

Mega Man Battle Network 2 FAQ/Walkthrough

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MegaMan Battle Network 2
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(c) Capcom Co., LTD
Only for Gameboy Advance

Update
FAQ V. 2.1 (6/28/02)

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English Version

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1. Info

MegaMan Battle Network 2 is the sequel to well the first title. There are a few changes like chip information and monster names and stuff. Also there is a new rule when your putting chips in your folder (another addition) you can only put 5 chips of the same kind. Also chips 250+ are only obtainable by netbattling your friends that have 3 stars next to continue. Also MegaMan.EXE does not heal after battles kind of like a real RPG now huh? That's why subchips were added to be of use. Terrain hazards have been added and you should notice that MegaMan doesn't have armor now. He uses styles instead.

2. Control

Nothing has changed since MMBN1 but I'll type up the info anyways.

-Real World-

- A - Talking, Using, Confirming, Observing
- B - Run, Canceling
- L - Talk to MegaMan.EXE
- R - Jack into a port.
- Start - Brings up your menu
- Select - Select a chip for memory (explained later)

-On the net-

- A - Talking, Using, Confirming, Observing
- B - Run, Canceling
- L - Talk to Lan
- R - Jack out
- Start - Brings up your menu
- Select - Select a chip for memory

-Battle Mode-

- A - Select Chips, Confirm, Use Chips
- B - Cancel, Buster, Hold to charge (only when Charge has been upgraded)
- L - Escape from battle (only when you are selecting your chips in battle)
- R - Gives chip info when you're selecting your chips

3. Menu

Press start to bring up the menu when your not in battle.

-Folder-

Fldr1 (Folder 1)

When you have more then 1 folder and just press A you will be given 2 options. Change and Use. Change lets you change your folder. Use selects that folder to use for your battles on the net. By pressing L or R you can scroll through your chips while selecting a folder. When your changing your folder you can press <- or -> and select chips from

your pack. When you get the ZLicense you will be given the option to hold a chip in memory for battle. Chips in memory will be in your first slot in battle. The max chip MB you can hold is indicated at the top. You can also upgrade the chip memory with RegUp1-3 found across the game. Press start for sorting options. Also when your viewing chips in your pack you can use L/R to scroll through your chips at a faster rate.

-Subchips-

Pick an item to use the list of items will be listed below as soon as this version of the walkthrough is posted. Items range from healing to misc.

-Library-

Think PokeDex and if Pokemon is annoying then this is what it is a library. It keeps track of chips you have collected. By pressing the -> you can view the Program Advance you have discovered through the game.

-MegaMan-

View MegaMan.Exe's stats. You can change your styles or use PowerUp on Power/Rapid/Charge.

-Mail-

Check messages that are triggered by random events.

-Key Items-

Check what game-related items you have.

-Network-

Use the link cable feature to trade/battle.

-Save-

Exactly what the name says.

4. Characters

Lan Hikari - Main Character, he is the operator of MegaMan.Exe also known as Hub.

Mayl - Net's girlfriend, she is the operator of Roll.Exe.

Dex - Class bully but doesn't look like it. He's the operator of Gutsman

Yai - short rich girl that has problems her PET is Glide

Dr.Hikari - Lan's dad he made MegaMan.Exe and he helps the center with problems.

Mom Hikari - Lan's mom I don't know her English name so lets just call her Mom
period _ _

Chaud - Lan's rival he's the Center's top netbattler. His navi is ProtoMan

Higsby - Owner of the chip shop but its closed in this game he operates Numberman.

Arashi - Operator of AirMan. Gospel crony

Ribitta - Reporter of DNN News. Her navi is ToadMan

Mr.Famous - He is well....famous he just plays a role with trying to beat you with GateMan.

Dave - Camp supervisor I think. He's the operator of QuickMan. Gospel Crony

Dark - Shadowman's operator

Cutman - auto program he operates himself because he is a follower of Shadowman (correct me if I'm wrong)

Raoul - Just some guy at Netopia he is also a Netbattler. His navi is Thunderman

Mrs. Millions - rich lady of Netopia her navi is Snakeman

Princess Pride - princess of Creamland her navi is Knightman

Pres. Gauss - owner of Gauss Inc. he operates Magnetman

Match - former WWW member, remember Fireman from MMBN1? yea he controls Heatman now.

Gospel - Freezeman's operator

(Email me more if you find names)

5. Locations

ACDC Town

Lan's hometown.

Places: School, playground, Lan's house, Mayl's house, Dex's house, Yai's house, doghouse, toy near campground.

Marine Harbor

The central of DenCity. Second choice of metroline.

Places: Official Center, Mother Computer, TV van, and NetBattler door

Okuden Valley

Campground self-explanatory.

Places: Camp Entrance, The trails, Guardian Statue, Waterfall, Bear, Campsite,

Dam

Airport

Well...it's the airport what else is there to say?

Places: Tourism booth, arrival area, departure area, departure gate, duty free store

Netopia City - Official country of the Official NetBattler Headquarters.

Places: Netopia Castle, Alley, Hotel Room, Statue, Jewelry store, secret meeting place, dungeons, tower, downtown

Airplane - this place is when you go home from Netopia.

Places: Bathroom, TV in the Economy section, cockpit, 1st class area

Kotobuki Town - empty when you arrive because of radiation.

Places: Vending Machine, ATM, and of course...the mansion

Other Areas will be added in the new version of the walkthrough.

