

# Mega Man Battle Network 3 Blue/White FAQ/Walkthrough (w/ Ratix0)

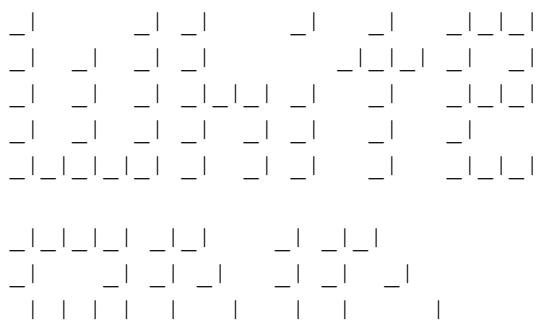
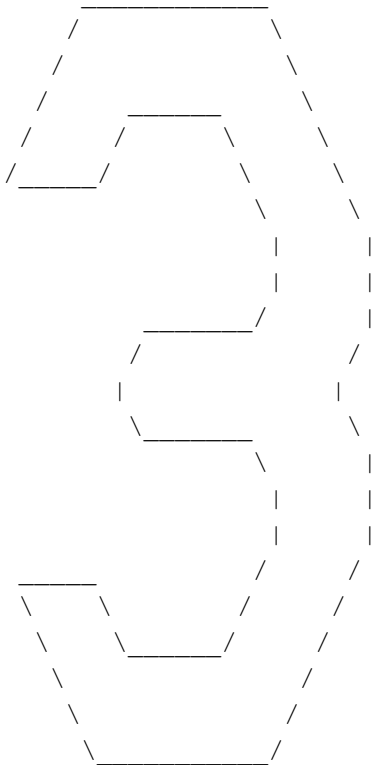
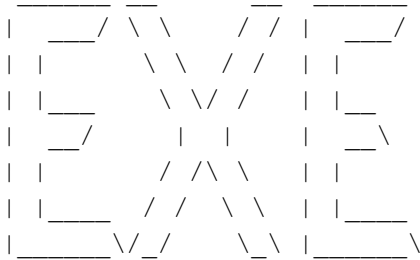
by The Dark Unknown

Updated to v0.8 on Aug 3, 2004

This walkthrough was originally written for Mega Man Battle Network 3 White on the GBA, but the walkthrough is still applicable to the GBA version of the game.

```

RRRRRRR  OOOOOOO  CCCCCCC  KK  KK  MMM      MMM  AAAAAAA  NN      NN
RR  RR  OOOOOOO  CCCCCCC  KK  KK  MM MM MM MM  AAAAAAA  NNN      NN
RR  RR  OO  OO  CC      KK  KK  MM  MMM  MM  AA  AA  NN N      NN
RRRRRRR  OO  OO  CC      KKKK  MM  M  MM  AA  AA  NN  N      NN
RRR      OO  OO  CC      KK  K  MM      MM  AAAAAAA  NN      N  NN
RR RR    OO  OO  CC      KK  KK  MM      MM  AA  AA  NN      N  NN
RR  RR    OOOOOOO  CCCCCCC  KK  KK  MM      MM  AA  AA  NN      NNN
RR  RR    OOOOOOO  CCCCCCC  KK  KK  MM      MM  AA  AA  NN      NN
  
```



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Megaman Battle Network 3 White and Blue/Rockman EXE 3  
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Version 0.8A  
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Places where you can find this Walkthrough:  
[www.gamefaqs.com](http://www.gamefaqs.com)

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-----  
1) Introduction  
-----

Welcome to the exciting and wonderful world of Megaman.exe.  
This Action-Role Playing Game is one of Capcom's best Megaman games.  
The story takes place at a world where PETs or PErsonal Terminal can  
be used for many purposes. You assume the role of a citizen of ACDC  
Town, Lan and his PET, Megaman.exe.

Let's get started...

-----  
2) Changes from Megaman Battle Network 2  
-----

Different Navis (DUH!)

New navis:

- >Flashman.EXE
- >Beastman.EXE
- >Bubbleman.EXE
- >Desertman.EXE
- >Plantman.EXE
- >Flameman.EXE
- >Drillman.EXE
- >Darkman.EXE
- >Yamatoman.EXE (A.K.A Japanman)
- >Serenade.EXE
- >Punk.EXE
- >Kingman.EXE
- >Mistman.EXE
- >Bowlman.EXE

Returning Navis

- >Gutsman.EXE (de gutsu!)
- >Blues.EXE (A.K.A. Protoman.EXE)
- >Glyde.EXE
- >Roll.EXE
- >Forte.EXE (A.K.A Bass.EXE)

More Battle chips

Different Folder Restrictions

- Only 5 Mega class chips in each folder with only 1 of each type of Mega class chips in each folder
- Only 1 Giga class chips in each folder...

More types of style

- Shadow
- Bug
- Ground

Navi Customizer

Different Viruses

Different areas

New Faces

Different transmission screen

- More anime like

Different Internet Areas (DUH!)

Virus Breeder

Hisby's Shop is finally open again!

- Numberman's lottery

---

### 3) Game Basics

---

- i) Controls
  - ii) Menu
  - iii) Battle
  - iv) Casts
  - v) Internet
- 

i) Controls:

D-Pad:

- Move Lan/Megaman.exe around
- Select Options

A:

- Talk/Search/OK/Select
- Use Selected Battle Chip in battle

B:

- Run
- Cancel/Exit
- Use Buster Gun in battle

L:

- Talk to Lan/Megaman.exe
- Scroll around in menus
- Fire buster Gun in Megaman.EXE menu
- Escape during chip selection menu
- Access Chip selection menu when gauge is full

R:  
JACK IN!/OUT!  
Scroll around in menus  
Look at chip/item info  
Access Chip selection menu when gauge is full

Start:  
Access/Exit Menu  
Pause

Select:  
Preset Chips

-----  
ii) Menu

When you enter the menu, you'll see:

```
—  
| |Folder  
| |Sub Folder  
| |Library  
| |Megaman.EXE  
| |E-Mail  
| |Key Item  
| |NetBattle  
| |Save  
| -----  
| EXIT |  
-----
```

a) Folder

When entered, you'll view your current folder, press A and you will have

2 options:

Edit Folder  
Equip Folder

Edit Folder will bring you to another screen with your folder. Pressing --> will bring another screen, which are extra chips not in any of your folders. This will allow you to edit your folder to make your folder stronger and make Megaman.Exe's life easier. Each Folder CANNOT have more than 4 of the same kind of Standard chip, not more than 5 Mega Class Chips with only one of each type of chip and only a Giga Class Chip in each folder.

Equip Folder will equip your folder, so when in battle, you'll be using that folder to battle viruses, Navis or even Megaman.exe!(Netbattle)

b) Sub Folder

When entered, you will be viewing items you have. These will only be here if you've bought them from SubChip Shops. In order they are:

Mini Energy-Recover 50 HP

Full Energy-Recover HP to full

SneakRun -Encounter lesser weaker enemies

Untrap -As the name says, it untraps any trap found in Green Mystery Datas

Enemylock -Lets you have a higher chance to encounter the enemies you last fought before you use enemy lock.

Unlocker-You can't open Purple mystery Data, so you need Unlocker to unlock the purple mystery data for valuable data.

c) Library

When entered, you'll see the Standard Chips you've collected so far, press

--> and you'll see those Mega Class Chips you've collected, then --> again,

you'll see the Giga Class Chips you've gotten. --> again you'll see the P.A.s

you've found so far.

d) Megaman.EXE

When entered, you'll see:

```

  O      /-----\___
/|\     |Attack Lvl |
|       |Rapid  Lvl |
/ \    |Charge Lvl |
       |Style      |
       |Buster LV  |
       |_____|
=====
MEGAMAN <Access Navi Customizer>
.      <Change Style>
EXE
=====
```

Access to the Navi Customizer will only appear if you have gotten Navi Customizer

Style Change Will only appear if you have a style

\*Interesting fact: pressing the L Button will make Megaman.exe fire his buster\*

Press --> and you'll see

```

/-----\___  /-----\___
|Current MB  | |Navi      |
|MegaChip No. | |Customizer |
|GigaChip No. | |Abilities  |
|_____|  |_____|
```

Current MB is the megabyte Megaman.exe has.

MegaChip no. and GigaChip no. is the amount of Mega and Giga Class chips

that Megaman.exe can have at his folder

e) E-Mail

When entered, you'll see the e-mails you've received

f) KeyItem

When entered, you'll see the KeyItems you've received.

g) Netplay

When entered, you'll be prompt that you need to save before going to network There'll be four options.

The first one is NetBattle, second is Library Compare, third is Trade Chips and the fourth one is Trade Navi Customizer Blocks.

Selecting Netbattle will bring you to another 4 Options. The first one is Normal NetBattle, the second is Netbattle with various Stage changes, third one makes Guardians appear every time you go to the Custom Menu, and the last one is 2/3 NetBattle. You have to win 2 matches out of 3 to win this mode.

h) Save

When entered, you'll see your stats:

Time Played: 99:99

Chips Gotten: S200/M85/G20

No. of chips: 9999

Zennys: 999999

-----  
MEGAMAN

.  
EXE      SAVE      EXIT  
-----

The S/M/G at your stats are Standard Chips/Mega Class Chips/Giga Class Chips

i) Exit

DUH!

-----  
iii) Battle

To those who played other EXE games before, you don't need to look at this

To those new to exe series, heres the battle system:

You will only encounter random battles in the net, so when you got one, this is what it'll look like:

-----  
CHIP |\_ | | | |  
      | | | | |  
-----| | | | |  
12345 OK|\_ | | | |  
67890ADD| | | | |  
-----  \_|\_|\_|

1234567890 are chips, which can be used

At the 1st, you'll only be able to choose from 5 chips at a time, as





Kill quake when they just landed on the ground and the shockwave is on the 1st panel in front of them.

---

iv) Casts

Lan - Main character.... Operator of Megaman.exe

Mayl - Good friend(well more than that) of Lan. Operator of Roll.exe

Dex - Good friend of Lan too. Operator of Gutsman.exe

Yai - Also another good friend of Lan. Operator of Glyde.exe

Ms. Mari- Lan's teacher

Saiko Rei - Operator of Flashman.EXE.

Tamako - Operator of Metalman.EXE. Has a souveneir shop.

Inukai Takeo - Operator of Beastman.EXE. Hired by Wily, not really in the WWW.

Aragoma Torakichi - Operator of Kingman.EXE. He's from Akindo City.

Sayama Noboru - Operator of Desertman.EXE. Took disguise as a DNN director.

Anetta - Operator of Plantman.EXE.

Hinoken - Operator of Flameman.EXE.

Chisao - Younger brother of Dekao.

Mamoru - Sickly kid in a wheelchair, friend of Lan's.

Obihiro Shun - Former leader of Gospel, now reformed.

Cossack - Uncle of Torakichi, scientist who created Forte.

Tousan - Well... that just means father really. Enzan's father, head of the IPC Corporation that sponsored the N1.

Tadashi - Grandfather of Lan, stayed in Proto to make sure it could never awaken.

Wily - The main villian...so what more can I say?

---

v) Internet

Megaman.exe can plug into the net from different places, heres the Internet map:

ACDC AREA:

Dex's HP	Yai's HP	Dex's HP
(another side)	/	/

```

      /           /           /
ACDC area 1---ACDC area 2   ACDC square
|           | \           \           /
Lan's HP | | \           \           /
          | Mayl's HP   ACDC area 3
          |
          Net Metroline*

```

SCILAB AERA:

```

Net Metroline*   Yai's HP
  /               /
  /               /
Scilab 2--Scilab Square
|           \
| Scilab 1(upper)--Undernet 5**
|
Scilab 1(under)

```

YOKA AREA:

```

                Gargoyle stone in bath house
Mayl's HP           /
/                   /
Yoka square--Yoka area 2--Yoka area 1(upper)
/                   \                   \
/                   \                   \
Net Metroline*   Yoka area 1(under)       \
                                                \
                                                Yamako's HP

```

BEACH AREA:

```

Tamako's HP           Hades Isle--Undernet 1
  /                   /
  /                   /
Beach Square--Beach area 2--Net metroline*
                    \
                    \
                    Beach area 1--Hospital area 2(other side)

```

UNDERNET:

```

                                                Secret area
                                                /
Hades Area   Undernet 4       Undernet 3--Undernet square
|           /               /               | \
Undernet 1---Undernet 2   Undernet 2(another side) | BathHouse
                /               /               |
                /               /               |
Undernet 1(another side)           Undernet 5
                                    |
                                    Undernet 6
                                    |
                                    Undernet 7

```

SECRET AREA:

Secret area 1--Secret area 2--Secret area 3

\*Net metroline goes to ACDC area 1, Scilab area 2, Yoka square and Beach area 2

\*\*Only after Drillman.EXE's scenario

-----  
4) Game system  
-----

- i) Styles
  - ii) Navi customizer
  - iii) Virus Breeder
- 

i) Styles:

Many people might know about styles but I'll still explain. Style Change is a big, REALLY big part of Megaman Battle Network 2 and 3. In EXE2,

Styles contain of an element and a style of fighting. Same here for MMBN3, but now, styles have more abilities. There are more styles in MMBN3.

You can get program blocks from leveling up your style.

\*NOTE: 1st style is gotten at the Bubbleman scenario\*

Elements available:

Heat: Charge attack fires a flamethrower, deals double damage at grass panels. Doesn't take damage magma damage from magma panels.

Aqua: Charge attack fires the attack of those Shrimpy, dealing damage to the attacked panel and the panel behind. Deals double damage when enemy is at magma panels. Can walk without sliding at ice panels. Charges Fastest

Wood: Charge attack fires a whirlwind like Twister, deals double damage on sand panels Recover HP on grass panels

Elec: Charge attack fires a Zapring, deals double damage at ice panels

Styles available:

Guts: Buster Attack is doubled. When at battle, keep pressing B and you'll rapid fire. Gained by using your buster gun a lot. Uses red NCPs.

Custom: Start with 6 chips at battle. Ability to get better chip codes even at a lower busting level. Can get rare codes with S Busting Level. Gain by using chips a lot. Uses blue NCP.

Shield: Can gain Program blocks that blocks you by pressing Back+B. Unlike exe2, you need the Program blocks to block, level 1 is hand guard, 2 is Shield, 3 is Reflect shield. When the shield are timed correctly, you'll be able to recover life from the damage u should have taken. Gained by using support chips a lot. Uses blue NCP.

Bug: Can Ignore Glitches Caused by putting NCP wrongly (Bugstopper

ability). Has a side effect of having random glitches during battles. Gained by fighting battles with a Glitched Megaman. Uses Dark NCP.

Ground: Charged Shots crack the panels. Gained by Using Panel Grabs, area grabs and terrain change often. Exclusive to White. Uses green NCP.

Team: Can put more mega class chips into folder. Can also get V4 navi chips by S ranking V3 navis in 20 seconds. Gained by using Navi chips often. Uses green NCP.

Shadow: Charged attack = Invis. Gained by using Invis chips. Exclusive to Blue only. Uses Red NCP.

---

## ii) Navi Customizer

### Introduction:

Navi Customizer(NC) is the newest thing in the PET's history. It customizes your navi. You will receive it during the night's stay at Hot Spot inn. There's no more Powerups to increase Megaman.exe's attack, rapid and charge but you could use Programme blocks(PB) to increase it. Programme blocks also have different blocks that have different abilities like HP+100,+200 or even +500. There's also some programme like Airshoes, ShinobiDash to do its ability. The Place to put those blocks are memory map(MM). They are just like tetris, You cant put them overlapping each other. If you put those blocks at a wrong place, glitch will occur.

