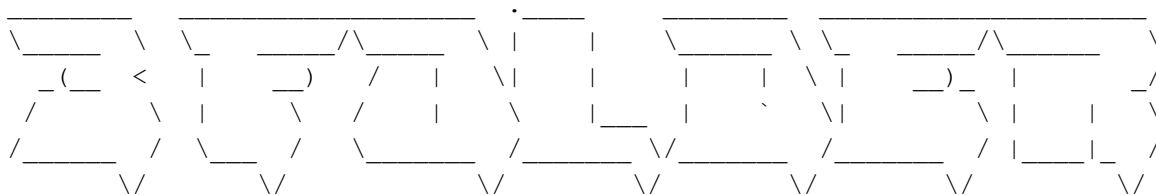# Mega Man Battle Network 3 Blue Folder FAQ

by Avalith   Updated to v1.1 on Jul 31, 2005

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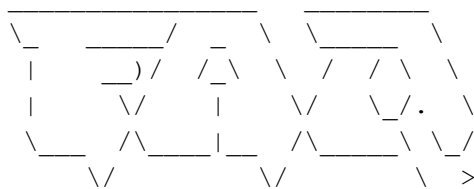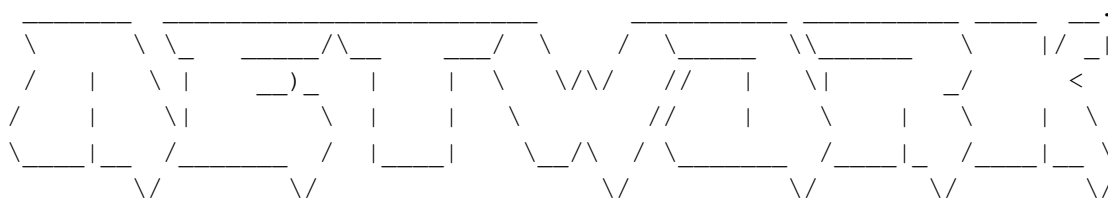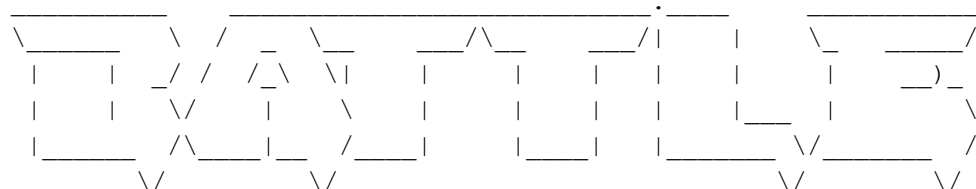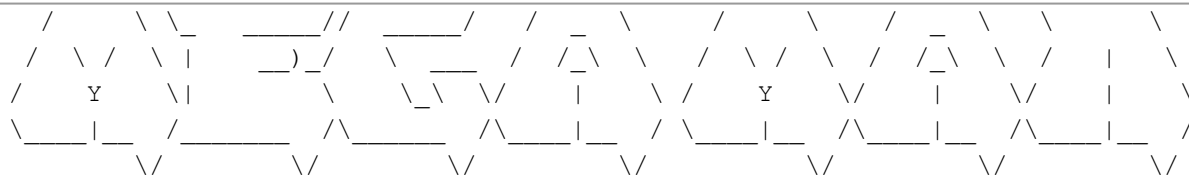
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I.   TABLE OF CONTENTS
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I.   Table of Contents
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V.   Chip Selection
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II.   INTRODUCTION
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After seeing and rating quite a few folders for Mega Man Battle Network 3, I
have decided to share some of my knowledge of this game with everybody who's
reading this FAQ. Since there are very few good folders that I have rated, I

have dedicated an entire section of this FAQ to those great folders. I have
also included a few of my best folders, which others have given high ratings.

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III. CONTACT INFO
======================

If you have any questions about what you find in this FAQ, or if you would
like me to rate your folder and give you suggestions, please send me an email
to protomanexe07@gmail.com with "Folder FAQ" in the subject. As a general
rule of thumb, I do not open email from people I don't konw unless they have
made it clear in the subject that they are emailing me regarding an FAQ I've
written.

