Mega Man Battle Network 3 Blue /White Navi Customizer Setup Guide

by Estil   Updated to v2.0 on Jul 31, 2006

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MegaMan Battle Network 3 (GBA)
Navi Customizer Setup Guide

Version 1.0 (c)2006
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A. INTRODUCTION
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Greetings everyone!  After three years of retirement from FAQ writing (I'm
most well known for my Legends FAQs), I've decided to take another crack at
it with my series of NaviCustomizer (I call it NaviCust for short) Setup
Guides.  While there are plenty of guides that discuss how to build the best
chip folders, there are none out there that go over how to build the best
NaviCust Setup, until now.

In this guide, I will show you how to build the best NaviCust Setup for many
purposes and situations throught this game.  I will start with some that I
made myself which should get you through almost all your needs, but I also
include a section of submitted NaviCust Setups sent in by other GameFAQs
members.




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B. NAVICUST SETUP BASICS
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1. NaviCust Rules
=================
Although the game itself covers these basics in the tutortial email you get
with your NaviCust, here are the basic rules to remember when designing your
own NaviCust Setups.  First off, here is what the NaviCust map looks like:


No ExpMemories:      One ExpMemory:      Both ExpMemories:
| | | | |            | | | | | |         | | | | | |
| | | | |            | | | | | |         | | | | | |
| | | | |=>          | | | | | |=>       | | | | | |=>
| | | | |            | | | | | |         | | | | | |
                                         | | | | | |


You start out with sixteen squares in your NaviCust, with four squares on
the Command Line.  After collecting one ExpMemory, the map increases to
twenty squares with five squares on the Command Line, and with both
ExpMemories, the map will have a full twenty-five squares just waiting to be
filled with your favorite programs!

Also as a reminder, be sure to remember the basic rules for NaviCust Setup
building:

1. All solid color programs MUST be on the Command Line in order to
function, even if you are using the BugStopper.
2. All textured color programs MUST NOT be on the Command Line, unless you
are using the BugStopper.
3. You are only allowed to use Pink/Yellow/White colored programs under
normal circumstances.  Blue/Red/Green/Dark programs may only be used with
certain Styles unless you use Error Codes.  Orange and Violet programs may
only be used with the appropriate Error Codes, since no Style can use Orange
or Violet programs.  These are the abbreviations for all the colors:
   P: Pink
   Y: Yellow
   W: White
   B: Blue (Shield or Custom Style only)
   R: Red (Guts or Shadow Style only)
   G: Green (Team or Ground Style only)
```
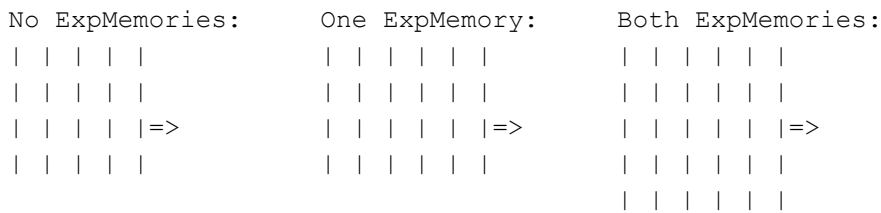
```
   O: Orange (BrakChrg program only)
   V: Violet (GigChip1 program only)
   D: Dark/Gray (DarkLcns program only)
4. Programs of the same color MUST NOT be allowed to touch one another,
unless you are using the BugStopper.  They can touch the corners, but not
the sides.
5. All these NaviCust Setups assume that you have the full twenty-five
square NaviCust map (although I also include the best way, IMO, to use a
sixteen or twenty square NaviCust map), you have all the appopriate Spin Key
Items (SpinPink, SpinYelo, SpinWhit, etc), and do NOT use any bugs unless
otherwise stated (most common exception is placing the SneakRun program off
the Command Line to attract more battles).
6. When leftover space permits, I tend to try to make the best MegaBuster
possible, with emphasis on the Attack and Charge ratings.at or close to max
as possible.  Although
it is always best to use the best chips/chip folder in your primary battle
strategy, it never hurts to have an easy 50HP weapon on hand as back up.