Here's some info on Navi Customizer:

- 1) The place you place the PB is called the Memory Map(MM).
- 2) MM size will be increased as the game progresses.
- 3) The Black lines running through the MM are the Read lines(RL)
- 4) There are 2 kinds of PB, the flat and the textured
- 5) PB comes in different shapes, sizes and colours

Here's tips on not glitching Megaman.exe:

- 1) Flat PB MUST touch the RL.
- 2) Textured PB MUST NOT touch the RL
- 3) Blocks of same colours MUST NOT touch each other while obeying the 1st 2 rules.
- 4) If any of the above is not fulfilled, glitch will occur

To see if there's a glitch, look at the Megaman.exe menu, Megaman.exe will have horizontal lines over him.

### Override Passwords:

Error occurs when you put a coloured block in which Megaman does not support, and when you run the programme, it will say error with a code number. You can then press select and enter the some codes corresponding to the error code you got. To do that, go to beach area and you'll find someone selling a password tool. Get it, so when you have that error, input the codes

in and  
you'll use it even if your style aren't compatible ^\_^.

The grid:

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

Password:

GutsStyle Programs

Error : A1

Name : SuperArmour

Code : GYU2OPZQ

Error : A2

Name : BreakBuster

Code : 3GKQ2RSQ

Error : A3

Name : BreakCharge

Code : LO13ZXME

GroundStyle Programs

Error : B1

Name : SetGreen

Code : JHGIUTOP

Error : B2

Name : SetIce

Code : ALSK3W2R

Error : B3

Name : SetMagma

Code : Y2UOMNCB

Error : B4

Name : SetSand

Code : ILSKUTOB

Error : B5

Name : SetMetal

Code : BM2KWIRA

Error : B6

Name : SetHoly

Code : UTI3OMDH

BugStyle Programs

Error : D2G

Name : DarkLicense (Normal)

Code : OI1UWMAN

Error : D2C

Name : DarkLicense (Custom, Brother, Ground)

Code : WS1FS1AQ

Error : D2S

Name : DarkLicense (Shadow, Guts, Shield)

Code : Unknown

CustomStyle Programs

Error : C1

Name : Custom1

Code : X2CD3KDA

Error : C2

Name : Custom2

Code : UTIXM1LA

BrotherStyle Programs

Error : E1

Name : MegaFolder1

Code : P2I3MSJL

Error : E2

Name : MegaFolder2

Code : UTIR1SO2

ShieldStyle Programs

Error : F1

Name : Block

Code : QSAO3C3L

Error : F2

Name : Shield

Code : NC1FKSA2

Error : F3

Name : Reflect

Code : ITA2CRWQ

ShadowStyle Programs

Error : H1

Name : ShadowShoes

Code : A3DJMNB1

Error : H2

Name : FloatShoes

Code : UTIW2SMF

Error : H3

Name : KawarimiMagic

Code : SK3LROT1

Special Programs

Error : G2G

Name : GigaFolder1 (Normal, Bug)

Code : CVVDS2WR

Error : G2C

Name : GigaFolder1 (Custom, Brother, Ground)

Code : TIS3LAEJ

Error : G2S

Name : GigaFolder1 (Shadow, Guts, Shield)

Code : TUIEO23T

Error : S2G

Name : SaitoBatch (Normal, Bug)  
Code : AX1RTDS3

Error : S2C  
Name : SaitoBatch (Custom, Brother, Ground)  
Code : TU1AW2LL

Error : S2S  
Name : SaitoBatch (Shadow, Guts, Shield)  
Code : F2AAFETG

EX Codes:

What if, you dont have any errors? You could input a special password that gives Megaman.EXE special abilities! Just when it says OK after you run the thing, press select. You will have the same password grid and could input other codes to give your Megaman.EXE more abilities! Here are the ones that are currently found:

Code: JIEU1AWT  
Effect: HP +100

Code: ASK3IETN  
Effect: HP +200

Code: SIE1TMSD  
Effect: HP +250

Code: SEIUT1NG  
Effect: HP +300

Code: GJHURIE2  
Effect: HP +350

Code: AWE3ETSW  
Effect: HP +400 (Glitch: Custom -1)

Code: 3MZNBXH1  
Effect: HP +450 (Glitch: Custom -1)

Code: 2YTIWOAM  
Effect: HP +500 (Glitch: Custom -1)

Code: O3IUTNWQ  
Effect: HP +550 (Glitch: Custom -1)

Code: ZMJ1IGIE  
Effect: HP +600 (Glitch: Custom -2)

Code: DMGEIO3W  
Effect: HP +800 (Glitch: Panels turn to Poison Panels when you get off them)

Code: SM2UIROA  
Effect: HP +900 (Glitch: Panels turn to Poison Panels when you get off them)

Code: CNJDU2EM  
Effect: HP +1000 (Glitch: Panels turn to Poison Panels when you get off them)

them)

Code: KTEIUE2D

Effect: Super Armor

Code: SKDSHUEO

Effect: Break Charge (Glitch: Custom -1)

Code: S111EMGO

Effect: Break Buster (Glitch: Custom -2)

Code: JDKGJ1U2

Effect: Mega Folder1

Code: 3DIVNEIQ

Effect: Mega Folder2 (Glitch: Custom -1)

Code: URY33RRO

Effect: Mega Folder3 (Glitch: Panels turn to Poison Panels when you get off them)

Code: FFIM1OWE

Effect: Mega Folder4 (Glitch: Panels turn to Poison Panels when you get off them)

Code: SKFBM3UW

Effect: Mega Folder5 (Glitch: Panels turn to Poison Panels when you get off them)

Code: ZBKDEU1W

Effect: Block

Code: EIR3BM3I

Effect: Shield

Code: SK13EO1M

Effect: Reflect (Glitch: Custom -1)

Code: PEOTIR2G

Effect: Float Shoes

Code: GKHU1KHI

Effect: Shadow Shoes

Code: L3KJGUEO

Effect: Kiwarimi Magic (Glitch: Custom -1)

Code: ZN3UDOIQ

Effect: AirShoes (Glitch: Custom -1)

Code: SJH1UEKA

Effect: Humor Sense (Why would this be here...)

Code: UIEU2NGO

Effect: Shinobi Dash

Code: SKJGURN2

Effect: Under Shirt

Code: XBCJF2RI



Effect: FstGauge (Glitch: Custom -2)

#### Compression Code:

PB too big? You'll always wonder how good if the PB are smaller...  
Wonder no more! Capcom made codes that can contract PB to a smaller  
size!

Heres the codes:

After u have Password tool, go to the PB you want to compress, hold  
select and input the following codes

\*\*\*NOTE: THE EFFECTS ARE IRREVERSIBLE\*\*\*

#### Lenged:

:R = R Button

:L = L Button

:u = Up

:d = Down

:l = Left

:r = Right

:A = A Button

:B = B Button

ShinobiDash .... R L B d d d

Oilbody .... u r A A R u

I'mFish/AimFish .... L R d u l r

BatteryMode .... r R r R L l

JungleLand .... A R l B B A

Collector'sEye .... B d r R r r

AirShoes .... u B B d A R

UnderShirt .... l u B L l u

QuickGauge .... B d A R l R

RushSupport .... L A d B B B

BeatSupport .... A d A A R A

TangoSupport .... A d l L L R

BugStopper .... B d u B d B

HumourSense .... u R A l r r

BlackMind .... r l r d R d

Buster MAX .... d A R R L l l

Saito Batch .... B l A d d u L

Giga Folder1 .... L d A d R B u

Dark License .... R L R d l B R

Super Armor: u r u R u d

Break Charge: B A l L u B

Break Buster: R A B d L L

Custom1: r r r u l B

Custom2: A d u d R d

Mega Folder1: r R d R L l

Mega Folder2: A R d d r l

Block: d B u d A l

Shield: l r d R d R

Reflect: B u A l l B

Set Sand: l A A B u l

Set Metal: B R r r L L

Set Ice: A u A u l R

Set Green: d R R d B l

Set Magma: B r r B R A

Set Holy: A B R R l R

Bug Stopper: B d u B d B

Dark Licence: R L R d l B R  
Float Shoes: l d l d l L  
Shadow Shoes: u l r L u R  
Kiwarimi Magic: L l R A r d

Glitching Guide:

How to Glitch...

Putting the textured upgrade blocks on the command line, or the smooth ability blocks without hitting the command line. This counts as one bug level.

For instance,

```
UXXXX  
UXXXX  
XXXCX >  
XXXXX  
XXXXX
```

Where U is Undershirt, and C is a Charge+1. Both of these would be at bug level 1.

Putting blocks of the same color next to each other. For each program of the same color that touches a program block counts as +1 bug level.

Example,

```
AACXX  
XARXX  
XXXXX >  
XXXXX  
XXXXX
```

Where A is a pink Attack+1, C is a pink Charge+1, and R is a pink Rapid+1.

Since they are all touching each other, each program is glitched with a bug level of +2.

Any time a smooth ability program block is not touching the command line, the ability of that program will not come into play. For instance, if you have a Custom1 program block and it is not touching the command line, you will receive the glitch for Custom1, but not the actual benefit of +1 at the custom menu.

Also, some conflicting program blocks, such as Kawarimi Magic and Reflect, both of which use back+B button combos for different things, will cause a glitch.

Normal Shot Bug

Level 1 - some normal shots will be blanks  
Level 2 - most normal shots will be blanks

Level 3 or higher - normal shot becomes shield

These are the program blocks which, when bugged, will cause this glitch.

In the second example above, each program was at bug level 2. However, because they all cause the same glitch, the levels are added together, resulting in level 6, so the normal shot would become a shield.

Attack +1  
Charge +1  
Rapid +1  
Break Buster

Charged Shot Bug

Level 1 - charged shot becomes stone cube  
Level 2 - charged shot becomes a 1 square ahead water spurt  
Level 3+ - charged shot becomes a bouquet of flowers

Programs:  
Weapon +1  
Break Charge

HP Drain in Battle Bug

Level 1 - HP drains slowly during battle  
Level 2 - HP drains more quickly during battle  
Level 3+ - HP drains constantly during battle

Programs:  
HP +100  
HP +200  
HP +300  
HP +500  
Press Program  
Energy Change  
Proto Scope

HP Drain in Custom Menu Bug

Level 1 - HP drains slowly while using custom menu  
Level 2 - HP drains more quickly while using custom menu  
Level 3+ - HP drains constantly while using custom menu

Programs:  
Regular +5  
Custom 1  
Custom 2  
Mega Folder 1  
Mega Folder 2

Mobility Bug

Level 1 - Megaman.EXE will keep moving up automatically  
Level 2 - Megaman.EXE will keep moving down automatically  
Level 3+ - Megaman.EXE will be under the dizzy condition

Programs:  
Air Shoes  
Shadow Shoes

Float Shoes  
Kawarimi Magic\*  
Super Armor  
Block\*  
Shield\*  
Reflect\*  
Undershirt  
Humor Sense  
Black Mind

\*These will overwrite each other when more than one are equipped,  
Kawarimi Magic overwrites Reflect overwrites Shield overwrites block.

Set Swamp Bug

Any level - sets your panels as swamp, enemy panels normal

Program:  
Set Green  
Set Sand  
Set Ice  
Set Magma  
Set Metal  
Set Holy

Enemy Encounter Bug

Any level - increases enemy encounter rate

Program:  
Shinobi Dash  
Oil Body  
I'm Fish  
Battery Mode  
Jungle Land

Custom Gauge Bug

Any level - Slow custom gauge

Program:  
Quick Gauge

Zenny Bug

Any level - get only Zenny from defeating enemies

Program:  
Collector's Eye

Timing Bug

Default: Uses all chips automatically as soon as battle begins

Program:  
Buster Max

### Swamp Mover Bug

Default: Every time you move, the panel you just left will turn to swamp

Program:  
Giga Folder 1

### Half HP Bug

Default: Your max HP (any HP+'s included) will be halved

Program:  
Saito Batch

### Custom -1 Bug

Default: Custom menu -1 chip

Program:  
Dark License

### No Support Glitch

Any level - if you try to use 2 or more support programs, it will result in receiving neither of their benefits. (If you equip 2 or more with bug stopper, you will still only get the support from one. Tango overwrites Beat overwrites Rush support.)

Programs:  
Rush Support  
Beat Support  
Tango Support

\*\*\*NOTE: Bugstopper stops all these glitches\*\*\*

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### iii)Virus Breeder

From Drillman.EXE's Scenario(after flameman.EXE), the virus machine is complete.

You will find Virus families around the net and defeat them, and get them to the man standing next to the virus machine and give him the virus, he'll give you the virus chip.

Use them in battle and you have a rollute thing. Press and you'll get the virus in the virus family performing its attack.

Megaman can feed them Bugfrags, 5 per time and up to a maximum of 100 per family, after that, he can switch the bugfrags around. More bugfrags means more damage by that virus when selected.

There are a total of 9 families. Theres also SP version of the virus family. The SP version have to be found somewhere else. To make them appear, 1st, find the family of that virus, feed the family 100 bugfrag, then it'll appear somewhere in the net for you to find. Find him and bring to the scientist next to the virus breeder

and you now can have 4 virus to choose from the roulette.

Battling location:

R = Your area

X = Virus

B = Enemy area

Mettuar: ACDC Area 1, behind the WWW Door

Bunny: Complete "Please Adopt a Virus!" Request

Spikey: Devil Isle Gorgoyle Statue Computer, topright corner

Swordy: Undernet Area 1, topfloor dead-end

Jelly: Beach Area 2, dead-end near the WWW Gate

Mushy: SciLab Area 2, topleft corner of the area corresponding to the Information Desk in Real World.

HoleMole: Zoo Network Area 4, where you fought BeastMan

SensorEyes: Principle's PC, in front of the big blackboard thing

Scuttles Group 1: Secret Area 1, left of the starting point

Scuttles Group 2: Secret Area 3, top dead-end that required Press to reach

Mettaur SP: ACDC Elementary School 5-A BlackBoard

HINTS: 2 StepSword's and the battles over.

RRRXBB

RRRBXB

RRRXBB

Bunny SP: Hospital Bed Computer

HINTS: 3 rapid moving Bunny + Mines = BOOM!

RRRXBB

RRRBBX

RRRXBB

Swordy SP: Zoo Emergency Bell Computer

HINTS: AntiSword and then some ElecSwords.

RRRBXB

RRRBBX

RRRBXB

Spikey SP: Zoo Network Area 2, in a dead-end

HINTS: 3 rapid moving Spikey + Mines = BOOM!

RRRBBX

RRRBXB

RRRXBB

Mushy SP: Hospital Network Area 1, below the starting point

HINTS: Throwing a BlkBomb3 then using LavaStg worked nicely.

RRRBBX

RRRBXB

RRRXBB

Jelly SP: Yoka Ura Inn Hot Spring Computer

HINTS: AntiDmg, chips and the program. The lower one should die first if you use them from the top. LifeSword to finish the other 2 off.