6. Walkthrough

Before we go on this FAQ is the English version of the game. After completing the game after 5 days nonstop of MMBN1 and MMBN2 I'm going to make the walkthrough for this version. Understand my English grammar sucks crap but hey at least you get to understand this much. Additions will be made.

-Scenario 1-

-Plot-

The new square is up from the Center at Marine Harbor. Dex invites Mayl and Lan to take the ZLicense test exam to become city netbattler. It is also summer time and school is ending but Lan's report card does take an event with his mom.

-Items-

There is a PanlGrab P in one of the desks.

-Objective 1-

1. Talk to Mayl at the beginning and then Yai you can also talk to anybody else to obtain info about MegaMan Battle Network 2 if you haven't played the first one.
2. Talk to Dex last and the teacher comes in before he finishes.
3. Now talk to Dex and he will give you some information about the new Center Square.
4. Head home and talk to the weird guy in front of your house
5. Go inside and talk to Lan's mom.
6. Before you can jack in to your pc Lan's mom stops him and makes him do his homework.
7. The homework turns out to be a battle tutorial so listen to what Ms. Mari has to say.

Well now that your done with that you should explore the Den Area of the Net and get to know a couple of places.

-Objective 2-

1. Go through Den Area 1&2 and find the Square.
2. Test for a ZLicense ask the official navi in green next to Gutsman.
3. Find HopeData and HeroData (info in the items section of this scenario)
4. When they are found head back to the official navi and talk to it to get the license. You will also receive a SubMemory program that lets you hold a chip in memory.
5. Jack out and you get a phone call from Glide.

-Plot-

Yai is in trouble and you should remember that guy in front of Lan's house right? Head to Yai's house and save her!

-Objective 3-

1. Leave your house and go to Yai's house meet up with Mayl and Dex.
2. You should get mail from Mayl and she gives you a Roll V1 R chip.
3. Head to Yai's bathroom.
4. Jack into the water heater system and find the 1st ventilation program.
5. Clear it and the gas near Dex should get fanned out.
6. Talk to Dex and he will leave the work to you.
7. After gaining control of MegaMan again follow the path. Be careful of the cybergas here if your timing is not correct you will have to start over where Glide is.
8. When you pass the 2nd cybergas and collect the Bugfrag. Turn off the cyber gas that is blocking your way through the top area.

9. Clear up the 2nd ventilation program.
10. Now you gain control of Lan to try and find a fan. It should be in Yai's room in the shelves next to Yai's PC.
11. Head back to the bathroom and clear out the gas.
12. Now you will regain control of MegaMan and you will notice AirMan guarding the last ventilator program.
13. Turn on the cyber gas near you and get blown by it then collect the item. Pass the cybergas that is going to blow you back and turn on the cyber gas at the corner and then head by the gas that will blow you back to the platform.
14. Now get pushed by the cybergas you just turned on and fight AirMan (Boss section will be uploaded soon).
15. Lastly press A at Yai's bed to get her PC Code. Now all you have to do is go home and take a nap.

-Tips!!-

New maps made by Mega Boy for the English version of MegaMan Battle Network 2. Use it in case you're lost on my direction.

-Items-

There will be some hidden items you can find if you have a sharp eye. There are a couple of items that are hidden under overpasses. They will most likely be BugFrag (learn more at the item section if I get this version up in time) Starting from the items that are nearest to you to the farthest.

Location	Name
Den Area 1	HopeData (When taking ZLicense exam.)
	PanlOut1 *
	BugFrag
Den Area 2	Green Mystery ??? (Means you can get from a Virus, Money, or a chip at random and these things come back every time you jack in.)
	CrossGun S
	BugFrag
Den Area 3	HeroData (When taking ZLicense exam.)
Yai's House	Roll V1 R (Get it from Mayl in your email)
Gas Comp 1	200 zennys
	Recov10 *
	V-Gun A
Gas Comp 2	HPMemory
	BugFrag
	MiniEnrg
	RegUP1

-Viruses-

Location	Virus
Den Area 1	Mettaur
	Canodumb
Den Area 2	Mettaur
	Canodumb
Den Area 3	Bunny
	Flappy
	Canodumb
	Mettaur
Gas Comp 1	Canodumb
	Beetank
	Mettaur
Gas Comp 2	Beetank
	Mettaur
	Canodumb

Boss
AirMan V1

-Scenario 2-

-Plot-

It's vacation time and Lan wants to go camping. So he goes to talk to Mayl, Dex and Yai to see if they want to go too.

-Objective 1-

1. Go talk to Yai (at her house), Dex (at his house), and Mayl at the school.

-Plot-

Well nobody wants to go camping with you so you get mail and info about the BLicense. So you decide to do that as something to pass the time.

-Objective 2-

1. Take the metroline to Marine Harbor.
2. Head to the Center and talk to the Lady behind the counter.
3. You will be given an ExamCard so head downstairs and talk to the official behind the desk to test.
4. Go through the door and jack in.
5. You will have 3 problems to complete 1. Fight a 5 round battle without healing (with the exception of BigHeart and Roll V1/2/3) 2. Help a Navi find his lost program. 3. Fight another 5 round battle without healing and you will receive the BLicense.
6. Nothing left to do for this Scenario so just head home and sleep.