2. Complete List of Programs
============================
Here is a list of all 68 programs in this game (65 if you don't count the
Rush/Tango/Beat programs, which are useless in the main game).  To compress
the programs, hold down the Select button and enter the Compression Code
next to the program (where applicable).  Lowercase letters refer to the
directions on the D-pad; u, d, l, r); uppercase letters refer to all other
buttons (A, B, L, R).

01. SneakRun (Yellow): RLBddd
02. AirShoes (White): uBBdAR
03. Press (White)
04. Humor (Pink): uRAlrr
05. BlkMind (White): rlrdRd
06. Fish (Pink): LRdulr
07. OilBody (Yellow): urAARu
08. Jungle (White): ARlBBA
09. Battery (Yellow): rRrRLl
10. Rush (Yellow): LAdBBB
11. Beat (White): AdAARA
12. Tango (Pink): AdlLLR
13. Alpha (Pink)
14. ChngEnrg (White)
15. FstGauge (Pink): BdARlR
16. UnderSht (White): luBLlu
17. Collect (Pink): BdrRrr
18. BstrMAX (Pink): dARRLll
19. Custom1 (Yellow): rrrulB
20. MegFldr1 (Pink): rRdRLl
21. BugStop (White): BduBdB
--------------------------------------------------
22. 23. 24. 25. Attack+1 (Pink/Pink/Yellow/White)
26. 27. 28. 29. Rapid+1 (Pink/Yellow/White/White)
30. 31. 32. 33. Charge+1 (Pink/Pink/Yellow/White)
34. 35. 36. HP+100 (Pink/Yellow/White)
37. 38. HP+200 (Pink/Yellow)
39. HP+300 (Pink)
40. HP+500 (Yellow)
41. 42. Regular+5 (White/Yellow)
43. 44. 45. WeapLvl+1 (Pink/White/Yellow)
--------------------------------------------------
```

```
46. SprArmor (Red): uruRud
47. BrakChrg (Red): BAlLuB
48. BrakChrg (Orange): BAlLuB
49. BrakBust (Red): RABdLL
50. Block (Blue): dBudAl
51. Shield (Blue): lrdRdR
52. Reflect (Blue): BuAllB
53. Custom1 (Blue): rrrulB
54. Custom2 (Blue): AdudRd
55. MegFldr1 (Green): rRdRLl
56. MegFldr2 (Green): ARddrl
57. DarkLcns (Dark): RLRdlBR
58. SetSand (Green): lAABul
59. SetMetal (Green): BRrrLL
60. SetGreen (Green): dRRdBl
61. SetIce (Green): AuAulR
62. SetMagma (Green): BrrBRA
63. SetHoly (Green): ABRRlR
64. ShdowSho (Red) ulrLuR
65. FlotShoe (Red) ldldlL
66. AntiDmg (Red) LlRArd
67. GigFldr1 (Violet): LdAdRBu
68. HubBatch (Orange): BlAdduL


3. Complete List of Error Codes
===============================
These Error Codes (if you have the ModTools) allow you to use a Style-themed
program without having to be in that Style.  You are only allowed to use ONE
Error Code at a time, and once entered, they will be saved so you don't have
to enter the code every time you want to use the program.

