

# Mega Man Battle Network 3 Blue Boss FAQ

by TheMegaBusterX

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MegaMan Battle Network 3 Version Blue Boss FAQ version 3.5

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Contact me at WangTang2002@aol.com or Striderhir15@hotmail.com if you have any questions about this FAQ.

This FAQ is for the Blue version of this game. Though some bosses are in the same as the white version, they both have different bosses.

Note: All of the Bosses names are from the English version. Anyone have a problem with these names, just email me and I will try to change them. Thank you.

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## 1. Version History

Version 3.5- Just added a few things here and there. Had some misspelled words that need to be corrected.

Version 3.0- Sorry for the delay for not updating my FAQ. I just added the Japanese names for some of the characters that have Japanese names. So if you see two names, the first are the Japanese name and then it's the English name.

Version 2.5- Add a section called "Strategies" which people give there Strategies for any Bosses in the game.

Version 2.0- Add a section called "Location of Navis" which shows all the locations of all the Navis in this game.

Version 1.75- Finished having strategies for Serenade SP, and Bass SP.

Version 1.70- Finished having strategies for DarkMan SP, and JapanMan SP.

Version 1.50- Finished having strategies for MistMan SP, BowlMan SP, KingMan SP and ProtoMan SP.

Version 1.35- Change a few things around, and added some strategies.

Version 1.30- Finished having strategies for BubbleMan SP, DesertMan SP, PlantMan SP, FlamMan SP, DrillMan SP, GutsMan SP, and MetalMan SP.

Version 1.15- Started the strategies for the Omega Navis

Version 1.5- Just added a few things here and there.

Version 1.00- Completed the Boss FAQ, but there will be more things in this FAQ coming soon.

Version 0.95- Just gotten good strategies for KingMan V3 and ProtoMan V3, Also I found how ProtoMan's Delta Attack works.

Version 0.90- Just finished having strategies for Punk, GutsMan, and MetalMan

Version 0.86- Just finished having strategies for KingMan.

Version 0.76- Just fixing some things here and there. Try to make the FAQ look more descent.

Version 0.75- Just Beaten Serenade and Bass GS

Version 0.50- Just Beat DarkMan and JapanMan. There were some tough battles but I manage to beat them both.

Versions 0.25- Just finish the game and starting the Boss FAQ

## 2. Introduction of Myself:

Hi!! My name is Jason Stevenson Also know as The MegaBusterX. I wanted Write about this game because I love the MegaMan Battle Network series. This is my first FAQ so it may be sloppy, but I will try to update as soon as possible. Now, on to the FAQ.

As you know, the Bosses in MegaMan Battle Network 3 are a lot harder than the Bosses that were in MegaMan Battle Network 2. There is some that you have seen already, and some that are new into this game. They are some tough cookies, so prepare to have some tough battles.

Note: There are three types of Bosses in this game. The first are Must Fight Bosses that you have to fight to move on in the game. The others are Optional Bosses that you don't have to fight to beat the game, but if you want the other chips for your collection, then you must fight them. Then there are the Secret Bosses, which are found in the Secret Area. They are some that are easy, and then there's some those are hard.

Note 2: In this game they are V4 chips, and even a V5 chips for the Bosses. To get the V4 chips you must be in a Team Style, and defeat them with an S Rating within 20 seconds. For V5 chips, you must be Defeat the Omega Navis.

## 3. Name of the Bosses (Blue version only)

1. FlashMan
2. BeastMan
3. BubbleMan
4. DesertMan
5. PlantMan
6. FlamMan

7. CopyMan/GutsMan V3
8. BowlMan
9. DrillMan
10. Forte/Bass
11. Proto/Alpha
12. Blues/ProtoMan
13. KingMan
14. Punk
15. GutsMan
16. MetalMan
17. DarkMan
18. YamatoMan/JapanMan
19. Serenade
20. Forte GS/Bass GS

#### 4. THE MUST-FIGHT BOSSES

FlashMan

HP: 300

Net Operator: Rei Saiko

Attacks: Neon Light (10 dmg), Spark Arm (15 dmg), Flashlights

Element: Electric

Weak Against: Wood

Prizes: Zenny

The First Boss of the game. He's not really that tough in this encounter. His Neon Light Attack homes in on you as it progress across the screen. To avoid this move just quickly sidestep up or down. If you stay in the rightmost column in your area, he often leaps forward and uses his Spark Arm to light up a plus-shaped area with electricity. Some time he might out an Area Grab Chip to make dodging his attacks harder. He also uses Flashlight on your side of the field. They don't do any damage, but if you just let them sit there, they will stun MegaMan, and most likely he will use his Spark arm. Just the shoot the Flashlights, because they only have 5 Hits each, so you should have no problem breaking them before they go off. If you have the BambSwrd, the battle will be much easier. If you don't, you can use the WideSwrd and Cannon Chips, and hope you can get into a Zeta Cannon P.A. Just stay out of the rightmost column, and you should defeat him easily.

FlashMan V2 (Alpha)

HP: 500

Attacks: Neon Light (30 dmg) Spark Arm (45 dmg), Flashlights

Weak Against: Wood

Prizes: FlashMan F (BL won't matter)

FlashMan is bit tougher and a little quicker this time around. His attacks are do more damage, and he will much more likely to pull out some AreaGrab Chips. Also his Flashlight is somewhat hard to take out, so be careful. Use Wood-element chips, or use Program Advances to delete him.

Here's another good tip for FlashMan:

A barrier chip (any one. 10 hp, 100hp or 200hp) will render Flashman's Stun Technique useless. I think it's because the stun does zero damage. With that out of the way, all you need to do is dodge the electric orb attack and he can't touch you. (By: Darkstargokul2@yahoo.com)

FlashMan V3 (Beta)

HP: 700

Attacks: Neon Light (60 dmg), Spark Arm (90 dmg), Flashlights

Weak Against: Wood

Prizes: Zenny, FlashMan F (BL 4-5), FlashMan V2 F (BL 6-9), FlashMan V3 F (BL 10-S), FlashMan V4 F, Opens FlashMan Security Cube

The V3 of FlashMan is hard. First all he doesn't really put out the Neon Light much, but you will see the AreaGrab and Spark Arm combo more often. His Flashlight is harder to hit, and they go off faster. You be stunned more quickly in this version. Just get some more Wood chips (or more Program Advances), so you can delete him faster and easier.

Here's another strategy for FlashMan:

When fighting FlashMan, I recommend that you have some Pawns, Rooks or Rockcubes & Airshots. Airshots only if you have the Rockcubes, fire airshot at the rockcube, rockcube flies at opponent if hits, 200 damage.

1st: When FlashMan places the flashlights in your area, go to the second row of the three, and place you're Pawn/Rook/Rockcube in the third row, and go to the furthest left row.

Example:

M-MegaMan

O-object

E-empty square

F-flashlights

EFE

MEO

EEF

2nd: When you are Paralyzed, FlashMan will use Areagrab. When he does, the space your object is on will not be taken. FlashMan will then use his Spark Arm, and you will dodge it.

3rd: THIS IS WHY PAWNS ARE RECCOMENDED. When FlashMan uses Spark Arm, he is vulnerable. Press A and you will attack with the pawn. Rockcube, use Airshot and 200 damage. Rooks you can attack with the Mega buster. (By: Yoshmaster)

BeastMan

HP: 500

Net Operator: Takeo Inukai

Attacks: Beast Ray (20 dmg), Jumping Claw (20 dmg), Wild Rush (20 dmg)

Element: None

Weak against: Slasher chips

Prizes: Zenny

BeastMan is some what of like QuickMan in MMB2; but he is very hard and sometime will get on your nerves when fight him a couple of times in the other versions. First, BeastMan leaps into your side of your area and does a diving diagonal slash. To avoid this move, you must step to any adjacent panel to avoid the attack, but you must be every quick or you get hit with this move. The Jumping is a move that is rather simple attack to avoid. BeastMan leaps to the panel in front of you, and then performing a three-panel-wide slash. Stay out of the back row

or else you won't have a place to run when he pulls out this move. Once his HP is Low, he will be using the Wild Rush. To dodge this move first you must dodge the two diagonally moving claw strikes, followed by a Dash Attack-style charge. BeastMan can be damage during this final attack, but it's not going to be easy to hit because he is moving fast. To defeat him use GutsMan Chips. By using these chips, BeastMan can be trap with broken panels. Also Sword Chips are good too. If you have the FlashMan chips; use them in this battle, because you stun him for a while and then you can hit him with other chips.

BeastMan V2 (Alpha)

HP: 700

Attacks: Beast Ray (40 dmg), Jumping Claw (40 dmg), Wild Rush (40 dmg)

Weak against: Slasher Chips

Prizes: BeastMan B (BL won't matter)

Same as V1 but this time he has a few new moves up his sleeve. First he can now appear behind you in his Jumping Claw attack, also he performs his Wild Rush three times in a row. By now you should be packing more chips with wide damage zones, also you should have the Navi Customize to boost your attack, speed, and charge abilities. Defeat him and get his Chip from him.

BeastMan V3 (Beta)

HP: 900

Attacks: Beast Ray (60 dmg), Jumping Claw (60 dmg), Wild Rush (60 dmg)

Weak against: Slasher Chips

Prizes: Zenny, BeastMan B (BL 4-6), BeastMan V2 B (BL 7-9), BeastMan V3 B (10-S), BeastMan V4 B, Opens BeastMan Security Cube

Get ready for a fight, because this version of BeastMan is very hard and tough. He is now much faster than the previous versions, and he performs the Wild Rush four times in a row. Just Remember to pack some wide-effect Chips, and also put in the "Slasher" Chip. If you haven't gotten that chip yet, use some Program Advances like the GtsShoot to lower his HP quicker.

Here's an easy way to defeat BeastMan V3.

