

Mega Man Battle Network 3 Blue Virus Breeding FAQ

by Thunderbird8

Updated to v1.3 on Oct 31, 2003

This walkthrough was originally written for Mega Man Battle Network 3 Blue on the GBA, but the walkthrough is still applicable to the GBA version of the game.

Mega Man Battle Network 3 Virus Breeding FAQ

Version 1.3 10/31/03

Written by Thunderbird

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1. Introductory Notes

All of my data gathered is based on the Blue Version of Mega Man Battle Network 3. However, I believe this information also holds useful for the White version as well.

This FAQ is version 1.0 now. However, an email I've received indicates that there may be more to the Virus Breeder than I've found so far. As soon as I can find out more about this myself, it will be added.

A note on the crediting: A lot of emails have been received on several issues. I credit the first person to give the information here.

If you are emailing me about this FAQ, PLEASE read the directions in the Contacting Me section. A lot of people have not followed them exactly as stated (namely most of them are forgetting to fill in the subject correctly). Please follow the directions before emailing me.

2. Version History

0.1 Written 7/04/03

Started the FAQ after gaining the ability to do virus breeding in the game. Two viruses covered.

0.2 Written 7/05/03

Added this :).
Added KillrEye information.

0.3 Written 7/06/03

Added the battle section.
Added Jelly information.
Added Mettaur information.

0.4 Written 7/08/03

Added Momogra information.

0.5 Written 7/10/03

Added Mushy information.
Changed some incorrect info.
Added some info on Metrid (haven't actually found it yet, but it's obvious which pen it goes into).

1.0 Written 7/13/03

The 8th virus was actually Spikey. Whoops. Fixed the misinformation.
Added Spikey information, thanks to a contribution.
Corrected an error about the maximum amount of food per pen.

1.1 Written 7/23/03

I've been receiving a ton of emails about the Scuttlst virus location, among some other things, so some of that has been added. I am unable to verify any of

the information myself, as I haven't done the things necessary to get this virus (namely, trash the final boss).

Reorganized the virus lists into the order that is represented by their chips in the Chip Library.

Clarified Swordy's location.

1.2 Written 8/11/03

Verified the Scuttlst location (and got trashed by it). Also added the second location (yes, there's two more of these critters).

I've been receiving heaps of email either asking about or pointing out the locations of the Omega viruses. Once again, I'm following my policy to credit the first person to send me the info (it's actually been in my mailbox for awhile now). Added all but the Scuttlst information, though most of it isn't verified at this point.

I think I'm done for now, except for battle tips (as I've not actually fought all the Omega viruses).

1.3 Written 10/31/03

Been receiving an endless (seemingly) stream of emails about the Scuttlst Omega virus, so I've added that.

Note that I've deleted ALL of the email sent to me about this FAQ right now, as there's way too much to sort through. If you actually have some info that's missing (99% of the emails contained the Scuttlst Omega virus location), then feel free to email me again.

3. What is Virus Breeding?

Virus Breeding is raising viruses in the Virus Breeder, located in the Virus Lab of the SciLab relatively late in the game. You will be able to pursue this sidequest after the events with Mr. Match.

4. Catching the Viruses

In order to raise viruses, you must find them first. As the people near the Breeder point out, you can only catch a special kind of virus. The virus must not be hostile toward you. The viruses are in special locations in the game. You will know if you have found one in battle by the following details:

There is one of each of 3 types (Swordy, Swordy2, and Swordy3 for example). You can't run away.

You must fight the special viruses as you would any other virus. After you delete them, they will come back (on the Map Screen) and they will then be transferred to the Virus Breeder.

4a. Mettaur

It is in ACDC 1. You need the WWW-ID (obtain it by completing the "Help with Rehab" job). Open the locked door, and check at the bottom corner. If you've already unlocked the door and forgotten where it is, jack into Lan's computer and enter the Internet through that area. Follow the path and turn at the second spot that you are able to. You will face Mettaur, Mettaur2 and Mettaur3. These guys are relatively easy and have low HPs. Mettaur3 is quite fast though, so make sure he doesn't nail you in the process.