A1: GYU2OPZQ (SprArmor)
A2: 3GKQ2RSQ (BrakBust)
A3: LO13ZXME (BrakChrg)
B1: JHGIUTOP (SetGreen)
B2: ALSK3W2R (SetIce)
B3: Y2UOMNCB (SetMagma)
B4: 1LSKUTOB (SetSand)
B5: BM2KWIRA (SetMetal)
B6: UTI3OMDH (SetHoly)
C1: X2CD3KDA (Custom1)
C2: UTIXM1LA (Custom2)
D2C: WS1FS1AQ (DarkLcns)
D2G: OI1UWMAN (DarkLcns)
D2S: P3TOSIIS (DarkLcns)
E1: P2I3MSJL (MegaFld1)
E2: UTIR1SO2 (MegaFld2)
F1: QSAO3C3L (Block)
F2: NC1FKSA2 (Shield)
F3: ITA2CRWQ (Reflect)
G2C: TIS3LAEJ (GigFldr1)
G2G: CVVDS2WR (GigFldr1)
G2S: TUIEO23T (GigFldr1)
H1: A3DJMNB1 (ShdowSho)
H2: UTIW2SMF (FlotShoe)
H3: SK3LROT1 (AntiDmg)
S2C: TU1AW2LL (HubBatc)
S2G: AX1RTDS3 (HubBatc)
S2S: F2AAFETG (HubBatc)
```

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C. NAVICUST SETUPS CREATED BY ME
===============================


01. Sweet Sixteen
==-=============
|1|1|2|2|    MegaBuster
|5|1|6|2|    Attack: 3
| | |7| |=>  Speed : 3
|4|3|7| |    Charge: 3

1. Attack+1 (P)
2. Attack+1 (W)
3. Charge+1 (P)
4. Charge+1 (W)
5. Speed+1 (W)
6. Speed+1 (Y)
7. UnderSht (W)

COMMENTS:
This is the best NaviCust Setup to use starting out.  You have a very
balanced MegaBuster and UnderSht protection.


02. Plenty in Twenty
====================
|4|4|3|6|5|    MegaBuster
|7|4|3|3|8|    Attack: 3
|1|2|2| | |=>  Speed : 3
|1|1|1|1|1|    Charge: 3

1. FstGauge (P)
2. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (Y)
5. Charge+1 (P)
6. Charge+1 (Y)
7. Speed+1 (W)
8. Speed+1 (Y)
(must have SpinWhit and SpinPink)

COMMENTS:
This is the best NaviCust Setup to use after getting the first ExpMemory.
Although you get the same MegaBuster strength as the Sweet Sixteen setup,
along with UnderSht, you also have the super powerful FstGauge program.  Now
your Custom Gauge will always fill up twice as fast in all battles.


03. Chip Lovers
===============
|3|3|5|4|9|    MegaBuster
|3|5|5|4|4|    -----------
| |1|1|2|2|=>  Attack: 5
|1|1|6|7|0|    Speed : 1
|1|1|6|6|8|    Charge: 5

1. Collect (P)
```

```
2. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (P)
8. Charge+1 (P)
9. Charge+1 (W)
0. Charge+1 (Y)
```

COMMENTS:
This was a very tough setup to figure out, but it is indeed possible to fit
both the Collect and UnderSht programs along with all Attack+1 and Charge+1
programs. The Collect progam is among the most valuable programs of all, as
it will ALWAYS give you a chip after every battle. The catch is that not
only will you never get zenny, but you also have no chance of receiving a HP
recovery after battle and enemies defeated that don't drop any chips (such
as V1 Navis) won't give you ANYTHING upon their defeat. Unfortunately, you
won't get the Collect program until near the end of the main quest. :(

04. MegaBuster Lovers
=====================
```
|B|1|3|3|4|    MegaBuster
|1|1|3|4|4|    ----------
|C|C| | | |=>  Attack: 5
|2|8|5|0|9|    Speed : 5
|2|2|7|6|A|    Charge: 5
```

COMMENTS:
```
1. Attack+1 (P)
2. Attack+1 (P)
3. Attack+1 (W)
4. Attack+1 (Y)
5. Charge+1 (P)
6. Charge+1 (P)
7. Charge+1 (W)
8. Charge+1 (Y)
9. Speed+1 (P)
0. Speed+1 (Y)
A. Speed+1 (W)
B. Speed+1 (W)
C. UnderSht (W)
```

COMMENTS:
This is just the Setup to use for those who want a maxed out MegaBuster (but
don't have a BugStop program to use the BusterMAX program properly) along
with UnderSht protection. Unfortunatley, you must have EVERY MegaBuster
program in the entire game and they will take up all your non-Command Line
space.

