----

120 Damage

Heat

GD: Cursor destroys panel!

MD: A cursor appears momentarily on each row of the enemies panels, like a roulette. Pressing A stops it and deals damage to that row.

Found: Inspect Wily's desk.

Obtained from Basher viruses.

104. Magnum2 BGNOZ \*\*---

150 Damage

Heat

GD: Cursor destroys panel!

MD: A cursor appears momentarily on each row of the enemies panels, like a roulette. Pressing A stops it and deals damage to that row.

Found: Obtained from Smasher viruses.

105. Magnum3 DFISW \*\*\*--

180 Damage

Heat

GD: Cursor destroys panel!

MD: A cursor appears momentarily on each row of the enemies panels, like a roulette. Pressing A stops it and deals damage to that row.

Found: Obtained from Trasher viruses.

106. Plasma1 BDJRT \*----

30 Damage

Electric

GD: Launches electric attack

MD: An Eleball appears in front of Megaman, and electric balls circle it.

Found: Obtained from Eleball viruses.

107. Plasma2 AGKMQ \*\*---

60 Damage

Electric

GD: Launches electric attack

MD: An Elesphere appears in front of Megaman, and electric balls circle it.

Found: Obtained from Elesphere viruses.

108. Plasma3 FINPS \*\*\*--

90 Damage

Electric

GD: Launches electric attack

MD: An Eleglobe appears in front of Megaman, and electric balls circle it.

Found: Obtained from Eleglobe viruses.

109. RndmMetr EISVZ \*\*\*--

100 Damage

Heat

GD: Meteors smash enemies!

MD: A wand appears, and makes random meteors fall on opponents' panels.

Found: Obtained from Metrid viruses.

110. HoleMetr CHJNQ \*\*\*--

100 Damage

Heat

GD: Meteors smash into sq

MD: A wand appears, and meteors fall in a pattern on opponents' panels. It starts with the top-right panel, then moves down to bottom-right, then appears at the top-left, and so on.

Found: Obtained from Metrod viruses.

111. ShotMetr ADFSJ \*\*\*--

100 Damage

Heat

GD: Meteors shoot out forward.

MD: A wand appears, and meteors fall on the row in front of the wand.

Found: Obtained from Metrodo viruses.

112. Needler1 IJMRS \*----

30 Damage

Normal

GD: Advance w/ A, stop to attack

MD: Hold A to make a Nailer appear and go forward. Release A and it will shoot out needles forward, up and down.

Found: Obtained from Nailer viruses.

113. Needler2 FHMTV \*\*---

40 Damage

Normal

GD: Advance w/ A, stop to attack

MD: Hold A to make a Nailer appear and go forward. Release A and it will shoot out needles forward, up and down.

Found:

114. Needler3 DLOUZ \*\*\*--

50 Damage

Normal

GD: Advance w/ A, stop to attack

MD: Hold A to make a Spiker appear and go forward. Release A and it will shoot out needles forward, up and down.

Found: Obtained from Spiker viruses.

115. Totem1 GHMOV \*----

100 Damage

Heat

GD: Creates a totem to blow fire

MD: A Totem appears and blows fire at the enemy, then replenishes 120 points of health if the battle is not over and the totem has not been destroyed.

Found: Obtained from Totem viruses.

116. Totem2 ACETZ \*\*---

140 Damage

Heat

GD: Creates a totem to blow fire

MD: A Totam appears and blows fire at the enemy, then replenishes 120 points of health if the battle is not over and the totem has not been destroyed. It will then do it again.

Found: Obtained from Totam viruses.

117. Totem3 DIKNQ \*\*\*--

180 Damage

Heat

GD: Creates a totem to blow fire

MD: A Totum appears and blows fire at the enemy, then replenishes 120 points of health if the battle is not over and the totem has not been

destroyed. It will then do it twice more.

Found: Obtained from Totun viruses.

118. Sensor1 CKLOP \*\*\*--

100 Damage

Electric

GD: Sensor to watch sq ahead

MD: A KillerEye watches the squares ahead. If an enemy touches one of those squares, they are dealt 100 damage.

Found: Obtained from KillerEye viruses.

119. Sensor2 AGHNS \*\*\*--

130 Damage

Electric

GD: Watches sq ahead or diagonal

MD: A DemonEye watches the squares ahead if place on a center panel, or diagonally towards panels if on an edge. If an enemy touches one of those squares, they are dealt 130 damage.

Found: Obtained from DemonEye viruses.

120. Sensor3 BEJOP \*\*\*--

130 Damage

Electric

GD: Watches sq ahead or diagonal

MD: A JokerEye watches the squares ahead if place on a center panel, or diagonally towards panels if on an edge. If an enemy touches one of those squares, they are dealt 130 damage.

Found: Obtained from JokerEye viruses.

121. MetaGel1 BCDKY\* \*----

90 Damage

Aqua

GD: Gel atk steals a panel!

MD: Three gel enemies come down and steal a row from the opponent; if an opponent is on that row, that square is retained, but the opponent takes 90 damage.

Found: Obtained from Slimer viruses.

122. MetaGel2 EFGPS \*\*---

130 Damage

Aqua

GD: Gel atk steals a panel!

MD: Three gel enemies come down and steal a row from the opponent; if an opponent is on that row, that square is retained, but the opponent takes 130 damage.

Found: Obtained from Slimey viruses.

123. MetaGel3 GHSTU \*\*\*--

170 Damage

Aqua

GD: Gel atk steals a panel!

MD: Three gel enemies come down and steal a row from the opponent; if an opponent is on that row, that square is retained, but the opponent takes 170 damage.

Found: Obtained from Slimest viruses.

124. Pawn BENRY \*\*\*--

90 Damage

Normal

GD: Attack by pressing A button

MD: You place a pawn in front of you that slices when you press A.

Found: It is included in Fldr2.

125. Knight CHMUV \*\*\*--

150 Damage

Normal

GD: Jumps fwd and attacks

MD: The knight jumps one panel forward, to the row you are standing on.

Found: It is included in Fldr2.

126. Rook DFNQU\* \*\*\*--

0 Damage

Normal

GD: Protects you from attacks

MD: A rook appears and stops attacks.

Found: It is included in Fldr2.

127. Team1 ACETZ\* \*\*---

10 Damage

Normal

GD: Powers up when ally is hit

MD: A Twin appears and sends strange attack things on the opponents' panels; if it takes damage, the attacks get stronger.

Found: Chip trader in hospital.

128. Team2 DLPSZ\* \*\*---

0 Damage

Normal

GD: Ally's HP recovered if hurt

MD: If Team2 is in play and your HP reaches 1/4 of its maximum, it will be restored; a maximum of 500 HP can be restored.

Found: Talk to a Navi in Beach Square with BlckMind in your NC.

129. TimeBomb JKLMN \*\*\*--

150 Damage

Normal

GD: An area-wide time bomb

MD: You place a time bomb on the opponent's field. When it explodes, it damages all enemies.

Found: Order from Higsby after completing Job 9.

130. Mine ADLRS\* \*\*\*--

300 Damage

Normal

GD: Places a mine in enemy area

MD: A mine appears on a random square in the opponents' field. IF it is stepped on, it will explode.

Found:

131. Lance DEHRZ \*\*\*--

130 Damage

Wood

GD: Lances through back line

MD: Three lances appear and hit the enemies on the back row.

Found: N1-FldrD.

132. Snake DEIRY \*\*\*--

40 Damage

Wood

GD: Snake from hole in area



MD: One snake will pop out of each hole on your panels, and hit the enemy, doing 40 damage each.

Found: Given to you by Higsby after doing his errands.

133. Guard \* \*-----

0 Damage

Normal

GD: Repels enemy's attack

MD: Using this chip brings up a shield for perhaps a half of a second.

If an enemy hits you during that time, the shield will send a shockwave back at the enemy with the same amount of damage.

Found: Obtained from Mettaur viruses.

