

Mega Man Battle Network 3 Blue FAQ/Walkthrough

by PhQ

Updated to v0.9 on Jun 16, 2004

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***** CHECK OUT MY SITE <http://www.worldthree.net> *****

* Megaman Battle Network Blue FAQ/Walkthrough *
* V0.9z Updated: xx/xx/04 *
* Written by PhQ *

* T A B L E O F C O N T E N T S *

* I.	Version history *
* II.	Basics *
* III.	Walkthrough *
* IV.	Shop List *
* V.	Jobs *
* VI.	Bosses *
* VII.	Folders *
* VIII.	Number Machine Codes *
* IX.	Chip Traders *
* X.	Battle Chips *

* XI.	Chip Locations *

* XII.	Program Advances *

* XIII.	Styles *

* XIV.	Navi Customizer *

* XV.	Emails *

* XVI.	Virus Breeder *

* XVII.	Tricks *

* XVIII.	Black Mind & Humor *

* XIX.	Frequently Asked Questions *

* XX.	Copyrights & Stuff *

 * I. Version History *

V0.9z - 17/06/04

- Email change.

V0.9x - xx/xx/04

- Random updates here and there.
- Fixed some grammar errors.

V0.91 - 12/07/03

- Added all chip locations I had on different file and that I forgot to add to 0.90.

V0.90 - 12/06/03

- Changed my site's URL to www.world3.uni.cc
- Fixed a thingie in the walkthrough (Thanks to Simon Chong for correcting it).
- Added Shadow and Bug style change emails (Thanks to Kazuko).
- Added Tricks section.
- More chip locations.
- Completed Jobs section.
- Completed Virus Breeder section.
- Added Black Mind & Humor section.
- Walkthrough complete till the point where you get 5 stars.
- Added more chip details.
- Added some style details.

V0.80 - 07/15/03

- WALKTHROUGH COMPLETED!!! (Well, except the after-game sidequests.)
- Added loads of new chip locations again.
- Added Shield style email, thanks to Jordan Airheart for sending it to me.
- Added Virus Breeder section and info for Mettaur and Bunny virus families.

V0.70 - 07/11/03

- Finished chapter 7 walkthrough.
- Fixed an error in Number Machine codes section. (Thanks to OyajiCool135).
- Added some extra codes, credit for the Reflect one goes to Karl Frauendienst.

- More emails added.
- Added more chip locations and more Frequently Asked Questions.
- Changed stuff in the Copyrights & Stuff section.

V0.60 - 07/02/03

- Finished englishifying the walkthrough made so far.
- Finished chapter 6 walkthrough.
- More chip locations added.
- Removed my email address from the top.

V0.55 - 06/29/03

- Fixed an error in controls section (Thanks to Lord Luke for the correction).
- Englishified more of the walkthrough.
- Added job names, descriptions and words of thanks.
- Englishified stuff till somewhere middle of Plantman chapter.
- Added bunch of new battle chip locations.

V0.54 - 06/24/03

- Added emails section.
- "Englishified" walkthrough till end of chapter 4.
- Added lots of chip locations.

V0.53 - 06/23/03

- Got English version.
- "Englishified" walkthrough till middle of chapter 2.
- "Englishified" some other parts.
- Added some chip locations.
- Replaced Japanese Rockman EXE with English MMBN logo (which looks crappy).

V0.52 - 06/16/03

- Fixed typos.

V0.51 - 06/15/03

- Added info about number machine code '21247895'.
- Added Navi Customizer section.
- Added info for Program Advance #32, Master Style.
- Added info for jobs 14, 15 and 16.
- Updates to bosses section.
- Added chip locations section.
- Added basics section.
- Been wondering why people don't stop asking 'What's the difference between White and Blue versions?'.
- Added info for Custom and Team styles.
- Few lines of walkthrough made (LOL).

V0.50 - 05/02/03

- Added Number Machine codes.
- Bosses section under reconstruction.
- Added Neoseeker to sites that can have this guide.
- Battlechip data from 45 to 57.
- Job info till job #13 written.
- Chapter 5 walkthrough finished.
- Added file size and number of lines to end of file.

V0.40 - 03/13/03

- Added Battle Chips section and added info for chips 1-44.
- Chapter 4 walkthrough finished.
- Guts style info complete.
- Wood element style info complete.
- Added all 5 Jigoku decks.

V0.36 - 03/08/03

- Added ranges of Program Advances as ASCII pictures.
- Added some Program Advances.
- Added Bubbleman to bosses.
- Finished chapter 3 walkthrough.
- Added Higsby's shop info.
- Added Styles section.

V0.35 - 03/06/03

- Changed name from Rockman.EXE 3 Black to Megaman Battle Network 3 Blue.
- Wrote walkthrough till middle of chapter 3.
- Added program advances section.
- Added FAQ section.
- Added nifty ASCII title.

V0.33 - 02/27/03

- Added 2 premade folders.
- Walkthrough up till the part when Mayl wants Typhoon *.

V0.32 - 02/26/03

- Walkthrough made till beginning of N1 challenge in Yokayoka.
- Added info for Flashman V2.
- Added info for Job 3, 4 and 5.
- Little changes in walkthrough.
- Used Chip Trader in Higsby's shop couple more times.
- Added Yokayoka merchant to shop list.

V0.31 - 02/25/03

- Added Folders, Number Machine codes and chip traders section.
- Finished Chapter 2 walkthrough.

V0.3 - 02/21/03

- Added Bosses section
- Walkthrough made till beginning of Zoo Network area 3.
- Changed copyrights & stuff section again.

V0.2 - 02/19/03

- Walkthrough made till end of Navi Customizer tutorial.
- Added Jobs section.
- Changed copyrights & stuff section a bit.

V0.1 - 02/15/03

- Walkthrough made till beginning of School Network.
- Added shop list.

* II. Basics *

-- Controls --

*** Real World ***

- A Examine, talk.
- B Hold to run.
- L Talk to Megaman.
- R Jack in.
- Arrows Move Lan around.

Start Open menu.
Select Does nothing.

*** Net ***

A Examine, talk.
B Hold to run.
L Talk to Lan.
R Jack out.
Arrows Move Megaman around.
Start Open menu.
Select Does nothing.

*** Battle ***

A Activate battlechip.
B Fire buster.
Hold B Charge buster.
L Open custom menu when gauge is full.
R Open custom menu when gauge is full.
Arrows Move Megaman around.
Start Pause.
Select Does nothing.

*** Chip selection screen ***

A Select battlechip, press button.
B Remove battlechip.
L Attempt to escape.
R Check chip description.
Arrows Move cursor.
Start Move cursor on OK button.
Select Hide/Show custom screen.

*** Menus ***

A Select item.
B Deselect item, back to previous menu, close menu.
L Does nothing, browse list up in some screens.
R Does nothing, browse list down in some screens.
Arrows Move cursor, browse lists.
Start Closes menu.
Select Does nothing.

*** Text & Cutscenes ***

A Scroll text.
B Scroll text.
L Does nothing.
R Does nothing.
Arrows Does nothing.
Start Skip cutscene.
Select Does nothing.

*** Navi Customizer ***

A Select menu item/block, place block, open block commands.
B Deselect block.
L Rotate block counter-clockwise.
R Rotate block clockwise.

Arrows Move cursor/block.
Start Move cursor on RUN button.
Select Open password input tool.

-- Battling --

(TODO)

-- Menus --

(TODO)

* III. Walkthrough *

-- Chapter 0: Tutorial --

*** SciLab ***

- Talk to everyone in the room.
- Press R to jack in.
- You will now have to do the 3 practice battles.
- Battle 1: Select 2 cannons and kill the enemies.
- Battle 2: Select AreaGrab and WideSwrd, kill the enemies.
- Battle 3: Select the 3 Recov10 chips but press ADD instead, kill the enemies.

-- Chapter 1: Flashman --

*** ACDC Town ***

- Talk to Dex, Yai and Mayl and leave.
- Leave school and go to the park.
- After the cutscene go to your house and jack in to the doghouse.
- Get Barrier L from the top corner.
- Jack out and go inside Lan's house.
- Go to Lan's room and receive email from Dex.
- Jack in to Lan's computer.

*** Net (ACDC Area) ***

- Walk through your homepage to the net.
- Get Mini Energy subchip from ACDC Area 1 topleft corner.
- Go to ACDC Area 2.
- Get 800 zennys from middle of area 2.
- Get CopyDamage * from top of big white platform.
- There is a net merchant near center of the area.
- Go to area 3.
- There is LongSwrd E chip to the left of entrance.
- There is PanlOut3 * near right corner of the area.
- Go to area 1 bottom part.
- Get WideSwrd L chip from corner of the path.
- Return to area 3.
- Enter ACDC Square.
- There is a subchip shop and a shop in the square.
- Talk to green navi in right corner, accept the test.
- Get O data from ACDC area 3.
- Return to the navi.
- Get X data from ACDC area 2.
- Return to the navi again.

- Get X data from ACDC area 1.
- Return to the navi yet again.
- If you return with a wrong data, you have to do a button test. Just press the buttons shown in the speech bubble 60 times in 1 minute.
- You get Yai's Passcode.

*** ACDC Town ***

- Talk to Lan's mom.
- Go to Lan's room and jack in to the net.
- Go to Yai's homepage (ACDC Area 2).
- Talk to Roll, Gutsman and Glyde.
- Get ReguUP2 and SideGun S from mystery datas in Yai's homepage.
- Go to school's gate.
- Talk with Dex, Yai and Mayl.
- Return to Lan's house and go to the net.

*** Net (ACDC Area) ***

- Go to the big white platform in ACDC Area 2.
- Examine the lock program to disable it.
- You get email from Mayl.
- Jack out and return to school.

*** ACDC Town ***

- Go inside and to 5A classroom.
- Examine the green terrarium and you get Dex's disk.
- Go to the teacher's lounge.
- Jack in to big server.
- Get HPMemory from left corner.
- Get RockCube * chip from right corner and jack out.
- Go to the principal's office.
- Watch the cutscene of Flashman hypnotizing Mayl, Yai and Dex.
- Find Mayl, Dex and Yai and talk to them. When you talk to Mayl you get Roll R.
- There is a ReguUP1 in 5A blackboard.
- Go to 5B classroom and get the parasol.
- Return to principal's office.

*** School Network ***

- Find a small green program and talk to it.
- You gain control of Lan, go to 5B classroom and turn lights on.
- You gain control of Megaman.
- Get 600Z from corner of the platform the program is on.
- Get keydata A from blue platform.
- Get ReguUp1 from left end of white platform the entrance of network is on.
- Return to the program and open the lower gate.
- The first mystery data contains viruses.
- Get keydata B from last platform.
- Return to the program and open the upper gate.
- The first data contains viruses.
- Second one contains Recov10 *.
- Third one on the blue platform contains keydata C.
- Go back and open the last gate.
- Go to area 2.
- Talk to the green navi and you gain control of Lan.
- Go to teacher's lounge and turn lights on.
- You gain control of Megaman.
- Get 1200Z from the big green platform's left side.
- There is a fake chip that contains viruses in mystery data on big blue platforms.
- Password A is in upper end of pencil platform.

- Get HPMemory from the another end.
- There is Spreader P in southwest part of net.
- Mystery data below it contains viruses.
- Password B is above it.
- Password C is below the red statue in end of a white path.
- Return to green platform where the green navi is and open the gate.
- Go north and you'll fight Flashman (300HP).

*** ACDC Town ***

- Leave school.
- You get email from Dex that has Dex's passcode in it.
- Go to park and battle Gutsman (300HP).
- You get Gutsman G chip after you win, no matter what.

- Return to Lan's house and go to sleep.

-- Chapter 2: Beastman --

*** ACDC Town ***

- Chisao, Dex's little brother comes from subway.
- Go to subway station entrance.
- Talk to Yai and Mayl, and then to Chisao.
- Go to 5A classroom and talk to Dex.
- Talk to Dex and battle Gutsman V2 (700HP).
- You get GutsmanV2 G chip after you win, no matter what.
- Get Repair A inside Yai's phone network.
- Go to SciLab (first option in subway ticket menu).

*** SciLab ***

- The scientist near the information desk sells subchips.
- Jack in to vending machine.
- Take ReguUP2 from right corner.
- Talk to green navi to play guessing mini game where you have to guess the correct platform. If you pick correct one, winnings will be doubled, if you pick the wrong one, you lose everything. Playing costs 100Z and you can win up to 6400Z. If you get 6400Z, you'll also win a Prism H chip.
- Jack out and take the elevator to Lan's Dad's lab.
- Jack in to the computer in middle.
- Get 1000Z from bottom corner.
- There is purple mystery data (Need Unlocker subchip to open) that contains BambooSword N in top corner.
- Jack out and talk to scientist next to the computer, you get SubPET.
- You get email from Dex.
- Take elevator to ground floor, you get SciLab Area ticket from the DNN guy.
- Return to Lan's house and go to the net.

*** Net (ACDC Area) ***

- Go to lower ACDC Area 1.
- Open Dex's security cube.
- Get GutPunch B (west) and 200Z (east) from his homepage.
- Exit Dex's homepage and go to the net metro.
- Go to SciLab area.

*** Net (SciLab Area) ***

- Go left, to SciLab Area 1.
- Find Glyde and get Invis * from mystery data next to him.
- Go back to area 2 (where net metro is).
- Climb up the hill and follow the paths to Gutsman.
- Get ReguUP2 from mystery data next to him.
- Go to science square, there is a net merchant.

- Talk to purple navi on rightmost platform to take the N1 challenge.
- First task is a survival battle.
- Battle 1: Bunny, Ratty and Mettaur.
- Battle 2: 2 Cannons and Mettaur2.
- Battle 3: Mettaur2, Eleball and Cannon.
- Talk to navi again and accept part 2 of the challenge.
- Exit the square.
- Talk to Roll, Glyde and Gutsman.
- Head right, through another green gate and follow the path.
- Get GrabBack A and go to area 1.
- Go to purple navi standing in middle of big white platform and talk to it.
- Return to area 2 and go to purple navi near the center of the area and talk to it to battle 3 Rattys.
- Go back to science square and talk to N1 navi to get ACDC Area ticket.
- Go to ACDC Area 2.

*** Net (ACDC Area) ***

- Talk to orange navi near the path that leads to ACDC Area 3.
- Accept his challenge and you battle a survival battle.
- Battle 1: Quaker and Fishy.
- Battle 2: Mattaur2, Boomer, HardHead.
- Battle 3: Fishy and 2 Spikeys.
- After the battles Megaman loses connection to the PET. You have to battle without any battlechips and you can't jack out.
- To exit the net, go to the same computer/homepage you jacked in through and step to the teleporter and you get out.

*** ACDC Town ***

- Megaman will be in the SubPET, you can't jack in now.
- Lan's dad arrives home.
- Go to sleep.
- After waking up, go to school.
- The class is going to Yoka zoo. (#\$&@ translators removed the another Yoka from the name.)

*** Yoka Zoo ***

- There is a scientist selling subchips near the bridge.
- Enter the inn in west.
- Find Dex in corridor, near the door to mud bath (O_o).
- Talk to Mayl in the dormitory.
- Talk to Yai near the fence with a sign.
- Check the sign.
- Watch Lan have... fun.
- Megaman is back in the regular PET.
- Read Dad's email.
- You get Navi Customizer and some program blocks.
- Go through the NC tutorial.
- 1: Put the white solid piece on the command line.
- 2: Put the red textured piece anywhere but not on command line.
- 3: Put last small piece anywhere not on command line or touching the another white block.
- 4: Select RUN.
- Jack in to TV of the room.
- Get Unlocker subchip from right corner and jack out.
- Exit the room.
- You get email from Dad.
- Go to lobby and jack in to samurai armour.
- Get SubMemory from southeast side.
- Jack out and exit the lobby.
- Jack in to cart outside the house.

- Collect mystery datas that have: 900Z and Snake D chip (need Unlocker) and jack out.
- Talk to girl next to the cart to battle Metalman (500HP).
- You get Metalman M chip after you win, no matter what.
- Go to area with the metro station and walk past it to north.
- Jack in to ticket thing near you in left.
- Get ReguUp1 from right corner and jack out.
- Enter the zoo.
- Get Repair * from garbage can in north.
- Go to another zoo area and jack in to hidden terminal behind lion cages.
- Get Geyser B chip from left corner (Needs Unlocker) and ReguUp1 from right corner.
- Jack out.
- Talk to everyone in the zoo, check all animal cages and terminals next to them and then check the fence you saw before but now from other side.
- Go to lion's cage and watch the cutscene.
- Go to the fence you saw earlier, avoiding the animals.
- Go through the inn (dung in the dormitory O_o?!) to area where metro is.
- Go to the electric tower and watch the cutscene.
- Return to zoo area where lion cage is.
- Jack in to terminal next to panda cage.

*** Zoo Network ***

- From first crossroad, turn to right.
- Get 1000Z and turn back, go left instead.
- Follow the path till you reach a virtual cage.
- Turn right, get Geddon1 D from end of the path.
- Return to the cage.
- Go up and examine the mouse-type mettaur.
- Go all the way back to the first green program, which is cat-type program, (southeast from the virtual cage) and take it with you.
- Return to the Mettaur and talk to it to blow it up.
- Follow the path to another virtual cage.
- First go down and get a HPMemory from end of the path.
- Return to the cage and turn right, examine the Mettaur (frog-type) and go back to the cage.
- Get the program directly above the cage (not the one on it) and return to the Mettaur to blow it up. (Snake-type program)
- Follow the path to area 2.
- The path will split in three.
- Go straight ahead and check the mettaur, which is rabbit-type virus.
- Get the middle program, which is rabbit-type, too and blow up the Mettaur.
- Follow the path to crossroad and get 600Z from mystery data near you.
- Head northeast and get Charge+1 customizer block.
- Return to the crossroad and go left, and follow the path to another Mettaur, which is gorilla-type.
- Get second program from left, who is banana-program (LOL).
- Blow up the Mettaur.
- Follow the path to another area with programs and Mettaurs.
- Head southwest from the programs and get CopyDmg * from mystery data.
- Go northeast and check the Mettaurs (There are 2 of them now). First one is sea-lion type virus.
- Take rightmost program, which is a ball-type program, and blow first Mettaur up.
- Next Mettaur is clam-type virus.
- Go back and get middle program (Otter-type).
- Blow up the Met and follow the path to area 3.
- There is a huge tree-type Mettaur blocking the path to northwest, check it and head left.

- There is a Recov30 * in end of the path.
- Get the middle program (beaver-type) and blow up the Mettaur.
- Go past the crossroad to end of the path and get a Cannon C.
- Return to the crossroad and head left.
- Follow the path to yet another net-cage and check the two mettaurs below you. They are both panda-type viruses. First is hungry and second is bored.
- Head left, past the cage, and follow the path.
- Get SneakRun Navi Customizer block from end of the path.
- Return to the cage and take top-left and top-right programs (Tire and bamboo type programs).
- Blow up the Mets and head southeast to a crossroad.
- Follow the path and you'll see some Mets again. First one is mongoose-type.
- Get the leftmost program (cobra-type) to blow up first Met.
- Check 2nd Mettaur, which is a heavy jar type virus, and get the top program, which is octopus-type.
- Blow second Mettaur up and head to Area 4!
- Follow the path and turn left in first crossroad.
- Get ReguUP2 from end of the path and return to crossroad.
- Head northeast and examine the 2 Mettaurs. There is a monkey type virus chomping away on a peanut type virus.
- Head south and examine the single Mettaur, blocking way to programs that can destroy the 2 Mettaurs. It is a parrot type virus.
- Head right and get HP+100 NC block.
- Take the lower program (tongue-twister type) and blow up the single Mettaur.
- Head south to web-cage.
- Get the 2 programs on left (chestnut and walnut types) and blow up the two Mettaurs.
- Follow the path and get Hammer T on the way.
- Head to the 3 Mettaurs and examine them. They need something to complete their sets.
- Get leftmost program (dog-type), right program standing on the cage (tiger-type) and top-right program (sheep-type) to blow the Mettaurs up.
- Follow the path to Beastman (500HP)...

-- Chapter 3: Bubbleman --

*** ACDC Town ***

- Talk to Mayl, Yai and Dex.
- You get email from Higsby, his chip shop is open again!
- Get ReguUP2 from bookshelf in 5B classroom.
- There is a 3 chip trader in the shop.
- There is also a number code machine that gives you stuff when you enter codes to it (See Number Machine Codes section for codes).
- Talk to Higsby and get email from Yai.
- Jack in to Numberman model and get HPMemory from topright side.
- Go to ACDC Town station and talk to man next to entrance.

*** Yoka ***

- Go to bath house dormitory.
- Check the table in left corner.
- You get a bag.

*** ACDC Town ***

- Return the bag to the man and he gives you OrderSystem key item.
- Talk to Higsby.
- Go to Net.

*** Net (ACDC Area) ***

- Talk to navi near Lan's HP entrance.
- Battle Snowblow and 2 Canodumps.

- You get 1000Z.

*** ACDC Town ***

- Return to Higsby.
- Give him 1000Z and he gives you Ratton C chip.

*** Net (SciLab Area) ***

- Go to SciLab Area 2.
- Talk to pink/purple navi walking near the Square entrance.
- Give her Ratton C.

*** ACDC Town ***

- Talk to Higsby, he gives you Snake R.
- Receive email from DNN.
- Go to SciLab Area

*** Net (SciLab Area) ***

- Enter the SciLab Square
- Talk to orange navi on orange platform (southwest).
- Give her LongSword E and you get Yoka ticket.
- Go to SciLab Area 1 and take the train to Yoka net.

*** Net (Yoka Area) ***

- You come to Yoka square.
- There is net merchant on large platform down the hill.
- There is subchip merchant on south platform.
- Talk to orange navi and he'll make you use the N1 Deck 1.
- Accept his challenge (Win 5 IRL navis).
- Jack out and head to SciLab.

*** SciLab ***

- There is one of the DNN challenge navis next to vending machine.
- Battle WindBox, Beetank and Ratty.

*** ACDC Town ***

- There are 2 of the 5 navis in ACDC Town.
- One is in north corner, above Yai's house.
- Battle Mettaur2, Boomerang and WindBox.
- Second is in Teacher's lounge.
- Battle Mettaur2, Hardhead and WindBox.

*** Yoka ***

- 2 remaining navis are here.
- First is next to mud bath.
- Battle 2 Swordies and WindBox2.
- Last one is behind the house near the fence that was broken during chapter 2.
- Battle Spikey, Spikey2 and WindBox2.
- Return to the navi in Yoka Square.

*** Net (Yoka Area) ***

- Accept challenge 2, that is a survival battle.
- Battle 1: Quaker and Eleball.
- Battle 2: Mettaur2, Beetank and Canodump2.
- Battle 3: Canodump2, WindBox and Eleball.
- Go to Lan's house and go to sleep...

*** ACDC Town ***

- After waking up, you get email from Lan's dad.
- Go to Mayl's house, Ms. Mari is there and Higsby comes right after Lan.

- You need to get a Wind * chip.
- Go to Yoka Net.

*** Net (Yoka Area) ***

- When you arrive to the Square, go to left, through a red teleporter.
- Follow the blue paths through Yoka Area 2 to Area 1.
- Get mystery data that has Speed+1 NC block in it from west.
- Walk around in Yoka Area 1 till you find WindBox enemy and get Wind *.
- Jack out.

*** ACDC Town ***

- Go to Mayl's house and talk to Higsby.
- Watch the cutscene, Mayl and Ms. Mari get trapped inside bubbles.
- Head upstairs and jack in to Mayl's computer.

*** Net (ACDC Area) ***

- Get HPMemory from right corner (Purple mystery data, need Unlocker).
- Get 500Z from mystery data in the center.
- Head to warp that leads to net.
- Bubbleman is having trouble getting away because of Mayl's security cube.
- When Megaman appears he jumps over the cube and flees to the net.
- You get email from Mayl, that has Mayl's Passcode and Roll2 R in it.
- Open the security cube.
- Bubbleman left quite easy to follow tracks, follow him to Yoka Areas.

*** Net (Yoka Area) ***

- Follow the bubble tracks to Yoka Area 1.
- In beginning of the narrow rail, Bubbleman runs away but you can't follow him.
- Jack out and go to SciLab.

*** Science Center ***

- Head into Lan's Dad's lab and jack in to the computer in middle.
- Talk to the program and battle 3 Shrimpys.
- Program gives you PresData. (Press Data)
- Jack out and go back to Mayl's house.

*** ACDC Town ***

- Talk to Higsby.
- Exit the house and you run to Dr. Cossack.
- Cossack makes Press NC block from the PresData.
- Put Press to your Navi Customizer and go back to Yoka net.

*** Net (Yoka Area) ***

- You can now walk on the narrow rails.
- Take the blue narrow rail west from Yoka Area 2 entrance.
- Get FullEnrg subchip from mystery data on big platform.
- Go to lower Yoka area 1.
- Go to end of narrow rail.
- You see pink navi who is a Bug Frag merchant.
- Buy some stuff with your Bug Frags.
- Return to Area 2.
- Go to upper area 2 and take HPMemory in mystery data at end of blue rail.
- Go to Area 1 and to place where Bubbleman escaped.
- Cross the rail and follow the path to platform where Bubbleman is standing on, take Tornado L on the way (Need Unlocker).
- Bubbleman blocks the path with bubbles and 3 of his little helpers appear and have speech with him then disappear.
- Get email from Higsby.

- Go to ACDC Area 2.

*** Net (ACDC Area) ***

- The three navis are on big white platform where the school door lock program was.
- Talk to them and battle two Mettaur2's and a Canodumb2.
- After the battle you get a Style change. (NUUUUUUUUU I got HeatGuts >_>)
- The 3 navis escape to SciLab Areas, go there.

*** Net (SciLab Area) ***

- Go to lower SciLab Area 2, through the entrance next to net-metro.
 - The 3 navis are on big white platform (again, they seem to like those).
 - Talk to them and battle 3 Spikey2's.
 - The navis flee again.
 - Go to Yoka Area 1, to place where Bubbleman made his bubbles.
 - Battle the 3 navis, this time they have Fishy, Ratty and Hardhead.
 - You get Needle, use it to break bubbles.
 - Go to the end of path, and battle Bubbleman (500HP).
-
- Bubbleman tries to jump away, but Protoman comes and finishes him off.
 - Higsby started selling stuff in his shop now.
 - Jack in to control panel in Lan's house, get Spreader N from right corner.
 - Go to Lan's room, and get email from Lan's Dad.
 - Go to sleep.

-- Chapter 4: Desertman --

*** ACDC Town ***

- You get email from DNN.

*** Net (ACDC Area) ***

- Go to Mayl's homepage and talk to Roll.
- Go to Yai's homepage and talk to Glyde.
- Go to Dex's homepage and talk to the program.
- Go to Yoka Area 1.

*** Net (Yoka Area) ***

- Talk to Gutsman.
- You get email from DNN, that has Beach Area net metro ticket in it.
- Take the net metro to Beach Area.

*** Net (Beach Area) ***

- Head southwest and go to Beach Area 1.
- Take the arrow ramp to southwest.
- Get Charge+1 NC block from under the stairs.
- Return to Beach Area 2.
- Follow the orange paths to lower area.
- Take Recov50 G behind the stairs.
- There is subchip merchant near you in west.
- Head east to the narrow rails.
- There is ReguUP3 in end of one of the narrow paths.
- Cross the rail and enter the teleporter to get next to square entrance.
- Enter the Beach Square.
- There are a net and NC block merchants on the square.
- Talk to orange navi that looks like a bunny (o_o).
- Exit the square and go back to Area 1.
- Looks like Gutsman and the bunny navi are in little trouble.
- Talk to first purple navi.
- Battle 2 Mettaur2s and Tuby.
- Go down the stairs in west and you see 2nd purple navi.

- Battle Canodumb2, Boomer and Tuby.
- Head right to 3rd evil navi.
- Battle 2 Swordies and LaLaTyaapa.
- Step to the teleporter.
- Head northeast and watch the cutscene.
- Protoman deletes 2 of the navis, last one escapes.

