

HP Memory ----- x3 ----- 2000Z -> 4000Z -> 8000Z

RockCube * ----- x3 ----- 500Z
Cannon C ----- x3 ----- 800Z
Wind A ----- x3 ----- 1000Z
StepSword P ----- x1 ----- 7000Z

=====

Shop Location: Higsby's Shop (Regular Shop)
Shop Merchant: Higsby (Behind his counter)

StandOut * ----- x1 ----- 6000Z
WaterLine * ----- x1 ----- 6000Z
Lightning * ----- x1 ----- 6000Z
GaiaSword * ----- x1 ----- 6000Z
Elec +30 * ----- x1 ----- 5000Z
CountBomb M ----- x1 ----- 6000Z
AirSword R ----- x1 ----- 14000Z
OldWood W ----- x1 ----- 40000Z

=====

Shop Location: Yoka Square
Shop Merchant: Green Generic Navi (Behind a Counter)

HP Memory ----- x3 ----- 4000Z -> 8000Z -> 12000Z

AreaGrab * ----- x3 ----- 1600Z
DoubleBomb H ----- x3 ----- 2000Z
Yo-Yo 1 G ----- x3 ----- 3000Z
ElecSword N ----- x1 ----- 5000Z

=====

Shop Location: Beach Square
Shop Merchant: Green Generic Navi (Behind a Counter)

HP Memory ----- x3 ----- 5000Z -> 9000Z -> 13000Z

MetalStage S ----- x1 ----- 2800Z
CountBomb L ----- x1 ----- 4000Z
CustomSword B ----- x1 ----- 5000Z
GodStone S ----- x1 ----- 8000Z

=====

Shop Location: UnderNet 4
Shop Merchant: Purple UnderNet Navi

HP Memory ----- x3 ----- 8000Z -> 12000Z -> 16000Z

Pawn N ----- x3 ----- 5000Z
AntiDamage M ----- x1 ----- 5000Z
Recover 200 W ----- x1 ----- 10000Z
VarSword D ----- x1 ----- 10000Z

=====

Shop Location: UnderNet Square
Shop Merchant: Purple UnderNet Navi (Behind a counter)

Shop Location: SciLab Square
Shop Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x3 ----- 2000Z -> 4000Z -> 8000Z

Mole 1 * ----- x3 ----- 1000Z
Twister C ----- x3 ----- 3000Z
AntiDamage M ----- x1 ----- 3800Z
CountBomb K ----- x1 ----- 5200Z

=====

Shop Location: Higsby's Shop (Regular Shop)
Shop Merchant: Higsby (Behind his counter)

StandOut * ----- x1 ----- 6000Z
WaterLine * ----- x1 ----- 6000Z
Lightning * ----- x1 ----- 6000Z
GaiaSword * ----- x1 ----- 6000Z
Recover 80 * ----- x1 ----- 5000Z
RedWave J ----- x1 ----- 7500Z
Mine R ----- x3 ----- 14000Z
Anubis A ----- x1 ----- 80000Z

=====

Shop Location: Yoka Square
Ship Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x3 ----- 4000Z -> 8000Z -> 12000Z

Needler 1 J ----- x1 ----- 3200Z
BambooSword P ----- x1 ----- 3500Z
Lance Z ----- x1 ----- 4000Z
RockArm 1 R ----- x1 ----- 5000Z
StepSword P ----- x1 ----- 6400Z

=====

Shop Location: Beach Square
Shop Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x3 ----- 5000Z -> 9000Z -> 13000Z

GrassStage R ----- x3 ----- 1000Z
CountBomb J ----- x1 ----- 4000Z
Barrier 200 R ----- x1 ----- 6000Z
VarSword D ----- x1 ----- 10000Z

=====

Shop Location: UnderNet 4
Shop Merchant: Purple UnderNet Navi

HP Memory ----- x3 ----- 8000Z -> 12000Z -> 16000Z

CurseShield 3 N ----- x1 ----- 7500Z
FireRatton B ----- x1 ----- 9000Z
Recover 150 * ----- x1 ----- 12000Z

Name of Chip ----- Code of chip (A-Z,*) ----- Price (Zenny)

