Mega Man Battle Network 3 Blue/White Mystery Data Guide (w/ Mastermind Chaud)

by The Dark Unknown   Updated to v0.1a on Aug 3, 2004

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Megaman Battle Network 3 White and Blue: Mystery Data Guide

By: MasterMind Chaud (MMC) and The Dark Unknown (TDU)

Version: 0.1A

Any suggestions, changes, problems with this Guide can be posted at the
MegaMan Battle Network 3 Blue/White Message Board at www.gamefaqs.com. If
it's an emergency, e-mail us at either powerclash_192@hotmail.com (TDU) or
aile_strike@hotmail.com (MMC).

This document is (c) 2003 MasterMind Chaud and The Dark Unknown. For usage of
this guide on any other places, web sites etc, please contact us via e-mail:
powerclash_192@hotmail.com or aile_strike@hotmail.com.

==
------------------------Table of Contents--------------------------
==

A) Introduction

B) ~Green Mystery Data~
```

```
B1) Normal Internet Areas
i) ACDC Area
ii) SciLab Area
iii) Yoka Area
iv) Beach Area

B2) Undernet Areas
i) Undernet 1
ii) Undernet 2
iii) Undernet 3
iv) Undernet 4
v) Undernet 5
vi) Undernet 6
vii) Undernet 7

B3) Secret Areas
i) Secret Area 1
ii) Secret Area 2
iii) Secret Area 3

B4) Hades Isle Network
-------------------------


-------------------------
C) ~Blue Mystery Data~
C1) Normal Internet Areas
i) ACDC Area
ii) SciLab Area
iii) Yoka Area
iv) Beach Area

C2) Undernet Areas
i) Undernet 1
ii) Undernet 2
iii) Undernet 3
iv) Undernet 4
v) Undernet 5
vi) Undernet 6
vii) Undernet 7

C3) Secret Areas
i) Secret Area 1
ii) Secret Area 2
iii) Secret Area 3

C4) Navi Network Areas
i) Principal's PC
ii) Zoo Computer
iii) Hospital Computer
iv) Hades Isle

C5) WWW Computers
i) WWW Computer 1
ii) WWW Computer 2
iii) WWW Computer 3
iv) WWW Computer 4

C6) Other Jack In Points
i) ACDC Town
```

```
     ii) ACDC School
    iii) SciLab Center
     iv) Yoka Inn
      v) Yoka Zoo
     vi) Beach Street - Hospital
    vii) Beach Street - DNN Center
   viii) Hades Isle
     ix) WWW Isle


C7) Navi Home Pages


C8) Real World: Hidden BMDs
---------------------------



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D) ~Purple Mystery Data~
D1) Normal Internet

D2) Undernet/Secret Area

D3) Others
------------------------



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E) WWW Gates
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F) Frequently Asked Questions (FAQ)
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G) Important Information
  i) History
 ii) Credits/Acknowledgements
iii) Copyright Information
 iv) Contact Us
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=======================================================================
------------------------A) Introduction----------------------------
=======================================================================


Different types of "Mystery Data": Diamond shaped item scattered around the
Internet areas, exist in Megaman Battle Network 3. There are 3 types:

Green (Known as GMD)
Blue (BMD)
Purple (PMD)

~BLUE MYSTERY DATA~ is the most commonly found one, located in practically
every single jack in point. These can contain Zenny, Chips, Subchips, Navi
Customizer Blocks, various Power Ups like: HP Memory, RegMem UP, or
SubMemory. Blue Mystery Data can only be taken once. Once you get it from
a location, it will not come back. BMDs are pre-programmed, so they won't
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change at any point of the game.

~GREEN MYSTERY DATA~ is found in the main internet areas, such as ACDC,
SciLab, and UnderNet. Other smaller Jack in Points don't have any. These GMDs
are unlimited in supply, since they reappear each time you jack out and in
again. Usually, there is a variety of 5-6 different items that you can pick
up as GMDs in each section of an area (ACDC 1 and ACDC 2 are separate sections
of ACDC Internet). Virus battles may also be encountered in GMDs. This can
be removed with the Subchip "Untrap", which removes Viruses from the GMDs.

~PURPLE MYSTERY DATA~ is rarely found. There are only 10 in the game. These
require the Subchip "Unlocker" (Sold for 4000Z in Shops, and there are 2 you
can get for free). When you stand in front of a PMD (so you will examine it
when you press A), then go to Subchips and use Unlocker. The PMD will be
unlocked and picked up. Usually, stronger CHIPS (nothing much else) are
contained in these. Like BMDs, these are gone once you get them.