-B License Test-

1. 5 Round Survival Battle

Round 1

2 Mettaur

Round 2

2 Canodumb

Round 3

3 Mettaur

Round 4

3 Canodumb

Round 5

3 Bunny

2. Assist a Navi

Find him in Upper Den Area on the way to the unopened Kotobuki. He asks you to find the WalkProg a bad navi stole from him. So head to Lower level Den Area 2 and find a dark purple navi. Delete him and recover the WalkProg and give the program back to the navi that lost it and he will give you the NiceData.

3. 5 Round Survival Battle

Round 1

Mettaur2

Flappy

Canodumb

Round 2

3 Mettaur2

Round 3

Bunny

Canodumb2

Beetank

Round 4

3 Canodumb2

Round 5

2 Hardhead

Beetank

-Items-

Location

Name

Upper Den Area 3

Green Mystery Data???

Purple Mystery Data (PowerUp use Unlocker)

Official Square

RegUP1 (After BLicense Exam)

-Virus-

Location

Name

Upper Den Area 3

Mettaur

Flappy

Canodumb

Bunny

***SideQuest!!!!**

You can choose to netbattle Ribitta's ToadMan to earn a bit of cash. Also if you win you receive the Ribicode.

Also you can take on the 2 jobs that are posted on the request board after you take the B License exam. The Job section has more information.

***Tips!!!!**

Hey you should also jack into any appliance you find and collect any powerups or even a rare chip.

-Plot-

It's camp time after waiting for a whole day.

-Objective 1-

1. Head to the bus stop near the metroline.
2. Talk to Yai, Dex and Mayl and a bus should arrive.
3. Chaud shows up and camps with Lan.
4. There are bees blocking your path so collect 3 items to drive them away.
5. Get a stick, lighter and paper and select that option.
6. Go through the path to find a bear blocking your way to the campsite.
7. Collect the binocs behind the waterfall.
8. Jack into the bear.
9. Talk to the program up ahead and it should warn you about the virus and a virus shows up anyways.

-Plot-

Finally at the camp there are a couple of jack in spots so you can find some items.

-Objective 2-

1. Talk to Dex and find firewood from the old man on the other side of the river.
2. Talk to Mayl and she asks for a cutting knife. So talk to the lady in front of the pink tent.
3. Talk to Yai and she asks for some fish. Talk to the fisherman near you on the top section of the stepping stones.
4. The dam is breaking up head pass the top stepping stones and go through the path.
5. Keep following the path to the dam and head to the control room.
6. You get from Chaud and he asks you to find 4 detonators.
7. The first one is at the top section of the stepping stones so jack in and you should receive more info about it.
8. Try to find the shortest way to 00 because that's where the bomb is located but beware there are some paths that blow up on you forcing you to take longer detours.
9. After you defuse the first Bomb Comp jack into the thermos can in front of the pink tent.
10. Do the same routine for the first bomb computer.
11. Head behind the waterfall to find another detonator. Jack in and defuse it.
12. After defusing the third detonator Chaud will give you a phone call about the bomber carrying the last detonator.
13. Go to the first camp road and talk to the guy in the red shirt. Choose the first and then the third option.
14. Jack into the last detonator and go through this whole thing again.
15. At the end save before you fight QuickMan because he is very hard and annoying.

Looks like QuickMan's suicidal attack didn't work because ProtoMan came just in time.

TIP

In Bomb Comp 2&3 there are bombs in the enemy area. If you got heat shot just hit that bomb for an instant kill. But if it 痴 in your area then you better avoid using it as a shield.

-Items-

Location	Name
Fake Bear	RegUp1
Bomb Comp 1	500 zennys Cannon C
Bomb Comp 2	600 zennys HPMemory WideSword L
Bomb Comp 3	PanelGrab L 1500 zennys RegUP2
Bomb Comp 4	Recov50 N PowerUP BugFrag Atk+10 * 3000 zennys

-Virus-

Location	Name
Fake Bear	Fishy

Mettaur2
3 Spikey (Virus infecting the bear)

Bomb Comp 1 Mettaur
 Spikey
 Handy

Bomb Comp 2 Mettaur
 Flamey
 Handy

Bomb Comp 3 Mettaur
 Handy
 Flamey
 Spikey

Bomb Comp 4 Mettfire
 Mettaur
 Handy
 Flamey
 Spikey

-Scenario 4-

-Plot-

Looks like Lan wants to do his project. He wants to research on the best food of the world.

-Objective-

1. Head home and jack in to your computer.
2. Look at the security block and press A it should say something about needing an ALicense.
3. Jack out and take the metroline to Marine Harbor.
4. Head downstairs and talk to the official behind the counter.
5. He will tell you that you're inexperienced and he gives you 3 missions to complete on the request board. (Head down to the Jobs section)
6. Once you completed the missions talk to the official again and he should let you pass to take the exam.

TIP!

In case you have forgotten Green mystery data always come back in each jack so remember to grab them to get a chip or some money.

SideQuest

Also you should take on Gutsman right now so you can fight him later for his Navi chip. You can also fight GateMan too. Be warned GateMan is difficult to beat.

-A License Test-

1. 5 Round Survival Battle

Round 1

Swordy

HardHead

Round 2

Spooky

2 Spooky2

Round 3

3 Handy

Round 4

2 Fishy

Beetank

Round 5

3 Flappy

2. Battle 2 Navis that are endangering the net

The first Navi is at Den Area 2. He will drop a BadDataA. The second bad Navi is at Koto Area. Defeat him and he will drop a BadDataB. Now just head back and give it to the Navi that is testing you.