RRRXBB  
RRRBXB  
RRRBBX

SensorEyes SP: SciLab Door Sensor Computer (keep tapping R as you approach the entrance of the Virus Research Lab. You'll be able to jack-in RIGHT BEFORE you get into the Lab)  
HINTS: Mole3 and AntiDmg chips would work nicely, Having ZuesHammer Is useful too...

RRRXBB  
RRRBBX  
RRRBXB

HoleMole SP: Yoka Area 1, where you fought BubbleMan  
HINTS: AntiDmg and the BigWave, and LavaStg all work nicely.

RRRXBB  
RRRBBX  
RRRXBB

Scuttle SP: Wily Castle Wall Computer  
HINTS: ZeusHamr or ignite BlkBomb3 to rid them of thier LifeAura. After that, you can use the LifeSword if you have it, or some AntiDmg and StepSwords would work.

RRRBXB  
RRRBBB  
RRRBXB

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5) Walkthrough  
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NOTE: The Battle area will be noted like this:

1 2 3 4 5 6

  - - - - -  
A|\_|\_|\_|\_|\_|\_|\_|  
B|\_|\_|\_|\_|\_|\_|\_|  
C|\_|\_|\_|\_|\_|\_|\_|  
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5. Storyline Spoilers  
(BIG SPOILERS... SKIP THIS IF YA DON'T WANT TO BE SPOILED)  
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20 years before the setting of the game, Tadashi Hikari, grandfather of Lan and Saito, was the top scientist in all of Japan, and probably the world. After inventing networks and PETs, he embarked on his largest project to date, a prototype internet society that would link every network together, the basis of the future net society in which they all live. This prototype, called Proto, had to be thoroughly tested and refined before it would be ready for the world to use. And so for 10 years, it was studied and worked on and put through all sorts of the most rigorous testing. Then, one day, all of the networks connected to Proto for testing were suddenly went haywire. After careful study, the scientists on the project concluded that it was not Proto which was glitched, but another project that the SciLabs were working on, the auto program navi project led by a brilliant young Programr named Cossack. The project had

designed the world's first automatic navi, one that could carry all its own chips, access networks without human help, and even included a special Get Ability program Cossack had designed that let the navi copy any chip or program and adapt it to himself. That navi was called Forte. However, because the timing of the testing of Forte coincided with the strange occurrence with Proto, the scientists blamed Forte. The project was deemed a failure and Forte found to be too dangerous, so sent the strongest Navis designed by the Officials, the Navi Elite Unit, to delete him. Just in time, Forte was able to save himself and escape, but he was horribly scarred from the battle (hence the cloak he wears to cover the wound). Ever since that day he had been wandering the net, fighting off viruses in daily battles for survival. Over time he collected the strongest powers he could find, challenging the most powerful navis on the net, determined that he'd one day gain the ultimate power, and sit in judgment of those pathetic humans who turned on him and cast him into the dark recesses of the net.

Meanwhile, believing Forte to be gone, the scientists expected that the problem with Proto would be solved. Really, it was on the beginning. For years, a bug had been growing and multiplying inside Proto undetected, increasing in power and even developing a sort of intelligence, a basic instinct. Like an amoeba, it started absorbing and feeding off programs and navis, growing larger and stronger. One day it showed itself, by devouring all the networks connected to it. The scientists scrambled to find a way to destroy the bug anomaly, but it was too powerful for the current technology, all attempts only made the situation worse. Another scientist, Dr. Urakawa, developed a powerful hindrance program, Giga Freeze, that could potentially freeze Proto, but this cure turned out to be potentially worse than the disease, since only the most powerful Navis could handle it, and one mistake in using it could freeze the entire net forever. With his dream of networks becoming like a nightmare, Tadashi developed the "Guardian", a barrier which would contain Proto until a solution could be found. Feeling responsible, he attempted a daring operation that would place his mind and even his soul into the Guardian, to watch over Proto personally and ensure his monster would never harm the world. Finally, after about a week of devouring everything in sight, Proto's activity began to slow. Tadashi used the time to put his plan into action. It was a success, and Proto was contained. After the incident, which was later called the Proto Rebellion, Proto was sealed away into the highest level top secret in the SciLab network, protected by the tetra code, sealed away, they hoped, forever. Cossack, saddened by the failure of Forte, left the SciLab labs and started an independant navi development company, which would later become one of the most successful in the world. The dangerous Giga Freeze was sealed far away from the mainstream society by Dr. Urakawa into the enormous, shady network area known as the Ura Internet. Its obscurity would later make it a popular hangout for the criminal population of the net, for whom the original purpose of the area was unknown. The Giga Freeze would be protected by the Ura Rank navis, some of the strongest in the net. If ever a day came when the program would be used, only a navi who could climb the Ura ranks would be strong enough to use the program.

Fast forward 10 years, to Net Mafia Gospel. After failing in his attempt at creating a Dream Virus to destroy his old rival's network society, Dr. Wily hid out for a while to rebuild his ranks. One day in the net he came across a lonely boy who had lost his parents. The boy, Shun Obihiro, had become quite wealthy from his parents' death,



but was angry at the world and lost in remorse. Wily saw an opportunity, and began manipulating the boy into doing his dirty work for him. He convinced the boy that the world was corrupt, and that he should take control of the net, wipe out the old ways and create a new order. At first Wily's plan was to use the boy to create chaos, but then Wily discovered information on Proto, and developed a new plan to use Proto to destroy the Net for him. But to break the Guardian program, it would require the assistance of an enormously powerful navi. He decided the legendary navi Forte, who could copy any power, was the perfect one for the job. Wily attempted to make his own Forte by fusing bugs with special programs he had the boy gather for him. In fact, he should be able to make as many Fortes as he wanted. However, this ended in failure as well, as bug fusion could not create a true Forte, but instead a multibug organism with great but uncontrollable power. However, the attempt did catch the attention of the real Forte, who took it upon himself to destroy the remaining copies of himself running around. Wily struck a deal with Forte to help him destroy the Guardian, convincing him that absorbing the Guardian's power would make him the strongest in the world. Although he cared little for Wily or his plots, the thought of such power was too tempting, and the two formed a wary alliance.

Also around this time, the rumors circulating of the mysterious black navi caught the attention of Dr. Cossack, who took it upon himself to find Forte and stop him if he was really still out there.

Skip a bunch and fast forward to the end of the game, Proto is stolen by Wily and Proto Bugs have begun leaking out all over the net, creating paths to blocked off systems, even into military computers around the world. However, the core of Proto was still sealed. As Lan and his friends invade the WWW base, Wily and Forte prepare to destroy the final Guardian and set Proto free. Wily uses the Pulse Transmission System to plug himself into the net, and Lan and Megaman come in after him. As they arrive, Forte shatters the Guardian with his powerful Earth Breaker, and absorbs its power. Megaman and Forte do battle, which Megaman wins. Forte is awestruck, but Wily is indifferent, remarking that he was hoping the two would destroy each other, but no matter. He reveals that now that the Guardian was destroyed, Proto would flood the net, destroying the network society and plunging the world into anarchy. He laughs as Proto absorbs the battle-weakened Forte, but his joy is short lived when Proto swallows Wily as well. Megaman and Lan use all their power to delete Proto, and to their surprise, find a doorway where Proto stood. Inside, they meet the ghost of their grandfather, who had met them only when they were babies. After a heartfelt reunion, Tadashi gives them a letter to give to their dad before Proto begins to collapse. Confident that the future of the world is in good hands, Tadashi is finally ready to leave the mortal coil. He stays in the collapsing Proto while Lan and Megaman make their way out. While pausing for only a moment, the two are swallowed by Proto, and Megaman decides to use the last of his power to blow Lan free and back to his body. He bids his brother goodbye, and Lan is expelled from the network. The others find him and the group returns for a reunion with family and friends. Meanwhile, Forte barely managed to escape death yet again, but this time he's extremely weak. To his surprise, he is found by Gospel, the wolf-like partial clone of himself, who had regenerated from bugs which were spread across the net after his initial destruction. More surprising, Forte realizes that the creature wants to help him, and the two are joined and begin

to regenerate using bug power, forming the more powerful ForteGS.

Weeks go by, and Lan is about to start the 6th grade. After going to sleep on the day before beginning the new semester, his father arrives home with Lan's new navi, which he installs into Lan's PET. When awakened the next morning by a familiar voice, Lan is overwhelmed to see Megaman alive and well again, on a bright day of new beginnings.

About Serenade:

Serenade, the Ura Rank 1 Navi, ruler of the Ura internet, and protector of the Giga Freeze program. MistMan said he was beaten by her 10 years ago for the rank 1 spot. Neither one of them has an operator, it seems.

YamatoMan left the navi elite unit to serve as Serenade's right hand man.

When DarkMan came to challenge Serenade, she agreed to fight him if he could delete 10,000 navi assassins who apparently come after Serenade looking to make a name for themselves in the Ura internet. Once Forte challenged Serenade, and after a battle that lasted for days, Serenade was just barely able to defeat him. She still acknowledges him as a powerful rival, though.

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6) Walkthrough  
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-----Scenario 1: The Tutorial-----

Place: Virus Research Lab

You start the game as Lan, in the Virus Research Lab. The whole class 5A is there, getting a lesson on virus deleting.

- 1) Talk to the kid with an orange shirt who's walking around.
- 2) You will receive e-mail from ADCD-Mail, open it if you want.
- 3) Talk to all the other students, and then talk to Ms. Mari, the teacher.
- 4) There will be a cutscene where all the students line up. After the cutscene, Megaman asks you to press R. So press R and jack into the Internet World.
- 5) Tutorial begins!  
Battle 1: Your first Megaman Battle Network 3 Battle! Two Mettools appear, each with 40HP. The instructor tells you to choose the two Cannon A. Choose them and select OK. Defeat the two Mettools to go to the next battle.

Battle 2: Three Mettools appear. First, choose Areasteal L, then Widesword L. Areasteal the panels in front, step forward and use Widesword. Double Delete! Then, finish off the last Mettool using anything you like.

Battle 3: Another three Mettools appear. This time, you use ADD. First, select the three Recover 10. Press ADD. You'll have to wait another turn for chips. When the Custom Gauge is full, open the Custom Menu. Voila! There are 3 more chips available now. Now, choose the three

Cannons and blow them up!

6) The tutorial ends and they jack out. The class returns to the 5A classroom in the ACDC School.

-----Scenario 2: Strange Happenings at School-----

Lan returns to the classroom of 5A after the class' trip to the Virus Research Lab. It's the end of school.

Place: ACDC Town (Classroom 5A)

1) Talk to Mayl, Dex and Yai, who are all in the classroom.

2) Exit the school building and head for the park in ACDC town.

3) There will be a cutscene where Lan, Dex, Mayl and Yai have a conversation in the park, and a guy comes over and talks about the N1 Grand Prix.

4) Talk to Lan's mom, who is at the kitchen in Lan's house. . Lan lives in the only blue house in the neighbourhood.

5) Go to Lan's room by going up the stairs. His room is on the second floor.

6) You will receive an e-mail from Dex, telling you to go to ACDC square. So what are we waiting for! Jack in at Lan's Computer.

Place: ACDC Internet Area

7) You will arrive in Lan's HP. There, go onto the warp (it's that thing on the floor). Go through ACDC Area 1 to ACDC Area 2, via the large arrow at the Northeast part of this area. Just follow the path and you'll be fine. There are a few Green Mystery Data in each area of the internet, so pick up any Green Mystery Datas (or GMD) you see.

8) Go through to ACDC Area 3 via the arrow. There is also a Chip Merchant in this area, if you go down past Gutsman and then turn left to see a Navi. You can buy Chips or HP Memories from him.

9) Head to the ACDC Square. It's down a ramp, past the slide in this area. Step on the warp to enter ACDC square. There is a Green Navi who's Chip Merchant behind a counter. He has some chips you could buy. The Purple Navi next to him is a Subchip Merchant, you can get a few Subchips from him too.

10) There are two message boards on the wall if you go Northeast from the warp. Read all of the messages on both boards.

11) Talk to Glyde, Yai's Navi

12) There is an True or False Card Challenge, where O for True, and X for False, which everyone else is participating in. Talk to the Green Navi in order to participate. He is the nearest Navi to Glyde. Accept his challenge. Then Round 1 will begin.

13) The True or False Card Challenge: For these challenges, if you don't take the card specified below, you will have to do a button-pushing game. It is not hard; you just have to push the button that appears over the Navi. (eg. If B appears above the Navi's head, press B). You'll have to get 60 buttons right within 1 minute.

Round 1: Go back to ACDC Area 3, via the warp. Then go back to where Roll is. If you go right, down, then up at the next junction. Then, turn right and go up, and you'll see the O card. (The large spinning card with an O on it) Take it and talk to the Green Navi again. You will give the card to that Navi, and you will go to Round 2.

Round 2: This time, the card is in ACDC Area 2. So, head back to ACDC Area 2, and take the X card on a large white platform at the top of this area, near the arrow to/from ACDC Area 3. Return the card to the Green Navi. Once again, talk to him to go on to Round 3

Round 3: It's the last round. This time the card is far away, near Lan's HP, where you came in. It is possible to jack out and jack in again to avoid walking all the way there and back. You can locate the X card easily, it's the first small platform you pass after going out of Lan's HP. As usual, return the card to the Navi.

14) After you finish all 3 rounds, and after talking to the Navi to give him the third card, there will be a cutscene showing Megaman, Roll, Gutsman and Glyde being awarded. Megaman comes first. Then, Glyde gives Megaman Yai's P-code. This is a key item that can open the SecurityCube guarding Yai's HP. Then, Megaman will automatically jack out.

15) Go downstairs and talk to Lan's mom. Then, go back upstairs and jack into Lan's computer

16) Yai's HP is in ACDC Area 2, so head there. You'll see a SecurityCube block the way to a warp. That blue and grey cube can be opened with Yai's P-code. Go onto the warp. You'll arrive in Yai's HP. There, Gutsman, Glyde and Roll are waiting. Talk to all 3 of them. A cutscene comes in, with Dex telling everyone to go to meet at school. Megaman jacks out himself.

Place: ACDC Town

17) Meet Dex, Yai and Mayl at the school gate. They'll tell you to go to ACDC Area 2 to get the key for the School Gate.

18) Jack in back at Lan's computer. Then, go to ACDC Area 2. Head for the large white platform. There will be a huge key there. Take it and you'll receive an e-mail from Mayl, saying that the gate is unlocked and they're inside the school.

19) Jack out and go into the school.

20) Go up to Classroom 5A, Lan's classroom. Dex has lost his floppy disk somewhere in the room. A cutscene will appear, showing where Dex had left it. Go and examine the leftmost container, above the lockers. You'll find Dex's Floppy Disk.

21) Go back down to the first floor. Then, go to the door on the right side, which you have not been in before. Go to the end of the corridor, and go into the door there. This is the Staffroom. Then, try to go through the red door at the Northern corner of this room,

which is the Principal's office. A cutscene showing Mayl, Yai, and Dex facing Saiko Rei, who is the operator of Flashman. Flashman then shoots a Hypnosis Beam at them from the Principal's Computer, making them hypnotized. You can see that Dex is forced to run around, Yai is forced to spin like a Spinning Top and Mayl is forced to wander around like a zombie.

22) Go and talk to Mayl on the first floor, she will drop you her chip, Roll R. Yai is in the corridor near Classroom 5A, and Dex is inside Classroom 5A. Then, go to Classroom 5B, which is the other classroom on the second floor. There is an umbrella propped up beside a desk. Take it.