4b. Bunny

This is a special case. At one point you will see a job labeled "Please adopt a

virus!" on the SciLab Job BBS. Make sure you have 50 BugFragS before taking this job on (save frustration). After you accept this job, jack into one of the computers in the Virus Lab to go to SciLab Square. Take the warp point out of there, go left, then down, then left again, then go up. The purple Navi is sitting there with a small Bunny virus. It will explain its situation, and ask for 50 BugFragS in exchange for the virus. Hand over your 50 BugFragS (or go gather more in the area, the Ratton viruses are easy to get BugFragS from) to gain the Bunny virus.

4c. Spikey

This one is in an off the beaten path location. In order to find it, you need to jack into the lower gargoyle statue on Hades Isle (the one whose eyes are lit up). Head straight up, and hit the top of the second bulge out to the upper right. These viruses are not very difficult for Aqua styles, as all three of them are weak to it. Wood styles need to beware though, as their attacks will cause double damage to anyone in a wood style. This is a relatively simple battle if you use Roll to get rid of the weakest one (the blue Spikey only has 90HP). Thanks to Micheal Bayless for the information on how to find Spikey, as it would have taken me a little while to even discover that you can jack into the lower gargoyle statue (it fails to mention so if you check the statue).

Tip: Search the area that Spikey was found in for an additional (and very useful) item.

4d. Swordy

This virus hides in Undernet 1. Right as you enter, go forward and turn left at the second area that goes left. Go straight into the corner to find these guys. You will face Swordy, Swordy2 and Swordy3. Swordy2 is weak against Aqua styles (I had AquaGuts in this battle, so it went down relatively quickly). Swordy3 is weak against Electric styles. You must be sure to take them down quickly, as they possess AreaGrab, and can get close enough to nail you. RollV2 will take Swordy out in one shot, leaving you with the other two.

4e. Jelly

This virus is hiding near the UnderNet entrance in Beach 2. Maneuver down the path and take a left at the first intersection. It's at the end of the path (a door is blocking your way along another path near it). You will fight the three Jelly viruses. Take them out quickly, as their attacks will envelop the entire battlefield and can cause some serious damage. The top one (HeatJelly) is weak to Aqua attacks.

4f. Mushy

From the CyberMetro in the SciLab, move up the ramp. Go forward until you reach a left turn (going up-left) and turn both times you encounter such a turn. You'll end up behind the little stand. The virus is hiding in the right corner. If you're coming from the SciLab Square, go forward (in MegaMan's perspective) The Mushy viruses are healed by grass panels, and their field has a few of them. Get rid of the grass panels on their side if you can (GutsMan works well). Do not waste Roll on the weakest Mushy, as you can remove it easily. If you have RollV3, use it on the second Mushy (or combine an ATK+10 with RollV2) to remove it from the field. Beware of their attacks, as they will leave MegaMan confused if they hit. You'll want to dispatch these guys as soon as possible.

4g. Momogra

Location wise, this virus is the easiest to specify a location for. You'll find

it in the ZooComp4 area, at the server (basically the end of the main path where you fought the boss of this area long ago). One word of warning: If you have not fought the Mole viruses before, you must keep in mind you cannot hit them while they are still buried. When they attack, they will come up directly behind MegaMan unless the panel is missing. Roll is useless for this fight because she can't go behind or line up with MegaMan. MetalMan is useful however. Occasionally they will attack one after the other, so be prepared. Note that any cracking attacks will harm them while they're in their holes, so bring GutsMan with you for this.

4h. KillrEye

Jack into the Principal's computer in ACDC School. Move to the first row of desks. Move all the way to the upper right until you come by a flashing display (if you press A next to it, you'll see it is an electronic blackboard). The virus is one square down-right from the top square in this section. It's a set of Electric viruses, so Aqua styles need to be wary. Fortunately, they are easy to defeat, as they only cover the outer two rows. Move in to attack when they aren't looking down the row that you are interested in. Tip: Take out the top two first.

