
Version 0.45: 10/7/03
First version. What else can I say?

Version 0.46: 10/10/03
A minor update, no new chips, but I changed a few of the summaries based on some tips from the legendary CrimsonKnight (Well, at least he's legendary on the MMBN boards. --;;) as well as a few other minor changes. See if you can find them. ^_^ And sorry, I didn't have time to put the ctrl+F shortcuts. Also, I may change the format of the list itself, based on some tips from the uber-legendary Devin Morgan. (Yes, THAT Devin Morgan.)

Version (Most likely) Final: 12/15/03

A long time since the last update, I know, and I'm sad to say that there won't be anything new. After much soul-searching...or whatever you wanna call it, I've decided to declare this an abandoned project. I started on this late last summer, when I had too much time to spare, but unfortunately, I was unable to finish it before school began. I may finish it someday, but not until next summer, at least. I've decided to leave it up in case what I've already done may be useful, and in case one day I resolve to finish it. Until then, look for me around the MMBN3 Blue board, and the RMEXE4 boards, for which I'll probably take on a lesser project. (Perhaps an FAQ/walkthrough, or maybe even a review. Anyway, this was a little bit more than I could chew. >_<)

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----- 1.Table of Contents -----

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0. Title and Version History (It's the part above this, hard to miss)
1. Table of Contents (You're looking at it...)
2. Foreword/Introduction (It's the bit you normally skip, just below this.)
3. Chip Code List (It's what you came for, basically a glorified chip library.)
4. A-Z & * Code List (Wanna know all the chips in a certain letter? Look here.)
5. Frequently Asked Questions (Questions that people ask too much.)
6. The Stuff you Probably Won't Read. (Thanx, Copyright Info, and Reaching Me.)
7. End (If you can read past here, you're...well...never mind.)

----- 2.Intro/Foreword -----

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Hey, I'm Yoshi282, if you haven't noticed by now, and welcome to my Chip Code

FAQ/Guide! Even more so if you are actually reading this, unlike 99/100 GameFAQs users...But anyway, much like in the previous MegaMan Battle Network games, Battle Chips serve a major purpose in the game, and each has been assigned a letter code, which affects which chips can be used together, as only chips of the same code can be used together. There is also a * code, which can be used with any other code, so long as you don't use more than one code with it. For example, you cannot use a J, I, and * code in the same turn, but you can use a W, W, and * code. The number of codes in your folder greatly affects game play. Put simply, a folder with many codes will be fairly weak, whereas a folder with one or two codes and a * code can be excellent. But we'll leave the folder making to the folder FAQs, shall we? Also, this is my first FAQ, so any tips, suggestions, e.t.c. would help greatly. And finally, the information in here holds true for the blue version, but some of it might not be so accurate if applied to white. Anyway, with all that said...

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----- 3. Chip Code List -----
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Well, unless you have a severe mental disorder, this or Section 4 is probably the part you came here to see. Basically, this is a souped-up version of the in-game chip Library, with a list of the chip, then every possible chip code, in this format:

- (Chip Number, Chip name, Rarity, Element, Damage, then in-game description)
- (Chip Name) (Chip Code): (How to get)
- (Chip Name) (Chip Code): (How to get)
- (Chip Name) (Chip Code): (How to get)
- (Chip Name) (Chip Code): (How to get)
- (Chip Name) (Chip Code): (How to get)
- (Where Virus that you defeat to get chip is located)

There. That's about it...No...wait...I forgot the long paragraph. I'd just like to note that the Navi customizer block collect was used to research most of this, so you might have to use it to get some chips...And finally, just because a chip says that it is only available to get in a 1-6 rank, it can still be true for a 7 rank, but it holds quite rare. The same can be said if you get a ten rank and get an S-rank chip. Also, when it says to S-rank an enemy in custom style, you MUST kill the virus in less than 20 seconds, and without using Navi chips or your buster. SO DON'T EMAIL ME SAYING THAT THE LIST IS INACCURATE! Unless, of course, it was an inaccuracy in something other than busting level. Then I appreciate your help. And one more thing: some codes are white exclusive, you'll have to trade with a White version of the game to get them. But for those, it says in white first, then the busting level in white you have to get, so you needn't worry. And finally, this version of the FAQ will say Chip/Bugfrag Trader Exclusive when it is unavailable anywhere else, but it doesn't tell which one. I will probably be adding a trader guide in a later version, though, but `til then, sorry.

Oh ya, and if it has three exclamation marks after it (!!!), that means that it can be bought through Higsby's chip order. And oh yeah, some of the descriptions have been shortened to make them fit, so don't email me complaining.

And before you ask:

- BMD: Blue Mystery Data.
- GMD: Green Mystery Data.
- PMD: Purple Mystery Data.

Table of Sub-contents:

I . Standard Chips

II . Mega Chips

III. Giga Chips

(Kinda unnecessary, but I had to put it in for completion. ^_^)

-----I. Standard Chips-----

001. Cannon * No Element 40 damage Cannon to attack 1 enemy.

Cannon A: You start the game with it.

Cannon B: You start the game with it.

Cannon C: S Rank a Canodumb. !!!

Cannon D: 7-10 Rank a Canodumb.

Cannon E: 1-6 Rank a Canodumb.

Cannon *: S-rank a Canodumb while in Custom Style.

(Canodumbs can be found in ACDC area.)

002. HiCannon ** No Element 60 damage Cannon to attack one enemy.

HiCannon H: In White, 7-10 Rank a Canodumb2.

HiCannon I: 1-6 Rank a Canodumb2.

HiCannon J: S Rank a Canodumb2. !!!

HiCannon K: 7-10 Rank a Canodumb2.

HiCannon L: S Rank a Canodumb2 while in Custom style.

HiCannon *: Get from Numberman Machine with code: 21247895

(Canodumb2s can be found in Hospital Comp 3)

003. M-Cannon *** No Element 80 damage Cannon to attack one enemy.

M-Cannon O: In White, 7-10 Rank a Canodumb3.

M-Cannon P: 7-10 Rank a Canodumb3.

M-Cannon Q: 1-6 Rank a Canodumb3.

M-Cannon R: S Rank a Canodumb3.

M-Cannon S: S Rank a Canodumb3 in custom style.

(Canodumb3s can be found in ACDC Tank.)

004. Airshot1 * No Element 20 damage Knocks enemy back 1.

Airshot1 *: You start the game with it. !!!

005. Airshot2 ** No Element 30 damage Knocks enemy back 1. Beach 1 GMD.

Airshot2 *: Beach 1 GMD. !!!

006. Airshot3 ** No Element 40 damage Knocks enemy back 1.

Airshot3 *: Number Machine with code: 15789208, frequent in 10BFT. !!!

007. LavaCan1 * Heat/Fire 90 damage Fires lava fr. area.

LavaCan1 A: S Rank a Volcano.

LavaCan1 G: Chip/Bugfrag Trader Exclusive.

LavaCan1 S: 7-10 Rank a Volcano. !!!

LavaCan1 T: In White, 1-6 Rank a Volcano.

LavaCan1 V: 1-6 Rank a Volcano.
(Volcanos can be found in Undernet 3.)

008. LavaCan2 ** Heat/Fire 120 damage Fires lava fr. area.

LavaCan2 B: 1-6 rank a Volcaner.
LavaCan2 D: Chip/Bugfrag Trader Exclusive.
LavaCan2 F: 7-10 Rank a Volcaner. !!!
LavaCan2 M: S Rank a Volcaner.
LavaCan2 O: In White, 1-6 Rank a Volcaner.
(Volcaners can be found in Secret 2.)

009. LavaCan3 *** Heat/Fire 150 damage Fires lava fr. area.

LavaCan3 E: Chip/Bugfrag Trader Exclusive.
LavaCan3 H: 1-6 Rank a Volcanest.
LavaCan3 J: 7-10 Rank a Volcanest.!!!
LavaCan3 R: In White, 7-10 Rank a Volcanest.
LavaCan3 W: S Rank a Volcanest.
(Volcaners can be found in secret 3 with oilbody on.)

010. Volcano **** Heat/Fire 150 damage Fire lava from your area.

Volcano A: S rank a Volcanest while in Custom Style. !!!
Volcano G: In White, S rank a Volcaner while in Custom Style.
Volcano J: S rank a Volcaner while in Custom Style.
Volcano Y: In White, S rank a Volcano while in Custom Style.
Volcano Z: S rank a Volcano while in Custom Style.
(Volcanos can be found in Undernet 3.)
(Volcaners can be found in Secret 2.)
(Volcaners can be found in secret 3 while using oilbody.)

011. Shotgun * No Element 30 damage Explodes 1 square behind.

Shotgun B: SciLab 1 GMD
Shotgun F: Chip/Bugfrag Trader Exclusive.
Shotgun J: Higsby's Chip order. !!!
Shotgun N: Chip/Bugfrag Trader Exclusive.
Shotgun T: ACDC 1 GMD.
Shotgun *: Chip/Bugfrag Trader Exclusive.

012. V-Gun * No Element 30 damage Explodes 2 diag. Squares.

V-Gun D: You start the game with it.
V-Gun G: Chip/Bugfrag Trader Exclusive.
V-Gun L: Higsby's Chip order. !!!
V-Gun P: Chip/Bugfrag Trader Exclusive.
V-Gun V: Chip/Bugfrag Trader Exclusive.
V-Gun *: Chip/Bugfrag Trader Exclusive.

013. SideGun * No Element 30 damage Explodes up, down on hit.

SideGun C: Chip/Bugfrag Trader Exclusive.
SideGun H: Chip/Bugfrag Trader Exclusive.
SideGun M: Higsby's chip order. !!!
SideGun S: BMD in Yai's Laptop.
SideGun Y: Chip/Bugfrag Trader Exclusive.
SideGun *: Chip/Bugfrag Trader Exclusive.

014. Spreader ** No Element 30 damage Creates a large explosion

Spreader M: Chip/Bugfrag Trader Exclusive.
Spreader N: SciLab 1 GMD.
Spreader O: Higsby's Chip Order. !!!
Spreader P: BMD in Principal's PC 2.
Spreader Q: Chip/Bugfrag Trader Exclusive.
Spreader *: Number Machine Code: 31549798.