134. PanlOut1 ABDLS\* \*-----

0 Damage

Normal

GD: Destroys 1 panel in front

MD: You put a hole in the panel in front of you. If you hit an enemy with it, it causes 10 damage.

Found: You start out with it.

GMD in ACDC 1.

135. PanlOut3 CENRY\* \*-----

0 Damage

Normal

GD: Destroys 3 panels in front

MD: You put a hole in the three panels in the row in front of you. If you hit an enemy with it, it causes 10 damage.

Found: BMD in ACDC 3.

136. PanlGrab AHKSY\* \*-----

0 Damage

Normal

GD: Steals 1 enemy square

MD: It takes the enemy square in front of you and gives it to you. If an enemy is hit by it, it causes 10 damage.

Found: GMD in SciLab 2.

137. AreaGrab ELRSY\* \*\*----

0 Damage

Normal

GD: Steals left edge from enemy

MD: It steals the leftmost row of panels that your enemy has any squares of from your enemy and gives them to you. If an enemy is hit by it, it causes 10 damage.

Found: You start out with it.

138. GrabBack AEIKN \*\*\*--

40 Damage

Normal

GD: Retaliate stolen panels!

MD: If GrabBack is in play, and an enemy takes your panels, he receives 40 damage.

Found: BMD in SciLab 2.

139. GrabRvng CGPRY \*\*\*\*-

80 Damage

Normal

GD: Retaliate stolen panels!

MD: If GrabRvng is in play, and an enemy takes your panels, he receives

80 damage.

Found: Complete Job 17.

140. RockCube ACEHR\* \*----

0 Damage

Normal

GD: Places a rock cube in front

MD: A rock cube appears in front of Megaman.

Found:

141. Prism HJKQW \*\*\*--

0 Damage

Normal

GD: Prism fires randomly

MD: A prism appears three squares ahead of Megaman. Any attacks that hit the prism will hit any square touching it.

Found:

142. Wind AEHOS\* \*----

0 Damage

Normal

GD: WindBox blows at enemy area

MD: A WindBox appears and blows the enemies to their back row.

Found: Obtained from WindBox viruses.

143. Fan AGLRT\* \*----

0 Damage

Normal

GD: Vacuum pulls enemies

MD: A VacuumFan appears and pulls the enemies to their front row.

Found: Obtained from VacuumFan viruses.

144. Fanfare CEGLY\* \*\*\*--

0 Damage

Normal

GD: Take no dmg for a while

MD: A Trumphy appears, and you are invincible when it plays.

Found: Obtained from Trumphy viruses.

145. Discord DFNTZ\* \*\*\*--

0 Damage

Normal

GD: Confuses enemies w/ music

MD: A Tuby appears, and enemies are confused when it plays.

Found: Obtained from Tuby viruses.

146. Timpani ANQUW\* \*\*\*--

0 Damage

Normal

GD: Paralyzes enemies w/ music

MD: A Tromby appears, and enemies are paralyzed when it plays.

Found: Obtained from Tromby viruses.

147. Recov10 ACELG\* \*----

0 Damage

Normal

GD: Recovers 10HP

MD: Replenishes 10 points of health.

Found: You start out with it.

BMD in Prncp's PC 1.

148. Recov30 BDFHM\* \*----  
0 Damage  
Normal  
GD: Recovers 30HP  
MD: Replenishes 30 points of health.  
Found: GMD in ACDC 3.

149. Recov50 CEGIN\* \*\*---  
0 Damage  
Normal  
GD: Recovers 50HP  
MD: Replenishes 50 points of health.  
Found: BMD in Beach 1.

150. Recov80 DFHJO\* \*\*---  
0 Damage  
Normal  
GD: Recovers 80HP  
MD: Replenishes 80 points of health.  
Found:

151. Recov120 OQSUW\* \*\*\*--  
0 Damage  
Normal  
GD: Recovers 120HP  
MD: Replenishes 120 points of health.  
Found: BMD in Hosp Comp 1.

152. Recov150 NPRTV\* \*\*\*--  
0 Damage  
Normal  
GD: Recovers 150HP  
MD: Replenishes 150 points of health.  
Found: BMD in WWW Comp 1.

153. Recov200 MNUVW \*\*\*\*-  
0 Damage  
Normal  
GD: Recovers 200HP  
MD: Recovers 200 points of health.  
Found: BMD in Undernet 4.

154. Recov300 ORVWZ \*\*\*\*-  
0 Damage  
Normal  
GD: Recovers 300HP  
MD: Recovers 300 points of health.  
Found:

155. Repair ACDFS\* \*----  
0 Damage  
Normal  
GD: Fix your area's panels  
MD: All of your panels return to normal.  
Found: BMD in Phone Comp (Yai's phone).

156. SloGauge ACRSZ\* \*\*\*--  
0 Damage  
Normal

GD: CustGauge slow down in battle  
MD: During battle, the Custom Gauge slows down for the rest of the battle.

Found: Complete Job 13.

157. FstGauge BEJRY\* \*\*\*--

0 Damage

Normal

GD: CustGauge speeds up in battle

MD: During battle, the Custom Gauge speeds up for the rest of the battle.

Found:

158. Panic ACLRZ\* \*\*\*--

0 Damage

Normal

GD: Confuses enemies if you are

MD: If you are confused when you use Panic, all enemies are confused.

Found: PMD in ACDC 1.

159. Geddon1 DJMOS\* \*\*\*--

0 Damage

Normal

GD: Cracks all panels!

MD: All panels become cracked.

Found: Examine the door to the left on the first floor of the hospital.

160. Geddon2 FHNOW \*\*\*\*-

0 Damage

Normal

GD: Breaks all empty squares!

MD: All unoccupied squares are broken with holes.

Found: Buried under vines in Hosp Comp 4.

161. Geddon3 CMUWY \*\*\*\*-

0 Damage

Normal

GD: Turns all panels to swamp!

MD: All panels become swamp.

Found: BMD in Secret Area 1.

162. CopyDmg AFHLY\* \*\*\*--

0 Damage

Normal

GD: Duplicate damage on 2nd enemy

MD: If you fire it at an enemy, for a few seconds, any damage to other enemies will affect that enemy as well.

Found: BMD in ACDC 2.

BMD in Zoo Comp 2.

Numberman trader, code 01697824.

163. Invis BEFRS\* \*\*\*--

0 Damage

Normal

GD: Invisible for a while

MD: For a few seconds, you are invisible, and attacks do not affect you.

Found: BMD in SciLab 1.

164. Shadow HJNQU\* \*\*\*--

0 Damage

Normal

GD: Only swrd attacks hurt you

MD: You are temporarily invulnerable to all but sword attacks.

Found: Obtained from Shadow viruses.

165. Mole1 ADHJO\* \*----

0 Damage

Normal

GD: Attacks fr. under ground!

MD: You'll temporarily go underground, and you'll come up to attack.

Found: Obtained from Momogra viruses.

166. Mole2 BGIKR\* \*\*---

0 Damage

Normal

GD: Attacks fr. under ground!

MD: You'll temporarily go underground, and you'll come up to attack.

Lasts longer than Mole1.

Found: Obtained from Momogro viruses.

167. Mole3 CELMQ \*\*\*--

0 Damage

Normal

GD: Attacks fr. under ground!

MD: You'll temporarily go underground, and you'll come up to attack.

Lasts longer than Mole2.

Found: Obtained from Momogre viruses.

168. AirShoes HINUY\* \*\*\*--

0 Damage

Normal

GD: Can stand on empty squares

MD: You can walk over holes.

Found: BMD in jack-in port in path to the Virus Lab in SciLab.

169. Barrier CELRS\* \*----

0 Damage

Normal

GD: Nullifies 10 HP of damage!

MD: A barrier will appear and absorb exactly 10 points of damage.

Found: Complete Job 21.

BMD in Doghouse Cmp (Lan's doghouse).