05. FstGauge Lovers
===================
```
|1|1|0|4|7|    MegaBuster
|1|9|6|4|4|    ----------
|1|2|2| | |=>  Attack: 4
|1|5|A|8|3|    Speed : 2
|1|5|5|3|3|    Charge: 5
```

```
1. FstGauge (P)
2. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (W)
5. Attack+1 (Y)
6. Charge+1 (P)
7. Charge+1 (P)
8. Charge+1 (W)
9. Charge+1 (Y)
0. Speed+1 (Y)
A. Speed+1 (P)
```

COMMENTS:
This setup provides you with not only a great MegaBuster and UnderSht
protection, but most important of all, the FstGauge! Now your Custom Gauge
will always fill up twice as fast! It's just like the Plenty in Twenty
Setup, but with more room for more MegaBuster parts.

06. RegUp Lovers
================

```
|4|4|5|6|0|    MegaBuster
|4|5|5|6|6|    ----------
|3|3| | | |=>  Attack: 4
|1|1|1|8|9|    Speed : 3
|2|2|2|7|A|    Charge: 4
```

```
1. Reg+5 (Y)
2. Reg+5 (W)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (Y)
6. Attack+1 (W)
7. Charge+1 (P)
8. Charge+1 (W)
9. Charge+1 (Y)
0. Speed+1 (Y)
A. Speed+1 (W)
```

COMMENTS:
Is 50MB just not enough for your favorite regular chip? Well, with this
setup, you can now set a regular chip with up to 60MB.