*** ACDC Town ***

- You get DataDisk from Lan's Mom.
- You get an email from Mayl.
- Go to SciLab.

*** SciLab ***

- Talk to scientist in Lan's Dad's lab and give DataDisk to him.
- Go back downstairs and you see Lan's Dad and Chaud.
- You get PETCase.
- Go to sleep.

*** ACDC Town ***

- Lan is having waking up problems again.
- After waking up you get email from Dex.
- Take subway to Beach Street.

*** Beach Street ***

- Talk to blonde guy outside the station and buy ModTools for your Navi Customizer (costs 5600Z).
- Jack in to DNN van and get HP+100 NC block above the entrance.
- Go inside the DNN center.
- Talk to weird looking guy (Tora) in top corner.
- Battle KingMan (800HP).
- The cowboy guy, Sunayama, talks to you and leaves.
- Head east to corridor that goes to the stage.
- There is ReguUP1 in crate below the corner.
- Head to the stage.
- The cowboy guy introduces competitors, who are Lan, Aragoma, black guy, black girl, Netopian big guy, Electopian guy, old official netbattler and weird caped man.
- You get email from Dad that has ExpMem in it. Your Navi Customizer space is now expanded by 1 column.
- Exit the building and talk to the cowboy dude next to the boat.

*** Hades Isle ***

- Get HPMemory from left side of the ramp that goes to the boat.
- Enter the cave.
- Ooh, spikes. Cross the ramp and jack in to Hades Area.

*** Hades Area ***

- You will be using the pre-made deck.
- Head east over the narrow wires.
- Get HadesKey from platform in north.
- Return to the entrance.
- Head down the stairs and cross the narrow wires to a gate with ? in it.
- Open the gate with HadesKey.
- Cross the rails to lower platform and take BlkBomb1 P.
- Cross the rails to north.
- Get VictoryData (VictData).

*** Hades Isle ***

- 4 of 8 competitors get eliminated (XD).
- Head northeast to 4 doors.

- 1st door from left: Lava Panels in corners.
- 2nd door from left: Sand panels.
- 3rd door from left: Ice panels.
- 4th door from left: Grass panels.
- Pick a door to battle Tamako with MetalManV2 (800HP).
- You now have 3 minutes to get new decks from people on the island (see decks section).
- The people are: Scientist below the 4 doors (Hades Deck C), Man next to round console (Hades Deck B), Man next to cave entrance (Hades Deck D), Quiz kid on top of the isle (Answers are 3, 2, 1, 3, 1) (Jigoku Deck A).
- After selecting your deck, wait for time to run out.
- Go to next room through the same door you used to get to Tamako.
- Lan will battle Dex (Gutsman V2 (700HP)), The weird caped guy will battle Yai, Aragoma will battle Masa from MMBN1, Chaud will battle Raoul from MMBN2.
- Yai loses, Masa loses, Raoul loses.
- Take the elevator to top of isle and walk to the boat.

*** Beach Street ***

- You get email from the cowboy guy.
- Switch to your normal deck (unless you want to use the premade decks XP).
- Talk to man next to the cart in DNN lobby and he'll give you the orange Break Charge NC block.
- Talk to Ribitta.
- Talk to Chaud on walkway next to the information desk.
- Head to the stage again.
- You will battle KingMan V1 (800HP) again.
- After the battle you get email from Mayl.
- Go see Mayl and Dex outside the DNN center.
- You get phone call from Yai.
- Head back to the stage.
- Protoman and the caped guys navi are battling.
- The navi transforms into DesertMan!
- The caped guy takes off his mask, and appears to be the cowboy dude (And he works for WWW =P).
- Jack in to the battle console and take FireRat H from left corner.
- Go to the corridor and take elevator to F2.
- Jack in to card reader next to a door and get Attack+1 NC block (need Unlocker) from bottom corner and ReguUP1 from top corner.
- Lan throws his PET at the cowboy guy (O_o).
- Battle DesertMan (800HP).

-- Chapter 5: Plantman --

*** ACDC Town ***

- You can now battle Tamako again, she has MetalManV2 (800 HP). If you win you get her homepage passcode.
- Lan, Dex and Mayl talk in the classroom. Yai is in hospital.
- Take metro to Beach Street.

*** Beach Street ***

- Go to room where you fought DesertMan.
- Jack in to the computers and get Jealousy J (Need unlocker) from right and HPMemory from left.
- Return to Hades Isle.

*** Hades Isle ***

- Jack in to south gargoye statue.
- Get WeapLV+1 from left.
- Enter the teleporter.

*** Undernet ***

- You appear on small platform in Undernet 2.
- There is a Bug Frag exchanger on the platform, carrying propably most useful chip in game, FoldrBak. It returns all used chips, including itself.
- Jack out and go to Yoka.

*** Yoka ***

- Go to the bath place and jack in to a shelf next to the lions head.
- Get a Fire+30 * from inside it and jack out.
- Goto Zoo 2 and talk to a boy next to the snake cages.
- Examine the gorilla image and you get Camera.
- Return the camera to the boy and he gives you
- Go to Beach Street.

*** Beach Street ***

- Go to west area, previously blocked.
- Check a monument on the grass and you find a ReguUP2.
- Enter the hospital.

*** Hospital ***

- There is 10 chip trader in the lobby.
- Jack in to vending machine next to chip trader and take 9000Z from south corner.
- Talk to green navi to play guessing mini game where you have to guess the correct platform. If you pick correct one, winnings will be quadrupled, if you pick the wrong one, you lose everything. Playing costs 1000Z and you can win up to 256000Z. If you get 6400Z, you'll also win a GutStrgt 0 chip.
- Jack out.
- Jack in to big white TV.
- Get Recov120 * from bottomleft side and jack out.
- Examine the pink door in left and you get Geddon1 *.
- Talk to the receptionist, she tells you Yai is in 2F.
- Take the elevator to 3F and examine the tree, you get HPMemory.
- Go to 2F.
- Go to end of corridor and enter the last room.
- Talk to Yai.
- Go back to lobby and get a drink from the vending machine.
- A nurse comes in. She's looking for a kid in wheelchair, go find him.
- Head outside to beach in front of hospital.
- Mamoru seems to be a fan of Lan.
- Go back to room where Yai is and deliver the drink.
- Jack in to Yai's bed and get ReguUP2 from left corner.
- Return to Lan's house.

*** ACDC Town ***

- Head to Lan's room.
- Tora is there, he and Lan will have a chat.
- You get email from Dex.
- Go to ACDC Town park and talk to Dex.
- You get email from Tamako.
- Go to SciLab.

*** SciLab ***

- Do jobs 10, 11, 12 and 13 (see Jobs section).
- Return to Tora and he gives you another folder.
- Go to sleep.

*** ACDC Town ***

- Go to school and talk to everyone in 5A.
- Exit the school and go to Dex's house.

- Dex is moving to Netopia.
- Watch Dex leave.
- You get email from Mamoru.
- Take the metro to Beach Street.
- You can now fight Kingman V2 in DNN lobby...

*** Beach Street ***

- Head to the beach near the hospital and talk to Mamoru.
- Mamoru becomes sick.
- Go to the hospital.

*** Hospital ***

- Talk to the receptionist.
- Go to 3F and talk to the doctor in end of the corridor.
- Exit the hospital.

*** Beach Street ***

- Go to Mamoru and talk to him.
- Get a IceBall M battlechip. If you have one, skip the next 2 sections.

*** Hades Isle ***

- Jack in to the computer inside the cave,

*** Hades Area ***

- Equip Fish NC block.
- Battle IceHead viruses till you get the IceBall M chip.

*** Hospital ***

- Go to 2F and enter the first room.
- Talk to Mamoru and give him the IceBall M.
- Go home and sleep.

*** ACDC Town ***

- You get an email from hospital.
- Go to the hospital.

*** Hospital ***

- Go see Mamoru.
- Go to door of operation room in 3F.
- Take the elevator down.
- Elevator makes 'gagaga' type noises and stops, then starts again.
- When you arrive to 1F, the tree has overgrown.
- Go back to 3F.
- Lan jacks in to terminal next to the door.

*** Hospital Network ***

- Head left from the crossroad and take 'OilBody' NC block (attracts fire type enemies).
- Go to left and find a green program.
- Talk to it and you get EngyChng NC block. Equip it. You can now sacrifice Fire-type chips to burn the trees in the network.
- Above the program is ReguUp1.
- Go to the tree near the beginning of the network.
- Burn it down and step to the warper.
- Head north from the another warper.
- Burn the south tree and follow the path to Recov120 O.
- Burn the another tree and walk to the control panel.
- You battle one Viney virus.
- After defeating the virus you jack out automatically.

*** Hospital ***

- Take the stairs to 2F.
- Go to room where Yai used to be.
- Walk to the open window and examine it.
- Lan realizes the situation is hopeless and commits a suicide... j/k. He jumps outside.

*** Beach Street ***

- Go to beach and examine the door.
- Go inside the hospital.

*** Hospital ***

- Talk to nurse next to the door and you get 'BsmntKey'.
- Exit the hospital.

*** Beach Street ***

- Walk in through the door on the beach.

*** Hospital ***

- You see the giant tree's root... it's a "bit" overgrown.
- When Lan is about to jack in, Anetta, the WWW operator who is behind this comes from the elevator, has little chat with Lan and walks away.
- Jack in to the terminal.

*** Hospital Network ***

- Head northwest and burn the tree down.
- Head left and get GutStrgt Q from mystery data.
- Head to a warper in north.
- Head north from the destination warper and collect HP Memory.
- Head back to the warper and go northwest to the crossroad.
- Go northeast and you see 3 piles of vines.
- Burning top one gives HeatShot I.
- Burning middle one gives nothing.
- Burning bottom one reveals a healing panel that recovers 100HP.
- Go back to crossroad and head southwest.
- You see 3 piles of vines again.
- Burning the top one reveals big blue button that opens the pink flashing gate.
- Burning the middle one reveals enemies.
- Burning the bottom one gives 2 HeatShot I's.
- Go past the point where the pink gate was.
- Plantman is standing next to the control panel...
- After some chatting Plantman makes Goofball virus attack Megaman.
- Plantman has jacked out during the battle.
- You jack out.

*** Hospital ***

- Go to 3F and go to operation rooms door.
- You jack in to the terminal next to the door.

*** Hospital Network ***

- Go north and get HeatSide I from mystery data.
- Go west and burn the tree.
- Head left and get 1600Z from mystery data.
- Go south and you see 9 vine piles.
- Here's chart of their numbers:

	1	
2		3
4	5	6

7 8
9

- Burning number 1 gives nothing.
- Burning number 2 gives HeatShot I.
- Burning number 3 gives nothing.
- Burning number 4 gives 2 HeatShot I's.
- Burning number 5 reveals healing panel that recovers 100HP.
- Burning number 6 gives 2 HeatShot I's.
- Burning number 7 reveals enemies.
- Burning number 8 gives nothing.
- Burning number 9 gives nothing.
- Head to north and burn the another tree.
- You see another bunch of 9 vine piles.
- The numbers are:

1
2 3
4 5 6
7 8
9

- Burning number 1 gives 2 HeatShot I's.
- Burning number 2 gives nothing.
- Burning number 3 gives nothing.
- Burning number 4 reveals enemies.
- Burning number 5 reveals enemies.
- Burning number 6 gives HeatShot I.
- Burning number 7 reveals warper.
- Burning number 8 gives Geddon2 W.
- Burning number 9 reveals enemies.
- Step to the warper under pile #7.
- Step to another warper.
- Go southwest.
- You see 3 piles of vines again.
- Burning top one gives nothing.
- Burning middle reveals viruses.
- Burning bottom one gives 3 HeatShot I's.
- Head northeast to another bunch of vine piles.
- Burning top one gives 2 HeatShot I's.
- Burning middle gives nothing.
- Burning bottom one gives HeatShot I.
- Return to the middle platform with the warper.
- Head northwest and burn the left tree.
- Take SubMemory from mystery data.
- Burn the another tree and head to next area.
- Head left and you see 16 vine piles X_x.
- Their numbers are:

1
2 3
4
5 9
6 7 A B
8 C
D
E F
G

- Burning number 1 gives nothing.

- Burning number 2 gives 2 HeatShot I's.
- Burning number 3 gives HeatShot I.
- Burning number 4 gives nothing.
- Burning number 5 reveals blue button that opens the gate.
- Burning number 6 reveals enemies.
- Burning number 7 gives 3 HeatShot I's.
- Burning number 8 gives nothing.
- Burning number 9 gives nothing.
- Burning "number" A reveals warper.
- Burning number B gives HeatShot I.
- Burning number C gives nothing.
- Burning number D gives nothing.
- Burning number E gives nothing.
- Burning number F gives nothing.
- Burning number G gives 2 HeatShot I's.
- There is mystery data with 2000Z between vine pile #3 and #9.
- Go past the place where the pink gate was.
- Follow the path to a tree, burn it and continue.
- You see a long path made of vine piles.
- Get Barrier100 E near it.
- The vine pile's numbers are 1-8 starting from top.
- Burning number 1 gives nothing.
- Burning number 2 reveals warper.
- Burning number 3 gives 2 HeatShot I's.
- Burning number 4 gives nothing.
- Burning number 5 gives nothing.
- Burning number 6 reveals healing panel that recovers 100HP.
- Burning number 7 gives nothing.
- Burning number 8 gives 3 HeatShot I's.
- Step to warper under vine pile 2.
- Head south and get FullEnergy subchip.
- Head north and step to the warp.
- Head to next area.
- Go southwest and get Charge+1 NC block.
- Go northeast and get FireSword R.
- We'll go clockwise around the platform PlantMan is standing on.
- Burn the tree in first place with vines.
- Lower vine piles:
- Burning the top one gives 2 HeatShot I's.
- Burning the left one reveals blue button for first pink gate.
- Burning the right one reveals enemies.
- Burning the bottom one gives nothing.
- Upper vine piles:
- Burning the top one gives nothing.
- Burning the left one reveals warper to a HP Memory.
- Burning the right one gives 3 HeatShot I's.
- Burning the bottom one reveals enemies.
- Next head to place with 3 vine piles.
- Burning the top one gives HeatShot I.
- Burning the middle one reveals blue button for second pink gate.
- Burning the bottom one reveals enemies.
- Next place with 9 vine piles in north.
- Here's chart of their numbers:

```

      1
     2  3
    4  5  6
     7  8
      9

```

- Burning number 1 gives 2 HeatShot I's.
- Burning number 2 reveals enemies.
- Burning number 3 gives 2 HeatShot I's.
- Burning number 4 gives nothing.
- Burning number 5 reveals enemies.
- Burning number 6 reveals healing panel that recovers 100HP.
- Burning number 7 gives nothing.
- Burning number 8 gives nothing.
- Burning number 9 gives 2 HeatShot I's.
- Go to last place with grass and burn the tree down.
- The vines are in H-pattern. Their numbers are:

```

      1
     2
    3  4  5
       6
      7

```

- Burning number 1 gives 2 HeatShot I's.
- Burning number 2 reveals blue button for last pink gate.
- Burning number 3 gives HeatShot I.
- Burning number 4 reveals enemies.
- Burning number 5 gives nothing.
- Burning number 6 gives HeatShot I.
- Burning number 7 gives nothing.
- Now that the all 3 gates are open, go past them and enter the warper.
- Walk to PlantMan and battle him (1000HP).
- After the battle Plantman mentions Proto and blows up...
- Megaman restarts the systems of operation room and jacks out.

*** Hospital ***

- Mamoru is recovering and wakes up.

-- Chapter 6: Flameman --

*** ACDC Town ***

- Go to Yoka.

*** Yoka ***

- You can now battle Punk V2 by talking to Mr Famous.
- Go to the Zoo and jack in to terminal next to giraffes cage.
- Take StepSword N from right corner and jack out.
- Go to Beach Street.

*** Beach Street ***

- Go to the place where you fell from the hospital's window.
- Talk to the little girl and she gives you SpinOrange.
- Go to SciLab.

*** SciLab ***

- Talk to Dr. Cossack who is standing in the metroline station.
- Grab a ReguUp1 from the trash can.
- Enter the Virus Lab and lan gets an award for saving the hospital.
- Exit Virus Lab and go to the info desk. You'll see Mr. Match from MMBN1&2.
- After some chatting, one of the scientists comes and tells WWW is attacking Yoka 2.
- Go to the net and head to Yoka Area 2.

*** Net (Yoka Area) ***

- Find a bad navi standing near the lower path to Yoka area 1.

- Battle 2 Ratty2s and StormBox.
- Next navi is in the middle of Yoka 2, on the lower area too.
- Battle Mettaur2, HardHead and StormBox.
- You get mail from Mr.Match. Head to Beach Area 2.

*** Net (Beach Area) ***

- Head to the Square. The WWW navi is standing next to the entrance.
- Battle Mettaur3, Boomer2 and Metrid.
- Go to Beach area 1.
- There's another WWW Navi standing in middle of the giant platform.
- Battle Shaker, TuffBunny and Metrid.
- Next one is near the teleporter in right corner.
- Battle Slimey, Fishy and Metrid.
- Onto the SciLab Area 1!

*** Net (SciLab Area) ***

- There's a WWW navi on the big white platform where the N1 actor was before he moved.
- Battle 2 Canodump2s and Yurt.
- Go to ACDC Square.

*** Net (ACDC Area) ***

- At the Square, talk to a navi standing next to the BBS.
- Jack out and go to the hospital.

*** Hospital ***

- Go to 2F and talk to Mamoru. He gives you HospCode.
- Mr. Match arrives and asks you to help him install some program.
- Go to SciLab.

*** SciLab ***

- Enter the Virus Lab and talk to Mr. Match.
- He gives you FireData.
- Jack in to the net

*** Net (SciLab Area) ***

- Go to lower SciLab area 1 and talk to a program above the entrance.
- Jack out

*** SciLab ***

- Talk to Mr.Match again.
- Go to the Vending Machine in SciLab lobby and talk to Mr.Match.
- He gives you HeatData.
- Jack in to the vending machine.
- Give the data to program near left corner and jack out.
- Talk to Mr.Match and go to Lan's Dad's lab.
- Talk to Mr.Match again and you get FlamData.
- Jack in to the computer and give the data to a program near right corner.
- Jack out and talk to Mr.Match yet again.
- Mr.Match gives you LavaStag T.
- Do job 16 now.
- Return to ACDC Town.

*** ACDC Town ***

- Go to Lan's room.
- You see what's happening in SciLab.
- Lan gets mail from DNN.
- Head back to SciLab.

*** SciLab ***

- Talk to a scientist blocking you from entering the SciLab.
- You get phone call from Mr.Match.
- Go to Lan's house.

*** ACDC Town ***

- Jack in to the net.

*** Net (ACDC Area) ***

- Put EngyChng NC block to the Customizer.
- Now you need to extinguish all the fires in the net using Energy Change and your Aqua-type battlechips.
- First fire is on the platform next to Lan's HP.
- Open the nearby WWW gate and take Panic C inside a PMD.
- Next fire is near Mayl's HP.
- Onto Area 2.
- Next fire is near the path to Area 2 in the right. When you extinguish it, viruses will appear.
- Next fire is near Yai's HP. You get two BublSide Fs when you extinguish it.
- Next one is blocking the path to the merchant.
- Onto Area 3...
- Next fire is left of the ramp that goes down to the Square.
- Next one is near the Square's entrance.
- Next one is in the rightmost part of ACDC Area 3. You get 3 BublSide F's for extinguishing it.
- Head to lower area 1.
- Last fire in ACDC areas is next to Dex's homepage. You get 1 BublSide F for extinguishing it.
- You get phone call from Mr.Match saying you got all fires in ACDC Area.
- Take the cyber metro to SciLab areas.

*** Net (SciLab Area) ***

- Head left to upper SciLab area 1.
- Go to the big white platform (the one the Bubble Brigade ran to) and extinguish the fire.
- Return to Area 2.
- Next fire is on the yellowish platform left from the Square entrance. You get 400Z for extinguishing it.
- Next one is in the end of a L-shaped path in the middle of Area 2.
- Next one is north from the path to Area 1.
- Go to Area 1.
- Next fire is on right side of the main path on short dead-end path. Viruses appear when you extinguish it.
- Open the WWW gate in the south and take CustSword Z inside.
- Last one is in the leftmost deadend. You get 100Z for extinguishing it.
- Mr.Match calls you and tells all fires in SciLab areas are gone.
- Head to the Yoka areas.

*** Net (Yoka Area) ***

- Area 2:
- First fire is on circle shaped platform in the middle.
- Second one is in the left, blocking the lower path to Yoka Area 1. You get 2 BublSide F's for extinguishing it.
- Enter Area 1 through the lower entrance.
- Third fire is right next to the entrance. Viruses appear when you extinguish it.
- Head back to Yoka Area 1.
- Next fire is near the upper entrance to Yoka Area 1.
- Go to Area 2.
- Open the WWW Gate and take Prism Q.
- Next fire is below Tamako's HP, viruses appear when you extinguish it.

- Last fire is in the spot where BubbleMan was. You get 2 BublSideF's for extinguish it.

- Mr.Match calls you again, Yoka areas done.

- Go to Beach Area.

*** Net (Beach Area) ***

- Go to Area 1.

- First fire is in leftmost corner (Head right and step to the warper). Viruses appear when you extinguish it.

- Second one is left from the ramp to lower paths.

- Third one is on the big platform, where Gutsman and the yellow navi were held by the Netopian riots. You get 3 BublSide F's for extinguishing it.

- Go to the middle of the big platform and open the security cube with HospCode.

- Take SpinPink inside the Purple Mystery Data.

- Enter the teleporter to drop by at the Hospital Network.

*** Hospital Network ***

- Follow the only path to a big platform. In the corner you'll find Atk+1 NC block.

- Return to Beach Area 1.

*** Net (Beach Area) ***

- Return to Area 2.

- Next fire is blocking the way to the narrow wires that lead to the Square. Viruses appear when you extinguish it.

- Next fire is near the WWW gate in the bottomleft area, viruses appear when you extinguish it.

- Last fire is next to the Square entrance.

- Mr.Match calls you and tells all fires are gone from SciLab area.

- Another phone call. Mr.Match shows you what's happening in SciLab again.

- Head down to a WWW navi blocking way to a teleporter.

- Talk to the navi and he'll move (You now have the Tally from doing the jobs for Tora).

- Go through the Hades Isle area to Undernet 1.

*** Undernet 1 ***

- You see several ramps in the right.

- Take the 3rd ramp and get 1200Z in BMD from end of it.

- Go back up and take the middle ramp.

- On a 9-square paltform, take the west path.

- You see 2 arrow squares. Step on the one that points bottomleft.

- Follow the path till you see long arrow path below the ramps. Step on it.

- You slide on the path to Undernet 2.

*** Undernet 2 ***

- There's a RegUp2 in end of short blue path to the right.

- Near the RegUp there are 2 teleporters. Enter the upper one.

- If you have beaten FlashMan Beta, head northwest and enter the teleporter. If not skip next line.

- Head southwest from the teleporter and get BlkBomb2 S and return.

- Head down the ramp and you see another path to Undernet1. Follow it.

*** Undernet 1 ***

- Take HP+200 block from behind a WWW gate.

- Go right and then up, and return to Undernet 2 through another path.

*** Undernet 2 ***

- Follow the path to Undernet 3.

*** Undernet 3 ***

- When you enter, a cutscene plays.
- Head right from a navi blocking your way.
- Follow the only path to a big platform.
- ITS A NETQUAKE!!! The platform cracks and the route is blocked.
- You see a Mystery Data. Take it, it is HPMemory.
- Go to the navi that was blocking the way.
- Battle 2 Spikey3s and a Basher.
- Keep going northwest. A cutscene happens. Still keep going.
- You come to the platform that cracked. Head northwest to the giant platform with 4 torches in corners.
- Battle FlamMan (Fire, 1000HP).
- After the battle Bass floats to view. He destroys FlamMan (With Busting Level S, obviously XD).
- Bass attacks you.
- Bass (1000HP).
- There's no way you can beat him, so just lose.
- After battle, Megaman lies on ground with 1HP and Bass prepares to use EarthBreak on him.
- The orange navi comes in and threatens to delete Bass. He activates Dark(ness)Aura (**** translators, again).
- Wily calls Bass and Bass disappears. The orange navi jacks out and Megaman wakes up. He jacks out.

*** ACDC Town ***

- Head to SciLab.

*** SciLab ***

- Go to Lan's Dad's lab...

*** Hospital ***

- Go home and sleep.

-- Chapter 7: Drillman --

*** ACDC Town ***

- OMG, Lan without roller skates!!!!
- After the cutscenes go to Beach Street.
- Talk to woman behind the pillar next to the cafe and you get SpinPrpl.
- Go to Hospital.

*** Hospital ***

- Go to Lan's Dad in the room where Yai used to be.
- Sean, aka the Gospel kid from MMBN2 is talking with Lan's Dad.
- He leaves when Lan comes in.
- You get email from SciLab. Go there.

*** SciLab ***

- Enter the Virus Lab. Now there's Virus Breeder machine in the corner.
- Talk to Chaud.
- Chaud gives NC block BlckMind.
- Jack in and go to Undernet 3.

*** Undernet 3 ***

- There's a navi blocking path to somewhere near the east corner.
- Put BlckMind into your Navi Customizer and talk to the Navi.
- Follow the path and step into the teleporter.

*** UnderSquare ***

- There are NC block Merchant and normal merchant on the Square. Go buy

something.

- Talk to a navi in the right side of Square. He tells you to go in front of the big statue.
- Go to the front of big statue.
- Exit the Square after the cutscene.

*** Undernet 3 ***

- There are 4 navis around the teleporter.
- Talk to one of them.
- Battle 1: 2 Canodump2s and Mettaur Omega.
- Battle 2: 2 Momogras and Shrimpy Omega.
- Battle 3: Swordy, Swordy2 and Canodump Omega.
- Battle 4: 2 Beetles and Swordy Omega.
- Return to the red platform at Undernet 1 (left side).

*** Undernet 1 ***

- There's another bad navi. Talk to it.
- Battle 2 Beetle Omegas.
- Go to Undernet 2.

*** Undernet 2 ***

- There's a navi on the blue path near the 2 teleporters.
- Battle 2 Slimeys and Spikey Omega.
- Next one is near a teleporter tile in the left.
- Battle 2 Mettaur2s and Ratty Omega.
- Another navi is on the path to Undernet 1.
- Battle Mettaur Omega and Metrod Omega.
- Onto Undernet 1.

*** Undernet 1 ***

- Next navi is standing in top of the middle ramp.
- Battle Metrod Omega and Dominerd Omega.
- Go down the ramp and battle the final navi.
- Battle Bunny Omega, Yort Omega and Canodump Omega.
- After the battle the statue contacts you and tells the #10 ranked navi is "where the evil fall".
- Jack out and go to Hades Isle.

*** Hades Isle ***

- Jack in to the round computer inside the cave.

*** Net (Hades Area) ***

- The #10 ranked navi is on platform in the right, south of the platform where the key was.
- Battle SnowBlow Omega and Trumpy (wee, N1 battle music).
- After the battle you get Rank 10.
- You get mail from Mayl.
- Jack out and go to Zoo.

*** Yoka ***

- Jack in to the computer next to the panda cage.

*** Zoo Network ***

- Go to area 2.
- When you come to the first crossroad, you're attacked.
- Battle 1: 2 Canodumb3s and Viney.
- Battle 3: 2 Ratty2s and Doomer.
- Battle 3: 2 Shrimpy3s and Elesphere.
- Battle 4: MegaBunny, Geetle and Trumpy Omega.
- After battle you get mail from the ex-rank 10 navi.

- So, the rank 9 navi is 'where science gives life'.
- Go to Beach Area 1.

*** Net (Beach Area) ***

- Step to the teleporter to Hospital Area 2.

*** Hospital Network ***

- Follow the path to the platform you saw earlier.
- Talk to the floating navi.
- Battle... nothing. He gives you his rank.
- Next navi is in "Rednu3", aka Under3.
- Head to Undernet 3.