23) Go back to the Principal's office. Then, a cutscene showing Lan using the umbrella to block the blast from Flashman. Then, Lan will jack in automatically into the computer.

Place: Principal's Computer

24) Follow the path up until you see a Program standing beside a Pink Gate. Talk to him

25) The game will switch back to Lan, so use him to go up to Classroom 5B and turn on the lights using the red switch on the wall next to the upper door.

26) Now, there will be lights flickering in this area. In order to open those gates to progress, you will need to find the data for each gate. First, go down one square to a red square, where there is another desk. Then head left to a blue square. In the flickering lights, you'll see a Blue Mystery Data (BMD) with KeyData A. Take it and examine Gate A back where the Navi was. It's the gate on the right side of the Program. Examine the Gate to open it.

27) Now, follow the path that Gate A was blocking, go down three green squares, you'll see a BMD with KeyData B, so take that. Now, go back to the three gates, and use KeyData B to open the leftmost gate.

28) Follow this new path to the end, which is a blue square. You can see KeyData C there. Take it and go back to open the last gate and open it. Go through and step on the warp, taking you to Principal's Computer Area 2.

29) Now follow the path until you see a Green Navi. Talk to him.

30) The game will again switch back to Lan. Head down to the Staffroom, and turn on the lights there. The red light switch is on the wall near the door.

31) Back to Megaman. Now, go to a red rectangle with many desks. Go down the Southern Path there and turn Southeast, leading to a white platform. Go down and right to a bunch of HB pencils. Then follow the path of Pencils going up to find Password A.

32) Now, backtrack to the red rectangle. Take the path going down on the west side of the rectangle. Go Northwest, then Southwest, following the path. When you reach a big platform, go to the Eastern corner and take Password B.

33) Backtrack to the red rectangle again. This time, go up the path you haven't been to yet. This path will lead to Passcode C. Now go back to the Gate and open it.

34) Follow the path leading up, and you'll fight your first Navi! It's Flashman on the yellow platform. Beat him up!

35) After you beat him, Flashman electrocutes you and runs. Now, the game goes back to Lan. Go out of the Staffroom. A cutscene showing Dex, Yai and Mayl running up to Lan will occur. Lan will go back out of the school. You will receive an e-mail from Dex. Receive Dex's P-code from the e-mail.

36) Go to the park. Dex will be standing there. He will ask you to netbattle him. Beat him quickly for his Navi chip, Gutsman. Go to sleep at Lan's bed.

There will be a cutscene where Saiko Rei returns to Wily's Office. Wily get super-mad for Megaman ruining his plan. ^\_^

-----Scenario 3: Dekao's brother... Chisao?!-----

The Day starts off with Dex's brother Chisao, who's lost in ACDC town. Lan sets off to the Metroline!

Place: ACDC Town

1) Go to the Metroline. There, Chisao, Dex's brother, Mayl and Yai are waiting. Talk to all three of them.

2) Then, go to Classroom 5A. There, talk to Dex, who's sitting at a desk.

3) Now, go back to talk to Chisao. There should be a cutscene. Now, go back to Classroom 5A to talk to Dex. They will run down to the Metroline as well.

4) Talk to Dex, and accept a netbattle against Gutsman V2. You should obtain a Gutsman V2 chip after the battle.

5) Go into the Metroline Station. In order to take the Metroline, first obtain a free ticket at the three machines behind the Train Conductor. Now go through the gate. Now you're in the SciLab Center Metroline Station.

Place: SciLab Center

6) Go up the stairs from the Metroline to enter the SciLab Center. There is a scientist standing next to the Reception. He sells Subchips. Get a few from him, just in case. Unlocker (4000Z) may come in handy soon. Also, there is a large message board next to the lift inside the SciLab Center. That is where you can accept jobs. Refer to the Jobs section for help on jobs.

7) Go to the elevator and take it upstairs. Now, go into Mr. Hikari's

Office. If you're wondering, he is Lan's Dad. Beside the large computer/machine, there is a scientist walking back and forth. Talk to him. You will receive the Key Item "Sub PET". Then, there'll be an e-mail from Dex.

8) Go back downstairs. You'll receive the Key Item "SciLab Area Metroline Ticket", which lets you take the Metroline from any area to SciLab Area. Now head back to ACDC Area.

9) Jack in Dex's computer. (He lives in the orange house with a dark red roof beside the Metroline Station) Go up, and then go left follow the path down. Go into the warp you see. You will arrive at ACDC Area 1. The SecurityCube can be opened using Dex's P-code, which you've already got.

Place: ACDC Internet Area

10) Go left and follow the path down the ramp until you see a Metroline rail and a Program conductor. Talk to him and choose the first option to go to SciLab Area. The Metroline will take you there.

Place: SciLab Internet Area

11) You arrive in SciLab Area 2. Go up the ramp Northwest from the Metroline station. Head all the way up past an archway to a warp. This leads to SciLab Square, so go in.

12) Firstly, there is a Chip Merchant Northeast from the entrance. Go to the Southeast part of the square. There is a Purple Navi standing there at the Northeast side of this platform. Talk to him to begin the first round of this challenge.

13) Round 1: Do a 3-battle survival challenge: you must beat all 3 groups of virus one after another without recovering HP (except for Recover chips).

Battle 1: Three Mettools V2.

Battle 2: Two Rabiis and One Canodumb.

Battle 3: Two Mettools V2 and One Boomerang.

That's Round 1 finished! You'll get full HP back. Then onto Round 2.

Round 2: Find and punish the Evil Navi.

First, go out of SciLab Square via the warp. Then, go down to the big platform and go Southeast until you see another archway. Go under there, and follow the path going down. Past the conveyor belt, continue going down into SciLab Area 1 through the arrow. Then go Southeast at the T-shaped junction. Follow the path going all the way down, and then go left. Then, there'll be two paths going Southwest. Take the second on and follow the path again. At the next T-shaped junction, turn right. Go to the big platform following the path. Talk to the Evil-looking Undernet Navi there. Now, go all the way back to the archway. Then, go down, and then turn left, passing a square platform. Go SW and you'll see another Undernet Navi. Talk to him and you'll fight a group of viruses.

You fight three Fishies.

14) After winning this battle, go back to the Navi in SciLab Square. You will receive the Key Item "ACDC Metroline ticket". It allows you to travel from any Metroline station to the ACDC Metroline station. Now, the Navi asks you to finish Round 3.

15) Round 3: Fight another 3-battle survival challenge: you must beat all 3 groups of virus one after another without recovering HP (except for Recover chips) like before. First, head to the Metroline Station. Take the Metroline back to ACDC Internet area. Now, go back to ACDC Area 2. There will be a Navi standing in front of the arrow from ACDC Area 3. Talk to him to fight the three groups of viruses.

Battle 1: Two Quakes and One Canodumb.

Battle 2: Two Canodumbs and One Fishy.

Battle 3: Two Mettools V2 and One Hardhead.

After these three battles, the Navi will congratulate you. Then, something weird happens. The internet world seems to distort, although everyone else is fine. Suddenly, Megaman loses contact with Lan.

16) Go back to the warp where you jacked in (If you were following the FAQ, you should jack out at Dex's HP). For now, since Lan has lost contact with Megaman, Megaman cannot use any Chips. A good idea would be to run away from every battle by pressing L at the Custom Menu or using SneakRun. After Megaman jacks out, a cutscene in Lan's house will come up, showing Mr. Hikari coming home. Then, Lan will talk to his dad about the virus on the PET. You ought to have noticed that Lan's PET is now orange, because it is the Sub PET given to him by the Scientist. Now, Lan must go to sleep for today, so go to bed.

-----Scenario 4: Mettools in the Zoo, Programs Attack!!-----

It's a new day, and today is Class 5A's fieldtrip to the Zoo in Yoka Village. Lan's off to the field trip, with the PET unable to jack in, but that's a good thing: No Navis! What could possibly go wrong?

1) Head to school. You will find that everyone else is already there, lined up. Off to Yoka Village!

Place: Yoka Village

Note: Lan is unable to jack in anywhere right now, until Lan's dad fixes it and puts Megaman back online.

2) Go down, following the path heading down. If you're running low on Subchips, the Scientist standing there sells some Subchips. Follow the Path: go left, then down into a new area. Then cross the bridge and head up the slope. Then, go into the Inn (The large building)

3) Go through the door to the North of the Lobby, which is where you



are now.

4) Go into any of the two doors on the left to enter the dormitory. You will see an exit at the North end of the dormitory. Go through there, then go all the way North until you reach a metal fence. Examine the sign on the fence. Now, Ms. Mari will call the class and there will be a cutscene. First, it will show Lan and Dex at the Bath. Then, it shows all the kids having a pillow fight. Then, they all go to sleep.

5) Lan wakes up because he gets an e-mail. All of the other kids are still sleeping. The PET suddenly becomes online again. Now, before going anywhere, read the e-mail. It's from Mr. Hikari.

6) The e-mail talks about the new upgrade Mr. Hikari has installed into the PET. It's called the Navi Customizer. Then, you will receive three Navi Customizer blocks: Undershirt, Rapid +1 and Attack +1.

7) Exit the Menu. Then, Mr. Hikari will give you a demonstration of using the Navi Customizer. First, he tells you to put Undershirt onto the command line of the Customizer, so take the first block on the list and put it on the row with a double black line. Now, take Attack +1 and put it onto anywhere besides on the command line. Attack +1 is the second Customizer block (Now first because you put Undershirt) Now, put the last block, Rapid +1, on any spot not on the command line and not touching Undershirt. After that, select RUN. Then, quit the menu. The Navi Customizer is located in the "Megaman" option in the menu.

8) Go out of the dormitory. You will receive an e-mail from Lan's dad. Now go back out of the Inn, through the Lobby down the stairs. There will now be a person beside the display of goods outside the Inn. She is called Tamako, and her Navi Metalman is ready to fight you. If you beat Metalman quickly, you obtain Metalman's chip.

9) Go back to the Metroline Station, but don't go in! Instead, continue going up past the Metroline. Then, you'll automatically walk towards the group, and there will be a cutscene.

10) Now, go into the Zoo, at the entrance next to the ticket booth. The next part is absolutely necessary. You must talk to ALL of the people in the zoo, and examine ALL of the animals in the displays or cages in both Zoo Area 1 and Zoo Area 2. If you do that, when you go to the Lion's display in Zoo Area 2, there should be a cutscene, where a Vulture carries off Chisao, and then the Lion, along with all the other animals escape from their displays.

11) All the animals are blocking the route. Go to the Panda cage (It's covered in glass) There is a path next to the Panda cage, which leads behind the elephant that's blocking the way. Go back to Zoo Area 1. Now, go around the gorillas by going down to where Dex is and around the display with white statues of people. Go to the house Northwest of the entrance to the zoo. Follow the alleyway going North, and then West. It will lead to the Metal Fence, and it has been destroyed.

12) Go down, through the path back into the Inn. Exit the Inn from the Lobby. Then, walk back past the Metroline Station, to the Zoo. After you go past the stalls on the left past the Metroline Station,

there will be a cutscene, showing Chisao held captive by the Vulture that carried him away. They are both at the top of the Electricity Tower high above Lan. As Lan approaches the Electricity Tower, the Vulture swoops down and flies off. Just then, Dex, Yai and Mayl arrive, then Chisao wakes up.

13) Go into Zoo Area 1 by going through the Main Entrance to the Zoo. Then, follow the path that you took to get out of the Zoo before, back to the Panda Display in Zoo Area 2. Next to the Panda Display, there is a console with a green screen. Jack is there.

Place: Zoo Computer Area

14) You arrive in Zoo Computer Area 1. Go Northwest, following the path. Turn left at the first T-junction. Follow the path until you reach a white square platform. Then, take the path going Northeast. There will be a Mettool blocking the way. Talk to it.

15) In order to get rid of the Mettool, you need to find the right Program to use to delete him. But you must talk to the Mettool first before getting a Program to delete it. Now that you've talked to the Mettool, you can talk to Programs to tell them to follow you. Now, go back to the first Program you passed, before the white platform. Talk to it and it will follow you. Then, go back to the Mettool to talk to him. It will get deleted and you can continue following the path.

16) Follow the path, and at ignore the first left path you see. Instead, take the path turning right. Now, go down to a White Square Platform. There, take the Northeast path and talk to the Mettool blocking the way. Then, go back to the White Platform, go back onto the path you came from (Northwest). Then, take the first right you see and tell the Program there to follow you. Talk to the Mettool and it will be destroyed. Then, follow the path into Zoo Area 2.

17) In this Area, continue going up or Northeast until you see a Mettool. Talk to him as always. Now, talk to the Program in the middle to delete the Mettool. Follow the path again.

18) At the next junction, first turn right and take the Navi Customizer Block: Charge +1 at the dead end. Put that into your Navi Customizer. Then, go back to the junction and this time, go left. Go up to the next junction and this time, turn right. Then follow the main path Northwest and then Southwest to the Mettool. Talk to it, and this time, it's the Program on the right side of the White platform to the left. In other words, the Program to the right on the second White Platform you pass while going to the Mettool. Delete the Mettool and continue along the path.

19) Follow the path until you reach another Mettool. There will be two Mettools, but they are separate, so nothing different about these two. The first one can be deleted using the Program that is the first from the right. The second one can be deleted with The Program in the middle.

20) Go into Zoo Computer Area 3 past the arrow. Continue going Northwest until you see a Mettool. Talk to it. Then, use the Program in the middle to get rid of the Mettool. Continue up, and

take the first path going left. Again, follow the path, past a white platform with many Programs, and talk to the two Mettools together. This is slightly different to the Mettools before, but not too different. You will need two Programs instead of one to delete both at the same time. But first, more important things await you. Go to the white platform, and go Northwest, taking the path to a BMD, containing the Navi Customizer Block: SneakRun. Then, talk to the Program on the Northwest area of the platform and the one on the Northeast area of the platform. They will delete both of the Mettools.

21) Follow the path to the junction. Go Northeast and turn right at the first path going Southeast. Go along that path until you see a Mettool. As usual, talk to it. Then go left, then up and talk to that Program. It will delete the Mettool. Talk to the second Mettool behind. This time, go right, then up and use that Program there to delete the Mettool.

22) Head into Zoo Computer Area 4. Go Northeast until you meet two Mettools. Talk to them. Then, go down and talk to the lone Mettool as well. Now, go up, then right and down to a BMD. That contains the NC Block: HP+100. From the BMD, go Southeast and talk to the Program. It will help you delete the lone Mettool. Now, go down to the large white platform. On this platform, use the Program to the North and the one to the West to delete the pair of Mettools.

23) Follow the path, and go left, then up again at the next junction then continue going North. At the T-shaped Junction, turn Right. Follow the path to the group of three Mettools and talk to them. To get rid of these Mettools, First, go to the White platform Northeast from the Mettools. Talk to the Program to the right. Then, go down to the first junction from the platform, above the group of Mettools, then go Northwest. At the Junction, go up and talk to that Program. Lastly, go back to the junction, then go down. Turn right after you pass the white platform and talk to the Program there. Go back to the Mettools and delete them using the Programs.