015. Bubbler * Aqua/Water 60 damage Explodes 1 square behind.

Bubbler A: In White, S Rank a Shrimpy while in Custom Style.
Bubbler C: S Rank a Shrimpy.
Bubbler D: 7-10 Rank a Shrimpy. !!!
Bubbler E: 1-6 Rank a Shrimpy.
Bubbler P: S Rank a Shrimpy while in Custom Style.
(Shrimpys can be found in Yai's phone.)

016. Bub-V ** Aqua/Water 60 damage Explodes 2 diag. Squares.

Bub-V D: 7-10 Rank a Shrimpy2.
Bub-V E: 1-6 Rank a Shrimpy2.
Bub-V F: S Rank a Shrimpy2. !!!
Bub-V S: In White, S rank a Shrimpy2 while in Custom Style.
Bub-V V: S rank a Shrimpy2 while in Custom Style.
(Shrimpy2s can be found in DNN's editing room comp.)

017. BubSide *** Aqua/Water 60 damage Explodes up, down on hit.

BubSide B: S rank a Shrimpy3 while in Custom Style.
BubSide E: 7-10 Rank a Shrimpy3.
BubSide F: 1-6 Rank a Shrimpy3. !!!
BubSide G: S Rank a Shrimpy3.
BubSide R: In White, S rank a Shrimpy3 while in Custom Style.
(Shrimpy3s can be found in Undernet 7)

018. HeatShot * Heat/Fire 40 damage Explodes 1 square behind.

HeatShot B: In white, S rank a Spikey while in Custom Style.
HeatShot H: 1-6 Rank a Spikey.
HeatShot I: 7-10 Rank a Spikey. !!!
HeatShot J: S Rank a Spikey.
HeatShot P: S Rank a Spikey while in Custom Style.
(Spikeys can be found in Yoka Zoo's Giraffe Console.)

019. Heat-V ** Heat/Fire 40 damage Explodes 2 diag. Squares.

Heat-V F: S Rank a Spikey2.
Heat-V I: 7-10 Rank a Spikey2.
Heat-V J: 1-6 Rank a Spikey2. !!!
Heat-V K: S Rank a Spikey2 while in Custom Style.
Heat-V V: Chip/Bugfrag Trader Exclusive.
(Spikey2s can be found in Undernet 1.)

020. HeatSide *** Heat/Fire 40 damage Explodes up, down on hit.

HeatSide C: S Rank a Spikey3 while in Custom Style.
HeatSide J: 1-6 Rank a Spikey3.
HeatSide K: 7-10 Rank a Spikey3. !!!
HeatSide L: S Rank a Spikey3.
HeatSide T: In White, S Rank a Spikey3 while in Custom Style.

(Spikey3s can be found in ACDC tank while using oilbody.)

021. MiniBomb * No Element 50 damage Throws a bomb 3 squares.

MiniBomb B: You start the game with it.

MiniBomb G: Chip/Bugfrag Trader Exclusive.

MiniBomb L: Higsby's Chip order. !!!

MiniBomb O: Chip/Bugfrag Trader Exclusive.

MiniBomb S: You start the game with it. ACDC 1 GMD.

022. SnglBomb * No Element 50 damage Throw a big bomb 3 squares

SnglBomb D: S Rank a Beetle.

SnglBomb F: Chip/Bugfrag Trader Exclusive.

SnglBomb H: 1-10 Rank a Beetle. !!!

SnglBomb J: In White, S Rank a Beetle.

SnglBomb T: In White, 1-10 Rank a Beetle.

SnglBomb *: S Rank a Beetle while in Custom Style.

(Beetles can be found in Zoo Computer 3.)

023. DublBomb ** No Element 50 damage Throw 2 b. bombs 3 squares

DublBomb A: Chip/Bugfrag Trader Exclusive.

DublBomb C: S Rank a Deetle.

DublBomb H: In White, S Rank a Deetle. !!!

DublBomb K: 1-10 Rank a Deetle.

DublBomb Q: In White, 1-10 Rank a Deetle.

DublBomb *: S Rank a Deetle while in Custom Style.

(Deetles can be found in DNN's 2nd floor security panel.)

024. TrplBomb *** No Element 50 damage Throw 3 b. Bombs 3 squares

TrplBomb E: S Rank a Geetle while in Custom Style.

TrplBomb I: S Rank a Geetle.

TrplBomb N: In White, S Rank a Geetle. !!!

TrplBomb P: 1-10 Rank a Geetle.

TrplBomb W: In White, 1-10 Rank a Geetle.

(Geetles can be found in Secret 1.)

025. CannBall *** No Element 160 damage Breaks 3rd panel ahead.

CannBall A: S Rank a HardHead while in Custom Style.

CannBall D: In White, Get any Rank on a Hardhead.

CannBall F: Higsby's Chip order. !!!

CannBall L: In White, S Rank a HardHead while in Custom Style.

CannBall P: Any Rank on a HardHead.

CannBall *: Secret 2 GMD.

(HardHeads can be found in Hosp. Comp. 1.)

026. IceBall *** Aqua/Water 120 damage Freezes 3rd sqr. ahea.

IceBall F: Chip/Bugfrag Trader Exclusive.

IceBall I: Chip/Bugfrag Trader Exclusive.

IceBall M: Any Rank on a Coldhead.!!!

IceBall Q: Chip/Bugfrag Trader Exclusive.

IceBall S: Chip/Bugfrag Trader Exclusive.

IceBall *: S Rank a ColdHead while in Custom Style.

(ColdHeads can be found in Hades Isle net, with Fish equipped.)

027. LavaBall *** Heat/Fire 140 damage Shoot lava 3rd sqr. ahea.

LavaBall B: Chip/Bugfrag Trader Exclusive.
LavaBall C: Chip/Bugfrag Trader Exclusive.
LavaBall H: In White, get Any Rank on a LavaHead. !!!
LavaBall N: Any Rank on a LavaHead.
LavaBall W: Chip/Bugfrag Trader Exclusive.
LavaBall *: S Rank a LavaHead while in Custom Style.
(LavaHeads can be found in Scilab doorframe, with Oilbody equipped.)

028. BlkBomb1 ** Heat/Fire 120 damage Bomb hits 3rd sq ahead!

BlkBomb1 F: Chip/Bugfrag Trader Exclusive.
BlkBomb1 L: Chip/Bugfrag Trader Exclusive.
BlkBomb1 N: Higsby's Chip Order. !!!
BlkBomb1 P: BMD in Hades Isle Net.
BlkBomb1 Z: Chip/Bugfrag Trader Exclusive.

029. BlkBomb2 *** Heat/Fire 170 damage Bomb hits 3rd sq ahead!

BlkBomb2 D: Chip/Bugfrag Trader Exclusive.
BlkBomb2 I: Chip/Bugfrag Trader Exclusive.
BlkBomb2 K: Higsby's Chip Order. !!!
BlkBomb2 Q: Chip/Bugfrag Trader Exclusive.
BlkBomb2 S: Undernet 2, just past Flashman's security cube.

030. BlkBomb3 *** Heat/Fire 220 damage Bomb hits 3rd sq ahead!

BlkBomb3 C: Chip/Bugfrag Trader Exclusive.
BlkBomb3 G: For 90 Bugfrags, at the Yoka 1 Bugfrag trader.
BlkBomb3 L: Higsby's Chip Order. !!!
BlkBomb3 U: Chip/Bugfrag Trader Exclusive.
BlkBomb3 Y: Chip/Bugfrag Trader Exclusive.

031. Sword * No Element 80 damage Cuts enemy in front.

Sword E: Chip/Bugfrag Trader Exclusive.
Sword H: Chip/Bugfrag Trader Exclusive.
Sword L: You Start the game with it.
Sword S: Higsby's Chip Order. !!!
Sword Y: SciLab 1 GMD.

032. WideSwrd ** No Element 80 damage Cuts enemy in front.

WideSwrd C: Higsby's Chip Order. !!!
WideSwrd E: Job 22.
WideSwrd L: You Start the game with it.
WideSwrd Q: Chip/Bugfrag Trader Exclusive.
WideSwrd Y: SciLab 1 GMD.

033. LongSwrd *** No Element 80 damage Cuts enemy in front.

LongSwrd E: S Rank a Swordy.
LongSwrd I: 1-6 Rank a Swordy.
LongSwrd L: 7-10 Rank a Swordy.
LongSwrd R: S Rank a Swordy while in Custom Style.
LongSwrd Y: Higsby's Chip Order. !!!
(Swordys can be found in SciLab area.)

034. FireSwrd *** Heat/Fire 130 damage Fire: Cuts fwd 3 squares.

FireSwrd F: S Rank a Swordy2 while in Custom Style.

FireSwrd N: 1-10 Rank on a Swordy2. !!!

FireSwrd P: S Rank a Swordy2.

FireSwrd R: Chip/Bugfrag Trader Exclusive.

FireSwrd U: In White, 1-6 Rank a Swordy2.

(Swordy2s can be found in Beach 1.)

035. AquaSwrd *** Aqua/Water 150 damage Aqua: Cuts fwd 3 squares.

AquaSwrd A: S Rank a Swordy3.

AquaSwrd H: Chip/Bugfrag Trader Exclusive.

AquaSwrd N: 1-10 Rank a Swordy3. !!!

AquaSwrd P: S Rank a Swordy3 while in Custom Style.

AquaSwrd Y: Chip/Bugfrag Trader Exclusive.

(Swordy3s can be found in Secret 1.)

036. ElecSwrd *** Electric 130 damage Elec: Cuts fwd 3 squares.

ElecSwrd E: Chip/Bugfrag Trader Exclusive.

ElecSwrd K: Chip/Bugfrag Trader Exclusive.

ElecSwrd N: ACDC Square Chip Merchant. !!!

ElecSwrd P: Chip/Bugfrag Trader Exclusive.

ElecSwrd V: Chip/Bugfrag Trader Exclusive.