Get: Swords (muramasa recommended), SLASHER (very important), Lavastg (recommended/not needed), and MINES! If you're in the heat style, use the Lavastg. Mines are good, because he doesn't stop moving much. (By DarkLan396@netcape.net)

BubbleMan

HP: 500

Net Operator: Doesn't have one

Attacks: Bubble Parade (30 dmg), Aqua Shot (50 dmg), Fish Missile (30 dmg),

Fiddler Crab (30 dmg), Mine (30 dmg)

Element: Water

Weak against: Electric

Prizes: Zenny

First of all look at the battlefield. As you can see there is a boulder and a missing panel. Look at the empty panel because, his attack (The Bubble Parade) will be the biggest annoyance in this battle, because a steady stream of bubbles will come up, and if you shoot them, they will keep popping up, which it makes it tougher to hit him. Some of the Bubbles contain Fish Missile, which rocket towards you when you pop their bubbles. Other contain Mines that explodes in a

cross pattern when they pop. He sometimes lobs the pink Fiddler Crab which acts the same way to a Ratty shot when level with you. Just keep moving and you will escape this move. When his HP gets low, BubbleMan will swim in midair. While he is in midair, he surrounds himself with a Bubble shield and starts firing Aqua Shots harpoons. To stop this move just pop the bubble with a normal shot, and then open up with some powerful attacks. At this time of the game, you won't have a lot of Electric chips and the Electric sword won't do you any good because he doesn't move from the back spaces, but you can use the FlashMan chip. If you don't have that chip, just use chips that have "splash back" like SnglBomb, or use the SoniWave. They won't do any punch, but at least you get some damage in.

#### BubbleMan V2 (Alpha)

HP: 800

Attack: Bubble Parade (80 dmg), Aqua Shot (100 dmg), Fish Missile (80 dmg), Fiddler Crab (80 dmg), Mine (80 dmg)

Weak Against: Electric

Prizes: BubbleMan B (BL won't matter)

Same as above, but more HP. The Bubble Parade is now much heavier on the Fish Missiles and mines than before. By now you should have more electric chips (FlashManV2, ZapRing1, 2) in your folder so use them to delete him to get his chips.

#### BubbleMan V3 (Beta)

HP: 1200

Attacks: Bubble Parade (120 dmg), Aqua Shot (150 dmg), Fish Missile (120 dmg), Fiddler Crab (120 dmg), Mine (120 dmg)

Weak Against: Electric

Prizes: Zenny, BubbleMan B (BL 4-6), BubbleMan V2 B (BL 7-9), BubbleMan V3 B (10-S), BubbleMan V4 B, Opens BubbleMan Security Cube

This version of BubbleMan is going to be very tough, because you start with Low HP and his attack do more damage. First you must preset some healing chips (50,80,and 120) before you start the game. Use more Electric chips (FlashMan V1,V2, V3, and ZapRing1, 2, 3) to delete this little Navi. Remember that the Electric sword won't work on this guy, so be careful using that chip, because it won't reach him.

Here's another way to Beat BubbleMan V3.

You should have one Rock cube set, because you're low on health (I did this in Heat so don't complain it's hard) It's really easy if you have 3 rock cubes set up so the bubbles can't come past wherever you are and it's useful to have an air shoes to move over the hole. Try not to destroy the cubes, and use like bombs and you'll be fine! Try using the 500Barr or Master Style that helps A Lot (By:Runescaper500@hotmail.com)

#### DesertMan

HP: 800

Net Operator: Sunayama

Attacks: Lion Head (40 dmg), Arijigoku (40 dmg), Heavy Sand (60 dmg)

Element: None

Weak Against: Water

Prizes: Zenny

The fight with DesertMan is kind of hard and tough. His head is the part you must hit, while his other parts serve as obstacles. Both of his hands patrol the leftmost side of his area, and transform into Lion

Heads that dash-attack when they are level with you. While the Lion Heads aren't bad to dodge, He also performs the Arijigoku, which creates two sand whirlpools on your side of the grid, which will limit your movements. Once his HP gets low, he starts dropping Heavy Sand blocks on your side of the field. To avoid this move just watch the flashing yellow panels. The Biggest problem you going to have with DesertMan are trying to past all his parts to hit him. Water chips don't do any more damage than normal, but they do have an effect of slowing him down. Also, try to have at least some Time Bomb in your folder. So long as it's placed in the Desert's side of the field, he can't hit at all (also it will temporarily give you a safe row from those Lion Heads), which guaranteeing 150 dmg every time.

DesertMan V2 (Alpha)

HP: 1200

Attacks: Lion Head (80 dmg), Arijigoku (80 dmg), Heavy Sand (120 dmg)

Weak Against: Water

Prizes: DesertMan D (BL won't matter)

With his HP higher from your first encounter, DesertMan V2 isn't nearly as easy to take down. He's also faster when it comes to using his Airjigoku whirlpools. Just use those water chips and you should be fine.

DesertMan V3 (Beta)

HP: 1600

Attacks: Lion Head (120 dmg), Airjigoku (120 dmg), Heavy Sand (180 dmg)

Weak Against: Water

Prizes: Zenny, DesertMan D (BL 4-6), DesertMan V2 D (BL 7-9), DesertMan V3 D (BL 10-S), DesertMan V4 D, Open DesertMan Security Cube

Nothing has change for DesertMan expect that his Airjigoku comes out faster than before. Hit him with some water chips to slow him down. Use some program advances like 2xhero, MasterStyle. If you want to use the Bodyguard P.A, use must stun him first hit him with a water chip, then use Bodyguard.

PlantMan

HP: 1000

Net Operator: Anetta

Attacks: Rose Needle (50 dmg), Plant Weed (40 dmg)

Element: Wood

Weak Against: Fire

Prizes: Zenny

PlantMan's Rose Needle is a pretty straightforward projectile attack. There's enough of a pause before he fires to be to be able to dodge it. His plant weed attack move is the cause more problems. Similar to the Viney Viruses' attack, the vines grab and hold tight if they connect, and this time around the floor panels won't turn yellow, and it won't leave the area until if you destroy it, or hit PlantMan with a powerful chip. When his HP gets low, he begins to sprouts two flowers in your side of the area. Once they are on your side, the will bloom and spread pollen in a cross pattern. Though they don't do any damage, they do have bad effects on you. The Red Flower pollen confuses MegaMan and screws up the movement controls, while the Yellow Flowers stun MegaMan. You must eliminate them quickly. The quickest way to delete this guy is Fire Chips. You should have a lot of fire chips. If you want to do the heavy damage, use the BlkBomb, Fireswr, and the Program Advance HeatSprd (HeatShot/Heat-V/HeatSide J). It does 300 damage, but it will be doubled since he is weak against fire.

### PlantMan V2 (Alpha)

HP: 1300

Attacks: Rose Needle (80 dmg), Plant Weed (40 dmg)

Weak Against: Fire

Prizes: PlantMan P (BL won't matter)

Same as above but the Plant Weed is an even a bigger nuisance than before, plus the flowers bloom sooner. Other than that you shouldn't have a problem with him. You should have more fire chips (Fireswrd, BlkBomb) and the P.A. HeatSprd. Also if you have beaten FlamMan, use his FlamMan chip and the Fire+30 chip do some amount of damage, and if you're in Heat Style, you can use the Standout chip and the Salamndr chip. If you have any questions on those two chips just email-me and I'll tell you more about those chips.

### PlantMan V3 (Beta)

HP: 1700

Attacks: Rose Needle (120 dmg), Plant Weed (40 dmg)

Weak Against: Fire

Prizes: Zenny, PlantMan P (BL 4-6), PlantMan V2 P (BL 7-9), PlantMan V3 P (BL 10-S), PlantMan V4 P, Opens PlantMan Security Cube

More Faster, Stronger, and harder. His Rose Needle comes out faster, and it's stronger than before. The Plant Weed is still a nuisance so watch out for that move also. Just use more fire chips, and you can delete him easily. Also you can use the Lava Stage too if you choose too, other than that you still use the HeatSprd on him, and the FlamMan chips.

### FlamMan

HP: 1000

Net Operator: Hino Kenichi/Mr. Match

Attacks: Fire Blaze (60 dmg), Chaos Flame (60 dmg)

Element: Fire

Weak Against: Water

Prizes: Zenny

As you start you see two candles in the back, which are important to watch. If it glows green, FlamMan will be invisible, and none of your attacks will hurt him; the only way you can stop it is shoot the candle that has the green flame on it. If it's red, FlamMan's HP will slowly recover. Shoot the flame to make him stop recovering, when the candle glows yellow, he creates the Chaos Flame which that do a merry-go-round around your side of the field. This move is annoying because it severely limits the amount of room you have to run with. Extinguish the yellow flame to put out the fireballs. FlamMan's fiery breathe engulfs an entire row of panels in a pretty straightforward attack. Just sidestep and you should be fine, but be careful once his HP drops as he changes up the attack into a wide-spread inferno with very little room to run. As you know since his Element is fire then you know you must use water chips. Also use the P.A. called Bubsprd (Bubbler/BuB-V/Bublside E). His Fire Blaze breath can't cross holes that are broken, so pack in a few PanlOut3s to keep him direct at bay. Extinguish those candles ASAP, and you should have no problem with him burring out his Flames.

Here's a little Tip for FlamMan:

Use any of the boomerang (Boomer 1, 2, 3) chips to take down the candles. And if you time them right, you can also possibly hurt FlamMan. (By: Zarbityugil4)

#### FlamMan V2 (Alpha)

HP: 1300

Attacks: Fire Blaze (80 dmg), Chaos Flame (80 dmg)

Weak Against: Water

Prizes: FlamMan F (BL won't matter)

Same as before, but FlamMan starts out with a much quicker Fire Blaze that spreads out. Watch out for his Chaos Flame. Other than that everything else is the same. Just use water chips, and some P.A. to take out his Flames and get his chip.

#### FlamMan V3 (Beta)

HP: 1700

Attacks: Fire Blaze (150 dmg), Chaos Flame (150 dmg)

Weak Against: Water

Prizes: Zenny, FlamMan F (BL 4-6), FlamMan V2 F (BL 7-9), FlamMan V3 F (10-S), FlamMan V4 F, Opens FlamMan Security Cube

Stronger, and a little faster, FlamMan has the same moves as before. You definitely are going to have to watch out for his Chaos Flame because it does 150 dmg, and goes a little faster than the other two versions. By this time you should have more water chips and more P.A. to cool this hothead down. Watch out for those candles too. Once one of them is lit, take them out as soon as possible.

