

so please check first, if the question is detailed here, i will just probably erase the

mail, if didn't respond it was probably because the question was already detailed here, if

you insist I will ban you, and don't try making another account and keep asking!!!!

And if you mail me about something of this guide, please put "Megaman BN2" or the like as the subject...

Please, read them.

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1.-Controls
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MOVING Lan or Megaman:

-D-Pad

--Moves your character in the direction pressed.

-B Button

--Press and Hold to run in the direction pressed.

--Cancels a selection.

--Closes Menu or scrolls backwards.

-A Button

--Confirms a choice.

--Enter a submenu.

--Talks to someone.

-L Button

--Talks to Megaman (If Lan).

--Talks to Lan (If Megaman).

-R Button

--Jacks in when possible (When Lan).

--Jacks out when possible (When Megaman).

-Start Button

--Opens/Closes the menu.

-Select Button

--Uses the Memory Program in the Folder, use it to make a Chip appear as th first in battle.

BATTLE

-D-Pad

--Moves Megaman a square in the direction pressed.

-B Button

--Press and release to fire your buster (In Active Time).

--Press and Hold to charge your buster (In Active Time).

--DeSelects a chip (In Battle Chip Selection screen).

-A Button

--Uses next chip available of the ones you selected (In Active Time).

--Selects a chip (In Battle Chip Selection screen).

-L Button

--Attempts to escape (In Battle Chip Selection screen).

-R Button

--Displays selected chip info (In Battle Chip Selection screen).

-Start Button

--Pauses the game (In Active Time).

-Select Button

--None.

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2.-Walkthrough

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2.1.-Getting your ZLicense
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Items: PanlOut1 * (Blue Mystery Data, Den Area 1)
CrossGun S (Blue Mystery Data, Den Area 2)

Key Items: HeroData (Den Area 3)
HopeData (Den Area 1)
ZLicense
BugFrag (Den Area 1 under the bridge of the 2nd level)
BugFrag (Den Area 2 behind a direction board)
Chip Selection System (Reward for getting ZLicense)
Mayl's PC Code (Mayl's Mail)

After the samll talk of the intro you will be in school.

Talk to Dex but the teacher will come and you will start class where you'll get your report card. After this talk to Dex again and he will talk about "Net Squares" after this, go out of school and go to your house, feel free to talk with the guy there...

In your house, say hi to your mom then go upstairs just to be scolded about your report card, then jack onto your computer and you will do your homework which is the Tutorial for MBN2. Just follow the instructions...

You will get an Mail of Dex saying to hurry up, make your way around Den Area until you reach the Square Ent. where you'll meet GutsMan and Roll, after the small talk go to the upper-left warp to reach The Square, go right and up and talk to the green Navi to start the ZLicense exam. To get the license do this:

-Surf the net without losing to a Virus, this usually is already done...

-Find the HeroData and HopeData:

-HeroData: Go to DenArea 3 and go north through the only path and search the red thing.

-HopeData: Go to DenArea 1 and from the warp thet leads to Lan's PC go through the right-most path ALL the way up to find the HopeData.

You will get you ZLicense after this!!

You will then receive a Mail from Mayl with her PC Code!

Talk to Roll or GutsMan if you want, then Virus Bust some more if you like, if not, jack out and you will receive a phone call...

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2.2.-Save Yai!
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Items: Roll R (Mayl Mail)
200Z (Blue Mystery Data in the Gas Compl)

Recov10 * (BMD in Gas Comp1)
V-Gun A (BMD in Gas Comp1)
RegUp1 (BMD in Gas Comp2)
HPMemory (BMD in Gas Comp2)

Key Items: BugFrag (BMD in Gas Comp2)
Fan (Yai's room closet)
Yai's PC Code (Her bed)

SubChips: MiniEnrg (BMD in Gas Comp2)

The Phone call is from Glide, he will say that Yai has taken too long in her bath and that the Gas Powered Heater is acting funny then Mayl will phone you, go to Yai's house to see Mayl and Dex, after the talk Dex will go in but you will have to go anyway...

When you enter, the door will lock behind you then you'll receive a Mail from Mayl, with the "Roll R" chip included, go straight ahead to see Dex in the floor and a hell lot of gas, jack into the little thingy on the left to enter the Air Comp...

In the Gas Comp go down and left to see a demonstration on failed attempt on how to evade the gas air, anyway, time your movement so you evade it and grab the BMD (Blue Mystery Data) for "200 Zennys", then follow the path and you will see 2 more CyberGas throwers, go through the one to the north for a BMD with a "Recov10 *" chip, then let the gas blow you and move diagonally through the next one. Follow the path but keep going down to reach another BMD with a "V-Gun A" go back and talk to GutsMan if you like, then inspect the CyberKnob to it starts blowing CyberGas, then let it blow you to the other platform. And activate the Ventilator Program (green thing).

As Lan you will then help Dex, he will then go and try to unlock the door, then you will be back with Megaman..

Just follow the path until you reach the Gas Comp2...

In the Gas Comp2 go up and you'll find Glide, then let the Gas blow you to find a BMD with an "HPMemory" in it, then go back to where Glide is, then evade the 2 Gas blowers, then move diagonally to evade the gas and grab the BMD for a "BugFrag" then do it again but follow the path downwards and grab the BMD for a "MiniEnrg" SubChip, then de-activate the Gas blower so you go around.. Follow the path upwards to reach another Ventilation Program.

As Lan go to Yai's room and search the closet left to her PC for a "Fan" then go back and go to the Gas and you will blow it away, then you'll do the same on the Gas inside the bath but it will come back again and you'll be back with Megaman...

You will see a Navi appear out from a lot of Gas, and now you have to get him... Go down and to

the right, turn on the CyberKnob and let it blow you, on the other side, evade the first gas and grab the BMD with a "RegUp1", then go left and turn on the CyberKnob, let the previous gas blow you back and then go to the main platform, SAVE if you like and then face AirMan:

AirMan Reward: 1000Z

-HP 300

-He shoots a wind cannon when on the same line as you.

-Creates a small tornado in each line that comes at you at different speeds.

You will then activate the last Ventilator Program... You will then control Lan and you'll be in

Yai's room, after the talk, talk to Yai but you will find her PC Code instead...

Go back to your house and sleep...

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2.3.-Getting the BLicense
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Items: RegUp1 (Reward from getting BLicense)

Key Items: Dex's PC Code (Beat GutsMan)

Ribitta's PC Code (Beat ToadMan)

ExamCard (Official Center)

WalkProg (From a purple Navi, after you beat him)

NiceData (From a green Navi, after giving him the WalkProg)

BLicense (From the Test Navi)

In the morning go Lan will have the idea to go camping so, go to Yai's house and inspect the door to find a memo, then go to school and talk to Mayl, then go to Dex house and talk to him...

Unfortunately, nobody can go, you will then be in the park and you will receive a mail about the

License, then go to Dex house and challenge him and GutsMan...

GutsMan

-HP 300

-Creates a shockwave like the Mettles.

-If you are on your right-most line he will appear in front and hit you.

He will then give his PC Code.

Anyway, take the Metroline to Marine Harbor, there, you will receive Mail from Dex, then challenge Ribitta if you like...

ToadMan

-HP 300

-A melody comes out of him and homes to you, paralyzes when touched.

-Comes out of the ground and hits you.

-Tadpoles comes out of the Lily Pads and keep going on straight line.

-Water splash when he appears on a Lily Pad, if near it will hit you.

She will then give you her PC Code, then enter the Official Center and talk to the lady in the

reception, answer "Yes, I am!" and she will then want to see your PET, select "Yes" and

you'll

get an "ExamCard". Go through the door on the left and go down the stairs, talk to the guy behind the desk then enter the room, jack in wherever you want and you will receive a Mail from

Yai, talk to the Navi to start your test...

-5 Survival Battle

-Mettaur, Mettaur2, Mettaur2

-Mettaur2, Canodumb, Bunny

-Flamey, Flamey, Mettaur

-Fishy, Beetank, BrushMan

-Handy, Handy, Handy

-You must find a Navi that needs help and help him, so go to Square Ent. and go to Den Area 3,

talk to a green Navi there, he says a bad guy stole his "WalkProg" and he can't walk, agreed to

help him and you will receive a Mail from Mayl, then go to Den Area 2 and find a purple Navi,

talk to him to initiate a battle:

-HardHead, Beetank, Beetank

Beat him and he will give you the WalkProg so go back to the other Navi and give it to him to

receive "NiceData", go back with the Test Navi to continue...

-5 Survival Battle

-MettFire, Swordy

-Ratty, Ratty

-Ratty, Ratty, Twisty

-Yort, HardHead, MettFire

-MettFire, Flamey, Puffy

You will then receive the BLicense along with a "RegUp1", you will then get Mail from Chaud,

anyway, Jack out and go to your house and sleep...

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2.4.-Camping and Bombs... Not a good mix...

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Items: RegUp1 (Bear Network)
500 Zennys (Bomb Comp1)
Cannon C (Bomb Comp1)
600 Z (Bomb Comp2)
HPMemory (Bomb Comp2)
WideSwrd L (Bomb Comp2)
PanlGrab L (Bomb Comp2)
1500 Z (Bomb Comp 3)
RegUp2 (Bomb Comp3)
Recov50 N (Bomb Comp4)
PowerUp (Bomb Comp4)
Atk+10 * (Bomb Comp4)
3000 Z (Bomb Comp4)

Key Items: Lighter (Okuden Valley- Camp Road 1)
Stick (Okuden Valley- Camp Road 1)
Paper (Okuden Valley- Camp Road 1)
Binocs (Okuden Valley- Camp Road 2)

Knife (Okuden Valley- Camp)
Firewood (Okuden Valley- Camp)
Fish (Okuden Valley- Camp)
BugFrag (Bomb Comp4)

You will then see an event involving Chaud and ProtoMan and some sort of threat from Gospel...

In the morning you will get a Mail from Dex, go out and head to the Bus Stop, in front of Dex house, talk to everyone and then you will go to Okuden Valley where Chaud will join you...

Follow the path just to be blocked by some bees, inspect them, then go down to the rock path and go all the way to the left until the end of the screen, search around to find a "Lighter" then go right and inspect the right-most path of rocks in the water to find a "Stick", then go to the path above and search the tree to the right of the guy in a red jacket to find a "Paper", then go back to the bees and select the 3rd answer to go through.

On the next screen follow the path but now to be attacked by a bear... Search BEHIND the waterfall to find the "Binocs", now go back to the bear and use the Binocs on it, you'll discover it's fake, so go ahead and jack in, first go to the south-east corner to find a BMD with a "RegUp1" on it, then talk to the program and you will some viruses:

-Sparky, Spikey2, Spikey2

Just delete them, and you will be back with Lan, continue to get to the Camp, talk to Dex, he will ask you to find some kindling, then talk to Mayl, she'll need a cutting knife, then to Yai, which needs fish... Talk to the lady on the right-most tent for the "Knife", then to the old man all the way down and to the right for "Firewood", and lastly, talk to the guy in the middle of the rock path for "Fish", give each one what they asked for, you will then eat... Just to hear an explosion....

Now, go to down and through the path on the left to reach the Dam, follow the path and inspect the door, you will receive a Mail from Chaud, looks like you have a bomb-defusing job...

Go back to Camp to get another mail from Chaud, there are 4 bombs to find, jack into the PET in the middle of the rock path and you will be in Bomb Compl...

You will receive another mail from Chaud, I will now said directions, wrong moves will make paths explode so just read this: Left, north for a BMD with "500 Zennys" go back, left, up, right, right, up, left, down for a BMD with a "Cannon C", go back up, then left and then up, inspect the monitor to disarm the bomb. Jack out and inspect the canteen near the right-most tent, then jack in on it to be in Bomb Comp2.

In here, go up, up for a BMD with "600 Zennys", go back and right, down, right, up, up, left,
up to the 2nd part of the detonator, go up, right, up, grab the BMD for an "HPMemory",
continue
up, left, down, left, left for a BMD with "WideSword L" then go back and down, down, left,
up,
up, up and continue to the monitor to de-activate it. The next monitor is behind the waterfall.

You will now be in Bomb Comp3, go NW (North-West), SW (South-West), SW, NW and change platform,
go NW, SW and grab the BMD for "PanlGrab L", SW, SE, SW, NW, NW, NW, NE, grab the BMD for "1500 Z", go back and SE, NE, NW, NE, SE and switch platforms again, grab the BMD for "RegUp2",
go NW, NE, SE, NE, NW to reach the platform, de-activate the bomb and you will get a call from Chaud jack out. And go to Camp Raod 1, and talk to the guy in red jacket, select "Ask Again" when prompted, then "Get Suspicious" you will automatically jack in.

In Bomb Comp 4 go SW, SE, switch platforms and grab the BMD for "Recov50 N", go NW, SW, SW, SE,
NE, SE, SW, and switch platforms, go SE, SE, NE, grab the BMD for "PowerUp", go NW, NW, NE,
switch platforms and right to switch again, grab the BMD for "BugFrag", then switch platforms,
go SE, switch, SE, switch again... Go NE, NE, NW, grab the BMD for "Atk+10 *" and go NW and
switch again, go SW, NW, grab the BMD for "3000 Z" continue NE then NW and finally follow the
path to reach the monitor BUT save before you reach the end, you will face:

QuickMan

-HP 400

-Moves around QUICKLY then stops and throws a boomerang, usually on the line you are.

-Instead of 1 boomerang, he will throw 2 when low on HP.

-Deflects any attack when standing still.

After you delete him, Chaud will arrest Dave and you will be interviewed by Ribitta, you will
have another of those dark scenes...

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2.5.-Yumland and the ALicense
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Items: RegUp1 (Toy Robot)
3000 Z (Toy Robot)
HPMemory (Defeat GateMan (Mr. Famous))
RegUp2 (Reward from getting ALicense)
Recov50 * (Guy in Official Center after passing A Test)

Key Items: BugFrag (Below a bridge- Den Area 3)
BadDataA
BadDataB
ALicense

You will be at the park where you will see a Balloon with foreign data but Megaman will translate it, and you will decide your project... BTW, jack in to the Toy Robot and get the

"RegUp1", and the "3000 Z", jack out and go to your house and jack in your computer, make your way to Den Area 3 (The lower level) and go all the way back, search below the bridge to find a "BugFrag", then inspect the left cube to find that you need the ALicense...

Jack out and challenge Dex if you like...

GutsMan V2

-HP 500

-Creates a shockwave like the Mettles.

-If you are on your right-most line he will appear in front and hit you.

-Hits the floor, cracking ALL your panels.

-Throws his punch slowly when on the same line.

-Uses an AreaGrab when low on HP.

Then go to Marine Harbor, enter the Official Center, talk to the guy right in front of the entrance, he is Mr. Famous, challenge him...

GateMan

-HP 600

-A cannon appears out of him and shoots at you.