============================
IV. FOLDER DO'S AND DON'TS
============================

Well, now that we've got some of the boring stuff out of the way, why don't we
get straight to the heart of this guide-folder building. So, grab your GBA,
your Mega Man Battle Network 3 game cartridge, a soda, and some popcorn, and
sit back and enjoy these tips and tricks.

DO: -Plan out your strategy BEFORE you begin working on a folder.
To be successful in this game, you cannot just throw 30 chips together and
call it a folder. You actually have to do some PLANNING.

-Preset FstGauge in your folder. Fast Gauge speeds up the custom gauge in
battle, meaning it will only take about 4 seconds before you can use your next
chips as opposed to the standard 8 seconds. If you don't have it in your
folder, then get the NaviCust program and intall it instead.

-Use more than one type of defense. By type, I don't mean Mole1 and Mole2.
You should use 2 ENTIRELY different chips. I personally tend to use Invis,
Shadow, or Mole2, but I've also used LifeAura.

-Keep different chip codes to a minimum. No matter how good your strategy may
be, it's useless unless you can use it quickly. Try to keep your folders to
one or two codes. Note that the * code is a wildcard, and is not included in
code counting.

-USE FOLDRBAK! This only applies to the blue version of Mega Man Battle
Network 3, since the owners of White version cannot obtain this great chip.
Folder Back restores EVERY chip in your folder (including itself), so you can
continue to use your chips until one of two things happen:

a) you get deleted

        OR

b) your opponent gets deleted.

-Use Areagrab. You've got to be able to move, so keep an Areagrab or Metagel
chip in your folder.

DON'T: -Have more than 3 codes. 3 is the HIGHEST acceptable number of
different codes in a folder. Anything more than that, and your folder becomes
slow and pathetic.

-Use a folder without defenses. Even if you have Shadow Style (blue version

only) and have the AntiDmg program in your Navi Customizer, you can't protect
yourself from everything.

-Leave Areagrab/Metagel out of your folder. Many folders restrict an
opponent's movement with Areagrab or Metagel, making it more difficult for
their strategy to fail. Because of this, keep at least one Areagrab OR
Metagel in your folder to keep your movement area a decent size.

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V.   CHIP SELECTION
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This section will explain the chip selection process.

CHIP CODES:

Every single battle chip that you come across in the game is labeled with one
of twenty-seven different codes. There is a code for each letter of the alphabet,
as well as a code represented by an asterisk. The codes on these chips play a
large role in the heat of battle.

SIMILAR CHIP TYPES:

Similar chip types are simply chips with the same name, but not necessarily
the same code. A Cannon would be the same chip type as a Cannon, but a Cannon
would not be the same chip type as a Hi-Cannon. A Sword with an S code and a
Sword with an E code share the same chip type, although they have different
codes.

THE IMPORTANCE OF CODES AND CHIP TYPES:

At the start of each fight, Lan will send five chips for MegaMan to choose from.
The key word is "choose," which means MegaMan probably won't be able to select
all of them at once, unless you've built an expert folder.

Only chips of the same kind or bearing the same code can be chosen.

Example: If Lan sends a Cannon C, a Sword S, a MiniBomb B, a LongSwrd S, and a
Cannon A, MegaMan has a few possibilites to choose from. He always has the option
to simply select one (or no) chip to take into battle, but in most situations
you would want MegaMan to be as well-armed as he possibly can.

He could choose the Cannon A and the Cannon C, since it's the exact same chip
bearing only a different code, or the Sword and LongSwrd S, since they're
different chips, but coded the same way.

ASTERISKS:

Asterisks are like wildcards and can be used to support your folder's strategy
with good defenses (Invis, Shadow, Mole1, and Mole2 are the defense chips that
come in the * code), recovery chips (ie. Recov10, Recov30, etc.), or attack
modifying chips (ie. Atk+10, Atk+30, Navi+20, Navi+40). The best folders make
the most out of a single chip code (or two) and using asterisk coded chips to
help enhance their folder.

NOTE: Asterisk chips cannot be chosen if you choose the same type of chip with
different codes (ie. Cannon A, Cannon B). They will only work if selected chips
are coded the same (ie. Cannon A, Cannon A, Recov10 A).