170. Barr100 EJMRT\* \*\*---

0 Damage

Normal

GD: Nullifies 100HP of damage!

MD: A barrier will appear and absorb exactly 100 points of damage.

Found: BMD in Hosp Comp 4.

171. Barr200 EFHRU \*\*\*--

0 Damage

Normal

GD: Nullifies 200HP of damage!

MD: A barrier will appear and absorb exactly 200 points of damage.

Found:

172. Aura FISUY \*\*\*--

0 Damage

Normal

GD: Repels attacks under 100

MD: An aura will appear and repel any attack under 100. It will disappear if an attack does more.

Found: BMD in Undernet 6.

173. NrthWind ACNSZ \*\*\*--

0 Damage

Normal

GD: Wind removes auras, etc

MD: A wind blows and removes all auras.

Found: Secret Area 2 chip merchant.

174. Mettaur ELMOT \*\*\*\*\*

???? Damage

Normal

GD: Summons a Mettaur to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Mettaur family appear and attack.

Found: Talk to the Breeder scientist after finding the Mettaur family.

175. Bunny ABILR \*\*\*\*\*

???? Damage

Electric

GD: Summons a Bunny to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Bunny family appear and attack.

Found: Talk to the Breeder scientist after finding the Bunny family.

176. Spikey AEGRU \*\*\*\*\*

???? Damage

Heat

GD: Summons a Spikey to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Spikey family appear and attack.

Found: Talk to the Breeder scientist after finding the Spikey family.

177. Swordy DIOSW \*\*\*\*\*

???? Damage

Normal

GD: Summons a Swordy to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Swordy family appear and attack.

Found: Talk to the Breeder scientist after finding the Swordy family.

178. Jelly EJLRY \*\*\*\*\*

???? Damage

Normal

GD: Summons a Jelly to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Jelly family appear and attack.

Found: Talk to the Breeder scientist after finding the Jelly family.

179. Mushy CHMSY \*\*\*\*\*

???? Damage

Normal

GD: Summons a Mushy to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Mushy family appear and attack.

Found: Talk to the Breeder scientist after finding the Mushy family.

180. Momogra GMORU \*\*\*\*\*

???? Damage

Normal

GD: Summons a Momogra to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Momogra family appear and attack.

Found: Talk to the Breeder scientist after finding the Momogra family.

181. KillrEye EIKLR \*\*\*\*\*

???? Damage

Normal

GD: Summons a KillerEye to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the KillerEye family appear and attack.

Found: Talk to the Breeder scientist after finding the KillerEye family.

182. Scuttlst ADEMR \*\*\*\*\*

???? Damage

Normal

GD: Summons a Scuttlest to fight!

MD: Time stops, and a roulette appears. Press A to stop it and have a member of the Scuttlest family appear and attack.

Found: Talk to the Breeder scientist after finding the Scuttlest family.

183. Hole ABSTZ\* \*\*\*\*-

0 Damage

Normal

GD: Open hole to dark world

MD: A hole appears. This chip is required to use some chips, such as DarkAura.

Found: BMD in Secret Area 3.

184. HolyPanl EJLRU\* \*\*---

0 Damage

Normal

GD: Creates a holy pnl in front

MD: A holy panel appears in front of you. Standing on it makes you receive half damage.

Found: Obtained from BrushMan viruses.

185. LavaStge AERTY\* \*\*\*--

0 Damage

Normal

GD: Changes all panls to lava

MD: All panels become lava panels.

Found: Given to you by Mr. Match after delivering FlamData.

186. IceStage CGMQT\* \*\*\*--

0 Damage

Normal

GD: Changes all panls to ice

MD: All panels become ice panels.

Found:

187. GrassStg EJRWZ\* \*\*\*--

0 Damage

Normal

GD: Changes all panls to grass  
MD: All panels become grass panels.  
Found: Bought from the Beach Square chip merchant.

188. SandStge BCQUW\* \*\*\*--

0 Damage

Normal

GD: Changes all panls to sand

MD: All panels become sand panels.

Found:

189. MetlStge DGMOS\* \*\*\*--

0 Damage

Normal

GD: Changes all panels to metal

MD: All panels become metal panels and cannot be broken.

Found: ACDC Square chip merchant.

190. Snctuary ACELS \*\*\*\*-

0 Damage

Normal

GD: Change own panls to holy

MD: All your panels become holy panels.

Found: BMD in Secret Area 3.

191. AntiDmg CFHMS \*\*\*--

100 Damage

Normal

GD: Sets trap & throws stars!

MD: If Megaman is damaged while AntiDmg is in play, he receives no damage and throws a ninja star at all enemies.

Found:

192. AntiSwrd BKRUY \*\*\*\*-

100 Damage

Normal

GD: Retaliate for sword damage

MD: If Megaman is hit by a sword attack while AntiSwrd is in play, you will use 3 AirSwrd attacks for 100 damage each.

Found: Trade a Netopian man at the DNN Center stage a Shadow J.

193. AntiNavi AMNVW \*\*\*\*-

0 Damage

Normal

GD: Takes the enemy's Navi away

MD: In a link battle, if your opponent uses a Navi chip while AntiNavi is in play, you will use it instead.

Found: BMD in Secret Area 3.

194. AntiRecv BDEOS \*\*\*--

0 Damage

Normal

GD: Punish recovery of HPs!

MD: If AntiRecv is in play, and the enemy tries to recover HP, they are dealt damage equal to double the original recovery.

Found: Complete Job 14.

195. Atk+10 \* \*----

0 Damage

Normal



GD: +10 for selected atk chip

MD: This chip adds 10 to the attack power of the chip selected before it, if that chip is an attack chip.

Found: You start out with it.

196. Fire+30 \* \*\*---

0 Damage

Normal

GD: +30 for Fire atk chip

MD: This chip adds 30 to the attack power of the chip selected before it, if that chip is a Fire attack chip.

Found:

197. Aqua+30 \* \*\*---

0 Damage

Normal

GD: +30 for Aqua atk chip

MD: This chip adds 30 to the attack power of the chip selected before it, if that chip is an Aqua attack chip.

Found:

198: Elec+30 \* \*\*---

0 Damage

Normal

GD: +30 for Elec atk chip

MD: This chip adds 30 to the attack power of the chip selected before it, if that chips is an Electric attack chip.

199. Wood+30 \* \*\*---

0 Damage

Normal

GD: +30 for Wood atk chip

MD: This chip adds 30 to the attack power of the chip selected before it, if that chip is a Wood attack chip.

Found:

200. Navi+20 \* \*\*---

0 Damage

Normal

GD: +20 for selected Navi chip

MD: This chip adds 20 to the attack power of the chip selected before it, if that chip is a Navi chip.

Found: Under Square chip merchant.

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## 6.2 - Mega Chips

Muramasa \*\*\*\*\*

???? Damage

Normal

GD: Power= amount of HP lost!

MD: The blade slices two spaces, with damage equivalent to the damage you've received. The maximum is 999 damage.

Found: Numberman trader, code 50098263.

HeroSwrd \*\*\*\*-

180 Damage

Normal

GD: Legendary swrd cuts 3 sq!

MD: This sword slices three squares in front of you.

Found: Numberman trader, code 03284579.

Roll \*\*\*--

20 Damage

Normal

GD: Attack an enemy, heal you

MD: Time stops, and Roll appears. She attacks the enemy 3 times for 60 damage, and replenishes 30 points of health.

Found: Talk to Mayl after she's been hypnotized by Flashman.

RollV2 \*\*\*\*-

30 Damage

Normal

GD: Attack an enemy, heal you

MD: Time stops, and Roll appears. She attacks the enemy 3 times for 90 damage, and replenishes 50 points of health.

Found: Mayl e-mails it to you after you first meet BubbleMan.

RollV3 \*\*\*\*\*

40 Damage

Normal

GD: Attack an enemy, heal you

MD: Time stops, and Roll appears. She attacks the enemy 3 times for 120 damage, and replenishes 80 points of health.