24) Go onto the path the three Mettools were blocking, and follow the path. It leads to Beastman on a white platform. Defeat Beastman. After you defeat Beastman, there will be a cutscene. Lan will run out of the Zoo, and to the Electrical Tower where Chisao is. Then, Dex and the others come. The Vulture flies off and Chisao falls to his DOOM! Luckily, Dex catches him. Now, they go back to the park in ACDC Town and they play around a bit

Meanwhile, Wily is seriously angry. OH NO! Two of his cronies and their Navis have fallen. Man, is he mad or what! Then, he starts laughing about destroying Megaman again. Weird, isn't he?

-----Scenario 5: Higsby's New Shop-----

It's one month later, still no sign of Wily's Plan. It's end of school for Today.

Place: ACDC Town (Classroom 5A)

1) Talk to Mayl, Dex and Yai

2) You will receive an e-mail from Higsby, telling you that his shop is now open. Read it before going anywhere.

3) Now, head out of school and head to that shop near the school that used to be closed. Now it's open, and by Higsby! Go inside.

4) First of all, there is a 3-Chip Machine near the orange-shirt kid. You can put three chips from your Sack into the machine, and you will receive a chip at random. Next to the kid with a blue hat/cap and green shirt, there is a Numberman Lottery Machine. You should insert all of the Numberman Codes available, as you can get some rare chips, as well as the chips for the PA, MasterStyle! These codes are under the section Numberman Machine Codes.

5) Talk to the guy behind the counter, near the Northern corner of the shop. That's Higsby. Then, you'll receive an e-mail from Yai.

6) Go into the Metroline Station. There will be a man standing near the entrance. Talk to him. He will ask you to find his Bag, which he has lost in Yoka Inn.

7) Get the ticket for going to Yoka Village and go into the gates.

Place: Yoka Village

8) Go out of the Yoka Village Metroline Station. Then, head to the Inn, which is South of the Metroline Station. Follow the path into the Lobby of the Inn. Then, go into the dormitory in the Inn.

9) There will be a family around a table to the South of the Room. Go Northwest from them. There is another table there. Examine it to find the bag, which the Man has lost. Now, head back to the Metroline Station, then to ACDC Town.

10) Talk to the Man again. He will thank you, and give you the Key Item "Order System"

11) Now, go back into Higsby's Shop, and talk to Higsby. He will tell you to fight a Undernet Navi in ACDC Area 1. So, head back to Lan's home and jack into his computer.

Place: ACDC Internet Area

12) After coming out of Lan's HP, head to the first white platform, which is South of Lan's HP. There is a Undernet Navi standing there. Talk to him, and you will fight him.

Battle: Two Canodumbs and One Sunhag.

After defeating the Undernet Navi, he will give you 1000Z. Don't use this up! Jack out, and go into Higsby's Shop. Talk to Higsby, and he will take the 1000Z that the Undernet Navi gave you. He then gives you a Ratton 1 C. Then, Higsby tells you to SciLab Area 2 and give this Ratton 1 C to a Navi.

13) Go to the Metroline Station and get a ticket to go to the SciLab Center. Head to the SciLab Center. Go into the Virus Research Center, which you couldn't go to the first time here. The Virus Research Center is the entrance all the way Northeast from the

Reception.

Place: SciLab Center

14) Now, jack in at any spot beside the row of computer panels to the Northwest and Northeast side of the room. You will arrive in SciLab Square in the SciLab Area.

Place: SciLab Internet Area

15) Go to the middle platform of the SciLab Square. Go onto the Warp to exit the SciLab Center. There will be a Pink/Purple Navi beside the Warp to SciLab Square. Talk to him to give him the Ratton 1 C. Then he starts bragging that using this Ratton 1 in his Folder will make him Millions of Zennys. o\_O

Place: SciLab Center

16) Jack out and head back into the Metroline Station, then back to ACDC Town.

Place: ACDC Town

17) Go back to Higsby's shop and talk to Higsby. He will give you the chip Snakes R. You will receive an e-mail from DNN. Lan will automatically read it. It says that the Virus Research Center is now officially open.

18) Back to the Virus Research Center in the SciLab Center. Now, Jack in at the Computer panels in the Virus Research Center.

Place: SciLab Internet Area

19) In the SciLab Square, go to the middle platform of the square. Then, go Southwest in another Orange platform. Notice the orange teleporter there. You will find these teleporters in almost every Square as the story progresses. This one, if you step on it, will take you back to Yai's HP. Now, you can go onto the orange teleporter in Yai's HP and it will come here. Now, talk to the Orange Bunny Navi beside the teleporter. She will ask for a LongSword E. If you don't have LongSword E, you can get one by deleting the Swordy virus with S Rank.

20) Give the LongSword to the Bunny Navi, and she will give you the Key Item "Yoka Metroline Ticket". Now, you can take the Metroline to Yoka Internet Area!

21) back to the Metroline Station. This time, choose Yoka as your Destination. You'll arrive at Yoka Square.

Place: Yoka Internet Area

22) Go down the slope to go to the middle platform of this Square. There is a Chip Merchant on the west side of this platform. If you go Southeast from the Merchant and down the slope, you'll see a Purple Navi who sells Subchips. There is another Orange and Grey Navi standing there. Talk to him to begin the N1: 5 Navi Challenge, where you have to find 5 Navis in different places in the real world. You will have to use your Preset folder for these Navi Challenges.

23) N1: 5 Navi Challenge:

Navi 1: Jack out of the internet. Now go out of the Virus Research Center. Then, go to the elevator, and head Southwest from the elevator. There is a Green Navi standing next to the Vending Machine. Talk to him and he will netbattle you.

Battle 1: One Ratton, One Windbox, One Beetank.

Navi 2: Go to ACDC town using the Metroline. Now, go all the way up North, there is a Navi there. Talk to him to begin another battle.

Battle 2: One Mettool V2, One WindBox, One WoodBoomerang.

Navi 3: Go into the school in ACDC Town. Then go into Staff Room. Go to the Southwest side of the Staff Room. There should be a Navi walking around near the giant computer with squares flashing on it. Talk to the Navi to battle with him.

Battle 3: One Mettool V2, One Hardhead, One WindBox.

Navi 4: Take the Metroline to Yoka Village. Then, go into the Zoo. Head left from the entrance in Zoo Area 1. Behind the grey house, there is the fourth Navi. Talk to him to begin the battle.

Battle 4: One Spikey, One Spikey V2, One Fan.

Navi 5: Head out of the Zoo and to the Inn. Then, head to the corridor and go to the end of the corridor. That is the Bath House. Talk to the Navi there to begin the last battle.

Battle 5: Two Swordies and One Fan.

24) Finally, all 5 Navis! Now, go back to Yoka Square, and talk to the purple and orange Navi who challenged you again. A 3 round survival battle will commence.

Round 1: One Quake and One ElecBit.

Round 2: One Mettool V2, One Beetank, One Canodumb V2.

Round 3: One Canodumb V2, One WindBox, One Elecbit.

25) After winning all three rounds, you will pass the test for entering the N-1 Grand Prix! Gutsman, Roll and Glyde will come and congratulate you. Even Chaud and Blues come to congratulate you.

26) Go back home and go to sleep.

-----Scenario 6: Oh look! Lots of Bubbles! -----

Ian receives an e-mail from his Dad. Mayl's invited you to her house!  
Let's go!

Place: ACDC Town

- 1) Head to Mayl's House. It's the Pink house next door.
- 2) Mayl and Ms. Mari will already be there. Then, Higsby will run into the house too.
- 3) Higsby sends you off to find a Wind \*. If you don't have one, then go to Yoka Area 1 and defeat the WindBox virus with S rank to get one.
- 4) Return with the chip Wind \* to Mayl's house. Give the chip to Higsby.
- 5) Then there will be a cutscene. They will eat some things and talk and so on. Suddenly, Mayl and Ms. Mari will get stuck in a giant bubble. Then, Roll will e-mail you and say that there is a WWW Navi running around near Mayl's HP.
- 6) Jack in at Mayl's Laptop, which is upstairs. Exit to the Internet by following the path Northeast, then turn right at the next junction. Follow the path to another junction. Then, go down and into the warp.

Place: ACDC Internet Area

- 7) Bubbleman will appear and when Megaman comes, he will leave some bubbles and run off. Then, Mayl will e-mail you. Read the e-mail to receive Roll V2 and Mayl's P-code.
- 8) Open the Security Cube behind the bubbles on the floor.
- 9) Now, go to Yoka Area using the Metroline. Or you can follow the bubble trail on the floor to go to Yoka Area too.

Place: Yoka Area

- 10) After arriving in Yoka Square, go down the slope from the Metroline. Then go left and go onto the Warp. You will arrive at Yoka Area 2. Follow the Bubble trail to go to Yoka Area 1 through the arrow.
- 11) In Yoka Area 1, first go Northwest. Then go to the first white platform you see. There is the Navi Customizer Block "Rapid +1" Now go back down to where the entrance is and go Southwest. Follow the path until you reach a part of the path where there is a red and blue piece of wire as the path. Bubbleman is on the other side of the wires. Since you cannot cross those wires right now, you can't do anything to stop Bubbleman. Bubbleman runs off.
- 12) Now, jack out and go to SciLab Area using the Metroline.

Place: SciLab Area

13) Go upstairs using the elevator. Then, go into Dad's lab and jack in at the Main Computer System, which is the large computer panel.

Place: Main Computer System

14) Go Northeast and you will see a Program. Talk to him and he will fight you.

Program Battle: Three Shrimpys.

15) After winning this battle, the Program will give you the Key Item "Press Data". Jack out, and return to Mayl's house and talk to Higsby.

Place: ACDC Town

16) Exit Mayl's House. Cossack will be waiting outside and he will, using your PET, turn Press Data into the Navi Customizer Block "Press Program". Put this block into the Navi Customizer.

17) Jack in at Lan's House and take the Metroline from ACDC to Yoka Area.

Place: Yoka Area

18) Head to Yoka Area 1, where Bubbleman was, across the red and blue wires, which you couldn't cross. Now, you can cross, because the Navi Customizer Block "Press Program" can shrink you down to a miniature size, small enough to walk across the wires.

19) Follow the path until you reach Bubbleman. Bubbleman will block your path using bubbles and send three Undernet Navis to cause chaos around the Internet.

20) You will receive an e-mail from Higsby, saying that they're under attack in ACDC Area. Jack out, and then jack in again. Go to ACDC Area 2.

Place: ACDC Internet Area

21) Go to the big White platform in ACDC Area 2. The three Undernet Navis will be standing there. Talk to them to fight them.

Undernet Navi Battle 1: Two Mettools 2 and One Canodumb 2.

After the battle, you will receive your First Style Change. The Style you get will depend on the way you delete Viruses. Refer to the Styles section for more info. Then, the Three Undernet Navis will run off.



Place: SciLab Internet Area

22) Head to SciLab Area 1, by going South from the Metroline to the arrow. Then, follow the path and go down using the conveyer belt. The three Undernet Navis you fought earlier will be there, on the large White platform. Talk to them to fight them a second time. Undernet Navi Battle 2: Three Spikey 2.

After the battle, they will run again.

23) Go to Yoka Area 1. Then, go back to where Bubbleman is, and the three Undernet Navis will be standing there. When you reach them, you'll fight the Undernet Navis one last time. Undernet Navi Battle 3: One Fishy, One Hardhead, One Ratton.

24) You will receive the Key Item "Needle" from the Undernet Navis. Then, they will run off. Go to the giant bubble and examine it. Megaman will use the needle to remove the bubble.

25) Follow the path to Bubbleman, who is at the end of the path. Now, Defeat Bubbleman. Strangely, just before fighting Bubbleman, Higsby e-mails to tell you about Bubbleman.

26) After defeating Bubbleman, he removes all the bubbles in the internet, under order of Megaman. Then, he tries to run, but Blues slices Bubbleman and kills him. Then, Lan will return to Mayl's home, and then they all leave.

27) Head home and go to sleep.

-----Scenario 7: Beach Street? Where's that?-----

Look! It's Chaud! But where is he right now?

1) You will receive an e-mail from DNN, saying the N-1 Grand Prix is at Beach Street. Beach Street? Where's that?

Place: ACDC Internet Area

2) Jack in at Lan's computer. Head to ACDC Area 1, and go into Mayl's HP. Talk to Roll there. She is at the bottom floor of Mayl's HP. Go all the way north and you'll see a path underneath going to Roll.

3) Now, go to Yai's HP in ACDC Area 2 and talk to Glyde. She's Northeast from the warp.

4) Go to Dex's HP in the far side of ACDC Area 1, which is from the arrow from ACDC Area 3. It is also accessible through the Orange teleporter In ACDC Square. Talk to the Program there, and it will tell you that Gutsman is in Yoka Area 1.

5) Head to Yoka Area 1 using the Metroline. Gutsman is near the arrow from Yoka Area 2 to Area 1. He's at the machine Southwest of the arrow. Talk to him.

6) You will receive an e-mail, giving you Beach Metroline Ticket. Now,

you can take the Metroline to Beach Area. Now go to Beach Area using the Metroline.

Place: Beach Internet Area

7) You will arrive in Beach Area 2. Go up the ramp and head South. Follow the path to the next junction and go southwest. Follow the path to the arrow to Beach Area 1.

8) Go down and there are two conveyer belts. Take the one going south. Then, go down the slope. Go southwest at the end of the slope and follow the path around and behind the slope. Take the Charge +1 there. Now, go back up the slope and go right on the conveyer belt. Go onto the conveyer belt going up and follow the path of conveyer belts to a warp. Step on it and you'll go to another platform. Go up using the conveyer belt and go up at the next junction to go back to Beach Area 2.

9) Go up to the junction, and then turn right. Follow the path going around Beach Area 2 until you see a slope. Go down the slope. If you go southwest and then go north, you'll reach a Subchip Merchant. Go northeast from the slope. Continue going up until you pass a Navi next to a red and blue wire path. (You need to put Press Program into your Navi Customizer) Follow the blue wire path and turn at the red wire path, then follow this path until you reach a warp. Go onto the warp and you'll go to a place near the Beach Square Entrance. Go onto the warp next to the one you came out from to go to Beach Square.

10) From the entrance of Beach Square, if you go Northeast to another platform, you'll see a NC Block Merchant. Buy all of them if you have enough Zenny, or at least buy Aim/I'm Fish (The Pink block). It will be useful soon. From the entrance, go northwest and up the slope. There is a Chip Merchant to the west of this platform. Talk to the Orange Bunny Navi to the east of this platform.

11) Now, go out of Beach Square and down using the conveyer belts. Go left from the conveyer belts and you'll be back near the Metroline. Go back to Beach Area 1.

12) When you get into Beach Area 1, you'll hear that the Bunny Navi is in trouble. You'll receive a message from Dex, saying Gutsman is in trouble in Beach Area 1. Go and talk to the Undernet Navi near the entrance of Beach Area 1 and he'll netbattle you.  
Undernet Navi Battle 1: Two Mettool 2, One Raratuba.

13) Now, go south on the conveyer belt. Go down the slope, and you'll see the second Undernet Navi. Talk to him to battle him.  
Undernet Navi Battle 2: One Canodumb 2, One Boomerang, One Raratuba.

14) Go southwest at the next junction. Then, go down on the conveyer belt. Go to the next junction, and then turn right. Follow the path and talk to the Undernet Navi blocking the way. He will battle you.  
Undernet Navi Battle 3: Two Swordys and One Raratuba.

15) Go onto the warp. Now, head north and there will be a cutscene, where Gutsman and the Bunny Navi are surrounded by Navis. The leader

of those Navis comes forward to challenge Megaman, but then Blues comes and defeats the two henchmen. The leader runs off, and then they all jack out.