037. BambSwrd *** Wood/Earth 140 damage Wood: Cuts fwd 3 squares.

BambSwrd B: Chip/Bugfrag Trader Exclusive.

BambSwrd L: Chip/Bugfrag Trader Exclusive.

BambSwrd N: PMD in Dad's lab Comp. !!!

BambSwrd P: Yoka Square Chip Merchant.

BambSwrd W: Chip/Bugfrag Trader Exclusive.

038. CustSwrd *** No Element ??? damage Cust Gauge = Atk Str.

(Damage varies based on the custom gauge.)

CustSwrd B: ACDC Square Chip Merchant. !!!

CustSwrd F: Chip/Bugfrag Trader Exclusive.

CustSwrd R: Chip/Bugfrag Trader Exclusive.

CustSwrd V: Chip/Bugfrag Trader Exclusive.

CustSwrd Z: Scilab 1, behind WWW gate.

039. VarSword **** No Element 160 damage A magical shifting sword.

VarSword B: Yoka 1 Bugfrag Trader. !!!

VarSword C: Chip/Bugfrag Trader Exclusive.

VarSword D: Beach Square Chip Merchant.

VarSword E: Chip/Bugfrag Trader Exclusive.

VarSword F: NumberMan Machine with Code: 63997824.

040. AirSword *** No Element 100 damage Wide swrd with air attack

AirSword C: Chip/Bugfrag Trader Exclusive.

AirSword E: Chip/Bugfrag Trader Exclusive.

AirSword H: Higsby's Chip Order. !!!

AirSword J: Chip/Bugfrag Trader Exclusive.

AirSword R: Higsby's Normal Stock in White.

AirSword *: UnderSquare Chip Merchant.

041. StepSwrd **** No Element 130 damage 2 steps, then wide swrd.

StepSwrd L: Chip/Bugfrag Trader Exclusive.
StepSwrd M: Past Beastman's Security Cube, in Undernet 4.
StepSwrd N: Chip/Bugfrag Trader Exclusive. !!!
StepSwrd O: Reward for Job 8.
StepSwrd P: Yoka Square Chip Merchant.

042. StepCros **** No Element 130 damage 2 steps, then cross atk.

StepCros P: Undernet 4 Chip Merchant.
StepCros Q: Reward for Job 24.
StepCros R: Past 4-Quiz-Guy door in Secret Area. !!!
StepCros S: NumberMan Machine with code: 76889120.
StepCros T: Yoka 1 Bugfrag Merchant.

043. Slasher *** No Element 240 damage Cuts while A is held.

Slasher B: Reward for Job 5. !!!
Slasher D: Chip/Bugfrag Trader Exclusive.
Slasher G: Chip/Bugfrag Trader Exclusive.
Slasher R: Chip/Bugfrag Trader Exclusive.
Slasher S: Chip/Bugfrag Trader Exclusive.

044. ShockWav * No Element 60 damage Shock through enemies.

ShockWav D: 7-10 Rank a Mettaur.
ShockWav H: In White, 7-10 Rank a Mettaur.
ShockWav J: S Rank a Mettaur. !!!
ShockWav L: In White, S Rank a Mettaur while in Custom Style.
ShockWav R: S Rank a Mettaur while in Custom Style.
(If you need to know where to find a Mettaur, you have problems...)
(...Or haven't played the game. One of those.)

045. SonicWav ** No Element 80 damage Shock through enemies.

SonicWav G: S Rank a Mettaur2 while in Custom Style.
SonicWav I: 7-10 Rank a Mettaur2.
SonicWav M: In White, S Rank a Mettaur2. !!!
SonicWav S: S Rank a Mettaur2.
SonicWav W: In White, 1-10 Rank a Mettaur2.
(Mettaur2s can be found in Ura Inn's samurai armor.)

046. DynaWave *** No Element 100 damage Shock through enemies.

DynaWave E: In White, S Rank a Mettaur3.
DynaWave N: In White, 7-10 Rank a Mettaur3.
DynaWave Q: S Rank a Mettaur3.
DynaWave T: 7-10 Rank a Mettaur3.
DynaWave V: Higsby's Chip Order. !!!
(Mettaur3s can be found in the Drillman WWW tank.)

047. BigWave **** No Element 190 damage Shck wave cracks panels.

BigWave E: S Rank a Mettaur3 while in Custom Style.
BigWave J: Secret 2 Chip Trader. !!!
BigWave M: In White, S Rank a Mettaur3 while in Custom Style.
BigWave P: Chip/Bugfrag Trader Exclusive.
BigWave Y: Chip/Bugfrag Trader Exclusive.

048. GutPunch * No Element 80 damage Punch pushes one square.

GutPunch B: Dex's PC BMD. !!!
GutPunch C: Yoka 2 GMD.
GutPunch D: Yoka 2 GMD.
GutPunch E: Reward for Job 21. Yoka 2 GMD.
GutPunch F: Chip/Bugfrag Trader Exclusive.

049. GutStrgt ** No Element 100 damage Punch 2 square range.

GutStrgt O: Higsby's Chip Order. !!!
GutStrgt P: Yoka 1 Bugfrag Trader.
GutStrgt Q: Hosp Comp 1 BMD.
GutStrgt R: Beach 2 GMD.
GutStrgt S: Chip/Bugfrag Trader Exclusive.

050. GutImpct *** No Element 160 damage Punch pushes one square.

GutImpct G: Secret Area 2 Chip Merchant. !!!
GutImpct H: Reward from Job 21.
GutImpct I: Yoka 1 Bugfrag Trader.
GutImpct J: BMD in Undernet 7, Past DrillMan's Security Cube.
GutImpct K: Chip/Bugfrag Trader Exclusive.

051. DashAtk * No Element 90 damage Dash through enemies!

DashAtk C: 7-10 Rank a Fishy.
DashAtk D: In White, 1-6 Rank a Fishy.
DashAtk G: S Rank a Fishy. !!!
DashAtk J: In White, 7-10 Rank a Fishy.
DashAtk Z: 1-6 Rank a Fishy.
DashAtk *: S Rank a Fishy while in Custom Style.
(Fishys can be found in Scilab Area.)

052. Burner *** Heat/Fire 130 damage Envelops you in flame!

Burner B: S Rank a Fishy2.
Burner F: In White, 1-6 Rank a Fishy2.
Burner Q: 1-6 Rank a Fishy2. !!!
Burner S: 7-10 Rank a Fishy2.
Burner W: In White, 7-10 Rank a Fishy2.
(Fishy2s can be found in Hades Isle comp.)

053. Condor **** No Element 180 damage Chrg atk pierces enemies

Condor B: S Rank a Fishy3 while in Custom Style.
Condor I: 1-10 Rank a Fishy3. !!!
Condor L: In White, S Rank a Fishy3.
Condor S: S Rank a Fishy3.
Condor Z: In White, 1-10 Rank a Fishy3.
(Fishy3s can be found in Hades Isle Gargoyle.)

054. Burning **** Heat/Fire 150 damage Fire atk in cross shape!

Burning A: S Rank a Fishy2 while in Custom Style.
Burning F: Chip/Bugfrag Trader Exclusive.
Burning L: Higsby's Chip Order. !!!
Burning R: Chip/Bugfrag Trader Exclusive.
Burning S: In White, S Rank a Fishy2 while in Custom Style.
(Fishy2s can be found in Hades Isle comp.)

055. ZapRing1 * Electric 20 damage Pralyzing elec. ring atk!

ZapRing1 A: S Rank a Bunny.
ZapRing1 M: 7-10 Rank a Bunny.
ZapRing1 P: S Rank a Bunny while in Custom Style.
ZapRing1 Q: In White, 1-6 Rank a Bunny.
ZapRing1 S: 1-6 Rank a Bunny. !!!
ZapRing1 *: Chip/Bugfrag Trader Exclusive.
(Bunnys can be found in the Principal's PC)

056. Zapring2 ** Electric 40 damage Pralyzing elec. ring atk!

Zapring2 B: 7-10 Rank a TuffBunny.
Zapring2 G: S Rank a TuffBunny while in Custom Style.
Zapring2 N: In White, 7-10 Rank a TuffBunny.
Zapring2 R: S Rank a TuffBunny.
Zapring2 W: 1-6 Rank a TuffBunny. !!!
(TuffBunnys can be found in DNN's second floor security panel.)

057. ZapRing3 *** Electric 60 damage Pralyzing elec. ring atk!

ZapRing3 C: S Rank a MegaBunny while in Custom Style.
ZapRing3 E: S Rank a MegaBunny.
ZapRing3 O: 7-10 Rank a MegaBunny.
ZapRing3 T: 1-6 Rank a MegaBunny
ZapRing3 Z: In White, 1-6 Rank a MegaBunny. !!!
(MegaBunnys can be found in WWW Comp 1.)

058. IceWave1 * Aqua/Water 80 damage A 2 sq wide ice wave!

IceWave1 A: Higsby's Chip Order. !!!
IceWave1 K: Chip/Bugfrag Trader Exclusive.
IceWave1 M: In White, S Rank a Pengi.
IceWave1 Q: 1-10 Rank a Pengi.
IceWave1 W: S Rank a Pengi.
IceWave1 *: S Rank a Pengi while in Custom Style.
(Pengis can be found in SciLab vending machine.)

059. IceWave2 ** Aqua/Water 100 damage A 2 sq wide ice wave!

IceWave2 D: S Rank a Penga. !!!
IceWave2 H: Chip/Bugfrag Trader Exclusive.
IceWave2 L: In White, S Rank a Penga.
IceWave2 P: 1-10 Rank a Penga.
IceWave2 R: In White, 1-10 Rank a Penga.
IceWave2 *: S Rank a Penga while in Custom Style.
(Pengas can be found in SciLab vending machine.)

060. IceWave3 *** Aqua/Water 140 damage A 2 sq wide ice wave!

IceWave3 C: In White, S Rank a Pengon. !!!
IceWave3 D: S Rank a Pengon.
IceWave3 J: 1-10 Rank a Pengon.
IceWave3 R: S Rank a Pengon while in Custom Style.
IceWave3 V: In White, 1-10 Rank a Pengon.
(Pengons can be found in Hospital 5 with Fish equipped.)