=====

<+-[Standard Chips]-+>

Cannon	C	200Z
HiCannon	J	500Z
MegaCannon	Q	1000Z
AirShot 1	*	600Z
AirShot 2	*	1200Z
AirShot 3	*	3000Z
MagmaCannon 1	S	4000Z
MagmaCannon 2	F	5500Z
MagmaCannon 3	J	8000Z
Volcano	A	14800Z
ShotGun	J	200Z
V-Gun	L	300Z
SideGun	M	400Z
Spreader	O	1000Z
BubbleSho	D	500Z
Bubble-V	F	1000Z
BubbleSide	F	1500Z
HeatShot	I	500Z
Heat-V	J	1000Z
HeatSide	K	1500Z
MiniBomb	L	100Z
SingleBomb	H	800Z
DoubleBomb	H	2200Z
TripleBomb	N	4300Z
CannonBall	F	5000Z
IceBall	M	6400Z
LavaBall	H	8000Z
BlkBomb 1	N	3500Z
BlkBomb 2	K	5000Z
BlkBomb 3	L	8000Z
Sword	S	900Z
WideSword	C	1700Z
LongSword	Y	2100Z
FireSword	N	4400Z
AquaSword	N	5300Z
ElecSword	N	7800Z
BambooSword	N	7000Z
CustomSword	B	3600Z
VarSword	B	10000Z
AirSword	H	5000Z
StepSword	N	7800Z
StepCross	R	11800Z
Slasher	B	3600Z
Shockwave	J	600Z
SonicWave	M	1000Z
DynaWave	V	2400Z
GreatWave	J	13000Z
GutsPunch	B	1200Z
GutsStraight	O	2400Z
GutsImpact	G	4000Z
DashAttack	G	900Z
Burning	Q	1600Z
Condor	I	13500Z

Burner	L	15000Z
ZapRing 1	S	600Z
ZapRing 2	W	1500Z
ZapRing 3	Z	2500Z
IceWave 1	A	2000Z
IceWave 2	D	4000Z
IceWave 3	C	6000Z
Yo-Yo 1	E	2800Z
Yo-Yo 2	J	4500Z
Yo-Yo 3	O	8000Z
AirStorm 1	A	1000Z
AirStorm 2	C	3000Z
AirStorm 3	A	4400Z
Arrow 1	B	6900Z
Arrow 2	F	8500Z
Arrow 3	A	10500Z
Ratton 1	F	1000Z
Ratton 2	F	2200Z
Ratton 3	F	3000Z
FireRatton	F	6500Z
Wave	L	9000Z
RedWave	J	11500Z
MudWave	M	13200Z
Twister	U	1400Z
Spice 1	S	3000Z
Spice 2	K	4600Z
Spice 3	O	8900Z
Shake 1	S	4400Z
Shake 2	L	6600Z
Shake 3	T	9000Z
N.O. Beam 1	K	8200Z
N.O. Beam 2	U	10000Z
N.O. Beam 3	W	12300Z
Hammer	P	800Z
Geyser	C	4000Z
Rope 1	G	7000Z
Rope 2	U	9000Z
Rope 3	U	10000Z
Boomer 1	T	1600Z
Boomer 2	V	2800Z
Boomer 3	Z	4600Z
PoisonMask	A	3000Z
PoisonFace	A	5000Z
RockArm 1	P	1000Z
RockArm 2	V	4000Z
RockArm 3	Z	7000Z
CurseShield 1	C	3000Z
CurseShield 2	C	6200Z
CurseShield 3	C	9900Z
Magnum 1	H	7000Z
Magnum 2	N	9000Z
Magnum 3	I	10000Z
Plasma 1	R	1300Z
Plasma 2	M	4000Z
Plasma 3	P	5800Z
RandomMeteor	I	4000Z
HoleMeteor	H	6000Z
ShotMeteor	D	5500Z
Needler 1	R	3600Z
Needler 2	T	5200Z

Needler 3	U	7000Z
Totem 1	H	800Z
Totem 2	C	2800Z
Totem 3	I	3500Z
Sensor 1	K	8200Z
Sensor 2	G	10000Z
Sensor 3	E	13000Z
MetaGel 1	C	1500Z
MetaGel 2	F	3900Z
MetaGel 3	T	6500Z
Pawn	B	4000Z
Knight	C	6000Z
Rook	D	4800Z
Team 1	Z	3000Z
Team 2	D	6000Z
CountBomb	N	7000Z
Mine	S	11000Z
Lance	H	7800Z
Snake	Y	2800Z
Guard	*	100Z
PanelOut 1	A	150Z
PanelOut 3	C	900Z
PanelGrab	A	200Z
AreaGrab	E	2000Z
GrabBack	K	5700Z
GrabRevenge	P	11700Z
RockCube	A	400Z
Prism	H	9000Z
Wind	S	700Z
Fan	L	800Z
FanFare	E	3200Z
Discord	F	6400Z
Timpani	N	9600Z
Recover 10	C	100Z
Recover 30	F	500Z
Recover 50	E	1000Z
Recover 80	D	1500Z
Recover 120	S	3000Z
Recover 150	N	6000Z
Recover 200	M	9000Z
Recover 300	O	12000Z
Repair	S	1000Z
SlowGauge	*	3000Z
FastGauge	*	9000Z
Panic	L	6000Z
Geddon 1	J	1000Z
Geddon 2	F	5600Z
Geddon 3	C	8800Z
CopyDamage	F	3100Z
Invis	*	3400Z
Shadow	H	12500Z
Mole 1	J	2800Z
Mole 2	K	4700Z
Mole 3	M	6200Z
AirShoes	N	8000Z
Barrier	R	200Z
100 Barrier	R	3200Z
200 Barrier	R	6200Z
Aura	I	12000Z
NorthWind	A	9800Z