*** Undernet 3 ***

- Go to the place where you fought FlamMan and Bass. The #8 ranked navi is floating next to the crater Bass made.
- Talk to him.
- Battle BeastMan Beta.
- Clue to #7 ranked navi: "Head of learning".
- Battle Spikey, Spikey2 and Fishy Omega.
- Onto the school network.

*** School Network ***

- The #7 ranked navi is on big white platform in left corner of area 2.
- He gives you a quest, "one of many birds".
- Jack out and go to the Hospital.

*** Hospital ***

- Go to Mamoru's ex-room and examine the stools.
- You get Origami.
- Return to the School Network.

*** School Network ***

- Return to the navi and you get rank #7.
- Chaud emails you.
- Jack out and go to ACDC Square.

*** Net (ACDC Area) ***

- Go read the top post on the left BBS.
- So, time to go to Undernet 4. Go to Undernet 2.

*** Undernet 2 ***

- Go to the warper the second navi you fought to get to #10 ranked navi was next to and step to it.
- Head right till you come to a path blocked by a navi. Talk to him and he lets you pass.

*** Undernet 4 ***

- Go southeast from the pillar.
- Follow the path to a warper.
- Get the mystery data below the warper (Speed+1 NC Block).
- Return to the pillar.
- Head northwest from the pillar and follow the path to a Blue Mystery Data, which contains Recov200 N.
- Continue on the path to a warper.
- Follow the green path to another warper.
- Step on the arrow tiles and go to a navi on near the pillar. He's a merchant.
- Follow the path over another arrow tiles and you come to small 3x3 platform.
- You see a ramp in the right. Go to bottom of it.
- 3 navis appear in the top of the ramp and try to crush Megaman with a stone.

- Gutsman appears and smashes the stone and the navis... The 3 navis were ranked navis #6, #5 and #4.

- CopyMan appears.

- Battle GutsMan Beta (900HP) (CopyMan).

- After you win, CopyMan tells you "S" is the #1 ranked navi.

- Jack out and go to Beach Street.

*** Beach Street ***

- Jack in to the DNN battle console.

- Talk to BowlMan inside and battle him (1000HP).

- Jack out and go to Yoka.

*** Yoka ***

- Go to the mud bath place.

- Go behind the bath and you see a cave. Enter.

- You come to the Undernet server room!

- Head left and cutscene is shown.

*** UnderSquare ***

- You appear behind the statue that spoke to you earlier.

- Megaman walks to near the hole.

- Serenade speaks to MegaMan and the Forbidden Program appears in front of MegaMan.

- You get 'GigFreez'.

*** Yoka ***

- Administrator of Undernet, Mamoru comes in.

- Security alert of someone opening the TetraGates is heard...

- Meanwhile DrillMan is doing what he can do best, drilling.

- Go to SciLab 1, lower area.

*** Net (SciLab Area) ***

- Go to the place where you saw DrillMan was. Step through the hole he made to Undernet 5.

*** Undernet 5 ***

- Head right. You see a ramp going up. Behind it is a mystery data that contains HPMemory.

- Continue to the right.

- You see path to Undernet 6. Go past it to south.

- You come to five arrow panels next to each other. Step on them.

- Head southeast.

- You come to an arrow path. If you go straight from here to the dead end, you fight FlamMan Beta.

- Step on the arrow panels.

- From here, if you go southwest you can go to UnderSquare. Go Northwest.

- There are five arrow panels in the southwest and two paths in northwest.

- Follow the lower path in northwest.

- You'll run into DrillMan.

- Battle him (600HP). He's a godmoder. >_>

- After the battle DrillMan drops the Alpha and explodes.

- Bass floats in and steals Alpha.

- Megaman uses GigaFreeze, but Bass doesn't freeze.

- Bass flees with Alpha.

-- Chapter 8: Alpha --

*** ACDC Town ***

- Leave Lan's house. You see... tanks? all around the place. (Those are some WEIRD looking tanks O_o)

- Go to the park and talk to Mayl. You get Roll3 R.
- Talk to Dex near school gate.
- Talk to Yai next to the metroline and you get an email.
- Return inside and go to SciLab Square.

*** Net (SciLab Area) ***

- Talk to ProtoMan in the right side of the Square.
- You get 'OfclPass' aka Official Pass.
- Jack out.

*** ACDC Town ***

- Go to the Metroline and go to SciLab.

*** SciLab ***

- Go to Lan's Dad's Lab.
- Talk to Chaud.
- Now you hear what Alpha really is.
- After the explanation there will be an emergency alert.
- Go to ACDC Town.

*** ACDC Town ***

- There's a tank attacking Mayl, Yai and Dex in the right side of the town.
- Lan jacks in.
- Grab a HPMemory from the north corner.
- Take a RegUp2 from south corner.
- Examine a blue AlphaBug in the left side and you battle 3 of them.
- Megaman jacks out.
- The old official and Chaud come to you.
- You get phone call from Lan's Mom. Lan's Dad has disappeared.
- Go to the hospital.

*** Hospital ***

- Go to the room where Lan's Dad was and talk to Lan's mom.
- You get 'Aspirin'.
- Examine the bed. You get 'DadsNote' and 'CardKey'.
- Go to Lan's Dad's Lab.

*** SciLab ***

- There's a locked door in the left side of the room. Open it with your new card key.
- Inside you find Lan's Dad.
- He tells you Tadashi Hikari, aka Lan's grandfather created Alpha.
- After the talk go to Beach Street.

*** Beach Street ***

- Walk to the boat.
- Go to ACDC Town.

*** ACDC Town ***

- Talk to Yai in her house.
- Go to sleep.
- You get email from Dad, it contains NC block Alpha. It reveals hidden Alpha Bugs in the nets.
- Go to Beach Street.

*** Beach Street ***

- Walk to the boat.
- Dex, Mayl, Yai and Chaud appear.
- Tora comes in too.
- Lan, Dex, Chaud and Tora take the boat to WWW Base.

*** Castle Wily ***

- There's a ramp above you in northwest. You can jack in behind the ramp.
- Take NC Block 'Collect' from the left side.
- There's a subchip merchant in the network.
- Jack out and go to left side of the island.
- Go in through the door.
- Examine the computer in the middle and you get RegUp2.
- Go check the door and watch a cutscene.
- Dr. Cossak comes in.
- Cossak explains you about the Pulse Transmission System.
- He goes to the chair and 'Pulses in'.
- Watch Cossak activate the elevator and get attacked by Bass.
- Go up using the elevator.
- Go down the ramp to another door.
- A robot jumps down.
- Lan jacks in.

*** WWW Area 1 ***

- Head northeast.
- You see cranes going around. If you get caught by them, you'll get thrown into a garbage platform, forcing you to backtrack.
- Put 'Alpha' NC block into your customizer. You now see the lurking AlphaBugs. If you walk into AlphaBug, a crane will come and get you.
- Go past the two cranes. Turn right from the 2nd one and get HPMemory from end of the path. Return to the main path that goes left.
- Go around the AlphaBug and get the mystery data (1800Z).
- Go northeast.
- Follow the paths dodging the cranes to a pink flashing gate.
- Go right.
- Walk into a warper.
- You have to dodge three cranes. To get through, walk in between them when they move.
- In the left there is Recov150 P.
- Go to the left end of the paths and you find ID-DataA.
- Return to the pink flashing gate.
- The gate opens now.
- Walk to FlashMan and his operator.
- FlashMan and his operator fuse into one!
- Battle FlashMan Alpha (500HP).
- After battle FlashMan is about to use Shining Crusher again, but KingMan crushes him. (Checkmate >D)

*** Castle Wily ***

- You can battle KingMan Alpha if you talk to Tora. You get KingMan K chip whatever the busting level is. After that you can battle KingMan Beta.
- Go through the door.
- Examine Wily's desk and you get Magnum1 V.
- Examine the right statue.
- Lan knocks the statue to the water XD. (At this point I started wondering why they didn't simply jump over the desk >_>)
- Take the elevator up.
- Go right and you see another robot.
- It's BubbleMan now. Dex makes the robot's bubble shooter go stuck. Jack in.

*** WWW Area 2 ***

- Head northwest to the T cross road and turn right.
- You see 4 cranes that, go past them.
- Dodge the crane going diagonally in northeast-southwest direction and go to the blue platform (dodge the AlphaBug).

- In front of you is big circle, 2 cranes goes around it in fast speed.
- Make your way around it clockwise to RegUp2.
- Go around it to the other side to get to the middle.
- Step in the warper.
- Delete BubbleMan Alpha (800HP).
- Head northeast to another warper.
- Go southwest to a blue platform flooded by cranes.
- Make your way through it to left side and get the mystery data (3000Z).
- Go through it to the right side.
- Dodge the crane by going to around the circle counter-clockwise (If you go clockwise, you'll run into AlphaBug).
- Get ID-DataB from end of the path and return to the big blue platform.
- In the southwest end of the platform there is a pink gate. Open it.
- Follow the path to another platform with cranes.
- Behind it is a huuuge platform.
- Watch Sunayama fuse with DesertMan.
- Battle DesertMan Alpha (HP).

*** Castle Wily ***

- You can now battle GutsMan Alpha once (You get GutsMan2 chip) and then GutsMan Beta.
- Go down the ramp.
- A boulder tries to crush you when you go down.
- When you arrive to the bottom, Chaud is surrounded by flames.
- Lan jacks in.

*** WWW Area 3 ***

- In northwest there's platform with two cranes and AlphaBug. Walk through it.
- In ahead of you there are many cranes spinning in small circles.
- Make your way throgh to the right, to a navi customizer block 'Jungle'.
- Go back to the place with many cranes and go north.
- There's and AlphaBug on the floor in left, go around it.
- You come to a 3x3 path square. Make your way through it to left.
- Follow the path, going in between two cranes to the end and get ID-DataC.
- Return to the 3x3 path square and go to its north corner.
- Open the gate and go down the ramp.
- Follow the path that goes north to a path below the ramp. Get FullEnrg inside the mystery data.
- Return to the bottom of the ramp and go east to a red platform full of cranes running wild.
- Get through it to platform with Mr.Match, Anetta, FlamMan and PlantMan.
- FlamMan and Mr.Match fuse together...
- ...followed by Anetta and PlantMan who do the same.
- Battle PlantMan (1000HP).
- Battle FlamMan (1000HP).

*** Castle Wily ***

- Enter through the door in your right.
- Go to the cables in right.
- Walk in through the passage.
- O.o This corridor looks EXACLTY like the ones in MMBN1...
- Anyway, head left to the door.
- Drill robot comes through the wall.
- Lan jacks in again...

*** WWW Area 4 ***

- Head southeast and make your way through. Avoid the AlphaBugs and the cranes.
- You come to a green platform. Go right using the upper path (Lower one has AlphaBug).

- You'll see arrow paths and cranes. Go southeast through them.
- Go northeast and follow the paths to a big green platform that is circled by cranes.
- Go northeast from the platform and follow the path, avoiding cranes to ID-DataD.
- Return to the platform and step in the warper.
- Go to west, through the cranes, to a HPMemory.
- Return to the warper.
- Open the gate.
- Head northeast past the cranes.
- Battle DrillMan (600HP).

*** Castle Wily ***

- This is the last place you can save at. Go through the doors.
- After the cutscene, Lan gets to a Pulse Transmission System.

*** Alpha Netork ***

- MegaMan and Lan fuse together (I guess this is MegaLan XD).
- Head northeast to platform with Bass, Wily and a green thingy... Guardian.
- Watch the cutscene.
- Bass destroys the Guardian, setting Alpha free and absorbs core of the Guardian.
- Battle Bass (1000HP, 100HP Aura).
- Watch another cutscene.
- Battle Alpha (2000HP).
- After the battle, Alpha explodes, revealing a door.
- Watch the cutscene...
- When Lan and MegaMan come out of the door, walk to the warper out of the network.
- Watch the cutscenes and ending.

THE END...

-- Chapter 9: Serenade & Bass GS --

Everything beyond this is completely optional.

*** Castle Wily ***

- There's a red 10 chip trader in DNN building, at the corridor to the stage.
- Go to Yoka.

*** Yoka ***

- Go to the Inn.
- There's Quiz kid next to the second door to the dormitory. Answers: 2, 1, 2, 1, 3 and you get RegUp3.
- There's QuizMaster behind the Inn. Answers: 2, 1, 1, 3, 2, 2, 3, 1, 3, 1 and you get a HPMemory.
- Examine the jars in the dormitory. You get RegUp1.
- Go to the Hospital.

*** Hospital ***

- Go to 3F.
- There's Quiz Queen next to the operation room door. Answers: 1, 2, 3, 3, 2, 2, 2, 3, 1, 3 and you get Barr200 E.
- Go to Basement.
- Examine the right side of Tree of Life and you'll talk to a ghost navi. He gives you Poltrgst P.
- Go to Hades Isle.

*** Hades Isle ***

- You can now battle ProtoMan (1000HP) at Eternal Hades room. You get ProtoMan B chip for defeating him.
- Quiz King is in top of the island. Answers: 3, 3, 2, 3, 2, 2, 1, 1, 2, 2, 1, 1, 3, 2, 3 and you get Navi+40 *.
- Go to SciLab.

*** SciLab ***

- Jack in to the right side doorframe of Virus Lab.
- Get 700 Zennys in mystery data near bottom corner.
- Get AirShoes * near top corner. (BMD)
- Jack out and go to Undernet 4.

*** Undernet 4 ***

- Behind the pillar there's a program. Talk to it and you get SpinDark.
- Jack out and go to Yija again.

*** Yoka ***

- Go to the mud bath.
- Enter the Undernet Server room.
- Jack in.

*** UnderSquare ***

- Walk to the hole and press A.

*** Secret Area 1 ***

- Note that you can't jack out in here. You need to exit through the same place you arrived.
- Walk to northwest. You see a black tower thingie. Examine it.
- Battle Number1, Number2 and Number3 (250HP each). The trick is to delete the Number1 with one hit without harming the others. (Or all Number1s at same time if there are many.) When Number1 is gone, the Number2 turns into Number1 and Number3 turns into Number2. Delete the Number1 and the last Number2 turns into Number1. Delete it. And that's all. If you hit a Number2 or Number3, you get hit by counterattack 'Err&Del', which does 1000 damage to you.
- Head left and get Geddon3 U from the mystery data.
- Return to the big platform the exit is on.
- Follow the path that goes to southeast. Follow it to another bunch of Number towers.
- Battle Number1 and 2 Number2s. Note that you need to take out both Number2s (Once they are Number1s, of course) with one hit.
- Take 50000Z from the mystery data.
- Head left.
- You come to the door of experience. It opens if you have 140 standard class chips in your library.
- Open the door and battle DarkMan (1400HP).
- Enter Secret Area 2.

*** Secret Area 2 ***

- Follow the path to northwest. Note that there are some paths to the sides, but the paths in the top hide them from view. You can see them in the water.
- In the end of the path there is a warper. Step in it.
- There are two paths. Upper one is a dead end, bottom one is blocked by number towers.
- Go and challenge the number towers.
- Battle NumberM-1, NumberM-2 and NumberM-3 (400HP).
- Follow the path to a net merchant. Buy something if you have money.
- Nothing to do here anymore before we get the Hammer. Leave through the portal you used to come in and go to UnderSquare (The actual Square, not the little place where you jack in at the server room).

*** UnderSquare ***

- Step to the teleporter on right side of the Square.

*** Undernet 5 ***

- Make your way to Undernet 6. You should know the route now.

*** Undernet 6 ***

- There is a merchant who trades bug frags for NC programs.
- There is a SubMem in the right side in a BMD.
- Head northwest and you come to a Security Cube.
- It opens if you have defeated FlamMan Beta. He appears randomly in Yoka 1. Use OilBody and SneakRun and he appears more quickly.
- Follow the path to a WeapLV+1 NC block.
- Head northeast to Undernet 7.

*** Undernet 7 ***

- There is a hungry Spikey virus in the right. Give it 50 Bug Frags and it moves out of the way.
- Follow the path to the top of the ramp and go to the blue platform.
- Get Hammer from the Blue Mystery Data.
- Jack out or leave and go back to Secret Area 1.

*** Secret Area 1 ***

- Go southwest and examine the green stone. Break it. You now have to battle lots of viruses.
- Battle 1: 3 Mettaur3s.
- Battle 2: Poofball.
- Battle 3: 2 Yurts.
- Battle 4: Swordy, Swordy2 and Swordy3.
- Battle 5: 2 Mettaur3s and Mettaur2.
- Battle 6: Poofball and Viner.
- Battle 7: Yurt and Metrod.
- Battle 8: 2 BrushMan2s and Fishy3.
- Battle 9: 2 MegaBunnys and Mettaur3.
- Battle 10: N.O-2, Metrod and Wind Omega.
- Walk over the remains of the stone.
- Head left to the flashing gate.
- The gate is gate of wisdom. It opens if you have beaten the 4 quizzes in the game. (Locations: Corridor of the Inn, the alley behind the Inn, Hospital 3F and top of Hades Isle.)
- Take StepCros R inside the mystery data.
- Go to Secret Area 2.

*** Secret Area 2 ***

- Go to the end of the path and break the green stone.
- Battle 1: Spikey2 and Metrodo.
- Battle 2: Yart and Deetle.
- Battle 3: LowBlow.
- Battle 4: StormBox and Fishy3.
- Battle 5: 2 Poofballs.
- Battle 6: Totam, Metrodo and BrushMan3.
- Battle 7: Yart, BrushMan3 and HardHead.
- Battle 8: Mashy and Moshy.
- Battle 9: Fishy3 and Smasher.
- Battle 10: DemonEye, Dominerd and BrushMan Omega.
- Follow the path to a warper.
- Follow the lowest of the three paths to gate of trust. It opens if you have done all the jobs.
- Take HP+500 NC Block from end of the path.
- Return to the platform and take the middle path.

- Step into the warper.
 - Follow the path straight to a green monolith.
 - Break it.
 - Battle 1: Shadow.
 - Battle 2: 2 Spikey2s and Spikey3.
 - Battle 3: 2 Mettaur3s.
 - Battle 4: LowBlow and Canodumb2.
 - Battle 5: Shrimpy2 and Gloomer.
 - Battle 6: 3 Ratty2s.
 - Battle 7: 2 Yurts.
 - Battle 8: Mettaur3 and 2 Slimeys.
 - Battle 9: 2 Elewasps.
 - Battle 10: 2 Totems and RedDevil.
 - Walk over the remains of monolith and go northeast, walking on the water.
 - Take AntiNavi M from the Blue Mystery Data.
 - Return to the platform where the last warper was.
 - Behind the second path on the upper level, there's a path to the left.
 - Head northwest and you see a sidepath to left.
 - Try to walk the path. You can't. Examine it.
 - Battle 3 Number-M1s. (The only strategy I can recommend is: Use Airshot on the first one in bottom row. Then use GrasStag. Use CopyDmg on the top one and fire HeatSprd PA to the ones in the bottom.)
 - Head northwest and take HPMemory from the BMD.
 - Go east, to the flashing gate.
 - The gate is gate of power. It opens if you have one Giga-class chip.
- *Coughfolderbackcough*
- Battle JapanMan (1600HP). (****ing translators, he used to be YamotoMan >_>)
 - Walk to Secret Area 3...

*** Secret Area 3 ***

- On your right side, is a gate.
- The gate is gate of love. It opens if you have ?? virus chips. (Email me if you know...)
- Follow the narrow paths to north. You come to a crossroad. The one that goes northeast leads to the location of the second part of the Scuttler virus family. Get them if you want. After that, head southwest.
- Follow the path to a big platform. In the southwest corner, there's a small path, with a BMD in its end. Take it (Snctuary C).
- In the northeast side of the platform there is a BugFrag trader machine! You can put 10 BugFrag in, and you receive a battlechip. Now, if you want to fight Bass GS, put 300 BugFrag in the machine. The machine makes a louder noise and screen flashes white when you have used 300 BugFrag.
- Now, head left, following the northwester edge of the platform. You'll find another path over water. Follow it to a white monolith.
- Break the monolith.
- Battle 1: Fishy2 and 2 HardHeads.
- Battle 2: Vinert.
- Battle 3: 2 Mettaur3s.
- Battle 4: Ratty3 and Elesphere.
- Battle 5: 2 Breakers and Doomer.
- Battle 6: Mettaur3, Spikey3 and Trumpy.
- Battle 7: Totun and Spiker.
- Battle 8: 2 Swordy3s and Shadow Omega.
- Battle 9: Fishy3 and Trumpy.
- Battle 10: Volcanest, Spikey3 and Metrodo.
- Battle 11: 2 Mettaur3s and Trumpy.
- Battle 12: ErthJelly and Doomer.
- Battle 13: 2 Goofballs.
- Battle 14: Moblow.
- Battle 15: 2 Pengons.

- Battle 16: 2 JokerEyes and AlphaBug Omega.
- Battle 17: Yart and Canodumb3.
- Battle 18: 3 MegaBunnys.
- Battle 19: N.O-3 and Trasher.
- Battle 20: Slimest, Dominerd3 and Scuttle Omega.
- Get the Blue Mystery Data in front of you. You get HubBatc NC Block.
- Return to the platform near the entrance to Area 3.
- Follow the path that goes northwest.
- You see another black number tower.
- Battle 2 Number-M1s and Number-M2. Strategy: Use Barrier, then HeatSprd PA on Grass panels. The Err&Del of the Number-M2 is blocked by the barrier. Now use FoldrBak and use HeatSprd PA on grass panel on the last remaining tower.
- Head southeast. You see another green monolith. Break it.
- Battle 1: 2 Mettaur3s and ErthJelly.
- Battle 2: Pengon and Shadow.
- Battle 3: 2 Ratty3s and Canodumb3.
- Battle 4: N.O-2 and Trasher.
- Battle 5: 2 Eleglobes.
- Battle 6: 2 Slimests and Trumpy.
- Battle 7: 2 Doomers.
- Battle 8: 2 Geetles.
- Battle 9: 2 Momogres and Heaviest.
- Battle 10: Yart and BlueDemon.
- Walk over the monolith's remains. In the right there's another set of number towers. Examine them.
- Battle 3 Number-G1s. Strategy: Use CopyDmg on the top tower, then HeatSprd PA with Fire+30 on grass panels. This does 660 damage to all towers.
- Follow the path to a Blue Mystery Data. It contains Hole * chip. Take it.
- Return to the last monolith and head southwest.
- Follow the path to wide stairs. Climb them to gate of honor. It opens only if you have collected all 200 Standard-class chips, aka have the dark blue star.
- Battle Serenade (2000HP). The best strategy probably is trapping him so he can't move UP OR DOWN and then attacking him.
- After the battle you get Rank 1.
- If you haven't spent 300 BugFrag in the BugFrag trader, do it now.
- Leave and come back to Area 3, but go to the BugFrag Trader instead.
- Battle Bass GS, Bass and Gospel (MMBN2 Spoiler: Final boss of MMBN2) fused together (2000HP). He has an aura of 200HP which regenerates. My recommended strategy is trapping him into one panel in back row and then using Meteors with four Fire+30's =P. That's 160 damage per meteor and first hit will be doubled, so it even breaks the aura.
- You get Bass+ X chip for winning. (Giga-class.) In White version you would get normal Bass chip. You also get the green star now.
- Return to Area 1.

-- Chapter 10: Timetrials --

*** Secret Area 1 ***

- You notice the evil navis standing all around the place? Each of them has a copy of a navi available for timed battle. You must use a crappy Extra Folder in the battle. Your goal is to beat all the time records of all the navis. Because the extra folders are so crappy, I recommend that you put FstGauge NC block and Custom+ blocks in your Navi Customizer.
- Navi next to the entrance of secret area: FlashMan Alpha (500HP), Time limit: 00:10:00.
- The Navi next to the previous one: BeastMan Alpha (700HP), Time limit: 00:30:00.
- Next Navi in the right: BubbleMan Alpha (800HP), Time limit: 00:40:00.
- Next Navi in the right: DesertMan Alpha (1200HP), Time limit: 00:45:00.
- Navi in bottom corner of the entrance platform: PlantMan Alpha (1300HP), Time

limit: 00:40:00.

- Navi in the right: FlamMan Alpha (1400HP), Time limit: 00:40:00.
- Navi in the right corner: DrillMan Alpha(900HP), Time limit: 00:45:00.
- Now, onto area 2.

*** Secret Area 2 ***

- A Navi near the warper tile northwest from the entrance: MetalMan Alpha (800HP), Time limit: 00:20:00.
- Step to the warper.
- Navi in the destination point of the warper: GutsMan Alpha (700HP), Time limit: 00:15:00.
- Step to the warper again and continue to south over the remains of the monolith.
- Navi on platform in the south: KingMan Alpha (1000HP), Time limit: 00:40:00.
- Now head right.
- Navi on platform in south corner of area 2: BowlMan Alpha (1300HP), Time limit: 00:45:00.
- Go to area 3.

*** Secret Area 3 ***

- Go to the place where Serenade was.
- The navi in left: DarkMan Alpha (1600HP), Time limit: 00:45:00.
- The navi in middle: JapanMan Alpha (1800HP), Time limit: 00:40:00.
- The navi in right: ProtoMan Alpha (1300HP), Time limit: 00:45:00.
- When you have defeated all the navis faster than the time limit, you get Giga class chip DarkAura A. You also get the light blue star now.

-- Chapter 11: Purple Star --

*** Secret Area 3 ***

- Go to Undernet 2.

*** Undernet 2 ***

- Go to the two warpers in on the blue level and take the lower one. You'll appear next to a security cube. It opens if you have beaten FlashMan Beta in ACDC Area 2.
- Take BlkBomb2 S.
- Go to Undernet 3.

*** Undernet 3 ***

- Near the left edge of this area, there's a security cube. It opens if you have beaten PlantMan Beta in Hospital Network 3.
- Follow the path to a BMD with Lance S.
- Go to Undernet 4.

*** Undernet 4 ***

- Go to the green level.
- There's a security cube. It opens if you have beaten BeastMan Beta in Lan's Doghouse.
- Take the mystery data with StepSword N in it.
- Go to Undernet 5 via Undernet 4.

*** Undernet 5 ***

- Right next to the entrance there's a security cube. It opens if you have beaten DesertMan Beta in Ura Inn dormitory's TV.
- Follow the path behind the cube to a mystery data with SandStge C in it.
- Jack out and go to Beach Street.

*** Beach Street ***

- Go to DNN building, and to the room where you fought DesertMan. Jack in.

- There's a teleporter in the left. Step in it.

*** Undernet 6 ***

- Follow the path to a Security Cube. It opens if you have beaten BubbleMan Beta in Beach Area 1. Open it and you get Aura F.
- Go to Undernet 7.

*** Undernet 7 ***

- In the right there are curtains. You can now open them.
- Get in and follow the paths to a BMD. It contains the last HPMemory.
- Go back to the entrance.
- In the left there's security cube. If you have beaten DrillMan Beta, it will open. DrillMan Beta can be found in Hades Isle net.
- Open the curtains.
- Follow the path to a BMD with Guardian O in it.
- Go to the blue level and open the purple gate. Climb the ramp to the green level.
- Use Unlocker subchip on the PMD and you get GigFldr1 NC Block.

*** ??? ***

- Now, collect all 85 Mega-Class chips. BugFrag Trader machine gives lots of Navi chips, even V4's. You need to get BowlMan's chips by battling him, though. None of the chip traders gives them. Also, you need to trade MistMan chips from White version or use cheats. Here are the VBA codes:

0200F332:011A - MistMan
0200F332:011B - MistManV2
0200F332:011C - MistManV3
0200F332:011D - MistManV4

These codes give you the chip after any battle.

If someone can encode them to GameShark or CodeBreaker formats, do so and email them to me.

- When you have the 85 Mega-Class chips, you get the purple star.

-- Chapter 12: Omega Navis --

*** ??? ***

- Save and reset.

*** Main menu ***

- Move the cursor above CONTINUE, hold left arrow and press:
R, R, L, R, L, R, L, L.
- The five stars move closer to each other.
- Continue your game and go to ACDC Area 3.