#### CopyMan/GutsMan V3

HP: 900

Net Operator: None

Attacks: Shockwave (100 dmg), Rocket Guts Punch (150 dmg), GutsHammer (100 dmg), Z-punch (150 dmg)

Element: None

Weak Against: None

Prizes: Zenny, Gives you Rank #3

See GutsMan V3 to defeat this Navi

#### BowlMan

HP: 1000

Net Operator: Unknown

Attacks: Gatling Pin (40 dmg), Bowling Bomber (40 dmg), Tower Bowl (40 dmg)

Element: None

Weak Against: Unknown

Prizes: Zenny, Gives you #2 Rank

BowlMan has a fairly predictable attack pattern. When he whips out the Gatling Pin, get ready to move a lot, as he fires a numerous bowling pins across the field in a pattern; sidestep up and down to dodge. While you can shoot those pins, they will bounce when they get shot and they can still hit you. The only way you can dodge this move is to knock him out of the attack with a strong chip, or just move up and down. BowlMan's two-stage bowling attack can be another annoying attack. First he raises three pins in your area. You will take damage if one pops up underneath you. After the pins are up, he then hurls a bowling ball across your row. Though this move is to see it coming and dodge, the pins reduce your running room, also any pins that the ball strikes comes flying at you. Use some Invis, Mole and Shadow chips to

help you dodge the Gatling Pin attack. The CrsShld Chips not only save you from harm, but will hurt BowlMan to boot. PanlOuts blocks his Bowling Bomber, and the pins on your side are removed by his own Gatling. Stay on your toes, and hit him with your best chips.

BowlMan V2 (Alpha)

HP: 1300

Attacks: Gatling Pin (80 dmg), Bowling Bomber (80 dmg), Tower Bowl (80 dmg)

Weak Against: Unknown

Prizes: BowlMan B (BL won't matter)

Nothing has Change but BowlMan added golden pins to his Gatling Pin attack. They don't bounce when shot, but they are tougher than the normal Pins. His Gatling Pin is also faster so you're going to have to sidestep a little faster. Remember the pins will bounce to you after you hit them and He throws his Bowling ball much faster than before. Use more Invis Chips, and some good Program Advances.

BowlMan V3 (Beta)

HP: 1700

Attacks: Gatling Pin (120 dmg), Bowling Bomber (120 dmg), Tower Bowl (120 dmg)

Weak Against: Unknown

Location: The Net Battle Stage

Prizes: Zenny, BowlMan B (BL 4-6), BowlMan V2 B (BL 7-9), BowlMan V3 B (BL 10-S), BowlMan V4 B

Whoa!! This is guy is no joke when it come to his V3. First his Gatling Pin goes really, really fast, and they do a lot of damage. You're going to have to sidestep up and down pretty quickly because those pins will be coming for you. He takes out his Tower Bowl a lot sooner than his previous versions. And watch out for his Bowling Ball. Use a lot of Invis chips. If you have the Program Advance called Bodyguard (AntiDmg/AntiNavi/Muramasa M) then uses it. If not then use some CrsShld chips, and Recover chips, because this one is going to be a tough battle.

Here's another way to Beat BowlMan V2 and V3

The NO. Beam chips and AntiDmg work wonders against him. you can use the NO Beams when he sets up the pins on your side of the area. they will paralyze him, and allow you to go at him with something even bigger(although they do well damage as it is 200/260/300.) also, AntiDmg will stop his pin machine gun/vulcan, and hit him with all three shrunken. So the NaviCust program really helps make the battle easier. (By: Foxfire15)

DrillMan

HP: 600

Net Operator: Doesn't have one

Attacks: Drill Drive (80 dmg), Panel Crusher (80 dmg), Triple Hole (80 dmg per hit)

Element: None

Weak Against: Unknown

Prizes: Zenny

Though DrillMan has a low HP, don't let it fool you because for the whole battle, he is already in his Drill Drive attack, which is invulnerable for the front. Basically you won't be able to hit him in the front. He has three attacks, so be ready to sidestep and counter.

When three holes appear simultaneously on his side of the field, they disgorge unbreakable drills. DrillMan is hiding in one of them so your going to have time your attack right to hit him. Watch out for his flashing yellow panels!! DrillMan and his twin drills bust through, taking them out for a while. Don't stand to still afterwards because the pieces of rubble will fall from the air afterwards. To doge the rubbles just watch for their shadows, and move as you see them. If you have the BrakChrg Program; install it to break through his protective drill with a powered Buster Attacks, but if you wan to get do more damage, and delete him more quickly you're going to need some wide-effect Chips. Most Swords can work if you have some good timing. You can also use the P.A. Called LifeSwrd (Sword/WideSwrd/LongSwrd E, L and Y) which will damage him 400 if you hit him with it. Try using the Burner Chips, Also Air Shoes are useful for those holes he puts in your field.

DrillMan V2 (Alpha)

HP: 900

Attacks: Drill Drive (120 dmg), Panel Crusher (120 dmg), Rubble (100 dmg), Triple Hole (120 dmg per hit)

Weak Against: None

Prizes: DrillMan D (BL won't matter)

He's much faster and stronger this time around. He still has the same pattern as before. You're definitely going to need that BrakChrg program to break his guard. You can still use the wide-effect chips (P.A. LifeSwrd, Swords, and Bombs) to take him out.

DrillMan V3 (Beta)

HP: 1200

Attacks: Drill Drive (160 dmg), Panel Crusher (160 dmg), Rubble (140 dmg), Triple Hole (160 dmg per hit)

Weak Against: None

Prizes: Zenny, DrillMan D (BL 4-6), DrillMan V2 D (BL 7-9), DrillMan V3 D (BL 10-S), DrillMan V4 D, Opens DrillMan Security Cube.

Lighting Speed! You're definitely going have to watch out for his Drill Drive attack, because it going to come real fast. You're going to need the BrakChrg Program for this version. If want to use your program advances I suggest to use them once he does his Triple Hole attack. If you have great timing, you can use the 2xHero when he does his Drill Drive attack, but like I said, youneed good timing to hit him.

Forte/Bass

HP: 1000 AURA: 100

Net Operator: Himself

Attacks: Air Burst (100 dmg), Explosion (100 dmg), Breaker (100 dmg)

Element: None

Weak Against: Unknown

Prizes: Zenny

Bass has an aura of 100, so anything below 100 will have no effect on him. Bass' attacks are strong and fast, so be ready to dodge. His Air Burst launches a Shockwave-like spark across the floor. You will always see this move. The next move the Explosion is same move you've seen in part 2. It may not be longer as it was in part 2, but the damage is still high. Once his HP gets lower he will start using the Breaker attack. Bass will take a mighty leap, and then come down on you, also taking out the panels above and below. The holes are a problem because not only you have limited space to move, Bass' other

attacks can travel over empty panels. First thing you must do is to take out that protective aura before you can do any damage to this the Black Navi Himself. To take out that aura, you must do 100 points of damage to with a single attack. You can use the DynaWav or the NrthWind Chip (if you have at this time of the game) to take out the aura. Be careful because he can regenerate the aura. The only way you can keep him out of the aura is before he does his Explosion or Breaker Attack, hit with a powerful chip or hit him with a Navi chip to keep him regenerate that aura. Once you get the Aura out of the way he is all yours.

Proto/Alpha (THE LAST BOSS OF THE GAME)

HP: 2000

Net Operator: Doesn't have one

Attacks: Devil Hand (50 dmg), Red Eyes Delete (80 dmg), Reverse Vulcan (20 dmg), Alpha Arm Sigma (60 dmg), Alpha Arm Omega (100 dmg)

Element: None

Weak Against: Unknown

Prizes: Yellow Star ID

Well you finally made it to the Final Boss of the game. His name: "ALPHA" and his only goal now are to delete you and the Net Society. First Alpha's huge arms form a two-stage attacks; the first arm swipes down an entire column, while the other spears straight through an entire row. When you see his eye glowing, head for the back corner of the field. His Red Eyes Delete laser beam will hit the center-right panel on your side, cracking the adjacent panels, as well as sending a fast shockwave along the center row. Once his shoulders open up; he uses his machinegun. Though they are not strong, they will follow you from panel to panel and it will keep this attack for a while. The Alpha Arm Sigma lightning attack alternates between lighting up the top and bottom rows then the middle. To avoid this move keep moving up and down in time to avoid taking damage, or why not just use the Invis, or shadow chips. They will come in handy. If you see a big missile forming, go to the rightmost corners of your area. The Alpha Omega missile rockets across the screen, then it will explode the back area of your panels. If Alpha collapsed the panels in front with his Red eyes, then you have no choice but to take the damage. (That is if you have some Invis chips on you) The only way you can hurt this big thing is you must destroy its core, which is hidden under a protective shell. If you have the Max out for your Navi Customizer, use it so you can take out the shell. Once you see a purple core, its time for you to use your powerful chips. Put in some powerful Recover Chips (120, 150, 200, 300) because you're going to need them in this tough battle.

Here's another strategy for Alpha.

Load your Folder with chips like: Shake 1-3, Yo-yo 1-3, Triple and Double bombs, Pawns, Needlers, and any other chips that can do multiple hits. That way you expose the core, and can even hit Alpha a few times. After you expose the core, you can use some hard hitting P.A.'s and chips. I use this strategy every time I face him, and I can usually delete him in 2-5 minutes, depending on the chips that come up. (By: Zeroman)

## 5) THE OPTIONAL-BOSSES

Introduction:

Well its looks like you beaten Alpha, and save the world again. And you think it's over. Think again because this only the beginning. As

you know, there's more to do once you beaten the game. They are also other Navis to battle in this game.

Note: All the Navis have net operators. Just go to their operators, and have a net battle with them.