4i. Scutt1st

Credit goes to RPG freek for this one (though the tip was a bit misleading). You must have the yellow star (beat Alpha) to be able to face this one. In Secret Area 1, check near the left corner. The virus should be sitting near it. The three viruses here are quite nasty. Each of them has 300 HP, plus a 100HP aura (which can only be removed via an attack that does 100 or more damage in one hit). Note that their attacks vary in element. One is Fire, one is Elec, one is Wood. Obviously their weaknesses are against the opposite elements, but you might need one or more WeapLV+1 blocks installed to break their auras with a charged shot. Note that while the RollV3 chip would break their auras in MMBN2, it will not do the same here, because it's damage is a bit different (it doesn't hit with 100HP on a single attack, and therefore does not break the aura).

4j. Scutt1st 2

There's a second grouping of these guys. Head into Secret Area 3, and go onto the compressed path. Keep going straight until you uncompress (do not turn unless forced to by the path). Scutzer is the same as the previous ones, except for a different elemental attack (Aqua). Scuttlest has 100HP less than the others, but it's got a 200HP aura to make up for it. It has no element.

5. Virus Locations in the Breeder

In order to take care of your viruses, you will need to jack into the Breeder. There are 4 warp points in the breeder, each one leads to 2 pens.

5a. Mettaur and Bunny

They're in the bottom warp point, Mettaur to the right and Bunny to the left.

5b. Jelly and Mushy

These two are lurking in the left warp point, Mushy on the right and Jelly on the left.

5c. Swordy and Spikey

These guys are in the top warp point, Swordy to the right and Spikey to the left

5d. Momogra and KillrEye

Check out the right warp point, KillrEye to the right and Momogra to the left.

5e. Scutt1st

It's in the upper left warp point (not in the series of 4 that you initially see).

6. The Omega Viruses

In order to obtain these guys, you must have a yellow star (beaten the game). Place 100 BugFragS into one of the pens (these can be distributed among the three containers in any manner you'd like), maxing out the food supply for that pen. Talk to the program in the pen and it will make a remark about the Omega virus (including a subtle hint about their location). If you're ready to actually bag them, you know how tough they are compared to their standard forms. Be prepared, as some of these viruses get absolutely nasty. Like the normal viruses, the Omega viruses are in unique locations. They won't show up until the pen they represent has been filled to capacity and you have a yellow star on your game cart. Since the program hint is often hard to deduce, and they only give it once (gee, that's helpful), the locations will be detailed here. Thanks to RPG freek for this information. Note that for Scuttlest, you need to have acquired both groups before you can go hunting for its Omega version.

6a. Mettaur Omega

He's hiding in the ACDC school blackboard (you can only jack into one of them). Check the corners.

Mettaur Omega is not very nasty, but good dodging skills are recommended. DON'T try this with a BugStyle. The shockwaves are very fast (they cross the field in less than one second), and will hit you if the BugStyle glitch causes MegaMan to keep moving up or down (unless you can hold yourself in place). Also note that their attacks CRACK the panels they move over. Thanks go to RPG freek for this information.

6b. Bunny Omega

The hint says something about him being a sleepy head. My idea was to check the jack-in locations in the Inn, but he's actually in the hospital bed. Check the very top of the area.

If I've fought this one, I can't remember the battle. Some suggestions based on the general Bunny attack pattern are: Dequip Aqua style if you have it (you can take major damage otherwise), try to take their HP down as quickly as you can (these suckers are fast), and above all, dodge their ZapRing attacks (easier said than done). Wood styles cause more damage, but due to the nature of the charged attack, I wouldn't recommend that style over any others (except Aqua).

6c. Spikey Omega

Hiding at a dead end in Zoo Area 2. Once you reach the exit to Area 3, turn around and go straight until you hit the dead end.

This is one quick little bugger. While most of the time that will not matter (except for actually trying to HIT him), the fire also goes very fast. It's likely that the attack is a HeatSpread, which means hiding behind any rocks (I doubt there are any though) won't do you any good, unless you're two squares

behind it. Aqua styles are good ones to go with, except for Bug.

6d. Swordy Omega

The jack-in area is hidden from view. It's just behind the panda cage, if you check it, it will be the security alarm (which is broken). Swordy Omega is in here. It's on the outer rim.

Watch out for it's speed. Equip GrabBack or GrabRvng to counter it's attempts to steal your side of the field.