*** ACDC Area ***

- Enter Dex's Homepage.
- Step on yellow panel near bottom corner of the homepage and a battle begins.
- Battle 1: 2 Mettaur Omegas.
- Battle 2: Mettaur Omega and 2 HardHed Omegas.
- Battle 3: 2 Fishy Omegas.
- Battle 4/Boss: GutsMan Omega (2000HP). Same as GutsMan Beta except with more HP and stronger attacks.
- You get GutsManV5 chip.
- Jack out and go to Hades Isle network.

*** Hades Area ***

- Go to the lower level, and on the platform in the right, near the ramp to the

lower level. A battle will start.

- Battle 1: 2 Twins Omegas.
- Battle 2: 2 Swordy Omegas.
- Battle 3: 2 Fishy Omegas.
- Battle 4/Boss: ProtoMan Omega (2000HP). Same as ProtoMan Beta except with more HP and stronger attacks.
- You get ProtoMn5 chip.
- Jack out and go to the Zoo Network area 3.

*** Zoo Network ***

- Go to the dead end where you found SneakRun NC block and battle begins.
- Battle 1: 2 Ratty Omegas.
- Battle 2: Spikey Omega and 2 Ratty Omegas.
- Battle 3: Beetle Omega and Momogra Omega.
- Battle 4/Boss: BeastMan Omega (1600HP). Same as BeastMan Beta except with more HP and stronger attacks.
- You get BeastMn5 chip.

-

 * IV. Shop List *

* Available after less expensive one is bought

- W White
- P Pink
- Y Yellow
- G Green

-- ACDC Area 1 Merchant --

Item	Price
1 x HPMemory	1000Z
1 x HPMemory	3000Z *
3 x Bubbler E	600Z
3 x Recov30 F	800Z
1 x AreaGrab *	1200Z
1 x Dash C	1400Z

-- ACDC Square Merchant --

Item	Price
1 x HPMemory	2000Z
1 x HPMemory	5000Z *
3 x Invis *	600Z
3 x MetlStag D	3000Z
1 x ElecSword N	3800Z
1 x CustSword B	5000Z

-- Science Square Merchant --

Item	Price
1 x HPMemory	2000Z
1 x HPMemory	4000Z *
1 x HPMemory	8000Z *
3 x Mole1 *	1000Z
3 x Tornado C	3000Z
1 x AntiDamg M	3800Z
1 x TimeBomb K	5200Z

-- Yoka Square Merchant --

Item	Price
1 x HPMemory	4000Z
1 x HPMemory	8000Z *
1 x HPMemory	12000Z *
1 x Needler1 J	3200Z
1 x BambSwrd P	3500Z
1 x Lance Z	4000Z
1 x Shake1 R	5000Z
1 x StepSwrd P	6400Z

-- Yoka Area 1 Bug Frag exchanger --

Item	BF
1 x LavaStag A	35
1 x GutStrgh P	50
1 x BlkBomb3 G	90
1 x VarSword C	90
1 x StepCros T	95
1 x GutImpct I	100

-- Higsby's Shop --

Item	Price
1 x Recov80 *	5000Z
1 x RedWave J	7500Z
1 x StandOut *	6000Z
1 x WatrLine *	6000Z
1 x Ligtning *	6000Z
1 x GaiaSwrd *	6000Z
3 x Mine R	10000Z
1 x Anubis A	80000Z

-- Beach Square Merchant --

Item	Price
1 x HPMemory	5000Z
1 x HPMemory	9000Z *
1 x HPMemory	13000Z *
3 x GrassStg R	1000Z
1 x TimeBomb J	4000Z
1 x Shld200 R	6000Z
1 x VarSword D	10000Z

-- Beach Square NC Block Merchant --

Item	Price
1 x Attack+1	3000Z W
1 x Charge+1	2000Z W
1 x Reg+5	5000Z W
1 x Fish	8000Z P

-- Undernet 2 Bug Frag exchanger --

Item	BF
1 x Elec+30 *	15
1 x Wood+30 *	15
1 x FullCust *	30

1 x GodStone S 80
1 x Meteors R 150
1 x FolderReturn * 200

-- UnderSquare Merchant --

Item	Price
1 x HPMemory	12000Z
1 x HPMemory	16000Z *
1 x HPMemory	20000Z *
1 x TimeBomb L	4000Z
1 x AirSwrd *	6000Z
1 x Navi+20 *	7500Z
1 x OldWood W	15000Z

-- UnderSquare NC Block Merchant --

Item	Price
1 x Battery	8000Z Y
1 x HP+300	20000Z P
1 x Beat	10000Z W
1 x Tango	10000Z W
1 x SetMetal	5000Z G

-- Undernet 4 Merchant --

Item	Price
1 x HPMemory	8000Z
1 x HPMemory	12000Z *
1 x HPMemory	16000Z *
1 x CrsShld3 N	7500Z
1 x FireRatn B	9000Z
1 x Recov150 *	12000Z
1 x StepCros P	13000Z
1 x Atk+30 *	14000Z

-- Secret Area 2 Merchant --

Item	Price
1 x HPMemory	20000Z
1 x HPMemory	30000Z *
1 x HPMemory	40000Z *
3 x AirStrm3 I	9000Z
1 x BigWave J	11000Z
1 x NrthWind C	12000Z
1 x GutImpct G	12000Z

-- Undernet 6 Bug Frag NC Block exchanger --

Item	BF
1 x Speed+1	40 P
1 x HP+100	50 W
1 x Reg+5	70 Y
1 x HP+200	80 Y
1 x Rush	100 Y
1 x BustrMAX	150 P

Jobs are counted from bottom to top on the job board. Description is the job description you see before you accept the job and Words of thanks is the message you see if you select an already completed job. You take jobs by examining the job board in SciLab lobby. You can only do 1 job at once, so you can't take new job before you've finished the last one.

*** JOB 1 - Please deliver this ***

- Description: Can someone make a delivery for me? It isn't dangerous so anyone can do it. I'm the red navi between ACDC Square and the CyberMetro. Come see me and I'll tell you the rest.
- Go to ACDC Area 1 lower part.
- Talk to red navi standing in end of a path near the path to area 3.
- She gives you 'Old Tool'.
- Go to 5A blackboard and talk to green navi there.
- Return to the navi in ACDC Area 1 and you get a Yo-Yo1 D chip.
- Words of thanks: Thank you so much! My master's shy, so he's not good with words, but I know he's grateful. Thanks again.

*** JOB 2 - My Navi is sick ***

- Description: Hello! My Navi's feeling under the weather. Apparently I need a "Recov30 *" to fix him. Does anyone have a "Recov30 *"? I'll pay a reward to anyone who finds me the chip! I'm waiting at the SciLab Station.
- Go to SciLab station.
- Give Recov30 * chip to little girl in there.
- Get ReguUP3.
- Words of thanks: My Navi got better right away! How are you faring, my knight in shining armor? Thank you so much for trading that chip!

*** JOB 3 - Help me with my son! ***

- Description: Um... This is rather embarrassing, but I'm having trouble with my son. I can't talk about it here, so can you come to Yoka Station? I'd prefer someone skilled at NetBattling.
- Talk to fat woman in Yoka metro station.
- Go to ACDC Area 3 and talk to purple enemy navi there.
- Battle Mettaur2, Fishy and Boomer.
- Return to the woman and you get SpinYllw.
- Words of thanks: I owe you big time. My boy's finally settled down. I'd have it so easy if my son was as polite as you.

*** JOB 4 - Transmission error ***

- Description: I sent some data to the wrong place! I need someone to delete it, or there's going to be trouble. Come to the Virus Lab at SciLab, and I'll fill you in.
- Go to Virus Lab and speak to scientist standing in top corner.
- Go to Zoo area 2 (not network) and examine the terminal next to hippo and flamingo cage.
- Battle Yort, Ratty and Ratty2.
- Go back to the scientist and he gives you a HPMemory.
- Words of thanks: Thanks to you, the damage was minimal. I still can't believe you're Dr. Hikari's son. That was a surprise!

*** JOB 5 - Chip Prices ***

- Description: I need to know the price a rival is asking for a chip. If he finds out, it could get ugly, so meet me at ACDC Sqr.
- Go to ACDC Square and talk to green navi in right corner.
- Now go to Science Square and talk to purple navi next to entrance.
- Go back to navi at ACDC Square and talk to him.

- Go to Science square navi and talk to him again.
- Go to navi at ACDC square and you get a Slasher B.
- Words of thanks: I'm sorry to have put you through all of this for nothing. On the bright side, my brother and I learned a lot. From now on, we'll work together as family. Thank you!

*** JOB 6 - I'm broke...! ***

- Description: I know this isn't something to ask a perfect stranger, but can someone PLEASE lend me 8000 Zennys? I lost my wallet and bag in Yoka. I don't know what to do! I promise I'll pay you back! I'm at the Inn Lobby.
- Go to the inn lobby and talk to fat man next to entrance.
- Give him 8000Z.
- Exit and enter the inn.
- Talk to fat man again.
- Go to Yoka area 2 and you see purple and green navis.
- Talk to the purple one and battle Shrimpy2, Spikey2 and Ratty2.
- Talk to green navi and you get CashData.
- Talk to the fat man and he returns you your 8000Z and gives HPMemory.
- Words of thanks: Thank you! If it wasn't for you, I don't know what I would have done. You know, some people may try to take advantage of your kindness. It may sound funny coming from me, but you should be very cautious.

*** JOB 7 - Rare chips for cheap ***

- Description: For certain reasons, I need to dispose of a rare chip. I'm inside a telephone. The first one who finds me gets the chip!
- Jack in to phone in Yai's house.
- Talk to orange navi in left corner and battle 2 Tuinzaa virii.
- You get 10000Z.
- Words of thanks: A chip ad was used as cover for illegal activity recently. Any such messages will be immediately reported to the Officials. -Board Administrator

*** JOB 8 - Be my boyfriend! ***

- Description: Hiya! Do any of you have a male Navi that's kind, smart, handsome and strong? You know, an all-around great Navi? I'm too busy to explain! Meet me at Beach Square ASAP!
- Go to Beach Square and talk to the orange bunny-like navi.
- Select 1st option, 2nd option and 3rd option when the navi asks you questions. If you don't you have to battle 2 Fishys and Dominerd2.
- You get StepSword.
- Words of thanks: You weren't the best but you tried hard. Thanks, I guess.

*** JOB 9 - Will you deliver? ***

- Description: Oh my aching back! I have to deliver this here chip, but I'll be darned if I'm not too old for this! Would someone be a darlin' and deliver it for me? I'm a'waiting at the bottom of the sloped street in front of the Inn!
- Go to Yoka.
- Talk to granny in south corner of road that leads to the Inn.
- She'll give you TimeBomb N.
- Give it to man in suit at DNN building corridor.
- Return to the granny and she'll give you Invis *.
- Give to to purple navi in ACDC Square.
- Return to the granny and you get Aqua+30 *.
- Words of thanks: Sorry I put toy through all that trouble, Sonny. But it turned out all right, didn't it? Har! Har! Har!

*** JOB 10 - Look for friends (Must be done for Tora) ***

- Description: I'd like someone to help me find an old friend. If you can help, come meet me at ACDC Park.
- Talk to a man in ACDC Town park.

- You get TickStub.
- Go to Yoka area 1 and talk to green navi below Tamako's homepage.
- Go to Yoka Zoo and talk to the scientist standing next to the entrance.
- Return to the man in ACDC Town park and he gives you ReguUP3.
- Words of thanks: Thanks to you, lad, I was able to find my long-lost friend! I'm in your debt! It's funny, how I always dreamed of becoming a hero of justice when I was young, while my friend dreamed of being the boss of an evil organization! I hope you build up lots of good memories, too!

*** JOB 11 - Stuntmen wanted (Must be done for Tora) ***

- Description: So you think you're good? Prove it! DNN is looking for a few good stunt navis for "Cyber Corps: NetRangers"! For the details, come to Beach 1! This should be your big debut!
- Find and talk to an orange navi in Beach Area 1, near to the path to the WWW gate.
- Battle survival battle of 5 battles.
- Battle 1: Yort and HardHead.
- Battle 2: Spikey2 and Mettaur2.
- Battle 3: Fishy, Spikey2 and Shrimpy.
- Battle 4: 2 Beetles.
- Battle 5: 2 Shrimpys and Boomer.
- You get HPMemory.
- Words of thanks: Absolutely splendid! You're the best, MegaMan! We got some good takes! See you next time! Hee hee!

*** JOB 12 - Riot stopped (Must be done for Tora) ***

- Description: There's a gang of Navis spreading viruses by the TV Station. They're mad because they lost the N1. I can't handle them alone, so if you can help, meet me at the Station Lobby.
- Go to DNN center lobby.
- Talk to man standing next to the door.
- Go to the stage and jack in to the Net Battle Machine on the stage.
- Talk to purple navi in bottom corner and you battle Swordy, Swordy2 and Momogro.
- Go to 2F and jack in to the green card reader.
- Talk to navi near right corner and battle Momogro and 2 Fishys.
- Exit the building and jack in to the TV Van.
- Talk to purple navi in right corner and battle 2 Slimers and Momogro.
- Return to the man and he gives you Tally.
- Words of thanks: Hot dog! That'll teach them a lesson! You've got some skills! I could learn a thing or two watching you.

*** JOB 13 - Gathering Data (Must be done for Tora) ***

- Description: I'm looking for some important data I lost. I can't talk much here. Come to the teacher's lounge at ACDC School.
- Go to teacher's lounge in ACDC School.
- Talk to man next to the server.
- Go to SciLab Area 1 and talk to a program standing (or floating) next to the WWW gate.
- Go to ACDC Area 2, to the white platform, where the school gate lock was.
- Talk to purple navi on the platform and give him Yo-Yo1 G.
- You receive InsrData.
- Return it to the man and you get SloGauge *.
- Words of thanks: Great job, Lan! You're a lifesaver! Say, that program still hasn't come back. I'm not mad. I just hope it comes back soon.

*** JOB 14 - Somebody, please help!***

- Description: Dear Sirs. A fellow teacher informed me of your board. A certain computer is presently infected by a virus. I seek the aid of a proficient virus-buster. I am waiting in the Principal's Office of ACDC School.

- Go to principal's office in ACDC Town school.
- Talk to the woman in the office.
- Jack in to the laptop on the desk.
- Head left and find a red panel thing on wall.
- Examine it.
- It asks you a question, if you fail you have to battle 2 Spikey2's and 1 Spikey3.
- The answer is 3rd option.
- Go to area 2 of the network.
- Find the weird red statue and examine it.
- It asks you a question too. If you fail, you battle Volcano, Spikey and Metrod.
- The answer is the 3rd option.
- Head southwest to the net-version of the school's server.
- Examine it and you get a question again. If you fail, you battle 2 Spikeys and Swordy2.
- The answer is the 1st option.
- Jack out.
- Talk to the woman again and she gives you AntiRecv B.
- Words of thanks: Thanks, Lan! I knew you were talented when I saw you in N1! Use your ability to help people! I'm rooting for you!

*** JOB 15 - Looking for condor ***

- Description: Our condor still hasn't come back. Can someone find it and return it to the Zoo? Come to the front of Zoo's Parrot Hut. I'll fill you in on the details there.
- Go to Yoka Zoo and talk to the woman next to the bird cage.
- Go to hospital and talk to a old man in the room where Mamoru was.
- He gives you a 'Old Doll' (It looks like Chisao :P).
- Go to ACDC Town and put the doll to the elephant slide.
- Enter and exit any house/building.
- Return to the slide and the condor that kidnapped Chisao is sitting on it (Now you know why the doll was a Chisao doll :P).
- Take the condor and return it to the woman in zoo.
- You get SubMemory.
- Words of thanks: Loads of visitors are coming to see the condor, and we owe it all to you! Next time you visit Yoka, drop by and see the condor yourself!

*** JOB 16 - Help with rehab ***

- Description: I'm an Official, but I need someone to help me with rehab. You won't be battling me. I just want to watch you battle so I can regain my virus busting instincts. If you've got the time, come inside the Hospital's TV.
- Go to the hospital.
- Jack in to the TV in the lobby.
- Talk to orange navi in right corner.
- You need to battle few viruses.
- Battle 1: Quaker Omega.
- Battle 2: Viney Omega.
- Battle 3: Eleball Omega.
- Battle 4: Puffball Omega.
- You get Humor NC block and WWW-ID.
- Words of thanks: How are you feeling MegaMan? My Net Battling instincts have returned! I'll be seeing you around!

*** JOB 17 - Old Master ***

- Description: I'm a used Navi, and lately I've been thinking about my old master. Now I'm operated by someone else, though, so I can't see her. Can someone go check up on her? I'm in the SciLab Vending Machine. Please come for more info.
- Jack in to the vending machine.

- Talk to a purple navi near bottom corner.
- Go to ACDC Shool's teachers's lounge and examine books nearest to the server.
- Go to Beach Street and talk to the waitress near the cafe.
- Return to the navi and talk to it and you get GrabRvng Y.
- Words of thanks: I'm so glad to hear my old master's doing well! It encourages me to work hard! Thank you so very much!

*** JOB 18 - Catching gang members ***

- Description: There's been a lot of gang activity in Yoka recently. Can someone with skills help keep the peace? Ask the program in Yoka Square for more details.
- Go to Yoka Square.
- Talk to a program on the yellow platform.
- Go to Yoka Area 2 and talk to enemy navi near the lower path to Yoka Area 1.
- Battle Fishy2 and Ratty3.
- Backtrack to the "main street" (blue path) and follow it. You'll run into 2nd enemy navi.
- Battle Fishy2 and Doomer.
- Onto Area 1.
- Next navi is near Tamako's HP.
- Battle Fishy2 and Metrod.
- Last navi is on the same platform the Bubble Brigade was on.
- Battle Fishy, Trumpy and Fishy2.
- Return to the program and you get ExpMemry, aka your Navi Customizer grid is now 5x5.
- Words of thanks: Yoka is finally at peace again! We are all in your debt!

*** JOB 19 - Please adopt a virus! ***

- Description: Uh... you propably won't believe me, but I picked up some harmless viruses. They're cute, but alas, I can't keep them. If you want them, come to SciLab 2. There will be a test to make sure you can raise them properly.
- Go to SciLab Area 2.
- Talk to red navi in the middle of the area, standing next to a Bunny virus.
- Give the navi 50 bugfrags and you get Bunny, TuffBunny and MegaBunny.
- Words of thanks: How are those cuties doing? It's good to know they're in good hands. Oh yeah, the BugFrag I got became an item! Tee-hee!

*** JOB 20 - Legendary Tomes ***

- Description: Come to Hades Isle...
- Go to Hades Isle.
- Jack in to the round computer in the cave.
- Go to the northmost part of the network and talk to a dead navi.
- Go to Undernet 3.
- Left from the platform where FlamMan was, there's an enemy navi. Talk to it.
- Trade Magnum1 A for SkyTome.
- Go to UnderSquare.
- Talk to a navi in bottom corner of the right side platform.
- Buy LandTome for 7000Z.
- Exit the Square via the north exit.
- Go to right corner of Undernet 6.
- Talk to the navi and battle 2 Twinnests and N.O.
- You get SeaTome.
- Jack out and go to ACDC Town School.
- Go to Teacher's Lounge.
- Examine the statue on the table in left.
- You get 300000Z!!!
- Return the Tomes to the dead navi and you get FstGauge *.
- Words of thanks: Well done...

*** JOB 21 - Hide and seek! ***

- Description: We need someone to be It in a game of Hide&Seek! However, this is no ordinary Hide&Seek! Whoever gets found by the one who's It must hand over a chip! Since we're looking for someone to be It, you have nothing to lose! So, who's up for some fun? We'll be waiting by the Ticket Machine in front of the Zoo.
- Talk to a boy near the ticket machine of the Zoo.
- Go to the Panda cage and jack in to the Zoo network.
- First navi is in top-left side of Zoo Area 1. You get Sword E for finding him.
- Second navi is left of Zoo Area 2 entrance. You get WideSwrd E for finding him.
- Third navi is in Zoo Area 3, where the Cannon C was, in the top corner of the area. You get GutPunch E for finding her.
- Fourth navi is in Zoo Area 4, near the top corner. Get Barrier E for finding him.
- Jack out and return to the boy. He gives you GutImpct H.
- Words of thanks: I can't believe you found us all. We should have found better hiding places. Still, we had fun! Let's play again sometime!

*** JOB 22 - Finding the blue Navi ***

- Description: We want to meet that Navi MegaMan from the N1 Grand Prix! After seeing him battle, we're his biggest fans! You don't have to stay long. Please come meet us! We're waiting in Undernet 2.
- Go to Undernet 2.
- Go to a small platform, left from the path to Undernet 4, and talk to a green navi in there.
- Battle Spikey3, Metrod and HardHead Omega.
- You get HPMemory.
- Words of thanks: We're no match for you. We give up. That's it for us. We won't ever fight you again.

*** JOB 23 - Give your support! ***

- Description: I can't be specific, but something awful is happening! Mighty virus busters, come ASAP to Hades Mntn on Hades Isle!
- Go to Hades Isle.
- Enter the cave and talk to a scientist next to the round computer.
- You now have to battle a survival battle.
- Battle 1: Mettaur3, TuffBunny and Elesphere.
- Battle 2: Ratty3, Swordy3 and Doomer.
- Battle 3: Slimest, Pengon and Shrimpy3.
- Battle 4: Yurt, LowBlow and Trumpy Omega.
- Battle 5: Totun, Goofball and Vinert.
- Battle 6: Spikey2, Metrodo and Fishy2.
- Battle 7: Elehornet, Swordy3 and Scuttlest.
- You get 30 BugFrag.
- Words of thanks: Your virus busting technique is incredible! No wonder you're the operator of the famous MegaMan!

*** JOB 24 - Stamp collecting ***

- Description: Want to enter the Cyberworld's stamp collecting contest? I'll discuss the specifics in person. Please come to the Seaside Hospital 2F.
- Go to Hospital 2F.
- Talk to a nurse near the doors to patient rooms.
- Go to ACDC Area 1 and talk to a program on a platform, left from Mayl's HP.
- You get StmpCard.
- Go to the SciLab Area 1, to the platform near the former location of Alpha.
- Talk to a green program in there and you get a stamp for your stamp card.
- Go to Yoka Area 2.
- Talk to a program near top corner of the area and you get another stamp.

- Go to Beach Area 1.
- Talk to a program in bottomright side of the big platform in the middle.
- Return to the program in ACDC Area 1.
- Return to the nurse and she gives you StepCros Q.
- Words of thanks: That child was so happy to get the model train! Thanks!

*** JOB 25 - Help with a will ***

- Description: I can't figure out my father's will. Can someone help me unravel its puzzle? First, I'll have to hand over the will. Meet me in front of the Class 5-A at ACDC School.
- Talk to a girl in south corner of the hallway where the door to 5-A is.
- You get "Will".
- Go to ACDC Area 3 and examine the squirrel statue (net version).
- Battle Totem Omega, Mushy Omega and Needler Omega.
- Jack out and go to Yoka Inn lobby.
- Examine the samurai armor.
- Battle Heavy Omega, Basher Omega and Volcano Omega.
- Go to Yoka Area 1.
- Examine the water heater program.
- Battle Pengi Omega, Slimer Omega and Jelly Omega.
- Jack out and go to Hades Isle.
- Battle KillerEye Omega, Elebee Omega and Momogra Omega.
- Note: To continue, you need to have beaten BeastMan Beta. He's in Lan's Doghouse network. Use SneakRun to lure him to you...
- Go to Undernet 4, to the top of the pillar. (You need to open the security cube that opens only if you have beaten BeastMan Beta.)
- Examine the pillar.
- You find Photo.
- Battle 2 Twins Omegas and Dominerd Omega.
- Return to the girl and you get Recov300 R.
- Words of thanks: Thanks for solving the riddle of the will, Lan! I'll never become a powerful Net Battler, but I'm sure you will, someday! Good luck!

 * VI. Bosses *

-- Beastman V1 --

*** General Info ***

- Fast, wild looking navi
- Hard to hit while moving around
- HP: 500
- Element: None
- Location: Boss of Zoo Network in end of chapter 2
- Prize for winning: 1500Z

*** Attacks ***

- Diagonal Slash (20HP): Beastman slashes you diagonally
- Mad Dash (20HP): Beastman disappears, and after a while his hands fly at you diagonally and then his head comes straight towards you
- Slash (20HP): Beastman steps in front of you and slashes the column in front of him

-- Beastman V2 --

*** General Info ***

- Fast, wild looking navi
- Hard to hit while moving around

- HP: 700
- Element: None
- Location: SciLab Area 1
- Prize for winning: BeastMan B

*** Attacks ***

- Diagonal Slash (40HP): Beastman slashes you diagonally
- Mad Dash (40HP): Beastman disappears, and after a while his hands fly at you diagonally and then his head comes straight towards you
- Slash (40HP): Beastman steps in front or behind you and slashes the column in front of him

-- Beastman V3 --

*** General Info ***

- Fast, wild looking navi
- Hard to hit while moving around
- HP: 900
- Element: None
- Location: Lan's doghouse (Use SneakRun)
- Prize for winning: BeastMan V1-4 B or Zenny

*** Attacks ***

- Diagonal Slash (60HP): Beastman slashes you diagonally
- Mad Dash (60HP): Beastman disappears, and after a while his hands fly at you diagonally and then his head comes straight towards you
- Slash (60HP): Beastman steps in front or behind you and slashes the column in front of him

-- Bubbleman V1 --

*** General Info ***

- Ugly little fish-looking thing
- In center of bubbleman's side of battlefield there is hole where bubbles and other stuff keeps coming from
- There is a rock above the hole
- HP: 500
- Element: Aqua
- Location: Yoka Area, Boss of chapter 3
- Prize for winning: 2000Z

*** Attacks ***

- Bubble (30HP): Bubble rises from middle hole and comes at you. It has 1HP so it is easy to destroy
- Crab (30HP): Bubbleman throws a crab that acts like a Ratton. It has 10HP
- Mine (40HP): A mine comes inside a bubble. It explodes in + pattern. It has 40HP
- Spears (3 x 50HP): Bubbleman shoots 3 spears at you
- Swordfish (30HP): A swordfish comes in a bubble from center. If you pop the bubble, it dashes at you

-- Bubbleman V2 --

*** General Info ***

- Ugly little fish-looking thing
- In center of bubbleman's side of battlefield there is hole where bubbles and other stuff keeps coming from
- There is a rock above the hole
- HP: 800
- Element: Aqua

- Location: Yoka Area 1
- Prize for winning: BubblMan B

*** Attacks ***

- Bubble (80HP): Bubble rises from middle hole and comes at you. It has 1HP so it is easy to destroy
- Crab (80HP): Bubbleman throws a crab that acts like a Ratton. It has 10HP
- Mine (80HP): A mine comes inside a bubble. It explodes in + pattern. It has 40HP
- Spears (3 x 100HP): Bubbleman shoots 3 spears at you
- Swordfish (80HP): A swordfish comes in a bubble from center. If you pop the bubble, it dashes at you

-- Bubbleman V3 --

*** General Info ***

- Ugly little fish-looking thing
- In center of bubbleman's side of battlefield there is hole where bubbles and other stuff keeps coming from
- There is a rock above the hole
- HP: 800
- Element: Aqua
- Location: Randomly at Beach Area 1, only appears when on low HP
- Prize for winning: BubblMan V1-4 B or Zenny

*** Attacks ***

- Bubble (120HP): Bubble rises from middle hole and comes at you. It has 1HP so it is easy to destroy
- Crab (120HP): Bubbleman throws a crab that acts like a Ratton. It has 10HP
- Mine (120HP): A mine comes inside a bubble. It explodes in + pattern. It has 40HP
- Spears (3 x 150HP): Bubbleman shoots 3 spears at you
- Swordfish (120HP): A swordfish comes in a bubble from center. If you pop the bubble, it dashes at you

-- Bowlman V1 --

*** General Info ***

- Bowler with bowling balls as hands o.O
- HP: 1000
- Element: None
- Location: DNN Battle Console
- Prize for winning: 2000Z

*** Attacks ***

- Bowl Gun (40HP): Bowlman fires 15 bowls randomly on all lines.
- Bowling Ball (40HP): Bowlman throws bowling ball at you.
- Bowl Spikes (40HP): 3 bowls rise from random panels. They may also be knocked over by Bowling Ball attack, they do 40HP damage if they hit you.