Found: Talk to Mayl after defeating Drillman.

GutsMan \*\*\*--

50 Damage

Normal

GD: Sneaks up to smash panels!

MD: Time stops, and Gutsman appears. He pounds the ground, breaking all panels in front of him and sending three shockwaves, each doing 50 damage. The shockwaves are stopped by holes.

Found: Obtained from defeating Gutsman Alpha.

GutsManV2 \*\*\*\*-

70 Damage

Normal

GD: Sneaks up to smash panels!

MD: Time stops, and Gutsman appears. He pounds the ground, breaking all panels in front of him and sending three shockwaves, each doing 70 damage. The shockwaves are stopped by holes.

Found: Obtained from defeating Gutsman Beta.

GutsManV3 \*\*\*\*\*

90 Damage

Normal

GD: Sneaks up to smash panels!

MD: Time stops, and Gutsman appears. He pounds the ground, breaking all panels in front of him and sending three shockwaves, each doing 90 damage. The shockwaves are stopped by holes.

Found: Obtained from defeating Gutsman Beta.

ProtoMan \*\*\*--

160 Damage

Normal

GD: Moves in to slice the enemy

MD: Time stops, and Protoman appears. He slices each enemy for 160 damage.

Found: Obtained from defeating Protoman.

FlashMan \*\*\*--

50 Damage

Electric

GD: Flash atk paralyzes enemy

MD: Time stops, and Flashman appears. He does a flash attack that paralyzes the enemy temporarily and deals 50 damage.

Found: Obtained from defeating Flashman Alpha.

FlashManV3 \*\*\*\*\*

90 Damage

GD: Flash atk paralyzes enemy

MD: Time stops, and Flashman appears. He does a flash attack that paralyzes the enemy temporarily and deals 50 damage.

Found: Obtained from defeating Flashman Beta.

BeastMan \*\*\*--

40 Damage

Normal

GD: Claw atk 3 squares ahead!

MD: Time stops, and Beastman appears. Each claw attacks the square 3 squares in front of you, then the head goes down the entire line of panels, for a maximum of 120 damage.

Found: Obtained from defeating Beastman Alpha.

BubblMan \*\*\*--

20 Damage

Aqua

GD: Fires several AquaShots

MD:

Found: Obtained from defeating Bubbleman Alpha.

MetalMan \*\*\*--

100 Damage

Normal

GD: Iron fist smashes 1 square!

MD: MetalMan appears where you are and smashes the panel in front of you, breaking it.

Found: Obtained from defeating Metalman.

---

## 6.3 - Giga Chips

FoldrBak \*\*\*\*\*

0 Damage

Normal

GD: Restores all chips & folders

MD: All the chips that you have used return to your folder, including FoldrBak.

Found: Trade 200 BugFrag to the Undernet 2 BugFrag Trader.

Bass+ \*\*\*\*\*

550 Damage

Normal

GD: Dark chip Smashes panels!

MD: You need to have a hole fully open to use Bass+. Bass appears and smashes a row of panels, breaking them.

Found: Obtained from defeating BassGS.

---

## 6.4 - Program Advances

Z-Canon1

120 Damage

Normal

GD: Unlimited Cannon for 5 sec

MD: For 5 seconds, you can fire the cannon as much as you want, and each shot does double damage.

Combinations: Cannon A/Cannon B/Cannon C  
Cannon B/Cannon C/Cannon D  
Cannon C/Cannon D/Cannon E

BubSprd

300 Damage

Aqua

GD: Attk's w/ spreading bubbles!

MD: If the BubSprd hits an enemy, all touching panels are damaged.

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

HeatSprd

300 Damage

Heat

GD: Attk's w/ spreading fireball!

MD: If the HeatSprd hits an enemy, all touching panels are damaged.

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

H-Burst

100 Damage

Normal

GD: Creates a giant explosion

MD: The enemy and surrounding enemies are attacked several times in cross patterns.

Combinations: Spreader M/Spreader N/Spreader O  
Spreader N/Spreader O/Spreader P  
Spreader O/Spreader P/Spreader Q

LifeSword

400 Damage

Normal

GD: Swings a huge 2x3 sword!

MD: You swing a giant sword like a WideSword, but attacks the two rows in front instead of one.

Combinations: Sword E/WideSword E/LongSword E  
Sword L/WideSword L/LongSword L  
Sword Y/WideSword Y/LongSword Y

GelRain

150 Damage

Aqua

GD: Gel steals squares

MD: Many Slimer viruses fall from the sky, stealing squares.

Combinations: MetaGel1 B/MetaGel1 C/MetaGel1 D  
MetaGel2 E/MetaGel2 F/MetaGel2 G  
MetaGel3 S/MetaGel3 T/MetaGel3 U

MstrStyl

100 Damage

Heat/Aqua/Elec/Wood

GD: Megaman unleashes his power

MD: Eight Megamans appear in four styles, interestingly, the four styles from Megaman NT Warrior. Each one attacks for 100 damage, and then the normal Megaman does a 100 damage blast to all enemies.

Combinations: Salamander/Fountain/Bolt/GaiaBlad \*

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7 - Viruses

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7.1 - Virus List

AlphaBug

HP: 180

Found: Alpha

Attacks: Jumps on you and absorbs energy. Its health is constantly replenishing itself.

Chips: None

Basher

HP: 150

Found: WWW Comp 3, 4

Attacks: Cursors appear on your panels; if you stand on one, Basher will destroy that row of panels.

Chips: Magnum1

Beetle

HP: 90

Found: Zoo Comp 3; Beach 2

Attacks: Fires a bomb at you that explodes one square up and one square down.

Chips: SnglBomb

Boomer

HP: 70

Found: ACDC 2; SciLab 2

Attacks: Throws a boomerang around the edges of your area.

Chips: Boomer1

BrushMan

HP: 120

Found: Undernet 4

Attacks: Makes Holy Panels on his side, and obstacles on yours.

Chips: HolyPanl

Bunny

HP: 40

Found: ACDC 2, 3; Prncp's PC 1, 2

Attacks: Shoots a ZapRing, which paralyzes you temporarily.

Chips: ZapRing1

Canodumb

HP: 60

Found: ACDC 1, 2, 3; Prncp's PC 1, 2

Attacks: Puts out crosshairs; if you are caught in them, it will fire a

cannon shot that hits you if you're in its way.

Chips: Cannon

Canodumb2

HP: 90

Found: Yoka 1; Hosp Comp 1

Attacks: Puts out crosshairs; if you are caught in them, it will fire a cannon shot that hits you if you're in its way.

Chips: HiCannon

Canodumb3

HP: 130

Found: WWW Comp 1

Attacks: Puts out crosshairs; if you are caught in them, it will fire a cannon shot that hits you if you're in its way.

Chips: M-Cannon

Deetle

HP: 130

Found: Beach 2

Attacks: Fires a bomb at you that explodes on each square touching horizontally and vertically.

Chips: DublBomb

Dominerd

HP: 100

Found: Undernet 4

Attacks: Disappears and protects a virus; when it is struck, it moves to your square and attacks; this is the only time it is vulnerable.

Chips:

Eleball

HP: 80

Found: ACDC 2; Prncp's PC 2

Attacks: If you get next to it, it sends out balls of electricity that circle it.

Chips: Plasmal

Elebee

HP: 130

Found: WWW Comp 2

Attacks: Appears on your panels and dives at you.

Chips: Arrow1

Elesphere

HP: 150

Found: WWW Comp 1

Attacks: Attacks: If you get next to it, it sends out balls of electricity that circle it.

Chips: Plasma2

Fishy

HP: 90

Found: SciLab 1, 2; Beach 2

Attacks: If you are on the same row as it, it will dash at you.

Chips: DashAtk

Fisky3

HP: 240

Found: Undernet 4; WWW Cmp 4

Attacks: If you are on the same row as it, it will dash at you.