Place: ACDC Town

16) Lan's mom will give Lan the "Data Disk". Then, you'll receive an e-mail from Mayl. Now, go to SciLab Area using the Metroline. Then, go up to Mr. Hikari's Lab (Lan's Dad). Give the Data Disk to the Scientist, who's standing near the control panel to the north of the room.

17) Go back downstairs. Chaud and Lan's Dad will come and they will give you "PET Case".

18) Go home and go to sleep.

-----Scenario 8: N-1 Grand Prix! Who will win?-----

It's the day of the N-1 Grand Prix! Oh No! Lan overslept!

1) You will receive an e-mail from Dex. Now go to the Metroline Station and get a ticket going to Beach Street. Take the Metroline to Beach Street.

2) Exit the Metroline Station. First, go to the guy in a blue shirt near the Metroline Station facing the sea. Talk to him and buy the Password Tool for 5600Z. This will become very useful throughout the game. It can nullify errors for Blocks in the Navi Customizer. You can use it by pressing Select when the Navi Customizer says OK or Error to remove errors. It can also add in Extra Effects (known as EX codes). Refer to the Navi Customizer Codes section for all the codes for the Navi Customizer.

3) Now, go down and go Northeast at the next junction. Go down the slope. Then, turn right and jack into the Van with DNN written on it. Go North from the entrance and you'll find a HP +100 NC Block. Take it and jack out.  
Go into the DNN building Northwest from the van. Go to the North side of the Lobby (where you are now) and talk to the guy in a blue shirt and brown jeans. He's Aragorn, the operator of Kingman. You need to Netbattle him to continue. After defeating or losing against Kingman, Aragorn will run off and Sayama Noboru will come and tell you to go inside.

4) Go into the glass doors to the left side of the receptionist desk. Follow the path to a room where the beginning test of the N-1 Tournament is. Then, 8 of the contestants will appear on stage. Afterwards, you will receive an e-mail from Lan's Dad. Go out of the DNN building and go south and get on the boat on the dock. Off to Hades Isle and the N-1 Tournament!

Place: Hades Isle

5) Arrive at Hades Isle. Go into the cave and there will be a cutscene with people standing around the Hades Battle Console, then

all of them will jack in.

Place: Hades Isle Internet Area

6) This is Round 1 of the N-1 Grand Prix. You are only allowed to use the Hades Preset Deck, which you get automatically. In the first round, you will need to find the Victory Card (V Card). First, go Northeast onto the red and blue wire path. Follow the path down Southeast, then after getting off the wires, go Northwest. At the junction, turn left and go south. Then, go onto the red and blue wires and follow them to a platform. There, you will find the Key Item "Hades Key". Now, go back using the red and blue wires and use the conveyer belt to go back to the entrance.

7) Go down the slope Southeast from the entrance. Go onto the red and blue wires and follow them to the path again. Now, go Northwest and go onto the other path of wires. Go up to the gate and open it using Hades Key. Go onto the wires and follow them up to a platform where the Victory Card is. Take it and everyone will automatically jack out. Then, 4 of the people will fall into holes and be out. The path will appear and you can continue now.

Place: Hades Isle

8) Go around the path and up the ramp. Now, there will be 4 doors. These lead to Round 2 of the N-1 Tournament. Each door has different types of Panels. From left to right:

Door 1: Magma Panels on each corner of the stage (Both your panels and Metalman's panels have Magma Panels on all four corners).

Absolutely no use at all.

Door 2: Sand Panels on the whole stage. Useful if you have a Wood Style, not useful in any other way

Door 3: Ice Panels on the whole stage. Unless you got an Electric Style, no use to you (only 1 chip in folder that's Electric)

Door 4: Grass Panels on the whole stage. Most recommended out of the four. There are 7 Fire Chips in the preset folder and useful for Heat and Wood Styles.

9) Go into any of the four doors. Descriptions of the door are above. Go inside and you will see Tamako waiting for you. Fight Metalman V2. After beating Metalman, Tamako will fall into a hole. You will then have 3 minutes to switch preset Folders with people in this area. Exit this door using the entrance south from the Battle Console.

10) Folders and Locations:

A) Kid at the Top of Hades Isle. From outside of the cave, go Southeast and follow the path over the water going up. Gives N-1 A Folder if you answer correctly all 5 questions correctly. Answers (Choices 1,2 or 3): 3,2,1,3,1.

B) Man in orange shirt near first Battle Console for Round 1. Gives N-1 B Folder

C) Southwest side of platform with the 4 doors: Scientist with N-1 C Folder

D) Man outside of cave, beside the boat. Gives N-1 D Folder

E) Metroline Conductor (Green Uniform guy) at the top of Hades

Island, beside a gargoyle. Gives Hades Folder.

11) After the 3 minutes are up, no more folder switching is allowed. Go back into the door you went into to fight Metalman and go up at through the other door. Now, there will be a cutscene where 8 people are around Battle Consoles in the Final Round Room. They are all in a 1vs1 Battle.

List of contestants: Lan (Group D) vs. Dex (Group A), Yai (Group B) vs. NetBattler Q, Aragorn (Group D) vs. this guy, operator of Sharkman in MMBN1 (Group A) and Chaud (Group A) vs. Raoul, operator of Thunderman in MMBN2 (Group C).

12) Lan has to defeat Dex to win the N-1 Tournament. Fight against Gutsman V2. After winning, you become 1 of the final 4 contestants left. Yai loses, Aragorn wins and Chaud wins too. The final 4 are Lan, NetBattler Q, Aragorn and Chaud.

13) Go up the slope and go into the elevator. You'll be at the top of Hades Isle. Go back down and onto the boat back to Beach Street. You will receive an e-mail from Sayama Noboru, congratulating you for winning the N-1 Tournament. Go back into the DNN Building.

Place: Beach Street (DNN Building)

14) Go and talk to the orange shirt guy beside the souvenir stand that Tamako owns. He will give you the NC Block BreakCharge (Orange block). This block requires a Password, so use the NC codes section for codes for these blocks. Remember to switch back to your Folder! Tamako is standing beside the stand. You can fight Metalman V2 if you want by talking to her. If you beat Metalman quickly, you can get Metalman V2 M Chip. You will receive Tamako's P-Code as well.

15) Go out of the DNN Building. Go to where the slope going up is, and turn left. Go on the path next to the sea and talk to Chaud at the end of the path. Ribbita, the operator of Toadman in MMBN2, will come and interview them. Chaud will walk off and Ribbita will run after him.

16) Go back into the DNN Building and go through the glass doors. Go to the stage where you went at the beginning of the N-1 Tournament. Ribbita will announce the 4 finalists on stage. First battle is against Aragorn. Lan and Aragorn will stand around the DNN Battle Console and begin the battle.

17) N-1 Finals Round: Kingman. Remember to put BreakCharge onto the Navi Customizer to break the Pawns and Knights with your charged Buster. After defeating Kingman, Chaud and NetBattler Q will Netbattle. Just then, you get an e-mail from Mayl.

18) You will come out of the stage and out of the room. Go out of the DNN building and meet Dex and Mayl. Then, Yai phones. Suddenly, wild cheering comes from the DNN Building. Go back into the DNN building and go onto the Stage. You will see a Navi talking with Blues. Then, the Navi turns to Desertman! Desertman calls out two guard towers and Blues misses his attack. Then, NetBattler Q takes off his costume. It's Sayama in disguise! So he's the operator of Desertman! Then,

Sayama falls into a hole and Chaud walks off. Go out of the stage. Go up using the elevator along this corridor. Then, go into the Red door. Chaud will be facing Sayama, who's bounded Chaud's Dad to a chair. Then, Lan throws his PET and knocks out Sayama. Chaud and his dad leave. Now, Sayama will Netbattle you with Desertman. After defeating Desertman, Sayama will try to run. Chaud and Lan trap him. Now, they all leave...

-----Scenario 9: Hey, Yai's in the hospital!-----

Place: ACDC Town

- 1) You will receive an e-mail from ACDC-Mail. Go to Beach Street using the Metroline.
- 2) Go to the Hospital in Beach Street. Go south from the Metroline Station and go West. Go to the next area and you'll see the Hospital. Go in and talk to the Receptionist at the counter near the entrance. There is a 10 Chip Machine(10CM). You can put 10 chips into it for another chip.
- 3) Go to the second floor and head southwest to the end. Enter the door there. Talk to Yai, who's on the patient's bed. She asks you to buy a drink for her.
- 4) Go back to the first floor. Then go to the Vending Machine next to the Reception and buy a drink. Receive the Item Juice.
- 5) Go out of the Hospital. Go west and down the slope. On the beach, it's Mamoru on the wheelchair. Talk to him. Then, Mamoru leaves after you reject netbattling him. Go back into the Hospital and go to 2F and into Yai's Room.
- 6) Now, go home via the Metroline. When you get home, Lan's mom will tell you that you have a visitor. Go up to Lan's room and Aragorn is there. Then, they'll talk for a while.

Place: ACDC Town

- 7) Receive an e-mail from Dex. Go to the park to meet Dex. Talk to Dex there. Aragorn will come too. Dex and Aragorn will netbattle and then Aragorn goes to the SciLab Center. Dex will run off as well.
- 8) Receive an e-mail from Tamako. Go to the SciLab Center via the Metroline.

Place: SciLab Center

- 9) Aragorn will be standing next to the Job Request Board. You must do Jobs 10 - 13 (Counting from bottom to top). Refer to the Jobs section for help on these jobs. If you are having difficulties identifying which 4 jobs are 10-13, they are the ones with brackets next to the job title.

10) Go and talk to Aragorn beside the Job Board after finishing the 4 jobs. He will give you Folder 2, which is a secondary folder that can be altered. Also, Higsby's Shop now sells any chip that you own/had for a high price. This is called Chip Order. You can get valuable chips like Varsword or Navi Chips from him as long as you've got it already in your Library.

11) Go home via the Metroline and go to sleep.

-----Scenario 10: Overgrown houseplant in Hospital!-----

Place: ACDC Town

1) Go to school. Now, go into Classroom 5A and talk to everyone in the classroom. Ms Mari will come in and class will start. Suddenly, Lan runs out of the classroom to find Dex.

2) Exit the School. Go to Dex's house and go in. Then, Dex comes out. Ms Mari and the other students will come together outside Dex's house. Then, Dex leaves for the N-1.

3) It's the next day, and an e-mail from Mamoru comes. Now, go to Beach Street via the Metroline.

Place: Beach Street

4) Go to the beach outside the hospital where you found Mamoru the first time. Mamoru will be there and suddenly he will become severely ill. Go into the hospital.

5) Go to the 3F and talk to the Doctor at the end of the corridor. Now go back outside and talk to Mamoru again. The Doctor will come and take him to one of the Patient's Rooms. Now you need to obtain the chip IceBall M. If you don't have this chip, go to Hades Island (where the N-1 was) and jack in at the Hades Battle Console near the entrance of the cave. Equip Aim/I'm Fish and delete the ColdBall virus for this chip.

6) Give the chip to Mamoru. Now go home and sleep.

Place: ACDC Town

7) Receive an e-mail from the Hospital. Mamoru's condition is very bad and it seems like he needs an operation. Go to the Hospital via the Metroline

Place: Beach Street

8) Visit Mamoru in the Patient's Room on 2F. He will now have to do the operation. Go to the 3F and to the Operation Room.

9) Now, try to go downstairs using the elevator. When you arrive at 1F, the tree has overgrown and is blocking the path. Go back to the 3F

and go to the vines blocking the way to the Operation Room. Lan will plug into the Emergency Elevator.

Place: Hospital Computer Area

10) Arrive in Hospital Area 1. At the first junction, go left and take the item on the path. The item is the NC block 'Oil Body'. Now, go onto the conveyer belt next to the item and follow the path to a Program. Talk to it to receive the NC Block 'Energy Change'. This will be very useful here, so put it in the Navi Customizer, along with Oil Body if you can spare some space. You will need lots of Heat Element chips to burn down the Trees and Grass using 'Energy Change'.

11) Now, take the other conveyer belt back to the main path. Go back near the entrance and burn down the tree there. You will need to use a Heat element chip to burn it down, and that chip will be discarded. Then, go onto the warp. Go north then west. Burn down the tree on the right and head to the Orange Machine. Examine it and you will fight a virus.

12) Hospital Area 1 Battle: One Azamata.

13) After defeating the virus, Megaman will plug out. Go into the Fireman's elevator (The door beside the panel you plugged into.). Go to 2F and into the Patient's room where Yai was. Go to the open window and jump out of it. You will land outside. Go back into the Hospital and talk to the Nurse near the entrance. Receive 'Basement Key'. Go to the red door at the beach near where you saw Mamoru for the first time.

14) Go inside and to the Central Hospital Computer. Lan will automatically Plug in. But Plantman's Operator will come downstairs. Now, inside the Hospital Area, go and burn down the tree. Turn right at the junction and follow the path and go onto a warp.

15) Go north and turn right. Turn left at the next junction. At the platform where the Pink Gate is, turn right. There will be three patches of grass. These are burnable.  
From Left to Right: A] One Heatshot I. B] Empty. C] Blue Panel with Cross, Heals you.

16) Go to the left side of the platform.  
The three patches: A] Blue Button that opens the Gate. B] Virus Battle C] 2 HeatShots I.

17) Go past the place with the gate and go up to the Orange Machine. Plantman will send a PoisonMask to fight you  
Hospital Area 2 Battle: One PoisonMask.

18) Plantman escapes again! Now Megaman will plug out. Take the elevator to 3F. Go to the Operation Room and Plug In. Arrive in Hospital Area 3. Head north, and at the first junction go left. Burn down the next tree along the path. From there, go to the next junction. There is a patch of grass to the left of this junction.

19) Left of Junction: A1= 2 HeatShot I A2= 1 Heatshot I A3= Empty, B1= Virus Battle B2= Recover 100 HP B3= Empty, C1= Empty C2= Empty



C3= 2 HeatShot I

20) Now, go back to where the tree was, and go Northeast. You will see another tree. Burn it down and continue to the next junction. From here, turn right and there will be another bunch of grass.

21) Right of Junction 2 (Starting from the Top corner going Southeast): A1:2 HeatShot I, A2: Empty, A3: HeatShot I, B1, Empty, B2: Virus Battle, B3: DeathMatch 1 W, C1: Virus Battle, C2: Teleporter, C3:Virus Battle

22) Take the warp on C2. Then, go onto the other warp there. From here, there is one patch of grass to the left and one to the right.

23) Left side (Left to Right) A: Empty, B: Virus Battle, C: 3 HeatShot I.

24) Right side (Left to Right): A:2 Heatshot I, B: Empty, C: Heatshot I.

25) Go northwest, following the path up. Burn down the tree to the left and get the SubMemory. Now, Burn down the tree to the right and enter Hospital Area 4.

26) Go to the square platform and turn left. Follow the path up until you find four patches of grass. They are all on different platforms. We'll call them North, West, South and East Platforms

27) Northern Platform (Left to Right, top corner 1st): A: Empty, B: 2 HeatShot I, C: Heatshot I, D: Empty.