-- Flashman V1 --

*** General Info ***

- Very fast weird looking navi
- HP: 300
- Element: Elec
- Location: School Network, Boss of chapter 1
- Prize for winning: 1000Z

*** Attacks ***

- AreaGrab (10HP): Flashman steals the rightmost column of your area. If you are on the column, you get hit
- Ground shock (15HP): Flashman rises his arm and hits ground. Electricity hits one panel in front of his arm, one below and one above
- Homing lights (10HP): Flashman shoots line of colored lights at you
- Light bulbs: Flashman creates 2 light bulbs that will go off and stun you. They have 5HP

-- Flashman V2 --

*** General Info ***

- Very fast weird looking navi
- HP: 500
- Element: Elec
- Location: ACDC Area 3
- Prize for winning: FlashMan F

*** Attacks ***

- AreaGrab (10HP): Flashman steals the rightmost column of your area. If you are on the column, you get hit
- Ground shock (45HP): Flashman rises his arm and hits ground. Electricity hits one panel in front of his arm, one below and one above
- Homing lights (30HP): Flashman shoots line of colored lights at you
- Light bulbs: Flashman creates 2 light bulbs that will go off and stun you. They have 20HP

-- Flashman V3 --

*** General Info ***

- Very fast weird looking navi
- HP: 700
- Element: Elec
- Location: Randomly at ACDC Area 2
- Prize for winning: FlashMan V1-4 F or Zenny

*** Attacks ***

- AreaGrab (10HP): Flashman steals the rightmost column of your area. If you are on the column, you get hit
- Ground shock (90HP): Flashman rises his arm and hits ground. Electricity hits one panel in front of his arm, one below and one above
- Homing lights (60HP): Flashman shoots line of colored lights at you
- Light bulbs: Flashman creates 2 light bulbs that will go off and stun you. They have 40HP

-- Gutsman V1 --

*** General Info ***

- A navi who uses brute force. Easiest navi in the game, in my opinion
- HP: 300
- Element: None
- Location: Talk to Dex in end of Chapter 1
- Prize for winning: Gutsman G

*** Attacks ***

- GutsPunch (30HP): Gutsman hits the 1 panel in front of him with his fist. If you get hit, you are pushed 1 space backwards
- Shockwave (20HP): Gutsman sends a shock wave straight ahead
- Panel Breaker (20HP): Gutsman hits ground and cracks all your panels. You take damage only if Gutsman hits you, not panels

-- Gutsman V2 --

*** General Info ***

- A navi who uses brute force. Easiest navi in the game, in my opinion
- HP: 700
- Element: None
- Location: Talk to Dex
- Prize for winning: GutsmanV2 G

*** Attacks ***

- GutsPunch (60HP): Gutsman hits the 1 panel in front of him with his fist. If you get hit, you are pushed 1 space backwards
- Shockwave (40HP): Gutsman sends a shock wave straight ahead
- Panel Breaker (40HP): Gutsman hits ground and cracks all your panels. You take damage only if Gutsman hits you, not panels

-- Gutsman V3 --

*** General Info ***

- GutsmanV2 in steroids
- HP: 900
- Element: None
- Location: Talk to Dex
- Prize for winning: GutsmanV3 G or Zenny

*** Attacks ***

- Shockwave (100HP): Gutsman sends a shock wave straight ahead.
- Panel Breaker (100HP): Gutsman hits ground and cracks all your panels. You take damage only if Gutsman hits you, not panels.
- Rocket Punch (150HP): Gutsman shoots his fist straight ahead.
- Zeta Punch (150HP): Gutsman turns invisible and shoots fists rapidly at you for some time.

-- Metalman V1 --

*** General Info ***

- A metal navi that uses saw blades as weapons. There are 2 gears on the battlefield that do 20 damage if you touch them.
- HP: 500
- Element: None
- Location: Talk to Tamako
- Prize for winning: Metalman M

*** Attacks ***

- Boomerang Saw (20HP): Works same way as the boomerang attack, aka moves on the edges of the battlefield
- Missile (20HP): Metalman fires 3 missiles. They return in a while and try to hit Megaman. The panel they're going to hit flashes yellow before the missiles hit.

* VII. Folders *

-- Pre-made folders --

*** Initial folder 1 ***

- You have this folder in the beginning.

2 x Cannon A
2 x Cannon B
3 x Shotgun J
3 x V-Gun D
1 x SideGun S
3 x AirShot1 *
2 x MiniBomb B
1 x MiniBomb S
3 x Sword L
1 x WideSwrd L
2 x X-Panell B
1 x AreaGrab L
2 x Recov10 A
2 x Recov10 L
2 x Atk+10 *

*** Initial Extra Folder ***

- You can't change this folder. You get it from dad.

4 x Cannon A
4 x Shotgun J
4 x V-Gun D
4 x SideGun S
4 x AirShot1 *
4 x MiniBomb B
4 x Sword L
1 x WideSwrd L
1 x AreaGrab L

*** N1 Real-world navi challenge folder ***

- You get this from Yoka square. The N1 folder will change into this.

- Program Advances: (1) HyperBurst, (2) LifeSword

2 x Ratton1 A
2 x Ratton1 F
2 x Shotgun F
1 x Shotgun *
2 x V-Gun G
1 x V-Gun *
2 x SideGun Y
1 x SideGun *
1 x Spreader M (1)
1 x Spreader N (1)
1 x Spreader O (1)
1 x Dash G
1 x Lance H
2 x PanlGrab Y
4 x MetGuard *
1 x Sword Y (2)
1 x WideSwrd Y (2)
1 x LongSwrd Y (2)
3 x Atk+10 *

*** Hades Deck ***

- You get this when you go to Hades Isle.

2 x BublShot A
2 x HeatShot B
3 x SinglBmb D
3 x CannBall D

4 x Burner S
4 x Boomer H
1 x WideSwrd Q
1 x LongSwrd E
1 x FireSwrd F
1 x AquaSwrd N
1 x ElecSwrd V
1 x BmbooSwr W
2 x Recov80 D
1 x Atk+10 *
1 x Roll R
1 x Gutsman G
1 x Gutsman2 G

*** Hades Deck A ***

- You get this during N1 grand prix on Hades Isle.
- Program Advances: ZCannon2 (1), LifeSword (2)

2 x HiCannon H (1)
1 x HiCannon I (1)
1 x HiCannon J (1)
3 x SonicWav G
2 x ZapRing1 A
1 x ZapRing1 *
1 x Lance Z
1 x Boomer H
2 x Invis *
1 x Sword Y (2)
1 x WideSwrd Y (2)
1 x LongSwrd Y (2)
1 x LongSwrd L
1 x LongSwrd R
1 x FireSwrd F
1 x AquaSwrd A
1 x ElecSwrd E
1 x BmbooSwr W
1 x VarSword C
2 x AreaGrab *
1 x Roll R
1 x Flashman F
1 x Beastman B

*** Hades Deck B ***

- You get this during N1 grand prix on Hades Isle.
- Program Advances: ZCannon1 (1), ZYoYo1 (2), ZYoYo1 (3)

1 x Cannon A (1)
2 x Cannon B (1)
1 x Cannon C (1)
4 x AirShot1 *
4 x BublShot *
4 x HeatShot *
1 x ZapRing1 A
1 x ZapRing1 M
1 x ZapRing1 P
1 x ZapRing1 *
1 x Yo-Yo1 C (2)
1 x Yo-Yo1 E (2) (3)
1 x Yo-Yo1 G (3)
1 x Yo-Yo1 * (2) (3)

1 x Recov30 F
1 x Recov30 H
1 x Recov30 M
1 x Recov80 D
1 x Roll R
1 x Gutsman G

*** Hades Deck C ***

- You get this during N1 grand prix on Hades Isle.

2 x MiniBomb *
4 x SinglBmb H
4 x CannBall P
2 x Hammer T
4 x X-Panell *
1 x Recov10 *
1 x Recov30 *
1 x Recov50 *
1 x Recov80 *
2 x PanlGrab *
2 x AreaGrab E
1 x Repair *
3 x Snake I
1 x Atk+10 *
1 x Wood+30 *

*** Hades Deck D ***

- You get this during N1 grand prix on Hades Isle.

4 x Sword Y
4 x WideSwrd L
2 x PanlGrab *
1 x AreaGrab *
1 x SinglBmb T
1 x CannBall P
1 x WindSwrd R
1 x ShockWav D
1 x GutPunch C
1 x DashAtk Z
1 x Burner Q
1 x Ratton1 A
1 x Hammer G
1 x ZapRing1 M
1 x Yo-Yo1 F
1 x Lance H
1 x Boomer J
1 x Plasma B
1 x Wind *
1 x Fan *
1 x Attck+10 *
1 x Flashman F
1 x BubbleMn B

*** Folder 2 ***

- Tora gives this extra folder after you've done jobs 10-13 for him.

4 x Ratton1 H
3 x ZapRing1 S
3 x ZapRing2 W
4 x IceWave1 W

3 x MiniBomb *
1 x WideSwrd E
1 x CustSwrd V
1 x Slasher D
1 x Pawn E
1 x Knight U
1 x Rook Q
1 x AreaGrab L
4 x Recov50 *
2 x Atk+10 *

-- Custom folders --

- None yet

- If you have a good folder and you want it here, email me and I review it and if its good, I put it here.

* VIII. Number Machine Codes *

You can buy Number Machine codes from Yoka's metro station kiosk.
Most of them don't work. Here is list of working codes (Hopefully all of them).

*** Battle Chips ***

Code	Item	
01697824	CopyDmg	*
03284579	HeroSwrd	P
15789208	AirShot3	*
21247895	HiCannon	*
31549798	Spreader	*
33157825	GaiaBlad	*
50098263	Muramasa	M
54390805	Bolt	*
63997824	VarSwrd	F
65497812	Salamndr	*
76889120	StepCros	S
88543997	Fountain	*
95913876	GutStrgt	S

*** Navi Customizer Blocks ***

Code	Item
19878934	SetSand
23415891	AirShoes
41465278	WeapLV+1
67918452	FstGauge

*** Items ***

Code	Item
11002540	SpinBlue
28274283	SpinGrn
72563938	SpinRed
77955025	SpinWhit
90690648	WrstBand

*** Subchips ***

Code	Item
------	------

05088930 Untrap
24586483 SneakRun
35331089 Unlocker
46823480 Untrap
56892168 FullEnrg
57789423 MiniEnrg
86508964 MiniEnrg
87824510 LockEnmy
99826471 FullEnrg

* IX. Chip Traders *

-- 3 Chip Trader in Higsby's shop --

Times used: 40
5-star chips: 0
4-star chips: 3
3-star chips: 6
2-star chips: 17
1 star chips: 14
Navi chips: 0
Mega-class chips: 0

Chips received:

1 x AirStrml F
1 x AreaGrab L
2 x AreaGrab S
1 x AreaGrab Y
1 x Arrow1 B
1 x Boomer1 J
1 x CrsShdl1 H
1 x Geddon1 S
1 x Geyser L
1 x CopyDmg A
1 x ElecSword K
1 x Hammer G
1 x HiCannon L
1 x LavaStge R
1 x Magnum1 H
1 x MgmCann1 T
1 x Needler1 S
1 x PlsmBl11 D
1 x Recov80 J
1 x SonicWav G
1 x SonicWav M
1 x SonicWav S
1 x Spreader M
2 x Spreader Q
1 x StepSword L
1 x StepSword O
1 x MetaGell D
1 x Totem1 G
1 x V-Gun T
1 x Wave E
1 x Wave T
2 x WideSword C

1 x WideSwrd E
1 x WideSwrd Q
1 x PanlOut3 C
1 x Yo-Yo1 E
1 x ZapRing1 S

-- 10 Chip Trader in Hospital --

Times used: 0
5-star chips: 0
4-star chips: 0
3-star chips: 0
2-star chips: 0
1 star chips: 0
Navi chips: 0
Mega-class chips: 0

Chips received:
N/A

-- 10 Chip Trader in DNN Building --

Times used: 0
5-star chips: 0
4-star chips: 0
3-star chips: 0
2-star chips: 0
1 star chips: 0
Navi chips: 0
Mega-class chips: 0

Chips received:
N/A

-- BugFrag Trader Machine --

Times used: 0
5-star chips: 0
4-star chips: 0
3-star chips: 0
2-star chips: 0
1 star chips: 0
Navi chips: 0
Mega-class chips: 0

Chips received:
N/A

* X. Battle Chips *

-- Standard Class Chips --

*** 001 - Cannon ***
- Attack: 40

- Element: None
- Codes: A, B, C, D, E, *
- Memory: 12MB
- Stars: *
- Description: Shoots a cannon shot straight ahead.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 002 - HiCannon ***

- Attack: 60
- Element: None
- Codes: H, I, J, K, L, *
- Memory: 24MB
- Stars: **
- Description: Shoots a cannon shot straight ahead.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 003 - M-Cannon ***

- Attack: 80
- Element: None
- Codes: O, P, Q, R, S, *
- Memory: 36MB
- Stars: ***
- Description: Shoots a cannon shot straight ahead.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 004 - AirShot1 ***

- Attack: 20
- Element: None
- Codes: *
- Memory: 4MB
- Stars: *
- Description: Shoots an air shot straight ahead, pushes enemy back 1 panels when it hits.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+

```

```
| | | | | | | |
+---+---+---+---+---+---+
```

*** 005 - AirShot2 ***

- Attack: 30
- Element: None
- Codes: *
- Memory: 12MB
- Stars: **
- Description: Shoots an air shot straight ahead, pushes enemy back 1 panels when it hits.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
| | | | | | | | X = Can get hit
+---+---+---+---+---+---+
| | M | X | X | X | X |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 006 - AirShot3 ***

- Attack: 40
- Element: None
- Codes: *
- Memory: 18MB
- Stars: **
- Description: Shoots an air shot straight ahead, pushes enemy back 1 panels if possible when it hits.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
| | | | | | | | X = Can get hit
+---+---+---+---+---+---+
| | M | X | X | X | X |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 007 - LavaCan1 ***

- Attack: 90
- Element: Fire
- Codes: A, G, S, T, V
- Memory: 34MB
- Stars: *
- Description: Shoot a magma ball straight ahead.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
| | | | | | | | X = Can get hit
+---+---+---+---+---+---+
| | M | X | X | X | X |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 008 - LavaCan2 ***

- Attack: 120
- Element: Fire
- Codes: B, D, F, M, O
- Memory: 42MB
- Stars: **
- Description: Shoot a magma ball straight ahead.

- Range:

```
+---+---+---+---+---+ M = Megaman
|   |   |   |   |   | X = Can get hit
+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+
|   |   |   |   |   |
+---+---+---+---+---+
```

*** 009 - LavaCan3 ***

- Attack: 150
- Element: Fire
- Codes: E, H, J, R, W
- Memory: 60MB
- Stars: ***
- Description: Shoot a magma ball straight ahead.
- Range:

```
+---+---+---+---+---+ M = Megaman
|   |   |   |   |   | X = Can get hit
+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+
|   |   |   |   |   |
+---+---+---+---+---+
```

*** 010 - Volcano ***

- Attack: 150+
- Element: Fire
- Codes: A, G, J, Y, Z
- Memory: 75MB
- Stars: ****
- Description: Shoots a 3 row wide magma blast. Attack is increased by 20 for every lava panel you have on your side, making the max attack power 330. (If you have stolen enemy area, the damage can 490.)
- Range:

```
+---+---+---+---+---+ M = Megaman
|   |   | X | X | X | X | X = Can get hit
+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+
|   |   | X | X | X | X |
+---+---+---+---+---+
```

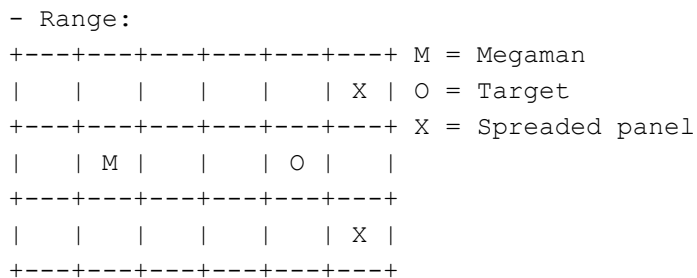
*** 011 - Shotgun ***

- Attack: 30
- Element: None
- Codes: B, F, J, N, T, *
- Memory: 8MB
- Stars: *
- Description: Shoots a shot straight forward, which to spreads to 1 panel behind the target when it hits.
- Range:

```
+---+---+---+---+---+ M = Megaman
|   |   |   |   |   | O = Target
+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O | X |
+---+---+---+---+---+
|   |   |   |   |   |
+---+---+---+---+---+
```

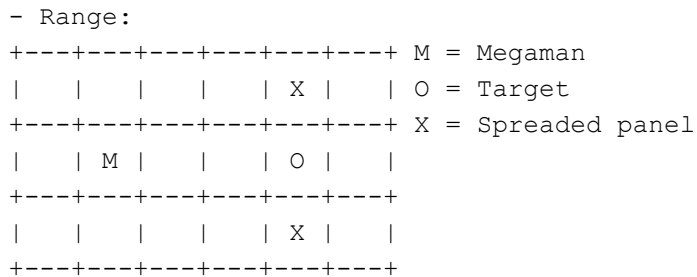
*** 012 - V-Gun ***

- Attack: 30
- Element: None
- Codes: D, G, L, P, V, *
- Memory: 8MB
- Stars: *
- Description: Shoots a shot straight forward, which spreads diagonally up and down to 1 panel from the target when it hits.



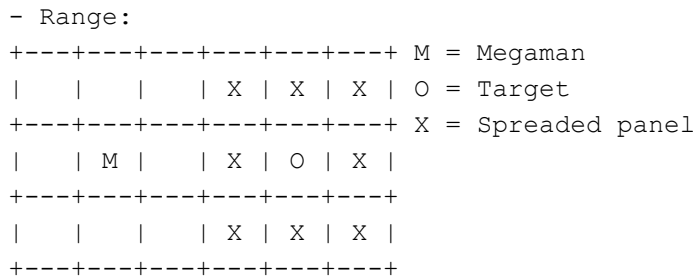
*** 013 - SideGun ***

- Attack: 30
- Element: None
- Codes: C, H, M, S, Y, *
- Memory: 8MB
- Stars: *
- Description: Shoots a shot straight forward, which spreads directly up and down to 1 panel from the target when it hits.



*** 014 - Spreader ***

- Attack: 30
- Element: None
- Codes: M, N, O, P, Q, *
- Memory: 16MB
- Stars: **
- Description: Shoots a shot straight forward, which spreads to all surrounding panels.



*** 015 - Bubbler ***

- Attack: 60
- Element: Aqua
- Codes: A, C, D, E, P, *
- Memory: 14MB
- Stars: *
- Description: Shoots a shot straight forward, which to spreads to 1 panel behind the target when it hits.

- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | O = Target
+---+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 016 - Bub-V ***

- Attack: 60
- Element: Aqua
- Codes: D, E, F, S, V
- Memory: 22MB
- Stars: **
- Description: Shoots a shot straight forward, which spreads diagonally up and down to 1 panel from the target when it hits.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   | X | O = Target
+---+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O |   |
+---+---+---+---+---+---+
|   |   |   |   | X |   |
+---+---+---+---+---+---+

```

*** 017 - BubSide ***

- Attack: 60
- Element: Aqua
- Codes: B, E, F, G, R
- Memory: 30MB
- Stars: ***
- Description: Shoots a shot straight forward, which spreads directly up and down to 1 panel from the target when it hits.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   | O = Target
+---+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O |   |
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+

```

*** 018 - HeatShot ***

- Attack: 40
- Element: Fire
- Codes: B, H, I, J, P, *
- Memory: 14MB
- Stars: *
- Description: Shoots a shot straight forward, which to spreads to 1 panel behind the target when it hits.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   | O = Target
+---+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 019 - Heat-V ***

- Attack: 40
- Element: Fire
- Codes: F, I, J, K, V
- Memory: 22MB
- Stars: **
- Description: Shoots a shot straight forward, which spreads diagonally up and down to 1 panel from the target when it hits.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   | X | O = Target
+---+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O |   |
+---+---+---+---+---+---+
|   |   |   |   |   | X |
+---+---+---+---+---+---+
```

*** 020 - HeatSide ***

- Attack: 40
- Element: Fire
- Codes: C, J, K, L, T
- Memory: 30MB
- Stars: ***
- Description: Shoots a shot straight forward, which spreads directly up and down to 1 panel from the target when it hits.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   | X |   | O = Target
+---+---+---+---+---+---+ X = Spreaded panel
|   | M |   |   | O |   |
+---+---+---+---+---+---+
|   |   |   |   | X |   |
+---+---+---+---+---+---+
```

*** 021 - MiniBomb ***

- Attack: 50
- Element: None
- Codes: D, F, H, J, T, *
- Memory: 6MB
- Stars: *
- Description: Throws a bomb straight forward to third panel away from you.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 022 - SnglBomb ***

- Attack: 50
- Element: None
- Codes: D, F, H, J, T, *
- Memory: 12MB
- Stars: *
- Description: Throws a bomb straight forward to third panel away from you. Explosion spreads one panel up and down.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   | X |   | X = Can get hit
```

```
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   | X |   |
+---+---+---+---+---+---+
```

*** 023 - DublBomb ***

- Attack: 50
- Element: None
- Codes: A, C, H, K, Q, *
- Memory: 24MB
- Stars: **
- Description: Throws two bombs straight forward to third panel away from you. Explosions spread one panel up and down.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   | X |   | X = Can get hit
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   | X |   |
+---+---+---+---+---+---+
```

*** 024 - TrplBomb ***

- Attack: 50
- Element: None
- Codes: E, I, N, P, W
- Memory: 36MB
- Stars: ***
- Description: Throws three bombs straight forward to third panel away from you. Explosions spread one panel up and down.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   | X |   | X = Can get hit
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   | X |   |
+---+---+---+---+---+---+
```

*** 025 - CannBall ***

- Attack: 160
- Element: None
- Codes: A, D, F, L, P, *
- Memory: 33MB
- Stars: ***
- Special: Piercing, hits underground enemies
- Description: Throws a steel ball straight forward to third panel away from you. It will destroy the panel.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 026 - IceBall ***

- Attack: 120

- Element: Aqua
- Codes: F, I, M, Q, S, *
- Memory: 18MB
- Stars: ***
- Special: Piercing, hits underground enemies
- Description: Throws a steel ball straight forward to third panel away from you. It will turn the panel into ice.
- Range:

```
+---+---+---+---+---+---+ M = Megaman  
|   |   |   |   |   |   | X = Can get hit  
+---+---+---+---+---+---+  
|   | M |   |   | X |   |  
+---+---+---+---+---+---+  
|   |   |   |   |   |   |  
+---+---+---+---+---+---+
```

*** 027 - LavaBall ***

- Attack: 140
- Element: Fire
- Codes: B, C, H, N, W, *
- Memory: 20MB
- Stars: ***
- Special: Piercing, hits underground enemies
- Description: Throws a steel ball straight forward to third panel away from you. It will turn the panel into lava.
- Range:

```
+---+---+---+---+---+---+ M = Megaman  
|   |   |   |   |   |   | X = Can get hit  
+---+---+---+---+---+---+  
|   | M |   |   | X |   |  
+---+---+---+---+---+---+  
|   |   |   |   |   |   |  
+---+---+---+---+---+---+
```

*** 028 - BlkBomb1 ***

- Attack: 120
- Element: Fire
- Codes: F, L, N, P, Z
- Memory: 60MB
- Stars: **
- Description: Throws a bomb straight forward to third panel away from you. It will stay there till hit by fire-elemental attack, which makes it explode. Explosion hits entire enemy area. The bomb also explodes if it lands on lava panel or fire-type enemy.
- Range:

```
+---+---+---+---+---+---+ M = Megaman  
|   |   |   |   |   |   | X = Bomb lands here  
+---+---+---+---+---+---+  
|   | M |   |   | X |   |  
+---+---+---+---+---+---+  
|   |   |   |   |   |   |  
+---+---+---+---+---+---+
```

*** 029 - BlkBomb2 ***

- Attack 170
- Element: Fire
- Codes: D, I, K, Q, S
- Memory: 70MB
- Stars: ***
- Description: Throws a bomb straight forward to third panel away from you. It

will stay there till hit by fire-elemental attack, which makes it explode. Explosion hits entire enemy area. The bomb also explodes if it lands on lava panel or fire-type enemy.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Bomb lands here
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 030 - BlkBomb3 ***

- Attack: 220
- Element: Fire
- Codes: C, G, L, U, Y
- Memory: 80MB
- Stars: ****
- Description: Throws a bomb straight forward to third panel away from you. It will stay there till hit by fire-elemental attack, which makes it explode. Explosion hits entire enemy area. The bomb also explodes if it lands on lava panel or fire-type enemy.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Bomb lands here
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 031 - Sword ***

- Attack: 80
- Element: None
- Codes: E, H, L, S, Y
- Memory: 10MB
- Stars: *
- Description: Slash the panel in front of you with a sword. Will damage Shadow viruses and navis using Shadow chip.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 032 - WideSwrd ***

- Attack: 80
- Element: None
- Codes: C, E, L, Q, Y
- Memory: 16MB
- Stars: **
- Description: Slash the column in front of you with a sword. Will damage Shadow viruses and navis using Shadow chip.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   |   | X = Can get hit
+---+---+---+---+---+---+
```

```

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

```

*** 033 - LongSword ***

- Attack: 80
- Element: None
- Codes: E, I, L, R, Y
- Memory: 24MB
- Stars: ***
- Description: Slash 2 panels in front of you with a sword. Will damage Shadow viruses and navis using Shadow chip.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 034 - FireSword ***

- Attack: 130
- Element: Fire
- Codes: F, N, P, R, U
- Memory: 20MB
- Stars: ***
- Description: Slash the column in front of you with a fire-type sword. Will damage Shadow viruses and navis using Shadow chip.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+

```

*** 035 - AquaSword ***

- Attack: 150
- Element: Aqua
- Codes: A, H, N, P, T
- Memory: 25MB
- Stars: ***
- Description: Slash the column in front of you with an aqua-type sword. Will damage Shadow viruses and navis using Shadow chip.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+

```

*** 036 - ElecSword ***

- Attack: 130
- Element: Elec
- Codes: E, K, N, P, V

- Memory: 23MB
- Stars: ***
- Description: Slash the column in front of you with an elec-type sword. Will damage Shadow viruses and navis using Shadow chip.

- Range:
+---+---+---+---+---+---+ M = Megaman
| | | | X | | | X = Can get hit
+---+---+---+---+---+---+
| | | M | X | | |
+---+---+---+---+---+---+
| | | | X | | |
+---+---+---+---+---+---+

*** 037 - BambSword ***

- Attack: 140
- Element: Wood
- Codes: B, L, N, P, W
- Memory: 18MB
- Stars: ***
- Description: Slash the column in front of you with a wood-type sword. Will damage Shadow viruses and navis using Shadow chip.

- Range:
+---+---+---+---+---+---+ M = Megaman
| | | | X | | | X = Can get hit
+---+---+---+---+---+---+
| | | M | X | | |
+---+---+---+---+---+---+
| | | | X | | |
+---+---+---+---+---+---+

*** 038 - CustSword ***

- Attack: ????
- Element: None
- Codes: B, F, R, V, Z
- Memory: 21MB
- Stars: ***
- Description: Slash 2 x 3 panel area in front of you. Attack power depends on custom gauge. The fuller the gauge is, the more CustSword does damage. Just before it is full, attack is 256, when it is full, it is 0. Will damage Shadow viruses and navis using Shadow chip.

- Range:
+---+---+---+---+---+---+ M = Megaman
| | | | X | X | | X = Can get hit
+---+---+---+---+---+---+
| | | M | X | X | |
+---+---+---+---+---+---+
| | | | X | X | |
+---+---+---+---+---+---+

*** 039 - VarSword ***

- Attack: 160
- Element: None
- Codes: B, C, D, E, F
- Memory: 68MB
- Stars: ****
- Description: If you use it normally, it slashes the panel in front of you. Will damage Shadow viruses and navis using Shadow chip.
You can, however, hold A and execute a special command code. They are:
- Long Sword: Down, Down/Right, Right
- Wide Sword: Up, Right, Down

- Fighter Sword: Left, Down/Left, Down, Down/Right, Right
- Life Sword: Down, Left, Up, Right, Down
- Sonic Boom: Left, B, Right, B (3 Protoman-style sonic booms forward)
- Element Sonic: B, B, Left, Down, Up (4 Protoman-style sonic booms forward, one of each element. (Aqua, Fire, Wood and Elec.))

- Range: (Normal)

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

- Range: (Long Sword)

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

- Range: (Wide Sword)

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+