Credit goes to 0Zero0 for doing most of this section.

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VI.  HALL OF FAME FOLDERS
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This section is dedicated to the few folders that have received an 8 on a 10
point scale or higher from me.  I saw few because I am VERY tough when it
comes to folder ratings.  Note that my folders have the name of the person (or
people) that gave the folder the best rating.


Chaos Swordsman's 2xHero Lockdown folder

1 FstGauge * [regular]
1 FoldrBak * (Blue Version)/ProtoMan v5 B (White Version)
4 Slasher B
4 CustSwrd B
4 VarSwrd B
1 ProtoMan B
1 ProtoMan v2 B
1 ProtoMan v3 B
1 ProtoMan v4 B
2 Pawn B
4 Invis *
1 Areagrab *
1 FullCust *
1 Atk+30 *
3 Atk+10 *


Style:  _____Custom
Navi Customizer:  Mega Folder +1, UndrSht
Strategy:  This folder has the potential to do 4,600 damage before Folder Back
is necessary to recycle the chips.  Note that there are six MegaChips in this
folder, so a Team Style (not preferred unless you're trying to get v4 chips)
or a Custom Style with a pink MegFldr1 NaviCust program installed is necessary.
2xHero does a base damage of 700, but when you power it up with an Atk+30, it
will do 1,000.  The best (and cheapest) move this folder has is to use 2xHero,
FullCust, and then another 2xHero with an Atk+30 attached to deal 1,700 damage
in a matter of seconds.  The Pawn chips are present to restrict your opponent's
movement, and cause damage at the same time.  Note that the 4,600 damage this
folder can deal excludes the Pawn chips.

NOTE:  Although ProtoMan's sword slashes are different colors during the 2xHero
PA, it has been confirmed that they are NOT elemental.