6e. Jelly Omega

Just in the Yoka bath area, jack in near where the water is coming out (or whatever that stuff is, it looks like mud in the Blue version). Search near the big hole in the center.

Haven't duked it out with this one yet.

6f. Mushy Omega

On Hospital 3F, jack into the security panel, then head one panel down and one panel right.

Haven't seen this one yet.

6g. Momogra Omega

Found where you fought Bubbleman the first time, in the back of the area

Have not faced this particular one before.

6h. KillrEye Omega

There's a secret jack-in location in the Sci-Lab. It's in the doorframe of the entrance to the virus lab. My strategy to find hidden jack in spots is to run around while mashing R. These guys are in the first row from the left, in the center.

Have not faced this particular one before.

6i. Scutt1st Omega

In the WWW Fortress, go straight once you get off the boat. You'll find a hidden jack in point. I believe this virus is hiding on the outside squares.

7. What can you get from raising viruses?

The breeder people don't say much, but you can obtain chips for each virus to call them into battle (these count toward the 200 Standard chips in your Chip Library). Feeding them will make them stronger by increasing their Attack level (this is good for the weaker viruses!).

There is one section in Secret Area 3 that is blocked and requires that you have caught all 8 initial viruses (Scutt1st excluded here) to pass by it.

8. Raising viruses

Everything needs food to grow, and viruses are no different. They need BugFrag for food. For information on how to gather BugFrag, please refer to the BugFrag

FAQ found here on GameFAQs. Note that you need 5 BugFragS to feed a virus. Once you choose to feed a virus, 5 BugFragS will be removed from your inventory. You can redistribute the food (5 units at a time) by talking to the program in the pen you're in. Use the left arrow on the Control Pad to remove 5 units of food from a virus and use the right arrow to give 5 units to a virus (there must be food present to give or take of course). Note that there is a limit of 100 BugFragS per pen. Once you have reached it, MegaMan will mention that the viruses seem full. You can still redistribute food, but you will not be able to add any more to the pen.

9. Battling with Viruses

So why are you doing this breeding, you ask? To use the viruses in battle of course! To use them in battle, you must have their chips. After you've captured a virus, talk to the guy standing right next to the breeder to obtain the battle chip(s) for any viruses that you've captured. Place it in your chip folder (I've yet to see one of these chips in an Extra Folder, probably for good reason), and head to the Internet, if you're not already there. Once you're in a battle, if the virus chip is in your available chips, select it. You may notice that the damage value is a series of question marks. This is because the damage value is variable. When you execute the attack, the virus will appear one square ahead of MegaMan. It will then begin rapidly scrolling between the 3 types. Press A to stop the scrolling and attack. The virus that was selected at the time you pressed A will be the one to attack, and it's ATK value will be considered. I haven't found any effects that can be gained from battling with viruses yet, though. Also note that some viruses have elemental attacks. For example, all 3 Bunny viruses are an Electric elemental. Though the element of the virus chip is indicated on it. Plus chips (ATK+10 or elemental +30) have no effect on virus chips. If you try to use a plus chip on a virus chip, the plus chip will end up being wasted.

Battle Tip: Keep in mind that some viruses have a limited range (and some can hit more than one target at once). Align your attack to hit as many enemies as you can for best results.

10. Contacting Me

If you'd like to send me some email about this FAQ, give me a buzz at sscthunderbird@yahoo.com with the word FAQ in the subject (it can be "Virus FAQ", "Virus Breeding FAQ" whatever you'd like as long as FAQ is in the subject). This way I can sort out emails about this from the regular stuff that I get :). Note: A great number of emails about this FAQ have not been following the directions. I'm highly likely to ignore your email if you cannot follow these directions.

11. Conclusion

First, I'd like to say thanks to Capcom for producing the Battle Network series in the first place. Without them, we wouldn't be able to play this wonderful game in the first place.

I would also like to thank GameFAQs for hosting this FAQ.

Thanks go to the following for contributing information :).

Micheal Bayless

WDrgNall

RPG freek

Mary Fulghum (most of the Omega viruses)

Thanks go to the other contributors of information, and to those who've emailed me so far.

Now go out there and raise some viruses! :)

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