```

- Range: (Fighter Sword)

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

- Range: (Sonic Boom)

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   | X | X | X | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X | X |
+---+---+---+---+---+---+
|   |   |   | X | X | X |
+---+---+---+---+---+---+

```

- Range: (Element Sonic)

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   | X | X | X | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X | X |
+---+---+---+---+---+---+
|   |   |   | X | X | X |
+---+---+---+---+---+---+

```

*** 040 - AirSword ***

- Attack: 100
- Element: None
- Codes: C, E, H, J, R
- Memory: 30MB
- Stars: ***

- Description: Slash column in front of you. Enemies that are hit are pushed to back row if they're not deleted and if nothing's in their way. Will damage Shadow viruses and navis using Shadow chip.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+
```

*** 041 - StepSword ***

- Attack: 130
- Element: None
- Codes: L, M, N, O, P
- Memory: 43MB
- Stars: ****
- Description: Step 2 panels forward and slash a column. Will damage Shadow viruses and navis using Shadow chip.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   | X |   | X = Can get hit
+---+---+---+---+---+---+
|   | M |   |   | X |   |
+---+---+---+---+---+---+
|   |   |   |   | X |   |
+---+---+---+---+---+---+
```

*** 042 - StepCross ***

- Attack: 130
- Element: None
- Codes: P, Q, R, S, T
- Memory: 74MB
- Stars: ****
- Description: Step 2 panels forward and slash 2 times diagonally. Will damage Shadow viruses and navis using Shadow chip.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   | X | X = Can get hit
+---+---+---+---+---+---+ 2 = Hit twice
|   | M |   |   | 2 |   |
+---+---+---+---+---+---+
|   |   |   | X |   | X |
+---+---+---+---+---+---+
```

*** 043 - Slasher ***

- Attack: 240
- Element: None
- Codes: B, D, G, R, S
- Memory: 74MB
- Stars: ***
- Description: Hold down A button. When enemy comes to your side, Megaman will automatically slice it. Will damage Shadow viruses and navis using Shadow chip.
- Range: N/A

*** 044 - ShockWave ***

- Attack: 60
- Element: None
- Codes: D, H, J, L, R

- Memory: 10MB
- Stars: *
- Description: Megaman swings a pickaxe and sends a shockwave straight forward.
It can go through objects but is stopped by holes.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 045 - SonicWav ***

- Attack: 80
- Element: None
- Codes: G, I, M, S, W
- Memory: 26MB
- Stars: **
- Description: Megaman swings a pickaxe and sends a shockwave straight forward.
It can go through objects but is stopped by holes.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 046 - DynaWave ***

- Attack: 100
- Element: None
- Codes: E, N, Q, T, V
- Memory: 42MB
- Stars: ***
- Description: Megaman swings a pickaxe and sends a shockwave straight forward.
It can go through objects but is stopped by holes.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 047 - BigWave ***

- Attack: 190
- Element: None
- Codes: E, J, M, P, Y
- Memory: 82MB
- Stars: ****
- Description: Megaman swings a pickaxe and sends a shockwave straight forward.
It can go through objects but is stopped by holes. It also cracks the panels.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
```

```
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 048 - GutPunch ***

- Attack: 80
- Element: None
- Codes: B, C, D, E, F
- Memory: 14MB
- Stars: *
- Description: Megaman hits 1 panel in front of him with a giant fist. Enemy that gets it is pushed 1 panel backwards.
You can hold A and execute a special command code. They are:

- Rocket Punch: Down, Down/Right, Right
- Range: (Normal)
+---+---+---+---+---+---+ M = Megaman
| | | | | | | X = Can get hit
+---+---+---+---+---+---+ O = Enemy will end up here

```
|   |   | M | X | O |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

- Range: (Rocket Punch)
+---+---+---+---+---+---+ M = Megaman
| | | | | | | X = Can get hit

```
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 049 - GutStrgt ***

- Attack: 100
- Element: None
- Codes: O, P, Q, R, S
- Memory: 30MB
- Stars: **
- Description: Megaman hits 1 panel in front of him with a giant fist. Enemy that gets it is pushed 1 panel backwards.
You can hold A and execute a special command code. They are:

- Triple Punch: B, B, Down, Left, Right, B
- Range: (Normal)
+---+---+---+---+---+---+ M = Megaman
| | | | | | | X = Can get hit
+---+---+---+---+---+---+ O = Enemy will end up here

```
|   |   | M | X | O |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

- Range: (Triple Punch)
+---+---+---+---+---+---+ M = Megaman
| | | | | | | 3 = Gets hit 3 times

```
+---+---+---+---+---+---+
|   |   | M | 3 |   |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 050 - GutImpct ***

- Attack: 160

- Element: None
 - Codes: G, H, I, J, K
 - Memory: 50MB
 - Stars: ***
 - Description: Megaman hits 1 panel in front of him with a giant fist. Enemy that gets it is pushed 1 panel backwards.
 You can hold A and execute a special command code. They are:

- Rapid Punch: Left, B, Down, B, Down, B
 - Range: (Normal)
 +---+---+---+---+---+---+ M = Megaman
 | | | | | | | X = Can get hit
 +---+---+---+---+---+---+ O = Enemy will end up here
 | | | M | X | O | |
 +---+---+---+---+---+---+
 | | | | | | |
 +---+---+---+---+---+---+

- Range: (Rapid Punch)
 +---+---+---+---+---+---+ M = Megaman
 | | | | | | | 5 = Gets hit 5 times
 +---+---+---+---+---+---+
 | | | M | 5 | | |
 +---+---+---+---+---+---+
 | | | | | | |
 +---+---+---+---+---+---+

*** 051 - DashAtk ***

- Attack: 90
 - Element: None
 - Codes: C, D, G, J, Z, *
 - Memory: 11MB
 - Stars: *
 - Description: Dash at enemies on same row. You'll be stopped by objects on the path.

- Range:
 +---+---+---+---+---+---+ M = Megaman
 | | | | | | | X = Can get hit
 +---+---+---+---+---+---+
 | | M | X | X | X | X |
 +---+---+---+---+---+---+
 | | | | | | |
 +---+---+---+---+---+---+

*** 052 - Burner ***

- Attack: 130
 - Element: Fire
 - Codes: B, F, Q, S, W
 - Memory: 15MB
 - Stars: ***
 - Description: Burns panels around you in + form.
 - Range:

+---+---+---+---+---+---+ M = Megaman
 | | | X | | | | X = Can get hit
 +---+---+---+---+---+---+
 | | X | M | X | | |
 +---+---+---+---+---+---+
 | | | X | | | |
 +---+---+---+---+---+---+

*** 053 - Condor ***

- Attack: 180

- Element: None
- Codes: B, I, L, S, Z
- Memory: 44MB
- Stars: ****
- Description: Dash at enemies on same row. You'll be stopped by objects on the path.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 054 - Burning ***

- Attack: 150
- Element: Fire
- Codes: A, F, L, R, S
- Memory: 42MB
- Stars: ****
- Description: Burns panels around the panel in front of you in + form.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   | X |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X |   |
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+
```

*** 055 - ZapRing1 ***

- Attack: 20
- Element: Elec
- Codes: A, M, P, Q, S, *
- Memory: 8MB
- Stars: *
- Description: Shoot an electric ring straight ahead that paralyzes enemies when it hits.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

*** 056 - ZapRing2 ***

- Attack: 40
- Element: Elec
- Codes: B, G, N, R, W
- Memory: 18MB
- Stars: **
- Description: Shoot an electric ring straight ahead that paralyzes enemies when it hits.

- Range:

```
+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
```

```
| | M | X | X | X | X |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 057 - ZapRing3 ***

- Attack: 60
- Element: Elec
- Codes: C, E, O, T, Z
- Memory: 28MB
- Stars: ***
- Description: Shoot an electric ring straight ahead that paralyzes enemies when it hits.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
| | | | | | | | X = Can get hit
+---+---+---+---+---+---+
| | M | X | X | X | X |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 058 - IceWave1 ***

- Attack: 80
- Element: Aqua
- Codes: A, K, M, Q, W, *
- Memory: 14MB
- Stars: *
- Description: Shoots an ice crystal that moves on zig-zag path across the battlefield and covers two lines of panels.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
| | | > | v | > | v | ^ = Ice crystal turns up
+---+---+---+---+---+---+ > = Ice crystal turns right
| | M | ^ | > | ^ | > | v = Ice crystal turns down
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 059 - IceWave2 ***

- Attack: 100
- Element: Aqua
- Codes: D, H, L, P, R, *
- Memory: 22MB
- Stars: **
- Description: Shoots an ice crystal that moves on zig-zag path across the battlefield and covers two lines of panels.
- Range:

```
+---+---+---+---+---+---+ M = Megaman
| | | > | v | > | v | ^ = Ice crystal turns up
+---+---+---+---+---+---+ > = Ice crystal turns right
| | M | ^ | > | ^ | > | v = Ice crystal turns down
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+
```

*** 060 - IceWave3 ***

- Attack: 140
- Element: Aqua
- Codes: C, D, J, R, V

- Memory: 30MB
- Stars: ***
- Description: Shoots an ice crystal that moves on zig-zag path across the battlefield and covers two lines of panels.

- Range:
+---+---+---+---+---+---+ M = Megaman
| | | > | v | > | v | ^ = Ice crystal turns up
+---+---+---+---+---+---+ > = Ice crystal turns right
| | M | ^ | > | ^ | > | v = Ice crystal turns down
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+

*** 061 - Yo-Yo1 ***

- Attack: 40
- Element: None
- Codes: C, D, E, F, G, *
- Memory: 72MB
- Stars: *
- Description: Megaman fires a spinning yo-yo three panels ahead, and then returns. The enemies on its path may get hit twice, and in thrice in the panel it turns around. Will damage Shadow viruses and navis using Shadow chip.

- Range:
+---+---+---+---+---+---+ M = Megaman
| | | | | | | 2 = Can get hit twice
+---+---+---+---+---+---+ 3 = Can get hit thrice
| | M | 2 | 2 | 3 | |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+

*** 062 - Yo-Yo2 ***

- Attack: 50
- Element: None
- Codes: H, I, J, K, L
- Memory: 80MB
- Stars: **
- Description: Megaman fires a spinning yo-yo three panels ahead, and then returns. The enemies on its path may get hit twice, and in thrice in the panel it turns around. Will damage Shadow viruses and navis using Shadow chip.

- Range:
+---+---+---+---+---+---+ M = Megaman
| | | | | | | 2 = Can get hit twice
+---+---+---+---+---+---+ 3 = Can get hit thrice
| | M | 2 | 2 | 3 | |
+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+

*** 063 - Yo-Yo3 ***

- Attack: 60
- Element: None
- Codes: M, N, O, P, Q
- Memory: 88MB
- Stars: ***
- Description: Megaman fires a spinning yo-yo three panels ahead, and then returns. The enemies on its path may get hit twice, and in thrice in the panel it turns around. Will damage Shadow viruses and navis using Shadow chip.

- Range:
+---+---+---+---+---+---+ M = Megaman

```

| | | | | | | 2 = Can get hit twice
+---+---+---+---+---+---+ 3 = Can get hit thrice
| | M | 2 | 2 | 3 | |
+---+---+---+---+---+---+
| | | | | | |
+---+---+---+---+---+---+

```

*** 064 - AirStrm1 ***

- Attack: 50
- Element: None
- Codes: A, F, H, O, S
- Memory: 26MB
- Stars: *
- Description: First sucks enemies to the leftmost column on enemy area, then creates tornado on each panel of the leftmost column. Also blows sand at enemies. If the sand hits, it does 50 damage to the enemy it hits per panel. If there's still sand on the panel where tornado appears, it does double damage.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
| | | | X | | | X = Can get hit
+---+---+---+---+---+---+
| | M | | X | | |
+---+---+---+---+---+---+
| | | | X | | |
+---+---+---+---+---+---+

```

*** 065 - AirStrm2 ***

- Attack: 60
- Element: None
- Codes: C, G, H, M, W
- Memory: 35MB
- Stars: **
- Description: First sucks enemies to the leftmost column on enemy area, then creates tornado on each panel of the leftmost column. Also blows sand at enemies. If the sand hits, it does 50 damage to the enemy it hits per panel. If there's still sand on the panel where tornado appears, it does double damage.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
| | | | X | | | X = Can get hit
+---+---+---+---+---+---+
| | M | | X | | |
+---+---+---+---+---+---+
| | | | X | | |
+---+---+---+---+---+---+

```

*** 066 - AirStrm3 ***

- Attack: 70
- Element: None
- Codes: A, G, I, N, V
- Memory: 44MB
- Stars: ***
- Description: First sucks enemies to the leftmost column on enemy area, then creates tornado on each panel of the leftmost column. Also blows sand at enemies. If the sand hits, it does 50 damage to the enemy it hits per panel. If there's still sand on the panel where tornado appears, it does double damage.
- Range:

```

+---+---+---+---+---+---+ M = Megaman
| | | | X | | | X = Can get hit
+---+---+---+---+---+---+
| | M | | X | | |

```

```
+---+---+---+---+---+---+
|   |   |   | X |   |   |
+---+---+---+---+---+---+
```

```
*****
* XI. Chip Locations *
*****
```

-- Standard Class Chips --

- AirShoes *
 - Virus Lab Doorframe network
- AirShot1 *
 - Starting folder
- AirShot2 *
 - Beach Area 1 (GMD)
- AirShot3 *
 - BugFrag Trader Machine
 - Number Machine
- AirStrm1 A
 - Delete Snowblows with busting level 10, S
- AirStrm1 F
 - Delete Snowblows with busting level 10, S
- AirStrm1 S
 - Delete Snowblows with busting level S and Custom style
- AirStrm2 M
 - Delete LowBlows with busting level 8
- AirStrm3 N
 - Delete MoBlows with busting level 10
- AirStrm3 I
 - Secret Area 2 Merchant
- AirSwrd *
 - UnderSquare Merchant
- AntiDmg M
 - SciLab Square Merchant
- AntiDmg S
 - Secret Area 3 (GMD)
- AntiNavi A
 - BugFrag Trader Machine
- AntiNavi M
 - Secret Area 2 (BMD)
- AntiRecv B
 - Reward for doing job #14

- AquaSwrd N
 - Delete Swordy3s with busting level 7, 8, 9

- AquaSwrd T
 - Delete Swordy3s with busting level 7, 8, 9, 10

- Aqua+30 *
 - Reward for doing job #9

- AreaGrab L
 - Starting folder
 - Folder 2

- AreaGrab *
 - ACDC Area 2 Merchant

- Arrow1 E
 - Delete EleBees with busting level 10

- Arrow1 Q
 - Delete EleBees with busting level 5

- Arrow2 U
 - Delete Elewasps with busting level 8

- Arrow2 Z
 - Delete Elewasps with busting level 5, 6

- Atk+10 *
 - Starting folder
 - Folder 2

- Aura F
 - Undernet 6 (BMD)

- Atk+30 *
 - Undernet 4 Merchant
 - BugFrag Trader Machine

- BambSwrd N
 - Dad's computer (PMD)

- BambSwrd P
 - Yoka Square Merchant

- Barrier E
 - You get it during job #21

- Barrier L
 - Lan's doghouse network (BMD)

- Barr100 E
 - Hospital Network Area 4 (BMD)

- Barr200 E
 - Beat Quiz Queen's quiz

- Barr200 R
 - Beach Square Merchant

- BigWave E
 - Delete Mettaur3s with busting level S and Custom style without using buster or Navi chips

- BigWave J
 - Secret Area 2 Merchant

- BlkBomb1 P
 - Hades Area (BMD)

- BlkBomb2 S
 - Undernet 2 (BMD)

- BlkBomb3 G
 - Yoka Area 1 Bug Frag trader

- Bolt T
 - Undernet 6 (GMD)

- Boomer1 D
 - Delete Boomers with busting level 10

- Boomer1 H
 - Delete Boomers with busting level S

- Boomer1 T
 - Delete Boomers with busting level 7, 8, 9

- Boomer1 *
 - Delete Boomers with busting level S and Custom style

- Boomer2 N
 - Delete Boomer2s with busting level 5, 6, 7, 8, 9, 10

- Boomer3 U
 - Delete Boomer3s with busting level 5

- Boomer3 Z
 - BugFrag Trader Machine

- Bubbler C
 - Delete Shrimpys with busting level S

- Bubbler D
 - Delete Shrimpys with busting level 7, 8, 9, 10

- Bubbler E
 - ACDC Area 2 Merchant
 - Delete Shrimpys with busting level 6, 7

- BublSide B
 - Delete Shrimpy3s with busting level S and Custom style

- BublSide E
 - Delete Shrimpy3s with busting level 7, 8

- BublSide F
 - Delete Shrimpy3s with busting level 6
 - Internet, extinguish FlamMan's fires

- BublSide G
 - Delete Shrimpy3s with busting level S

- Bub-V D
 - Delete Shrimpy2s with busting level 7, 8

- Bub-V E
 - Delete Shrimpy2s with busting level 5, 6, 7

- Bub-V F
 - Delete Shrimpy2s with busting level S

- Bunny R
 - Bunny Virus Family chip

- Burner B
 - Delete Fishy2s with busting level S

- Burner Q
 - Delete Fishy2s with busting level 6, 7

- CannBall P
 - Delete HardHeads with busting level 9, 10, S

- CannBall *
 - Secret Area 2 (GMD)

- Cannon A
 - Starting folder

- Cannon B
 - Starting folder

- Cannon C
 - Delete Canodumps with busting level 9, 10, S
 - Zoo Comp Area 3 (BMD)

- Cannon D
 - Delete Canodumps with busting level 7, 8, 9

- Cannon E
 - Delete Canodumps with busting level 5, 6, 7

- Cannon *
 - Delete Canodumps with busting level S and Custom style

- Condor I
 - Delete Fishy3s with busting level 6, 7, 8, 9, 10

- Condor S
 - Delete Fishy3s with busting level 6, 7, 8, 9

- CopyDmg *
 - ACDC Area 2 (BMD)
 - Zoo Comp Area 2 (BMD)
 - Number Machine

- CrsShld1 H
 - Delete Dominerds with busting level 5

- CrsShld1 L
 - Delete Dominerds with busting level 9

- CrsShld1 *
 - Secret Area 2 (GMD)

- CrsShld2 B
 - Delete Dominerd2s with busting level 6, 7, 8

- CrsShld3 N
 - Undernet 4 Merchant

- CustSwrd B
 - ACDC Square Merchant

- CustSwrd R
 - BugFrag Trader Machine

- CustSwrd V
 - Folder 2

- CustSwrd Z
 - SciLab Area 1 (BMD) (WWW Gate)

- DashAtk C
 - ACDC Area 2 Merchant
 - Delete Fishys with busting level 7, 8, 9

- DashAtk G
 - Delete Fishys with busting level S

- DashAtk Z
 - Delete Fishys with busting level 6, 7
 - ACDC Area 3 (GMD)

- DashAtk *
 - Delete Fishys with busting level S and Custom style

- Discord D
 - Delete Tubys with busting level S

- DublBomb C
 - Delete Deetles with busting level 10, S

- DublBomb K
 - Delete Deetles with busting level 8

- DublBomb *
 - Delete Deetles with busting level S and Custom style

- DynaWave Q
 - Delete Mettaur3s with busting level 10
 - BugFrag Trader Machine

- DynaWave T
 - Delete Mettaur3s with busting level 9

- ElecSwrd N
 - ACDC Square Merchant

- ElecSword V
 - Undernet 6 (GMD)

- Elec+30 *
 - Undernet 2 Bug Frag Merchant
 - BugFrag Trader Machine

- Fan *
 - Delete VacuumFan's with busting level S

- Fanfare C
 - BugFrag Trader Machine

- Fanfare G
 - Delete Trumpys with busting level S

- Fanfare Y
 - Delete Trumpys with busting level 8, 9

- Fanfare *
 - Delete Trumpys with busting level S and Custom style

- FireRatn B
 - Undernet 4 Merchant

- FireRatn H
 - N1 battle console (BMD)

- FireSword N
 - Delete Swordy2s with busting level 8, 9

- FireSword P
 - Delete Swordy2s with busting level S

- FireSword R
 - Hospital Network Area 5 (BMD)

- FireSword U
 - Delete Swordy2s with busting level 6

- Fire+30 *
 - Zoo bath computer
 - BugFrag Trader Machine

- FstGauge *
 - Reward for doing job #20

- Geddon1 D
 - Zoo Comp Area 1 (BMD)

- Geddon1 *
 - Pink door at the hospital

- Geddon2 F
 - BugFrag Trader Machine

- Geddon2 W
 - Hospital Network Area 3, burn grass pile

- Geddon3 U
 - Secret Area 1 (BMD)

- Geyser B
 - Yoka Zoo Alarm Computer (PMD)

- GrabBack A
 - SciLab Area 2 (BMD)

- GrabRvng Y
 - Reward for doing job #17

- GrasStag R
 - Beach Square Merchant

- Guard *
 - Delete Mettaurs with busting level 5, 6, 7
 - Delete Mettaur2s with busting level 5, 6, 7
 - Delete Mettaur3s with busting level 5, 6, 7

- GutImpct G
 - Secret Area 2 Merchant

- GutImpct H
 - You get it during job #21

- GutImpct I
 - Yoka Area 1 Bug Frag trader

- GutImpct J
 - Undernet 7 (BMD)

- GutPunch C
 - Yoka Area 2 (GMD)

- GutPunch D
 - Yoka Area 2 (GMD)

- GutPunch E
 - Yoka Area 2 (GMD)
 - You get it during job #21

- GutPunch F
 - Yoka Area 2 (GMD)

- GutStrgt P
 - Yoka Area 1 Bug Frag trader

- GutStrgt Q
 - Hospital Network Area 2 (BMD)
 - Hades Isle Network (GDM)

- GutStrgt R
 - Beach Area 2 (GMD)

- GutStrgt S
 - Number Machine

- Hammer B
 - Hades Area (GMD)

- Hammer T
 - Zoo Comp Area 4 (BMD)

- HeatShot H
 - Delete Spikeys with busting level 6

- HeatShot I
 - Delete Spikeys with busting level 7
 - Hospital Network Areas, burn grass piles

- HeatShot J
 - Delete Spikeys with busting level S

- HeatSide I
 - Hospital Network Area 3 (BMD)

- HeatSide J
 - Delete Spikey3s with busting level 5, 6

- HeatSide K
 - Delete Spikey3s with busting level 8, 9

- HeatSide L
 - Delete Spikey3s with busting level 9, 10, S

- Heat-V F
 - Delete Spikey2s with busting level S

- Heat-V J
 - Delete Spikey2s with busting level 5, 6, 7

- HiCannon I
 - Delete Canodump2s with busting level 6, 7

- HiCannon J
 - Delete Canodump2s with busting level S

- HiCannon K
 - Delete Canodump2s with busting level 9, 10

- HiCannon *
 - Number Machine

- Hole Z
 - BugFrag Trader Machine

- Hole *
 - Secret Area 3 (BMD)

- HoleMetr J
 - Delete Metrods with busting level 8

- HoleMetr Q
 - Delete Metrods with busting level 7

- HolyPanl E
 - Delete BrushMans with busting level 6, 7, 8, 9

- HolyPanl R

- Delete BrushMans with busting level 9, 10, S

- IceBall M
 - Delete IceHeads with busting level 5, 6, 7, 8, 9, 10, S

- IceWave1 Q
 - Undernet 3 (GMD)
 - Delete Pengis with busting level 8

- IceWave1 W
 - Folder 2

- IceWave3 R
 - BugFrag Trader Machine

- Invis *
 - ACDC Square Merchant
 - SciLab Area 1 (BMD)

- Jelly Y
 - Jelly Virus Family chip

- KillrEye K
 - Killer's Eye Virus Family chip

- Knight H
 - Undernet 7 (GMD)

- Knight U
 - Folder 2

- Lance E
 - Secret Area 2 (GMD)

- Lance S
 - Undernet 3 (BMD)

- Lance Z
 - Yoka Square Merchant

- LavaCan1 A
 - Delete Volcanos with busting level S

- LavaCan1 S
 - Delete Volcanos with busting level 7

- LavaCan1 V
 - Delete Volcanos with busting level 6

- LavaCan2 B
 - Delete Volcaners with busting level 5, 6, 7

- LavaCan2 F
 - Delete Volcaners with busting level 7

- LavaCan2 M
 - Delete Volcaners with busting level S

- LavaStge T
 - Reward for helping Mr.Match

- BugFrag Trader Machine

- LongSwrd E
 - ACDC Area 3 (BMD)
 - Delete Swordys with busting level 10, S

- LongSwrd I
 - Delete Swordys with busting level 7

- LongSwrd L
 - Delete Swordys with busting level 8

- LongSwrd R
 - Delete Swordys with busting level S and Custom style

- Magnum1 A
 - Delete Bashers with busting level 6, 7, 8, 9, 10, S

- Magnum1 V
 - Wily's desk

- Magnum2 O
 - Delete Trashers with busting level S

- MetaGell B
 - Delete Slimers with busting level S

- MetaGell C
 - Delete Slimers with busting level 7, 8, 9

- MetaGell D
 - Delete Slimers with busting level 10

- MetaGell K
 - Delete Slimers with busting level S and Custom style

- MetaGel2 F
 - Delete Slimeys with busting level 7, 8

- MetaGel2 G
 - Delete Slimeys with busting level S

- MetaGel3 H
 - BugFrag Trader Machine

- MetlStag D
 - ACDC Square Merchant

- Mettaur T
 - Mettaur Virus Family chip

- Mine R
 - Higsby's shop

- Mine *
 - Secret Area 3 (GMD)

- MiniBomb B
 - Starting folder

- MiniBomb S
 - Starting folder
 - ACDC Area 1 (GMD)

- MiniBomb *
 - Folder 2

- Mole1 A
 - Delete Momogras with busting level S

- Mole1 *
 - SciLab Square Merchant

- Mole2 G
 - Delete Momogros with busting level S

- Mole2 I
 - Delete Momogros with busting level 5

- Momogra G
 - Momogra Virus Family chip

- Mushy H
 - Mushy Virus Family chip

- M-Cannon P
 - Delete Canodumb3s with busting level 8, 9

- M-Cannon Q
 - Delete Canodumb3s with busting level 5, 6

- Navi+20 *
 - UnderSquare Merchant

- Needler1 I
 - Delete Needlers with busting level 5, 6, 7, 8, 9, S

- Needler1 J
 - Yoka Square Merchant

- NrthWind C
 - Secret Area 2 Merchant

- Needler1 R
 - Delete Needlers with busting level S and Custom style

- Needler2 T
 - Delete Nailers with busting level 7, 8, 9, 10, S

- NoBeam1 K
 - Delete N.O.1s with busting level 9

- NoBeam2 I
 - Delete N.O.2s with busting level 5, 6, 7, 8, 9, 10, S

- NoBeam3 M
 - BugFrag Trader Machine

- Panic C
 - ACDC Area 1 (PMD) (WWW Gate)

- PanlGrab *
- SciLab Area 2 (GMD)

- PanlOut1 B
- Starting folder

- PanlOut1 *
- ACDC Area 1 (GMD)

- PanlOut3 *
- ACDC Area 3 (BMD)
- Hades Isle Area (GMD)

- Plasmal D
- Delete Eleballs with busting level 9, 10, S

- Plasmal J
- Delete Eleballs with busting level 7, 8, 9, 10

- Plasmal R
- Delete Eleballs with busting level S and Custom style

- Plasma2 Q
- Delete Elespheres with busting level S

- PoisFace A
- Delete Poofballs with busting level S

- PoisFace V
- Delete Poofballs with busting level 6, 7

- PoisMask V
- Delete Puffballs with busting level 7, 8, 9

- Prism H
- Prize for winning the guess the platform game in SciLab lobby

- Prism Q
- Yoka Area 1 (BMD) (WWW Gate)

- Pawn E
- Folder 2

- Ratton1 A
- Delete Rattys with busting level S and Custom style

- Ratton1 C
- Delete Rattys with busting level S

- Ratton1 F
- Delete Rattys with busting level 6, 7

- Ratton1 H
- Delete Rattys with busting level 7, 8, 9
- Folder 2

- Ratton2 A
- Delete Ratty2s with busting level S and Custom style

- Ratton2 C
 - Delete Ratty2s with busting level S

- Ratton2 F
 - Delete Ratty2s with busting level 9

- Ratton2 O
 - Delete Ratty2s with busting level 5, 6, 7

- Ratton3 S
 - Delete Ratty3s with busting level 7

- Recov10 A
 - Starting folder

- Recov10 L
 - Starting folder

- Recov10 *
 - School Network (BMD)

- Recov30 D
 - SciLab Area 1 (GMD)

- Recov30 F
 - ACDC Area 2 Merchant

- Recov30 *
 - Zoo Comp Area 3 (BMD)
 - ACDC Area 3 (GMD)

- Recov50 C
 - SciLab Area 2 (GMD)

- Recov50 G
 - Beach Area 2 (BMD)

- Recov50 *
 - Folder 2

- Recov80 J
 - Beach Area 2 (GMD)

- Recov80 *
 - Higsby's shop

- Recov120 O
 - Hospital Network 1 (BMD)

- Recov120 W
 - Undernet1 (GMD)

- Recov120 *
 - Hospital's TV (BMD)

- Recov150 P
 - WWW Area 1 (BMD)

- Recov150 V
 - Undernet 6 (GMD)

- Recov150 *
 - Undernet 4 Merchant

- Recov200 N
 - Undernet 4 (BMD)

- Recov300 R
 - Reward for doing job #25

- RedWave F
 - Delete HeatJellys with busting level 5, 6, 7, 8, 9, 10, S

- RedWave J
 - Higsby's shop

- Repair *
 - Trash can in Yoka Zoo area 1
 - Hades Area (GMD)

- RndmMetr I
 - Delete Metrids with busting level 6

- RndmMetr V
 - Delete Metrids with busting level 7

- RockArm1 O
 - Delete Quakers with busting level 7, 8, 9

- RockArm2 M
 - Delete Quaker2s with busting level S

- RockArm2 V
 - Delete Quaker2s with busting level 5

- RockArm2 *
 - Delete Quaker2s with busting level S and Custom style

- RockArm3 C
 - BugFrag Trader Machine

- RockCube *
 - ACDC School Server (BMD)
 - SciLab Area 2 (GMD)
 - Beach Area 2 (GMD)

- Rook Q
 - Folder 2

- Ropel G
 - Delete Vinys with busting level 5, 6, 7, 8, 9

- Ropel J
 - Delete Vinys with busting level S

- Rope2 U
 - Delete Viners with busting level 5, 6, 7, 8

- SandStge C
 - Undernet 5 (BMD)

- Scutt1st A
 - Scuttler Virus Family chip

- Sensor1 C
 - Delete KillrsEyes with busting level S

- Sensor2 H
 - Delete DemonEyes with busting level 6

- Shadow J
 - Delete Shadows with busting level S

- Shake1 G
 - Delete Heavys with busting level 7, 8, 9, 10

- Shake1 R
 - Yoka Square Merchant

- Shake1 S
 - Delete Heavys with busting level S

- Shake1 U
 - Delete Heavys with busting level 5, 6

- Shake2 F
 - Delete Heaviers with busting level 9

- Shake3 T
 - Delete Heavieststs with busting level 6

- Shake3 Z
 - BugFrag Trader Machine

- ShockWav D
 - Delete Mettaurs with busting level 7, 8, 9, 10

- ShockWav J
 - Delete Mettaurs with busting level 10, S
 - ACDC Area 3 (GMD)

- ShockWav R
 - Delete Mettaurs with busting level S and Custom style

- ShotGun B
 - SciLab Area 1 (GMD)

- ShotGun J
 - Starting folder

- ShotGun T
 - ACDC Area 1 (GMD)

- SideGun S
 - Starting folder
 - Yai's homepage (BMD)

- Slasher B
 - Reward for doing job #5

- Slasher D
 - Folder 2

- Slasher S
 - Undernet 4 (GMD)

- SloGauge *
 - Reward for doing job #13

- Snake D
 - Tamako's homepage (PMD)

- Snake R
 - Reward for doing the Higsby's 3 jobs

- Snctuary C
 - Secret Area 3 (BMD)

- Snctuary L
 - BugFrag Trader Machine

- SnglBomb D
 - Delete Beetles with busting level 9, 10, S

- SnglBomb H
 - Delete Beetles with busting level 9

- SonicWav G
 - Delete Mettaur2s with busting level S and Custom style

- SonicWav S
 - Delete Mettaur2s with busting level S

- SonicWav I
 - Delete Mettaur2s with busting level 7, 8, 9, 10

- Spicel B
 - Delete Mushys with busting level 9, 10, S

- Spicel I
 - Delete Mushys with busting level 6, 7

- Spicel S
 - Delete Mushys with busting level 9

- Spicel *
 - Delete Mushys with busting level S and Custom style

- Spice2 F
 - BugFrag Trader Machine

- Spikey E
 - Spikey Virus Family chip

- Spreader M
 - SciLab Area 2 (GMD)

- Spreader N
 - Lan's house's board computer (BMD)
 - SciLab Area 1 (GMD)

- Spreader O
 - ACDC Area 3 (GMD)

- Spreader P
 - School Network (BMD)
 - Beach Area 2 (GMD)

- Spreader Q
 - Beach Area 1 (GMD)

- Spreader *
 - Number Machine

- StepCros P
 - Undernet 4 Merchant

- StepCros Q
 - Reward for doing job #24

- StepCros R
 - Secret Area 1 (BMD)

- StepCros T
 - Yoka Area 1 Bug Frag trader

- StepCros *
 - Number Machine

- StepSword M
 - Undernet 4 (BMD)

- StepSword N
 - Computer next to giraffe's cage (BMD)

- StepSword O
 - Reward for doing job #8

- StepSword P
 - Yoka Square Merchant

- Sword E
 - You get it during job #21

- Sword L
 - Starting folder

- Sword Y
 - ACDC Area 1 (GMD)

- Swordy W
 - Swordy Virus Family chip

- Team1 Z
 - BugFrag Trader Machine

- Team1 *
 - Talk to a navi in Yoka Area 2 with Humor equipped

- Team2 D

- Delete Twins's with busting level 10

- Team2 P
 - BugFrag Trader Machine

- Team2 *
 - Talk to a purple navi in right corner of BeachSquare with BlckMind equipped

- TimeBomb J
 - Beach Square Merchant

- TimeBomb K
 - SciLab Square Merchant

- TimeBomb L
 - UnderSquare Merchant

- Timpani U
 - BugFrag Trader Machine

- Tornado C
 - SciLab Square Merchant

- Tornado L
 - Yoka Area 1 (PMD)

- Tornado R
 - BugFrag Trader Machine

- Tornado T
 - Undernet 4 (GMD)

- Tornado U
 - BugFrag Trader Machine

- Totem1 G
 - Delete Totems with busting level S and Custom style

- Totem1 M
 - Delete Totems with busting level 9, 10, S

- Totem1 O
 - Delete Totems with busting level 7, 8, 9

- Totem1 V
 - Delete Totems with busting level 5, 6, 7

- Totem2 T
 - Delete Totams with busting level 6

- VarSwrd C
 - Yoka Area 1 Bug Frag trader

- VarSwrd D
 - Beach Square Merchant

- VarSwrd F
 - Number Machine

- V-Gun D

- Starting folder

- Wave E
 - Delete Jellys with busting level S and Custom style

- WideSwrd C
 - Trade Bubbler C to kid in 5B classroom

- WideSwrd E
 - Folder 2
 - You get it during job #21

- WideSwrd L
 - Starting folder
 - ACDC Area 1 (BMD)

- WideSwrd Y
 - SciLab Area 1 (GMD)

- Wind *
 - Beat WindBoxes with busting level 5, 6, 7, 8, 9, 10, S

- Wood+30 *
 - Undernet 2 Bug Frag Merchant

- Yo-Yo1 D
 - Reward for doing job #1
 - Delete Yorts with busting level S and Custom style

- Yo-Yo1 E
 - Delete Yorts with busting level 5, 6, 7

- Yo-Yo1 F
 - Delete Yorts with busting level 5, 6, 7

- Yo-Yo1 G
 - Delete Yorts with busting level 7, 8, 9, 10, S

- Yo-Yo2 I
 - Delete Yurts with busting level 10

- Yo-Yo3 O
 - Delete Yarts with busting level 7

- ZapRing1 A
 - Delete Bunnys with busting level S

- ZapRing1 M
 - Delete Bunnys with busting level 7, 8, 9

- ZapRing1 P
 - Delete Bunnys with busting level S and Custom style

- ZapRing1 S
 - Delete Bunnys with busting level 6, 7
 - Folder 2

- ZapRing2 W
 - Folder 2

- ZapRing3 E
 - Delete MegaBunnys with busting level S
 - BugFrag Trader Machine

- ZapRing3 T
 - Delete MegaBunnys with busting level 5

- Mega Class Chips --

- Anubis A
 - Higsby's shop
 - BugFrag Trader Machine

- Atk+30 *
 - Undernet 4 Merchant

- BeastMan B
 - Delete BeastMan Alpha

- BeastMn5 B
 - Delete BeastMan Omega.

- Bolt *
 - Number Machine

- BowlMan B
 - Delete BowlMan Alpha

- BubblMan B
 - Delete BubbleMan Alpha

- DarkMan D
 - Delete DarkMan Alpha

- DesrtMan D
 - Delete DesertMan Alpha

- DrillMan D
 - Delete DrillMan Alpha

- FlamMan F
 - Delete FlamManV2

- FlashMan F
 - Delete Flashman Alpha
 - Delete Flashman Beta with busting level 7

- FlashMn2 F
 - Delete Flashman Beta with busting level 8, 9

- FlashMn3 F
 - Delete Flashman Beta with busting level S

- Fountain D
 - Undernet 4 (GMD)

- Fountain *
 - Number Machine

- FullCust *
- Undernet 2 Bug Frag Merchant
- BugFrag Trader Machine

- GaiaBlad G
- Undernet 7 (GMD)

- GaiaBlad *
- Number Machine

- GaiaSwrd *
- Higsby's shop

- GodStone S
- Undernet 2 Bug Frag Merchant

- Guardian O
- Undernet 7 (BMD)

- GutsMan G
- Delete Gutsman after chapter 1

- GutsMan2 G
- Delete Gutsman Alpha in beginning of chapter 2

- GutsMan5 G
- Delete GutsMan Omega

- HeroSwrd P
- Number Machine

- Jealousy J
- DNN editing room computer (PMD)

- KingMan K
- Delete KingMan Alpha

- Lightning *
- Higsby's shop

- MetalMan M
- Delete Metalman during chapter 2

- MetalMn2 M
- Delete Metalman Alpha

- MetalMn3 M
- BugFrag Trader Machine

- Meteors R
- Undernet 2 Bug Frag Merchant

- Muramasa M
- Number Machine

- Navi+40 *
- Beat Quiz King's quiz

- OldWood W
- UnderSquare Merchant

- BugFrag Trader Machine
- PlantMan P
 - Delete Plantman Beta
- Poltrgst P
 - Talk to a ghost navi in "real" world behind Tree of Life
- ProtoMan B
 - BugFrag Trader Machine
- ProtoMn5 B
 - Delete ProtoMan Omega.
- Roll R
 - Talk to Mayl when she's hypnotized
- Roll2 R
 - Mayl's email during BubbleMan chapter
 - BugFrag Trader Machine
- Roll3 R
 - Talk to Mayl in park during final chapter
- Salamndr S
 - Undernet 3 (GMD)
- Salamndr *
 - Number Machine
- StandOut *
 - Higsby's shop
- WatrLine *
 - Higsby's shop
- Giga Class Chips --
- Bass+ X
 - Delete Bass GS
- DarkAura A
 - Beat Serenade's timetrials
- FoldrBak *
 - Undernet 2 Bug Frag Merchant

 * XII. Program Advances *

- Program Advances happen when you select certain chips on same turn. They turn into one chip that is usually a lot stronger than all the chips used together. After you've used the PA, the chips return to normal.

*** 1. Zeta Cannon ***
 - Chips: Cannon ABC/BCD/CDE
 - Damage: 40 per shot

- Description: Use Cannon as much as you want for 5 seconds and be invisible

- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 2. Zeta Cannon 2 ***

- Chips: HiCannon HIJ/IJK/JKL

- Damage: 60 per shot

- Description: Use HiCannon as much as you want for 5 seconds and be invisible

- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 3. Zeta Cannon 3 ***

- Chips: MCannon OPQ/PQR/QRS

- Damage: 80 per shot

- Description: Use MCannon as much as you want for 5 seconds and be invisible

- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   | M | X | X | X | X |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 4. Zeta Gut Punch ***

- Chips: GutPunch BCD/CDE/DEF

- Damage: 80 per hit

- Description: Use GutPunch as much as you want for 5 seconds and be invisible

- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X |   |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+