===
---------------------B) Green Mystery Data--------------------------
===
Green Mystery Data is unlimited, since they reappear when you jack in to the
area again. There is usually a variety of 5-6 types of GMDs you can pick up
in each section of an Area (ACDC Area 1 is a section, ACDC Area 2 is another).
It is possible to get a Virus Battle when you pick up these, but this
possibility is removed with the Subchip "Untrap" (100Z in Shops).

~~~~~~
B1) Normal Internet Areas
~~~~~~

---------------------I) ACDC Internet Area----------------------------

----
ACDC Area 1

Shotgun T - 10%
MiniBomb S - 10%
Sword Y - 15%
200 Zenny - 10%
800 Zenny - 5%
1200 Zenny - 15%
PanelOut 1 * - 25%
400 Zenny - 10%

ACDC Area 2
----
300 Zenny - 45%
1000 Zenny - 20%
100 Zenny - 35%

ACDC Area 3
----
500 Zenny - 10%
900 Zenny - 15%
DashAtk Z - 20%
Shotgun T - 15%
Recov-30* - 20%

```
1300 Zenny - 10%
Spreader O - 10%



--------------------II) SciLab Internet Area-------------------------

-------------
SciLab Area 1
-------------
WideSword Y - 15%
1400 Zenny - 20%
Spreader N - 15%
Recover30 D - 10%
500 Zenny - 15%
Shotgun B - 10%
300 Zenny - 15%

-------------
SciLab Area 2
-------------
Recover50 - 5%
Spreader M - 35%
PanelGrab * - 15%
600 Zenny - 15%
1500 Zenny - 15%
RockCube * - 10%
2000 Zenny - 5%



---------------------III) Yoka Internet Area--------------------------

-----------
Yoka Area 1
-----------
1500 Zenny - 25%
2000 Zenny - 15%
3500 Zenny - 10*
Virus- 50%

-----------
Yoka Area 2
-----------
GutsPunch B - 15%
GutsPunch C - 5%
GutsPunch D - 20%
GutsPunch E - 10%
Virus - 50%



---------------------IV) Beach Internet Area-------------------------

-------------
Beach Area 1
-------------
Barrier * - 12%
AirShot 2 * - 12%
Spreader Q - 12%
Recover 50 * - 12%
1000Z - 17%
1200Z - 12%
```

```
1400Z - 17%
3000Z - 6%


------------
Beach Area 2
------------
Spreader P - 16%
GutsStraight R - 12%
Recover 80 J - 10%
Rockcube * - 12%
100Z - 12%
500Z - 12%
1000Z - 12%
3000Z - 12%


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B2) UnderNet Areas
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-----------
UnderNet 1
-----------
800z - 20%
Geyser W - 15%
Recov120 W - 25%
HiCannon K - 15%
Ratton2 O - 25%


-----------
UnderNet 2
-----------
2000Z - 20%
2500z - 20%
3000Z - 5%
4000z - 5%
virus - 50%


-----------
UnderNet 3
-----------
Sandstg B - 25%
Repair * - 15%
IceWave1 Q - 25%
Salamandr S - 35%


-----------
UnderNet 4
-----------
500z - 30%
1000Z - 12%
3000Z - 5%
5000Z - 5%
Tornado T - 12%
Fan A - 12%
Fountain D - 12%
Slasher S - 12%


-----------
UnderNet 5
-----------
```

```
5000z - 70%
2000z - 20%


-----------
UnderNet 6
-----------
800z - 45%
Bolt T - 25%
Recov150 V - 15%
Wave I - 10%
ElecSwrd V - 5%


-----------
UnderNet 7
-----------
Knight H - 20%
GaiaBlad G - 40%
Snake E - 10%
Pawn Y - 30%


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
B3) Secret Internet Areas
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--------------
Secret Area 1
--------------
1500 Zenny - 20%
8000 Zenny - 30%
Virus - 50%


--------------
Secret Area 2
--------------
Lance - 10%
CurseShield 1 - 15%
Cannon Ball * - 10%
Rook * - 10%
Virus - 30%
2400 Zenny - 10%
3800 Zenny - 15%


--------------
Secret Area 3
--------------
AntiDmg S - 10%
Recover 200 N - 10%
GrabRevenge C - 5%
Mine * - 5%
Virus - 50%



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B4) Hades Isle Network
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~


PanelOut 3 * - 12%
Hammer B - 10%
GutsStraight Q - 12%
Repair * - 12%
```

```
800Z - 8%
1200Z - 8%
2000Z - 8%
2500Z - 8%
Virus - 22%


=======================================================================
----------------------C) Blue Mystery Data------------------------
=======================================================================
Blue Mystery Data can only be gotten/taken once, unlike Green Mystery Datas.
These usually contain better chips than GMDs. However, not only do BMDs hold
chips, they can also hold Zenny, Key Items, Subchips or Navi Customizer
Blocks! These are located in practically every jack in point, and are the
most common Mystery Data in the game.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
C1) Normal Internet Areas
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

----------------------I) ACDC Internet Area---------------------------

-------------
ACDC Area 1
-------------

>>>Chips<<<
WideSword L

>>>SubChips<<<
MiniEnergy


-------------
ACDC Area 2
-------------
>>>Zenny<<<
800Z

>>>Chips<<<
CopyDmg *


-------------
ACDC Area 3
-------------
>>>Chips<<<
LongSword E
PanelOut 3 *


----------------------II) SciLab Internet Area------------------------
-------------
SciLab Area 1
-------------
>>>Chips<<<
Invis *
```