061. Yo-Yo1 * No Element 40 damage 3-square yo-yo attack!

Yo-Yo1 C: In White, S Rank a Yort while in Custom Style.
Yo-Yo1 D: S Rank a Yort while in Custom Style.

Yo-Yo1 E: In White, 1-6 Rank a Yort. !!!
Yo-Yo1 F: 1-6 Rank a Yort.
Yo-Yo1 G: 7-S Rank a Yort.
Yo-Yo1 *: Chip/Bugfrag Trader Exclusive.
(Yorts can be found in Beach area.)

062. Yo-Yo2 ** No Element 50 damage 3-square yo-yo attack!

Yo-Yo2 H: S Rank a Yurt while in Custom Style.
Yo-Yo2 I: 1-10 Rank a Yurt.
Yo-Yo2 J: S Rank a Yurt.!!!
Yo-Yo2 K: Chip/Bugfrag Trader Exclusive.
Yo-Yo2 L: In White, S Rank a Yurt while in Custom Style.
(Yurts can be found in Undernet 3.)

063. Yo-Yo3 *** No Element 60 damage 3-square yo-yo attack!

Yo-Yo3 M: S Rank a Yart.
Yo-Yo3 N: Chip/Bugfrag Trader Exclusive.
Yo-Yo3 O: 1-10 Rank a Yart. !!!
Yo-Yo3 P: In White, S Rank a Yart while in Custom Style.
Yo-Yo3 Q: S Rank a Yart while in Custom Style.
(Yarts can be found in Secret 1.)

064. AirStrm1 * No Element 50 damage Creates 3 whrlwinds.

Comes in A (!!!), F, H, O, & S.

The Snowblows are an oddity. I believe you can get their non custom chips at any busting level, and it is random what you get. The only defined ones is the custom drops, which is S. I'm not sure of this, and I believe there are two non-custom chips you can get in each version, but I haven't got a chance to test it. If someone could, they get a cookie...and a spot in the thanx section.

(SnowBlows can be found in Beach Area.)

065. AirStrm2 ** No Element 60 damage Creates 3 whrlwinds.

Comes in C (!!!), G, H, M, & W.

The Lowblows are an oddity. I believe you can get their non custom chips at any busting level, and it is random what you get. The only defined ones is the custom drops, which is G (C in White). I'm not sure of this, and I believe there are two non-custom chips you can get in each version, but I haven't got a chance to test it. If someone could, they get a cookie...and a spot in the thanx section.

(LowBlows can be found in Undernet 6.)

066. AirStrm3 *** No Element 70 damage Creates 3 whrlwinds.

Comes in A (!!!), G, I, N, & V.

The Mobblows are an oddity. I believe you can get their non custom chips at any busting level, and it is random what you get. The only defined ones is the custom drops, which is A. I'm not sure of this, and I believe there are two non-custom chips you can get in each version, but I haven't got a chance to test it. If someone could, they get a cookie...and a spot in the thanx section.

(MoBlows can be found in Secret 2.)

067. Arrow1 * Electric 100 damage Bee fly diagonal paths.

Arrow1 B: S Rank an Elebee while in Custom Style. !!!

Arrow1 E: S Rank an Elebee.

Arrow1 M: In White, S Rank an Elebee.

Arrow1 Q: 1-6 Rank an Elebee.

Arrow1 T: 7-10 Rank an Elebee.

(Elebees can be found in WWW Comp 1.)

068. Arrow2 ** Electric 130 damage Bee fly diagonal paths.

Arrow2 F: S Rank an Elewasp while in Custom Style. !!!

Arrow2 R: In White, S Rank an Elewasp.

Arrow2 S: S Rank an Elewasp.

Arrow2 U: 7-10 Rank an Elewasp.

Arrow2 Z: 1-6 Rank an Elewasp.

(Elewasps can be found in Secret 2.)

069. Arrow3 *** Electric 160 damage Bee fly diagonal paths.

Arrow3 A: 1-6 Rank an Elehornet. !!!

Arrow3 H: S Rank an Elehornet.

Arrow3 J: In White, S Rank an Elehornet.

Arrow3 N: 7-10 Rank an Elehornet.

Arrow3 P: S Rank an Elehornet while in Custom Style.

(Elehornets can be found in the School server with battery equipped.)

070. Ratton1 * No Element 80 damage Crawling rat, turns once.

Ratton1 A: S Rank a Ratty while in Custom Style.

Ratton1 C: S Rank a Ratty.

Ratton1 F: 1-6 Rank a Ratty. !!!

Ratton1 H: 7-10 Rank a Ratty.

Ratton1 J: In White, 1-6 Rank a Ratty.

(Rattys can be found in the Zoo ticket console.)

071. Ratton2 ** No Element 100 damage Crawling rat, turns once.

Ratton2 A: S Rank a Ratty2 while in Custom Style.

Ratton2 C: S Rank a Ratty2.

Ratton2 F: 7-10 Rank a Ratty2. !!!

Ratton2 N: In White, 7-10 Rank a Ratty2.

Ratton2 O: 1-6 Rank a Ratty2.

(Ratty2s can be found in the DNN Van.)

072. Ratton3 *** No Element 120 damage Crawling rat, turns once.

Ratton3 A: S Rank a Ratty3 while in Custom Style.

Ratton3 C: In White, S Rank a Ratty3.

Ratton3 F: S Rank a Ratty3. !!!

Ratton3 R: 1-6 Rank a Ratty3.

Ratton3 S: 7-10 Rank a Ratty3.

(Ratty3s can be found in Secret 1.)

073. FireRatn *** Heat/Fire 230 damage Active when hit w/ fire!

FireRatn B: Undernet 4 Chip Merchant.

FireRatn F: Higsby's Chip Order. !!!
FireRatn H: DNN Battle Console BMD.
FireRatn M: Chip/Bugfrag Trader Exclusive.
FireRatn Y: Chip/Bugfrag Trader Exclusive.

074. Wave *** Aqua/Water 80 damage Wave that moves 3 squares

Wave E: S Rank a Jelly while in Custom Style.
Wave I: Chip/Bugfrag Trader Exclusive.
Wave L: Any Rank on a Jelly. !!!
Wave S: In White, S Rank a Jelly while in Custom Style.
Wave T: In White, get Any Rank on a Jelly.
(Jellys can be found in WWW Comp 2.)

075. RedWave *** Heat/Fire 90 damage Makes a 3sq wave of lava.

RedWave B: In White, S Rank a HeatJelly while in Custom Style.
RedWave F: Any Rank on a HeatJelly.
RedWave J: Higsby's Chip Order. !!!
RedWave R: S Rank a HeatJelly while in Custom Style.
RedWave U: In White, get any Rank on a HeatJelly.
(HeatJellys can be found in WWW Comp 3.)

076. MudWave *** Wood/Earth 100 damage Mud wave advances 3 sq.

MudWave D: S Rank a ErthJelly while in Custom Style.
MudWave G: In White, S Rank a ErthJelly while in Custom Style.
MudWave M: Higsby's Chip Order. !!!
MudWave V: Any Rank on a ErthJelly.
MudWave Z: In White, get Any Rank on a ErthJelly.
(ErthJellys can be found in Secret 2.)

077. Tornado ** No Element 20 damage 8-hit tornado 2 sq ahead.

Tornado C: Scilab Square Chip Merchant.
Tornado L: Yoka 1 PMD.
Tornado R: Chip/Bugfrag Trader Exclusive.
Tornado T: Chip/Bugfrag Trader Exclusive.
Tornado U: Higsby's Chip Order. !!!

078. Spice1 * Wood/Earth 80 damage Powder on all grass.

Spice1 B: S Rank a Mushy.
Spice1 D: In White, S Rank a Mushy.
Spice1 I: 1-6 Rank a Mushy.
Spice1 S: 7-10 Rank a Mushy. !!!
Spice1 Z: In White, 1-6 Rank a Mushy.
Spice1 *: S Rank a Mushy while in Custom Style.
(Mushys can be found in the Hospital Bed.)

079. Spice2 ** Wood/Earth 110 damage Powder on all grass.

Spice2 C: S Rank a Mashy.
Spice2 F: In White, S Rank a Mashy.
Spice2 I: 7-10 Rank a Mashy.
Spice2 K: 1-6 Rank a Mashy. !!!
Spice2 R: S Rank a Mashy while in Custom Style.
(Mashys can be found in the Hospital Bed with Jungle equipped.)

080. Spice3 *** Wood/Earth 140 damage Powder on all grass.

Spice3 D: S Rank a Moshy while in Custom Style.
Spice3 F: S Rank a Moshy.
Spice3 J: 7-10 Rank a Moshy.
Spice3 O: 1-6 Rank a Moshy. !!!
Spice3 Q: In White, 1-6 Rank a Moshy.
(Moshys can be found in Zoo Comp 3 with Jungle equipped.)

-----II. Mega Chips-----

Note: I'm only going to put the little exclamation marks signaling Higsby's chip order if the chip has more than one code. Otherwise, it's pretty much useless.

01. Muramasa ***** No Element ??? damage Power = Amount of HP Lost!
(Damage is the same as the number of HP you have lost.)

Muramasa M: Obtain from Numberman machine with code: 50098263. !!!

02. HeroSword **** No Element 180 damage A sw. att. with long range

HeroSword P: Obtain from Numberman machine with code: 03284579. !!!

03. ZuesHamr ***** No Element 250 damage Damages anyone on a panel.
(The attack is double-edged, it damages both you and your enemy.)

ZuesHamr Z: Trade for a GrabBack K in Hades Isle Lava room. !!!

04. StandOut *** Heat/Fire 220 damage Heat: Send Fire into hole.

StandOut P: Higsby's Chip Order. !!!

StandOut *: Higsby's Normal Stock.

05. Salamندر **** Heat/Fire 300 damage Heat: Send Fire into hole.

Salamندر S: Undernet 3 GMD.