Chips: Condor

Gloomer

HP: 140

Found: Undernet 4; WWW Cmp 4

Attacks: Throws a boomerang around the edges of your area.

Chips: Boomer2

Heavy

HP: 100

Found: Undernet 4

Attacks: Slides back and forth on your panels trying to hit you.

Chips: Shake1

KillerEye

HP: 140

Found: Undernet 2; WWW Comp 1, 2; Alpha

Attacks: Puts out sights; if you're caught in them, shoots a beam at you.

Chips: Sensor1

MegaBunny

HP: 160

Found: WWW Comp 1

Attacks: Throws a ZapRing that paralyzes you temporarily.

Chips: ZapRing3

Metrid

HP: 150

Found: Undernet 1,2

Attacks: Sends out random meteors.

Chips: RndmMetr

Mettaur

HP: 40

Found: ACDC 1, 2, 3; Prncp's PC 1, 2

Attacks: Sends a shockwave that hits all panels in front of it.

Chips: Guard, ShockWav

Mettaur2

HP: 60

Found: Zoo Comp 3, 4; Beach 2; Hosp Comp 1

Attacks: Sends a shockwave that hits all panels in front of it.

Chips: Guard, SonicWav

Mettaur3

HP: 120

Found: Undernet 4; WWW Comp 4

Attacks: Sends a shockwave that hits all panels in front of it.

Chips: Guard, DynaWave

Momogra

HP: 60

Found: Hades Isle

Attacks: Stays in the ground, then appears behind you and whacks you with a shovel.

Chips:

Momogro

HP: 130

Found: WWW Comp 4

Attacks: Stays in the ground, then appears behind you and whacks you with a shovel.

Chips:

Mushy

HP: 50

Found: Hosp Comp 1

Attacks: Spreads poisonous powder on all grass.

Chips: Spicel

Nailer

HP: 140

Found: WWW Comp 1, 2

Attacks: Fires nails horizontally and vertically. Periodically moves onto your panels, shooting nails.

Chips:

Quaker

HP: 80

Found: SciLab 1, 2

Attacks: Jumps up and lands, causing a shockwave.

Chips: RockArml

Ratty

HP: 40

Found: Zoo Comp 3

Attacks: Fires a rat projectile that turns once when you're vertical to it.

Chips: Ratton1

Ratty2

HP: 100

Found: Relay Comp

Attacks: Fires a rat projectile that turns once when you're vertical to it.

Chips: Ratton2

Shaker

HP: 140

Found: Beach 1

Attacks: Jumps up and lands, causing a shockwave.

Chips: RockArm2

Shrimpy

HP: 100

Found: Yoka 1, 2; Hades Isle

Attacks: Shoots a bubble at you that hits one square behind when it hits an object or you.

Chips: Bubbler

Shrimpy2

HP: 130

Found: Hades Isle

Attacks: Shoots a bubble at you that explodes in a small V when it hits an object or you.

Chips: Bub-V

Shrimpy3



HP: 160

Found: Hades Isle

Attacks: Shoots a bubble at you that hits one square up or down when it hits an object or you.

Chips: BublSide

Slimer

HP: 90

Found: Yoka 2

Attacks: Jumps and steals panels. If you're next to it, it bonks you.

Chips: MetaGell

Spikey

HP: 90

Found: Zoo Comp 1

Attacks: Fires a flame ball at you.

Chips: HeatShot

Spikey2

HP: 140

Found: Hades Isle

Attacks: Fires a flame ball at you.

Chips: Heat-V

Spikey3

HP: 190

Found: Hades Isle; WWW Comp 3

Attacks: Fires a flame ball at you.

Chips: HeatSide

Swordy

HP: 90

Found: SciLab 2

Attacks: Slices with a Longsword or Widesword.

Chips: LongSwrd

Totem

HP: 100

Found: Hosp Comp 1

Attacks: Fires a flamethrower attack. If the white face is showing, it will recover 150 HP to itself or other viruses.

Chips: Totem1

Trumpy

HP: 90

Found: Beach 2

Attacks: Makes other viruses invincible for a short period of time.

Chips: Fanfare

Viney

HP: 120

Found: Hosp Comp 3

Attacks: Grows vines in your area that grab you if you touch them.

Chips:

WindBox

HP: 100

Found: Yoka 1

Attacks: Blows you to the back panels if a cloud of air hits you.

Chips: Wind

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7.2 - Virus Breeding

- - - - -  
7.21 - Basics

- - - - -  
7.22 - Virus Family Locations

Mettaur - Enter ACDC 1 from Lan's PC and take the second right. You'll fight Mettaur, Mettaur2, and Mettaur3.

Bunny - Complete Job 19.

Spikey - Jack into the gargoyle at Hades Isle and go directly up to fight Spikey, Spikey2, and Spikey3.

Swordy - Go to Undernet 1 and go to the end of the path, to the last stair. Go left and get to the end to fight Swordy, Swordy2, and Swordy3.

Jelly - Go to the entrance to Hades Isle from Beach 2. Keep going down to fight Jelly, HeatJelly and ErthJelly.

Mushy - Take the Cyberline to SciLab 2 and go up the stairs. Take the flrst left and go down. You'll fight Mushy, Mashy and Moshy.

KillrEye - Jack into the principal's computer and go up past all the desks to the screen, then walk along the screen. You'll fight KillerEye, DemonEye and JokerEye.

Momogra - Go to where you originally fought Beastman. You'll fight Momogra, Momogro and Momogre.

Scutt1st - Enter Secret Area 1 and go left. You'll fight Scuttle, Scutz and Scuttler. Go to Secret Area 3 and head toward the BugFrag trader, but take a right where you usually would go left. Go to the end of this platform to fight Scuttzer and Scuttlest.

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8 - Miscellaneous

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8.1 - Folders

- ApprFldr
- 4x AirShot1 \*
- 4x GutPunch D
- Bubbler E
- Bub-V E
- BublSide E
- HeatShot J
- Heat-V J
- HeatSide J
- 3x RndmMetr S
- 3x Plasmal J
- TimeBomb K
- Mine D

3x RockCube \*  
Prism K  
Prism W  
MetalMan M  
MetalManV2 M  
MetalManV3 M

FamFoldr  
2x ZapRing1 A  
3x MetaGel1 C  
3x Boomer1 F  
2x Tornado T  
3x Spicel S  
3x Plasma1 J  
Burner Q  
LavaStge T  
IceStage G  
GrassStg \*  
SandStge B  
Fire+30 \*  
Aqua+30 \*  
Elec+30 \*  
Wood+30 \*  
FlashMan F  
BubblMan B  
BeastMan B  
FlamMan F  
PlantMan P

HdesFldr  
2x Bubbler A  
2x HeatShot B  
3x SnglBomb D  
3x CannBall D  
4x Burner S  
4x Boomer1 H  
WideSwrd Q  
LongSwrd E  
FireSwrd F  
AquaSwrd N  
ElecSwrd V  
BambSwrd W  
2x Recov80 D  
Atk+10 \*  
Roll R  
GutsMan G  
GutsManV2 G

N1-FldrA  
2x HiCannon H  
HiCannon I  
HiCannon J  
3x SonicWav G  
2x ZapRing1 A  
ZapRing1 \*  
Lance Z  
Boomer1 H  
Burner F  
2x Invis \*  
Sword Y

WideSwrd Y  
LongSwrd Y  
LongSwrd L  
LongSwrd R  
FireSwrd F  
AquaSwrd A  
ElecSwrd E  
BambSwrd W  
VarSwrd C  
2x AreaGrab \*  
Roll R  
FlashMan F  
BeastMan B