Blues/ProtoMan

HP: 1000

Net Operator: Enzan Injuin/Eugene Chaud

Attacks: Sonic Boom (100 dmg), Wide Sword (100 dmg), Fighter Sword (100 dmg), Surprise Sword (100 dmg), Shield

Element: None

Weak Against: Unknown

Prizes: ProtoMan B (BL won't matter)

Hey look whose back? It's ProtoMan!! Yah!! Once again Chaud is upset that you have saved the world and Kick Alpha butt, while he doesn't do anything. Now he is pissed and tells you to meet him at Hades Island (how did he get there before you did? Maybe he has magic) to have a Net Battle. As you know ProtoMan has been a tough opponent for MegaMan in the other games and this one is no exception. His Favorite attack is to hurl a pair of Sonic Booms across the field, one after another, then follow by either leaping into your field with a Wide Sword attack or staying on his side and using a LongSword-style Fighter Sword. The Sonic Boom is some what easy to avoid. If they only fried on the top or bottom rows, move very quickly to the opposite side. Sometimes ProtoMan like to use his shield to avoid your attacks. If you hit his shield; he will counter it and end up by appearing behind you and hitting you with the Surprise Sword. Use the Slasher chip; because once ProtoMan is on your side of the field, you can easily take 240 HP away from him. You can also use some Pawn Chip in this battle. Place them in the center row of his side of the field. This will block his Sonic Booms, since they need two rows to travel through. Watch out!! Though the Pawn Chip will stop the Sonic Boom attack, it won't stop him from coming behind you and use his Surprise Sword. So stay alert and use those Slasher Chips!!

Blues/ProtoMan V2 (Alpha)

HP: 1300

Attacks: Sonic Boom (150 dmg), Wide Sword (150 dmg), Fighter Sword (150 dmg), Surprise Sword (150 dmg), Delta Ray Edge (200 dmg), Shield

Weak Against: Unknown

Prizes: ProtoMan V2 B (BL won't matter)

Faster, Stronger, and more HP, ProtoMan hasn't change really much in this version. He does like to hurl more Sonic Booms across your field and then come up with a Surprise Sword attack. He also as a new move called the Delta Ray Edge attack. I found out how this attack works.

You'll hear a kind of click noise right before he uses it, and he does 3 WideSword attacks, each doing 200 damage. He first appears in your right, top most panel, then your back, middle panel, then lastly your right, bottom most panel. Each time he moves to a different location he uses a WideSword, so if you're in the middle when he uses this say goodbye to 600 of your life. Now, here's a effective, but super cheap, way of dodging it completely: If you're in your middle panel and you hear the click noise, press start to pause the game, then hold down and then unpause the game. You should move to your middle, bottom panel, then immediately move back one panel so you're in your left, bottom

most panel. By doing this you effectively dodge all 3 hits of the Delta Attack. (By: Aveon Strife)

Blues/ProtoMan V3 (Beta)

HP: 1600

Attacks: Sonic Boom (200 dmg), Wide Sword (200 dmg), Fighter Sword (200 dmg), Surprise Sword (200 dmg), Delta Ray Edge (200 dmg), Shield

Weak Against: Unknown

Prizes: Zenny, ProtoMan B (BL 4-6), ProtoMan V2 B (BL 7-9), ProtoMan V3 B (10-S), ProtoMan V4 B

More Faster, and Stronger; this version is more annoying than his other versions. He loves to use his Sonic Boom attack, follow by his Fighter Sword. Also if you hit him while his is in his Fighter Sword attack, he come behind you, and use his Surprise Sword Attack. Use some Slasher Chips to stop his Surprise Sword Attack. Put in some Good Program Advance like Bodyguard, and MstrStyl (Salamndr/Fountain/Bolt/GaiaBlad\*). Use those Program Advance to delete this annoying Navi.

Here's another strategy for ProtoMan V3.

Since he has 1600 Life, it's kind of a chore to bring down all of it, so use some effective counter-measures to combat against him. 1 great chip in this battle is LavaStage, since he steps in every square of his and some of yours too that's 450+ damage if he steps on all of his alone. MasterStyle will do about 800-900 to him, where's a 2xHero with an Attack+30 attached will do a clean 1000 to him. Area Steal is worthless against him as he has an infinite # of AreaGrabs to counter yours. And don't try shooting him unless he stunned, paralyzed, vine entangled of he'll block it and warp behind you and use a WideSword attack. Recommended Chips/P.A.'s: PlantMan V4, 2xHero P.A., Heat/Bubble Spread P.A., LavaStage. (By: Aveon Strife)

KingMan

HP: 800

Net operator: Aragoma Torakichi/Tora

Attacks: Knight (50 dmg), Pawn (30 dmg), Checkmate (50 dmg), Plan-B

Element: None

Weak Against: Unknown

Prize: Zenny

Tora's KingMan is one annoying Navi, because in the whole battle, he hides behind two Pawns. The Pawns act like shields. Blocking shots, and slashing at MegaMan with LongSword-style attacks if he gets close in. The real problem is come with his Knight, which leaps around on your side of the field, creating shockwaves with every landing. If you fight a distance for a while, he will use Plan-B which will steal one of your columns, and reactivating his Pawns. Once he take away your columns, you be only left with two, which making it easy for the Pawns to hit you. Just keep moving around your areas, and he won't use this move. KingMan's only direct attack is the Checkmate. He first send all his three of his pieces into your side of the field to act like shields, then leaps in with a crushing stomp attack himself. There's not going to be much room to run, but try to find way to move, or use a Barrier. Use chips that hit the rightmost columns like Lance or Boomer chips. If you have Break Charge Program for you Navi Customizer, then I would recommend using this program, because it easily shatter the Pawns. Once those Pawns are shattered use your most powerful chips,

but remember the Pawns will regenerate after a while. If you don't have the Program, don't worry. Use some GutsPunch to destroy the Pawns. He is one of the hardest bosses in this game(in my opinion), so your going to have some tough battles with him.

KingMan V2 (Alpha)

HP: 1000

Attacks: Knight (150 dmg), Pawn (100 dmg), Checkmate (150 dmg), Plan-B (V1&V2)

Weak Against: Unknown

Prizes: KingMan K(BL won't matter)

Nothing has really changed for this guy. If you keep breaking his Pawn, he will come out with an new version of Plan-B, which will call out two Knights, and a Rook piece that can't be broken with the BrakChrg Program. The Rook will stay in front of him and will block your shots. Thankfully the Rook is more slower than KingMan so you will have a few seconds to get a shot off before the Rook can get in front. The real problem is now you must doge not one, but two Knights as they will be coming for you. They are some what fast so you will be moving the whole time in this battle. Use Chips that have a splash back effect or lobbbers like DblBomb.

Here's another strategy for KingMan V2:

First you will need to put in Breakbuster and air shoes in your programming. It makes the battle super easy if you follow this idea. Next load up your folder with panel cracking (not breaking, though they work too!) chip. This and airshoes make it so when the knights are chasing you, all you have to do is move out of the way, and then like magic, they fall down the hole. He usually makes more quickly, but with air shoes, you can then just walk around on the panels that are broken. The knights won't chase you there, then just have some good p.a. combos and he will die really fast. (By: Ari Davalos)

KingMan V3 (Beta)

HP: 1500

Attacks: Knight (150 dmg), Pawn (100 dmg), Checkmate (150 dmg), Plan-B (V1&V2)

Weak Against: Unknown

Prizes: Zenny, KingMan K (BL 4-6), KingMan V2 K (BL 7-9), KingMan V3 K (BL 10-S), KingMan V4 K

This version of KingMan is no Joke. Though he has the same moves, his Knight is faster in this version which make it tougher to doge it. Use some good program advances on this chess Navi. Tip: Whatever you do, do not get caught by the two versions of Plan-B, because if you play a distances, he will use Plan-B v1, then if you break his Pawns, he go in Plan-B v2. So basically you have only two columns and two knights after you, which is not a pretty sight because you really have nowhere to move, which make the battle much harder.

Here's another strategy for KingMan V3:

The PlantMan chip works wonders in the beginning of this battle, since it kills both pawns and the knight (if the knight is still on the enemy's side that is) and paralyzes KingMan for a couple of seconds. Now, I use a somewhat dangerous strategy when fighting KingMan, I stay in my front row (MegaMan's right most row) and I keep going from top to bottom, never stopping in the middle to be trapped in by the wall, a pawn, and a knight. Start by moving to your top, right most panels, stay there until the knight is about right on top of you, then move to

your bottom, right most panel. Keep doing this, as it is a super effective way to dodge all of his attacks. And the beauty of staying in his front row is that he'll never use the version of "Plan B" that steals your panels. But, if you fight him like this he'll use a different version of "Plan B" where he summons 2 Rooks to protect him, they don't move, but they have armor like the pawn and the knight to where only piercing attacks hurt the rook.

Recommended Chips/P.A.'s: PlantMan (V2-V4), the DeuxHero (CustSword B, VarSword B, ProtoMan B V1-V4) or 2xHero P.A. (Slasher B, CustSword B, VarSword B, ProtoMan V1-V4). (By: Aveon Strife)

Punk

HP: 800

Net Operator: Mr. Famous

Attacks: Mad Roller (30 dmg), Shield and Chain (30 dmg), Double-Go-Round (30 dmg)

Element: None

Weak Against: Unknown

Prize: Zenny

Note: You don't get any chips from Mr. Famous, so basically, these battle are only you want to have some Zenny, or have a good challenge.

Hey!! Mr. Famous is back as well, and it looks like has a new Navi called Punk. This Navi is much harder than his GateMan in Part 2. First, Punk likes to move a lot if you try to shoot him. His Mad Roller attack is a body blow and to top it, he is invincible while performing it. When curled into a spiky ball, he either comes at you with a slow wave-like motion or a fast straight-on charge that ends up with a u-turn whenever he's level with you. He sometimes flings his arm backward while shielding himself. You must be careful because his arm is going to pop up on your side of the field and try to attack you in the back. His last move, the Double-Go-Round is a bit tougher to move, as he sends two spinning discs into your field, and then follow you by leaping up in front of you and performing a wide slash move. The best way to deal with this Mohawk-topped maniac is try to use chips that can break the panels, and best way you can do that is to put in some PanlOut3 chips and any version of the GutsMan chip, or anything that makes holes on the floor. His rolling attack doesn't cross holes making him easier to hit him with some powerful chips, or some powerful program advances. Whatever you do, hit him when he's trapped on his side of the field.