-Creates 3 homing Toy Soldiers (Destroy these, I don't think they can be avoided).

-Uses RemoGate when near 200HP which blocks your attacks and moves Up/Down along with you.

-RemoGate can also attack, but can be destroyed when attacking.

You will get an HPMemory for winning. Go downstairs and talk to the guy behind the desk, you must do 3 jobs to take the exam, check the board, you must do the Missions, the other 2 are not required but you can get good things...

Check the Jobs section for help...

After you complete the 3 missions, do the other 2 if you haven't/like, anyway, talk again to the guy behind the desk and he'll open the door to the Test Computer Area, jack in, as Megaman, talk to the Test Navi to start your ALicense test:

-5 Survival Battle

-Handy2, Handy2 (Your bottom and their middle lines are Magnet)

-Fishy, Beetank, Beetank (Weird pattern of Magnet)

-Flappy2, Flappy2, Beetank (Weird pattern of Poison and Grass)

-Flappy2, HardHead, HardHead (Weird pattern of Poison and Grass)

-CanDevil, HardHead, HardHead

-You must locate and "punish" to evil Navis.

-Go to Den Area 2, follow the path you take to reach Den Area 1 and you will see a purple

Navi below a bridge of the upper level, talk to initiate combat. You'll get BadDataA

-Ratty2, Ratty2, Flappy2

-Go to Koto Area, you should see a purple Navi in the path you take to reach Koto Square,

talk to initiate combat. You'll get BadDataB

-Puffy, Poofy, Shellgeek

Go back to the Test Navi...

-5 Survival Battle

- Dominerd, Canodumb2, Canodumb2 (Blank holes here and there)
- Flappy2, Flappy2, Spooky2 (Upper/Bottom of your right-most and their left-most are empty)
- Ratty, Ratty, Ratty (Empty corner, both)
- Sparky (ALL break)
- Puffball, FullFire, Beetank2 (2 Blocks)

You will then get the ALicense, and a RegUp2!

Jack out and talk to the guy behind the desk for a Recov50 *.

Go to Den Area 3 (Lower) and go to the Block that you needed the ALicense to go through, go through it to reach Yumland...

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2.6.-Scissors and Navis
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Items: Navi+20 * (BMD in Yumland 2)

Key Items: BugFrag (Behind a board near the merchant Navi)

Once in Yumland you will notice is completely empty save for 3 Navis, anyway, follow the right path to the NW keep going until you see a dead end, go left before that to reach a platform, go left and enter the teleporter, go up the path to a board and left to reach Yumland 2.

Use the conveyor belt to go right, go right again the follow the path up, use the conveyor belt to go left now, unlock the data if you like... Go left to another platform, go down, and go up through the path left where you are for a BMD with "Navi+20 *", go down and go right, you will reach and place that splits in 3, go NW then SW, follow the path to a hill where a teleporter is, enter, and you will see a scene between the inhabitants of Yumland (Navis) and ShadowMan...

You will then be in YumSq. Ent. Now enter the Yumland Square, but as you should know, is empty. You will then hear something, just follow th path to trace that sound... You will enter the message board, SAVE, talk to the Navi, after some scenes CutMan will appear, yes, you must fight that scissor guy...

CutMan Reward: 2000Z

- HP 600 (There are rocks in the middle sqaure of both areas)
- Shots a scissor which keeps going in circles around your rock. Use AreaGrab.
- Attempts to "cut" you with his scissors if on your right-most panel.
- Shoots his scissors as a boomerang which might trap you with his circling scissors.

After you beat CutMan, some more scenes happen....

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2.7.-Chng.bat and Thievery

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Items: PowerUp (Dad's labsuit)

Key Items: Battery (Guy in ACDC Park)
 NoteData (Lady in Camp)
 YumKey (Navi in KotoSquare)
 Chng.bat (YumSquare)

You will instantly receive Mail from your Dad, go to Official Center and use the elevator to go with him... In your dad's office, check his labsuit for a "PowerUp", then, talk to your dad.

You must locate the "Chng.bat" file, go down and jack in, go to the boards in the Square, go to the Street Board where you will post a message about the "Chng.bat", jack out, and do some jobs.

Well, do 3 or 2 jobs, then check the board, new info should be there, but is now what you want... Go talk to people in Koto and Den Squares, do jobs... Until info appears...

...Go to ACDC Park and talk to the guy there. Apparently, she (the programmer) is at the Campgrounds in Okuden, you will get the "Battery", go to Okuden and to the campgrounds, and talk to the lady on the left-most tent, you will give her the battery and she'll say "Chng.bat" a friend of her knows it, you must go to KotoSquare and you will get "NoteData". Go to Official Center and jack in and go to KotoSquare, in there, talk to a purple navi, he will give you the "YumKey", go to Yumland Square and head to the boards, go all the way back and open the lock, grab the "Chng.bat", try to go back but an alarm will sound, and you can't jack out, go back but you will be attacked several times:

- Mashy, Mashy, Puffball (ALL grass)
- Sparky, Ratty, Ratty (Middle square of middle/right row and their middle/left row are Magnet)
- Dominerd, Dominerd, Spooky2 (HALF is broken)
- FullFire, Spikey2, Mettaur3 (ALL frozen, but middles are lava)

Jack out and go to your dad. Then some more thingies will happen... Another alarm will then sound, it's Yumland, and they are after you!!!... Nah, just kidding, they infiltrated the Square (Gospel) and you must go delete them...

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2.8.-Mother Computer

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Items: 800 Z (BMD in Mother Comp1)
 HPMemory (BMD in Mother Comp1)
 Recov30 * (BMD in Mother Comp1)

Spreader P (BMD in Mother Comp2)
RegUp1 (BMD in Mother Comp2)
600 Z (BMD in Mother Comp2)
Wrecker Q (BMD in Mother Comp2)
Shotgun * (BMD in Mother Comp3)
Pan1Out3 * (BMD in Mother Comp3)
Recov80 F (BMD in Mother Comp3)
1000 Z (BMD in Mother Comp4)
WideSwrd L (BMD in Mother Comp4)
Hammer T (BMD in Mother Comp4)
1400 Z (BMD in Mother Comp5)
RegUp2 (BMD in Mother Comp5)

Key Items: BugFrag (BMD in Mother Comp3)

SubChips: FullEnrg (BMD in Mother Comp5)

Go down the elevator and jack in. Talk to the purple navi and you will fight, a boss fight even though they are viruses...

-Goofball, HardHead2, HardHead2

Jack out and go up and talk to your dad, then follow the path left of the elevator to reach the Mother Computer room, talk to the officials there, after some... Weird talk, the laser door will open, go through, but this time you will help... Jack in...

Talk to the program for some clues and info

-What are the 3 missing letters? Curiosity killed the ____.

--Answer: CAT

Input it and go through, the path is pretty straight, enter the blue square which is a teleporter, keep going straight to find a BMD with "800 Z", go back and down and talk to the

Navi if you like and go back and down again to reach another password thing:

-I lie in a bed, but never sleep. What am I?

--Answer: RIVER

Go through, go down when you see the program and go straight down for a BMD with "HPMemory", go back and left, grab the BMD for a "Recov30 *", then go back and up.

-What are the 2 missing letters? _et_attler

--Answer: NETBATTLER

Follow the path and you will release the door program, go through as Lan, and jack in the next server. ProtoMan will suddenly appear, after some talk follow the path, first go all the way right and down for a BMD with "Spreader P", go back, talk to all programs if you like... After, follow the path and talk to the program:

-Program A is more honest than Program B. Program B is more honest than Program C. Program D is

more honest than Program A.

-Program D: AFBECD

-Program C: ACEBDF
-Program B: FEDCBA
-Program A: URTGOK
--Answer: AFBECD

After inputting the answer, go through the path left of the "C" to reach a BMD with "RegUp1", go back and through the NE path. And go right for a clue. Go back and left and another clue, then input the answer:

-2 hands, no arms. 1 face, no nose. On your arm.
-What do you call a chronometer you can wear?
--Answer: WATCH

Then grab the BMD for "600 Z", go down then SE and get the clues, and the BMD "Wrecker Q"

-2nd letter is L. 5th letter is S. 10th letter is R.
-First letter is A. 4th letter is O. 8th letter is H.
-3rd letter is M. 7th letter is T. Last letter is E.
-Make 2 words from: " ere last moth"
--Answer: ALMOST THERE

You will then reach the door release program where ShadowMan and ProtoMan are... You will then jack out, enter the Mother Computer... Follow the path up and talk to the program and grab the BMD "BugFrag", then go back and follow the path but go down for a BMD "Shotgun *", keep going and take the NW path to another clue, then go back to where all the panels are and get another clue.

-MASK WIG
-GEM KNIFE
-Connect the words, last letters to first, for this key.
--Answer: Put them in this order:
 On the SW input WIG.
 On the SE input GEM.
 On the NW input MASK.
 On the NE input KNIFE.

You will reach something that says:

"Part 1... YOU CANNOT ESCAPE NOW!"

Continue the path, to get a clue:

Continue right for another panel:

"Part 2... FEAR AND DANGER AWAIT!"

Then up to a BMD "PanlOut3 *" and another panel and another clue:

"Part 3... BEGGINING TO WORRY? GOOD LUCK!"

-Read the letter on the panels
-Read the 3rd letter, top to bottom.
--Answer: UCA then the _RIGHT_ NCO

Then go through the upper left path for a BMD "Recov80 F" then go back and follow the

pretty
much straight path to another puzzle:

-A quick brown fox... something
--Answer: JUMPS

Go through to reach Mother Comp4 (Yes, there's still more)... Get a clue right starting,
and go
on, talk to the programs if you like

-Itsy-bitsy
-8 legs
-Muffet foe
-Spins webs
--Answer: SPIDER (Duh!) (Use the left S)

Go through and keep going straight and left to another puzzle BUT take the upper path and
left
for a BMD "1000 Z", go back and solve the puzzle:

-What did William Tell hit with his arrow?
--Answer: APPLE

Go through and get another clue:

-What insect starts bathing, and ends up drab?
--Answer: B

Weird... Anyway, follow the path and go left when you can and keep going for a clue, go
back,
right and up for a BMD "WideSwrd L" and get another clue, then go back and all the way
right

-Program 1: DNGVU
-Program 2: OTIEP
-Rearrange the programs' hints to find the message. The message is the password. Program
1,
Program 2, Program 1, Program 2, Program 1, Program 2, Program 1, Program 2...
--Answer: DONTGIVEUP (Don't give up)

Then grab the BMD "Hammer T" then change screens... Getting tired of this...

Just starting are 2 clues...

-I'm an animal.
-I wear a mask.
--Answer: RACCOON

Then continue through the path, go right when you can and down for another BMD "1400 Z",
then go
up for another clue, go left and solve the puzzle:

-A-C-E... What are the next 10 letters?
--Answer: GIKMOQSUY (2 by 2, G-"h"-I...)

Follow the path and go left for a clue if you like, go all the way back and up to the
puzzle:

-DARETHEY SLAYME?
-Hint: 21, 18, 21, 16, 26, 25, 12, 16, 14, 23, 11

--SYSTEMAHEAD (System Ahead)

First go up and back for a teleporter with a BMD "RegUp2", and a clue, go back

-... .. ABBABBAABAB ...

-Program A: STCLS

-Program B: YSEMOE

--Answer: SYSTEMCLOSE (System Close)

Almost there, right for another clue then up for a hint on ShadowMan, a BMD "FullEnrg" and
2

clues:

-PSECV WANIR NGURU OISNW

-Find the one that doesn't belong. Everyone else is a bird.

-Black bird, cold bird, water bird. Do you understand now?

--Answer: VIRUS

SAVE! just ahead is ShadowMan, after some talk you'll fight

ShadowMan

-HP 800 (Battle field is covered with grass)

-Creates fakes around to confuse you, hit the real to destroy the fakes.

-Uses a Fire Jutsu that burns the whole line. Destroy a fake.

-Throws 3 shurikens at you. Move away of the blinking panel.

-Creates 2 copies of him when low on HP that move in your area and slashes you.

Then some usual scenes... And another "dark" scene...

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2.9.-Netopia, Where your Purse/Wallet is NOT Safe
+-----+
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Items: SilvFist I (Note from dad)
Roll V2 R (From Mayl)
ElecSwrd * (PMD in Hotel Refrigerator)
HPMemory (Search the Hotel Refrigerator)
Quake2 W (Higsby)
TreeBom1 * (Higsby)
SonicWav I (Higsby)
Navi+20 * (BMD in Raoul's Radio)
10000 Z (Forbeating Mrs. Millions' SnakeMan)

Key Items: Passport (Oficial Center)
Ticket (In NetBattle HQ Mail)
Wireless (From Mayl"
BugFrag (Airplane Schedule Board)
BugFrag (Hotel refrigerator, BMD)
MiniPet (In exchange for your PET)
RaulCode (Raoul's code for winning against ThunderMan)
BugFrag (BMD in Raoul's Radio)
BugFrag (BMD in Netopia 2)
MiliCode (For beating Mrs. Millions' SnakeMan)

You will then appear at your house, you will receive Mail from "NetBattle Head
Quarters"...

You must go to Netopia, enter the Metroline then you will get another Mail, go to Official
Center, challenge Mr. Famous, if you win you'll get another folder.

Anyway, talk to the lady behind the counter and ask for a passport, but you must go to the desk
on the right, you will then get "Passport", go to your dad's office and talk to the scientist
in front of a big monitor in the same room that your dad's office is, then check the computer
on your dad's office for "SilvFist I". Go down and to the metroline and go to the airport, go
up and talk to Mayl, she will give you "Roll V2 R", and "Wireless", talk to Chaud if you like
and jack in the Airplane Schedule board, get the "BugFrag", then take the path on the left, and
try to go through the metal detector for some scene...

You will get a Mail in your new "MiniPet", then talk to the guy behind the desk and show him
your passport and go through, then some guy will hit you, but he really stole all your money!!

You should take the quiz while you are here, talk to the boy near the Gift-Shop...

Anyway, talk to Chaud to and select "Go Away!" to recover Megaman... Then go to the gate just
up from Chaud to board the plane, then follow the path and the guy behind the desk will insult
you, not really, it's Netopia language, talk to him and Megaman will translate, show him your
passport to continue the select the meeting thing, go through the path and talk to the guy that
looks like the one who stole you, it's actually him, talk to him twice to fight:

-MegalianW, MegalianH, Snapper

He will give you your money back, then try to exit to be "freely" escorted to town... But you
will discover... YOUR CHIPS ARE GONE!!! Except the one on your folders... Anyway, take the path
to the left and enter the first door you see, this is the hotel, you will be at your room where
you will have a fight with Megaman, go back to the park and talk to Higsby, after go back to
your room but now your passport was stolen... nice... Search the refrigerator for "HPMemory"
then jack in to find a "BugFrag" in the BMD and a "ElecSword *" in the PMD.