07. RegUp Lovers Supreme
========================

```
|1|1|5|6|8|    MegaBuster
|1|5|5|6|6|    ----------
|1|2|2| | |=>  Attack: 3
|1|3|3|3|9|    Speed : 1
|1|4|4|4|7|    Charge: 4
```

```
1. FstGauge (P)
2. UnderSht (W)
3. Reg+5 (Y)
4. Reg+5 (W)
5. Attack+1 (Y)
6. Attack+1 (P)
7. Charge+1 (P)
8. Charge+1 (Y)
```

```
9. Charge+1 (W)

COMMENTS:
This setup also lets you set a regular chip of up to 60MB, but also includes
the FstGauge program.  You do have to make a sacrifice on the MegaBuster
power though.


08. Custom Menu Lovers
======================
|7|6|4|5|5|    MegaBuster
|6|6|4|4|5|    ----------
|2|2|3|3|1|=>  Attack: 4
|8|2|0|1|1|    Speed : 2
|9|2|1|1|1|    Charge: 4

1. Custom2 (B) (C2 Error Code)
2. Custom1 (P)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (P)
8. Charge+1 (W)
9. Charge+1 (Y)
0. Speed+1 (Y)

COMMENTS:
With this Setup, you will now have EIGHT chips to choose from in the Custom
Menu instead of the standard five (or nine if using the Custom Style).  And
it includes a solid MegaBuster and UnderSht too.


09. Custom Menu Lovers Supreme
==============================
|3|3|5|6|6|    MegaBuster
|2|3|5|5|6|    ----------
|2|3|4|4|1|=>  Attack: 3
|2|2|8|1|1|    Speed : 1
|9|7|1|1|1|    Charge: 4

1. Custom2 (B)
2. Custom1 (B)
3. Custom1 (P)
4. UnderSht (W)
5. Attack+1 (Y)
6. Attack+1 (W)
7. Charge+1 (P)
8. Charge+1 (Y)
9. Charge+1 (W)
(must have Custom/Shield Style)

COMMENTS: Put that Add button to rest!  With this Setup, you now have the
maximum TEN chips in the Custom Menu (nine using Shield Style).  And the
MegaBuster isn't too bad either.


10. Mega Chip Lovers
====================
|5|6|6|4|4|    MegaBuster
```

```
|5|5|6|9|4|    ----------
|2|2|3|1|1|=>  Attack: 4
|2|2|3|1|1|    Speed : 2
|8|0|7|1|1|    Charge: 4

1. MegFldr2 (G)  (E2 Error Code)
2. MegFldr1 (P)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (P)
8. Charge+1 (Y)
9. Charge+1 (W)
0. Speed+1 (W)

COMMENTS:
Is Five Mega/Navi Chips in your folder just not enough?  With this Setup,
you can now have EIGHT Mega/Navi Chips in your folder!  Or nine Mega/Navi
Chips if you have Team Style.  Don't forget that being in Team Style is your
only chance at getting the highly coveted V4 Navi Chips!



11. Custom/Mega Combo
====================
|7|6|5|5|4|    MegaBuster
|6|6|5|4|4|    ----------
|2|2|3|3|1|=>  Attack: 4
|2|2|8|1|1|    Speed : 1
|2|2|1|1|1|    Charge: 3

1. Custom2 (B) (use C2 error code with Team/Ground style)
2. MegFldr 2 (G) (use E2 error code with Shield/Custom style)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (P or Y)
8. Charge+1 (P or Y)

COMMENTS:
You MUST have a Team, Ground, Shield, or Custom Style for this Setup to
work, since you can only use one Error Code at a time.  This is a very
balanced Setup which gives you seven chips in the Custom Menu (eight if you
have Custom Style) along with up to seven Mega/Navi Chips in your folder
(eight if you have Team Style).  Add to that a good MegaBuster and UnderSht
protection, and this is one very nice, balanced Setup.



12. Mini Custom/Mega Combo
=========================
|8|9|2|2|0|    MegaBuster
|1|1|3|2|A|    ----------
|1|1|3|2| |=>  Attack: 4
|5|5|4|6|6|    Speed : 3
|5|4|4|6|7|    Charge: 4

1. MegFldr1 (P)
2. Custom1 (P)
3. UnderSht (W)
```

```
   4. Attack+1 (P)
   5. Attack+1 (Y)
   6. Attack+1 (W)
   7. Charge+1 (P)
   8. Charge+1 (Y)
   9. Charge+1 (W)
   0. Speed+1 (W)
   A. Speed+1 (Y)


COMMENTS:
This Setup is similar to the Custom/Mega Combo, although you only have six
chips in the Custom Menu and up to six Mega/Navi Chips.  The trade off is
that you have a much stronger, balanced MegaBuster and this Setup will work
with ANY Style, even Normal Style.



13. Giga Chip Lovers
====================
|2|2|5|4|4|     MegaBuster
|2|5|5|4|3|     ----------
|2|1|1|1|3|=>  Attack: 4
|2|7|1|6|6|     Speed : 1
|2|1|1|1|6|     Charge: 2

1. GigFldr1 (V) (use G2C G2G or G2S Error Code)
2. FstGauge (P)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (W or Y)