```

*** 5. Zeta Guts Straight ***

- Chips: GutSrght OPQ/PQR/QRS

- Damage: 100 per hit

- Description: Use GutSrght as much as you want for 5 seconds and be invisible

- Range:

```

+---+---+---+---+---+---+ M = Megaman
|   |   |   |   |   |   | X = Can get hit
+---+---+---+---+---+---+
|   |   | M | X | X |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |

```

+---+---+---+---+---+---+

*** 6. Zeta Guts Impact ***

- Chips: GutImpct GHI/HIJ/IJK
- Damage: 160 per hit
- Description: Use GutImpct as much as you want for 5 seconds and be invisible
- Range:

+---+---+---+---+---+---+ M = Megaman
| | | | | | | X = Can get hit

+---+---+---+---+---+---+

| | | M | X | X | X |

+---+---+---+---+---+---+

| | | | | | |

+---+---+---+---+---+---+

*** 15. Hyper Burst ***

- Chips: Spreader MNO/NOP/OPQ
- Damage: 100
- Description: Stronger spreader attack
- Range:

+---+---+---+---+---+---+ M = Megaman
| | | | X | X | X | O = Target
+---+---+---+---+---+---+ X = Spreaded panel

| | M | | X | O | X |

+---+---+---+---+---+---+

| | | | X | X | X |

+---+---+---+---+---+---+

*** 16. Life Sword ***

- Chips: Sword E/L/Y, WideSwrd E/L/Y, LongSwrd E/L/Y
- Damage: 400
- Description: Giant sword swipe that reaches 3 x 2 area
- Range:

+---+---+---+---+---+---+ M = Megaman
| | | | X | X | | X = Can get hit

+---+---+---+---+---+---+

| | | M | X | X | |

+---+---+---+---+---+---+

| | | | X | X | |

+---+---+---+---+---+---+

*** 17. Elemental Sword ***

- Chips: FireSwrd N/P, AquaSwrd N/P, ElecSwrd N/P, BambooSwrd N/P
- Damage: 130 (Fire) + 150 (Aqua) + 130 (Elec) + 140 (Wood)
- Description: Megaman uses all 4 swords consecutively
- Range:

+---+---+---+---+---+---+ M = Megaman
| | | | X | | | X = Can get hit

+---+---+---+---+---+---+

| | | M | X | | |

+---+---+---+---+---+---+

| | | | X | | |

+---+---+---+---+---+---+

*** 19. Giga Time Bomb ***

- Chips: TimeBomb JKL/KLM/LMN
- Damage: 500
- Description: Creates giant count bomb that explodes in 3 seconds
- Range:

+---+---+---+---+---+---+ M = Megaman

```

|   |   |   | X | X | X | X = Can get hit
+---+---+---+---+---+---+
|   | M |   | X | X | X |
+---+---+---+---+---+
|   |   |   | X | X | X |
+---+---+---+---+---+

```

*** 32. Master Style ***

- Chips: Salamander * + Daifunsui * + Thunderbolt * + GaiaBlade *
- Damage: 9 x 100
- Description: Megaman splits in 3 elemental styles. All 4 elemental Megamans attack enemies total 8 times, each attack doing 100 damage, using kicks, punches and wide sword attacks. The wide sword attacks may hit enemies above and below the target. After this, Megaman charges a blast that hits all enemies (and is a piercing attack)

- Range:

```

+---+---+---+---+---+---+ M = Megaman
| X | X | X | X | X | X | X = Can get hit
+---+---+---+---+---+---+
| X | M | X | X | X | X |
+---+---+---+---+---+---+
| X | X | X | X | X | X |
+---+---+---+---+---+---+

```

* XIII. Styles *

- There are 7 style types in MMBN3.
- Each can have one of the 4 elements.
- The styles are: Guts, Team, Shield, Custom, Bug, Shadow and Ground.
- Shadow style can be obtained in Blue version only.
- Ground style can be obtained in White version only.
- You can only have 1 style and normal style.
- When a style levels up, you are asked if you want to keep leveling up the current style or do you want a new style next time.
- When style reaches it's max level you'll get new style automatically next time.
- It takes 100 battles to find a new style.
- You get your first style after you defeat the Bubble Brigade in ACDC Area.

-- Style Types --

-- Bug --

- To get Bug style have bugs in your Navi Customizer.
- Random effects:
 - Buster stats maxed
 - 100HP Barrier
 - Invisibility
 - 10 chips in Custom screen
 - HP dropping in Custom window
 - HP dropping during battle
 - Random movements
- Navi Customizer block color: Dark

-- Custom --

- To get Custom style, select many chips at once and use ADD command.
- 1 more chip in beginning of battle.
- You get rare-coded chips from battles with S-rank (such as *).
- You may get a special chip if you get S-rank (Example: BigWave from Mettaur3s).
- Navi Customizer block color: Blue

*** L1 ***

- Levels up after 50 battles

*** L2 ***

- Upgrade: Custom1 block (Blue)
- Levels up after 100 battles

*** L3 ***

- Upgrade: Custom1 block (Yellow)
- Levels up after 160 battles

*** L4 ***

- Upgrade: Custom2 block (Blue)
- Max. level

-- Ground --

- Trade from White version.
- Charged shots crack panels.
- Navi Customizer block color: Green

*** L1 ***

- Levels up after 50 battles

*** L2 ***

- Levels up after 50 battles

*** L3 ***

- Levels up after 50 battles

*** L4 ***

- Levels up after 150 battles

*** L5 ***

- Max. level

-- Guts --

- To get Guts style, use buster a lot.
- Buster attack doubled (Charged shots not affected).
- Rapid fire buster.
- Navi Customizer block color: Red

*** L1 ***

- Levels up after 80 battles

*** L2 ***

- Upgrade: SuperArmor block (Red)
- Levels up after 120 battles

*** L3 ***

- Upgrade: BrakBstr block (Red)
- Levels up after 160 battles

*** L4 ***

- Upgrade: BrakChrg block (Red)
- Max. level

-- Shadow --

- To get Shadow style use Invis, AntiDmg and Shadow chips A LOT.
- On level 1 charged shot makes MegaMan invisible for a moment
-

-- Shield --

- To get Shield style use support chips (Recov, Barrier, Invis) a lot.
- You start with a 1HP barrier.
- Navi Customizer block color: Blue

*** L1 ***

?

*** L2 ***

- Upgrade: Block block (Blue)

*** L3 ***

- Upgrade: Shield block (Blue)

*** L4 ***

- Upgrade: Reflect block (Blue)
- Max. level

-- Team --

- To get Team style, use navi chips.
- You can have 1 more Mega-class chip in folder.
- You get V4 chips from navis if you beat them with S in under 20 seconds.
- Navi Customizer block color: Green

*** L1 ***

- Levels up after 50 battles

*** L2 ***

- Upgrade: MegaFolder1 block (Green)
- Levels up after 100 battles

*** L3 ***

- Upgrade: MegaFolder1 block (Pink)
- Levels up after 160 battles

*** L4 ***

- Upgrade: MegaFolder2 block (Green)
- Max. level

-- Style Elements --

-- Aqua --

- Charged buster shot is replaced with Bubbler.
- You don't slip on ice panels.
- Weakness: Elec
- Charged shot damages: 20 (L1), 40 (L2), 60 (L3)

-- Elec --

- Charged buster shot is replaced with Zap Ring.
- Weakness: Wood
- Charged shot damages: 10 (L1), 20 (L2), 30 (L3)

-- Wood --

- Charged buster shot is replaced with Twister.
- HP recovers on grass panels.
- Weakness: Fire
- Charged shot damages: $8 * 10 = 80$ (L1), $8 * 15 = 120$ (L2), $8 * 20 = 160$ (L3)

-- Heat --

- Charged buster shot is replaced with flamethrower (Acts like Totem chip).
- Can't be hurt by Lava panels.
- Weakness: Aqua
- Charged shot damages: 50 (L1), 80 (L2), 100 (L3)

-- Leveling up chart --

```
*****
* Style * L2 * L3 * L4 * L5 *
*****
* Bug   * 120 * 200 * -- * -- *
*****
* Custom * 50 * 100 * 160 * -- *
*****
* Ground * 50 * 50 * 50 * 120 *
*****
* Guts   * 80 * 120 * 160 * -- *
*****
* Shadow * 50 * 100 * 150 * -- *
*****
* Shield * 50 * 80 * 180 * -- *
*****
* Team   * 50 * 100 * 160 * -- *
*****
```

```
*****
* XIV. Navi Customizer *
*****
```

-- General --

- You can go to the Navi Customizer from Megaman's status screen after you get it.

- You add the blocks by selecting them and placing them to the customizer grid.
- In the beginning, the grid is 4x4.
- Later you can upgrade it to 5x4 and then to 5x5.
- The basic rules for placing the blocks are:
 - 2 Blocks of same color can't touch each other.
 - Textured blocks (Plusparts) can't be on command line.
 - Solid blocks must be on command line.
- If you break those rules, errors will occur.
- Some blocks cause an error that won't let you use the block before you enter certain password to override the error by pressing A when the ERROR (code) is shown.
- You can also enter extra codes if you don't need to input a password by pressing select when the OK! is in screen.
- You need password input tool to enter the passwords.
- Each style has it's own blocks that can be only used with the right style and one another style.
- You can rotate the blocks after you get Spin item for the color you want to spin.
- You can compress solid blocks by entering a compressing code when you have the cursor over the block.
- You press the RUN button after you've done with the editing.