Go out of the hotel room, and down where you will find Higsby again, talk to him to get
"Quake2 W", "TreeBom1 *" and "SonicWav I".

Go to the park and talk to the old man all the way to the left and up, he will say you should
look for your passport and chips. Go back to the city and into the Alley and talk to the kid.

He will ask you for a "Guard **", good timing...

Anyway, he will first tell you about your passport, go all the way up and talk to the guy below
the basketball ring, you MUST fight and win against his ThunderMan:

ThunderMan

-HP 700

- There are 3 clouds that shocks you if you block their path. CAN'T be destroyed.
- Shoots 3 quick thunders at you, move away from the blinking panel, if you can...
- The clouds shots small elec-balls at you. Can be from any direction.

After you win, you will get "RaulCode", then jack into the radio a little down. Then use the code and go through, talk to the navi if you like, he says someone in the Square must know about it, go down and right to a board, then up the hill and through the up-most panel and down the other slope, then keep going and through the upper panel, to grab another "BugFrag", go back and take the path right of the panels and go left, go through the NE path to the merchant or NW to continue, continue through the path and make your way to hill NW of you, grab the GMD if you want and take the teleporter, just follow the path to reach the NetSq. Ent. enter the Square, talk to a purple Navi in the green square, go out and go to Netopia 3 take the right-most panel going down to find a purple bad Navi, talk to the one below, to fight for your passport:

-Null, Null, Void

You will get your passport back! Jack out and talk to Jim again (The kid). You must now give him the "Guard *". He will tell you a rumor that Mrs. Millions bought some chips, look for her in the Jewelry Store. She is al the way left, talk to her, select "Give me my chips!" you will need to fight her SnakeMan if you want them back...

SnakeMan

- HP 900 (Her middle row are empty sqaures and can't be changed)
- Snakes come out of the middle empty row and launch at you, 1 at a time.
- SnakeMan continously shoots at you a couple of secs.
- When low on HP, he will move to the row you are on and bite at you for HIGH damage.
- SnakeMan will hide in his jar if you are on the same line. Move Up/Down then back to attack.

You will get your chips back!! and "MiliCode" and "10000 Z", go back to the hotel and to sleep..

Go out the hotel room the next morning to get a Mail from "ONB HQ" go to the castle and walk against the wall with the crest on it to find the secret HQ. Talk to EVERYONE and the meeting will start. Some sort of earthquake will happen in the middle of the breefing... And all will fall through some holes. You will then get a call....

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2.10.-Dungeons and Dragons... But w/o the Dragons!
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Items: 1000 Z (BMD in Castle Compl)

HPMemory (BMD in Castle Comp1)
Repair C (BMD in Castle Comp2)
Sword S (BMD in Castle Comp2)
SubMem (BMD in Castle Comp3)
RegUp1 (BMD in Castle Comp3)
1200 Z (BMD in Castle Comp3)
LongSwrd L (BMD in Castle Comp4)
PowerUp (BMD in Castle Comp4)
Recov120 U (BMD in Castle Comp5)
Invis2 Q (BMD in Castle Comp5)

Key Items: CyberKey x10 (BMD in Castle Comp1/1/2/2/3/3/4/4/5/5)
BugFrag (BMD in Castle Comp4)

SubChips: FullEnrg x3 (BMD in Castle Comp2/4/5)

Follow the path to be almost killed, jack into the thing on the wall... Talk to the program to get some info on this place, I will not write it here SO DO IT! Follow the path, and go NE to keep going, NW is a dead end... Keep going, doesn't matter which path you choose, it's a circle or sort of, there is "CyberKey" and "1000 Z" go back FAST to the door and use the CyberKey.

On the next area, follow the path and go NE and a Zambie will come after you, yikes! Follow the path and go right, wait, you should evade the zombie... For now, go down through the right path for another "CyberKey" then go back to where you evaded the zombie and go left and up for an "HPMemory", FAST go back and move in the same dir. as the zombie to get to the door. Activate the switch past the door.

As Lan go through and get another call, then on the other room you will be trapped, but this time the ceiling is coming down... The Princess is there, jack into the trap device...

Inside go on, and take the SW path FAST for a "Repair C" go back and move around, take the 2nd path you see or follow the zombie and vampire, on the next path you see wait, the zombie will take it and the vampire will go on, wait and go a little down, the vmpire will take the other path FAST go on or the zombie will get you, get the "CyberKey" and go through the door when you can...

Go up here for a "FullEnrg" if you want the back, go down and keep straight until a corner, go up and keep straight again, go up for a "CyberKey", you should see the bandit go on, follow him, go through the left path after he comes out and get the "Sword S", wait until the bandit goes away through the NE path, don't worry, they only take left turns, so he can't come after you, after he goes away go down and right if he ever stole you to get your money back or left to find

the trap switch...

Go on and the door will close and another call... Go up the stairs and talk to Jennifer, go on and in the next room and ring of fire will trap you... You will automatically use the "Wireless" to jack in...

Inside, just starting a thief will come after you... Go down to evade it then go up again, grab the BMD you see "SubMem", then go back and follow the thief and grab the other BMD for a "CyberKey" and FAST go to the door just left of where you are...

A little after the get you'll get another call, go down and straight right and down when you can nothing will come after you, get "RegUp1", than go up and wait until both the zombie and thief pass through and follow them, when a vampire appears take the path down and get the "CyberKey", and FAST go on and down or the thief will get you, after he goes on, wait until he comes down and go up for "1200 Z" and go down FAST or the vampire will get you, go left and through the door where you'll find the switch...

As Lan SAVE! Go on and you will see Raoul toasted, talk to him, and Chaud will come, and you will have to fight him...

ProtoMan

-HP 800

-Teleports a couple of times then appears at the top or bottom corner and does a Slice which

sends a wave at you, move to the top or bottom to evade.

-Sometimes he then zooms in and slashes you.

-Zooms in and slashes you.

-Protects himself of some attacks with his shield.

-When low on HP he will be faster.

Delete him, and Raoul will say you are innocent and the real double agent is the princess! Go

through the path NE, go up and you will see her, you will use the "wireless" again and jack in.

As Megaman go down, down again and FASTLY go straight, grab the "CyberKey" and back before the

vampire gets you, go back to where you started and up, up again and grab FASTLY the "LongSword L"

and FAST go down and through the door.

Here go up and to where the grave is, go right and then up, go _straight_ when the bandit appears, and right and down for "FullEnrg", go up a little and wait, when the bandit goes straight FAST go left to evade him, then down, a vamp will appear, go right and down through the

first path for "BugFrag" then right and up and then left for "CyberKey", FAST go back and right!

You should be able to outrun the bandit, then grab the BMD for "PowerUp", then FAST up and through the door. Go to the next area...

In here, go down and right and then up after the Bandit appears, then go left, up, right,

down

and right to evade the vamp, grab the "CyberKey" and go up, follow the vamp that just appeared

and go down then left for a "FullEnrg", then follow the bandit and through the door.

Go up, SAVE just in case, go right a little, just when the bandit and zombie appears go back and

down to evade them, go right and up AFTER the bandit comes down for "Recov120 U", then go down,

then go down, down again and all the way down for a "Invis2 Q", then up again and follow the

bandit, when the vamp appears the zombie should be ahead of you, the zombie will probably go

back and get you... Just make your way around, it's hard now... When you get to where the zombie

got you go wait until he goes up and go to the chest, hopefully the 2 vamps will go back around

and you will avoid them, then go up and get the "CyberKey" and go down and through the door.

SAVE and a little further you will see KnightMan, after the talk you must fight him:

KnightMan

-HP 800

-Has StoneBod chip on. He will only take it off to attack. Every attack when stone deals 1HP.

-Throws his huge ball at you if on the same line.

-Shoots to the air and 3 pieces of a roof fall down. If not on the same line.

-He will jump 1 square forward and crack all panels. BE VERY CAREFUL at this point.

Then you will control Lan again and some more talk, and Megaman will turn the trap off, but the

princess will start it again, but then she will fall... And you'll be back at the meeting room.

You will then be back at your hotel room, and it's time for you to go back, so go to the park

and check the bus stop and select "Departure Lobby", fight Chaud if you like, anyway, go through

the right path to insert your ticket and go through, and talk to the guy behind the desk, then

just aboard the plane...

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2.11.-Magnetic Fields and Crashing Planes
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Items: HPMemory (Behind Curtains in Business Class NAL Plane)

SilvFist E (Man in business class)

Repair L (Man in economy class)

800 Z (BMD in Air Comp1)

3000 Z (BMD in Air Comp3)

GrassLne N (BMD in Air Comp3)

900 Z (Air Comp4)

Regup2 (Air Comp4)

LilBomb * (Air Comp4)

HPMemory (Air Comp4)

Barrier L (Air Comp5)

1800 Z (Air Comp5)

1000 Z (Air Comp5)
Recov120 S (Air Comp5)
RockCube * (Air Comp1)
2000 Z (Air Comp1)
RegUp1 (Air Comp1)
Spice2 N (Air Comp1)
1500 Z (Air Comp2)
HPMemory (Air Comp2)
HiCannon E (Air Comp2)
500 Z (Air Comp2)

Key Items: BugFrag (NAL Economic Class TV)
PilotCap \
Chopstck _ NAL airplane
Thread /
Whiskey /
BugFrag (Air Comp2)

SubChips: FullEnrg (Air Comp3)

Then you will be back with your friends...NOT! You're still in the plane... You will then control Lan after some talk, go down and search the curtains for "HPMemory". Go down again, and down once again and you will be at the cockpit, talk to the guy on the right and then some turbulence, I hope you saw it coming on the title of this section... Anyway, you will go back to your seat, and you will then control Lan again, jack in the TV here to find a "BugFrag", then talk to some people around, in Business Class talk to the man on the upper-right seat for a "SilvFist E", then go back to Economy class and talk some more, talk to the guy left of your seat for a "Repair L", when you talk to everyone, Megaman will alert you is Lunch time. You will then go back to your seat... Then your stomach will hurt, so go up and into the bathroom, and a scene involving a spider will occur.

You must find someone who knows about bugs, go to Business class and talk to the man on the middle-right seat, the spider you heard about is the "Red-eye wooly spider", and it's lethal poison!! You will then hear a scream go all the way up to where the bathroom is, you will see a guy in the floor, you must now find a doctor, I assume you remember, if not read about the SilvFist above, once you talk to him you go back to wher the guy was, and now you must catch the spider...

Go back to the guy that told you about the spider, you will tell him and you will start to make a trap, but you need: A box, a stick, string and whiskey.

-Box: Go to the cockpit and grab the pilot's hat.
-Stick: Talk to the old lady besides a scientist just right of your seat.
-String: Talk to the lady near the bathroom.
-Whiskey: Talk to the black guy in 1st class and answer: Hellz ya! then select:
-Chicky-chick BABY!
-Make me go KABOOM!
-Can ya digit LADY!

-Oh my Lovefire!

-Comin' to ra SOON!

Then go back to the bug guy. And you will have to go to 1st class to set the trap, you will then catch it. You will go back to your seats... After an advice some more turbulence, the captain says there is a problem with the right wing... And then you must go to the cockpit, and talk to the captain. You will then jack in, and beleive me, you WILL hate this place although the music is not so bad...

As Megaman you will be attacked by some electromagnetic field, anyway, go down and through the blue then continue and through the blue again, then right and down then left all the way and up for "800 Z", go down and take the blue, then down to the plane symbol, you will then be in Air Comp2.

Here go down and then teleport to the Air Comp3. Follow the path and take the blue down then right and down then right through the first red and up for "3000 Z", then go left and take the blue and down to where the red are, but now take the right-most, and go right and down through the first path you see and then follow the path to reach the blue de-magnetizer. Then go left and down for a "FullEnrg", then up through the red, and left all the way, and then through a red field, go down and then right for a "GrassLne N", go back up and take the left path and go down and take the red and follow the path, to reach the red de-magnetizer. Go up all the way and left to a tire place and fix the right-wing program... But the piloting program will now fail!!!

Megaman again, go down and teleport to Air Comp2 and teleport to Air Comp4, go down and take the right red and down, then go right and up for "900 Z", go down and take the blue then follow the path up for "RegUp2", then go back and left to go back where you started, take the left blue, and go down for a "LilBomb *", go up and take the red and go down but take a left for a blue field follow the path all the way down and you will reach the red de-magnetizer go back up and right for "HPMemory", go left and up then go to where you started but take the right path, where the red field was and then up for the blue de-magnetizer. Then go to where you started and go left then up ro fix this... Now is the cabin pressure...

Once again, Megaman, go up to be at Air Comp2 again, but you will go to the Air Comp5, go up and then right for "Barrier L", then take the red in front of you for "1800 Z" and go down, take the left path wiht no field in it and use the red there, go down the stairs and go right and take

the right-most blue field to reach the blue de-magnetizer. Go back and take the middle path up
then take the red and go up the stairs, go right to reach the red de-magnetizer. Then go up and
left all the way until you see a BMD wiht "1000 Z", go right and down and left and left and then
down then left for a "Recov120 S", go right and down all the way until you reach the first area,
go through where the program is and take a right twice to reach the program, fix it... And now
is the throttle (Starting to hate this...)...

Again Megaman, go up to be in Air Comp2 but switch back to Air Comp1, go up and take the red for
"RockCube *", go down the blue and then right and down the stairs, then right, up and left then
up again and left the up all the way and left for "2000 Z", then go down and take the red, to
reach the red de-magnetizer, then take the blue back and go left until you can go down, do so
all the way down and left to reach the blue de-magnetizer go back and right to where the stairs
are and take the SW path, go down and left then down for "RegUp1" then all the way up for
"Spice2 N", then down and left to fix this bug... But we are not done yet... Now is the landing
gear program... (Don't worry, this is the last one)...

Megaman... You will finally reach the under part of Air Comp2, go down and take the blue,
again,
then go left and take the blue, below the bridge is a "BugFrag", then keep go up, take the red
and go right all the way and down for "1500 Z", go back and take the first blue from right to
left, and go right to reach the blue de-magnetizer. Go left all the way for "HPMemory",
then go
right and up and left and down and left all the way and up again to reach where we
started. Go
left and take the red, then another one, then right and down then go through the 2nd path
you
see to the left and down all the way, then right all the way and up for "HiCannon E", go
back
down a litle left and up/right for a red, tak it and go left and take another red and
reach the
red de-magnetizer, go back down and left for "500 Z", then go left all the way and up and
left
again, then down, more left to where a program (not machine, this time the green guys) is,
SAVE
and go up, where you'll fight MagnetMan.

MagnetMan

- HP 1000
- Creates 2 magnets, 1 in the top line and the other in the bottom line which homes at you.
- Creates a Magnet ball which homes slowly at you, and will paralyze you if it touches you.
- Uses MagLine.
- When low on HP, he will clone himself when on your same line and both ram at you.
- This attack is usually paired with the magnets...