```
------------
SciLab Area 2
------------
>>>Chips<<<
GrabBack A

>>>Power UP<<<
RegMem UP2


----------------------III) Yoka Internet Area---------------------------

------------
Yoka Area 1
------------
>>>Navi Customizer Block<<<
Rapid +1 (Yellow)


------------
Yoka Area 2
------------
>>>SubChips<<<
FullEnergy

>>>Power UP<<<
HP Memory


----------------------IV) Beach Internet Area---------------------------

-------------
Beach Area 1
-------------
>>>Power UP<<<
RegMem UP3

>>>Chips<<<
Recover 50 G


-------------
Beach Area 2
-------------
>>>Navi Customizer Blocks<<<
Charge +1 (Pink)


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
C2) UnderNet Areas
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

-----------
UnderNet 1
-----------
>>>Zenny<<<
1200Z


-----------
```

```
UnderNet 2
-----------
>>>Power UP<<<
RegMem UP2

>>>Chips<<<
BlackBomb 2 S


-----------
UnderNet 3
-----------
>>>Chips<<<
Lance R

>>>Power UP<<<
HP Memory


-----------
UnderNet 4
-----------
>>>Chips<<<
StepSword M
Recover 200 N

>>>Navi Customizer Blocks<<<
Charge +1 (White)

>>>Key Items<<<
Spin Dark (Hidden Undernet Navi)


-----------
UnderNet 5
-----------
>>>Chips<<<
SandStg C (Upper Floor- Blue Section)

>>>Power UP<<<
HP Memory


-----------
UnderNet 6
-----------
>>>Chips<<<
Aura F

>>>Navi Customizer Block<<<
Weapon LV +1 (Yellow)

>>>Power UP<<<
SubChip Memory


-----------
UnderNet 7
-----------
>>>Chips<<<
```

```
Guardian O
GutsImpact J

>>>Power UP<<<
HP Memory

>>>Key Item<<<
Great Hammer


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
C3) Secret Internet Areas
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--------------
Secret Area 1
--------------
>>>Chips<<<
Geddon 3 U
StepCross R

>>>Zenny<<<
50000Z


--------------
Secret Area 2
--------------
>>>Chips<<<
AntiNavi M

>>>Power UP<<<
HP Memory

>>>Navi Customizer Block<<<
HP +500 (Yellow)


--------------
Secret Area 3
--------------
>>>Chips<<<
Sanctuary C
Hole *

>>>Navi Customizer Blocks<<<
SaitoBatch/ Hub Batc.


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C4) Navi Network Areas
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

-------------------I) ACDC School: Principal's PC---------------------

-----------------
Principal's PC 1
-----------------
>>>Zenny<<<
600Z
```

```
>>>Power UP<<<
RegMem UP1

>>>Key Items<<<
KeyData A
KeyData B
KeyData C

>>>Other<<<
Virus x2



-----------------
Principal's PC 2
-----------------
>>>Zenny<<<
1200Z

>>>Power UP<<<
HP Memory

>>>Key Items<<<
PassCard A
PassCard B
PassCard C

>>>Other<<<
Virus x2



---------------------II) Yoka Village: Zoo Network-------------------

------------------
Zoo Network Area 1
------------------
>>>Chips<<<
Geddon 1 D

>>>Zenny<<<
1000Z

>>>Power UP<<<
HP Memory


------------------
Zoo Network Area 2
------------------
>>>Chips<<<
CopyDmg *

>>>Zenny<<<
600Z

>>>Navi Customizer Block<<<
Charge +1 (Pink)


------------------
```

```
Zoo Network Area 3
------------------
>>>Chips<<<
Cannon C
Recover 30 *

>>>Zenny<<<
800Z

>>>Navi Customizer Block<<<
SneakRun (Yellow)


------------------
Zoo Network Area 4
------------------
>>>Chips<<<
Hammer T

>>>Power UP<<<
RegMem UP2

>>>Navi Customizer Block<<<
HP +100 (Yellow)


-----------------III) Beach Street: Hospital Network-----------------

-----------------------
Hospital Network Area 1
-----------------------
>>>Chips<<<
Recover 120 O

>>>Power UP<<<
RegMem UP1

>>>Navi Customizer Block<<<
Energy Change (White)


-----------------------
Hospital Network Area 2
-----------------------
>>>Chips<<<
GutsStraight Q

>>>Power UP<<<
HP Memory

>>>Navi Customizer Block<<<
Attack +1 (White)


-----------------------
Hospital Network Area 3
-----------------------
>>>Power UP<<<
SubMemory (Allows you to keep an extra of each Subchip)
```

```
>>>Zenny<<<
1600Z


-----------------------
Hospital Network Area 4
-----------------------
>>>Chips<<<
100 Barrier E

>>>Zenny<<<
2000Z

>>>Subchip<<<
Full Energy


-----------------------
Hospital Network Area 5
-----------------------
>>>Chips<<<
FireSword R

>>>Power UP<<<
HP Memory

>>>Navi Customizer Block<<<
Charge +1 (White)


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C5) WWW Computer Internet Areas
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The computer refers to the big robot that appears as Guards in Wily's Isle.
There are 4, each with a different feature of a Navi on them (Eg. Drillman's
Drill).

--------------
WWW Computer 1
--------------
>>>Chips<<<
Recover 150 P

>>>Power UP<<<
HP Memory

>>>Zenny<<<
1800Z


--------------
WWW Computer 2
--------------
>>>Zenny<<<
3000Z

>>>Power UP<<<
RegMem UP2
```

```
--------------
WWW Computer 3
--------------
>>>Navi Customizer Block<<<