Here's a little tip for Punk:

Use the Lavastage chip. Since he is always moving, he will (most likely) hit a lava panel before he hits you with his rolling attacks. It has helped me many times in the past. (By: Zarbityugi14)

Punk V2 (Alpha)

HP: 1000

Attacks: Mad Roller (60 dmg), Shield and Chain (60 dmg), Double-Go-Round (60 dmg)

Weak Against: Unknown

Prize: Zenny

Punk is much faster than he was last time. As in V1 use some PanlOut3 to keep him on his side of the field, then hit with some good program advances. (Bodyguard, 2xhero, MstrStyl) You should have little to no problem with this annoying Navi.

### Punk V3 (Beta)

HP: 1600

Attacks: Mad Roller (100 dmg), Shield and Chain (100 dmg), Double-Go-Round (100 dmg)

Weak Against: Unknown

Prizes: Zenny

It looks like Mr. Famous had finished Punk upgrades, and it looks like he wants to test them out. Punk is much Faster and Stronger. His moves comes out faster than his other versions. The strategy is the same as the other two versions. Put in chips that makes holes to the panels (PanelOut3, GutsManV1,V2,and V3). Once you kept him on his side of the field, use your some good program advance like PoisPhar (PoisMask/PoisFace/Anubis A) Bodyguard, 2xHero, MstrStyl to defeat this Navi.

### GutsMan

HP: 300

Net Operator: Dekao Oyama/Dex

Attacks: Shockwave (20 dmg), GutsPunch (30 dmg), GutsHammer (20 dmg)

Element: None

Weak Against: Unknown

Prizes: GutsMan G (BL won't matter)

It looks like GutsMan is back for some more Net Battling with MegaMan. GutsMan really knows how to throw his weight around. The Shockwaves he throws can be bounced back with Guard Chips. If you stay on rightmost column, he'll leap forward and stuff you with a powerful GutsPunch. With good timing you can sidestep this move and hit him with a WideSwrd attack. His big move called the GutsHammer will crack a row of panel on your side of the battlefield. You have advantage because if you step off the panels creating a hole, his Shockwaves can't get across. Be careful though because the Hammer also collapses any panels that are already cracked if he hits that row again, which could put you in a bad spot. Since you are at the beginning of the game, you don't have any good chips, or any good program advances. If you have the Z-Cannon 1, you can use it. You don't really need to worry about this version because it's just a "pretend" fight, but if want his chip, just defeat him, and he should give you his V1 chip.

### GutsMan V2 (Alpha)

HP: 700

Attacks: Shockwave (40 dmg), GutsPunch (60 dmg), GutsHammer (40 dmg)

Weak Against: Unknown

Prizes: GutsMan V2 G (BL won't matter)

He's a bit faster and hits harder, but GutsMan isn't much tougher than before. He does have a slightly have new trick this time. The GutsHammer will crack all the panels on your side instead of just one row. If you have the AirShoes chip, use it so you float on those empty panels. Working with an unfamiliar deck affects your strategy, but otherwise you have no problem with his V2 form.

### GutsMan V3 (Beta)

HP: 900

Attacks: Shockwave (100 dmg), Rocket GutsPunch (150 dmg), GutsHammer (100 dmg), Z-Punch (150 dmg per hit)

Weak Against: Unknown

Prizes: Zenny, GutsMan G (BL 4-6), GutsMan V2 G (BL 7-9), GutsMan V3 G (BL 10-S), GutsMan V4 G

Note: This strategy is also for CopyMan/GutsMan V3

A new and improved version of GutsMan!! First the GutsPunch is now a projectile version that fires across an entire row. He will use this attack more than he does his shockwave. The Shockwave goes a little faster, you can doge it easily. The GutsHammer is same has it was in V2 so be careful. Once his HP gets lower, he pulls out his new move The Z-Punch. The Z-Punch will give him invulnerability for a few seconds as well as a speed boost as well. He will also fling rocket punch after rocket punch in a rapid succession. The only you can do is to dodge he punches since you can't hit him. If you use some powerful chips, he won't be stunned, so the only way you can stun him is use the ZapRing Chips, or the FlashMan chips. Put in some Invis chips since you want to doge his Z-Punch attack at all cost. Hit him with your best Program Advances, and you should be able to take him down.

MetalMan

HP: 500

Net Operator: Tamako

Attacks: Metal Wheel (20 dmg), Metal Missile (20 dmg)

Element: None

Weak Against: Unknown

Prizes: MetalMan M (BL won't matter)

MetalMan himself isn't that difficult to beat at all. He's slow and doesn't whip out his attack very quickly. The problem is that Tamako has put a pair of grinding gears that move along the center of the row. They will block your movement and damage you if you enter the center row. This obstacle will be the most difficult part of the fight. The Metal Wheel is just MetalMan's version of the Boomer chips, flying along the outer panels of the field. Normally this isn't to hard to avoid, but since those damn gears are in the center row, it will be hard to dodge the attack since you are limited to space. MetalMan stands still while launching his other attack called the Metal Missile, which launch three missiles into the air. These missiles then target MegaMan and fall downward. To dodge this move watch for the flashing yellow panels, as they will tell where the missiles will land. Be quick, because the missile certainly are. The best way to beat MetalMan is too use his strategy. Use some Boomer1 chips. You can also use Sword chips, or the P.A. LifeSword (Sword/LongSword/WideSword E,L,Y). Use some Invis chips so you can get pass by the gears for a while. Load up on some Recover chips too since your going to take damage trying to dodge the gears. It's going to be a difficult fight, so be prepared.

MetalMan V2 (Alpha)

HP: 800

Attacks: Metal Wheel (40 dmg), Metal Missile (40 dmg), Metal Fist (80 dmg)

Weak Against: Unknown

Prizes: MetalMan V2 M (BL won't matter), P-Code

Same as Version 1, but has a new move to make the battle tougher. The Metal Fist which you've seen using his panel-removing chip attack. Also his Metal Missile also fires five shots instead of three. As like in V1, use some Boomer chips, Sword chips, and if you want you can use some ZapRing chips to stun him so you can hit him with some Program Advances. Remember those gears in the center row.

MetalMan V3 (Beta)

HP: 1200

Attacks: Metal Wheel (80 dmg), Metal Missile (80 dmg), Metal Fist (160 dmg)

Weak Against: Unknown

Prizes: Zenny, MetalMan M (BL 4-6), MetalMan V2 M (BL 7-9), MetalMan V3 M (10-S), MetalMan V4 M

MetalMan upgrade doesn't really pack in any new attacks, just more HP and much more damage when he connects with his attacks. Just use some Boomer chips and put in some Invis chips into your folder. Use Program Advances to take this Metal Navi down. Remember to watch out for the gears!!!!

## 6) THE SECRET BOSSES

Introduction: These Navi are found in the Secret Area. The Secret Area is located where you gotten the GigFreez program. If you don't remember just go back to the Yoka Inn, and pass the Stone Bath. To get into the Secret Net, you must beat Alpha, and have 100 Standard Chips in your Library. There are four Secret Navis (DarkMan, JapanMan, Serenade, and Bass GS). There are requirements you must meet to face these Navis.

DarkMan

HP: 1400

Attacks: Flame Tower (100 dmg), Killer's Beam (100 dmg), Ice Wave (100 dmg), Dark Shadow (100 dmg), Black Wing (50 dmg)

Element: None

Weak Against: Unknown

Prizes: Zenny

The first Guardian of Serenade. He will be your first Navi to battle in the Secret Net. First every time he moves, his color will change. The color change will be determines which Element attack. Unfortunately, he does not change Elements himself making you no weakness to exploit. You have all ready seen these moves before, but if you have haven't or you just forgot, I will just tell you. The Flame Tower is the same thing as FlamMan's Fire Blaze attack, The Killer's Beam is the same attack that the KillerEye viruses have, and the Ice Wave is the same attack that the Penga viruses have. You should know how to dodge each move, but unfortunately, his signature attack makes dodging these moves much harder. The most annoying attack he has is the Black Wing, which opens up three portals on your side of the field, disgorging bats. The portals will close only after a set period of time, and it's easy to miss a bat, but while you're trying to dodge the bats, chances are he's going to use his other attacks on you. DarkMan makes use of the Dark Shadow attack, which is the same as the Shadow Virus' axe-attack. Dodge it or hit it with a sword attack. Put some AreaGrab chips in your folder before going into battle, and make use of them. This not only give you a safe zone for the Black Wing attack, it will also put you closer to DarkMan so you can hit with some powerful chips. Since DarkMan himself is a little slow when it comes to direct attacks, you shouldn't have a problem hitting him with your attacks. Use some program advances like Bodyguard, 2xhero, MasterStyl if you want to take him down easily. Invis and other evasion chips are also highly recommended.

DarkMan V2 (Alpha)

HP: 1600

Attacks: Flame Tower (150 dmg), Killer's Beam (150 dmg), Ice Wave (150 dmg), Dark Shadow (150 dmg), Black Wing (75 dmg)

Weak Against: Unknown

Prizes: DarkMan D (BL won't matter)

Nothing has really changed for DarkMan expect that he a little faster, more HP and his attacks do more damage. Use more AreaGrab chips to dodge his Black Wing attack, and then pull out your best program advances on him to take him out.

DarkMan V3 (Beta)

HP: 1800

Attacks: Flame Tower (200 dmg), Killer's Beam (200 dmg), Ice Wave (200 dmg), Dark Shadow (200 dmg), Black Wing (100 dmg)

Weak Against: Unknown

Prizes: Zenny, DarkMan D (BL 4-6), DarkMan V2 D (BL 7-9), DarkMan V3 D (BL 10-S), DarkMan V4 D

Slightly speedier, and going to be very annoying since you have to have a glitch in your Navi customizer. I suggest if you don't want to be bother with the glitches, get the Bug Stop Program that will stop all the glitches in your Navi customizer. Remember to put in some AreaGrab chips in your folder, so you can have more area to doge his attacks Don't forget to hit him with your program advances.