After you delete him, the bug guy will catch the one behind it and the program will be

fixed
automatically... You will go back to your seat where you will finally arrive... Head to
the door
on the left to exit, go on and talk to the guy behind the desk, you will then see the
owner of
MagnetMan being arrested... Go down and to ACDC town, talk to Dex, Yai, Mayl and then go
to your
house... And to sleep...

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2.12.-My Computer turned into a Freezer!!
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Items: Roll V3 R (Mayl's Mail)
HPMemory (Undernet 2)
AntiRecv D (Doc)

Key Items: FreePass (NAL Mail)
RedFrag (Navi in Koto Areal)
RedCure (Dad)
BugFrag (Yumland 2)
ONBACode (Netopia)
HeatData (Grill in Okuden Camp)
YeloCure (Doc)
BluFragA (Green Navi in Netopia 2)
BluFragB (Navi after deleting him)
GateKeyD (Keymaker Navi)
BugFrag (Undernet 3)
GospelID (Navi after deletion)

You will see a scene with your dad... But an earthquake will suddenly occur!! You will
then be
Ian again, you will receive some mail from Mayl, now you must look fro Roll, you will get
another mail but from NAL this time, you will get a "FreePass".

Jack in, to see some ice thingies all around, you can only break the white ones, make your
way
to Yumland but you won't be able to go even reach it... Go back to Den Area 2 and talk a
pink
Navi near the upper level and go to Koto Areal, near the warp that leads to KotoSqr. Ent.
is
another white crystal, break it and talk to the Navi to get "RedFrag". Jack out and go to
your
dad. Talk to him he will make the "RedCure" with your "RedFrag", now jack in again and go
to
Yumland.

In Yumland go to Area 2 and go to the right twice then up, below the hill is a "BugFrag",
continue up and left twice then down, break the red ice and up then talk to Roll. Go to
the
Square and check out the Street Board, read the "Doc" posts and exit the board, you will
receive
Mail from Mayl, who will thank you for saving Roll and she'll give you the "Roll V3 R"
chip.

You must now get to NetSq. Ent. because then only entrance available to the Undernet is
there.

There is a way to open a path from Den Area3 and Yumland 2 to Netopia, but for it you need the ONBACode, where is it? Go to Netopia (City) and into the HQ and talk to the guy near the monitor and he will give it to you.

Go to Den Area 3 and go to Netopia, use the panels to go NE, then go left until you see a platform then use the GsplCode (Do job "Help Fight Crime!" to get) and go down the ramp then just follow the panels and head to the board then down and go to Netopia 2. Here destroy the red ice IF you want, then head down and right to the board then up then up the hill and down the other hill then SE to another platform and left and up from where the Navi is to another board go NW and up the hill there then go SE and teleport, follow the path to reach the NetSq. Ent. Take the warp on the upper-left to continue or go to the Square to buy Sub/Chips...

In Netopia 3 follow the path and head through 2 panel right to left and enter the warp, go up and then left and go to the board and up the ramp use the left-most panel to continue then go right all the way and down to a platform with a warp, use the panels and go down the ramp and left then right all the way and enter another warp, follow the path to reach Undernet 1.

Use the panel and go up and up the stairs, then go right and down and through the panel going right then follow the path up and warp, on the blue level go down then right and up the stairs and follow the path to reach the Undernet 2.

Here go up the stairs and take the right-most ones to get an "HPMemory" at the end. then go back and take the other stairs then go down and up another set of stairs, on the green level use the panel going right twice and go down the stairs straight ahead, go down and use the panel going left and down this stairs then keep going down and right then up, right and follow to a warp, here just go right to get to the UnderSq. Ent. use the NE to reach the UnderSquare then talk to the second Navi you see, he is an informant, he will sell you some info for 10000Z you must pay in order to proceed, he says the Navi that knows it is in NetSquare and it's purple and greedy. So go back to Netopia Square, in the green level, talk to the Navi that is jumping, he knows the one who knows the keyword and says that he went to buy a chip...

Go out of the Square and head to Netopia 2, in there use the warp and go left and down a ramp then go right through a panel and keep going right then NE to where the merchant is, and talk to the purple Navi, he wants a "ZapRing2 B" first, give one to him and he will tell you the keyword, so go back to the UnderSquare. And head to the boards, and inspect the Undernet Info Board, and you will automatically post the keyword, go out and go up and talk to the

orange-like

Navi, he is the doc. Select "Yes!" when he asks for all you have, but he will take them but he will return them in a sec and will give you a "AntiRecv D", he will need a "YellFrag" and a "HeatData", he already has the "YellFrag" so you must search for the "HeatData", he will say it's in some heating program, go to Okuden Valley and jack into the Grill and talk to the programs, if it says something like a friend being in Yumland, head to Yumland 2 and save the program behind a red ice, talk to him and go back to the grill and talk to it again to get the "HeatData". When you jack out an earthquake will happen, you mus hurry to the Doc!!

Once you are with the Doc select "Yep!" he will then give you the "YeloCure" he also says about a guy in Netopia 2 that tried many things to break it, so you must search for him. So head there and help a Green Navi behind a yellow ice, he is all the way SW, talk to him and he'll say he lost his little brother, acept his request to find him, go to the Undernet and where ther is a Navi that tells you which way takes you to Undernet 3 and Under Square, take the left stairs down, break the ice and go to the Undernet 3, here follow the path and go either way, continue up then talk to the Navi, he is the keymaker and the little brother, after you talk to him, he tells you you need 3 BlueFragS to make a cure for the ice, go back to Netopia 2 and talk to the big brother.

He will give you "BluFragA", go back to Undernet 3 and follow the path, a Navi will suddenly appear below and taunt you, but he has a "BluFrag", you will then get mail from Chaud, he will say you can reach Undernet 3 from Kotobuki, but you need a key, so go to NetSquare and talk to the pink Navi, yes, the keymaker, he will give you the "GateKeyD", use it on DenArea 1 in the lower-left warp, you will then be on KotoSq. Ent. Go down and warp to UnderKoto, follow the path and down the ramp, use the first panel going right then go to where the GMD is and go down to another panel going down, use it then a panel left and another up, ge left from the PMD and then down and right to reach the platform, go right a little up and right to reach the Undernet 3!

Here follow the path and go SW, follow the path but go right when you can, use the GsplCode and grab the "BugFrag", go back and keep going down then go right and talk to the Navi to fight:

-Fishy2, Fishy3 (Your right-most, their left-most rows are empty)

-3 Null&Void (I'm not 100% sure about this, but I've told this is the correct fight, and I can't check, if someone can do me the favor of telling me the correct...)

He will the say that FreezeMan is already moving towards the destruction of the world...

You will ask where the Gospel HQ is, he will say is in KotoSquare!!!
He will then drop the "BluFragB", you will also find "GospelID", you will then get mail,
now
hurry to KotoSquare, and go to the weird laser door, then just follow the path destroying
some
yellow ice, SAVE after the 3rd one, you will then meet FreezeMan, after some talk...

FreezeMan

-HP 1000

-Turns into an ice crystal which resist some damage before being destroyed.

-After breaking the ice, he blows you away for a limited time.

-Drops 3 Icicles at a time.

-Sends 3 ice waves at you, 1 after the other.

You will get the last "BlueFrag" but... It will break, then the ice will break on it's
own!!

You will then get mail from your dad, jack out and go to your home and talk to your mom.

Then

go up and go to sleep.

You will then see a strange event involving ProtoMan. And then a scene in Official Center
in the
lab.

As Lan the next morning you will get a Mail, you must re-inspect KotoSquare!

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2.13.-The End is Near...
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Items: RegUp3 (Kotobuki vending machine)
Recov150 T (Apart Comp1)
HPMemory (Apart Comp?)
RegUp (Apart Comp1)
HiCannon * (Apart Comp2)
3000 Z (Apart Comp2)
1200 Z (Apart Comp1)
2000 Z (Apart Comp3)
2000 Z (Apart Comp4)
PowerUp (Apart Comp3)
HPMemory (Apartment9F)
RegUp1 (Gosp Server1)
Recov150 T (Gosp Server1)
10000 Z (Gosp Server1)

Key Items: KotoPass (Dad)
MagSuit (Dad)
BugFrag (Console in Apartment1F)
ElBit082
ElBit232
ElBit243
ElBit253
ElBit042
ElBit271
ElBit093
ElBit201
ElBitEv
BugFrag (Apart Comp3)

SubChip: FullEnerg (Apart Comp4)

Go to KotoSquare and where you destroyed FreezeMan for some weird events... Megaman suggests to go to Kotobuki City, but you don't know how, so go to your dad and ask him. After some talk and cool music, you will go to Kotobuki to end this... He will give you the "KotoPass" and the "MagSuit".

So go to the metroline and use the KotoPass, you will see a scene and a cool town Kotobuki is, jack in the Soda-pop vending machine on the Koto-Mart for a "RegUp3".

Enter the building and jack in the console thing for "BugFrag", then head to the elevator, then Dex, Mayl and Yai will come out! Then go to the 2nd floor and into the left-most door and jack in!

As Megaman, follow the path and warp on the northern warp and get "Recov150 T", go back and into the left warp, talk to the programs for info... Go down and get "ElBit082" go back up and keep going up for an "HPMemory", go back down and fix this (Inspect the purple thing), you will be back where you 1st warped, go in again, this time you will be sent to the correct location, go down and left then up and right to be blown away, follow the path for "ElBit232", go back and fix this, re-enter and go down for a "RegUp1", go back and re-warp, head left and up...

You will be in Apart Comp2, here go up and up again and warp, go up then right and warp again, go right for "HiCannon *", go back and up for "3000 Z", warp back and go up then right and be blown away to Apart Comp1, follow the path and go left for "1200 Z", go back down and right now for a warp, take the further-most down for "ElBitEV" go back and follow the path and warp again to a normal place, go left and down all the way and warp again, go left, down and right and follow to reach Apart Comp3.

Here go up and warp, go down and warp again, go right and warp once again, follow the path for "ElBit243", go back and use the bit, warp in normally, follow the path and go down for "ElBit253", go back through the warp and up then use the bit, warp in normally and go down for "2000 Z", go back and up and warp to be blown away, here go right and warp, here go right and warp and go right then down for "2000 Z", then go up and right for "ElBit042" go back to the warp and follow the path, blow away and go down, blow away and go down and warp then go down and back to Apart Comp2.

Here go down and then up and warp, go up again and warp, here fix the program, re-warp and follow the path for "ElBit271", go back and go down all the way and warp, go left, down

and
right back to Apart Comp3.

Go up and warp then go up and warp and go right and up and warp again, fix the program,
re-warp
and go left and get "ElBit093" warp back and fix the program, re-warp and go left for
"PowerUp"
then go back and up to Apart Comp4.

Here go up and warp, go down and right for a "FullEnrg", go back and down and warp/blow,
go
down and left the up for "BugFrag", go down and warp left of here, follow the path for
"ElBit201", go back and fix the program, re-warp and SAVE! You will confront:

-AirMan
-QuickMan
-CutMan

One after the another, well, they are pretty easy though... Then insert the "ElBitEv" to
make
the elevator work, jack out and go to floor 9 and search the left-most door for
"HPMemory", now
go to floor 30 to see a scene, enter the door on the left, and after a scene, jack in the
server
there...

As Megaman go up then left and up the stairs for "AreaGrab *" (Yey!) go back down and head
right
from the start then up the normal path for "RegUp1", go back and up the stairs then go
left
and then up for "Recov150 T" go back left and down then right to where you started, head
right
and down for "10000 Z", go back up and then right and down a stairs the left then down, in
the
corner SAVE then left for a scene, this time you will be attacked by:

-KnightMan
-MagnetMan
-FreezeMan

After you delete them you will destroy a program, when Lan, SAVE! This is your last chance
to do
so... Anyway, go in the door and after a scene you will jack in. The path is pretty
straight
forward, when you reach a platform your friends will appear to... DELETE YOU!!! After the
scene
I will not state here, your friends will be there, Chaud included, after another scene you
will
then continue, at the end you will meet the "SuperNavi" after a scene, yes, you guessed
right:

Bass
-HP 1000
-Shots an energy ball at you.
-Charges and shoots a hell lot of energy balls.

Then another scene and then the real final boss of the game!!

Gospel
---YOU CAN ONLY HURT HIM WHEN HIS MOUTH IS OPEN!---

- HP 2000
- Sends a shockwave out of his mouth.
- Charges the breaks all the panels.
- Turns head into a drill and flies at you, only when on same line.
- Stuff appears and fly at you, ala MagnetMan's magnets.
- Head turn into a Gospel Navi (Air, Quick, Cut, Shadow, Knight, Magnet) and does an attack.
- Wind blows against you, making you stay on your right-most row.
- Shoots a giant green fire. GO to your back row to be safe.

This will then trigger the end... But you are not done yet, you must now conquer the real Bass and the WWW internet...

STOP MAILING ABOUT THIS!!!!

Once you beat Gospel a Yellow Star should appear right before Continue on the Main Screen, when you select Continue you will appear just right before the last room where the Gospel Leader is, go down the Apartment Complex and ride the Metroline back to Marine Harbor.

There jack in wherever you want and make your way to the Undernet 4, in the middle platform, the one that has 3 warps and 1 off those 1-way paths, there is a "Firewall" (The purple barrier thing), you should be able to clear it, if not, try doing any or all of these options:

- Defeat All Ghost Navis (V2 or V3, your choice, WWW Navis not included)
- Try getting the S License (Look in Section 18- Extras, for more info)
- Try reaching Level 70 or above.
- Try getting 130 or more chips.
- Try doing 10 or more different P.A.
- Do all the 18 jobs at Official Center.

If none of the above works, then you have really bad luck, anyway after that you should be able to open the "Firewall", and then you should be able to enter the WWW...

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2.14.-The World 3 is back!!
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HERE IS HOW TO BEAT THE PROTECTOs!!

Protecto: Use ZeusHammer Chip, or UltraBomb PA.
Protecto2: Use Ultrabomb PA.
Protecto3: Use LifeSword3 + Atk+20 + Atk+30.

Once you are inside the WWW, follow these QUICK directions to reach the last Navis, inside go right, up, left, up and up again to reach another barrier, you must be Lv. 70 or higher to go through, you will fight:

PharaohMan

- HP 1200 (Top and bottom squares of his left-most row are empty, can't be changed)
- A coffin uses a Ratton chip.
- A coffin launches a green ray on the line it is.
- Pharaoh Man creates a switch.
- If you step on it, the Anubis chip will be used (A statue fall and keepspoisoning your

area)

-A huge block falls, which will then act as an obstacle, will deal damage if lands on you.

You will then reach the WWW 2, here go down the panel the go right and use the middle path, go left at the farthest place you can reach and then use the panels going right then warp, go left to another barrier. You must have ALL V3 Navi chips except of PharaohMan, NapalmMan, PlanetMan, and Bass. You will then fight NapalmMan...