Salamندر *: Obtain from Numberman machine with code: 65497812. !!!

06. WatrLine *** Aqua/Water 180 damage Water: Draw wter from hole

WatrLine C: Higsby's Chip Order. !!!

WatrLine *: Higsby's Normal Stock.

07. Fountain *** Aqua/Water 240 damage Water: Draw wter from hole

Fountain D: Undernet 6 GMD.

Fountain *: Obtain from Numberman machine with code: 88543997. !!!

08. Ligtning *** Electric 160 damage Elec: Dmgs object & area.

Ligtning L: Undernet 6 GMD. !!!

Ligtning *: Higsby's Normal Stock.

09. Bolt *** Electric 210 damage Elec: Dmgs object & area.

Bolt T: Undernet 6 GMD.

Bolt *: Obtain from Numberman machine with code: 54390805. !!!

10. GaiaSwrd *** Wood/Earth 100 damage Wood: Tak pwr fr next chip

GaiaSwrd G: Higsby's Chip Order. !!!

GaiaSwrd *: Higsby's Normal Stock.

11. GaiaBlde **** Wood/Earth 100 damage Wood: Tak pwr fr next chip

GaiaBlde G: Undernet 6 GMD.

GaiaBlde *: Obtain from Numberman machine with code: 33157825. !!!

-----III. Giga Chips-----

Note: I'm not going to list the !!!s in this section, because giga chips cannot be bought from Higsby's, unless you're stupid enough to throw the originals into the chip/bugfrag trader, and even then I'm not even sure if they can be bought.

01. FoldrBak ***** No Element No damage Restore chips & folders

FolderBack *: Buy from UnderNet 2 Bugfrag Merchant for 200 bugfrags.

02. Bass+ ***** No Element 550 damage Dark chip Smashes panels!

Bass+ X: Defeat BassGS after putting 300 BFs into the bugfrag trader.

03. DarkAura ***** No Element No damage Dark chip repls <300 atks

DarkAura A: Defeat all of Serenade's records in the Navi Time Trials.

04. DeltaRay ***** No Element 220 damage Use A btn for up to 3 atks

DeltaRay Z: Win from S Ranking a friend in a Netbattle.

(Note: Each of you must have three stars.)

05. AlphaArm ***** No Element 500 damage Launches a giant rocket!

Alpha Arm Omega V: Defeat Alpha Omega after obtaining all 7 stars.

Note: All of the omega Navis cannot be fought until you get five stars, and enter the code that unlocks them at the start screen. But you'll have to get that elsewhere, I'm not putting it here.

06. GutsManV5 ***** No Element 120 damage Sneaks up to smash panels.

GutsManV5 G: Defeat GutsMan Omega in Dex's PC.

07. ProtoMnV5 ***** No Element 240 damage Moves in to slice enemy.

ProtoManV5 B: Defeat ProtoMan Omega in Hades Isle comp.

08. FlashMnV5 ***** Electric 150 damage Flash atk paralyzes enemy.

FlashManV5 F: Defeat FlashMan Omega in Principal's PC 2.

09. BeastMnV5 ***** No Element 80 damage Claw atk 3 squares ahead!

BeastManV5 B: Defeat BeastMan Omega in ZooComp 3.

10. BubblMnV5 ***** Aqua/Water 20 damage Fires several AquaShots.

BubbleManV5 B: Defeat BubbleMan Omega in Yoka 2.

11. DesrtMnV5 ***** No Element 210 damage Launches fists at enemies!

DesertManV5 D: Defeat DesertMan Omega in the DNN Van.

12. PlantMnV5 ***** Wood/Earth 60 damage Vines harm all enemies.

PlantManV5 P: Defeat PlantMan Omega in Hosp. Comp 3.

13. FlamManV5 ***** Heat/Fire 240 damage Flames burn all enemies!

Flam(e?)ManV5 F: Defeat Flam(e?)Man Omega in Undernet 3.

14. DrillMnV5 ***** No Element 150 damage 3 drills fly at enemies!

DrillManV5 D: Defeat DrillMan Omega in Undernet 5.

15. MetalMnV5 ***** No Element 250 damage Iron fist smashes 1 square

MetalManV5 M: Defeat MetalMan Omega in Tamako's Homepage.

16. KingManV5 ***** No Element 280 damage Move up 3 sq. & 4-way hit

KingManV5 K: Defeat KingMan Omega in DNN Second Floor Security Panel.

17. MistManV5 ***** No Element 170 damage Appears from mist & atks.

MistManV5 M: Defeat MistMan Omega in DNN Battle Console.

18. BowlManV5 ***** No Element 180 damage Lines up pins for a strike

BowlManV5 B: Defeat BowlMan Omega in DNN Battle Console.

19. DarkManV5 ***** No Element 30 damage Makes 3 caves in nmy. area

DarkManV5 D: Defeat DarkMan Omega in Secret 1.

20. YmatoMnV5 ***** No Element 60 damage Multiple attacks w/ spear.

YamatoManV5 Y: Defeat YamatoMan Omega in Secret 2.

=====
----- 4. A-Z & * Code List -----
=====

----- If you use any part of this section make absolutely sure that you
-Disclaimer:- give nessie credit for it. This whole section is essentially his
----- chip list by letter guide, with a few things changed.

Note: In the next version I will probably have ctrl+F shortcuts all over the
FAQ, but for now, if you wanna skip straight to a certain letter, type it
inbetween parentheses, with spaces in between each letter (Ex: If you want A,
type (A).)and you'll skip right to it.

Put simply, this is an alphabetical list of every code, and every chip that can

be in that code. Although I did add a several sentence summary of each chip at the end of each code. ^_^ It will not be detailed, further than the summaries, merely a list of chips. If you want to find how to get that particular chip, you'll have to use the above section. But control+F makes it easy. Anyway, on with the section...and before we begin, here's a quick rating of how good I think the codes are:

Great codes: B, E, F, J, P, *

Good codes: A, D, K, M, R, S, Y, Z

Okay codes: G, L, N, Q, T, V

Bad codes: C, H, O, U, W

Uber-Craptacular codes: I, X

```
  _  
 / \  
( A )  
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  _
```

-Standard-

Cannon
Lavacan1
Volcano
Bubbler
DublBomb
CannBall
AquaSwrd
Burning
ZapRing1
IceWave1
AirStrm1
AirStrm3
Arrow3
Ratton1
Ratton2
Ratton3
PoisMask
PoisFace
CrsShld1
Magnum1
Plasma2
ShotMetr
Totem2
Sensor2
Team1
Mine
PanlOut1
PanlGrab
GrabBack
RockCube
Wind
Fan
Timpani
Recov10
Repair
SloGauge
Panic
CopyDmg

Mole1
NrthWind
Scutt1st
Hole
LavaStge
Snctuary
AntiNavi

-Mega-

Anubis

-Giga-

DarkAura

Summary: The A code is a pretty versatile code, it has a few good PAs, such as HyperRat and PoisPhar, and it has the GigaChip, DarkAura, which is hard to use, but can be pretty good when used correctly. It also has the virus chip, Scuttlest, which can be pretty good. It I suggest you make folders from the A code intending them to kill your opponent slowly, occasionally sending out a hard hitting chip.

_
 / \
(B)
 _/
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-Standard-

Cannon
LavaCan2
ShotGun
BublSide
HeatShot
MiniBomb
LavaBall
BambSwrd
CustSwrd
VarSwrd
Slasher
GutPunch
Burner
Condor
Zapring2
Arrow1
FireRatn
RedWave
Spice1
Shake2
Hammer
Geyser
CrsShld2
Magnum2
Plasma1

Sensor3
MetaGel1
Pawn
PanlOut1
Recov30
FstGauge
Invis
Mole2
Bunny
Hole
SandStge
AntiSwrd
AntiRecv

-Mega-

ProtoMan
ProtoManV2
ProtoManV3
ProtoManV4
BeastMan
BeastManV2
BeastManV3
BeastManV4
BubblMan
BubblManV2
BubblManV3
BubblManV4
BowlMan
BowlManV2
BowlManV3
BowlManV4

-Giga-

ProtoMnV5
BeastMnV5
BubblMnV5
BowlManV5

Summary: The B code is a very good code, albeit boring. It has a ton of Navi chips, as well as the powerful 2xhero PA. BubbleMan and BeastMan can be made very powerful with a few atk+ chips, and BowlMan and ProtoMan are very good alone. I reccommend the B code for people who like to beef up multi-hit attacks, doing massive damage.

—
/ \
(C)
_ /
—

-Standard-

Cannon
SideGun

Bubbler
HeatSide
DublBomb
LavaBall
BlkBomb3
WideSwrd
VarSwrd
AirSwrd
GutPunch
DashAtk
ZapRing3
IceWave3
Yo-Yo1
AirStrm2
Ratton1
Ratton2
Ratton3
Tornado
Spice2
NoBeam1
Geyser
RockArm3
CrsShld1
CrsShld2
CrsShld3
Magnum1
HoleMetr
Totem2
Sensor1
MetaGel1
Knight
Team1
PanlOut3
GrabRvng
RockCube
Fanfare
Recov10
Recov50
Repair
SloGauge
Panic
Geddon3
Mole3
Barrier
NrthWind
Mushy
IceStage
SandStge
Snctuary
AntiDmg

-Mega-

WatrLine

Summary: The C code is...well, how do you say...sucky. It only has one MegaChip, and not a very good one at that, particularly since it has a version of it in * code, making it pretty much useless. It does have a few good chips,

such as Sanctuary and AntiDamage, and it has 2 decent PAs, EverCurse and HyperRat. If you intend to make a folder using the C code, you'll probably have to base it around one of those two PAs, and most likely mix with another code. (Or two, if you're desperate.)

```
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 / \  
( D )  
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  _
```

```
-----  
-Standard-  
-----
```

Cannon
LavaCan2
V-Gun
Bubbler
Bub-V
SnglBomb
CannBall
BlkBomb2
VarSwrd
Slasher
ShockWav
GutPunch
DashAtk
IceWave2
IceWave3
Yo-Yo1
MudWave
Spice1
Spice3
Shake3
Rope1
RockArm1
Magnum3
Plasma1
ShotMetr
Needler3
Totem3
MetaGel1
Rook
Team2
Mine
Lance
Snake
PanlOut1
Discord
Recov30
Recov80
Repair
Geddon1
Mole1
MetlStge
AntiRecv

```
-----  
-Mega-  
-----
```

Fountain
LifeAura
DesrtMan
DesrtManV2
DesrtManV3
DesrtManV4
DrillMan
DrillManV2
DrillManV3
DrillManV4
DarkMan
DarkManV2
DarkManV3
DarkManV4

-Giga-

DesrtMnV5
DrillMnV5
DarkManV5

Summary: The D code is pretty decent. It doesn't have any PAs, but it does have a bunch of good navi and MegaChips, such as DarkMan and LifeAura. I can almost guarantee that you won't be able to make a good D folder without at least one of those two chips. Many of you may not see the power in DarkMan, but he is very powerful if you restrict your enemy to their back row, and you bolster DarkMan with a few atk+ chips, it can do insane damage. I recommend the D code if you like ensnaring enemies and then unleashing DarkMan for heavy damage.

