
Beastman Omega.ExE

Element: Normal

HP: 1600

Location: Zoo computer 3

When you enter Zoo comp 3, keep going straight and don't turn left, until the second last place where you can turn left. When you get onto the intersection at the platform, go straight up. Bingo.

Attacks:

Diagonal Slash: Beastman Omega will appear diagonally above or below you and thrust towards you. He will appear above or below based on your position.

Damage: 120

Wide Slash: Beastman Omega will appear in front or behind you and slash at you with his claws, which can hit the 3 panels in front of him. (Like a wide sword)

Damage: 120

Soul of the beast: Beastman Omega will disappear for a moment, then attack. First one of his claws close in on you from the diagonal position at the top, then one comes from the diagonal position at the bottom. The final projectile, his head, come from the front. Dodge accordingly.

Damage: 120

Bowlman Omega.ExE

Element: Normal

HP: 2000

Location: DNN netbattling machine. When you jack in, start walking along the row of panels that are the 2nd last to the edge at the south-east end. You'll eventually run into him.

Attacks:

Pin Machine Gun: Bowlman Omega will hold out his Pin, and pins will come flying at you. The normal coloured pins can be destroyed by shooting, but will spin out of control and might hit you. The orange pins move fast and have higher HP, so are harder to stop.

Damage: 200

Pins A-rising: Bowlman Omega summons 3 pins to rise from the ground, and 1 will be honed in on where your position is. Don't get hit by the rising pins.

Damage: 200

Strike: Bowlman Omega follows up the previous attack with this one. He rolls a bowling ball at the pins and causes them to fly to your position.

Damage: 200 (pin)

Damage: 200 (ball)

Bubbleman Omega.ExE

Element: Aqua

HP: 1800

Location: Yoka 2. Upon entering, from Yoka square, scale the ramp and cross the first compressed path you see. Follow the path to the very end.

Attacks:

Fish missile: BubblemanSP has a hole in his battlefield where bubbles keep emerging. Some of the bubbles will have a fish encased in it. The fish will race forward if the bubble is popped.

Damage: 200

Bubble: The bubbles that come out of the hole in the ground. Each bubble can be destroyed with 1 attack, but if you allow many to accumulate, they will overwhelm you.

Damage: 200

Crab: This crab will be thrown into your area by Bubbleman Omega. It can turn once to home onto you.

Evade it like you would evade a ratton.

Damage: 200

Mine: This mine appears in the same way as the bubble and the fish missile. It has a similar movement, that except when it gets beside you, it explodes in a t-shape.

Damage: 200

Bubble Shield: When low on HP, BubblemanSP encases himself in a bubble which acts as a regenerating 1 HP barrier.

Harpoon: Bubbleman Omega shoots harpoons while in his bubble shield.

Damage: 150

Darkman Omega.ExE

Element: Normal

HP: 2000

Location: Secret area one. Upon entering, head to the North-west path. Turn right, go up, turn left, then go up again.

Attacks:

Fire Tower: Sends a fire tower coming at you that can move up or down depending on your position.

Damage: 300

Killereye Laser: When darkman Omega is yellow, and is on the same row as you, he will shoot the paralyzing laser of a killer eye.

Damage: 300

Snowflake: When darkman Omega is blue, he will shoot a snowflake that wavers through every panel. The movement is from a panel to the one above it, then the one above it, then the one to the left of it, then down, down, left, up, up, etc.

Damage: 300

Bats: Darkman Omega summons 3 portals that appear at the top of your screen and constantly, bats cascade down. Each bat does damage.

Damage: 150

Desertman Omega.ExE

Element: Normal

HP: 2000

Location: Relay computer. Head to the right-most corner of the area to encounter him.

Attacks:

Lion's Palm: Desertman Omega's hands turn into a lion's head and rush at you. Move up or down to avoid.

Damage: 200

Sand Tomb: 3 panels turn into quicksand. Step onto them and receive damage.

Damage: 200

Sand Pillars: Protect Desertman Omega with their fair amount of HP.

Sand Cube: Sand cube drops onto you. The floor will flash yellow, so move away when you see that.

Damage: 300

Drillman Omega.ExE

Element: Normal

HP: 1800

Location: Undernet 5, behind where you originally found Drillman V1.

Attacks:

Drill rush: Drills emerge from 3 holes, drillman Omega being one of the drills. Take that opportunity to hit him with an attack that hits sideways.

Damage: 200

Drill rush 2: Drills emerge from 3 holes, drillman Omega not being any of the drills. Dodge the attacks, as you can do nothing then.