COMMENTS:
Is one Giga Chip just not enough for you?  Then with the GigFldr1 and the
proper Error Code, you can now have TWO Giga Chips in your folder, along
with FstGauge, UnderSht, and a fair MegaBuster.



14. HP Lovers
=============
|2|2|3|3|3|     MegaBuster
|2|2|2|3|3|     ----------
| | | |4| |=>  Attack: 1
|1|1|1|4|1|     Speed : 1
|1|1|1|1|1|     Charge: 1

1. HP+500 (Y)
2. HP+200 (Y)
3. HP+200 (P)
4. UnderSht (W)


COMMENTS:
Although this is probably the most one-sided of all the Setups (includes
only a minimum MegaBuster and no other benefits), you do get the most extra
HP possible (900 HP).  With all the HP Memories, it is possible to have up
to 1900 HP!



15. Defense, Defense, Defense!
==============================
```

```
|2|2|8|7|5|    MegaBuster
|2|3|9|5|5|    ----------
|2|3|1|1|1|=>  Attack: 4
|2|6|4|4|1|    Speed : 1
|2|6|6|4|1|    Charge: 4

1. Reflect (B) (use F3 Error Code)
2. FstGauge (P)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (P)
8. Charge+1 (W)
9. Charge+1 (Y)


COMMENTS:
This is the best possible defensive Setup.  The Reflect program allows you
press Left and B during a hit, which instead of taking damage, will return a
50 HP shockwave back at the enemy!  If you don't have the Reflect program
yet, you can substitute the similar but weaker Block (F1 Error Code) or
Shield (F2 Error Code) program.  And if you happen to be in Shield Style,
you also have a free Barrier at the beginning of every battle!



16. Ultimate Buster
===================
| |2|1|1|1|    MegaBuster
|2|2|2| |1|    ----------
|4|2|3|3|1|=>  Attack: 5
|4| | |3|1|    Speed : 5
| | | | | | |  Charge: 5

1. BugStop (W)
2. BustrMAX (P)
3. Press (W)
4. UnderSht (W)


COMMENTS:
The BustrMAX is an awesome program, but unfortunatley, you must also have
the BugStop program or else all your chips will be automatically and
immediately used as soon as you leave the Custom Menu.  This Setup also
includes the UnderSht and Press programs, the latter of which allows you to
move on the narrow paths in the CyberWorld.



17. Ultimate Guts Style
=======================
|4|4|6|9|1|    MegaBuster
|4|3|6|6|1|    ----------
|2|3|1|1|1|=>  Attack: 4 (8 with Guts Style)
|2|2|5|1|1|    Speed : 1
|2|5|5|7|8|    Charge: 4

1. BrakBust (R)
2. SprArmor (R)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
```

```
7. Charge+1 (P)
8. Charge+1 (Y)
9. Charge+1 (W)
(must have Guts/Shadow Style)

COMMENTS:
This program will make the most of the Guts Style and its most powerful
programs.  You attacks will not be interrupted by getting hit by enemy
attacks (nor will you lose points off your Busting Level for being hit), and
all MegaBuster shots (normal or charged) pierce enemy armor.


18. Robocop's Worst Nightmare
=============================
|5|7|9|3|1|    MegaBuster
|5|5|3|3|1|    ----------
|2|2|1|1|1|=>  Attack: 5 (10 with Guts Style)
|4|4|6|1|1|    Speed : 1
|4|6|6|8|0|    Charge: 5

1. BrakBust (R) (use A2 Error Code)
2. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (P)
5. Attack+1 (Y)
6. Attack+1 (W)
7. Charge+1 (P)
8. Charge+1 (P)
9. Charge+1 (Y)
0. Charge+1 (W)

COMMENTS:
This Setup is similar to the Ultimate Guts Style, but this Setup can be used
with any Style with the Error Code.  This Setup also will allow your
MegaBuster to pierce enemy armor, and this Setup is most definetly a real
terror if you also happen to have Guts Style.


19. Ground Wars
===============
|2|2|1|4|9|    MegaBuster
|2|1|1|4|4|    ----------
|2|1|3|3| |=>  Attack: 4
|2|5|7|8|6|    Speed : 1
|2|5|5|6|6|    Charge: 4

1. SetGreen (G), SetIce (G), SetSand (G), or SetMetal (G)
(use B1, B2, B4 or B5 Error Code, respectively)
2. FstGauge (P)
3. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (Y)
5. Attack+1 (W)
6. Charge+1 (P)
7. Charge+1 (Y)
8. Charge+1 (W)

COMMENTS:
Don't like the field conditions in battle, and don't want to waste your
Regular Chip on a panel changing chip?  No problem!  With this Setup (SetIce
```