Navi 1

Swordy, Swordy3, Swordy2

Navi 2

2 Mettaur2, Mettfire

3. 5 Round Survival Battle

Round 1

Sparky

Round 2

Spikey2
Spikey
Windbox
Round 3
2 Shrimpy
Round 4
3 Tuffbunny
Round 5
Sparky
Swordy
Mettfire

-Plot-

Well you can get past the security block to go through Yumland now. Nothing else much except you should remember Dark's Shadowman.

-Objective 2-

1. Foreign viruses might be hard to its best to reequip your folder with chips you gained from destroying previous viruses.
2. Make your way past Yumland 1 collecting any items you find.
3. Also fight across Yumland 2 and find the Yumland Square you will see a little scene.
4. Find the YumSquare treasure room by following the simple one way path.
5. Save before talking to the Navi that is sending the telegram to the other countries.
6. Before you can save Electopia CutMan drops by to clean up the survivors.
7. After defeating CutMan jack out and take the metroline to Marine Harbor.
8. Take the elevator down to the lab.
9. Talk to Dr. Hikari and he should ask you to find Chng.bat with this you MegaMan can now have style changes but finding it is a bit of a problem.
10. Jack in to the PC upstairs and go to the street board. MegaMan will post a message about the Chng.bat.
11. Talk to everyone in the Square and then head back to the street board. Read the post from IronMan.
12. Take the metroline back to ACDC town and talk the guy in the blue shirt in the park.
13. Take the battery to Okuden Valley and head to the Campground talk to the woman in blue at the last tent. She will give you NoteData to take to KotoSquare.
14. Jack in anywhere and head to KotoSquare talk to the Navi in purple like the girl said and he will give the YumKey.
15. First go back to Okuden and talk to the woman to get a GateKeyA.
16. Now head to YumSquare you should know the way by now.
17. Head to the treasure room and unlock the door with the YumKey. Now "borrow" the Chng.bat but the security alarm turns on and you can't jack out. So pass 4 battles to the YumSquare entrance before jacking out.

Navi 1 2 Spooky3
Navi 2 2 Tuffbunny, Mettfire
Navi 3 Swordy3, 2 Spooky2
Navi 4 Mettaur2, Tuffbunny, Mettfire

-Objective 3-

1. Go down to the Lab and talk to Dr. Hikari he should install the Style Change program.
2. The center is being attacked so head upstairs and jack in. Defeat the Gospel Crony.

Hint

Need help beating this easy virus? Goofball is weak to fire so remember those HeatShots you picked up from beating those Spikey during the 2nd Scenario? First you got to trick Goofball so if he hasn't used AreaGrab go to the top or bottom farthest corner close to Goofball when he gets close to you move 1 or 2 squares back and use the HeatShots. However if you don't have a heatshot use the FireBlde that guy gave you before you jacked in. Or use an Elecsword just move below and slice. Since the FireBlde slices 2 horizontal just move one square in front of the mask and slice. Use Spreader or Shotgun to shoot past his armor. Also BrnzFist will be useful on punching him when he hasn't launched his shield yet. There are a number of things you can do to get past his shield just figure it out from your current chips.

3. He was a decoy for Shadowman so head downstairs and talk to Dr.Hikari again.
4. Now run to the Mother Computer room and talk to the Official Netbattlers.
5. After the first lock is opened up follow the Netbattlers and they will ask you to jack in and help them.
6. Use the passwords below if you need help.
7. Go through each of the mother computer servers and get past the security doors. When you arrive at the third one you will fight Shadowman.

-Style Change-

Sooner or later you will acquire a style change they can be one of the following:

ElecGuts
FireGuts
WoodGuts
AquaGuts

HeatShield
ElecShield
WoodShield
AquaShield

HeatTeam
ElecTeam
WoodTeam
AquaTeam

FireCustom
ElecCustom
WoodCustom
AquaCustom

(Also a secret style called the Hub but I'll explain that later)
Now for the passwords as followed.

Mother Comp 1
*=marks the invalid spot.
-|= Arrows follow these to get the puzzles correct