YamatoMan/JapanMan

HP: 1600

Attacks: Thousand Spear (100 dmg), Spinning Reflect (150 dmg) Straight Spear (150 dmg), Backup (100 dmg)

Element: None

Weak Against: Unknown

Prizes: Zenny

Before I start, some people say that JapanMan is a stupid name of a Navi, and let me say I agree with them. It does sound kind of funny, so I decide to put his Japanese name, which is YamatoMan. So if you hear YamatoMan more than JapanMan, don't worry about it cause it's the same Navi. Ok now, YamatoMan's Thousand Spear attack covers the right two columns on your side of the field. Step back into the leftmost column to dodge. The Straight Spear can hit you all the way in the back, but it shouldn't be to hard to see it coming and sidestep. If you use your Mega Buster, JapanMan will sometimes spins his spear around creating a shield that bounces your attack right back at you at you. YamatoMan most annoying move the Backup attack which is slow and easy to dodge, but those little people will steal your panels away if you don't destroy them, leaving you a sitting duck for JapanMan's spear strikes and will end the match pretty quickly. Stick to the back row in the beginning, and step in with wide attacks when YamatoMan tries to use his Straight Spear on you. You want to save your good chips for the latter part of the battle. When the Backup arrives, use some PanlOut3 in the leftmost column so you can keep those little guys away, plus it give you more room to move freely. Once the Backup attack is in movement, hit your most powerful attacks, and some powerful program advances to get this battle over with as soon as possible.

YamatoMan/JapanMan V2 (Alpha)

HP: 1800

Attacks: Thousand Spear (150 dmg), Spinning Reflect (200 dmg), Straight Spear (200 dmg), Backup (150 dmg)

Weak Against: Unknown

Prizes: JapanMan Y (BL won't matter)

Nothing as change just more HP, and his Attacks take more damage. Use some powerful chips, and watch out for his backup attack. Take out those little guys before they take your panels.

YamatoMan/JapanMan V3 (Beta)

HP: 2000

Attacks: Thousand Spear (200 dmg), Spinning Reflect (250 dmg), Straight Spear (250 dmg), Backup (200 dmg)

Weak Against: Unknown

Prizes: Zenny, JapanMan Y (BL 4-6), JapanMan V2 Y (BL 7-9), JapanMan V3 Y (BL 10-S), JapanMan V4 Y

More Stronger and tougher, JapanMan uses the moves as he did in V1&V2. Remember to look out for his Back up attack. Just use some program advances to take him out. Anyone would like to put a strategy for this version, just e-mail me, and I will put it on this FAQ.

Serenade

HP: 2000

Attacks: Sonic Boom (100 dmg), Saint Light (100 dmg), Holy Shock (100 dmg)

Element: None

Weak Against: Unknown

Prizes: Zenny

The Fight with Serenade will be a long fight. First if you try shooting at Serenade, he will instantly spin, and will bounce your attack right back at you as a small Sonic Boom. It looks like your Buster won't be any use to you in this battle so don't bother with Buster upgrades in the Customizer. The Saint Light attack acts like an Ice Wave, but only it will cover all three rows. This move shouldn't be too hard to dodge, thankfully. The only way you can hit Serenade is when he performs his Holy Shock attack, which will shake the earth and cracks panels on your side of the field. Hit him with your powerful chips to hit him out of his Holy Shock. Like I said, this is going to be a long fight since you be mostly dodging his Saint Light attack. You should have plenty of time to set up some Program Advances. DrillMan's Chip can do some good damage if they manage to hit him with the Panel Crusher and the Rubble follow-ups. Since this will be a slow fight, put in the FldrBack Chip so you can recover your folder if you want any of your chips back. You must defeat one more Navi and he's a tough one.

Forte/Bass GS

HP: 2000 AURA: 200

Attacks: Explosion (300 dmg), Airburst (300 dmg), Earth Breaker (300 dmg), Gospel Cannon (300 dmg), Shooting Claw (300 dmg), Banishing World (500 dmg)

Element: None

Weak Against: Unknown

Prize: A well deserve Bass+ X (BL won't matter)

Looks like Bass as returned and it looks like he doesn't remember anything, but he does know one thing, and that is to eliminate MegaMan. He is now fused with the remnants of the bug-born Gospel beast, and this guy is no joke. First, he now has an Aura of 200, so anything under 200 will not hurt him. Bass has his attacks for his previous battle, but now they do more damage than before so watch for those attacks. His new attacks are the Shooting Claw, which Bass will point and then two Claw will come out and try to hit you. He will then follow

it up by using the Gospel Cannon attack, which Gospel comes out, and use his Fire Breath on you. Once Bass has low HP, he will then use his most powerful attack, which is called Banishing World. Gospel will come out and shoots out a laser type attack and will destroy the back area of your field. That attack alone is 500dmg!! So look out for that attack. Since he has an Aura of 200, and most chips are not over 200, you're going to be using the NorthWind chips, which will take out that Aura quickly. Find a way to stop him from regenerating that aura, so you can save your NorthWind Chips for later in the battle. Try setting up your Program Advances so you can get ready to hit him once he's out of his Aura. Use the FolderBack chip so you can get back your chips. Put in some powerful healing chips (200, 300). This is going to be a real tough battle, so find anyway to stop this Black Navi.

## 7) The Omega Navis

Introduction: The Omega Navis (SP or V4) are the final battle you have with these Navis. They're tougher, stronger, faster, more HP, and are tougher to beat than their V3. If you want to get their V5 chips, you must defeat the entire Omega Navis.

Note: To Face the Omega Navis you must have five stars in this game. Don't know what are the five stars you need? Don't worry I will list them below.

Yellow Star- Beaten Alpha

Blue Star- Obtain all 200 chips

Green Star- Beaten Bass GS

Light Blue Star- Completed the Serenade Time Trails

Purple Star- Obtain all 85 Mega Chips

Once you've gotten these five Stars, move the cursor to "Continue," and hold left, then enter the button code: R,R,L,R,L,R,L,L. Once you put in the code, the Omega Navis are unleashed on the net. Here are all the locations of the Omega Navis:

FlashMan SP: Principal's PC 2 (where Ranked #7 Navi was)

BeastMan SP: Zoo Computer 3 (where the Dash Run program was)

BubbleMan SP: Yoka Net 2 (Where you found a HP Memory. Must use Press Program)

DesertMan SP: DNN TV van (Top right corner)

PlantMan SP: Dead end in Hospital Computer 3

FlamMan SP: Undernet 3 (Top left torch where you fought his version 1)

DrillMan SP: Undernet 5 (Where you fought his version 1)

GutsMan SP: Dex's Homepage (bottom-left part)

MetalMan SP: Dead-end of Tamako's Homepage

MistMan SP/BowlMan SP: DNN Studio Net Battle Machine

KingMan SP: DNN Studio 2nd floor (TV Board Computer)

ProtoMan SP: Hades Net (Bottom-right square area. Must use Press program)

DarkMan SP: Secret Area 1 (top-left dead end)

YamatoMan/JapanMan SP: Secret Area 2 (Where you found the AntiNavi M chips)

Serenade SP: Secret Area 3 (Where you fought him the first time)

Bass SP: Secret Area 3 (Where you found the HubBatch program)

Note: You don't need to get a Rank "S" on these Omega Navis. Just defeat them once to get their V5 chips.

Note 2: You MUST have the MistMan V1-V4 to have all the Mega Chips in your folder. The only way you can get the MistMan chips are: From trading it from someone that has MegaMan Battle Network White, or by using a cheating device. Which one are you going to choose?

Note 3: There is no Punk SP. So don't email me to ask me here is he, because there isn't one. I wonder why?

Note 4: You will be facing MistMan SP in version blue.

Note 5: You get all V5 chips from all the Navis except Serenade SP, and Bass SP

Before you even battle the Omega Navis, you must defeat some Omega Virus. I will list the Omega Virus that you need to beat.

For FlashMan SP, here are the following Omega Viruses you must fight:

Battle 1: Bunny SP, Bunny SP, Eleball SP

Battle 2: Eleball SP, Eleball SP

Battle 3: Elebee SP, Elebee SP, Elebee SP

FlashMan SP

HP: 1500

Attacks: Neon Light (100 dmg), Spark Arm (150 dmg), Flash Light

Element: Electric

Weak Against: Wood

Prize: FlashMan V5 F

Much faster in this version. He uses his Neon Light a lot more, which comes out much faster than before. The Flash Light are tough to take down because they go off really quickly. He will still use his Spark Arm after he uses his Flash Light attack. As like his other versions, he still weak against wood, so basically use some wood chips.

(BambSwrd, Mud wave, Rope 1, 2, 3 and PlantMan V1, V2, V3, and V4) Use those Program advances to take him down fast if you want his chip more faster.

For BeastMan SP, here are the following Omega Viruses you must fight:

Battle 1: Ratty SP, Ratty SP

Battle 2: Spikey SP, Ratty SP, Ratty SP

Battle 3: Beetle SP, Momogra SP

BeastMan SP

HP: 1600

Attacks: Beast Ray (120 dmg), Jumping Claw (120 dmg), Wild Rush (140 dmg)

Element: None

Weak Against: Unknown

Prizes: BeastMan V5 B

Same as his first 3 version, but he hits stronger and moves faster. His Beast Ray and Jumping Claw comes out much faster. Remember use your Slahser chips to prevent him from using his Jumping Claw. Use some Program Advances to take him out with ease.

For BubbleMan SP, here are the Omega Viruses you must fight:

Battle 1: Shrimpy SP, Shrimpy SP, Shrimpy SP

Battle 2: Slimer SP, Slimer SP, Pengi SP

Battle 3: Slimer SP, Jelly SP, Jelly SP

BubbleMan SP

HP: 1800

Attacks: Bubble Parade (200 dmg), Fish Missile (200 dmg), Fiddler Crab (200 dmg), Mine (200 dmg), Aqua Shot (200)

Element: Water  
Weak Against: Electric  
Prize: BubbleMan V5 B

This battle is no joke. First all of his Attacks does 200 damage a piece. His Bubble Parade will more bubbles than before, making it harder to move around. Also watch out for his Fish Missile, and Mine attacks in those bubbles, because it's going to be harder to take them out. Since he is Weak Against Electric attacks, hit him with your powerful Electric chips you have in your folder. (FlashMan V1, V2, V3, V4, ZapRing 1, 2, 3, Arrow 1, 2, 3) If don't hit him with your electric chips, you can always use the Program Advances like Bodyguard, 2xhero, MasterStyle.