Mettool (VF) -----	L -----	10000Z
Bunny (VF) -----	B -----	10000Z
Spikey (VF) -----	G -----	10000Z
Swordy (VF) -----	S -----	10000Z
Jelly (VF) -----	I -----	10000Z
Mushy (VF) -----	C -----	10000Z
Mole (VF) -----	R -----	10000Z
KillerEye (VF) -----	E -----	10000Z
Scuttlst (VF) -----	M -----	20000Z
HolyPanel -----	U -----	6000Z
MagmaStage -----	J -----	7200Z
IceStage -----	C -----	5000Z
GrassStage -----	E -----	2000Z
SandStage -----	W -----	3800Z
MetalStage -----	M -----	4500Z
Sanctuary -----	A -----	18000Z
AntiDamage-----	S -----	7900Z
AntiSword -----	K -----	9200Z
AntiNavi -----	N -----	11100Z
AntiRecover -----	D -----	8800Z
Attack +10 -----	* -----	2000Z
Fire +30 -----	* -----	4300Z
Aqua +30 -----	* -----	4000Z
Elec +30 -----	* -----	5200Z
Wood +30 -----	* -----	5000Z
Navi +20 -----	* -----	8000Z

<+- [MegaChips]-+>

Murmasa -----	M -----	17000Z
HeroSword -----	P -----	14300Z
ZeusHammer -----	Z -----	18900Z
StandOut -----	P -----	9000Z
Salamander -----	* -----	10000Z
WaterLine -----	C -----	8800Z
Fountain -----	* -----	10000Z
Lightning -----	L -----	9400Z
Bolt -----	* -----	10000Z
GaiaSword -----	G -----	9800Z
GaiaBlade -----	* -----	10000Z
Meteors -----	R -----	17000Z
Guardian -----	O -----	16200Z
Anubis -----	A -----	18000Z
GodStone -----	S -----	12000Z
OldWood -----	W -----	13400Z
Jealousy -----	J -----	16200Z
Poltergeist -----	G -----	18000Z
LifeAura -----	D -----	15000Z
FullCust -----	* -----	10000Z
Attack +30 -----	* -----	13000Z
Navi +40 -----	* -----	13000Z
Roll -----	R -----	5000Z
Roll V2 -----	R -----	8000Z
Roll V3 -----	R -----	11000Z
GutsMan -----	G -----	6000Z
GutsMan V2 -----	G -----	9000Z
GutsMan V3 -----	G -----	12000Z
Gutsman V4 -----	G -----	15000Z
ProtoMan -----	B -----	10000Z