NapalmMan

-HP 1400

-A small Machine Gun will keep coming out from a square and attack you, if on the same line.

-When low on HP he will send out 2 Machine Guns.

-Throws 3 grenades which will make a square burn for a while, then becomes a cracked panel.

-Will target you, then launch a BigBomb chip...

You will then reach the WWW 3, here go down and left all the way you can and down a stairs then just follow the path to a gigantic set of stairs, go up and on the left is a path, take it to a warp, here go up you will see the barrier, you must have a library data of 200+ to go through, you will then face PlanetMan:

PlanetMan

-HP 1600 (All his squares except for the center where he is are empty and can't be changed)

(Your area has the center panel empty and can't be changed)

-Has 2 Elemental balls around him, each has his own attack.

-He changes 1 of the elements.

-Aqua: Makes a water tower like the first MBN.

-Fire: Makes a fire tower like the first MBN.

-Elec: Unleashes a SLOW moving ZapRing.

-Wood: Recovers PlanetMan.

-An airplane appears and keeps moving up/down while shooting at each line.

-Meteors appear from behind you.

Then when you try to exit the WWW 1 through the warp that takes you to the Undernet 4, the real Bass will attack you!!

Bass (REAL!!)

-HP 2000 Has an aura of 100

-Shoots green an energy ball.

-Charges yellow and shoots a hell lot of yellow energy balls.

-Charges red and up to 6 red energy balls can appear from nowhere around 10 times faster everytime.

-Charges blue and a blue energy ball appears and keep doing a patter twice.

-Comes at close range and attack you, destroying the panels up/down of you.

-Bass will take down his barrier at this attack.

-Bass will regenerate his barrier from time to time after you take it down.

After that, get a library data of 247/250 and go to WWW 3, you will find BassDelux randomly:

BassDelux

- HP 2000 Has an aura of 150
- Shoots green an energy ball.
- Charges yellow and shoots a hell lot of yellow energy balls.
- Charges red and up to 6 red energy balls can appear from nowhere around 10 times faster everytime.
- Charges blue and a blue energy ball appears and keep doing a patter twice.
- Comes at close range and attack you, destroying the panels up/down of you.
 - Bass will take down his barrier at this attack.
 - Bass will regenerate his barrier from time to time after you take it down.

CONGRATULATIONS, after you have gotten all 5 stars (See section 18- Extras) try the Hard Mode.

I already cleared it, so you too can!!

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3.-Styles
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(Thanks to Dp Max for reminding me of this, thedplord@hotmail.com)

You can have 2 different styles besides from the Normal one.

If you have 2 and receive a 3rd one, Hikari will ask you if you want to overwrite one or not.

You can keep getting different styles even if you are using one...

???-Guts Style: Your Attack Buster is doubled but speed will ALWAYS be 1.
Use your buster a lot to defeat your enemies.

???-Cust Style: Starts the battle with 7 chips instead of 5.
Use a lot of ATTACKING chips to defeat your enemies.

???-Team Style: You can put 8 Navi chips in your Folder instead of 5.
Use your Navi chips to defeat your enemies.

???-Shld Style: You can produce a shield by pressing B + <- and starts with a barrier.
Use Healing and support chips a lot.

Hub Style: This is an all combination of the previous 4 except there is no element.

- You start with a Barrier.
- You can put 8 Navi Chips in your folders.
- You start with 10 Chips.
- Double attack but Speed is 1.
- Can produce a Shield by pressing B + <-.

Defeat all V3 Ghost Navis on the net with an "S" Busting Level. You can check which

you already defeated by talking to the girl behind some trees in the park.
Forte and Forte SP are not required.

Element: All styles (Except Hub) have elements. Each element will change your charged buster and

your weakness as well....

Heat-???? Style: Charged attack is a Flmathrower which affects the 3 squares ahead of you.
Can walk over Magma Panels without being hurt.
Weak against Aqua.
Use Fire chips to add this element to a style.

Elec-???? Style: Charged attack is like ZapRing, you will paralyze enemies for a while.
Weak against Wood.
Use Elec chips to add this element to a style.

Aqua-???? Style: Charged attack is like Bubbler Chip.
Weak against Elec.
Use Aqua chips to add this element to a style.

Wood-???? Style: Charged attack is like Twister Chip.
Standing on Grass Panels will heal you.
Weak against Fire.
Use Wood chips to add this element to a style.

By using a style through a certain number of fights you will raise it to V2 and then to V3.

The only noticeable differences between V 1/2/3 is that your charged buster attack deals more damage with a higher Version...

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4.-Trade List
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1.-Boy in the Upper West part of ACDC Town.
Wants: DashAtk J
Gives: Spreader *

2.-Boy at MarinHbr Metro Station.
Wants: PoisMask S
Gives: VarSwrd B

3.-Boy at Okuden Path (1st Screen).
Wants: Invis1 *
Gives: Escape N and HP Up

4.-Lady at Official Center downstairs.
Wants: Escape N
Gives: Hammer Z

5.-Purple Navi in Netopia Square.
Wants: Hammer Z
Gives: SilvFist V

6.-White guy in Netopia City alley.
Wants: PopUp D
Gives: Blower P

7.-White girl in Netopia city.
Wants: SilvFist V
Gives: BigBomb *

8.-Girl near Netopia airport Gift-store.

Wants: AquaAura A, FireAura R, WoodAura S, ElecAura L
Gives: UnderSht N

9.-Black kid in the First Class area in the Airplane in display.

Wants: ShadoMn V1 S, ShadoMn V2 S, ShadoMn V3 S
Gives: AntiDmg S

10.-Black lady inside the Mother Computer room.

Wants: BigBomb *
Gives: Folder #3

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5.-Jobs
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These go from below to above, so No.1 is the lowest job on the list...

1.-Need Help

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

Town."

-Reward: RegUp1

-Talk to the girl in school and she will ask to find her cousin, go to Marine Harbor and talk

to the little girl to the right of Ribitta's Van and she'll ask you to tell to her cousing

to not to worry about her. So go back and talk to the girl in ACDC School.

2.-At the cafe

"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."

-Reward: HPMemory

-First, go and talk to a guy near the Marine Harbor Metroline Station and he'll explain.

You must delete a Navi inside Den Area 2, so just jack in in the Official Center computer

and search around Den Area 2 for a Purple Navi, you should save before you fight it. After you delete it jack out and talk to the guy to get your reward.

3.-Mission 1

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

good virus buster."

-Reward: RegUp1

-Go to ACDC town and talk to a guy near the Bus Stop. He'll say that 3 Navis escaped into

appliances. There's one in the Toy in ACDC Park. Another on Dex's GBA. And the last is in

the School's blackboard. After you delete all 3 talk to the guy again to get your reward.

4.-Mission 2

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

Navi."

-Reward: Recov30 *

-Head to KotoSquare and talk to a mean-looking Navi. He lost a program and asks you to find

it. Jack in the Coffee machine in the Official Center and talk to another mean-looking Navi,

he'll give you a program and then try to delete you. Instead, you delete him and go back and

talk to the other Navi in KotoSquare and he'll give you your reward.

5.-Mission 3

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

the middle of the river."

-Reward: HPMemory

-Head to Okuden Valley Campgrounds and talk to guy standing in the rocks in the middle of the

river and he'll ask you to find a lost program in the Den Areas. Go to Den Area 3 and talk

to the program there. Then head back to the guy at Okuden and get your reward.

6.-Chip please!

"Our water heating program is busted. We've no hot water. Do you have lots of chips? Can you

give me a "FireSword F"? Of course, I'll give you a "Slasher L" in return. I'm in the lobby

of the Center, so look me there. First person that comes gets the goods."

-Reward: Slasher L

-Just walk upstairs and talk to the woman on your right and give her the FireSword F.

7.-Paying in advance

"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."

-Reward: GateKeyB

-Head to Yumland 1 near the exit that leads to Yumland 2 and talk to the Navi there, he'll

give you the GateKeyB and attack you. Just delete him and you are done.

8.-Need a Cupid

"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."

-Reward: 10000 Zennys

-Talk to the old man in the entrance of Okuden Valley and he'll give you a Love letter to

deliver to an Old Woman near the flowers at Marine Harbor. Talk to her and go back and talk

to the man in Okuden Valley to get your reward...

9.-For male pride

"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 of the Square. Please, save my male pride from embarrassment.

Help me!!!"

-Reward: RegUp2

-Go to Den's Square Entrance and talk to the Navi in pink. Then head to Okuden Valley and

jack into the Guardian Statue and talk to the Navi that is training, just make your way

through the questions. Then talk to the Pink Navi again and he'll want a "Satelit1 G". After

that you'll get your reward.

10.-Detective job

"Lookin for someone. If you can help, come to ACDC Town. I'm waiting in front of the squirrel"

-Reward: Twister Y

-Go to the ACDC Park and talk to the guy in front of the Squirrel. He will ask you to "Spy"

on someone, take the Metroline to Okuden Valley and go to the Dam, talk to the black guy

there and go back to report...

11.-Sell me a chip!

"I'm leaving the country on a trip & need a strong chip. Can someone sell me a "Catcher N"?"

I'll pay in cash. I'm waiting at Den Airport."

-Reward: 50000 Zennys

-Head to the airport and talk to the guy in green with yellow hair, then just sell him your

Catcher N.

12.-Help reconcile us

"My Navi ran away because we argued the day before last. Can someone please find my Navi?"

I'm waiting at the ACDC Town Station. Please help."

-Reward: HPMemory

-Talk to the boy and then head to YumSquare and talk to the Navi there. Jack out and talk to

the boy again...

13.-Fight crime

"Recently, a nasty Navi has been making trouble. He picks fights with ordinary Navis, and

even uses viruses. Now he's after me, so I'm on the run. Can you do something about this?"

I'm waiting in a telephone in some house, somewhere."

-Reward: GospCode

-Go to Yai's house and jack into her telephone. Talk to the Navi being attacked and then to

the bad Navi. Delete him...

14.-Help research

"With the assistance off a TV Station, I'm researching virus busting. Please help me with my

research. Your task is simple. I want to measure your Navi's data as you delete viruses.

Your reward will be an item that I know you will just love. Just don't blame if your Navi

gets deleted instead. ;) If you agree to do this job, plug into my van's computer."

-Reward: PowerUp

-Jack into Ribitta's van which is outside the Official Center and talk to the Navi there.

You will then have a 5 round survival battle.

15.-Please Help

"I've that Electopia's virus busting is topnotch. Can you get rid of the four nastiest bullies in Netopia? They're too much for us to handle alone. I'm waiting in Netopia Town,

in Netopia. Thank you for your time."

-Reward: StepSwrd M

-Go to Netopia Town and talk to the girl next to the Hotel. Then head to Netopia Square

Entrance and talk and delete all 4 bad Navis...

16.-Lend me cash

"The company I'm in charge is on the verge of bankruptcy. I need 50000 zennys immediately.

If business picks up again, I will repay soon, with interest. If you can come finance me,

come to the big mansion in ACDC."

-Reward: 100000 Zennys

-If you have 50000 Zennys go to Yai's house and talk to the guy there, give him the 50000,

then just exit and enter again and talk to him again and he'll give you 100000 Zennys.

17.-To bug academics

"I belong to the Electopia Bug Society. I'm looking for a bug I'm researching for the Symposium. It's called the Den Beetle, and it lives in Electopia. It's a very rare bug, and

I'm having trouble finding one. I'm looking for someone to help me find this bug. If you

can help, see me at Okuden Valley campground."

-Rewards: Recov200 M

-Go to the campgrounds and talk to the scientist. Then go back 2 screens and find the bug

at the end of the rock bridge near a kid. Just go back and talk to the scientist to finish the job.

18.-Return my gem!

-Rewards: GoldFist Z

-Go to Netopia Jewel store and talk to the lady on the left of the counters, she'll explain

the situation. The first girl is in the path left of the castle, fight and defeat her, then

talk to her again to get the Jewel and a hint, go to your Hotel room to find the 2nd member

defeat her and talk to her, the 3rd one is at the top of the Netopia Castle Dungeon, where

the girl who controlled KnightMan was... After you get the 3 Jewels go back to the store

and talk to the lady to finish....

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6.-Shop List
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Den Area 1:	Chip: HPMemory	1000/2000Z
	Shotgun B	200Z
	LilBomb J	500Z
	Recov10 *	500Z
	Spreader Q	1000Z

Den Area 1:	Chip: Recov120 O	4000Z
(NumberMan)	Elec+40 *	5000Z
	CustSword B	7500Z
	AntiFire T	8000Z

AntiElec H 9000Z
AntiWatr W 10000Z
Geddon1 S 10000Z
Geddon2 Z 14000Z

Den Area 3: Chip: HPMemory 3000/5000/8000Z
Atk+10 * 600Z
Spreader O 800Z
Recov30 B 1000Z
AreaGrab E 2000Z

Square: Chip: CrossGun J 600Z SubChip: MiniEnrg 50Z
WideSwrd L 800Z SneakRun 200Z
Recov30 H 1000Z Unlocker 4000Z
Barrier B 1200Z

Koto Square 2: Chip: HPMemory 4000/8000/12000Z SubChip: MiniEnrg 50Z
PowerUp 10000Z SneakRun 200Z
PanlGrab * 1000Z Unlocker 4000Z
Fire+40 * 3000Z
FireBlde R 3800Z
AquaSwrd N 5000Z

BugFrag: CrossGun * 1 Pcs
Spreader M 1 Pcs
Recov80 * 2 Pcs
AirShoes A 4 Pcs
Atk+30 * 8 Pcs
ZeusHamr Z 16 Pcs

Yumland: Chip: RockCube * 500Z
ColdPnch B 800Z
Spreader N 800Z
Catcher T 2000Z

Netopia 2: Chip: Wind * 2000Z
Fan * 2000Z
Barrier * 4000Z
ZapRing1 * 5000Z

Netopia 2: Chip: Recov120 O 4000Z
(NumberMan) Elec+40 * 5000Z
CustSwrd B 7500Z

Net Square: Chip: HPMemory 8000/12000/16000Z SubChip: MiniEnrg 50Z
PowerUp 10000Z FullEnrg 400Z
Repair * 2400Z SneakRun 200Z
WideSwrd * 3000Z
Hammer U 4000Z
Jealousy J 10000Z

Undernet 1: Chip: HPMemory 10000/15000/20000Z
FullCust * 5000Z
Atk+20 * 8000Z
ElecBlde R 9000Z
GrabRvng W 10000Z

UnderSquare: Chip: HPMemory 12000/16000/20000Z SubChip: MiniEnrg 50Z
PowerUp 20000Z FullEnrg 400Z
MagLine Q 8000Z Untrap 100Z

LavaLine A 8000Z
IceLine E 8000Z
GrassLine R 8000Z

WWW 1: Chip: Trident E 20000Z
Tornado E 20000Z
Mine S 20000Z
FrntSmsr R 20000Z
DblSnsr E 20000Z
BblWrap R 20000Z
GodStone Q 50000Z