28) Western Platform (Left to Right, Top corner 1st): A: Blue Button (Opens pink gate), B: Virus Battle, C: 3 HeatShot I, D: Empty

29) Southern Platform (Left to Right, top corner 1st): A: Empty, B: Empty, C:Empty, D:2 HeatShot I

30) Eastern Platform (Left to Right, top corner 1st): A:Empty, B:Teleporter, C:Heatshot I, D:Empty.

31) Go to where the Pink gate was and go through. Follow the path to another platform, with a row of grass. Burn down the tree in the path first.

32) Row of Grass (Left to Right): A: 3 HeatShot I, B: Empty, C: Recover 100HP, D:Empty, E: Virus Battle, F: 2 HeatSHOT I, G: Teleporter, H: Empty.

33) Take the teleporter and go around the path, or burn down the tree (Either way is fine). Then, step onto the teleporter. Now, go into Hospital Area 5.

34) Go to the junction, then turn left and get the Charge +1. Now, go back to the junction and turn right this time. Now, go up to the next road, and turn left. Go along and burn down the tree. There are two patches of grass, one to the north and one to the south.

35) North Patch: A: Empty, B: Teleporter, C: 3 HeatShot I, D: Empty.  
South Patch: A: 2 HeatShot I, B: Blue Button (Removes Pink Gate 1),

C: Virus Battle, D: Empty.

36) Go back to where the tree was and turn left. Go up to a row of grass. Row: A: Virus Battle, B: Blue Button (Pink Gate 2), C: HeatShot I.

37) Go back to the path around the conveyer belts. Go Northeast from there and go to the platform where there is another patch of grass.

Patch of Grass (left to right, top to bottom): A: 2 Heatshot I, B: Virus Battle, C: 2 HeatShot I, D: Empty, E: Virus Battle, F: Recover 100HP, G: Empty, H: Empty, I: 2 HeatShot I.

38) Go back to the path around the conveyer belts. Go southeast down to another tree. Burn it down and you'll see a patch of grass.

39) I shaped patch(left to right, top to bottom): A: 2 Heatshot I, B: Blue Button (Pink Gate 3), C: HeatShot I, D: Virus Battle, E: Empty, F: HeatShot I, G: Empty.

40) Now, go back to the entrance of Hospital Area 5 and go to where the three Pink Gates were. Step onto the teleporter there. Now, go up and you'll fight Plantman! Finally!

-----Scenario 11: Who set the Internet on fire?-----

Place: ACDC Town

1) Head to SciLab Area Metroline Station and talk to Cossack.

2) Go into the Virus Research Lab and receive your certificate for defeating a WWW Navi and saving the day.

3) Talk to Hinoken in the SciLab Area.

4) Go and defeat all the Evil Undernet Navis. Two in Yoka Area 2, two in Beach Area 1, One in Beach Area 2 and One in SciLab Area 1.

5) Yoka 2- Undernet Navi 1: Mettool 3, HardHead, WindBox 3.

Yoka 2- Undernet Navi 2: Ratton 2 X2, WindBox 3.

Beach Area 1- Undernet Navi 1: Quake 2, Rabii 3, Meteor 1.

Beach Area 1- Undernet Navi 2: Jelly 2, Fishy, Meteor 1.

Beach Area 2- Undernet Navi 1: Mettool 3, Boomerang 2, Meteor 1.

SciLab Area 1- Undernet Navi 1: Yo-Yo 2, Cannon 2 X2.

6) Go to ACDC Square and talk to the Navi next to the Message Boards. Then go to the Hospital (Beach Street) and go to the 2F.

Place: Hospital

7) Talk to Mamoru in the Patient Room on the right. He will give you WHP-Code. Now go back outside and Hinoken will talk to you. Now, go back to the Virus Research Lab in the SciLab Center.

Place: SciLab Center

8) Talk to Hinoken and he will give you FireData. Now, jack in and go to SciLab Area 1. Talk to the Program which is left of the entrance from SciLab Area 2 to 1. Now, jack out and talk to Hinoken.

9) Go to the machine in the Lobby of SciLab Area where Hinoken is standing. Talk to him and you'll receive HeatData. Jack into the machine in front of Hinoken. Go to the West side and give the Data to the Program. Jack out. Talk to Hinoken again.

10) Go to the 2F of SciLab Area, Talk to Hinoken at the Mainframe Computer. He will give you FlameData. Jack into the Mainframe Computer in front of Hinoken. Go to the East corner of this area and give FlameData to the Program. Jack out and talk to Hinoken again. He will give you a MagmaStage T.

11) Go home and go back into your room. A cutscene showing the computers in SciLab Center burning and malfunctioning. You will then receive an e-mail from DNN. Take the Metroline to SciLab Center. Talk to the man blocking the way into SciLab Area. You'll receive an e-mail from Hinoken.

12) There are fires all over the Internet. Put Energy Change into your Navi Customizer and get lots of Aqua Type chips. You'll need these to put out all the fires around the Internet. Once you put out all fires in each area, Hinoken will call.

13) Fire Locations: (Location: Amount of Fires, Items gotten from fires)

ACDC Area- ACDC Area 1: X3, BubbleSide F X1, BubbleSide F X2.

ACDC Area 2: X3, Virus Battle. ACDC Area 3: X3, BubbleSide F X3.

SciLab Area- SciLab Area 1: X3, Virus Battle, 200Z. SciLab Area 2: X3, 400Z.

Yoka Area- Yoka Area 1: X3, Virus Battle, Virus Battle, HeatSide F X2.

Yoka Area 2 X3, 400Z, BubbleSide H X2.

Beach Area- Beach Area 1: X3, HeatSide H X3, Virus Battle. Beach Area 2 X3, Virus Battle, Virus Battle.

14) Now, all of the fires have been put out. Time to find Flameman! Head to Undernet Area 3, via Beach Area 2, then Undernet Area 1 --> 2.

Place: Undernet Area 3

15) When you get into Undernet 3, follow the path west, then north. At the platform where there is a Undernet Navi. Turn right and follow the path. At the junction after the bit of the path that goes in a circle, go to the right side where there isn't a conveyer belt. After the cutscene, go back to the junction and take the other path with the conveyer belt. When you're back at the circular path, go back to the NW path that goes back to the entrance. Talk to the Undernet Navi there and battle him.

16) Undernet 3 Undernet Navi: Spikey 3 X2, Magnum 1.

17) After defeating the Navi, follow the path and turn left at the second left. Go right and turn right again. Follow the path until

you get a cutscene. Continue following the path until you reach a big platform with 4 fire columns. Defeat Flameman.

18) After defeating Flameman, Forte will come. He is undefeatable this time, so just lose to him. After that, Forte will try to delete Megaman, but a mysterious Navi blocks him with Darkness Aura!  
\*SPOILER\* The very chip you get in Black version for winning all the Serenade Time-Trials! \*END SPOILER\*

19) Megaman will jack out. Go to SciLab Center via the Metroline. Go up to the 2nd Floor and to the Mainframe Computer. Lan's dad will be there. After that, Lan will go to the hospital.

20) Now, go back home and go to sleep.

-----Scenario 12: The UraRank Tournament-----

Place: ACDC Town

- 1) Go outside, and there will be a cutscene where Lan meets Chaud.
- 2) You can now go and battle Metalman V3 at Tamako's Stand in Yoka Village.
- 3) Go to the Hospital, then 2F to the room where Yai was. There will be a cutscene with Dad. You will receive an email from SciLab.
- 4) Go to SciLab using the Metroline, and go into the Virus Research Center. Talk to Chaud there and he will give you the Navi Customizer Block "DarkMind"
- 4) Jack in and go to Beach Area 2, then head to the warp that goes to Hades Isle, then Undernet 1.

Place: Undernet Area

5) Head to Undernet 3, and you will see this Undernet Navi standing there and blocking your path. Put DarkMind into your Navi Customizer and talk to him. He will move out of the way. Now, follow that path to Undernet Square.

Place: Undernet Square

- 6) There is a Shop and a Navi Customizer Merchant. There is also a Navi here who will let you play the "Press the correct button" game, where you have to press the correct buttons 99 times in 1 minutes to get 30 BugFragments. Talk to all of the Undernet Navis in Undernet Square.
- 7) From the entrance in Undernet Square, walk NW to this gigantic Statue-like thing. There should be a cutscene where it talks to you, then these Undernet Navis will teleport away.
- 8) Exit Undernet Square, and you should see 4 Undernet Navis around the warp. Talk to one of them and battle all 4 of them.

Battle 1: Two Canodumb 2, One Mettool SP

Battle 2: Two Mole, One Shrimpy SP

Battle 3: One Swordy, One Swordy 2, One Canodumb SP

Battle 4: Two BeeTanks, Swordy SP

After winning them, they will run away.

9) Go back to Undernet 1, then find a Undernet Navi and fight him. He is on the platform where there are 2 exits to the NE, both to Undernet 2.

Battle 5: Two BeeTanks SP

10) Go to the other entrance, which goes to the larger area of Undernet 2 (The arrow to the left).

11) In UnderNet 2 there are 3 Undernet Navis.

A) On the blue (Upper) Section:

Battle 6: Two MetaGel 2, One Spikey SP.

B) Near the entrance of Undernet 2 (going back to the large aera of Undernet 1:

Battle 7: One Mettool SP, One Sorcerer SP.

C) Another Undernet Navi to the SW side of Undernet 2, near a Warp:

Battle 8: Two Mettool 2, One Ratton SP

12) Now, go to Undernet 1, past where one of the Undernet Navis were. Go to the top area (Blue) and you should see another Undernet Navi. Battle him

Battle 9: One Sorcerer SP, one CurseShield SP

13) Another Undernet Navi is down the slope from the Navi in 12). Battle him.

Battle 10: One Rabii SP, One YoYo SP, One Canodumb SP.

14) After that battle, Lan and Megaman should talk. Now you have to get UraRank 10! Jack out and take the boat to Hades Isle. Now jack into the Hades Network.

Place: Hades Internet Area

15) Talk the Compressed path up to find a ghost-like Navi. Talk to him and Battle him.

Ghost Navi Battle: One Trumpy, One Sunhag SP

Defeat him and he'll give you UraRank 10. This box saying UraRank 10 should appear to the Top Right Corner. You should receive an email from Mayl.

16) Jack out, head to the Zoo via the Metroline, and jack in at the Zoo Console where Beastman was.

Place: Zoo Computer Area

17) Head to Zoo Area 2. Keep on walking and they'll be a cutscene. Undernet Navis will appear and attack you.

Battle 1: Two Canodumb 3, One Viney

Battle 2: Two Ratton 2, One Boomerang 2

Battle 3: Two Shrimpy 3, One Elecbit 2

Battle 4: One Rabii 3, One BeeTank 2, One Trumpy SP

The four Undernet Navi will teleport away.

18) Now, jack out and go to Beach Area 1, then past the SecurityCube to Hospital Area 2. There should be a Ghost Navi there, talk to him and you'll get UraRank 9.

19) Now, go back to Beach Area 1, then go to Undernet 1 by going through Beach Area 2.

Place: Undernet Area

20) Go to Undernet 3, then to where Flameman was in the last scenario (where the four Fire Pillars are) and a Ghost Navi should be there. Talk to him and battle Beastman V3. After defeating him, Beastman will jack out, dropping UraRank 8. Then, this other Undernet Navi will come and battle you.

Undernet Navi Battle: One Spikey, One Spikey 2, One Fishy SP.

21) Jack out and take the Metroline to ACDC Town. Then, go to the Principal's Room and Jack in at the Laptop, where Flashman was.

22) Go to Area 2 of the Computer, then find another Ghost Navi. Talk to him and he'll ask for a Crane. Now jack out and head to the Hospital, and go to the 2F. Go into the patient room to the right of the one Yai and Lan's Dad was in. There is a black shelf stuck on the wall. Examine it and you'll get the Key Item "Crane".

23) Talk to the Ghost Navi in the Principal's Computer again and you'll receive UraRank 7. Now you'll receive an email from Chaud.

24) There is a Weapon LV+1 as a BMD in the Gargoyle (jack into it) on the top of Hades Isle. There is another Warp in the Gargoyle, which leads to a BugFrag Merchant. You can buy the GigaChip Navi Recycle (White Version) or Folder Return (Blue Version) for 200 BugFragments. Head to ACDC Area and fight Mettools and Canodumbs for some easy BugFragments.

25) Head to ACDC Square, then read the messages on the message board to the left, which should be posted by "No Name"

26) Head to Undernet 1 by going to Beach Area 2. Then go to the Northeast side of Undernet 2 (the large area). There should be a Undernet Navi blocking the way. Talk to him and he'll let you pass.

26) In Undernet 4, there is a Chip Merchant if you follow the path going NW near the giant pillar. But this time, we're going the other way, so turn right here. Follow the path to a Warp. Plantman V2 can be found at the end of the dead end nearest to the Warp.

27) The Warp takes you to the third floor of Undernet 4. Take the BMD there, it's a Rapid +1. Now if you follow the path then you'll end up in Undernet 5, but there nothing there, so go all the way back to the entrance of Undernet 4, and turn left.

28) Follow this path to the Warp, then take the Warp upstairs. You can see a SecurityCube here, which can be unlocked after you defeat Beastman V3 (not the one you fought for UraRank 8 unfortunately). Continue to another

warp, take it and you'll end up on the Blue floor (2nd Floor) of Undernet 4.

29) The only way is to the conveyer belt to the SE. After taking 2 conveyer belts, you can go NW to the Chip Merchant. Now, continue taking the conveyer belts to a larger platform with a slope going down. Head down the slope and there'll be a cutscene, where Copyman arrives in the form of Gutsman V3 (Why didn't he copy Flameman or something stronger?). After defeating Copyman V3, you'll get UraRank 3

30) Jack out and head to Beach Street. Go to the DNN Center and go to the Stage area where lots of Navis are standing. Go to the console in the middle of the room and jack in.

31) Go NE and you should see Mistman (White Version) or Bowlman (Blue Version) standing there. Talk to him and battle him. After you win he'll give you UraRank 2 and tell you that Serenade has UraRank 1 (he said the spoiler, I just summarized what he said)

32) Go to Yoka Inn, then go to the back where the Hot Bath is. You'll notice the barrels blocking the way are gone, so walk past it and go to the stone wall. It's actually an elevator! Take it downstairs, and walk down a bit and there should be a cutscene. Megaman jacks in and this green orb floats out of this silver portal thing (No, I won't give any spoilers :P). Megaman takes it and you receive the Key Item "GigaFreeze". Megaman jacks out and Mamoru comes.

Meanwhile, a WWW Navi with Drills (Three guesses who this'll be) steals the Proto (or Alpha if you like) and makes a hole in the Internet which leads to Undernet 5 (!!!).

33) Take the elevator up and go to SciLab Internet Area 1, where the Proto/Alpha was. Go through the hole to Undernet 5. Undernet 6 is the arrow going NE nearby, but don't go in yet. Now, go all the way SW, and you should see this Undernet Navi blocking the way. Talk to him and he'll move. Flameman V2 is in one of the dead ends you pasted while going to this Navi.

34) Go back NE up the path (don't go onto the Warp, it goes to Undernet Square.). Then, go to the North side of Undernet 5 and you should see Drillman. Defeat him and he'll drop the Proto/Alpha. Hurray! You stopped another of Wily's plans! But WAIT! Who's that in Black? It's...Forte/Bass! Megaman uses GigaFreeze on Proto, but Forte stops it in midair.

35) Lan goes home and sleeps.