N1-FldrB  
Cannon A  
2x Cannon B  
Cannon C  
4x AirShot1 \*  
4x Bubbler \*  
4x HeatShot \*  
ZapRing1 A  
ZapRing1 M  
Zapring1 P  
ZapRing1 \*  
Yo-Yo1 C  
Yo-Yo1 E  
Yo-Yo1 G  
Yo-Yo1 \*  
Recov30 F  
Recov30 H  
Recov30 M  
Recov80 D  
Roll R  
GutsMan G

N1-FldrC  
2x MiniBomb \*  
4x SnglBomb H  
4x CannBall P  
2x Hammer T  
4x PanlOut3 \*  
Recov10 \*  
Recov30 \*  
Recov50 \*  
Recov80 \*  
2x PanlGrab \*  
2x AreaGrab E  
Repair \*  
3x Snake I  
Atk+10 \*  
Wood+30 \*

N1-FldrD  
4x Sword Y  
4x WideSwrd L  
2x PanlGrab \*  
AreaGrab \*  
SnglBomb T  
CannBall P

AirSwrdr R  
ShockWav D  
GutPunch C  
DashAtk Z  
Burner Q  
Ratton1 A  
Hammer G  
ZapRing1 M  
Yo-Yol F  
Lance H  
Boomer1 J  
Plasma1 B  
Wind \*  
Fan \*  
Atk+10 \*  
FlashMan F  
BubblMan B

PreFoldr  
2x Ratton1 A  
2x Ratton1 F  
2x ShotGun F  
ShotGun \*  
2x V-Gun G  
V-Gun \*  
2x SideGun Y  
SideGun \*  
Spreader M  
Spreader N  
Spreader O  
DashAtk G  
Lance H  
2x PanlGrab Y  
4x Guard \*  
Sword Y  
WideSwrdr Y  
LongSwrdr Y  
3x Atk+10 \*

XtraFldr  
4x Cannon A  
4x ShotGun J  
4x V-Gun D  
4x SideGun S  
4x AirShot \*  
4x MiniBomb B  
4x Sword L  
WideSwrdr L  
AreaGrab L

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## 8.2 - Alpha And Beta Navis

Beastman Alpha - Go to SciLab 1 (lower) and go up as soon as possible.  
HP: 700

Attacks: Drops in front of you and swipes the square in front, as well as one up and one down. 40 Damage if he appears in front, 20 from behind.

Pauses, then dives at you diagonally. 40 Damage

Disappears, then each claw attacks you, then his head. 40

## Damage

Strategy: I do not know a foolproof way to dodge the first attack. To dodge the second attack, move one square up. To dodge the third, go to the back, then alternate between the top and bottom rows to dodge.

Beastman Beta - Appears randomly in Doghouse Cmp (Lan's doghouse). Remember to use SneakRun.

HP: 900

Attacks: Drops in front of you and swipes the square in front, as well as one up and one down. 60 Damage

Pauses, then dives at you diagonally. 60 Damage

Disappears, then each claw attacks you, then his head. 60

## Damage

Strategy: I do not know a foolproof way to dodge the first attack. To dodge the second attack, move one square up. To dodge the third, go to the back, then alternate between the top and bottom rows to dodge.

Bowlman Alpha - Talk to Bowlman in the DNN Center console.

HP: 1300

Attacks: Shoots bowling pins at you. 80 Damage

Bowling pins come out of the ground and Bowlman throws bowling balls at you. If he hits pins, they'll fly at a square. 70 Damage from the ball and pins.

Strategy: The pin attack is easy to avoid, he always shoots the pins in the same pattern. Make sure to move off all yellow squares, as something painful shall happen if you don't. Lastly, watch your feet after his pin shooting attack for holes.

Bowlman Beta - Talk to Bowlman in the DNN Center console.

HP: 1600

Attacks: Shoots bowling pins at you. 120 Damage

Bowling pins come out of the ground and Bowlman throws bowling balls at you. If he hits pins, they'll fly at a square. 110 Damage from the ball and pins.

Strategy: The pin attack is easy to avoid, he always shoots the pins in the same pattern. Make sure to move off all yellow squares, as something painful shall happen if you don't. Lastly, watch your feet after his pin shooting attack for holes.

Bubbleman Alpha - Go to Yoka 1 (lower) and get on the wires. Go to the first dead end you see.

HP: 800

Aqua Element

Attacks: Throws a moving fish thing like a Ratton1. 80 Damage

When his health drops below 200, he conjures a bubble and shoots spears. 100 Damage

Environment: There's a hole in the center, and bubbles come out of it.

Touching a bubble causes 80 damage, but they are popped with a single buster shot. In some bubbles are planes, which fly at you once the bubbles pop, also causing 80 damage. Lastly, some bubbles are mines that blow up when you are next to them, and blow up the squares touching them.

Strategy: If you have a Guts style, the machine gun fire can shoot through the bubble hole and attack Bubbleman. When he grows a bubble, shoot with the buster, then use a powerful chip.

Bubbleman Beta - Appears randomly in Beach 1 when your health is critical. Use SneakRun.

HP: 500

Aqua Element

Attacks: Throws a moving fish thing like a Ratton1. 120 Damage

When his health drops below 125, he conjures a bubble and shoots spears. 150 Damage

Environment: There's a hole in the center, and bubbles come out of it. Touching a bubble causes 120 damage, but they are popped with a single buster shot. In some bubbles are planes, which fly at you once the bubbles pop, also causing 120 damage. Lastly, some bubbles are mines that blow up when you are next to them, and blow up the squares touching them.

Strategy: If you have a Guts style, the machine gun fire can shoot through the bubble hole and attack Bubbleman. When he grows a bubble, shoot with the buster, then use a powerful chip.

Desertman Alpha - Go to Beach 1 and take the belt down, then right. Go all the way up.

HP: 1200

Attacks: His hands turn into lions and charge you. 80 Damage

Sand pools appear on your panels. 80 Damage

His hands turn into blocks and fall on you. 120 Damage

Environment: All Desertman's panels are sand, and Desertman's head is frequently guarded by small barriers.

Strategy: You need to shoot the barriers out, then use a chip on Desertman's head. Remember that the first hit to his head makes it disappear. If you use a water chip, his head will stay for a second.

Desertman Beta - Found randomly in the Ura Inn TV.

HP: 1600

Attacks: His hands turn into lions and charge you. 120 Damage

Sand pools appear on your panels. 120 Damage

His hands turn into blocks and fall on you. 180 Damage

Environment: All Desertman's panels are sand, and Desertman's head is frequently guarded by small barriers.

Strategy: You need to shoot the barriers out, then use a chip on Desertman's head. Remember that the first hit to his head makes it disappear. If you use a water chip, his head will stay for a second.

Drillman Alpha - Behind the Undernet 6 BugFrag trader.

HP: 900

Attacks: He and two other drills attack you. 120 Damage

14 drills attack you. 120 Damage

Drillman and two other drills pop out of panels in your area, making holes. Rocks then fall. 120 Damage

Strategy: All of his attacks are easy to avoid; the trick is damaging him. He always has a drill one square in front of him, so make your folder accordingly. Fill it with things that hit a square behind, like heatShot, Bubbler, Shotgun, etc. Slow attacks definitely will not work. The most useful things you can use are WideSwords.

Drillman Beta - Appears randomly in Hades Isle.

HP: 1200

Attacks: He and two other drills attack you. 160 Damage

14 drills attack you. 160 Damage

Drillman and two other drills pop out of panels in your area, making holes. Rocks then fall. 160 Damage

Strategy: All of his attacks are easy to avoid; the trick is damaging him. He always has a drill one square in front of him, so make your folder accordingly. Fill it with things that hit a square behind, like heatShot, Bubbler, Shotgun, etc. Slow attacks definitely will not work. The most useful things you can use are WideSwords.

Flamman Alpha - Go to the second large platform in Undernet 5 and go right. He's at the dead end.