Netopia Castle: SubChip: MiniEnrg 50Z
FullEnergy 400Z
LocEnemy 10000Z

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7.-Quizzes Locations
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1.-Kid near the Gift-store in ACDC departure area.
-What animal does the ACDC Town Park Slide look alike? -Elephant
-What distinguishes the Marine Station kiosk? -The Selection
-How many tents are in Okuden Valley Campground? -3
-Where did the Marine Harbor Cafe waitress work before? -Restaurant
-Choose Cannons A, B, and C order, and what do you get? -Zeta Cannon
-Reward: Cannon *

2.-Scientist in the Netopia Castle Secret Lab.
-What's the popular announcer Ribitta's TV show name? -DNN News
-What's the name of the quick, rat-shaped virus? -Ratty
-What advance occurs when Spreaders are in alphabet order? -H-Burst
-What shape is Okuden Valley's air-monitoring system? -Guardian
-Where is the statue of the ancient Melpos god of war? -Yai's House
-A rooster stood on the peak of a barn. It laid an egg. -Can't lay eggs!
Which side did the egg roll down? The left side... or the right??
-Which has more powerful attack? LilBomb or HeatSprd. -The same power.
-What's the name of SnakeMan's operator? -Mrs. Millions
-What wood does the bath in ACDC Town's largest house is? -Cypress
-What's in the trash can in underground Netopia? -Teddy Bear
-GateKeyC, HPMemory

3.-Old man in the Netopian Dungeons, near the trap that shoots arrows.
-What's ShadowMan's element? -No Element
-What's the virus that shoots CannonBalls from its mouth? -HardHead
-What's the combined attack of ThunMan V3, Navi+40 & Navi+20? -240
-Who is a former WWW operator? -Mr. Match
-What's the name of MagnetMan's operator Gauss's brother? -Jack Electricity
-Of these Navis, who is vulnerable to Wood attacks? -MagnetMan
-What's the temp. of the Netopia hotel fridge? -3 degrees C
-What's the name of the popular robot cartoon in Netopia? -RoboX
-How many houses are there in ACDC town? -9
-Which virus has the highest attack power? -Swordy3
-What's in DenCity but not in Netopia? -MetroLine
-What area can you enter the Undernet from? -Netopia 3
-Where was Quiz? -Den Airport
-What's Mother Compl's second keyword? -RIVER
-Who's the leader of WWW? -Wiley

-RegUp3

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8.-Hide and Seek
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These are persons "hidden" from your point of view, but when you discover one, they'll give you a gift...

1.-In DenCity, when you return from Netopia, check behind a brown house for a kid.

-Rewards: 20x Guard*

(thanks to "The Rogue" - iamthe_rogue@yahoo.com)

2.-In Netopia, outside the castle there is a small row of trees to the left of the path.
Hit A

when you hit something...

-Rewards: SubMem

3.-In Okuden Valley Trail 2 (The same screen where the bear is) behind a tree near the bear.

-Rewards: RegUp1

4.-In Marine Harbor, behind a giant wall on the lower section, you might actually see the head

of this one...

-Rewards: Geddon3

5.-In the Mother Computer room, behind the first server, talk to the program, this can be seen

a little.

-Rewards: Power Up

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9.-RegUp Locations
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There are 49. List of all RegUp Locations:

Receives Chip Selection System (gives you 4MB)

Gas Comp

Yai's Phone

Bear Network

Okuden Valley Path 2 (2)

BLicense Exam

Reward of Job 1

Bear Machine

Bomb Comp 3 (2)

Broken Toy

Mission 1/ Job 3

CoffeeMachine

ALicense Exam (2)

Monitor

Mother Comp 2

Mother Comp 5 (2)

Reward of Job 9 (2)

Garbage Dump In Netopia alley (2)

Castle Comp 3

Netopia Airport Gift-shop store computer (2)
Air Comp 1
Air Comp 4 (2)
Reward of Job 12 (2)
Undernet 1 (2)
Undernet 6 (2)
Yumland 1
Gospel Network 1
Reward of Quiz #3 (3)
Kotobuki Town Vending Machine (3)
Mansion 1 (2)
Hide and Seek 3
Getting S License
Getting SS License
Getting SSS License

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10.-SubMem Locations
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There are 4? These will raise the # of items you can carry of the same.

Netopia Castle 3
Undernet 3, behind a Block
Purple Mystery Data in the WWW-3
Hide and Seek 2

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11.-HPMemory Locations
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List of places where you can find all 45 HPMemory Upgrades:

Den Area 1 (Merchant) x2
Den Area 3 (Merchant) x3
Official Square (Merchant) x3
Kotobuki Square (Merchant) x3
Netopia Square (Merchant) x3
Undernet 1 (Merchant) x3
Undernet Square (Merchant) x3
Gas Comp 2
Yai's PC
Mayl's Piano
Bomb Comp 2
Reward of Job 2
Defeating GateMan V1
Guardian Statue
Reward of Mission 3/Job 5
Mother Comp 1
Hotel Refrigerator
Netopia 3
Castle Comp 1
Curtains (NAL Airplane Business room)
Air Comp 4
Air Comp 2
Reward of Job 12
Defeating HeatMan V1
Undernet 1

Undernet 2
Mansion 2
Mansion 9th Floor leftmost door (Lan's world)
Exchange #3
Reward of Quiz #2

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12.-PowerUp Locations

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List of places where the 12 PowerUps are: (Missing 2)

Upper Den Area 3 (Merchant)
Kotobuki Square (Merchant)
Netopia Square (Merchant)
Undernet Square (Merchant)
Upper Den Area 3 (Purple Mystery Data)
Bomb Comp 4 (Blue Mystery Data)
Hikari Lab (On your Dad's Lab suit)
Castle Comp 4 (In Netopia Castle Dungeon)
Reward of Job 14
UnderSquare
Hide and Seek 5
Mansion 3

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13.-BugFrag Locations

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These are traded at KotoSqaure for some Chips:

Den Area 1
Den Area 2
Doghouse
Yai's House Statue
Gas Comp 2
Bomb Comp 4
Yumland 1
Yumland 2
Control Panel
Mother Comp 3
Flight Board
Hotel Refrigerator
Netopia Castle Secret Lab board
Mrs. Millions Bag
Raoul's Radio
Netopia 1
Netopia 2
Castle Comp 4
NAL Airplane TV (Economy Class)
Air Comp 2
Undernet 1
Undernet 2
Undernet 3
Undernet 4
Undernet 5
Undernet 7
Kotobuki Mansion ATM

Mansion 3

WWW 1

WWW 3

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14.-Items

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List of all SubChips.

MiniEnerg- Heals 50HP! -50Z
FullEnerg- Heals HP to the max! -400Z
SneakRun- For a short while, you will encounter no weak viruses. -200Z
Untrap- Removes traps on mystery data. -100Z
LocEnemy- Makes it easier to encounter the enemy you just encountered. -10000Z
Unlocker- Unlocks mystery data that is security-protected. -4000Z

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15.-Navi List

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List of all Navis, again, there are no strategies...
BTW, an upgraded Version will deal more damage than older Versions...
After you beat the V2 of a "ghost" (Net) Navi, jack out then in to find the V3.
For the HP of a Navi in hard mode, add the 50% of their normal HP

AirMan V1: Found at the Gas Comp 2 at the end:
-HP 300
-He shoots a wind cannon when on the same line as you.
-Creates a small tornado in each line that comes at you at different speeds.

AirMan V2: Found in Den Area 1, where you find the Green Data on the ZLicense test.
-HP 500
-He shoots a wind cannon when on the same line as you.
-Creates a small tornado in each line that comes at you at different speeds.

AirMan V3: Found randomly in the Den Area 1.
-HP 700
-He shoots a wind cannon when on the same line as you.
-Creates a small tornado in each line that comes at you at different speeds.

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GutsMan V1: Talk to Dex.
-HP 300
-Creates a shockwave like the Mettles.
-If you are on your right-most line he will appear in front and hit you.

GutsMan V2: Talk to Dex after you advance in the story a little bit.
-HP 500
-Creates a shockwave like the Mettles.
-If you are on your right-most line he will appear in front and hit you.
-Hits the floor, cracking ALL your panels.
-Throws his punch slowly when on the same line.
-Uses an AreaGrab when low on HP.

GutsMan V3: Talk to Dex after you advance in the story some more.
-HP 800
-Creates a shockwave like the Mettles.

- If you are on your right-most line he will appear in front and hit you.
- Hits the floor, cracking ALL your panels.
- Throws his punch slowly when on the same line.
- Uses 2 AreaGrabs when low on HP.
- Uses a Recov200 when low on HP.

ToadMan V1: Talk to Ribitta in Marine Harbor.

- HP 300
- A melody comes out of him and homes to you, paralyzes when touched.
- Comes out of the ground and hits you.
- Tadpoles comes out of the Lily Pads and keep going on straight line.
- Water splash when he appears on a Lily Pad, if near it will hit you.

ToadMan V2: Talk to Ribitta in Marine Harbor after you advance on the story a little bit.

- HP 600
- A melody comes out of him and homes to you, paralyzes when touched.
- Comes out of the ground and hits you.
- Tadpoles comes out of the Lily Pads and keep going on straight line.
- Water splash when he appears on a Lily Pad, if near it will hit you.

ToadMan V3: Talk to Ribitta in Marine Harbor after you advance on the story some more.

- HP 900
- A melody comes out of him and homes to you, paralyzes when touched.
- Comes out of the ground and hits you.
- Tadpoles comes out of the Lily Pads and keep going on straight line.
- Water splash when he appears on a Lily Pad, if near it will hit you.

QuickMan V1: In the last Bomb Comp (The one the guy has).

- HP 400
- Moves around QUICKLY then stops and throws a boomerang, usually on the line you are.
- Instead of 1 boomerang, he will throw 2 when low on HP.
- Deflects any attack when standing still.

QuickMan V2: In Koto Area 1, In the platform near a Block guarding a Blue Mystery Data.

- HP 600
- Moves around QUICKLY then stops and throws a boomerang, usually on the line you are.
- Instead of 1 boomerang, he will throw 2 when low on HP.
- Deflects any attack when standing still.

QuickMan V3: Randomly found in Koto Area 1.

- HP 800
- Moves around QUICKLY then stops and throws 2 boomerangs on 3 adjacent lines.
- Throws a boomerang in an 8 shape, stand in the center square to avoid.
- Attacks with his head when HP is down.
- Deflects any attack when standing still.

GateMan V1: Talk to Mr.Famous in Official Center.

- HP 600
- A cannon appears out of him and shoots at you.
- Creates 3 homing Toy Soldiers (Destroy these, I don't think they can be avoided).
- Uses RemoGate when near 200HP which blocks your attacks and moves Up/Down along with you.
- RemoGate can also attack, but can be destroyed when attacking.

GateMan V2: Talk to Mr.Famous in Official Center some time later.

- HP 800
- A cannon appears out of him and shoots at you.

- Creates 3 homing Toy Soldiers (Destroy these, I don't think they can be avoided).
- Uses RemoGate when near 300HP which blocks your attacks and moves Up/Down along with you.
- RemoGate can also attack, but can be destroyed when attacking.

GateMan V3: Talk to Mr.Famous in Official Center even more time later.

- HP 1000
- A cannon appears out of him and shoots at you.
- Creates 3 homing Toy Soldiers (Destroy these, I don't think they can be avoided).
- Uses RemoGate when near 300HP which blocks your attacks and moves Up/Down along with you.
- RemoGate can also attack, but can be destroyed when attacking.

CutMan V1: Found in Yumland Square killing everything.

- HP 600 (There are rocks in the middle square of both areas)
- Shots a scissor which keeps going in circles around your rock. Use AreaGrab.
- Attempts to "cut" you with his scissors if on your right-most panel.
- Shoots his scissors as a boomerang which might trap you with his circling scissors.

CutMan V2: Found in Yumland 2, below the hill that takes you to Yumland Square.

- HP 800 (There are rocks in the middle square of both areas)
- Shots a scissor which keeps going in circles around your rock. Use AreaGrab.
- Attempts to "cut" you with his scissors if on your right-most panel.
- Shoots his scissors as a boomerang which might trap you with his circling scissors.

CutMan V3: Found randomly in the Yumland 2.

- HP 1000 (There are rocks in the middle square of both areas)
- Shots 2 scissors which keeps going in circles around your rock. Use AreaGrab.
- Attempts to "cut" you with his scissors if on your right-most panel.
- Shoots his scissors as a boomerang which might trap you with his circling scissors.

ShadowMan V1: Found in the Mother computer at the end.

- HP 800 (Battle field is covered with grass)
- Creates fakes around to confuse you, hit the real to destroy the fakes.
- Uses a Fire Jutsu that burns the whole line. Destroy a fake.
- Throws 3 shurikens at you. Move away of the blinking panel.
- Creates 2 copies of him when low on HP that move in your area and slashes you.

ShadowMan V2: On the westmost part of the blinking platform in Undernet 5.

- HP 1200 (Battle field is covered with grass)
- Creates fakes around to confuse you, hit the real to destroy the fakes.
- Uses a Fire Jutsu that burns the whole line. Destroy a fake.
- Throws 3 shurikens at you. Move away of the blinking panel.
- Creates 2 copies of him when low on HP that move in your area and slashes you.
- Uses the Muramasa chip, which deals as much damage the owner has received in battle.
- Moves in front of you and slashes with his sword.

ShadowMan V3: Found randomly in the Undernet 5.

- HP 1600 (Battle field is covered with grass)
- Creates fakes around to confuse you, hit the real to destroy the fakes.
- Uses a Fire Jutsu that burns the whole line. Destroy a fake.
- Throws 3 shurikens at you. Move away of the blinking panel.
- Creates 2 copies of him when low on HP that move in your area and slashes you.
- Uses the Muramasa chip, when low on HP, for a 1-hit kill!!
- Moves in front of you and slashes with his sword.

ThunderMan V1: Talk to Raoul, after your passport gets stolen.

-HP 700

- There are 3 clouds that shocks you if you block their path. CAN'T be destroyed.
- Shoots 3 quick thunders at you, move away from the blinking panel, if you can...
- The clouds shots small elec-balls at you. Can be from any direction.

ThunderMan V2: Talk to Raoul some time later.

-HP 1000

- There are 3 clouds that shocks you if you block their path. CAN'T be destroyed.
- Shoots 3 quick thunders at you, move away from the blinking panel, if you can...
- The clouds shots small elec-balls at you. Can be from any direction.

ThunderMan V3: Talk to Raoul even more time later.

-HP 1300

- There are 3 clouds that shocks you if you block their path. CAN'T be destroyed.
- Shoots 3 quick thunders at you, move away from the blinking panel, if you can...
- The clouds shots small elec-balls at you. Can be from any direction.

SnakeMan V1: Talk to Mrs. Millions in the Jewel Store.