and SetGreen programs are only available from the MMBN3 White exclusive
Ground Style), you can have your choice of either Grass, Ice, Sand, or Metal
panels. You also get the FstGauge, UnderSht, and a good MegaBuster too.
Just keep in mind that these panels will change for both your side AND the
enemies side.

20. Scorched Earth
==================
```
|5|5|3|4|4|    MegaBuster
|1|5|3|3|4|    ----------
|1|1|1|1| |=>  Attack: 5
|1|1|1|1|2|    Speed : 1
|8|6|7|2|2|    Charge: 4
```

1. SetMagna (G) (use B3 Error Code)
2. Attack+1 (P)
3. Attack+1 (P)
4. Attack+1 (W)
5. Attack+1 (Y)
6. Charge+1 (P)
7. Charge+1 (W)
8. Charge+1 (Y)

COMMENTS:
Again, the SetMagna program is only available in MMBN3 White. This Setup
will turn all panels (yours and the enemies) into lava. Obviously you will
want either a Repair chip or a Heat Style so you don't hurt yourself on your
own panels. This Setup really, really shines with the Heat Guts Style.

21. Holy Orders
===============
```
|3|3|4|5|5|    MegaBuster
|3|4|4|1|5|    ----------
|2|2|1|1|1|=>  Attack: 4
|6|9|1|1|1|    Speed : 1
|8|7|1|1|1|    Charge: 5
```

1. SetHoly (G) (use B6 Error Code)
2. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (W)
5. Attack+1 (Y)
6. Charge+1 (P)
7. Charge+1 (P)
8. Charge+1 (W)
9. Charge+1 (Y)

COMMENTS:
Still another Setup with a MMBN3 White exclusive program, this Setup
features the SetHoly program, which will turn all your panels (but NOT the
enemies' panels!) holy. This will cut in half the amount of damage you take
when hit by enemy attacks.