- Here's the layout of the customizer screen:

```
//=====\\
||==== NAVI CUSTOMIZER =====|| | | | | | | | |
||=====||
|| //=====\\ | | ||
|| || 1 | 2 || | 4 | | ||
|| \\=====// | | | | ||
|| || | | | | |====||
|| || 3 | | | | 5 | | ||
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- 1: Your style.
- 2: Colors of the blocks you can use.
- 3: Customizer grid.
- 4: List of your blocks and the RUN button.
- 5: Preview of the selected blocks shape.
- 6: Description of the block's effect.
- 7: Command line.

- Layout of password input tool:

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|| A B C D E F G H I J K L M N O ||
|| P Q R S T U V W X Y Z 1 2 3 OK ||
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-- List of the blocks --

(TODO)

-- Error Numbers and Mod Codes --

- Press SELECT when the ERROR: (code) text appears and enter the password. If the password input box doesn't appear, you need to buy the password tool.

Err	Password	Block	Styles
A1	GYU2OPZQ	SuperArmor	All
A2	3GKQ2RSQ	BreakBuster	All
A3	LO13ZXME	BreakCharge	All
B1	JHGIUTOP	SetGrass	All
B2	ALSK3W2R	SetIce	All
B3	Y2UOMNCB	SetMagma	All
B4	1LSKUTOB	SetSand	All
B5	BM2KWIRA	SetMetal	All
B6	UTI3OMDH	SetHoly	All
C1	X2CD3KDA	Custom1	All
C2	UTIXM1LA	Custom2	All
E1	P2I3MSJL	MegaFolder1	All
E2	UTIR1SO2	MegaFolder2	All
F1	QSAO3C3L	Block	All
F2	NC1FKSA2	Shield	All
F3	ITA2CRWQ	Reflect	All
H1	A3DJMNB1	ShadowShoes	All
H2	UTIW2SMF	FloatShoes	All
H3	SK3LROT1	KawarimiMagic	All
G2C	TIS3LAEJ	GigaFolder1	Cust Team Grnd
G2G	CVVDS2WR	GigaFolder1	Norm Bug
G2S	TUIEO23T	GigaFolder1	Guts Shld Shdw
S2C	TU1AW2LL	SaitoBatch	Cust Team Grnd
S2G	AX1RTDS3	SaitoBatch	Norm Bug
S2S	F2AAFETG	SaitoBatch	Guts Shld Shdw
D2C	WS1FS1AQ	DarkLicense	Cust Team Grnd
D2G	OI1UWMAN	DarkLicense	Norm
D2S	P3TOSIIS	DarkLicense	Guts Shld Shdw

-- Extra codes --

- Press SELECT when the OK! text appears and enter the password. If the password input box doesn't appear, you need to buy the password tool.

Password	Effect	Bug
KTEIUE2D	SuperArmor	None.
S11IEMGO	BreakBuster	Custom -2.
JDKGJ1U2	MegaFolder1	None.
3DIVNEIQ	MegaFolder2	Custom -1.
URY33RRO	MegaFolder3	The panels you leave turn to poison panels.

FFIM1OWE MegaFolder4	The panels you leave turn to poison panels.
SKFBM3UW MegaFolder5	The panels you leave turn to poison panels.
ZBKD1UEW Block	None.
EIR3BM3I Shield	None.
SK13EO1M Reflect	Custom -1.
GKHU1KHI ShadowShoes	None.
PEOTIR2G FloatShoes	None.
UIEU2NGO SneakRun	None.
ZN3UDOIQ AirShoes	Custom -1.
L3KJGUEO KawarimiMagic	Custom -1.
SKJGURN2 Undershirt	None.
XBCJF2RI FastGauge	Custom -2.
SJH1UEKA HumorSense	None.
JIEU1AWT HP +100	None.
U2IEOSKW HP +150	None.
ASK3IETN HP +200	None.
SIE1TMSD HP +250	None.
SEIUT1NG HP +300	None.
GJHURIE2 HP +350	None.
AWE3ETSW HP +400	Custom -1.
3MZNBXH1 HP +450	Custom -1.
2YTIWOAM HP +500	Custom -1.
O3IUTNWQ HP +550	Custom -1.
ZMJ1IGIE HP +600	Custom -2.
SRUEIT3A HP +650	Custom -2.
DMGEIO3W HP +800	The panels you leave turn to poison panels.
SM2UIROA HP +900	The panels you leave turn to poison panels.
CNJDU2EM HP +1000	The panels you leave turn to poison panels.

-- Compression Codes --

- Press and hold select on the block you want to compress in the block list.
Then you can enter the code. Once you have compressed the block, it will stay
compressed.

Block Name	Compression code
SuperArmor	Up, right, up, R, up, down
BreakBuster	R, A, B, down, L, L
BreakCharge	B, A, left, L, up, B
SetGrass	Down, R, R, down, B, left
SetIce	A, up, A, up, left, R
SetLava	B, right, right, B, R, A
SetSand	Left, A, A, B, up, left
SetMetal	B, R, right, right, L, L
SetHoly	A, B, R, R, left, R
Custom1	Right, right, right, up, left, B
Custom2	A, down, up, down, R, down
MegaFolder1	Right, R, Down, R, L, left
MegaFolder2	A, R, down, down, right, left
Block	Down, B, up, down, A, left
Shield	Left, right, down, R, down, R
Reflect	B, down, A, left, left, B
ShadowShoes	Up, left, right, L, up, R

FloatShoes	Left, down, left, down, left, L
KawarimiMagic	L, left, R, A, right, down
SneakRun	R, L, B, down, down, down
OilBody	Up, right, A, A, R, up
Fish	L, R, down, up, left, right
BatteryMode	Right, R, right, R, L, left
JungleLand	A, R, left, B, B, A
Collector'sEye	B, down, right, R, right, right
AirShoes	Up, B, B, down, A, R
Undersht	Left, up, B, L, left, up
QuickGauge	B, down, A, R, left, R
RushSupport	L, A, down, B, B, B
BeatSupport	A, down, A, A, R, A
TangoSupport	A, down, A, A, R, A
BugStopper	B, down, up, B, down, B
HumorSense	Up, R, A, left, right, right
BlackMind	Right, left, right, down, R, down
BusterMAX	Down, A, R, R, L, left, left
GigaFolder1	L, down, A, down, R, B, up
SaitoBatch	B, left, A, down, down, up
DarkLicense	R, L, R, down, left, B, R

-- Errors and their effects --

- Error level increases when more than 1 block of same type or same block violates more than 1 of the Navi Customizer's rules. Maximum error level is 3.

Program	L Effect
SuperArmor	1 Forced to move upwards.
SuperArmor	2 Forced to move downwards.
SuperArmor	3 Confusion.
BrakBstr	1 Buster fires nothing 1/4 of the time.
BrakBstr	2 Buster fires nothing 1/2 of the time.
BrakBstr	3 Buster replaced with MetGuard for 15 shots.
BrakChrg	1 Charged shots turn to stone cubes.
BrakChrg	2 Charged shots turn to water gun (100HP, 1 panel).
BrakChrg	3 Charged shots turn to flower bouquet (No effects).
SetGrass	1 Normal panels in your area become poison panels.
SetIce	1 Normal panels in your area become poison panels.
SetMagma	1 Normal panels in your area become poison panels.
SetSand	1 Normal panels in your area become poison panels.
SetMetal	1 Normal panels in your area become poison panels.
SetHoly	1 Normal panels in your area become poison panels.
Custom1	1 Your HP decreases in Custom menu by 2HP per second.
Custom1	2 Your HP decreases in Custom menu by 4HP per second.
Custom1	3 Your HP decreases in Custom menu by 8HP per second.
Custom2	1 Your HP decreases in Custom menu by 2HP per second.
Custom2	2 Your HP decreases in Custom menu by 4HP per second.
Custom2	3 Your HP decreases in Custom menu by 8HP per second.
MegFldr1	1 Your HP decreases in Custom menu by 2HP per second.
MegFldr1	2 Your HP decreases in Custom menu by 4HP per second.
MegFldr1	3 Your HP decreases in Custom menu by 8HP per second.
MegFldr2	1 Your HP decreases in Custom menu by 2HP per second.
MegFldr2	2 Your HP decreases in Custom menu by 4HP per second.
MegFldr2	3 Your HP decreases in Custom menu by 8HP per second.
Block	1 Forced to move upwards.
Block	2 Forced to move downwards.
Block	3 Confusion.

Shield	1	Forced to move upwards.
Shield	2	Forced to move downwards.
Shield	3	Confusion.
Reflect	1	Forced to move upwards.
Reflect	2	Forced to move downwards.
Reflect	3	Confusion.
ShdwShoes	1	Forced to move upwards.
ShadowShoes	2	Forced to move downwards.
ShadowShoes	3	Confusion.
FloatShoes	1	Forced to move upwards.
FloatShoes	2	Forced to move downwards.
FloatShoes	3	Confusion.
KawarimiMagic	1	Forced to move upwards.
KawarimiMagic	2	Forced to move downwards.
KawarimiMagic	3	Confusion.
Press	1	Your HP decreases in combat by 2HP per second.
Press	2	Your HP decreases in combat by 4HP per second.
Press	3	Your HP decreases in combat by 8HP per second.
EngyChng	1	Your HP decreases in combat by 2HP per second.
EngyChng	2	Your HP decreases in combat by 4HP per second.
EngyChng	3	Your HP decreases in combat by 8HP per second.
Alpha	1	Your HP decreases in combat by 2HP per second.
Alpha	2	Your HP decreases in combat by 4HP per second.
Alpha	3	Your HP decreases in combat by 8HP per second.
SneakRun	1	More viruses appear.
OilBody	1	Opposite effect.
Fish	1	Opposite effect.
Battery	1	Opposite effect.
Jungle	1	Opposite effect.
Collect	1	You only get 50Z or 500Z from all battles.
AirShoes	1	Forced to move upwards.
AirShoes	2	Forced to move downwards.
AirShoes	3	Confusion.
Undersht	1	Forced to move upwards.
Undersht	2	Forced to move downwards.
Undersht	3	Confusion.
FstGauge	1	Effect of FstGauge chip (Filling gauge takes 4 secs).
Rush	1	The support effect isn't shown?
Beat	1	The support effect isn't shown?
Tango	1	The support effect isn't shown?
WeapLV+1	1	Charged shots turn to stone cubes.
WeapLV+1	2	Charged shots turn to water gun (100HP, 1 panel).
WeapLV+1	3	Charged shots turn to flower bouquet (No damage).
HP+100	1	Your HP decreases in combat by 2HP per second.
HP+100	2	Your HP decreases in combat by 4HP per second.
HP+100	3	Your HP decreases in combat by 8HP per second.
HP+200	1	Your HP decreases in combat by 2HP per second.
HP+200	2	Your HP decreases in combat by 4HP per second.
HP+200	3	Your HP decreases in combat by 8HP per second.
HP+300	1	Your HP decreases in combat by 2HP per second.
HP+300	2	Your HP decreases in combat by 4HP per second.
HP+300	3	Your HP decreases in combat by 8HP per second.
HP+500	1	Your HP decreases in combat by 2HP per second.
HP+500	2	Your HP decreases in combat by 4HP per second.
HP+500	3	Your HP decreases in combat by 8HP per second.
Reg+5	1	Your HP decreases in Custom menu by 2HP per second.
Attack+1	1	Buster fires nothing 1/4 of the time.
Attack+1	2	Buster fires nothing 1/2 of the time.
Attack+1	3	Buster replaced with MetGuard for 15 shots.
Speed+1	1	Buster fires nothing 1/4 of the time.

Speed+1	2 Buster fires nothing 1/2 of the time.
Speed+1	3 Buster replaced with MetGuard for 15 shots.
Charge+1	1 Buster fires nothing 1/4 of the time.
Charge+1	2 Buster fires nothing 1/2 of the time.
Charge+1	3 Buster replaced with MetGuard for 15 shots.
BugStop	- Cannot produce glitches.
Humor	1 Forced to move upwards.
SuperArmor	2 Forced to move downwards.
SuperArmor	3 Confusion.
BlckMind	1 Forced to move upwards.
BlckMind	2 Forced to move downwards.
BlckMind	3 Confusion.
BustrMAX	1 The chips you select are activated immediately.
GigaFolder1	1 Panels you step on become poisonous.
HubBatc	1 Max HP cut by 1/2.
DarkLicense	1 Custom -1.

 * XV. Emails *

-- Normal emails --

##	From	To	Subject	Message
01	MailNews	ACDC-ML	NetCrime alert	The number of Net Crimes has increased in recent years. Please be careful of viruses and evil Navis!
02	Dex	Lan	I'm starting!	The prelims have started! I'm gonna start without ya! Hurry up and come to ACDC Square!
03	Mayl	Lan	It's opened!	We unlocked the school gate! But it's strange... The school doors are unlocked. Could they have just forgotten? Come as soon as you can! We're waiting in the school!
04	Dex	Lan	Let's battle!	I can't sleep... I'm in the park now. Want to NetBattle? Oh, and thanks for today!! Take this as a thank you from me.
05	Dex	Lan	New shortcut!	Lan, check it out! I made a shortcut from my homepage to ACDC Square! Now you can go from my homepage straight to ACDC Square!
06	Dad	Lan	Fixed	Lan, I've fixed the transmission program. I also finished the "Navi Customizer" I was working on. I'll attach that to this mail, too. If you install this into your PET and start it up, you can install various programs into MegaMan. If you program him well, MegaMan can become stronger! I've also included a few programs. Try them out! When you customize, you will sometimes need to change folders, so I'm sending this, as well.
07	Dad	Lan	Customizing	Just a quick review of the NaviCust rules... Rule #1: Program parts must touch the Memory Map's Command Line.

Rule #2: Plus Parts with a square pattern must NOT touch the line. Rule #3: You cannot place same color programs next to each other. Remember these rules when programming, and then select RUN. If you don't follow these rules, you may create a bug. Also, the colors you can use depend on your style. If you try using a color you can't use, you'll get an error. Also, don't forget the "XtraFldr", your Extra Folder. You can equip it but you can't edit it!

08	Higsby	Lan	Help,huh!!	Lan, it's Higsby! I have a favor to ask you, huh! Could you please come down to my store, huh?
09	Yai	Lan	New shortcut!	I can't believe Dex made a shortcut to ACDC Square! Just to show him, I made a shortcut to the SciLab Square! It's on my homepage. Feel free to use it anytime! Mine is much better than Dex's! I opened the gate already so come whenever!
10	DNN	Mr.Lan	N1 preliminary	The final N1 Grand Prix preliminary will be held today. The location of the event is a secret. You must all find it by yourselves. We will provide you with a clue. 'Enemy of viruses; Cyber Square; Yellow'. We look forward to your arriving as soon as possible.
11	Dad	Lan	Business trip	Lan, I have to go overseas for 3 days on a business trip. Since I won't be home, can you look after mom? Thanks!
12	Mayl	Lan	Use this	Lan, I'm sorry I got you involved in all of that... But you and MegaMan are the only ones I can rely on! I'll be waiting for you two! Here, use this!
13	Higsby	Lan	Ready,huh!!	Lan, huh-hurry!! The bubble has already turned yellow, huh! If you don't hurry, it will explode, huh!!
14	DNN	Mr.Lan	Recording	The much-anticipated N1 Grand Prix will be held tomorrow at DNN on Beach Street. In preparation for the N1, we will be recording a special program in Beach Square on the Net today. Everyone is invited to come, so feel free to bring your friends!
15	DNN	Mr.Lan	C-Beach Pass	We forgot to attach an important thing to our last mail. Please use this to get to Beach Square.
16	Mayl	Lan	New shortcut!	Lan, thank you for the other day. I just made a shortcut from my homepage to Yoka Square! Please feel free to use it any time!
17	Dex	Lan	N1 time!!	Hey! Today is finally the N1 Grand Prix! I'm in Block A, so my battle is pretty early. I'll go ahead of you to the TV station! See you at the finals!
18	Dad	Lan	Good luck!!	Lan, good luck today! I'll be rooting for you on TV! The item I attached will

			increase your Memory Map size. This will let you use more programs at once! That should let you customize MegaMan in new ways. Good luck!	
19	Sunayama	To all	Disembarking	Hello, Sunayama here! Contestants should come to the studio as soon as you get off the boat! Ciao!
20	Mayl	Lan	Yai in trouble	Lan! Can you come outside? I have to tell you something. Yai's in trouble! Meet me outside the TV station!
21	MailNews	ACDC-ML	Killer plant!?	3 chemical plants in DenCity were covered in vines last night, completely shutting down all functions. Still no word on how the plants could have grown so fast, but it is thought that chemical waste could be the cause.
22	Dex	Lan	Need to talk-	We've gotta talk. Come to the park.
23	Tamako	Lan	A shortcut	This is Tamako from the gift shop at the Ura Inn! I made a shortcut to Beach Square as a promo for my shop! The shortcut is on my homepage! Hope you enjoy it!
24	Mamoru	Lan	Thanks!	Thanks for the other day, Lan! Come drop by again, OK?
25	Hospital	Mr.Lan	Mamoru	Mamoru's condition has taken a sudden turn for the worse. We will perform an emergency operation today.
26	Mr.Match	Lan	Hurry!	Now the WWW is terrorizing the Beach area! Hurry! All I can do now is direct you, but I'm rooting for you!
27	Mr.Match	Lan	Next!!	Now the WWW has entered SciLab! The Officials are having hard time. My former WWW instinct tells me they must be up to something. Hurry over here!
28	Anon	Lan	Waiting@Square	Come to ACDC Square immediately. I'm in front of the BBS.
29	DNN	DensanML	Newsflash	A fire has just occurred at SciLab. At present the fire is localized, but the internal temperature is 160 degrees and rising. Ten scientists have been hospitalized.
30	DNN	DensanML	Fire alert!	A giant fire has swept through the Internet, causing extreme damage. It continues to burn with no end in sight. General use Navis should jack out immediately.
31	SciLab	Lan	Virus breeder	Development of the "Virus Breeder" has finished. Come soon!
32	Mayl	Lan	Come quickly!	Lan! Help! Roll is in trouble in Zoo Comp 2! Get over here now, kiddo!
33	Frmr R10	Rank 10	The Rank9 Navi	I forgot to tell ya where Rank#9 is. You'll find him- 'where science gives life'.
34	Chaud	Lan	Head to Square	Looks like an under-ranked Navi has posted on the ACDC Square BSS. It may be a trap, so be careful!
35	SciLab	Lan	Emergency	A meeting concerning the WWW will be held at SciLab today. We planned to meet only with Official Battlers, but we need all of the talented Battlers we can

find. Please meet ProtoMan at the Internet SciLab Square, and receive a "OfclPass" from him. You can use that to take the Metroline. We will be waiting for you.

36 Dad Lan Use this

Lan, you are heading for the toughest battle you've known. I can't stress how powerful Alpha is... Install this program into MegaMan. This will let you find Alpha where he hides in Cyberworld. I'm sorry that this is all I can do. Please forgive me. The fate of the world is in your hands, my sons.

-- Style Emails --

Styl	From	To	Subject	Message
Bug	Dad	Lan	Bug Style	The Bug Style will simultaneously both power up your Navi, and introduce bugs into it. Even I don't know what kind of program you will get from leveling up with this style. Little is known about it.
Cust	Dad	Lan	Custom Style	With the Custom Style, you can choose from 6 chips to use. If you get a level "S" without using chips or MegaBuster, you may be able to get a special data chip! If you level up, you will get a program that gives even more chips each battle, letting you delete your enemies with style! Custom Style!
Guts	Dad	Lan	Guts Style	When you use the Guts Style, your MegaBuster becomes twice as strong, and if you fire it fast it becomes like a machine gun! Level up, and you'll get even more powerful programs! Now go out there and fight! With Guts!
Shdw	Dad	Lan	Shadow Style	The Shadow Style lets you use a Delay attack to vanish! Level up, and you'll get a tricky program for your NaviCust. Remember, they can't get you if they can't see you!
Shld	Dad	Lan	Shield Style	The Shield puts up a barrier when the battle starts! Level up, and you can get a program that lets you guard by pressing left+B button. If you time it right, it will even heal you! Make sure to time it right, and then go for an attack!

* XVII. Virus Breeder *

- When the Virus Breeder appears in the Virus Lab corner, you can start collecting virus families.
- When you find a Virus Family, you need to battle them. When they are defeated

they show up in the net and are transported to the Virus Breeder.

- When you talk to the scientist standing next to the Virus Breeder, you get the battlechip of the Virus Family.
- When you have a virus family in the breeder, you can feed them 5 bug frags at a time.
- If you talk to the program near the viruses, you can redistribute the bug frags.
- Each 5 BugFrag you feed increases the attack by 5.
- You can feed each Virus Family max 100 bug frags.
- When you have fed a virus family 100 bug frags, you can find their Boss, aka their Omega version.

-- Virus Family Locations --

*** Mettaur ***

- Location: ACDC Area 1, bottom corner of the platform that was blocked by WWW Gate.
- Battle Mettaur, Mettaur2 and Mettaur3.

*** Bunny ***

- Location: Do job 'Please adopt a virus'.
- No battle.

*** Spikey ***

- Location: Hades Isle, south demon statue network, top corner.
- Battle Spikey, Spikey2 and Spikey3.

*** Swordy ***

- Location: Undernet 1, second L-shaped dead end on the left side of the path from entrance.
- Battle Swordy, Swordy2 and Swordy3.

*** Jelly ***

- Beach Area 2, the dead end below the place where the WWW Gate was.
- Battle Jelly, HeatJelly and ErthJelly

*** Mushy ***

- SciLab Area 2, behind the web-version of the information desk (Think SciLab area as the SciLab itself), aka left from the SciLab Square entrance.
- Battle Mushy, Mashy and Moshy.

*** Momogra ***

- Zoo Area 4, where BeastMan was.
- Battle Momogra, Momogro and Momogre.

*** KillerEye ***

- School Network area 1, near the net-blackboard left of the warper to area 2.
- Battle KillerEye, DemonEye and JokerEye.

*** Scuttlest ***

- Location 1: Secret Area 1, near left corner of the big platform the entrance is on.
- Battle Scuttle, Scutz and Scuttler.
- Location 2: Secret Area 3, a dead end in the northeast.
- Battle ??? and ???.

-- Virus Boss Locations --

*** Mettaur ***

- Clue: Black board.
- Location: 5A classroom blackboard, bottom corner.
- Battle 3 Mettaur Omegas.

*** Bunny ***

- Clue: Sleeping place.
- Location: Bed in the room where Yai and Lan's dad were at the hospital, top corner.
- Battle 3 Bunny Omegas.

*** Spikey ***

- Clue: He hates the Zoo so he's always causing trouble there.
- Location: Zoo Network, area 2, dead end west from the path to Zoo Network 3.
- Battle 3 Spikey Omegas.

*** Swordy ***

- Clue: The boss likes broken things a lot.
- Location: Alarm computer in Zoo, hidden near panda and lion cages.
- Battle 3 Swordy Omegas.

*** Jelly ***

- Clue: The boss loves hot springs.
- Location: Lion head in Yoka Zoo hot bath, behind the gap in the middle.
- Battle 3 Jelly Omegas.

*** Mushy ***

- Clue: The boss is very fond of medicine.
- Location: Hospital Area 1, jack in to the panel next to the stairs's door. Walk to the bottom corner of the platform the warper is on.
- Battle 3 Mushy Omegas.

*** KillerEye ***

- Clue: He's very fond of SciLab.
- Location: Virus Lab doorframe computer, jack in to right side of Virus Lab's doorframe. The viruses are in middle of the northwest side of the network.
- Battle 3 KllrEye Omegas.

*** Momogra ***

- Clue: He's very fond of Yoka Area.
- Location: Yoka Area 1, same place where you fought BubbleMan.
- Battle Momogra Omegas.

*** Scuttler ***

- Clue: Evil Castle.
- Location: Castle Wily secret jack in location near the boat, in middle of the northeast edge of the network.
- Battle 2 Scuttler Omegas.

-- Virus Chips --

*** Mettaur ***

- Chip: Mettaur T
- Attack:
 - Mettaur: 40 - 140
 - Mettaur2: 80 - 180
 - Mettaur3: 120 - 220
 - Mettaur Omega: 150 - 250

*** Bunny ***

- Chip: Bunny R
- Attack:
 - Bunny: 60 - 160
 - TuffBunny: 90 - 190
 - MegaBunny: 140 - 240
 - Bunny Omega: 160 - 260

*** Spikey ***

- Chip: Spikey E
- Attack:
 - Spikey: 50 - 150
 - Spikey2: 80 - 180
 - Spikey3: 120 - 220
 - Spikey Omega: 170 - 270

*** Swordy ***

- Chip: Swordy W
- Attack:
 - Swordy: 120 - 220
 - Swordy2: 120 - 220
 - Swordy3: 120 - 220
 - Swordy Omega: 120 - 220

*** Jelly ***

- Chip: Jelly Y
- Attack:
 - Jelly: 50 - 150
 - HeatJelly: 80 - 180
 - ErthJelly: 80 - 180
 - Jelly Omega: 150 - 250

*** Mushy ***

- Chip: Mushy H
- Attack:
 - Mushy: 60 - 160
 - Mashy: 80 - 180
 - Moshy: 100 - 200
 - Mushy Omega: 120 - 220

*** KillerEye ***

- Chip: KillrEye K
- Attack:
 - KillerEye: 100 - 200
 - DemonEye: 100 - 200
 - JokerEye: 100 - 200
 - KllrEye Omega: 150 - 250

*** Momogra ***

- Chip: Momogra G
- Attack:
 - Momogra: 90 - 100
 - Momogro: 120 - 220
 - Momogre: 150 - 250
 - Momogra Omega: 200 - 300

*** Scuttler ***

- Chip: Scuttlst A
- Attack:
 - Scutz: 150 - 250
 - Scuttle: 250 - 350

- Scuttler: 130 - 230
- Scuttzer: 100 - 200
- Scuttlest: 100 - 200
- Scuttler Omega: 200 - 300

-- Virus Breeder Network Layout --

Teleporters inside the network:

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 4 6 2
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Virus families

- 1 Mettaur and Bunny.
- 2 KillerEye and Momogra.
- 3 Swordy and Spikey.
- 4 Mushy and Jelly.
- 5 Scuttler.
- 6 Exit.

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*****
* XVII. Tricks *
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*** Meteoric Hell ***

- Chips required: 3x AreaGrab or 3x MetaGell1/2/3, Meteors.
- Optional chips: Fire+30 and/or Atk+30
- How to do it: First steal all panels and trap your enemy to a single panel in back row. Then use Meteors. All 30 meteors will hit the single enemy, dealing $30 \times 40 = 1200$ damage! If you put one Fire+30 or Attack+30 with Meteors, damage is $30 * (40 + 30) = 2100$! If you put four Fire+30 or Attack+30s, damage is $30 * (40 + 30 + 30 + 30 + 30) = 4800$, aka enough to kill any boss in the game.

*** Double Aura ***

- Chips required: Aura or LifeAura or DarkAura, HolyPanl or Sncuary.
- How to do it: Use your Aura, then HolyPanl or Sncuary. Step on the holy panel and your aura is now 2x as effective. For example LifeAura, which is normally 200HP, is now 400HP. Also works with barriers.

*** Invincibility ***

- Chips required: GrasStag.
- Style required: Any Wood Style.
- Navi Customizer blocks required: Undrshrt (Extra code works too).
- How to do it: Preset the Grass Stage chip. Use it in beginning of the battle. Now you cannot be killed except if you are hit when you have 1HP, and that never happens because you keep recovering HP on the grass panels! This doesn't work if you fight enemies that use fire or can break panels.

- Got a trick that you want here? Send it to me. Email is in the Credits & Stuff section.

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* XVIII. Black Mind & Humor *
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- This is list of chips you can get by having Black Mind or Humor equipped and then talking to certain navis.

-- Black Mind --

*** Team2 * ***

- Talk to a purple navi in right corner of Beach Square. He gives you Team2 *, which is needed to do Program Advance #31.

*** Mod Code S2S ***

- In Undernet 4, on the blue level, there's a navi behind the pillar. Talk to him and you get the ModCode for error S2S.

-- Humor --

*** Team1 * ***

- Jack in to the lion head in Ura Inn hot bath. Find a teleporter in there, step in it and you appear in Yoka Area 2. Talk to the navi below you with Humor equipped and you get Team1 *, which is needed for Program Advance #31. (Someone emailed me about this one but I accidentally deleted the email...)

* XIX. Frequently Asked Questions (FAQ) *

*** What are differences between White and Blue versions? ***

- Chip codes. You get some coded chips only in White and some only in Blue.
- Styles. White has Ground style and Blue has Shadow style.
- Giga class chips. White has Serenade, Bass, ProtoArmSigma and NaviRecycle. Blue has DarkAura, Bass+, FolderBak, AlphaArmOmega and DeltaRayEdge.
- Navis: White has Mistman and Blue has Bowlman and Punk.
- Menu color: Blue has gray menus and White has blue menus.
- Megaman's head: In White Megaman's head (the little icon next to the PET pic) looks straight ahead but in Blue it looks to side.
- Colors: Roofs, walls and other things have different colors.
- Decoration: Trash cans, posters and other stuff like that is different.
- Boxart and title screens are different.

*** What's difference between Black and Blue versions? ***

- They are same. It is Black in Japan, and Blue in NA and Europe.

*** Which is better, Blue or White? ***

- Depends on you. I personally like Blue more because it has more goodies.

*** Where can I find Wind *? ***

- Go to Yoka area 1. You'll run into WindBox virus. Delete it with busting level 5+.

*** Where can I find Iceball M? ***

- Go to Hades Island net and equip Fish NC block. Eventually you'll run into IceHead viruses that carry the chip.

*** Where can I find LongSword E? ***

- Its in Blue Mystery Data, in ACDC Area 3, near the entrance of the Square. Another way is to delete Swordys with busting level S.

*** Where can I find Fish NaviCustomizer block? ***

- Look at the Shop List. You can buy it at Beach Square.

*** Where can I find Yo-Yo1 G? ***

- Delete Yort viruses. You can find them in Beach Areas and Hades Isle.

*** Where is #? ranked Navi? ***

- Refer to the walkthrough.

*** How to delete Number1, Number2 and Number3? ***

- First you need to take out all Number1s with ONE hit. After that Number2s turn into Number1s and Number3s turn into Number2s. Then take out the new Number1s with one hit, and Number2s will turn into Number1s again. Then just delete the last Number1s. If you shoot at Number2s or Number3s, you'll get hit by counterattack 'Err&Del' (Error & Delete), which does 1000 damage.

*** When can I get to Secret Areas? ***

- When you have yellow star next to continue. Aka when you have beat the game once.

*** How do I get Ground style? ***

- Trade it from White version.

*** Where is MistMan? ***

- In white version, same place as Bowlman.

*** How do I get Punk's chip? ***

- Cheating or Capcom events.

*** How can I find the Omega viruses? ***

- First you need to feed the Virus Family 100 bug frags. After that the boss virus can be found. Also, Scuttler family comes in two parts, you need to find both of them to get the Omega version.

*** What does the "WrstBand" do? ***

- It changes attack of Punk chip.

* XX. Copyrights & Stuff *

This guide is
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You can send suggestions, corrections, contributions & such.

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DO NOT SEND ANY SPAM OR JUNK. IF YOU DO I'LL BLOCK YOUR EMAIL.

And shoot you.

I also delete the emails if...
...there's any 'u' 'r' 'ur' '2' '4' and that sort of crap in the emails.

...you ask stupid n00b questions clearly answered in the FAQ.
...you ask me to send you newest version of the FAQ.
...you ask me where you can get some battlechip.
...you ask what's difference between White and Blue versions.
...you ask where some item is.
...you ask where the ranked navis are.
...you ask when the next version of the FAQ is up.
(More will be added)

And: Do not thank me for making the FAQ. Just send money =P

Sites that have permission to have this guide:

- www.worldthree.net (My site!!)
- www.gamefaqs.com
- www.neoseeker.com

If you want to put this to your site, email me and ask.
No saying you made this guide!!!
If you do it, I come and shoot you.

Excuse my bad English =P
(which is mix of British English and American English).

Credits/Thanks:

People who have helped/contributed stuff will be credited here.

- GigaManX for correcting grammar error and a pointing out a duplicate thing in the FAQ section.
- Nekomancer's chip guide for most of Japanese chip names and most of other chip info.
- Nekomancer's boss FAQ for some attack damages and Beta navi locations.
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- Simon Chong for correcting stuff in the walkthrough.
- Kazuko for Bug and Shadow style explanation emails.
- Martin Beck and Littledudeman for sending me Virus Family locations, even I knew them. =P
- A Japanese website for the Navi Customizer section.
(<http://www15.big.or.jp/~nmajima/rock/index.html>)
- Many people on GameFAQs boards.
- Capcom for making MMBN games.

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~~~ If you can read this, you do not need glasses ~~~