-HP 900 (Her middle row are empty sqaures and can't be changed)

- Snakes come out of the middle empty row and launch at you, 1 at a time.
- SnakeMan continously shoots at you a couple of secs.
- When low on HP, he will move to the row you are on and bite at you for HIGH damage.
- SnakeMan will hide in his jar if you are on the same line. Move Up/Down then back to attack.

SnakeMan V2: Talk to Mrs. Millions some time later.

-HP 1200 (Her middle row are empty sqaures and can't be changed)

- Snakes come out of the middle empty row and launch at you, 1 at a time.
- SnakeMan continously shoots at you a couple of secs.
- When low on HP, he will move to the row you are on and bite at you for HIGH damage.
- SnakeMan will hide in her jar if you are on the same line. Move Up/Down then back to attack.

SnakeMan V3: Talk to Mrs. Millions even more time later

-HP 1500 (Her middle row are empty sqaures and can't be changed)

- Snakes come out of the middle empty row and launch at you, 1 at a time.
- SnakeMan continously shoots at you a couple of secs.
- When low on HP, he will move to the row you are on and bite at you for HIGH damage.
- SnakeMan will hide in her jar if you are on the same line. Move Up/Down then back to attack.

Being a Elec-based style can help to parayze him when he comes out of his jar, but his bitting attack can be a 1 hit kill if you're Elec.

ProtoMan V1: Talk to Chaud.

-HP 800

- Teleports a couple of times then appears at the top or bottom corner and does a Slice which sends a wave at you, move to the top or bottom to evade.
- Sometimes he then zooms in and slashes you.
- Zooms in and slashes you.
- Protects himself of some attacks with his shield.
- When low on HP he will be faster.

ProtoMan V2: Talk to Chaud some time later.

-HP 1200

- Teleports a couple of times then appears at the top or bottom corner and does a Slice

which

- sends a wave at you, move to the top or bottom to evade.
- Sometimes he then zooms in and slashes you.
- Zooms in and slashes you.
- Protects himself of some attacks with his shield.
- When low on HP he will be faster.

ProtoMan V3: Talk to Chaud even later in the game.

- HP 1500
- Teleports a couple of times then appears at the top or bottom corner and does a Slice or 2 or 3 (swithing from bottom to top and backwards) which sends a wave at you, move to the top or bottom to evade.
- Sometimes he then zooms in and slashes you.
- Zooms in and slashes you.
- Protects himself of some attacks with his shield.
- When low on HP he will be faster.

KnightMan V1: In Netopia Castle Dungeons, at the end.

- HP 800
- Has StoneBod chip on. He will only take it off to attack. Every attack when stone deals 1HP.
- Throws his huge ball at you if on the same line.
- Shoots to the air and 3 pieces of a roof fall down. If not on the same line.
- He will jump 1 square forward and crack all panels. BE VERY CAREFUL at this point.

KnightMan V2: In a Large platform of the upper-west part of Netopia 1.

- HP 1000
- Has StoneBod chip on. He will only take it off to attack. Every attack when stone deals 1HP.
- Throws his huge ball at you if on the same line.
- Shoots to the air and 3 pieces of a roof fall down. If not on the same line.
- He will jump 1 square forward and crack all panels. BE VERY CAREFUL at this point.

KnightMan V3: Found ramdomly on the Netopia 1.

- HP 1500
- Has StoneBod chip on. He will only take it off to attack. Every attack when stone deals 1HP.
- Throws his huge ball at you if on the same line.
- Shoots to the air and 3 pieces of a roof fall down. If not on the same line.
- He will jump 1 square forward and crack all panels. BE VERY CAREFUL at this point.
- He will rotate his ball around him if on the row adjacent to him.

MagnetMan V1: In the Air Comp.

- HP 1000
- Creates 2 magnets, 1 in the top line and the other in the bottom line which homes at you.
- Creates a Magnet ball which homes slowly at you, and will paralyze you if it touches you.
- Uses MagLine.
- When low on HP, he will clone himself when on your same line and both ram at you.
- This attack is usually paired with the magnets...

MagnetMan V2: In a dead end behind the stairs that take you to the UnderSquare in Undernet 2.

- HP 1400
- Creates 2 magnets, 1 in the top line and the other in the bottom line which homes at

you.

-Creates a Magnet ball which homes slowly at you, and will paralyze you if it touches you.

-Uses MagLine.

-When low on HP, he will clone himself when on your same line and both ram at you.

-This attack is usually paired with the magnets...

MagnetMan V3: Found randomly in the Undernet 2.

-HP 1800

-Creates 2 magnets, 1 in the top line and the other in the bottom line which homes at you.

-Creates a Magnet ball which homes slowly at you, and will paralyze you if it touches you.

-Uses MagLine.

-When low on HP, he will clone himself when on your same line and both ram at you.

-This attack is usually paired with the magnets...

HeatMan V1: In the Airport at the departure lobby. Talk to Mr. Match.

-HP 900

-Creates a fire wave that homes on you.

-Turns into a box and drops on the square you are, turning it into a Lava Panel.

-Turns into a box but fire pillars appear from the ground.

-When low on HP he will move faster.

HeatMan V2: Same but later.

-HP 1100

-Creates a fire wave that homes on you.

-Turns into a box and drops on the square you are, turning it into a Lava Panel.

-Turns into a box but fire pillars appear from the ground.

-When low on HP he will move faster.

HeatMan V3: Same but even later.

-HP 1300

-Creates a fire wave that homes on you.

-Turns into a box and drops on the square you are, turning it into a Lava Panel.

-Turns into a box but fire pillars appear from the ground.

-When low on HP he will move faster.

FreezeMan V1: In the Gospel Net HQ in KotoSquare.

-HP 1000

-Turns into an ice crystal which resist some damage before being destroyed.

-After breaking the ice, he blows you away for a limited time.

-Drops 3 Icicles at a time.

-Sends 3 ice waves at you, 1 after the other.

FreezeMan V2: Dead end at the westmost part of the Undernet 7, just try to get the Green M Data.

-HP 1200

-Turns into an ice crystal which resist some damage before being destroyed.

-After breaking the ice, he blows you away for a limited time.

-Drops 3 Icicles at a time.

-Sends 3 ice waves at you, 1 after the other.

FreezeMan V3: Found randomly in the Undernet 7.

-HP 1400

-Turns into an ice crystal which resist some damage before being destroyed.

-After breaking the ice, he blows you away for a limited time.

-Drops 3 Icicles at a time.

-Sends 3 ice waves at you, 1 after the other.

PharaohMan V1: Be above Lv.70 and head to the end of the WWW 1, he will fight you.

-HP 1200 (Top and bottom squares of his left-most row are empty, can't be changed)

-A coffin uses a Ratton chip.

-A coffin launches a green ray on the line it is.

-Pharaoh Man creates a switch.

-If you step on it, the Anubis chip will be used (A statue fall and keepspoisoning your area)

-A huge block falls, which will then act as an obstacle, will deal damage if lands on you.

PharaohMan V2: In a dead end at the west-most part of the WWW 1, near the Mystery Data.

-HP 1500 (Top and bottom squares of his left-most row are empty, can't be changed)

-A coffin uses a Ratton chip.

-A coffin launches a green ray on the line it is.

-Pharaoh Man creates a switch.

-If you step on it, the Anubis chip will be used (A statue fall and keepspoisoning your area)

-A huge block falls, which will then act as an obstacle, will deal damage if lands on you.

PharaohMan V3: Found randomly in the WWW 1 area.

-HP 1800 (Top and bottom squares of his left-most row are empty, can't be changed)

-A coffin uses a Ratton chip.

-A coffin launches a green ray on the line it is.

-Pharaoh Man creates a switch.

-If you step on it, the Anubis chip will be used (A statue fall and keepspoisoning your area)

-A huge block falls, which will then act as an obstacle, will deal damage if lands on you.

NapalmMan V1: Get all V3 Navi chips except those of Pharaoh, Napalm, Planet and Bass.

-HP 1400

-A small Machine Gun will keep coming out from a square and attack you, if on the same line.

-When low on HP he will send out 2 Machine Guns.

-Throws 3 grenades which will make a square burn for a while, then becomes a cracked panel.

-Will target you, then launch a BigBomb chip...

NapalmMan V2: In the 2nd path from the forest to the closest.

-HP 1700

-A small Machine Gun will keep coming out from a square and attack you, if on the same line.

-When low on HP he will send out 2 Machine Guns.

-Throws 3 grenades which will make a square burn for a while, then becomes a cracked panel.

-Will target you, then launch a BigBomb chip...

NapalmMan V3: Found randomly in the WWW 2 area.

-HP 2000

-A small Machine Gun will keep coming out from a square and attack you, if on the same line.

-When low on HP he will send out 2 Machine Guns.

-Throws 3 grenades which will make a square burn for a while, then becomes a cracked panel.

-Will target you, then launch a BigBomb chip...

I might be missing attack because I was never able to find this guy again...

PlanetMan V1: Library data must be over 200 chips, then head to the end of WWW 3.

-HP 1600 (All his squares except for the center where he is are empty and can't be changed)

(Your area has the center panel empty and can't be changed)

- Has 2 Elemental balls around him, each has his own attack.
- He changes 1 of the elements.
- Aqua: Makes a water tower like the first MBN.
- Fire: Makes a fire tower like the first MBN.
- Elec: Unleashes a SLOW moving ZapRing.
- Wood: Recover PlanetMan.
- An airplane appears and keeps moving up/down while shooting at each line.
- Meteors appear from behind you.

PlanetMan V2: Dead end at the end of the Middle stair of the 3 stairs.

-HP 1800 (All his squares except for the center where he is are empty and can't be changed)

(Your area has the center panel empty and can't be changed)

- Has 2 Elemental balls around him, each has his own attack.
- He changes 1 of the elements.
- Aqua: Makes a water tower like the first MBN.
- Fire: Makes a fire tower like the first MBN.
- Elec: Unleashes a SLOW moving ZapRing.
- Wood: Recover PlanetMan.
- An airplane appears and keeps moving up/down while shooting at each line.
- Meteors appear from behind you.

PlanetMan V3: Found randomly in the WWW 3 area.

-HP 2200 (All his squares except for the center where he is are empty and can't be changed)

(Your area has the center panel empty and can't be changed)

- Has 2 Elemental balls around him, each has his own attack.
- He changes 1 of the elements.
- Aqua: Makes a water tower like the first MBN.
- Fire: Makes a fire tower like the first MBN.
- Elec: Unleashes a SLOW moving ZapRing.
- Wood: Recover PlanetMan.
- An airplane appears and keeps moving up/down while shooting at each line.
- Meteors appear from behind you.

Bass (Fake): Before the last boss of the game.

-HP 1000

- Shots an energy ball at you.
- Charges and shoots a hell lot of energy balls.

Bass (Real): Beat Pharaoh, Napalm, Planet and try to exit the WWW area.

-HP 2000 Has an aura of 100

- Shoots green an energy ball.
- Charges yellow and shoots a hell lot of yellow energy balls.
- Charges red and up to 6 red energy balls can appear from nowhere around 10 times faster everytime.
- Charges blue and a blue energy ball appears and keep doing a patter twice (see below).
- Comes at close range and attack you, destroying the panels up/down of you.
- Bass will take down his barrier at this attack.
- Bass will regenerate his barrier from time to time after you take it down.

	CannBall Q / R / S	300 per shot
6. Z-Raton1:	Ratton1 H / I / J Ratton1 J / I / K	5-second invisible Ratton You can keep using Ratton1 for 5
secs.	Ratton1 I / K / L	70x3 (210) per hit
7. Z-Raton2:	Ratton2 J / K / L Ratton2 K / L / M	5-second invisible Ratton You can keep using Ratton2 for 5
secs.	Ratton2 L / M / N	80x3 (240) per hit
8. Z-Raton3:	Ratton3 L / M / N Ratton3 M / N / O	5-second invisible Ratton You can keep using Ratton3 for 5
secs.	Ratton3 N / O / P	90x3 (270) per hit
9. O-Canon1:	Cannon A / B / C / D / E	10-second invisible cannon You can keep shooting for 10
seconds.		40x3 (120) per shot
10. O-Canon2:	HiCannon C / D / E / F / G	10-second invisible cannon You can keep shooting for 10
seconds.		60x3 (180) per shot
11. O-Canon3:	M-Cannon E / F / G / H / I	10-second invisible cannon You can keep shooting for 10
seconds.		80x3 (240) per shot
12. M-Burst:	Spreader M / N / O / P / Q	Powerful exploding shots 3x3 shot 100x10 (1000)
13. O-Ball:	CannBall O / P / Q / R / S	10-second invisible cannonball You can keep throwing for 10
seconds.		300 per hit
14. O-Raton1:	Ratton1 H / I / J / K / L	10-second invisible Ratton You can keep using Ratton1 for 10
secs.		70x3 (210) per hit
15. O-Raton2:	Ratton2 J / K / L / M / N	10-second invisible Ratton You can keep using Ratton2 for 10
secs.		80x3 (240) per hit
16. O-Raton3:	Ratton3 L / M / N / O / P	10-second invisible Ratton You can keep using Ratton3 for 10
secs.		90x3 (270) per hit
17. Arrows:	DoubNdl C I TripNdl C or I QuadNdl C I	Fires off 10 arrows of rage! Shots 10 arrows continously. 100x each arrow (1000)

18. UltraBmb:	LilBomb	O	Q	T	Strongest bomb hits 9 panels!
	CrosBomb	O	or Q	or T	Throws a 3x3 bomb.
	BigBomb	O	Q	T	400
19. LifeSrd1:	Sword	A	L	Y	Gigantic 2 by 3 sword!
	WideSword	A	or L	or Y	Creates a 2 -> for 3 ^/v sword.
	LongSword	A	L	Y	400
20. LifeSrd2:	FireSword	H	N	R	Gigantic 2 by 3 sword!
	AquaSword	H	or N	or R	Creates a 2 -> for 3 ^/v sword.
	ElecSword	H	N	R	500
21. LifeSrd3:	FireBlde	F	R		Gigantic 2 by 3 sword!
	AquaBlde	F	or R		Creates a 2 -> for 3 ^/v sword.
	ElecBlde	F	R		600
22. Punch:	GutPunch	B	D		Punch like a machine-gun
	ColdPnch	B	or D		Flying punches in the same line.
	DashAtk	B	D		80x6 (80 per hit)
23. Curse:	CrsShld1	A	O	P	3-line curse shield!
	CrsShld2	A	or O	or P	Curse Shield attacks 3 lines.
	CrsShld3	A	O	P	500 per hit
24. TimeBom+:	TimeBom1	G	K	Z	Gigantic time bomb!
	TimeBom2	G	or K	or Z	Super TimeBomb.
	TimeBom3	G	K	Z	500
25. HvyStamp:	Quake1	Q	W		Stomps on 1 enemy!
	Quake2	Q	or W		Super Quake on closest enemy.
	Quake3	Q	W		800
26. PoisPhar:	PoisMask	U	W		Pharaoh's stronger poison
	PoisFace	U	or W		Poisoning even FASTER.
	Anubis	U	W		1x### per hit
27. Gater:	Wind	G	G	G	Various things out of a gate!
	Fan	G	or G	or G	Different projectiles may come
out...	GateMan	G	V2 G	V3 G	300x3 (900)
28. GtsShoot:	Guard	*	*	*	GutsMan throws MegaMan!
	DashAtk	G	or G	or G	GutsMan throws MegaMan across the
line.	GutsMan	G	V2 G	V3 G	400
29. BigHeart:	HolyPan1	R	R	R	Roll's heart does full heal!
	Recov300	R	or R	or R	Super Roll attack, full recovery.
	Roll	R	V2 R	V3 R	300
30. BodyGrd:	DropDown	S	S	S	ShadowMan shoots shurikens!
	AntiDmg	S	or S	or S	18 stars distributed in Active
Time.	ShadoMan	S	V2 S	V3 S	100x? (100 each star)
31. 2xHero:	CustSword	B	B	B	MegaMan & ProtoMan teamed up!
	VarSword	B	or B	or B	18 swipes and 18 shots.
	ProtoMan	B	V2 B	V3 B	70x? (70 each swipe/shot)
32. Darkness:	Bass	V3	X		Double darkness attack!