* T
|
C-A

R * *
|
E-V-I
|
* * R

**N*

**B*

Mother Comp 2

* C-D
|
* E *
|
* B *
|
A-F *

* * W *
|
* * A *
|
H-C-T *

E-R-E
|
H-T *
|
S-T *
|
O-M *
|
A-L *

Mother Comp 3

* A-M * * F-E
| |
* S * * I-N

| |
3.* K * 4.* * K

* G * * * M

| |
* I-W * * E

|
1.* * * 2.* * G

* O

|
* * * G

|
* * * N

|
C-A---|

|
U *

* * * S

|
* U-M-P

|
* J *

Mother Comp 4

* * *

S-P-I-D

|
* * * E

|
* * * R

* E *

|
* L *

|
* P *

|
* P *

|
* A *

* * B * * * * * *

G-I-V

| |
* T * E

| |
* N * U

| |
D-O * P

Mother Comp 5

R-A *

|
* C *

|
* C *

|
* O-O

|
* * N

Y-W

|
S-U

|
Q-O * *

|
* M-K *

|
I-G

E-M-A-H D
| | |
T-S-Y E-A
|
* * S * *

* *

* S-T-E
| |
S-Y * M

* * L-C
|
* * O *
|
* * S
|
* * E

V-I *
|
* R *
|
* U-S

* * *

* * *

-Items-

Location	Item
Official Center	FireBlde R (When Shadowman is attacking) PowerUP (Dr.Hikari's Shirt)
Official Square	RegUP2 (ALicense Exam)
Upper Den Area 3	Green Mystery Data???
Upper Den Area 2	Green Mystery Data???
KotoArea	Green Mystery Data???
	BugFrag
	LongSwrd L
KotoSquare	YumKey (KeyItem)
Yumland 1	Green Mystery Data???
	BrnzFist S (Purple Mystery)
	BugFrag
Yumland 2	HiCannon E
	BugFrag
	Geyser B (Purple Mystery)
	Navi+20 *
	Green Mystery Data???
Mother Comp 1	800 zennys
	HPMemory
	Recov30 *
Mother Comp 2	Spreader P
	RegUP1
	600 zennys
	Wrecker Q
Mother Comp 3	Shotgun *
	BugFrag
	PanlOut3 *
	Recov80 F
Mother Comp 4	1000 zennys
	WideSwrd L
	Hammer T
Mother Comp 5	1400 zennys
	RegUP2
	FullEnerg

-Viruses-

Location		Virus
Upper Den Area 3		Flappy Bunny Mettaur
KotoArea		HardHead Mettaur2 Beetank Swordy
CoffeeMachine	Shrimpy	Fishy
Bad Navi		3 Spooky2
Yumland 1		Mettaur2 Handy Spooky Sparky
Yumland 2		Spooky Sparky Handy
Mother Comp 1	Spikey2	Mettaur2 Swordy2 Swordy3
Mother Comp 2	Sparky	Killplant Mettaur2 Shrimpy Spikey2 Spooky2
Mother Comp 3	Mushy	Shrimpy Sparky Killplant Spooky2 Mettfire
Mother Comp 4	Mushy	Shrimpy Sparky Shellgeek Mettfire Spooky2
Mother Comp 5	Sparky	Spooky2 Puffball Shrimpy Shellgeek
Boss		ShadowMan V1

-Scenario 5-

-Plot-

Now that the Navi attack was over the ONBHQ (Official NetBattler Headquarters) called a meeting for all official netbattlers to come and discuss a plan to destroy Gospel ahead of time.

-Objective 1-

1. First read up on your email about your current style.
2. Now go downstairs and talk to Lan's mom.
3. Taking the information you have obtained head to the Center and get a passport.
4. Once you get a passport you can take the metroline to the Airport.
5. Talk to Mayl she will give you a Roll V2 R and Wireless.
6. Once you walk past the metal detector MegaMan will be taken away. But you will get it back.
7. Walk past the door and you will be robbed by a nitwit.
8. Well now you can get MegaMan back by talking to Chaud and tell him to go away. With his "official authority" he took it back from the metal detector guy.
9. Take the plane to Netopia and here is where you can get your money back.
10. Save and talk to the same guy that robbed you twice and beat him in a

NetBattle.

-Plot-

Oh man Lan's first trip overseas isn't all that its cracked up to be anyways. He does get everything back and then there is that new agent after Chaud and Lan.

-NetBattle-

Netbattle Mr.Famous for a new chipfolder. This way you can customize 2 folders. Also ToadMan V2 should be up for a rematch.

-Objective 2-

1. Well you get robbed again the moment you step out of the airport. Don't worry you will get it back with interest.
2. Well head to the hotel first and there will be a little fight scene.
3. Once you gain control of Lan again head back to the Netopia castle you will see Higsby. Talk to him and Lan will calm down about the bad country.
4. Head back to the hotel room and talk to MegaMan he should tell you that your Passport got jacked.
5. Talk to the old man in front of Netopia castle.
6. Now head to the alleyway and talk to the little kid near the chicken rack. Lastly talk to the guy near the basketball hoop and prepare to NetBattle Thunderman.
7. Once you win you will get the RaoulCode to unlock his security block. Jack in to his radio near the chicken rack and travel to the end.
8. You will arrive at Netopia 2. Use the map Mega Boy made to locate the NetSquare.
9. Now that you are at the NetSquare entrance you have 1 of 2 options. 1. you can shop at NetSquare and be prepared or 2. you can head to the upper right corner warp to Netopia 3.
10. Whatever decision you make you will end up heading to Netopia 3 anyways.
11. Take the 4th arrowwater to the and save before talking to the 2 Navis.
12. Now that you taken your passport back jack out and talk to Jim. If you dont have a Guard * in your pack just jack back into the radio and bust Mettaur2 until they fork one over.
13. If you have given Jim the Guard * then head to the jewelery store and talk to Ms. Millions and netbattle her snakeman to get your chips back.
14. By winning this battle not only do you regain your chips back but you also get MiliCode and 10000 zennys for your service.
15. Well time to hit the sheets go back to the hotel and take a nap before the meeting commences tomorrow.

-Plot-

Well Lan might have had many problems on his first over sea trip but he still solved them. But there is still that Gospel Agent after Lan and Chaud.

-Objective 3-

Bad Navi 1
2 Hardhead2, FullFire

-Items-

Location	Name
Dr.Hikari's Lab	SilvFist I
Refridgerator (HotelRoom)	HPMemory
Garbage Dump (Underground)	RegUP2
Raoul's Radio	Navi+20 *
	BugFrag
Netopia 2	Green Mystery Data???
	BugFrag
	Green Mystery Data???
Netopia 3	Green Mystery Data???
	HPMemory
	CannBall * (Purple Mystery Data)
	Green Mystery Data???