For DesertMan SP, here are the Omega Viruses you must fight:

Battle 1: Quaker SP, Quaker SP, Quaker SP  
Battle 2: Momogra SP, Momogra SP, Quaker SP  
Battle 3: Momogra SP, SnowBlow SP

DesertMan SP  
HP: 2000  
Attacks: Lion Head (200 dmg), Airjigoku (200 dmg), Heavy Sand (300 dmg)  
Element: None  
Weak Against: Unknown  
Prize: DesertMan V5 D

Stronger, and more HP, DesertMan has the same moves, but they hit hard and comes out faster. Watch out for the Heavy Sand attack because it does 300 dmg! Use some water chips to slow him down, and then hit him with your powerful chips, or your Program Advances.

For PlantMan SP, here are the Omega Viruses you must fight:

Battle 1: Puffball SP  
Battle 2: Viney SP  
Battle 3: Puffball SP, Boomer SP

PlantMan SP  
HP: 2100  
Attacks: Rose Needle (200 dmg), Plant Weed (60 dmg per hit)  
Element: Wood  
Weak Against: Fire  
Prize: PlantMan V5 P

PlantMan moves faster on the field, so it's going to be tough to hit him. Watch out for his Rose Needle attack and his Plant Weed attack. Also look out for his two flower attacks that will be on your side of the field. I suggest you to use some fire chips (LavaCan1, 2, 3, BlkBomb1, 2, 3, Firesword, FlamMan V1, V2, V3, V4). Also use the Program Advance called HeatSprd. Once you use those fire chips, you should easily defeat him.

For FlamMan SP, here the Omega Viruses you must fight:

Battle 1: Spikey SP, Spikey SP, Spikey SP  
Battle 2: Basher SP, Spikey SP, Volcano SP  
Battle 3: Volcano SP, Metrod SP, Spikey SP

FlamMan SP  
HP: 2400

Attacks: Fire Blaze (200 dmg), Chaos Flame (200 dmg)  
Element: Fire  
Weak Against: Water  
Prize: FlamMan V5 F

Much Faster in this version, FlamMan move fast to try to dodge all your attacks, once he stops moving he will use his Fire Blaze attack. Also watch out for those candles, because they will light more faster than before. Remember the green flame will make FlamMan invincible, the red Flame will restore FlamMan's HP and the yellow flame will cause the Chaos Flame Attack. Take out those flames ASAP. Since he weak against water (and you should know that already) hit him with your power water attacks like the BubbleMan chips, and use some powerful Program Advances like BubSprd, 2xHero, Bodyguard, MasterStyl. It might be a long fight, so hang in there and get his V5 chip.

For DrillMan SP, here are the Omega Viruses you must Fight:

Battle 1: Mettaur SP, Mettaur SP, Mettaur SP  
Battle 2: Momogra SP, Momogra SP, Mettaur SP  
Battle 3: Needler SP, Mettaur SP

DrillMan SP  
HP: 1800  
Attacks: Drill Drive (200 dmg), Panel Crusher (200 dmg), Rubble (180 dmg), Triple Hole (200 dmg per hit)  
Element: None  
Weak Against: Unknown  
Prize: DrillMan V5 D

Pure Speed!!! It's going to hard to hit DrillMan since he is so fast while doing his Drill Drive attack. Also watch out for his Triple Hole, because those drills comes out a lot faster than before. You should use the BrakChrg Program, or better yet use the HubBatch program. Either way, you need to break through his Drill Drive attack to dodge it. Put in Invis chips so you dodge his attacks. I suggest using your Program Advances when he does his Triple Hole attack. Trust me you thank me later. :)

For GutsMan SP, here are the Omega Viruses you must fight:

Battle 1: Mettaur SP, Mettaur SP  
Battle 2: Mettaur SP, Hardhead SP, Hardhead SP  
Battle 3: Fishy SP, Fishy SP

GutsMan SP  
HP: 2000  
Attacks: Shockwave (200 dmg), Rocket GutsPunch (300 dmg), GutsHammer (200 dmg), Z-Punch (300 dmg per hit)  
Element: None  
Weak Against: Unknown  
Prize: GutsMan V5 G

Man he doesn't play in this version. He doesn't move fast, but he does hit hard with his attacks. Look out for his Rocket GutsPunch, and his Z-Punch. They do 300 damage. Use some Invis chips to dodge his Z-Punch attack. Now remember powerful chips wont stun GutsMan, so if you want to use your program advances, hit him with FlashMan chips, or ZapRing chips. Once you stun him, then use your program advances.

For MetalMan SP, here are the Omega Viruses you must fight:

Battle 1: Canodum SP, Canodum SP, Canodum SP

Battle 2: Yort SP, Wind SP

Battle 3: Yort SP, Yort SP

MetalMan SP

HP: 1700

Attacks: Metal Wheel (120 dmg), Metal Missile (120 dmg), Metal Fist (240 dmg)

Element: None

Weak Against: Unknown

Prize: MetalMan V5 M

Despite his HP, MetalMan doesn't have any new attacks. He still move slow, but his Metal Fist packs a hit, so watch out for that move. Remember those gears in the middle of the field. You can take out the gears using the BrakChrg Program, or by using some DrillMan chips. Once those gears are gone, they won't come back into the fight, so take them out first then deal with MetalMan.

For MistMan SP, here are the Omega Viruses you must fight:

Battle 1: Puffball SP, Wind SP

Battle 2: Totem SP, Puffball SP

Battle 3: Totem SP, Totem SP, Totem SP

MistMan SP

HP: 2000

Attacks: Mist Tackle (200 dmg), PoisMist (200 dmg, poison the field), SoulGang (150 dmg)

Element: None

Weak Against: Unknown

Prize: MistMan V5 M

Since this is going to be your first and last time you fight MistMan, I going to give you a full strategy for this Navi. MistMan's lamp will all ways bounce around the arena. Once he is level with you, he will use his Mist Tackle attack. This attack shouldn't be a problem to dodge. His next attack and most annoying attack is the PoisMist attack, which fill your side of the field with clouds of poison gas. MistMan will also appear from any cloud next to you and throw a punch. There's not much of room to run that isn't full of gas, so dodge this attack the best way you can. Once his HP gets low, he will start using his SoulGang attack which will, call out two black shadowy mass that will come for MegaMan. If you get caught with this attack, it will stun MegaMan, and will leave you open for a Mist Tackle attack. Your main target will be the lamp. I found out that if you some Invis chips, they won't hurt you when he is in the Mist Tackle attack. Also if you see a little poof of smoke, (purple being he is going to use his Mist Tackle, and black being he is going to use his SoulGang) try hitting the lamp and it will deflect the attack. Use some Program Advances like 2xhero, Bodyguard, MasterStyle, and EvilCut (StepSwrd/HeroSwrd/StepCros P). Your main problem is going to be his PoisMist attack. Once you pass that attack, he is all yours.

For BowlMan SP, here the Omega Viruses you must fight:

Battle 1: Hardhead SP, Hardhead SP

Battle 2: Boomer SP, Hardhead SP

Battle 3: Hardhead SP, Basher SP

BowlMan SP

HP: 2000

Attacks: Gatling Pin (200 dmg per hit), Bowling Bomber (200 dmg), Tower Bowl (200 dmg)

Element: None

Weak Against: Unknown

Prize: BowlMan V5 B

Much faster than v3, his Gatling Pin comes out much faster than before, so you're going to be moving real quickly if your going to dodge his attacks. Look out for his Bowling Bomber, and his Tower Bowl. They will cause some problems once he takes out these attacks. Use some Invis chips to get pass by his Gatling Pin. After you dodge that move, hit him with your program advances like 2xHero, Bodyguard, MasterStyle, Evil Cut. If you have beaten MistMan, Try out the Program Advance called PrixPowr (Team 1\*/Team 2\*/MistMan V5, KingMan V5, BowlMan V5).

KingMan SP, here are the Omega Viruses you must fight:

Battle 1: Swordy SP, Swordy SP

Battle 2: Swordy SP, Trumpy SP

Battle 3: N.O-SP, Hardhead SP

KingMan SP

HP: 2000

Attacks: Knight (300 dmg), Pawn (200 dmg), Checkmate (300 dmg), Plan-B (V1&V2)

Element: None

Weak Against: Unknown

Prize: KingMan V5 K

Man his attack are over 200 dmg, and the Knight moves really fast, but you should be able to dodge it once you see the flashing yellow panel. Remember to watch out for his Pawn attack, and his two versions of Plan-B. You're going have to use some Invis chips in this battle. Since he doesn't move from the back, just him with Bodyguard, or 2xHero, or any program advance that passes his Pawns.

For ProtoMan SP, here are the Omega Viruses you must fight:

Battle 1: Twins SP, Twins SP

Battle 2: Swordy SP, Swordy SP

Battle 3: Fishy SP, Fishy SP

ProtoMan SP

HP: 2000

Attacks: Sonic Boom (300 dmg), Wide Sword (300 dmg), Fighter Sword (300 dmg), Surprise Sword (300 dmg), Delta Ray Edge (300 dmg), Shield

Element: None

Weak Against: Unknown

Prize: ProtoMan V5 B

ProtoMan is no joke in this version. He moves real fast and all of his attack do 300 dmg! You're going to have put in some powerful healing chips (150, 200, and 300) for this battle. Also put in some Invis chips so you can dodge his attack easier. Once you get chance, you better hit him with your program advances (2xHero, Bodyguard, MasterStyle) before he take you out within seconds.

For DarkMan SP, here are the Omega Viruses you must fight:

Battle 1: Shadow SP  
Battle 2: Dominerd SP, KillerEye SP, KillerEye SP  
Battle 3: Dominerd SP, Shadow SP

DarkMan SP

HP: 2000

Attacks: Flame Tower (300 dmg), Killer's Beam (300 dmg), Ice Wave (300 dmg),  
Dark Shadow (250 dmg), Black Wing (150 dmg per hit)

Element: None

Weak Against: Unknown

Prize: DarkMan V5 D

Nothing as change for DarkMan. He is still slow, but his attack are deadly. I suggest being in Normal Style for this battle since he had the three elements, and it will double if your in the wrong element, so just stay in Normal Style, and you will be fine. Remember to put in some Area Grabs so you easily dodge his Black Wing attack. Once you get the opportunity, hit him with your program advances.