—
/ \
(E)
_ /

-Standard-

Cannon
LavaCan3
Bubbler
Bub-V
BublSide
TrplBomb
Sword
WideSwrd
LongSwrd
ElecSwrd
VarSwrd
AirSwrd
DynaWave
BigWave
GutPunch
ZapRing3
Yo-Yol
Arrow1
Wave
Shake1

NoBeam2
Rope2
Boomer2
CrsShld3
RndmMetr
Totem2
Sensor3
MetaGel2
Pawn
Team1
Lance
Snake
PanlOut3
AreaGrab
GrabBack
RockCube
Wind
Fanfare
Recov10
Recov50
FstGauge
Invis
Mole3
Barrier
Barr100
Barr200
Spikey
Jelly
KillrEye
HolyPanl
LavaStge
GrassStg
Sntuary
AntiRecv

Summary: E is a very good code. It is one of the few that can utilize the 500 barrier PA without clashing, and it also has the LifeSword PA and a bunch of good combos and chips, kind of similar to the K code, but a little bit better. You can go and paralyze the enemy with a Sensor3 and KillerEye them into submission, finishing them with a lifesword, or you can use some of the various chips in the code that deal solid damage, particularly the varsword if you're good with the elemental sonic. So anyway, I recommend the E code to people who want a versatile, powerful folder that is based on paralysis.

—
/ \
(F)
_ /

-Standard-

LavaCan2
ShotGun
Bub-V
BublSide
Heat-V
SnglBomb
CannBall
IceBall

BlkBomb1
FireSwrd
CustSwrd
VarSwrd
GutPunch
Burner
Burning
Yo-Yo1
AirStrm1
Arrow2
Ratton1
Ratton2
Ratton3
FireRatn
RedWave
Spice2
Spice3
Shake2
Nobeam1
Boomer1
PoisMask
Magnum3
Plasma3
ShotMetr
Needler2
MetaGel2
Rook
Discord
Recov30
Recov80
Repair
Geddon2
CopyDmg
Invis
Barr200
Aura
AntiDmg

-Mega-

FlashMan
FlashManV2
FlashManV3
FlashManV4
FlamMan
FlamManV2
FlamManV3
FlamManV4

-Giga-

FlashMnV5
FlamManV5

Summary: F is one of the best codes in the game, albeit a bit cheap, but it is commonly overlooked. Some of the best netbattlers this side of...umm...a good

netbattling place...use it...Anyway, the reason that it is so good is because of Flashman folders. Basically, people Icestage to double electric damage, then Flashman with several Elec+30, then HyperRat, and repeat (If opponent hasn't already been utterly obliterated...). And F has a bunch of other good chips too, but I think you'll find that the best use for it is the method I just stated.

—
/ \
(G)
\
—

-Standard-

LavaCan1
Volcano
V-Gun
BublSide
MiniBomb
BlkBomb3
Slasher
SonicWav
GutImpct
DashAtk
ZapRing2
Yo-Yo1
AirStrm2
AirStrm3
MudWave
Shake1
NoBeam1
Hammer
Rope1
Rope2
RockArm2
Magnum2
Plasma2
Totem1
Sensor2
MetaGel2
MetaGel3
GrabRvng
Fan
Fanfare
Recov10
Recor50
Mole2
Momogra
Spikey
IceStage
Met1Stge

-Mega-

GaiaSwrđ
GaiaBlad

Poltrgst
GutsMan
GutsManV2
GutsManV3
GutsManV4

-Giga-

GutsManV5

Summary: The G code isn't all that great, but it's better than some. It's another one of those "I shouldn't build a folder around it, but maybe if I mixed it with another code or two...." codes. It has a few good strategies in there, but all are found in a much better form in the P or * code, to be honest. GutsShoot is the only PA, and it's not a great one at that, but you can still probably at least build half a folder around it, and then make the other half out of another code.

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 / \
(H)
 _
 _/

-Standard-

HiCannon
LavaCan3
SideGun
HeatShot
SnglBomb
DublBomb
LavaBall
Sword
AquaSwrd
AirSwrd
ShockWav
GutImpct
IceWave2
Yo-Yo2
AirStrm1
AirStrm2
Arrow3
Ratton1
FireRatn
NoBeam3
Rope3
Boomer1
RockArm1
CrsShld1
Magnum1
HoleMetr
Needler2
Totem1
Sensor2
MetaGel3
Knight
Lance

PanlGrab
RockCube
Prism
Wind
Recov30
Recov80
Geddon2
CopyDmg
Shadow
Mole1
AirShoes
Barr200
Mushy
AntiDmg

Summary: I'll be blunt. The H code is utter crap. It consists only of a small amount of standard chips, and it has no PAs. There are only a few chips that come close to being good, and even so, those said chips are only really good when used consecutively with other chips, not in the H code. If you can actually make a decent folder out of it, then you have to be one of the most skilled players out there. Overall, JUST DON'T USE ANY H-CODED CHIPS!

```
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 / \  
( I )  
  _/  
  _
```

-Standard-

HiCannon
HeatShot
Heat-V
TrplBomb
IceBall
BlkBomb2
LongSwrd
SonicWav
GutImpct
Condor
Yo-Yo2
AirStrm3
Wave
Spice1
Spice2
Shake2
NoBeam2
Rope3
Boomer2
RockArm3
Magnum3
Plasma3
RndmMetr
Needler1
Totem3
Snake
GrabBack
Recov50
Mole2
AirShoes

Aura

Summary: If you read it, take what I just said with the H code and make it worse. If you didn't read it, I'll have to write a quick paragraph for you, then won't I? THE I CODE IS ALMOST USELESS! It doesn't have any Mega or Giga chips, it has no PAs, and very few of the chips are all that good, except in combos that would require you a multi-coded folder. So to cut it short, unless you like folders that flow VERY slowly, don't use the I code.

```
  _  
 / \  
( J )  
  _/
```

```
-----  
-Standard-  
-----
```

HiCannon
LavaCan3
Volcano
ShotGun
HeatShot
Heat-V
HeatSide
SnglBomb
AirSwrd
ShockWav
BigWave
GutImpct
DashAtk
IceWave3
Yo-Yo2
Arrow3
Ratton1
RedWave
Spice3
Ropel
Boomer1
RockArml
Plasma1
HoleMetr
Needler1
Sensor3
TimeBomb
Prism
Recov80
FstGauge
Geddon1
Shadow
Mole1
Barr100
HolyPan1
GrassStg

```
-----  
-Mega-  
-----
```

Jealousy

Summary: Two words. Disco. Inferno. `nuff said. But to those of you who are unaware, let me explain. "Disco Inferno" is a folder made by Asakura Yoh that utilizes what is quite possibly the strongest one hit combo in the game. It is simple, but powerful. What you do is use a grassstage, toss a prism into the center of your opponent's field, and unleash a HeatSpread PA for 1200 damage, 1800 if your opponent is wood element. The J code also has a bunch of other good chips that are often overlooked, such as Sensor3, Jealousy, and several others. (Most of which, were, quite ironically, incorporated into his custom Disco Inferno, which was recently released to the public.) So anyway, try out the J code, it can make a great, fun folder, unlike the monotonous 2xhero folders, and the only drawback is that some of the chips can be hard to obtain.

```
  _  
 / \  
( K )  
  \ /  
  _
```

-Standard-

HiCannon
Heat-V
HeatSide
DublBomb
BlkBomb2
ElecSwrd
GutImpct
IceWavel
Yo-Yo2
Spice2
Boomer2
Plasma2
Totem3
Sensor1
MetaGell
TimeBomb
GrabBack
Prism
Mole2
KillrEye
AntiSwrd

-Mega-

KingMan
KingManV2
KingManV3
KingManV4

-Giga-

KingManV5

Summary: The K code is a very good code. It's sort of the P code, except in the

electric element rather than wood. Essentially, what you do is use a Mole2 or something until you get the chips you need, then use a sensor to paralyze, followed by a few killereye chips for good measure, then you finish them off with a Kingman. Good strategy, but kinda cheap. (Though not as cheap as PlantMan or FlashMan) Anyway, I recommend the K code if you like PlantMan folders, but want to try a similar twist.

```
  -  
 / \  
( L )  
  \ /
```

```
-----  
-Standard-  
-----
```

HiCannon
V-Gun
HeatSide
MiniBomb
CannBall
BlkBomb1
BlkBomb3
Sword
WideSwrd
LongSwrd
BambSwrd
StepSwrd
ShockWav
Condor
Burning
IceWave2
Yo-Yo2
Wave
Tornado
Shake2
Hammer
Geyser
Boomer3
RockArm3
CrsShld1
CrsShld2
CrsShld3
Needler3
Sensor1
Team2
Timebomb
Mine
PanlOut1
PanlGrab
AreaGrab
Fan
Fanfare
Recov10
Panic
CopyDmg
Mole3
Barrier
Mettaur
HolyPanl