-Viruses-

Location	Name
Raoul's Radio	Sparky
	VacuumFan
	Twisty
	WindBox
	Tuffbunny
Netopia 2	Ratty

Beetank2
Tuffbunny
Mettaur2

Netopia 3

Cloudy
Beetank2
Ratty
Tuffbunny

*** FAQ will be updated daily with new sections as I explore every nook and cranny and record the information down I just started over so I can get some info but likely since I beat this game 3 times I can complete it again within 2 days getting everything down so hold your horses for the final version here is an update to see what's going on***

Misc. Jack Ins

Location	Item
Broken Toy (ACDC Town)	3000 zennys RegUP1
Portable Game (Dex's House)	MiniBomb *
Blackboard (ACDC School)	Sword L
CoffeeMachine (Official Center)	RegUP1
Doghouse (ACDC Town)	FullEnrg
Control Panel (Lan's House)	Unlocker BugFrag
Mayl's PC (ACDC Town)	MiniEnrg
Yai's PC (ACDC Town)	HPMemory
Dex's PC (ACDC Town)	BugFrag GutPunch B 800 zennys
Guardian Statue (Okuden Valley)	HPMemory
Gas Stove (Okuden Valley)	MiniEnrg Bubbler R
Ribitta's Van (Marine Harbor)	ElecSwrd E 1000 zennys
Monitor (Hikari Laboratory)	RegUP2
Flight Board (AirPort)	BugFrag
Goddess Statue (Netopia Castle)	Unlocker
Refridgerator (Netopia Hotel Room)	ElecSwrd * (Purple Mystery Data) BugFrag

Millions Bag(Netopia Jewelery Store)Wood+40 *

Jobs

Request 1

Reward-RegUP1

"Could you please find a lost girl, a relative of mine? I'm Waiting at the school in ACDC Town."

Talk to the girl at the school and she will ask you to find her cousin. Take the metroline to Marine Harbor and find her cousin at the top right of Ribitta's Van. Talk to the girl's cousin and she asks you to tell the girl at school not to worry. So head back to the metroline and go back to ACDC town and tell the girl at school that.

Request 2

Reward-HPMemory

"I'm waiting in the cafe with an ocean view. I'll explain the job to you in person. There is some danger involved, so your Navi must be strong.

Basically you must delete a bad Navi around Den Area 2. So jack in at the Center's PC and exit the Square Entrance. Save before battling the bad Navi and after you delete it jack out and talk to the guy that gave you this job to get your reward.

Virus- 2 Fishy, 1 Mettfire

Mission 1

Reward-RegUP1

"I really need help. I'd rather discuss it in person than on this board. I need help from a good virus buster."

Head to ACDC town after accepting the job. Talk to the guy near the bus stop he should tell you about the 3 bad Navis that have escape into appliances. First head to the park and jack in to the toy nearby. Explore the toy until you find the bad navi and delete him. Next head to Dex's house and jack in to his GBA on the table. Explore that until you find the bad navi and delete him. The last bad navi is at the school so head over there and jack into the blackboard

and delete the bad navi.

Navi 1 3 Spikey2
Navi 2 3 Handy
Navi 3 Flamey2, Flamey3

Mission 2

Reward-Recov30 *

"I have a very simple request. First, come to KotoSquare! Meet up with a kind of mean-looking Navi."

Some guy lost his program and he is at Kotobuki. Find your way to Kotobuki and head to the square. Talk to the evil looking navi and he asks you to find his program. Head to Den Area 2 and talk to the evil looking navi there and he will give you an item. After that he will attempt to delete you. Then return the item back to the navi at KotoSquare.

Mission 3

Reward-HPMemory

"Help find a lost program! Come to the Okuden Valley campgrounds for details. I'm standing in the middle of the river."

Head to Okuden Valley and go to the campground. Talk to the guy in the river and he will ask you to find a program lost around the Den Area. Go to Marine Harbor or ACDC town and jack into a computer and head to Den Area 3. Talk to the program and he should be thankful you found him. Head back to the guy at Okuden and talk to him to get your reward.

Request 3

Reward-Slasher L

"Our water heating program is busted. We've no hot water. Do you have lots of chips? Can you give me a "FireSwrd F?" Of course, I'll give you a "Slasher L" in return. I'm in the lobby of the Center, so look for me there. First preson that comes gets the goods."

Walk upstairs and talk to the woman on your right. If you have the FireSwrd F from fighting Swordy2 from the KotoArea then trade it for a Slasher L.

Request 4

Reward-GateKeyB

"I'll pay in advance, with an item you won't get elsewhere. The job is easy, and the reward is great act now! If you're interested then hurry over to Yumland 1! My black Navi is waiting for you there.

Well just head to Yumland 1 and keep travelling until your near the entrance to Yumland 2. Save and talk to the purple navi. He will give you the GateKeyB and attack you.

Navi 1 Sparky, 2 Flamey2

Request 5

Reward-10000 zennys

"I've fallen madly in love! The problem is, I'm too shy to come out and say it! Somebody help me, please! Please come to the campground entrance.

Well talk to gramps near the metroline. He will give you a love letter to take to the old lady near the flowers at Marine Harbor. Talk to her and then go back to the old man and talk to him to get your reward.