HP: 1400

Heat Element

Attacks: Blows a string of fire at you. 80 Damage

Blows a wide range of fire at you. 80 Damage

Environment: Behind Flamman are two candles; if one is green, Flamman is invincible; if one is red, Flamman slowly regains health; if one is orange; two enemies appear on your side. If you shoot the candle enough, the flame dies.

Strategy: Aqua chips work well, and the fire attacks are easy to avoid.

Flamman Beta - Found randomly in Yoka 1.

HP: 1800

Heat Element

Attacks: Blows a string of fire at you. 150 Damage

Blows a wide range of fire at you. 150 Damage

Environment: Behind Flamman are two candles; if one is green, Flamman is invincible; if one is red, Flamman slowly regains health; if one is orange; two enemies appear on your side. If you shoot the candle enough, the flame dies.

Strategy: Aqua chips work well, and the fire attacks are easy to avoid.

Flashman Alpha - Turn right after going down the stairs to ACDC Square.

HP: 500

Electric Element

Attacks: Goes to the leftmost row and uses an electric attack that strikes a panel and each panel touching it non-diagonally. 45 Damage.

Sends a string of colored lightbulbs at you. 30 Damage.

Creates two lightbulbs. A few seconds later, if they haven't been destroyed, he lights them, paralyzing you temporarily.

Uses AreaGrab.

Strategy: Whenever he moves, he'll move two spaces, then pause. Attack during the pause. When the lightbulbs appear, destroy them with your buster. Using VarSword's ElementSonic (B, B, left, down, up) defeats him instantly.

Flashman Beta - Found randomly in ACDC 2.

HP: 700

Electric Element

Attacks: Goes to the leftmost row and uses an electric attack that strikes a panel and each panel touching it non-diagonally. 90 Damage.

Sends a string of colored lightbulbs at you. 60 Damage.

Creates two lightbulbs. A few seconds later, if they haven't been destroyed, he lights them, paralyzing you temporarily.

Uses AreaGrab.

Strategy: Whenever he moves, he'll move two spaces, then pause. Attack during the pause. When the lightbulbs appear, destroy them with your buster. Using VarSword's ElementSonic (B, B, left, down, up) defeats him instantly.

Protoman Alpha - Talk to Chaud after getting past Darkman.

HP: 1300

Attacks: Uses a HeroSword. 150 Damage

Appears in front of you and uses WideSword. 150 Damage

Appears behind you and uses WideSword. 150 Damage

Uses an AirSword. 150 Damage

Strategy: Stay in the center to easily dodge the AirSword. When he moves forward for WideSword, move forward. If he uses HeroSword, go down and back one space.



Protoman Beta - Talk to Chaud after getting past Japanman.

HP: 1600

Attacks: Uses a HeroSword. 200 Damage

Appears in front of you and uses WideSword. 200 Damage

Appears behind you and uses WideSword. 200 Damage

Uses an AirSword. 200 Damage

Attacks three times, creating a triangle. 200 damage per hit,  
total of 600 Damage

Strategy: Stay in the center to easily dodge the AirSword. When he moves forward for WideSword, move forward. If he uses HeroSword, go down and back one space.

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8.3 - Jobs

- Job 1: Please deliver this -

Go to ACDC 1 (near the Cyberline) and turn right. Talk to the Navi and she'll give you Old Tool. Go to Classroom 5A and jack into the blackboard. Talk to the Navi to give him Old Tool. Go back to the other Navi to receive a Yo-Yo1 D.

- Job 2: My Navi is sick -

Go to the SciLab station and talk to the little girl. Give her the Recov30 \* and she'll give a RegUP3.

- Job 3: Help me with my son! -

Go to the Yoka Station and talk to the lady. Go to ACDC 3 and talk to the Navi near the ACDC 2 entrance to fight.

[Virus Battle: Mettaur2, Fishy, Boomer]

Talk to him, then go back and talk to his mother. She'll give you SpinYllw.

- Job 4: Transmission error -

Go to the Virus Research Lab and talk to the scientist in the corner. Go to the zoo and examine the hippopotamus/flamingo computer.

[Virus Battle: Yort, Ratty, Ratty2]

Go back and talk to the scientist to receive an HPMemory.

- Job 5: Chip prices -

Go to ACDC Square and talk to the green Navi in the corner. Go to SciLab Square and talk to the purple Navi near the entrance. Go back to the ACDC Square navi and talk to him. Go back and talk to the other Navi, then return again. Talk to him to receive Slasher B.

- Job 6: I'm broke -

Go to the Ura Inn lobby and talk to the guy in pajamas. Give him 8000 Zennys, then exit. Go in again and talk to him, then go to the entrance to Yoka 1 (upper). Talk to the green Navi and then the purple one to fight.

[Virus Battle: Shrimpy2, Spikey2, Ratty2]

Talk to the green Navi again to get CashData. Return to the man in the inn to get your money back and an HPMemory.

- Job 7: Rare chips for cheap! -

Go to Yai's house and jack into her telephone. Talk to the orange Navi to fight.

[Virus Battle: Twinner, Twinner]

You have to delete them at the same time.

The Navi will give you 10000 Zennys.

- Job 8: Be my boyfriend! -

Go to Beach Square and talk to the bunny Navi. Select "Yeah, that drama!", "My own CyberMetro?", and "Uh, sure..." and the Navi will give you a StepSwrd 0 and shoo you away. If you answer any question wrong, you'll have to fight a virus battle.

[Virus Battle: Fishy, Fishy, Dominerd2]

- Job 9: Will you deliver? -

Go to the bottom of the slope in front of Ura Inn and talk to the old lady; she'll give you a TimeBomb N. Go to the DNN Center and along the path to the stage, you'll see a man. Talk to him to give him the chip, then return to the old lady to get an Invis \*. Go to ACDC Square and give it to the purple Navi. Go back to the old lady to get an Aqua+30 \*.

- Job 10: Look for friends -

Go to ACDC Park. Talk to the guy there and he'll ask you to find his friend, and give you TickStub. Go to Yoka 2 and take the blue path to Yoka 1; continue along the blue path to a green Navi. Talk to him, then jack out and go to the zoo. Talk to the scientist, then go back to the park and talk to the man there. He'll give Tora the money and give you a RegUP3.

- Job 11: Stuntmen wanted! -

Go near the Beach 1 teleporter. Talk to the orange Navi to start five virus battles in a row.

[Virus Battle: Yort, HardHead] (all panels are grass)

[Virus Battle: Spikey2, Mettaur2] (all panels are ice)

[Virus Battle: Fishy, Spikey2, Shrimpy] (all panels are sand)

[Virus Battle: Beetle, Beetle] (all corners are lava)

[Virus Battle: Shrimpy, Shrimpy, Boomer] (all panels are cracked)

Once you're done, they'll pay Tora and give you an HPMemory.

- Job 12: Riot stopped -

Go to Beach Street. Talk to the Netopian to buy ModTools, which are really useful. Go to the DNN Center lobby and talk to the scientist; three Navis are causing havoc, and you need to stop them. Go to the stage and jack in to the console to find the first Navi.

[Virus Battle: Swordy2, Swordy, Momogro]

Leave and go to the elevator. Go to the door and jack in to the panel next to it. Talk to the Navi to fight.

[Virus Battle: Fishy, Fishy, Momogro]

Leave the DNN Center and jack into the truck outside. Talk to the last Navi to fight.

[Virus Battle: Slimer, Slimer, Momogrol]

Once you're done, talk to the scientist. He'll pay Tora and give you a Tally, which will be important later.

- Job 13: Gathering data -

Go to the teacher's lounge in your school. Talk to the man in the back to find a Navi lost InsrData, which has students' health information. Go to SciLab 1 and talk to the program near the WWW door. Go to ACDC 2, where the school lock was, and talk to the Navi. He wants a Yo-Yo1 G, so go to Beach 2 and get one. Give it to him and he'll give you InsrData. Bring it back to the man who gave you the job, and he'll pay Tora and give you a SloGauge \*.