22. HubBatch Plus
=================
```
| |2|3|3|3|    MegaBuster
```

```
|2|2|2| |3|     ----------
|1|2|1| |3|=> Attack: 5
|1|1|1| |3|     Speed : 5
|1|1|1| | |     Charge: 5

1. HubBatc (O) (use S2C, S2G, or S2S Error Code)
2. BustrMAX (P)
3. BugStop (W)

COMMENTS:
The HubBatc program is by far THE most powerful program in the entire game,
as it includes the SuperAmr, BrakBust, BrakChge, Custom1, MegaFld1, Shield,
UnderSht, AirShoes, FlotShoes, and ShdwShoe all in one neat package!
Normally, using the HubBatc program will cut your max HP in half, but the
BugStop program will prevent that.  The BustrMAX will give you a maxed out
MegaBuster as well.


23. Elemental Virus Hunter
==========================
|3|4|4|7|9|     MegaBuster
|3|3|4| | |     ----------
|2|2| |1|1|=> Attack: 4
|5|6| |1|1|     Speed : 1
|5|5|8| | |     Charge: 5

1. SneakRun (Y), Fish (P), Battery (Y), or Jungle (W)
2. UnderSht (W)
3. Attack+1 (P)
4. Attack+1 (W)
5. Attack+1 (Y)
6. Charge+1 (P)
7. Charge+1 (P)
8. Charge+1 (W)
9. Charge+1 (Y)

COMMENTS:
If you need to hunt for viruses of a particular element (Fire, Wood, Elec,
Aqua), then this Setup is for you!  It is possible to include the Collect
progam with an elemental virus program as well, but will have much less room
for MegaBuster programs, and consequently your MegaBuster will be weakened a
lot.


24. PlantMan/FlameMan Quests
============================
|9|0|2|5|5|     MegaBuster
|1|1|2|2|5|     ----------
|1|1|2|3|3|=> Attack: 3
|4|4|7|3|3|     Speed : 3
|6|4|3|3|8|     Charge: 4

1. OilBody (Y) or Fish (P)
2. EngrChng (W)
3. Collect (W)
4. Attack+1 (W)
5. Attack+1 (Y)
6. Charge+1 (P)
7. Charge+1 (Y)
8. Charge+1 (W)
```

```
9. Speed+1 (W)
0. Speed+1 (Y if Fish is used, P if Oilbody is used)

COMMENTS:
This handy Setup is most useful for the PlantMan and FlameMan chapters of
the main quest, since you must use plenty of Fire chips to torch plants in
the PlantMan chapter and plenty of Aqua chips to put out the fires in the
FlameMan chapter with the EngrChng program.  The Collect program will also
ensure that you always get all the Fire/Aqua chips you need.


25. Navi Hunter
===============
|2|2|6|7|9|    MegaBuster
|2|1|6|6|8|    ----------
|2|1|1|3|3|=>  Attack: 4
|2|1|5|4|4|    Speed : 1
|2|5|5|4|0|    Charge: 5

1. SprArmor (R) (use A1 Error Code)
2. FstGauge (P)
3. UnderSht (W)
4. Attack+1 (P)
5. Attack+1 (W)
6. Attack+1 (Y)
7. Charge+1 (P)
8. Charge+1 (P)
9. Charge+1 (Y)
0. Charge+1 (W)

COMMENTS:
This is by far the best Setup for hunting V3 Navis and getting their
V2/V3/V4 chips.  The most important program, SprArmr, will allow you to take
hits from the Navi's attacks without hurting your Busting Level.  The
FstGauge program will help you go through your chips at a lighting pace, and
your MegaBuster isn't too shabby either.


26. Ultimate Navi Hunter
========================
|3|3|3|3|2|    MegaBuster
|3|1|1|1|2|    ----------
|3|4|1|5|2|=>  Attack: 5
|4|4|4|5|2|    Speed : 5
| |4| |2|2|    Charge: 5

1. SprArmor (R) (use A1 Error Code)
2. FstGauge (P)
3. BugStop (W)
4. BustrMAX (P)
5. UnderSht (W)

COMMENTS:
Same as the Navi Hunter Setup, but gives you a maxed out MegaBuster.


27. Alpha Hunter
================
|2|2|5|4|4|    MegaBuster
|2|5|5|6|4|    ----------
```

```
|2|1|1|1| |=>  Attack: 4
|2|1|3|3|7|    Speed : 4
|2|1|1|3|8|    Charge: 1


1. AirShoes (W)
2. FstGauge (P)
3. Attack+1 (P)
4. Attack+1 (W)
5. Attack+1 (Y)
6. Speed+1 (P)
7. Speed+1 (W)
8. Speed+1 (Y)


COMMENTS:
This Setup is best for taking on Alpha, the final boss of the main quest as
well as Alpha Omega (the guardian of GigaChip #5).  The AirShoes are
absoultely essental as Alpha loves to crack/break your panels a lot.  The
MegaBuster (which, while not great, does get the job done) is very handy for
pecking at Alpha's Jello-like core, so you can save your chips for actually
damaging Alpha.  Normally, Charge+1 programs are prefered over Speed+1
programs, but in this case, it's much easier to be able to peck away at
Alpha's core with quicker MegaBuster shots.  And I don't need to tell you by
now why the FstGauge program is included, do I? ;P



28. Serenade/Bass GS Hunter
===========================
|3|3|3| |4|     MegaBuster
|3|5|2|2|4|     ----------
|3|3|1|2|4|=>  Attack: 1
|6|1|1|2|4|    Speed : 3
|1|1|1|4|4|    Charge: 1

1. Custom2 (B) (use C2 Error Code)
2. Custom1 (Y)
3. AirShoes (W)
4. FstGauge (P)
5. Speed+1 (P)
6. Speed+1 (Y or P)


COMMENTS:
The MegaBuster in this Setup is very weak, which is just as well considering
that Bass' 200 HP aura usually won't let your MegaBuster be of much help
anyway and your MegaBuster won't hurt Serenade at all.  As with Alpha,
AirShoes are vital for negating the cracked/broken panels Bass will
inevitably create with his attacks.  The very best Program Advances are your
only hope of defeating Serenade and Bass (and earning GigaChip #2), thus
having the FstGauge program and eight chips in your Custom Menu plays a
vital role in making this Setup work well.




====================================
D. NAVICUST SETUPS CREATED BY OTHERS
====================================
If you'd like to add to this list, be sure to include your Setup's name, all
the programs used and where (don't forget to include the color of the
programs!), and what and where the Setup is most useful.  You will of
course, receive full and proper credit for your Setup, which by default will
be your GameFAQs name, but you can request to use your email address or real
```

```
first name if you prefer.

(none have been submitted/added yet)




=================
E. SPECIAL THANKS
=================
1. Capcom: For making the wonderful Battle Network series possible (I'd
still like MegaMan Legends 3 and/or Misadventures of Tron Bonne 2 though)
2. Nintendo: For making the GameCube and Game Boy Player, where I most like
to play Battle Network games (sometimes I use my DS though)
3. All of the players who have contributed their own NaviCust Setups:
   (none yet)




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END OF FAQ
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