ProtoMan V2	----- B	----- 13000Z
ProtoMan V3	----- B	----- 16000Z
ProtoMan V4	----- B	----- 19000Z
FlashMan	----- F	----- 5000Z
FlashMan V2	----- F	----- 8000Z
FlashMan V3	----- F	----- 11000Z
FlashMan V4	----- F	----- 14000Z
BeastMan	----- B	----- 6000Z
BeastMan V2	----- B	----- 9000Z
BeastMan V3	----- B	----- 12000Z
BeastMan V4	----- B	----- 15000Z
BubbleMan	----- B	----- 7000Z
BubbleMan V2	----- B	----- 10000Z
BubbleMan V3	----- B	----- 13000Z
BubbleMan V4	----- B	----- 16000Z
DesertMan	----- D	----- 8000Z
DesertMan V2	----- D	----- 11000Z
DesertMan V3	----- D	----- 14000Z
DesertMan V4	----- D	----- 17000Z
PlantMan	----- P	----- 9000Z
PlantMan V2	----- P	----- 12000Z
PlantMan V3	----- P	----- 15000Z
PlantMan V4	----- P	----- 18000Z
FlameMan	----- F	----- 10000Z
FlameMan V2	----- F	----- 13000Z
FlameMan V3	----- F	----- 16000Z
FlameMan V4	----- F	----- 19000Z
DrillMan	----- D	----- 11000Z
DrillMan V2	----- D	----- 14000Z
DrillMan V3	----- D	----- 17000Z
DrillMan V4	----- D	----- 20000Z
MetalMan	----- M	----- 6000Z
MetalMan V2	----- M	----- 9000Z
MetalMan V3	----- M	----- 12000Z
MetalMan V4	----- M	----- 15000Z
KingMan	----- K	----- 8000Z
KingMan V2	----- K	----- 11000Z
KingMan V3	----- K	----- 14000Z
KingMan V4	----- K	----- 17000Z
MistMan	----- M	----- 10000Z
MistMan V2	----- M	----- 13000Z
MistMan V3	----- M	----- 16000Z
MistMan V4	----- M	----- 19000Z
BowlMan	----- B	----- 10000Z
BowlMan V2	----- B	----- 13000Z
BowlMan V3	----- B	----- 16000Z
BowlMan V4	----- B	----- 19000Z
DarkMan	----- D	----- 12000Z
DarkMan V2	----- D	----- 15000Z
DarkMan V3	----- D	----- 18000Z
DarkMan V4	----- D	----- 21000Z
YamatoMan	----- Y	----- 13000Z
YamatoMan V2	----- Y	----- 16000Z
YamatoMan V3	----- Y	----- 19000Z
YamatoMan V4	----- Y	----- 21000Z
Punk	----- P	----- 30000Z

strong Viruses that you normally can't escape from will still appear, and you must defeat them (Since you can't run). This SubChip works exactly like the SneakRun NCP, and helps to find V3 Navis.

SneakRun runs out after a certain amount of steps, so don't run in circles!

Usefulness: ***

<-<Untrap>->

Description: This Subchip, when used, will last until you Plug Out again. It removes all Viruses from Green Mystery Datas (GMD), so that you will not find Viruses when opening them. However, the amount of Zenny obtained from the GMD may decrease.

Usefulness: **

<-<EnemyLock>->

Description: This expensive Subchip is fairly useful. Whatever your last Virus Battle (Or Navi) was, you will keep on finding the same group of Viruses (Or that Navi) for the next...6-7 battles. That means you can use this to obtain the chips you want, or to get BugFragments. Whatever.

Usefulness: **

<-<Unlocker>->

Description: Unlocker only works when you stand next to a Purple Mystery Data, and then use it. Normally, PMDs say that it's "Locked". With Unlocker, you can unlock it, and take the Item.

The problem with this is that there are only 7 or so PMDs, so there's not much point of buying lots, unless you like stocking up/collecting SubChips.

Usefulness: * (** if there are any PMDs)

These shops have unlimited Supply of SubChips. Subchip Shops are the same in both White and Blue.

Example:

Shop Location: (where the shop is)

World: Real/Internet

SubChips:

Name of SubChip ----- Cost: Zenny

db-db

Shop Location: ACDC Town

World: Real

Shop Merchant: Scientist

SubChips:

MiniEnergy ----- 100Z

SneakRun ----- 200Z

EnemySearch ----- 10000Z

=====

Shop Location: ACDC Square

World: Internet

Shop Merchant: Purple Generic Navi (Behind a counter)

SubChips:

MiniEnergy ----- 100Z

FullEnergy ----- 1000Z

SneakRun ----- 200Z

=====

Shop Location: SciLab
World: Real
Shop Merchant: Scientist
SubChips:
MiniEnergy ----- 100Z
FullEnergy ----- 1000Z
Unlocker ----- 4000Z

=====

Shop Location: SciLab Square
World: Internet
Shop Merchant: Purple Generic Navi

MiniEnergy ----- 100Z
FullEnergy ----- 1000Z
Unlocker ----- 4000Z

=====

Shop Location: Yoka Village
World: Real
Shop Merchant: Scientist

MiniEnergy ----- 100Z
SneakRun ----- 200Z
Untrap ----- 100Z

=====

Shop Location: Yoka Square
World: Internet
Shop Merchant: Purple Generic Navi
SubChips:

MiniEnergy -----100Z
FullEnergy -----1000Z
Unlocker -----4000Z

=====

Shop Location: Beach Area 2
World: Internet
Shop Merchant: Purple Generic Navi (Behind a counter)

FullEnergy ----- 1000Z
SneakRun ----- 200Z
Untrap ----- 100Z

=====

Shop Location: Hospital: TV on 1F
World: Internet
Shop Merchant: Purple Generic Navi

MiniEnergy ----- 100Z
FullEnergy ----- 1000Z
EnemySearch ----- 10000Z

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