Snctuary

-Mega-

Ligtning

Summary: L is an okay code, but I don't picture you using it for netbattles. More likely, It'd be used early in the game as it is one of the best codes to make an early ame folder out of, although it would probably only be half the folder. It has a pair of decent PAs, Lifesword, which you probably will find yourself using a lot early in the game if you are aware of it's existence, and CurseShield, which is an underrated PA, and can actually be obtained from the 3CTM early in the game if you are really, really lucky. So anyway, my recommendation for the L code is to build a folder around it if you are early in the game, but only use it as a support code if it is later in the game.

```
  _  
 / \  
( M )  
 \_/  
  _
```

-Standard-

LavaCan2

SideGun

Spreader

IceBall

StepSwrd

SoniWav

BigWave

ZapRing1

IceWavel

Yo-Yo3

AirStrm2

Arrow1

FireRatn

MudWave

Shake3

Nobeam3

Ropel

Boomer1

RockArm2

Plasma2

Needler1

Needler2

Totem1

Knight

TimeBomb

Recov30

Recov200

Geddon1

Geddon3

Mole3

Barr100

Scutt1st

IceStge

Met1Stge

AntiDmg
AntiNavi

-Mega-

Muramasa
MetalMan
MetalManV2
MetalManV3
MetalManV4
MistMan
MistManV2
MistManV3
MistManV4

-Giga-

MetalMnV5
MistManV5

Summary: M is no doubt a good code, but it is often overrated. What makes it overrated? The BodyGuard PA. Too many people obsess about it when it isn't that great, and it is easy to dodge. It has a ton of good chips, and two navis, so it is pretty good, but there are very few non-bodyguard themed folders I see for M, other than the rare PrixPower folder. Anyway, if you wanna make a folder from the M code, go right ahead, it's one of the better ones to use, but if you rely on bodyguard, it can get monotonous after a while.

_
 / \
(N)
 \ _/
 _

-Standard-

ShotGun
Spreader
TrplBomb
LavaBall
BlkBomb1
FireSwrd
AquaSwrd
ElecSwrd
BambSwrd
StepSwrd
DynaWave
ZapRing2
Yo-Yo3
AirStrm3
Arrow3
Ratton2
Boomer2
PoisMask
PoisFace
CrsShld3

Magnum2
Plasma3
HoleMetr
Totem3
Sensor2
Pawn
Rook
TimeBomb
PanlOut3
GrabBack
Discord
Timpani
Recov50
Recov150
Recov200
Geddon2
Shadow
AirShoes
NrthWind
AntiNavi

Summary: N is an okay code, but since it's all standard chips, you're likely to have it as a support code. The only PA it has is ElementalSword, which is an often underrated, although it isn't that great PA. It also has a bunch of good chips, and it has two relatively high-ended recovery chips, Recov150 and 200, and many other chips at that. Overall, I'll reiterate, if you use N, it's a wise choice, but you'll probably have to throw in another code or two.

```
  _  
 / \  
( 0 )  
 \_/  
  _
```

-Standard-

M-Cannon
LavaCan2
Spreader
MiniBomb
StepSwrd
GutStrgt
ZapRing3
Yo-Yo3
AirStrml
Ratton2
Spice3
Ropel
Rope2
Boomer3
RockArm1
Magnum2
Needler3
Totem1
Sensor1
Sensor3
Wind
Recov80
Recov120
Recov300

Geddon1
Geddon2
Mole1
Met1Stge
AntiRecv

-Mega-

Guardian

Summary: O isn't very good, it only has 1 MegaChip, and a small amount of standard chips, effectively making it a support code. However, there are better support codes out there, and the only advantages this one has is that it has a Recov300, and the Guardian chip, neither of which you'll find yourself needing to use unless you're a bad netbattler anyway.

_
 / \
(P)
 \ /

-Standard-

M-Cannon
V-Gun
Spreader
Bubbler
HeatShot
TrplBomb
CannBall
BlkBomb1
FireSwrd
AquaSwrd
ElecSwrd
BambSwrd
StepSwrd
StepCros
BigWave
GutStrgt
ZapRing1
IceWave2
Yo-Yo3
Arrow3
Hammer
Boomer3
RockArm1
RockArm2
CrsShld1
Plasma3
Sensor1
Sensor3
MetaGel2
Team2
GrabRvng
Recov150

-Mega-

HeroSwrd
StandOut
PlantMan
PlantManV2
PlantManV3
PlantManV4

-Giga-

PlantMnV5

Summary: P is a very good code, albeit cheap and a bit boring. (But that's what all good codes, except the J code are, pretty much.) It is mainly used for folders that paralyze repeatedly for heavy damage, followed by a finishing move,

such as Elemental Sword, as it has a number of Paralyzing chips, such as Sensor3, ZapRing, Plasma3, and what is arguably one of the best Navi Chips, PlantMan. So anyway, I recommend the P code if you like restraining your opponent so the can't do anything, then, when they've been tortured enough, you take them out in one fell swoop.

_
 / \
(Q)
 _/
 _

-Standard-

M-Cannon
Speader
DublBomb
IceBall
BlkBomb2
WideSwrd
StepCros
DynaWave
GutStrgt
Burner
ZapRing1
IceWave1
Yo-Yo3
Arrow1
Spice3
Shake2
PoisMask
PoisFace
Plasma2
HoleMetr
Totem3
Rook
Prism
Timpani
Recov120

Recov300
Shadow
Mole3
IceStage
SandStge

Summary: Kinda somewhere between a crappy code and a support code. It has nothing more than standard chips, but a fair deal of them are good, such as Mole3, Recov300, the often underestimated Totem3, Shadow, and Prism. Those chips save it from being really crappy code, bumping it up to an OK code. However it is a kinda obscure code to use, and will probably only be seen in those folders that you use until your first netbattle, and realize that you've had a horrible folder the whole game, when you get whupped by your opponent's single coded folder. Anyway, try out the Q code if you wanna have a weird folder, but be forewarned that most of the better chips in the Q code can be found in more easily used codes.

—
/ \
(R)
_ /

-Standard-

M-Cannon
LavaCan3
BublSide
LongSwrd
FireSwrd
CustSwrd
AirSwrd
StepCros
Slasher
ShockWav
GutStrgt
Burning
ZapRing2
IceWave2
IceWave3
Arrow2
Ratton3
RedWave
Tornado
Spice2
Shake1
Shake3
CrsShld3
Plasma1
Needler1
Pawn
Mine
Lance
Snake
PanlOut3
AreaGrab
GrabRvng
RockCube

Fan
Recov150
Recov300
SloGauge
FstGauge
Panic
Invis
Mole2
Barrier
Barr100
Barr200
Bunny
Momogra
HolyPan1
LavaStge
GrassStg
AntiSwrd

-Mega-

Meteors
Roll
RollV2
RollV3

Summary: The R code is pretty decent, with a few good PAs. However, what it is most renowned for, is the meteors strategy, possibly to most powerful standard chip in the game. Very simple strategy. Use areagrabs or metagels to trap the enemy, and then unleash a meteors chip with several Fire+30s. The maximum damage it can do, assuming that a grasstage is in place, the enemy is completely boxed and is a wood element, and you have 4 fire + 30s attached to it, the maximum damage it does is a whopping 9920, I believe. Ouchies. So anyway, R folders can be pretty good, use a Barrier 500 PA or a BigHeart PA to recover, while you wait for the areagrabs, then meteor them straight to hell...although there are plenty of better folders.

_
 / \
(S)
 _/
 _

-Standard-

M-Cannon
LavaCan1
SideGun
Bub-V
MiniBomb
IceBall
BlkBomb2
Sword
StepCros
Slasher
SonicWav

GutStrgt
Burner
Condor
Burning
ZapRing1
AirStrm1
Arrow2
Ratton3
Wave
Spice1
Shake1
NoBeam2
Geyser
RockArm2
CrsShld2
Magnum3
Plasma3
RndmMetr
ShotMetr
Needler1
Sensor2
MetaGel2
MetaGel3
Team2
Mine
PanlOut1
PanlGrab
AreaGrab
Wind
Recov120
Repair
SloGauge
Geddon1
Invis
Barrier
Aura
NrthWind
Swordy
Hole
MetlStge
Sanctuary
AntiDmg
AntiRecv

-Mega-

Salamndr
GodStone

Summary: S folders are good, but underrated. The MomQuake PA is very good, and is in many ways better than BodyGuard, they both work the same way, they are both as easy to get. Actually, In some ways, MomQuake is easier to draw.

MomQake is slower than BodyGuard, granted, but it does paralyze the enemy when you use it, and if you trap the enemy to one square, it is simply...devastating. As I always say, there are better codes, but if you wanna go for a nice, fun change from the ordinary, then the S code is one of the best ways to go.

/ \
(T)
_ /

-Standard-

LavaCan1
ShotGun
HeatSide
SnglBomb
StepCros
DynaWave
ZapRing3
Arrow1
Wave
Tornado
Shake3
NoBeam1
Hammer
Rope2
Rope3
Boomer1
RockArm3
CrsShld2
Magnum1
Plasma1
Needler2
Totem2
MetaGel3
Team1
Fan
Discord
Recov150
Barr100
Mettaur
Hole
LavaStge
IceStage

-Mega-

Bolt

Summary: The T code is...not that great. It's definitely a support code, but not a great one. It has a few "good-but-not-great" chips, such as the Mettaur Chip, Shake3, Quake3, and Rope3, but nothing overly powerful. If you feel like messing around with it, go ahead, but there are a lot of better codes out there. And I guess this summary was cut a bit short, so I'll entertain you with a line of kirbies. <(`-`<) <(`-`>) (>'-'>) <(`-`<) <(`-`>) (>'-'>) <(`-`<) <(`-`>) (>'-'> ')>

—
/ \
(U)
_ /

-Standard-

BlkBomb3
FireSwrd
Arrow2
RedWave
Tornado
Shake1
NoBeam2
Rope2
Rope3
Boomer3
Needler3
MetaGel3
Knight
Rook
Timpani
Recov120
Recov200
Geddon3
Shadow
AirShoes
Barr200
Aura
HolyPan1
SandStge
AntiSwrd

Summary: U is a code you should steer clear of. It consists only of standard chips, and only a small amount of not-that-great ones at that. Sure there are a few in there, such as MetaGel3, BlkBomb3, and Rope3, but most of them come in better codes. So anyway, U is an okay code, but not something you'd typically see in most decent folders.