Jungle Mode (White) (Attracts Wood Type Viruses)


>>>Subchips<<<
FullEnergy



--------------
WWW Computer 4
--------------
>>>Zenny<<<
1400Z


>>>Power UP<<<
HP Memory



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C6) Other Jack In Points
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These jack in points are in the Real World. Once you jack in, you'll be in
a large diamond-shaped platform. The BMD is usually located around the sides
of the diamond.

--------------------------I) ACDC Town--------------------------------

--------------
Lan's Doghouse
--------------
Barrier L

------------------------------
Lan's House: TV Control Panel
------------------------------
Spreader N

------------
Yai's Phone
------------
Repair A

--------------------------------
Higsby's Shop: Numberman Display
--------------------------------
HP Memory

---------------------------
Tank (Proto/Alpha Scenario)
---------------------------
HP Memory
RegMem UP2



------------------------II) ACDC School------------------------------

------------------------------------------------
```

```
Main School Server (Black Machine in StaffRoom)
-----------------------------------------------
Rockcube *
HP Memory


-----------------------
5A Classroom Blackboard
-----------------------
RegMem UP1



---------------------III) SciLab Center--------------------------------

-----------------
1F Drink Machine
-----------------
RegMem UP2

-----------------------
Virus Research Lab Door
-----------------------
AirShoes *
700Z

-------------------------
2F Main Computer Console
-------------------------
1000Z



-------------------------IV) Yoka Inn---------------------------------

-----------------------
Suit of Armour in Lobby
-----------------------
SubMemory (Increases No. of Subchips you can carry)

-----------------
Broken TV in room
-----------------
Unlocker (Subchip)

-----------------------
Lion Head in Hot Spring
-----------------------
Fire +30 *



--------------------------V) Yoka Zoo---------------------------------

---------------------------------------
Ticket Purchase "Display": Outside Zoo
---------------------------------------
RegMem UP1

------------------------------------
(Zoo Area 1) Console near Giraffes
------------------------------------
StepSword N
```

```
--------------------------------------------------
(Zoo Area 2) Secret Console behind Panda Display
--------------------------------------------------
RegMem UP2



--------------------VI) Beach St: Hospital----------------------------

-----------------
2F Patient's Bed
-----------------
RegMem UP2

-------
G/F TV
-------
Recover 120 *

------------------
G/F Drink Machine
------------------
9000Z



-------------------VII) Beach St: DNN Building------------------------

--------------------
DNN TV Van (OUTSIDE)
--------------------
HP+100 Navi Customizer Block (Pink)

------------------
DNN Battle Console
------------------
FireRatton H

------------------------
2F Green Security Panel
------------------------
RegMem UP 1

-------------------------------------
2F Broadcast Room: Computer Console
-------------------------------------
HP Memory



--------------------------VIII) Hades Isle----------------------------

--------------------------------
Gargoyle Statue (Top of Island)
--------------------------------
Weapon LV+1 (Pink)



---------------------------IX) WWW Island----------------------------

--------------------------
Secret Console (NW from Boat)
--------------------------
```

```
"Collect" Navi Customizer Block (Pink)


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C7) Home Pages (HPs)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

----------
Mayl's HP
----------
>>>Zenny<<<
500Z


---------
Yai's HP
---------
>>>Chips<<<
SideGun S

>>>Power UP<<<
RegMem UP2


---------
Dex's HP
---------
>>>Chips<<<
GutsPunch B

>>>Zenny<<<
200Z


------------
Tamako's HP
------------
>>>Zenny<<<
900Z



~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
C8) Real World BMDs
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
These aren't real Diamond Shaped Blue Mystery Data as on the Internet; they
do have the same properties as BMDs: They can only be gotten once, at no
expense. To get these, all you have to do is go to the correct spot in the
REAL World and Examine the object.


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~I) ACDC Town~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

------------
ACDC School
------------
-->StaffRoom- First row, Middle Desk: RegMem UP1.
-->Shelf of books closest to School Server Network (Job 17 only- after you
read all 3 prophecies): 300000Z
-->5B Classroom- Shelf next to BlackBoard: RegMem UP2
```

```
~~~~~~~~~~~~~~~~~~~II) Science/Virus Research Lab ~~~~~~~~~~~~~~~~~~~~~~~