Request 6

Reward-RegUP2

"I am going to NetBattle a guy. The problem is, I may lose. Can someone help me out here? I'm waiting at the entrance to the Square. Please, save my male pride form embarrassment. Help me!!!

Jack into the center's pc and head to the Square entrance and talk to the navi in pink. Then goto Okuden Valley and jack into the guardian statue. Head by the bottom left and talk to the Navi that is training and by common sense you should know what to pick. Then talk to the pink navi at the square entrance again and he will ask for a Satelit1 G. Then you will get your reward.

Quizzes

Location

Airport

Talk to the kid near the DenCity gifts.

Reward-Cannon *

Question No. 1

Q. "What animal does the ACDC Town Park Slide look like?"

A. Elephant

Question No. 2

Q. "What distinguishes the Marine Station kiosk?"

A. The Selection

Question No. 3

Q. "How many tents are in Okuden Valley Campground?"

A. 3

Question No. 4

Q. "Where did the Marine Harbor Cafe waitress work before?"

A. Restaurant

Question No. 5

Q. "Choose cannons in A, B, and C order, and what do you get?"

A. Zeta Cannon

~ = prices goes up after you purchase this item.

Chip Merchants

Location	Item	Price
Den Area 1	HP Memory	1000~
	Shotgun B	200
	Lilbomb J	500
	Recov10*	500
	Spreader Q	1000
Center Square	HP Memory	2000~
	CrossGun J	600
	WideSwrd L	800
	Recov30 H	1000
	Barrier B	1200
Upper Den Area 3	HP Memory	2000~
	PowerUP 5000	
	Atk+10 *	600
	Spreader O	800
	Recov30 B	1000
	AreaGrab E	2000
Yumland 1	RockCube*	500
	ColdPnch B	800
	Spreader N	800
	Catcher T	2000
Netopia 2	Recov120 O	4000
(Travelling NumberMan)	Elec+40 *	5000
Netopia 2	CustSwrd B	7500
	Wind *	2000
	Fan *	2000
	Barrier *	4000
	ZapRing1 *	5000
NetSquare	HPMemeory	8000~
	PowerUP 10000	
	Repair *	2400
	WideSwrd *	3000
	Hammer U	4800
	Jealousy J	10000

PowerUp 12 Total = max stats on Power, Rapid, Charge

Upper Den Area 3 (Chip Merchant)

Kotobuki Square (Chip Merchant)

Netopia Square (Chip Merchant)

Undernet Square (Chip Merchant)

Upper Den Area 3 (Purple Mystery Data)

Bomb Comp 4

Hikari Lab

HP Memory 45 Total = 900 HP

Den Area 1 (Chip Merchant)x3

Den Area 3 (Chip Merchant)x3

Official Square (Chip Merchant)x3

Kotobuki Square (Chip Merchant)x3

Netopia Square (Chip Merchant)x3

Undernet 1 (Chip Merchant)x3

Undernet Square (Chip Merchant)x3

Undernet Kotobuki (Chip Merchant)x3

Gas Comp 2

Yai's PC

Request 2

GateMan V1

Guardian Statue

Mission 3

Mother Comp 1

Search the Refridgerator

NetSquare

Netopia 3

RegUP1/2/3

Chip Selection System (gives you 4MB)

Gas Computer

BLicense Exam

Request 1

Fake Bear

Bomb Comp 3

Broken Toy
Mission 1
CoffeeMachine
ALicense Exam
Monitor
Mother Comp 2
Mother Comp 5
Request 6
Garbage Dump (Underground Netopia)

BugFrag

Den Area 1
Den Area 2
Gas Comp 2
Bomb Comp 4
Control Panel
Mother Comp 3
Flight Board
Refridgerator
Raoul's Radio
Netopia 2

Bosses

AirMan V1
HP 300

Pretty easy to beat since he is your first boss. He has 2 attacks at the beginning. 1. shooting a gust cannon at you and 2. using 3 tornadoes to attack you. There easy to dodge and the 3 tornadoes are also easy to dodge because one of those tornadoes slow down making a gap giving you enough time to slip through and deliver some chip damage to AirMan. Once his HP is down to 100 he will attack you with 2 large tornadoes with a difficult pattern to follow. They will spawn at the corners of your grid and then move to the adjacent end of there spawning.

ToadMan V1

HP 300

Also easy since its just V1 and it only has 300 HP. ToadMan has 2 attacks excluding his tadpoles that spawn from the leaves. His first attack is his paralyzing zap song, which paralyzes you, and he can play with you until you break out of it. His second attack is slapping you, which takes out a lot. He has no desperate attacks when he is nearing his deletion.

ToadMan V2

HP 600

Ok his tadpoles that spawn from the leaves move faster now. And his little music note moves faster and tracks you down a bit more smartly. But he reacts faster to your attacks so use a zapring to stop him in his tracks and to double the damage on him.

QuickMan V1

HP 400

Ok for a V1 of this guy he sure is hard to beat. First of all he deflects your attacks when he's not moving. And when he does move he doesn't block but it痴 still hard to aim for him. Also when he stops moving he will throw a boomerang at your current row so move down and wait for the boomerang to return to him before you start barraging him with your chips. Also if you want to hit him when he's moving then use navi chips or a P.A. Also when you get his hp down to the 100s he will throw 2 boomerangs instead of one so watch your timing to dodge them.