Kyros' rating:  10/10


Chaos Swordsman's FlashRat folder

1 FstGauge * [regular]
1 FoldrBak * (Blue version)/FlashMan v5 F (White version)
4 Ratton1 F
4 Ratton2 F
4 Ratton3 F
1 FlashMan F
1 FlashMan v2 F
1 FlashMan v3 F
1 FlashMan v4 F
4 Mole2 *
3 Heat-V F
3 FireRatn F
```

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1 IceStage *
1 Repair *

Style:  Elec Custom
Navi Customizer:  Custom+2, Custom+2
Strategy:  This folder's stronger than 2xHero Lockdown, with the potential to
deal 3,620 damage before FoldrBak needs to be used.  White players should
substitute FlashMan v5 for FoldrBak to add to the power of this folder.  Start
out by using IceStage and Repair (to keep you from slipping).  Follow up with
FlashMan and HyperRat to cause MASSIVE damage to your opponent.  You can also
use FireRatn to roast wood opponents and add to the power, in which case Heat-V
becomes necessary to be able to activate FireRatn.  AQUA NAVIS BEWARE!

Kyros' rating:  10/10


Chaos Swordsman's Bubble Frenzy folder


1 FstGauge * [regular]
1 FoldrBak * (Blue Version)/BubblMn v5 B (White Version)
1 BubblMn B
1 BubblMn v2 B
1 BubblMn v3 B
1 BubblMn v4 B
1 Navi+40 *
1 Atk+30 *
4 Aqua+30 *
4 VarSwrd B
4 Invis *
3 Pawn B
2 Areagrab *
1 Rook *
3 Magnum2 B
1 FullCust *

Style: AquaCust
Navi Customizer: 2xMegFldr1, Custom1
Strategy: This folder uses one of the most underrated navis in the game,
BubbleMan. True, he may only be good when you're in the same row as your
opponent, so that's where the Magnum2 chips come in and knock out the other two
rows that your opponent isn't standing on. Doing so will make it much easier
for you to PWN the opponent with BubbleMan, especially when you use a Navi+40,
Atk+30, and two Aqua+30 chips on v4. VarSwrd is in this folder to deal some
extra damage.

Kyros' rating:  10/10


Chaos Swordsman's DarkMan folder

1 FoldrBak * (Blue Version)/DarkMan v5 D (White Version)
1 DarkMan D
1 DarkMan v2 D
1 DarkMan v3 D
1 DarkMan v4 D
4 Navi+20 * x4
1 Navi+40 *
1 Atk+30 *
1 FullCust * [regular]
3 Areagrab * x3
4 Invis * x4
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4 VarSwrd D x4
1 LifeAura D
2 Atk+10 * x4
2 Rook * x2

Style: AquaTeam
NaviCust: MegFldr2, Custom1, FstGauge
Strategy: This one's easy. Areagrab the opponent to keep them down to one
panel, and unleash a powered up DarkMan. LifeAura is in here to create a good
defense, along with Invis. VarSwrd is in this folder for some heavy backup
damage.


Agram's rating:  9.5/10


Zero_Omega's Accursed Twilight folder

3 Areagrab * x3
4 Snake D x4
3 Varsword D x3
3 Geddon 1 * x3
3 Shadow * x3
2 Mole2 * x2
3 Navi+20 * x3
2 Invis * x2
1 FullCust * [Preset]
1 Navi+40 *
1 Lifeaura D
1 DarkMan v2 D
1 DarkMan v3 D
1 DarkMan v4 D
1 FoldrBak * (Blue Version)/DarkMan v5 (White Version)

Style: Any element Custom
Navi Customizer: FstGauge, MegFldr1
Strategy:  Coming soon!


My rating:  9/10


NightmareX and Zero_Omega's AirLance folder

3 AirShot3 *
3 AquaSword H
3 AirSword H
1 AirSword *
3 Magnum1 H
4 Lance H
3 RockCube *
1 Prism H
1 Fan *
1 FstGauge * (Preset)
2 Invis *
4 Shadow H
1 FolderBack *

Style: AquaCust
Navi Customizer: Custom2, Custom1
Strategy:  Coming soon!


My rating:  8/10
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Chaos Swordsman's and Kyros's Momma Rocks RockMan! Folder

1 FoldrBak *
2 RockCube *
1 GodStone S
3 Sensor2 S
1 AirShoes * [regular]
3 Geddon1 *
3 Atk+10 *
1 Atk+30 *
3 Areagrab *
3 MetaGel3 S
3 Mole2 *
3 Invis *
3 DashAtk *

Style: AquaCust
Navi Customizer: Custom2, FstGauge
Strategy: Finally, a folder for all you MomQuake lovers! While locking the
opponent down doesn't always increase the number of hits from MomQuake, it does
increase the accuracy of the attack. And with the P.A. dealing a base damage of
200 per hit, that can rack up; especially when you tack on Atk+ chips, in which
case you're looking at 240 damage per hit if you added an Atk+10 and an Atk+30
to the advance. The best way to use this P.A. is to lock the opponent down to one
panel by using Areagrab and/or Metagels, and since it hits randomly in the enemy's
area, it should hit the opposition every time, causing massive damage. Sensor2
is for support damage in case the opponent survived MomQuake, and when they're
locked down to one panel, they can't dodge it unless they have defense chips or
AntiDmg in effect (Invis is the only defense chip that does not save you from
Sensor2). DashAtk is good for breaking panels after using Geddon1 (if you didn't
get two Geddon1 chips in one turn), leaving the opponent locked unless they have
AirShoes, which in turn sets up a paralyzing attack from Sensor2.

Want your folder up here? See section III for information!

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VII. NONEXAMPLE FOLDERS
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This section is dedicated to showing some of the worst folders I've seen for
this game as examples of folders you SHOULDN'T make, but no names will be given,
because I don't want to embarass anyone by having their name made public and have
everybody laughing at them because of their folder.

        SECTION STILL UNDER CONSTRUCTION

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VIII. FREQUENTLY ASKED QUESTIONS
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This section is dedicated to questions people have asked me regarding this FAQ.

Q: You said in your folder do's and don'ts that you should use more than one
type of defense. Why does your FlashRat folder only have one type?

A: Not every folder requires more than one type of defense, just like my
FlashRat folder. If a folder is meant to keep your opponent from attacking
while you cause big-time damage, most of the time you can get by with one type.

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MORE TO COME SOON!


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IX.  LEGAL DISCLAIMER
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personal use only, and may NOT be sold for profit.  You may print ONE copy of
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