- Job 14: Somebody, please help! -

Go to the principal's office in the ACDC school and talk to the girl there. Jack into the computer and run up to the program. Go left and examine the red panel, then press Red. Go to Prncp's PC 2 and go to the Navi, then go down and left. Inspect the statue, then press Wooden. Go down and inspect the screen, then press 0. Jack out and talk to the teacher to receive AntiRecv B.

- Job 15: Looking for condor -

Go to the zoo and talk to the lady in front of where the parrots where. Go to the hospital, to the room where Mamoru was, and talk to the man to receive Old Doll. Go to ACDC Park and examine the slide to place the Old Doll there, then enter any house and then go back. Examine the condor to catch it, then talk to the woman in the zoo to give the condor back. You'll receive a SubMem.

- Job 16: Help with rehab -

Go to the hospital and jack into the TV in the lobby. Talk to the Navi to fight.

[Virus Battle: Quaker Omega]

[Virus Battle: Viney Omega]

[Virus Battle: Eleball Omega]

[Virus Battle: Puffball Omega]

You'll get the NC program Humor and WWW-ID, which lets you open WWW doors.

- Job 17: Old Master-

Jack into the SciLab vending machine and talk to the purple Navi. Go to the teacher's lounge and examine the books to the far left of the graph. Go to Beach Street and talk to the waitress, then return to the Navi to receive GrabRvng Y.

- Job 18: Catching gang members -

Go to Yoka Square and talk to the program. Go into Yoka 2 and take the path to Yoka 1 (lower). Talk to the Navi to fight.

[Virus Battle: Fishy2, Ratty3]

Go along the blue path to Yoka 1 (upper). Talk to the Navi in the way

to fight.

[Virus Battle: Fishy2, Doomer]

Go to Yoka 1 (upper) and take the first left. Follow the path to the next Navi.

[Virus Battle: Fishy2, Metrod]

Follow the path that Bubbleman took to find the last Navi.

[Virus Battle: Fishy, Trumpy, Fishy2]

Return to the program to receive ExpMemry.

- Job 19: Please adopt a virus! -

Get 50 BugFragS and go to SciLab 2. Talk to the Navi facing the Bunny virus. Give her 50 BugFragS and you'll get Bunny, TuffBunny and MegaBunny, which will be transferred to the virus breeder.

- Job 20: Legendary Tomes -

Go to Hades Isle and jack into the first console. Go onto the right wires, then go up and get on the next bunch of wires. Talk to the Ghost Navi, then go to Under Square. Go forward and right, then talk to the Navi in the corner. Pay him 7000 Zennys for LandTome. For SeaTome, go to Undernet 6 and go forward to the two up conveyor belts; take the one on the left, then the next up belt. Talk to the Navi to fight.

[Virus Battle: Twinnest, Twinnest, N. 0]

The TwinneSts must be defeated at the same time.

You'll get SeaTome. Go along the Undernet 3 path you took to get to Flamman and talk to the Navi in the way. Give him a Magnum1 A and he'll give you SkyTome. If you don't have a Magnum 1 A, you can get one by S-ranking Basher viruses in the WWW Comps 3 and 4. Return to the Ghost Navi to receive FstGauge \*.

- Job 21: Hide and seek! -

Go to the ticket machine in front of the zoo and talk to the kid. Jack into Zoo Comp 1. Go left, then across at the first intersection. Take the next left and talk to the Navi to receive Sword E. Go to Zoo Comp 2 and past the first bendy paths. Go left twice and talk to the Navi to receive WideSwrd E. Head to Zoo Comp 3 and go straight to the next Navi; talk to get GutPunch E. Go to Zoo Comp 4, to where the final puzzle was. Go to the left to find the last Navi and a Barrier E. Talk to the kid to get a GutImpct H.

- Job 22: Finding the blue Navi -

How cute, you have fans...take the path to Undernet 4 and you'll see a green Navi. Talk to it to fight.

[Virus Battle: Spikey3, Metrod, HardHed Omega]

He'll give you an HPMemory.

- Job 23: Give your support! -

Go to Hades Isle and talk to the scientist inside. You'll fight a bunch of viruses.

[Virus Battle: Mettaur3, TuffBunny, Elesphere] (All panels are ice.)

[Virus Battle: Ratty3, Swordy3, Doomer] (Grass and cracked panels.)  
[Virus Battle: Slimest, Pengon, Shrimpy3] (Ice and normal panels.)  
[Virus Battle: Yurt, LowBlow, Trumpy Omega] (Lava and normal panels.)  
[Virus Battle: Totun, Goofball, Vinert] (Grass and poison panels.)  
[Virus Battle: Spikey3, Fishy2, Metrodo] (Grass and cracked panels.)  
[Virus Battle: Elehornet, Swordy3, Scuttlest] (Some panels missing.)  
Remember that a Scuttlest has a 200 aura.

You'll get 30 BugFragS.

- Job 24: Stamp collecting -

Go to the second floor of the hospital and talk to the nurse. Go to ACDC 1 and talk to the program next to the Navi to receive StmpCard. Go to SciLab 1 (upper) and talk to the program on the large area to get one stamp. Go to Yoka 2 and follow the blue path; you'll see the program with the second stamp. Last, go to Beach 1 and take the conveyor belts down and right, then talk to the program. Go back to the program in ACDC 1 and talk to it, then talk to the nurse to get StepCros Q.

- Job 25: Help with a will -

Be warned: this is significantly harder than other jobs; save before each fight. Before you start this job, defeat Beastman Beta. Go to the school and talk to the girl in front of classroom 5A to receive Will. If you look at its description, it says:

```
sierrthtdiia  
qrlmwееееllr  
uraoararvpls
```

Read it from top to bottom BEFORE left to right to find it says:

```
squirrelarmorwaterheaterdevilpillars
```

First the squirrel. Go to the squirrel in ACDC 3 and examine it to fight.

[Virus Battle: Totem Omega, Mushy Omega, Needler Omega]

Jack out and go to the Ura Inn. Inspect the picture of the armor.

[Virus Battle: Heavy Omega, Basher Omega, Volcano Omega]

Go to Yoka 1 and inspect the water heater.

[Virus Battle: Pengi Omega, Slimer Omega, Jelly Omega]

Go to Hades Isle and inspect the left gargoyle.

[Virus Battle: KllrEye Omega, Elebee Omega, Momogra Omega]

Remember: due to the placement of missing panels, you will not be getting behind the Momogra Omega unless you have AirShoes.

Go to the pillar at the entrance of Undernet 4, then go left to the teleporter. Open the security cube and inspect the pillar to get Photo, then you'll have a final virus fight.

[Virus Battle: Twins Omega, Twins Omega, Dominerd Omega]

The Twins Omegas must be defeated at the same time.

Return to the girl and give her the Photo to receive a Recov300 R.

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8 - Frequently Asked Questions

Q: I've beaten Alpha, and I've got the star, but when I resume my game, I go back to the last save!

A: Doesn't matter; you can still do all the stuff that comes after beating Alpha.

Q: I need to get past [Navi]'s security cube. How do I do it?

A: You need to defeat the Beta (V3) version of that Navi.

Q: You have a chip listed, and you don't have all the places it's found.

A: By all means, e-mail me with locations!

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ, but should be?

A: E-mail me concerning any of the above situations. Remember to put 'MMBN3B' somewhere in the subject line so I know what you're talking about. If you e-mail me asking a question that's not in my FAQ because that particular section is incomplete...just don't, because the odds are my answer is 'I don't know.' Soon I will know all, and you can e-mail me then.

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10 - Thanks To...

GameFAQs for posting this on their website.

Cheat Code Central for posting this FAQ.

Faqs.ign.com for posting this (I've got HTML plans for this there!)

Cheats.de for posting this.

Everyone on the GameFAQs board who helped me beat Alpha.

Capcom for making this game.

MIMICMASTERAX for the idea of a diagram in the hospital areas.

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11 - Legal Info

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