Damage: 200

Upwards plow: Drillman Omega will come from below, along with 2 drills, and

bust up 3 of your panels. If you get hit, you get damage.

Damage: 200

Drill aftermath: After the above attack, 3 falling boulders will come down. Move out of the way when you see the ground flash.

Damage: 200

Flameman Omega.ExE

Element: Fire

HP: 2400

Location: Undernet 3, beside the left torch where Forte wasted FlamemanV1.

Attacks:

Fire Tower: Sends a fire tower coming at you that can move up or down depending on your position. Damage: 200

Fire breathing: Identical to fire tower, except that it has a wider range which hits the panel in front of flameman, and all the panels in front of that.

Damage: 200

Ring of fire: 2 small fireballs start rotating around your middle panel. This occurs when the flame of a candle burns yellow. Destroy the candle flame to prevent this.

Damage: 200

Regeneration: Flameman Omega steadily recovers HP. This occurs when a candle burns red. Destroy the candle flame to prevent this.

Invincibility: Flameman Omega is surrounded by a green flame aura. It is impenetrable. This occurs when a candle burns green. Destroy the candle flame to prevent this.

Flashman Omega.ExE

Element: Elec

HP: 1500

Location: Principal's PC 2, the large platform where you had found the ghost navi. Somewhere at the South of the platform.

Attacks:

Light flashes: Flashman Omega summons 2 lightbulbs. They will start blinking, then emit a flash that will paralyze you. No damage.

Plasma Lights: Flashman Omega shoots a string of lights that will move to hone onto your position. Extremely fast.

Damage: 100

Spark Punch: Flashman throws a punch that hits the 3 panels in front of him plus the centre one behind those 3 panels. He does it when you are at the front of your area.

Damage: 150

Gutsman Omega.ExE

Element: Normal

HP: 2000

Location: Dex's PC, the green platform. Somewhere at the southwest, a bit more south than the corner.

Attacks:

Shockwave: Does a ground-travelling attack that goes straight. It will shake the ground and stop your movement for a short period of time.

Damage: 200

Gutspunch: Fires a projectile fist straight forward.

Damage: 300

Ground Break: Breaks all your panels. No damage unless you are hit by his hammer.

Damage: 200

Zeta Punch: Gutsman Omega uses this when he is low on life. He glows green and becomes invincible for a short period of time. During this time, he teleports around wildly Flinging his fist at you.

Damage: 300

Yamatoman Omega.ExE

Element: Normal

HP: 2200

Location: Secret area 2, North most point of the area. You must break a monolith and walk on a hidden path.

Attacks:

Crescent strike: He pummels you with his rod. He does 9 hits, 3 on each panel 2 panels in front of him.

Damage: 200

Crescent Strike Finisher: He gives a huge shove of the rod. It hits up to 3 panels toward the front, the range of a hero sword. He usually follows up with this from the above attack.

Damage: 300

Backup: He summons small warriors who gradually steal panel by panel of your area. Get stabbed by them and receive damage.

Damage: 200

Kingman Omega.ExE

Element: Normal

HP: 2000

Location: TV board comp. Walk along the outermost rim of the area. KingmanSP is at the South-West Part.

Attacks:

Pawn sword: A pawn attacks with a sword that can hit 2 panels.

Damage: 200

Knight smash: The knight creates a shockwave as it falls. This shockwave will hurt, as well as a direct hit by the knight. The damages are the same.

Damage: 300

Rook guard: Serves as a barrier to KingmanSP. Can only be damaged by piercing chips.

Plan B: He either changes his pieces to 2 knights and a rook or a pawn and 2 knights. Either way, he will use areagrab.

Checkmate: In plan B, if you allow yourself to be cornered by the knights, kingman himself will fall onto you and stomp you. Remember that when he lands, the four panels around him will ripple with energy. Standing on those panels next to him while he lands will give you damage too.

Damage: 300

Metalman Omega.ExE

Element: Normal

HP: 1700

Location: Tamako's PC, in one of the second dead-end to the left when you log in from Tamako's location.

Attacks:

Metal Boomerang: He fires a boomerang that moves along the outer rim of your panels.

Damage: 120

Metal fist: Warps to in front of you and slams down. Panel you stood on will become cracked.

Damage: 240

Metal Missile: Metalman Omega shoots missiles into the sky and they descend onto you.

Damage: 120

Gears: Objects that obstruct your movement when dodging attacks. Damages when touched.

Damage: 20

Mistman Omega.ExE

Element: Normal

HP: 2000

Location: DNN netbattling machine, exact opposite of bowlman Omega's position.