For JapanMan SP, here are the Omega Viruses you must fight:

Battle 1: Boomer SP, Boomer SP

Battle 2: BrushMan SP, Swordy SP, Boomer SP

Battle 3: Swordy SP, Boomer SP

YamatoMan/JapanMan SP

HP: 2200

Attacks: Thousand Spear (200 dmg per hit), Spinning Reflect (300 dmg),  
Straight Spear (300 dmg), Backup (200 dmg)

Element: None

Weak Against: Unknown

Prize: JapanMan V5 Y

Nothing really has change for JapanMan. Just watch out for his Backup attack. Kill those little guys before they take your panels away. Use some Area if you know those little guys are going to take your panels. Use your powerful program advances (2xhero, Bodyguard, Evil Cut).

For Serenade SP, here are the Omega Viruses you must fight:

Battle 1: Scuttle SP, Scuttle SP

Battle 2: AlphaBug SP, AlphaBug SP

Battle 3: AlphaBug SP, Scuttle SP

Serenade SP

HP: 2600

Attacks: Sonic Boom (150 dmg), Saint Light (150 dmg), Holy Shock (150 dmg)

Element: None

Weak Against: Unknown

Prize: Zenny

A little faster in this version. He still has the same move as before, but his Saint Light comes out a little faster than before so be careful of that attack. Remember you can only hit him when he does his Holy Shock attack, so get your chips, and Program Advances ready when does his attack. It's going to be another long fight, so just put in the FolderBack chip, so you can get back all your chips.

For Bass SP, here the Viruses you must fight:

Battle 1: Scuttle, Scutz

Battle 2: Scuttzer, Scuttlest

Battle 3: Scuttler, Scuttle SP

Bass SP

HP: 3000 AURA: 200

Attacks: Explosion (300 dmg per hit), Earth Breaker (300 dmg), Gospel Cannon (300 dmg), Shooting Claw (300 dmg), Banishing World (500 dmg)

Element: None

Weak Against: Unknown

Prize: Zenny

Whoa!! Bass SP is on tough cookie. First his HP is 3000 and is a lot faster in this version. You have seen all of his attack from his previous battle, but now they do 300 damage. Your going to have to pack a lot of NrthWind Chips in your folder if you want to take out his aura. Once he's out of his aura, try to keep him from regenerating his aura. You should put in the FolderBack chip in your folder so you can get back all your NrthWind Chips if you have used them up. Use your P.A. (Bodyguard, 2xHero, MasterStyle, 500Barr, PoisPhar), and pack some recover chips (200, 300) because it going to be a tough battle.

#### 8) Location of Navis

Here are the Location of the all Navis in this game.

FlashMan V2: ACDC3, dead end by Square entrance

FlashMan V3: Random Appears in ACDC2 (Optional: Use the Battery Program to find him easier)

BeastMan V2: SciLab1, bottom-level NW dead-end.

BeastMan V3: LAN's Doghouse (You must use Sneak Run Sub Chip or Sneak Run Program)

BubbleMan V2: Yoka Area 1 by Bug Dealer, small walkway dead-end (Use the Press Program)

BubbleMan V3: Random Appears in Beach Area 1 (Your HP must be in danger mode for him to appear).

DesertMan V2: Beach Area 1 (near the Hospital Comp teleport spot)

DesertMan V3: Random appears in Yoka Inn TV (Inside the room where the vases are)

PlantMan V2: Undernet Area 4 (Bottom-Right area. He's dead end near teleport spot)

PlantMan V3: Random appears in Hospital Computer 3 (Optional: Use the Jungle program to find him easier)

FlamMan V2: Dead end in Undernet Area 5. (Bottom right-area. The dead end is on the right of the map before the 3 arrow floors.

FlamMan V3: Random Appears in Yoka Net 1 around by the Water Heater (Optional: Use the Oil Body program to find him easier)

BowlMan V2: The Net Battle Stage

BowlMan V3: The Net Battle Stage

DrillMan V2: UnderNet6 (Behind the BugFrag Program Trader)

DrillMan V3: Random Appears in Hades Net

ProtoMan: Hades Island. Talk to Chaud to have a Net Battle.

Note: You must Beat Alpha to challenge ProtoMan

ProtoMan V2: Hades Island. Talk to Chaud to have a Net Battle.

Note: You must beat DarkMan to challenge ProtoMan V2

ProtoMan V3: Hades Island. Talk to Chaud to have a Net Battle.

Note: You must beat YamatoMan to challenge ProtoMan V3

KingMan: DNN office. Talk to Tora to have a Net Battle

KingMan V2: DNN office. Talk to Tora to have a Net Battle

KingMan V3: WWW base. Talk to Tora to have a Net Battle

Punk: Yoka. Talk to Mr. Famous to have a Net Battle

Punk V2: Yoka. Talk to Mr. Famous to have a Net Battle

Punk V3: Yoka. Talk to Mr. Famous to have a Net Battle

GutsMan: ACDC Park. Talk to Dex to have a Net Battle

GutsMan V2: Talk to Dex to have a Net Battle

GutsMan V3: WWW base. Talk to Dex to have a Net Battle

MetalMan: Yoka (by the souvenir stand) Talk to Tamako to have a Net Battle

MetalMan V2: DNN studio. Talk to Tamako to have a Net Battle

MetalMan V3: Yoka (by the souvenir stand) Talk to Tamako to have a Net Battle

DarkMan: Secret Area 1 (By the upper gate)

Requirements: You must have 140 or more Standard Chips in your Library

DarkMan V2: Secret Area 1. (You must go south and then go to the dead end on your right)

DarkMan V3: Random appears in Undernet 6 (you must have your Navi customizer have a glitch)

YamatoMan/JapanMan: Secret Area 2

Requirements: You must have one Giga Chip in your library.

YamatoMan/JapanMan V2: Secret Net 2 (behind the Net Trader)

YamatoMan/JapanMan V3: Random appears in Yoka Inn armor case

Serenade: Secret Area 3 (Top of the stairs)

Requirements: You must have all 200 Standard Chips in your library

Bass GS: Secret Net 3 (By the BugFrag Trader)

Requirements: You must feed 300 BugFrag into the trader. Wait until you hear a big growling sound, and you see the whole Secret Area shake. Then Jack out, and then return to the BugFrag Trader to face him.

If you still can't find some of the Navis you are looking for, here are some tips you can use:

Note: These tips are only for looking for the V3 Navis.

FlashMan V3- A navi in ACDC Square says that the gatekeeper senses a bright light when he naps.

FlamMan V3 - In Yoka 1, a navi says it's very hot, and not just because of the water heater.

Beastman V3- In the doghouse, one of the programs hints that a beast may be here.

Bubbleman V3- A navi next to the warp in Beach area 1 says that a diving navi appears to those with low HP.

DesertMan V3- An official navi in Yoka Square says DesertMan likes sand, and the TV he's in is full of sand panels.

## 9) Strategies

Here are some Strategies for some bosses in this game.

Yamatoman/JapanMan: In this form he is faster, stronger, and has more health than ever. Just stay in the back row and avoid the straight spear or you can come to the middle row and let him do the thousand spear, if you do this step to the back row right before he attacks thus, leaving him open for attack, if you do not scoot back fast enough and he hits you with thousand spear it will hurt a lot. Don't try to shoot him with your buster because he will reflect them back and they move fast. After you chip him down to low enough hp he will use backup.

When fighting backup

EEEHBB

EMEHYB

EEEHBB

E=Empty

M=Megaman

H=Hole

Y=Yamatoman

B=Places that backup may be

When panels are taken by backup

FEEEEEE

UEEEEE

MEYEEEE

M=Where megaman is at the start

U=Megaman moves up to this panel

F=Where megaman will be at the future after moving up from square U

Y=Yamatoman

E=Empty

If you have a strong buster you can shoot the little men down or you could use chip that break panels to stop them. If you do not stop with holes or your buster them they will hurt a lot for something so small.

If the backup men do corner you to the back row the best thing to do now would be to go to the very top or the very bottom panel and wait for yamatoman to come in front of you and use thousand spear, then move to the very top if you are on the bottom or the very bottom when you are on the top to avoid this. The best thing to do against yamatoman is to before you bring him to low hp have a strong attack to kill him before the backup come. (By: PatMan 500)

DrillMan: Change the field into an Ice Stage (Make sure you are Aqua Style or have Float Shoes). Place a Sensor3 in the middle of your field and stand behind it. This will provide you with protection against the Drill Drive attack. If Drill Man is hit with Sensor 3's attack he will be hit twice. This will do 520 damage. Each Elec+30 chip that you add to Sensor3 will boost this damage by 120. (By: Game Maven)

Serenade: First, use Geddon 3 and Sanctuary, so he takes more damage during the Holy Shock attack, and all damage to you is halved. I then strongly recommend using the Aura or Life Aura chips, and the 2xHero and Lifesword P.A.'s. Metagel chips work also. He'll be gone in no time. (By: LockeColeX)

BeastMan: This strategy doesn't involve any chips at all it is just a way to make it so that you don't get hurt as much. When Beastman disappears to attack all you have to do is push "Start"(pause) and if you time it right then Beastman will be in the air and his shadow will appear on the ground where he will land. And then all you have to do is figure-out what move he is going to perform and then un-pause and move out of the way. If you do this, then you will not get hurt as much. (By: Highcommander540)

## 10) CREDITS/Legal Information

Thanks go out too:

- Capon for making another perfect MegaMan game.
- Aveon Strife for telling me how the Delta Edge attacks works, and his strategies for ProtoMan, and KingMan.
- Yoshmaster for giving his strategy on FlashMan.
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- My self for working night and day to make my first FAQ a really good one.

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3. You can email me if you have strategies on any bosses in this game. When you email me, put the topic MegaMan Battle Network 3 or MMBN3 or your email won't be answered.

4. If you think have a suggestion to make this FAQ better, you can email me on that.

5. Don't email me and ask me "where are the V3 navis" are, because there are in this FAQ, but I will answer if you really can't find them.

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Jack in!!! MegaMan, Execute!!- LAN

Holla for a Dollar- Jason