Gutsman V1

HP 300

He has a simple fighting pattern all he does is jump around everywhere and pounding his hands down creating a shockwave at your row. It痴 real easy to dodge. His next attack is if you get to close he will knock the living daylights out of you but this attack creates a lag time that gives you enough time to select a sword and slice at him. Winning will give you his PC Code.

Gutsman V2

HP 500

He gets a bit faster now. He has 3 new attacks. He can crack all your panels and trap you in a tight spot where you can't move. Then he will throw a flying punch at you its slow and easy to dodge but it won't be easy if your trapped because of the cracked panels. Also Gutsman will use a AreaGrab to trap you in desperation and finish you off. You can win Gutsman V1 navi chip.

Gutsman V3

HP 800

Now he's faster then a BIT now. He still uses 3 attacks and the AreaGrab but he also uses a Recov200 chip if his HP is low. He uses a total of 2 AreaGrabs to

trap you plus his attacks do 100-200. Be careful it could be hard to beat Gutsman V3 if you池e careless. He also uses is panel cracking ability to trap you more often. Now you can acquire his V2 and V3 navi chip.

GateMan V1

HP 600

GateMan is a bit unpredictable but he is a easy moving target. His first attack will be his GateSP, which takes tremendous amount of damage. But it痴 slow moving so it痴 easy to dodge. His second attack is annoying because there smart homing toy soldiers. It also takes a lot but theres only 3 you can use the spreader to take them all out and to deliver some damage to GateMan. Use strategy on this guy to eliminate his toy soldiers. When you take him down to 200 HP he should use his RemoGate. This covers a part of his grid and it blocks your attacks for GateMan. The Gate also attacks you but you can destroy the gate when it does this.

GateMan V2

HP 800

His toy soldiers now have a bit more HP so I reccomend using a style change. Any would be ok but the best would be FireGuts. Also he uses his RemoGate 300 HP and GateMan is still an easy moving target. Not much has changed on his V2 except for the fact about raised HP and power. However winning this battle at a busting level of 6 or higher gets you GateMan V1 navi chip. It's very useful and you can learn how to use it without tips from this FAQ.

CutMan V1

HP 600

Very simple or hard depending on how nimble you are with moving. Your grid with Cutman has a rock stuck right dab in the middle. Cutman has 3 attacks that he will use and he has no desperation attacks so you shouldn't worry once you bring his HP down really low. His first attack is a scissor that goes counter clockwise around the rock and it moves really slow. The problem is it blocks your moving. His 2nd attack is his close range attack. If you池e moving to close to him he will attempt to "cut you down" His third attack takes a 100 if your not careful. He throws a slow moving boomerang. And combine it with the 1st attack means your going to be trapped. Other than that if you don't want to get close to him then load yourself with a the Spreader chip and shoot the rock in the middle because the explosions splashes everywhere in Cutman's grid. You can also defeat him easily with P.A.s if you have any.

ShadowMan V1

HP 800

Whew this guy is a ninja problem. He has a lot of tricks up his sleeves so watch out. He isn't that hard to beat you just got to know how to play defense. Since this guy is playing on a grass field then use fire attacks to double the damage on him. Beware Shadowman also makes puppets that uses fire attacks on you so fire does double damage on you too!!! Also he has an AntiDmg chip that counters your attacks its possible to dodge it if you just don't stand on the blinking yellow panels. His desperation attack lets him create 2 puppets of himself. They don't shoot fire but they try to swing there sword at you. Your attacks go through them too so kill ShadowMan fast.

ThunderMan V1

HP 700

Ok the battle starts with 3 obstacles that will block you from moving. If the your blocking the cloud's path it will shock you so hopefully you customized your folder before you were robbed. Use wood chips if you have any because they double the damage. You can move the clouds if you move back one square and back this will push the clouds or slow it down from blocking you. His next attack is a thunder strike if your standing on the panels thats blinking your gonna get shocked. Also your shots won't go through the clouds so you better know how to move really well between them. Close range combat works really well if your lucky enough to get 2 area grabs in the beginning. Also his clouds can discharge thunderballs at you from the side or the bottom or top so be careful. This could be hard if your not careful.

SnakeMan V1

HP 600

This battle is weird because SnakeMan's grid has 3 holes in it and they never repair. Plus you can steal them to repair them either. From those 3 holes snakes spawn out to distract you. SnakeMan also hides in his cookie jar so move down to the top row or the bottom row and he should pop back out. SnakeMan also has a targetting attack that follows you for 5-10 shots. If you manage to take SnakeMan down to a very low HP he will use his close range attack in desperation. He flies out of his jar and attacks where you are standing and it takes too much out of you if you can't dodge it. Also it has a small lag time to it so you might be able to use a P.A. on him. If your planning to go close range with this guy use the AquaBlde, FireBlde, ElecBlde. These slice 2 squares foward. Also if you have a VarSword you can make 3 shock waves from a far distance that take 160. If you manage to use an AreaGrab then combine all those

Blde to make a LifeSword3 this takes a whopping 600 enough to kill SnakeMan and they slice 3 Vertical and 3 Horizontal. Also SnakeMan is weak to fire so you can use your heat shots here.

Updates

2.1

Dumb stuff were taken out. Chips database to be added. P.A database too. Authorized sites were added under the Legal Disclaimer. Another scenario is added.

1.11 (6/26/02)

Each scenario will have more information now Item based and virus based with clearer objectives.

1.0 (6/25/02)

My first FAQ has a lot of errors in it but it will do to cover all the way to the mother computer attack.

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