_
 / \
(V)
 _/

-Standard-

LavaCan1
V-Gun
Bub-V
Heat-V
ElecSwrd
CustSwrd
DynaWave
IceWave3
AirStrm3
MudWave
NoBeam3
Rope3
Boomer2
PoisMask
PoisFace

RockArm2
Magnum1
RndmMetr
Needler2
Totem1
Knight
Recov150
Recov200
Recov300
AntiNavi

-Giga-

AlphaArm

Summary: V is an okay code, but it's not that great. It only has a small amount of standard chips, and one often overestimated standard chip. Several chips of note are: Recover300, Rope3, NOBeam3, and of course, Alpha Arm Omega, but as I normally say, none are ones that you can't easily find in a better code. So anyway, go for the V code if you want an obscure change from the ordinary, but don't expect to use it in a netbattle...

—
/ \
(W)
_ /

-Standard-

LavaCan3
TrplBomb
LavaBall
BambSwrd
SonicWav
Burner
ZapRing2
IceWave1
AirStrm2
NoBeam3
Geyser
PoisFace
Magnum3
Prism
Timpani
Recov120
Recov200
Geddon2
Geddon3
Swordy
GrassStg
SandStge
AntiNavi

-Mega-

OldWood

Summary: W is...well...pretty bad. It only has a few chips of note, only really Magnum3, Swordy, and NOBeam3, and it's only MegaChip is the obscure, somewhat hard to use OldWood chip. Try out the W code only as a support code, maybe with another lame support code, and see what you can do, he OldWood chip can be kinda fun, although the situations in which to use it are kinda obscure, but whatever. So try out the W code if you want, but avoid it if you can.

```
  _  
 / \  
( X )  
 \  
  _
```

```
-----  
-Giga-  
-----
```

Bass+

Summary: THE X CODE, IS NO DOUBT, THE SINGLE CRAPPIEST CODE IN THE GAME! IT ONLY HAS ONE FREAKING CHIP, AN OVERRATED GIGA CHIP, Which can be fun, but gets old after a while. Particularly when the only way you can use it is to have an open hole on the field, and in the time it takes that hole to open, you'll already be dead if you're facing an experienced netbattler. So overall, although you may experiment with it as soon as you get it, the X code, or rather, the Bass+ chip, is something you should avoid AT ALL COSTS!!!!

```
  _  
 / \  
( Y )  
 \  
  _
```

```
-----  
-Standard-  
-----
```

Volcano
SideGun
BlkBomb3
Sword
WideSwrd
LongSwrd
AquaSwrd
BigWave
FireRatn
NoBeam2
ShotMetr
MetaGell
Pawn
Snake
PanlOut3
PanlGrab
AreaGrab
GrabRvng
Fanfare

FstGauge
Geddon3
CopyDmg
AirShoes
Aura
Jelly
LavaStge
AntiSwrd

-Mega-

YamatoMn
YmatoMnV2
YmatoMnV3
YmatoMnV4

-Giga-

YmatoMnV5

Summary: Y coded folders can be pretty good, but are often ditched for better ones. YamatoMan (Not JapanMan, if you go with JapanMan, I officially hate you.) is an often underrated chip, and can be pretty good if you structure a folder around him, and maybe toss in a few LifeSword PAs for good measure. So anyway, if you want a nice change from the ordinary, try a Y-coded folder, I guarentee you'll have fun with it.

—
/ \
(Z)
_ /

-Standard-

Volcano
BlkBomb1
CustSwrd
DashAtk
Condor
Zapring3
Arrow2
MudWave
Spice1
Shake3
NoBeam1
NoBeam3
Boomer3
RockArm3
Magnum2
RndmMetr
Needler3
Totem2
Team1
Team2
Lance

Discord
Recov300
SloGauge
Panic
NrthWind
Hole
GrassStg

-Mega-

ZeusHamr

-Giga-

DeltaRay

Summary: Z is a pretty good code, but kinda hard to build a good folder around. It's not necessarily a support code, but you'll probably need to throw a support code in to complete the last few chips. It has many good chips, such as Delta Ray, NOBeam3, ZeusHammer, Recover300, and Shake3. If you make a Z folder, it will probably be packed with powerful chips that can be used however you like, rather than the normal "certain-sequence-of-chips-that-can-be-linked-together-for-huge-damage" type of strategy. So anyway, I know I've said this before, but if you wanna try a fun, new approach, try out the Z code.

_
 / \
(*)
 _\
 _

-Standard-

Cannon
HiCannon
M-Cannon
AirShot1
AirShot2
AirShot3
LavaCan1
ShotGun
V-Gun
SideGun
Spreader
Bubbler
Bub-V
BublSide
HeatShot
MiniBomb
Snglbomb
DublBomb
CannBall
IceBall
LavaBall

AirSwrd
DashAtk
ZapRing1
IceWave1
IceWave2
Yo-Yo1
Spice1
Hammer
Rope1
Boomer1
Boomer2
PoisFace
RockArm1
RockArm2
CrsShld1
Rook
Team1
Team2
Mine
Guard
PanlOut1
Panlout3
PanlGrab
AreaGrab
RockCube
Wind
Fan
Fanfare
Discord
Timpani
Recov10
Recov30
Recov50
Recov80
Recov120
Repair
SloGauge
FstGauge
Geddon1
CopyDmg
Invis
Shadow
Mole1
Mole2
AirShoes
Barrier
Barr100
Hole
HolyPan1
LavaStge
IceStage
GrassStg
Atk+10
Fire+30
Aqua+30
Elec+30
Wood+30
Navi+20

-Mega-

StandOut
Salamndr
WatrLine
Fountain
Lightning
Bolt
GaiaSwrd
GaiaBlde
FullCust
Atk+30
Navi+40

-Giga-

FolldrBak

Summary: Ah yes...the * code. The ultimate support code. In fact, when I said that the J & K code were tied for being the best, I lied. * IS THE SINGLE GREATEST CODE IN THE GAME!!!! Seriously, you can stick it in ANY folder, and it won't cause ANY code clashing. Why? Well, If you don't know, the * code can be used with any code. It just can't be used ewth more than 1 code at once. For instance, you can go with the codes of K, *, K, but you can't go, K, *, J. So anyway, I highly recommend you throw some * chips into any folder, but not make an entire folder out of the * code.

=====

----- 5. Frequently Asked Questions -----

=====

Well, since this the first version of this FAQ, no one's asked any questions yet, let alone frequently. Come back when there are. ^_^

=====

----- 6. The Stuff You Probably Won't Read. -----

=====

Well, if you're reading this, you're either in the thanks section, or you're extremely bored. Or there's the rare chance that you actually care about this stuff, in which case I salute you. ^_^ Anyway, this is the section where you'll find the Acknowledgment/Special Thanks section, and the Copyright section, if you didn't get that at the Table of contents. And how to contact me if you somehow missed the fourth paragraph of my sentence. And finally, it's probably just about the only place on the net you can find my real name. (Use it on the boards and I can assure you a painful death >_<...)And now, it's time for everyone's favorite pointless addition, the...

Table of Sub-Contents

- I . Special Thanks/Acknowledgment.
- II . Contact Me.
- III. Copyright Information.

-----I. Special Thanks-----

This is where I give thanks to all the people who have helped me with this FAQ. If you are listed in this section, you must have affected this FAQ in some little way or other. Or I messed up or something...

Myself for writing this. (Gotta boost my ego, right? ^_^)

GameFAQs for hosting this. And in turn, CJayC for creating GameFAQs. ^_^

Capcom for creating such a great game!

Everyone on the boards who helped confirm my theories, correct my errors, and other stuff like that. You know who you are. ^_^

PhatoseAlpha for letting me use his custom drops info.

Nessie for letting me use his Chip list by letter guide.

RikusKeyBlade for letting me use his GMD info.

NeoDelux for sending me a crapload of various info, hell, he pretty much wrote the whole Mega chips section for me. So a huge thankyou to him.

Blademiester for researching a bit of info for me, though I never got around to using it. >_<

DaShiZnit013 for a few corrections. Thanx. ^_^

Wrdazncal for pointing out a typo about Team special navi drops. Not much, but still important. ^_^

And most importantly, you for reading this FAQ...or rather, reading far enough into this FAQ to have known you were thanked...

-----II. Contact Me-----

So you feel the insane need to contact me, huh? Well then you pretty much have only two options...

Option 1: Email me at Yoshi282@iamwasted.com (Yes, it's a real email.) This may not be a good option, because if my email floods, I won't be able to use it...

Option 2: Contact me at GameFAQs, if I'm on my computer, I'm on GameFAQs...I'll make an official topic for this FAQ once it's up...This is the better option, `cus the message boards can't easily flood...

-----III. Copyright Information-----

MegaMan, MegaMan Battle Network, and all things related found in this document are trademarks of Capcom. Feel free to use any part of this FAQ, or the whole document, just be sure to give credit where credit to Yoshi282/Jay Tomlinson as well as everyone in the thanx section, unless you are 100% positive that none of their work is included in any part of what you used. It took a hell of a lot of effort to put together this FAQ, and I don't want you using this without giving credit where credit is due. If you see this document somewhere other than GameFAQs, and you cannot find any obvious credit towards myself, as well

as anyone else listed, or have any tips, suggestions, or would like to point out a typo, please email me at Yoshi282@iamwasted.com , and please make it obvious in the subject, or else I will probably delete it.

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=====
-----7. End-----
=====

Well, that's it. If you can somehow read past this section, you can either see into the future and see when I add a new section, bumping this down and making something else Section 7, or the text might be using an invis chip...or something...And with that...er...rather, this... sentence, that marks the end of this FAQ.

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