-->SciLab Metroline Station Garbage Can (Flameman Scenario~): RegMem UP1


~~~~~~~~~~~~~~~~~~~~~~~III) Yoka Inn/ Yoka Zoo~~~~~~~~~~~~~~~~~~~~~~~~~~~

-->Yoka Inn TV (Room): RegMem UP1
-->Zoo Garbage Disposal (Next to Drink Machines): Repair *


~~~~~~~~~~~~~~~~~IV) Beach Street: Hosptial/DNN Building~~~~~~~~~~~~~~~~~

-->Hidden person near Dept. Store: Spin Purple

---------------
Beach Hospital
---------------
-->Metal Vent outside Hospital: RegMem UP2
-->Ground Floor- Pink Door: Geddon 1 *
-->2F- Large Tree: HP Memory
-->B/F Hidden Person (Ghost Navi behind Tree)- after Proto/Alpha: Poltergeist
G
-->Girl outside Hospital (behind the whole thing, from the Beach): Spin Orange
Key Item.

-------------
DNN Building
-------------
-->Tamako (N1 GP): BreakCharge NCP
-->1F Boxes: RegMem UP1
-->2F Broadcast Control Room Poster: RegMem UP2


~~~~~~~~~~~~~~~~~~~~~~~~~~~V) Hades Isle~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

-->Boat Ramp (Dock): HP Memory


~~~~~~~~~~~~~~~~~~~~~~~VI) WWW/Dr. Wily's Isle~~~~~~~~~~~~~~~~~~~~~~~~~~~

-->First Room (Control Room?) Black Screen with Orange Bars: RegMem UP2
-->Dr Wily's Research Room- Desk: Magnum 1 V


======================================================================
---------------------D) Purple Mystery Data------------------------
======================================================================

Purple Mystery Data are similar to Blue Mystery Data: They can only be gotten
once. However, these PMDs require a special Subchip to open, called Unlocker.
This can be bought at Subchip Shops for 4000Z each.
The PMDs are displayed as follows:
Location of PMD: Chip Name + Code

Mayl's HP: HP Memory
SciLab 2F Main Console: BambooSword N
Zoo Hidden Console (behind Panda Display): Geyser B
Yoka Area 1: Twister L
```