-----Scenario 13: Stop Dr Wily!-----  
~~To be Continued~~

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7) Others  
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- i) Numberman Machine Code
- ii) Command Chips
- iii) Folder Guide
- iv) Navi Location
- v) SP Navis
- vi) The 7 Stars
- vii) Name Changes

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i) Numberman Machine Code

Programs:

19878934 - Set Sand  
24586483 - SneakRun  
23415891 - Air Shoes  
67918452 - Quick Gauge  
41465278 - Weapon LV +1

Chips:

15789208 - AirShot 3 \*  
31549798 - Spreader \*  
63997824 - VarSword F  
76889120 - StepCross S  
95913876 - Guts Straight S  
01697824 - Copy Damage \*  
03284579 - Paladin Sword P  
50098263 - Muramasa M  
65497812 - Salamander \*  
88543997 - WaterLine \*  
54390805 - Bolt \*  
33157825 - Gaia Blade \*

Sub Chips:

86508964 - Mini Energy  
57789423 - Mini Energy  
56892168 - Full Energy  
99826471 - Full Energy  
24586483 - SneakRun  
05088930 - Untrap  
46823480 - Untrap  
87824510 - Enemy Search  
35331089 - Unlocker

Items:

77955025 - Spin White  
72563938 - Spin Red  
11002540 - Spin Blue  
28274283 - Spin Green  
90690648 - Mr. Famous' Wristband

-----  
ii) Command Chips

Some Chips can do special things when you held down A and press  
Special commands...

Command Chips:

Variable Sword:

~Long Sword~           Down -> Right  
~Wide Sword~           Up Right Down  
~Paladin Sword~        Left Down Right  
~Dream Sword~         Down, Clockwise circle  
~Tri-Slash-Wave~       Left B Right B  
~Elemental Sonic~      B B Left Down Up

Guts Punch:            Down -> Right  
Guts Straight :        B B Down Left Right  
Guts Impact:           Left B Down B Down B



## Navi Chips:

MetalMan.EXE: Hold A and use D-Pad to position where he appears

BeastMan.EXE: Hit A (or B) just before or as an attack hits

DesertMan.EXE: Hold A UpRight or A DownRight (When Arms are summoned)

DarkMan.EXE: Hold B, Up Right Down Up [unconfirmed, but NetBattle?]

YamatoMan.EXE: Rapidly Push A + B, from 3+1 upto 6+1 hits

Punk.EXE: B Left with Mr.Famous' Wristband

## FlameMan.EXE:

1) Use D-Pad to move the flames line of progression up or down.

2) Holding B, push D-Pad direction (Up, Right, Down) up to 2x

(. )(.) (.) (.) (.) (U2)

[. ][. ][. ][. ][U1][U2]

[. ][. ][F ][S ][R1][R2]

[. ][. ][. ][. ][D1][D2]

(. )(.) (.) (.) (.) (D2)

[. ] = empty panel

(. ) = non existant panel, but put there just to show range of Flame if there was a panel there.

F = FlameMan.EXE

S = InitalFlame, the 1st flame that appears, always infront of Flameman.EXE.

R1 = Flames that appear from pushing Right on the D-Pad once.

R2 = Flames that appear from pushing Right on the D-Pad twice.

U1 = Flames that appear from pushing Up on the D-Pad once.

U2 = Flames that appear from pushing Up on the D-Pad twice.

D1 = Flames that appear from pushing Down on the D-Pad once.

D2 = Flames that appear from pushing Down on the D-Pad twice.

So, to sum it up. By pushing each direction on the D-Pad (Up, Right, Down) 2 times while holding B during the sequence where Flameman.EXE appears and before he attacks should have flames appearing on all the spots marked in the diagram above.

---

## iii) Folder Guide

Heres some tips on building a folder:

-If you are building/using a multiple hit folder, attack+?? are always welcomed....

-If you are building/using a sword folder, areagrabs are a must

-If you are building/using a multiple panel hits folder, AirShots are a must

They help you position the enemy for more efficient hits.

-Use P.A.s if you can.

-Get more of the same P.A.s if you can.

-Try not to use those P.A.s that you need 3 different codes of a same chip, it'll ruin your chip code.

-Try to keep to 1-3 codes only for your folder (at beginning of game)

-Try to limit to a code for your folder at about somewhere further of your game

-Prisms are very welcome in many folders

-If you are a beginner, and is not good at battling, put some recovery chips just incase

-If you are good at that, remove your recovery chips for more efficient chips

-Navi Chips is not a must put chips, unlike in the older exe series don't just because you want a navi chip in so you add it and ruin your chip codes, navis are not a must in MMBN3, other mega class chips might fit in better.

-Try to get custom Style, if you got it, build a folder is much much more easier

-Use \* coded chips, compatible they are....

-Get rid of older versions of the chips once you can access to the higher level of the same chip

-Areagrabs are a must have, without them, if you are areagrabbed like theres no tomorrow, it'll be useful, Grabrevenge are not that good because not every virus use areagrab, it'll just be a waste of space

-FastGauge and FullGauge is also alright

-Try to get some chips that have the range and damage, but range can be helped by using Areagrabs

-Chip traders are your good friends...Use them....

-Bug Piece Chip traders are GOD!

Heres some of my recommendation:

At the beginning of the game, getting Dreamsword is possible, its also very useful too. You can also get MasterStyle early in the game (Numberman Lottery)

You can get Sword L and Y, Widesword L and Y and Longsword L and Y easily at the early stage of the game, use em. Areagrab L and Y is also accessible at that time. Get them in your folders.

Recommendation:

4 Sword L/Y

4 WideSword L/Y

4 Longsword L/Y

4 Attack+10 \*

4 Areagrab \*

4 AirShot1 \*

1 MasterStyle \*

2 Chips that can be useful

e.g.

- Shockwaves
- DashAttack
- ZapRing
- Recovers
- Repair \*
- Invis \*
- Barrier/barrier100
- Some Navi chips

Somewhere further in the game, get stronger P.As like the

- LifeSword/DreamSword (Sword, WideSword, LongSword)
- 2X Hero/Deux Hero (Slasher, CustomSword, VarSword, Protoman)
- Arazatsu(StepSword, PaladinSword, StepCross)
- HyperRatton (Ratton 1,2,3)

Get some better chips too like:

- VarSword
- StepSword
- StepCross
- PaladinSword
- Lance
- Prism
- CopyDamage
- FastGauge
- LifeAura
- Invis
- Family chips
- SetStage(depends), depending on your style, if
- >elec-ice(not that good)
- >wood-grass/sand(grass preferred)
- >fire-magma
- >aqua-ice
- Better Navichips
- navi recycle if you have navichips in your folder
- Folder Return

You can also Look at my P.A. part.

A good folder recommendation:

- 4 Sword E
- 4 WideSword E
- 4 LongSword E
- 4 Varsword E
- 4 Areagrab \*/E
- 1 MasterStyle \*
- 1 Sanctuary E
- 2 PanelGrab \*
- 1 Fastgauge \*(preset)
- 2 Invis \*

or:

- 3 CustomSword B
- 3 VarSword B
- 3 Slasher B
- 1 Protoman V2
- 1 Protoman V3
- 1 Protoman V4

3 AreaGrab \*  
3 MetaGel B  
1 BigHeart R (PA)  
1 FastGauge \* (Preset)  
1 Meteors R  
2 Fire +30  
3 Invis \*  
2 Rook \*

---

#### iv) Navi Locations

Some operatorless / Deleted navi's data still roams somewhere after you defeated it, and can be found and fight. But to fight citizen navi, just go to their operator. Or Like Mistman.EXE / Bowlman.EXE, can be fought at DNN console.

#### V2 Locations:

Flashman.EXE V2 = ACDC Area 3, a dead end.

Beastman.EXE V2 = SciLab Area 1, a dead end, lowerlevel.

Bubbleman.EXE V2 = Yoka Area 1, a dead end, on the small path right before the bugmerchant.

Desertman.EXE V2 = Beach Area 1, on the far leftside of the centre platform  
(centre row, dead end), take the teleporter on the lowerlevel to get there.

Plantman.EXE V2 = Undernet 4, a dead end, get there taking the right direction from the entrance.

Flameman.EXE V2 = Undernet 5, a dead end, take the path between 2 parallel lines of arrows (not the one near the entrance from UraSquare but the one closer to the entrance created by Drillman via SciLabAreal).

Drillman.EXE V2 = Behind the BugMerchant in UraInternet6.

Darkman.EXE V2 = Secret area 1, Behind the Green Brick wall.

#### V3 Locations:

FlashMan.EXE V3 = ACDC Area 2.

BeastMa.EXE nV3 = Lan's dog house. Must have SneakRun activated.

BubbleMan.EXE V3 = Beach Area 1, needs to have low HP to meet (1/4 of your HP or when it turns Red)

DesertMan.EXE V3 = Broken TV Yoka Inn.

PlantMan.EXE V3 = Hospital Computer 3.

FlameMan.EXE V3 = Yoka Area 1

DrillMan.EXE V3 = Hades Isle network.

Darkman.EXE V3 = Undernet 6. Must have a Glitched Navi Customizer.

Citizen Navi location:

Gutsman.EXE = Dekao, WWW island

Protoman.EXE = Chaud, Hades Isle when you got a Star ID

Metalman.EXE = Tamako, Zoo, next to the hot spot inn.

Kingman.EXE = Aragorn, WWW island

Mistman.EXE / Bowlman.EXE = Operatorless, DNN console

\*NOTE\* The locations of the citizen navi are those at the end of game.

-----  
-----  
v) SP Navis

After getting 5 stars, you have 2 more stars to work at. No space?  
Well, try this code out. Go to continue, hold left, press RRLRLRL, the  
shoulder buttons. If done correctly, you'll notice the 5 stars have  
cramped together. Now, theres space for 2 more stars eh :)

There, you'll have SP mode. Now notice nothing is different right? Try  
going to these places"

Gutsman SP: Bottomleft part of Dekao's HP

Blues SP: Jigoku Island Area, right side, a small square area

Flashman SP School Network Area 2, where you found the Rank #7 Navi before

Beastman SP: Zoo Computer Area 3, where you got "ShinobiDash" NCP

Bubbleman SP: Yokoyoko Area 2, where you found an HPmemory

Desertman SP: Topright corner of the Network of the van outside DNN  
Building

Plantman SP: Hospital Computer Area 3, very deep corner in this area

Flameman SP: Undernet Area 3, right side of the topleft Torch in the arena  
where FlameMan got deleted

Drillman SP: Undernet Area 5, where you deleted Drillman

Metalman SP: MetalMan's Operator's HP, in one of the dead ends

Kingman SP: Control panel next to the door in 2nd floor of the DNN  
building.

Mistman SP: DNN Battle Machine Network bottomright corner

Bowlman SP: DNN Battle Machine Network Topleft corner

Darkman SP: Secret Area 1 Topleft, the deadend of the route next to  
where you found DeathMarch3/Geddon3 U

Yamatoman SP: Secret Area 2, where you found NaviScout/AntiNavi M

Forte SP: Secret Area 3, where you found SaitoBatch

Serenade SP: Secret Area 3, where you fought Serenade

You'll fight a series of battles against SP virus, after the viruses, you'll fight SP navi! Be careful, they aren't easy targets.

After getting the 6th star, the SP navi star, you now can get another Star, the PA star. After getting ALL 7 stars, you can now go to Where Proto is, at the end of the game. After fighting Forte, you'll Fight ProtoSP. And the prize for it is...

ProtoArmSigma/Omega! Depending on your version that is.

NOTE: ProtoArmSigma/Omega can only be gotten once no matter how many times you've beaten ProtoSP.

-----  
vi) The 7 Stars.

Well, notice the star next to your save game after you defeated Proto? Yep, that's the start of your Star Quest.

There's 5 Stars you'll get at the start. After the 5 stars, you can do the SP mode code to enable you to get the other 2 stars.

Star 1: Defeat Proto

Star 2: Defeat ForteGS

Star 3: Defeat Serenade's Time trials

Star 4: Collect ALL 200 Standard chips \*

Star 5: Collect ALL 85 Mega-class Chips. You can exclude the 86th as it is Punk.exe\*

After doing the SP mode secret, which is Hold Left, press the shoulder buttons RRLRLRL. You'll notice the Stars cramped up together. Now, you can get another 2 stars.

Star 6: SP Navis deleted

Star 7: PA Library Full \*\*

Notes:

\* You can do them in any order.

\*\* Even if you have netbattled for the V5 navi chips, you still cannot get this star unless you activate the SP mode secret.

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vii) Name Changes

Format: Japan = English

Rockman EXE = Megaman Battle Network

Netto = Lan

Mayru = Mayl

Yaito = Yai

Enzan = Chaud

Dekao = Dex

Rockman = Megaman

Blues = Protoman

Proto = Alpha

Yamatoman = Japanman

Forte = Bass

Ahakira = ACDC  
YokaYoka = Yoka

-----  
8) Chips  
-----

Coming soon...

-----  
9) P.A. (Programme Advance)  
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Coming soon...

-----  
10) F.A.Q.(Frequently Asked Questions)  
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Q: How do I use the Slasher chip?

A: When selected, press and hold A, while you are holding A, if an enemy enters your area, Slasher will activate, slashing them with a wide sword.

Q: Is there anyway to increase the amount of mega chips I can put in my folder?

A: Yes, you'll need to have team style's Program blocks or the special codes.

Q: I don't have navi customizer!

A: You will get it as you progress in the game, during the beastman.EXE's scenario.

Q: When do I get my style and how many battles to level up?

A: You'll get your style when you're in Bubbleman.EXE's scenario, while hunting down his henchman. When you get it, you'll be given 2 options, 1st is to continue level up, 1nd is to get a new style next time you style change. To get style change, you need to win 100 battles.

Q: I can't input the password for the errors!

A: You'll need the Password tool bought from the guy leaning near the railing just as you come out of beach metroline.

Q: How do I increase my memory map size?

A: You can increase it as the game progress. 1st time is when you're at DNN 2nd is at job 18.

Q: How do I <insert question here>?

A: Check my guide, if you still cant find it, mail me at: ratix0@mail.com

Q: Did you make these questions up?

A: NO! They're one of the most frequently asked question asked at [www.gamefaqs.com](http://www.gamefaqs.com)'s message boards.

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## 11) Important Stuffs

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- i) History
  - ii) Acknowledgement/Special Thanks
  - iii) Contact us
  - iv) Copyright Agreement
- 

### i) History

V0.1 December 2002

Started this Walkthrough

V0.2 March 2003

Teamed up with The Dark Unknown to done part of the FAQ

V0.5 May 2003

Finished up most of the FAQ

V0.7 June 2003

Added SP Navis and done some touchups.

V0.7A June 2003

Updated EX codes.

V0.8 August 2003

Updated Walkthrough, corrected mistakes throughout the Guide.

V0.8A Augst 2003

Changed various mistakes

---

### ii) Acknowledgement/Special Thanks

Capcom:

Making such a great game

Nekomancer:

Finding out the names and let us use them.

Finding out the numberman lottery.

Unknowthing:

His Navicustomizer override password.

Navi locations

Compiled List of Compression Codes

Marshmallowman:

Storyline spoilers

Finding many of the secrets of this game!

Mastermind Chaud:

Giving me the Command Codes list.

Zidanet\_129

Tons of correction of the walkthrough^\_^

Finding the Secrets of SP Navi.

---

### iii) Contact Us

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