Attacks:

Genie Rush: When the lamp is on the same line as you are, Mistman Omega will rush at you.

Damage: 200

Poison Mist: Poison mist in the battlefield. Staying in it causes heavy damage.

Damage: 50/second

Soul Gang: 2 mists with eyes appear. Contact will take away HP.

Damage: 150

Shadow Punch: The Poison mist will become Mistman Omega and will punch you if you stay in front or behind it.

Damage: 200

Plantman Omega.ExE

Element: Wood

HP: 2100

Location: Hosp Comp 3. Just before going into Hosp Comp 4, at the last junction, turn left. Don't turn until you have to, and turn towards the lower lane. At the dead end? Your prize.

Attacks:

Thorn cannon: Plantman Omega shoots 4 Thorns directly forward.

Damage: 200

Poison Ivy: Plantman Omega extends his roots into the ground and they reach for you, moving one panel by panel. You must struggle to get free of it, or you'll keep taking extra strangling damage.

Damage: 50 (Striking) Damage: 30 (Strangling)

Yellow Flower: This flower dispels pollen in a way similar to the Mushy viruses. This pollen paralyzes you.

Red flower: This flower dispels pollen in a way similar to Mushy viruses. This pollen disorientates you.

Blues Omega.ExE

Element: Normal

HP: 2000

Location: Hades Isle

Attacks:

Sword wave: Shoots a sword wave that covers to panels width. It is very fast.
Damage: 300

Wide sword: Teleports right next to you and performs a widesword.
Damage: 300

Hero Sword: Teleports in front of you and uses a hero sword.
Damage: 300

Reversed wide sword: When he blocks your attack with his shield, he will teleport behind you if possible and perform a wide sword.
Damage: 300

Delta Ray edge:
Does a triple Slash around you
Damage: 300 x H (H = number of hits, Maximum of 3)

[2][Y][Y][P][P][P]
[Y][M][1][P][P][P]
[3][Y][Y][P][P][P]

1: Attack Location 1
2: Attack Location 2
3: Attack Location 3
M: Me
Y: Your panels
P: Enemy Panels

Serenade Omega.ExE

Element: Normal

HP: 2600

Location: Secret area 3, just behind where you found her originally.

Attacks:

Energy ball: Movement is similar to that of Darkman's snowflake attack.
Damage: 150

Energy wave: Serenade Omega will use this to deflect an attack you used on her.
It goes straight and only straight.

Damage: 150

Energy Cracker: Serenade Omega stretches out her hand and panels start exploding at random. The panel will crack after being exploded on.

Damage: 150

Forte GS Omega.ExE

Element: Normal

HP: 3000

Location: Secret Area 3, behind the navi cust program HubBatc.

Attacks:

Aura: A 200 aura that surrounds him. It can regenerate.

Forte Buster: Shoots a sparking bullet at you.

Damage: 300

Forte Vulcan: Shoots a flurry of bullets at you.

Damage: 300

Forte Another: Appears in front of you and slams the 3 panels in your row, breaking the other 2 and cracking the one you're on.

Damage: 300

Paw of Gospel: The paws of Gospel rain from above, cracking the panels they hit.

Damage: 500

Fire Gospel: Forte's last resort weapon. Gospel breathes fire onto you in the same way as flameman omega's fire breathing.

Damage: 500

Proto Omega

Element: Normal

HP: 3000

Location: Gather all 7 stars, and find him where you fought the normal Proto.

Attacks:

Claw of Proto: Proto Omega's claws appear above and to the right of you respectively, and attempt to maul you.

Damage: 100

Vulcan Cannon: Proto Omega fires a Vulcan Cannon at you, hitting multiple times, and honing.

Damage: 50

Devil's eye: Proto Omega shoots a pink beam from his third eye onto your middle

panel of the first row. A shockwave carries on. The first row and middle panel of the second row will be cracked.

Damage: 200

Proto Arm Sigma: Proto Omega extends a gun and shoots a laser that alternates from the middle row to the top and bottom rows.

Damage: 200

Proto Arm Omega: Proto Omega fires a missile that hits the last two rows. If it hits you directly, you'll still get the same amount of damage.

Damage: 300

=====
Those are all the Omega navis. May you have good luck with them.
=====

Credits:

Myself:

All information came from myself, so I would like anyone who spots a mistake to email me and tell me, as I am sure to have maken a blunder somewhere. My email is booga_booga_man@hotmail.com. Alternatively add me on MSN messenger.

Capcom:

For making such a kick-ass game.

CJayC: For allowing its postage.

You:

For reading it.