```
Beach Area 1: Key Item "Spin Pink"
DNN 2F Security Panel: Attack +1 Navi Customizer Block (Pink)
DNN 2F Main Console: Jealousy J
Undernet 7: GigaFolder +1 Navi Customizer Block (Purple)
DNN Building 2F Broadcast Room: Jealousy J
DNN Building 2F Security Panel: Attack +1 (Pink)
Tamako's (Metalman) HP: Snakes D




=======================================================================
------------------------E) WWW Gates-----------------------------------
=======================================================================


These gates are located in various parts of the Internet, and can only be
unlocked using the Key Item "WWW-ID", which is obtained in a certain job.
Behind these gates is usually a BMD, or PMD.
The WWW Gate locations are listed as:


Location of WWW Gate: Chip Behind the WWW Gate (BMD/PMD)


ACDC Area 1: PanicMood C (PMD)
SciLab Area 1 (Lower Level): CustomSword Z (BMD)
Yoka Area 1: Prism Q (BMD)
Undernet 1: HP+200 Navi Customizer Block (Yellow) (BMD)




=======================================================================
------------------F) Frequently Asked Questions----------------------
=======================================================================


Q) Why did you guys decide to make this Guide?
A) It just popped up on TDU's mind >_> <_< ^_^;. The idea came when we were
looking at the MMBN2 Guides, and there was a GMD Guide.


Q) How come the BMD I picked up at _____ is different to the one in your
guide?
A) It might be because there are a few different BMDs throughout the game.
The current list is based on the White version of MMBN3.


Q) Your percentages for the GMDs are wrong! I kept getting _____ in that
area.
A) The percentage of getting that GMD is not always correct, plus we're not
too sure if there's a pattern in which GMD you get most often.


Q) I can't find the WWW-ID!
A) We told you, you get it at a certain job. It's past the first 15 jobs,
so you gotta progress more to get it.


Q) You missed a GMD/BMD/PMD! How can I tell you guys?
A) See the Contact Us section. We'll credit you with finding that error, which
will either be your GameFAQs Username (if any), or a chosen name when sending
an email (we will mail you back for your preferred name if you forget in your
email)


Q) How can I contact you guys? I found an error or want to complement/complain
about this Guide.
A) You should look at the Contact Us Section. We accept emails (if urgent)
or you can post on the GameFAQs MMBN3 Blue/White Message Boards.
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=====================================================================
----------------------G) Important Stuff----------------------------
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i) History
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Version 0.1A: Found out we missed a bit of the FAQ v_v. Also added a ASCII
Title.

Version 0.1: Practically the whole list of GMDs, BMDs and PMDs are done... It's
best to do that don't you agree? ^_^

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
ii) Acknowledgements/Special Thanks
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Nintendo: Creating GBA/Game Boy Advance (and SP!!!!!...lol)

Capcom: For making MMBN3 (Megaman Battle Network 3), the best Megaman Battle
Network Game by far!

GameFAQs MegaMan Battle Network 3 Message Boards and its users: For providing
us with info about Mystery Data in a few places.

TDU's Rockman EXE 3 Battle Master Guide (Japanese Guide): For info on various
Blue and Purple Mystery Data Locations

UltiVegito2: Suggestion of Name of Guide.

UnknownThing and PhatoseAlpha: Giving us a list of GMDs (which was copied
of elsewhere ^_^;). Too bad we didn't use it..o_O

UnknownThing: Reminding us to add the Hades Isle Network GMDs

Asakura Yoh: Don't know if it counts, but "encouragement" to MMC (He had a
list of the percentages, and I (TDU) was threatening MMC to do his part or
Yoh would replace his job...*sigh* Good Old Memories...

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
iii) Copyright Agreement
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This FAQ/Guide belong to us The Dark Unknown and Mastermind Chaud, and it
doesn't and will not ever belong to anyone else. If we see this guide with
your name on it, we will come and slice you up with a few Murmasas.

Rockman/Megaman, Megaman Battle Network/Rockman EXE, Lan and any names,
characters related are trademarks of Capcom. Using them as your own and Capcom
is gonna come and lock you up in a padded cell.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
iv) Contact Us
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

If you want to use this Guide, please send an email to
powerclash_192@hotmail.com or aile_strike@hotmail.com stating where you're
gonna put it, why you want use it. Any SPAM mail sent to us will be deleted
```

```
and you will be beaten until you beg for mercy.
```