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17.-Battle Obstacles and Terrains
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List of all Panels and Obstacles:

Panels:

Normal: Normal, no Dis/Advantages.

Cracked: When something steps on it then moves away becomes an Broken panel.

Broken: Nothing can happen on top on it. Recovers after about 10 Secs or using the Repair chip.

Magnet: These will drag you in if you are on an adjacent line.

Empty: This panel CAN'T be changed, it starts like it, it ends like it.

Fire: This will burn you the moment you step on it and then disappear.

Frozen: You will slip past this on the same dir you stepped it from.

Grass: This will heal all Wood elements. Using a Fire attack will change it into a Normal.

Poison: This will slowly drain your HP when you are on it.

Holy: Halves damage received by the one who stands on it.

Obstacles:

Every obstacle can be destroyed, but some are harder that others, I will list an aprox. of their
HP in difficulties:

*: 10-50 HP
**: 50-100 HP
***: 100-200 HP
****: 200+ HP

Rock: Common rock. ****
Ice Cube: Common Ice Block or generated by viruses. ***
Bomb: Attacks all panels on the side it is, ignited with Fire attacks. ***
TimeBmb: Bomb made by the Handys or the TimeBmb chips. **
TimeBmb+: Bomb made by the TimeBmb+ PA. ****
Staff: Generated by the Meteo chips. *
Candle: Paired with Candle viruses or made with the Candle chip. **
Stone Block: Generated by the RockCube chip. ***
Sensor Bomb: Generated by the Frnt/Db1 Snsr chips. **
Prism: Made with the Prism chip. Fades in 10 secs. ****
Windbox: Generated with the Wind chip. *
Vacuum Fan: Generated with the Fan chip. **
Anubis: Generated with the Anubis chip. ***
Pharaoh Statue: Generated with the PoisPhar PA. ****

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18.-Extras

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---Folders:

#1: Start with.

#2: Beat Mr. Famous for the first time to get it.

#3: Trade a BigBomb* to a black lady at the Mother Comp room.

---Stars:

Yellow: Delete Gospel and see the ending.

Green: Defeat the hidden Navis, Pharaoh, Napalm, Planet and Bass.

Red: Get all 250 Chips.

Purple: Get the 10 Secret chips. (251-260)

Blue: Have 31 P.A. (Darkness (32) not required).

---S-SS-SSS License:

You will need these licenses if you want to reach far in the WWW areas.

S: -You must beat 10 Hard battles in a row with no recovery between each.

SS: -You must find the ArmyData, to get it, you must go to the WWW 1 area, and find a warp that

takes you to the middle of Den Area 1, get the ArmyData and jack out, then in again and

talk to the navi again to keep going with the test.

-You must beat 4 "black" Navis, in THIS order, in Yumland 2, then Netopia 3, Undernet 6,

UnderKoto.

-Then 20 battles in a row!!

SSS: -You must find the Master Navi... You must search some places to get clues to keep going...

-Search the cafe sign in Marine Harbor.

-In the dam, all the way back in some "woods", there is a scientist.

-Then go to the airplane in display and search the purple thingy in the cockpit.

-Go to the Netopia Castle Dungeons, and at the top, talk to the girl.

-Then go to the alley and search the 2nd dumpster from left to right.

-Then search around the Yumland Square.

-Search Mayl's piano, talk to the purple Navi there.

-Go with your dad but save before you talk to him. In short, he's the Navi Master, and you

will have to fight an endurance battle but with Navis...

-GutsMan V2

-ToadMan V2

-GateMan V2

-ThunderMan V2

-SnakeMan V2

-HeatMan V2

-ProtoMan V2

-Then go back to the exam Navi and have an endurance battle of 30!!!!!!!!!!!!!!!!!!!!!!

---Hard Game:

After you have all 5 stars, in the main screen, highlight "New Game" and press:

- <- <- -> <- -> <- -> -> or Left, Left, Right, Left, Right, Left, Right,

Right -

You will start normally, or from ZERO!

You can't trade, nor even access the Network command.

Enemies are more powerful and have about 50% extra HP.

The Hard Mode save will appear below your normal file... (Corrected by: Richard Huang)

When you/if finish the Hard mode, you will get the "Sncuary" or "Sanctuary" chip in your normal file...

---Get chips 251-260:

You must have a friend with MBN2.

Anyway, you and your friend must have at least 3 of the 5 stars, the you must battle him/her,

defeat his Megaman in S busting level, you better convince him/her to lose on purpose then backwards, after a couple (17+) of wins you might get a chip from the 251-260.

---Chips 261-265:

You can only get GateMan SP, Fire/Aqua/Elec/Wood Gospel chips if you live in Japan or you own

a Gameshark or the like.

---8 Navi Chips when only 5 are allowed (Nader Jawad, mavrick236@hotmail.com)

This trick will allow you to have 8 Navi Chips with any style other than ????-Team or Hub,

first, equip a Team style, element doesn't matter, then equip your favorite 8 chips, wait

until you get another style and overwrite the Team you have and currently using, you will

have 8 Navi Chips with the style you have, BUT, you WON'T BE ABLE to change any Navi chip...

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19.-Chip List

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COMPLETE list of all the chips:

###---Chip Name----Dmg----Elem----Possible Codes----Rarity----Game Description

001	Cannon	040	Norm	A B C D E *	*	Cannon for attacking 1 enemy
002	HiCannon	060	Norm	C D E F G *	**	Cannon for attacking 1 enemy
003	M-Cannon	080	Norm	E F G H I *	***	Cannon for attacking 1 enemy
004	Shotgun	030	Norm	B F H J N *	*	Explodes 1 square behind
005	V-Gun	030	Norm	A F G L P *	*	Explodes 2 diagonal squares
006	CrossGun	030	Norm	H J M Q S *	*	Explodes 4 diagonal squares
007	Spreader	030	Norm	M N O P Q *	**	Creates a large explosion
008	Bubbler	040	Aqua	B G H P R *	*	Explodes 1 square behind
009	Bub-V	040	Aqua	C D J N S *	*	Explodes 2 diagonal squares
010	Bub Cross	040	Aqua	K O P T V *	**	Explodes 4 diagonal squares
011	BubSprd	040	Aqua	E F I L M *	***	Creates a large explosion
012	HeatShot	050	Heat	B G H P R *	*	Explodes 1 square behind
013	Heat-V	050	Heat	C D J N S *	*	Explodes 2 diagonal squares
014	HeatCros	050	Heat	K O P T V *	**	Explodes 4 diagonal squares
015	HeatSprd	050	Heat	E F I L M *	***	Creates a large explosion

016	MiniBomb	050	Norm	B E G L O *	*	Throws a bomb 3 squares
017	LilBomb	050	Norm	F J O Q T *	*	Bomb that explodes
vertically						
018	CrosBomb	060	Norm	D J O Q T *	**	Bomb that explodes in a cross
019	BigBomb	070	Norm	O Q T V Y *	***	Bomb with a 9-square explosion
020	TreeBom1	100	Wood	B G H P R *	*	Tree seed! Water for a PowerUp!
021	TreeBom2	120	Wood	C D J N S *	**	Tree seed! Water for a PowerUp!
022	TreeBom3	150	Wood	K O P T V *	***	Tree seed! Water for a PowerUp!
023	Sword	080	Norm	A K L S Y *	*	Cut enemy in front! Range is 1
024	WideSwrd	080	Norm	A C L K Y *	*	Cut enemy in front! Range is 3
025	LongSwrd	080	Norm	A I L O Y *	**	Cut enemy in front! Range is 2
026	FireSwrd	100	Heat	F H N R U *	**	Flame sword cuts 3 vertical
027	AquaSwrd	100	Aqua	A H N R W *	**	Water sword cuts 3 vertical
028	ElecSwrd	100	Elec	E H N R V *	***	Electric sword cuts 3 vertical
vertical						
029	FireBlde	090	Heat	F H P R Z *	***	Flame sword cuts 2 horiz.
030	AquaBlde	090	Aqua	A F J R Z *	***	Water sword cuts 2 horiz.
031	ElecBlde	090	Elec	E F M N R *	***	Electric sword cuts 2 horiz.
032	StepSwrd	150	Norm	D H M Q U *	***	Two steps, then use a wide sword
033	Kunai1	040	Norm	E I L P S *	*	Kunais up and down 1 square
034	Kunai2	040	Norm	D F J Q R *	**	Kunais up and down 2 squares
035	Kunai3	040	Norm	C G H K N *	***	Kunais up and down 3 squares
036	CustSwrd	???	Norm	B G K Q T *	****	Cust Gauge = Attack Strenght
037	Muramasa	???	Norm	N O T U W *	*****	Sword that uses HPs to attack
038	VarSwrd	160	Norm	B L N T Z *	****	A magical, shifting sword
039	Slasher	180	Norm	A D H L Q *	****	Cuts while A Button is held!
040	Shockwav	040	Norm	H J L R U *	*	Shock goes through enemies
041	Sonicwav	060	Norm	E I M S W *	**	Shock goes through enemies
042	Dynawave	090	Norm	G N Q T V *	***	Shock goes through enemies
043	Quake1	090	Norm	A M P Q W *	*	Attack cracks the floor
044	Quake2	110	Norm	B G N Q W *	**	Attack cracks the floor
045	Quake3	130	Norm	C E O Q W *	***	Attack cracks the floor
046	GutPunch	070	Norm	B D H K N *	*	Pucnh that pushes 1 sqaure
047	ColdPnch	070	Aqua	B D L P S *	**	Ice punch pushes 1 square
048	DashAtk	090	Norm	B D G J L *	*	Dash right through enemies!
049	Wrecker	080	Norm	O Q S U W *	***	Can break 3rd square ahead
050	CannBall	150	Norm	O P Q R S *	****	Can break 3rd square ahead
051	DoubNdl	050	Norm	A C F I J *	*	2 volleys of needles
052	TripNdl	050	Norm	C I M T V *	**	3 volleys of needles
053	QuadNdl	050	Norm	C H I P U *	***	4 volleys of needles
054	Trident	060	Norm	E I K O T *	****	3 volleys of spears
055	Ratton1	070	Norm	H I J K L *	*	A crawling rat that turns once
056	Ratton2	080	Norm	J K L M N *	**	A crawling rat that turns once
057	Ratton3	090	Norm	L M N O P *	***	A crawling rat that turns once
058	FireRat	200	Norm	B F G H R *	****	Amazing when lit with fire
059	Tornado	020	Norm	E J L M Q *	****	8-hit tornado 2 ahead
060	Twister	020	Wood	N O T U Y *	***	8-hit tornado 2 ahead

061	Blower	020	Heat	P R T W Z *	***	8-hit tornado 2 ahead
062	Burner	150	Heat	A B F L S *	***	Enevelopes you with flames!
063	ZapRing1	020	Elec	A M P Q W *	*	Paralyzing electric rings!
064	ZapRing2	030	Elec	B G N R S *	**	Paralyzing electric rings!
065	ZapRing2	040	Elec	C E O T Z *	***	Paralyzing electric rings!
066	Satelit1 satellite	060	Elec	G O Q U W *	*	A floating & spinning
067	Satelit2 satellite	080	Elec	H J K P R *	**	A floating & spinning
068	Satelit3 satellite	100	Elec	L S T Y Z *	***	A floating & spinning
069	Spice1 grass	100	Wood	A C G Q T *	*	Unhealthy powder on all
070	Spice2 grass	120	Wood	B E H J N *	**	Unhealthy powder on all
071	Spice3 grass	140	Wood	D K M P Q *	***	Unhealthy powder on all
072	MagBomb1 tracks	080	Elec	F G J M N *	*	Stops the enemy in its
073	MagBomb2 tracks	100	Elec	B D I R T *	**	Stops the enemy in its
074	MagBomb3 tracks	120	Elec	H K O Q S *	***	Stops the enemy in its
075	Yo-Yo1	040	Norm	C E R T V *	*	A 3-square yo-yo attack!
076	Yo-Yo2	050	Norm	A G J K N *	**	A 3-square yo-yo attack!
077	Yo-Yo3	060	Norm	D I M S Y *	***	A 3-square yo-yo attack!
078	CrsShld1 enemy	130	Norm	A O P S Z *	*	Guard then bite into the
079	CrsShld2 enemy	170	Norm	A O P T V *	**	Guard then bite into the
080	CrsShld3 enemy	210	Norm	A O P U W *	***	Guard then bite into the
081	Hammer	100	Norm	R T U V Z *	****	Hammer for smashing things!
082	ZeusHamr	200	Norm	J K O V Z *	****	Damage all if panel
083	Lance	090	Wood	O P T V Y *	***	A lance through back line
084	BrnzFist	100	Norm	B N O R S *	**	Fist of death!
085	SilvFist	140	Norm	E I L S V *	***	Fist of death!
086	GoldFist	180	Norm	D G L O Z *	****	Fist of death!
087	PoisMask Button!	???	Norm	D S U W Z *	**	Poison 1 panel with A
088	PoisFace	???	Norm	P Q U W Y *	***	Spread poison w/ A Button!
089	Whirlp1 enemies!	???	Norm	A C E G I *	*	Whirlpool kills weak
090	Blckhole enemies!	???	Norm	B D F H J *	**	Black hole kills weak
091	Meteor9	060	Heat	C E L S V *	*	Magic wand shoots 9 meteors
092	Meteor12	080	Heat	A C F J W *	**	Magic wand shoots 12 meteors
093	Meteor15	100	Heat	D G H R Z *	***	Magic wand shoots 15 meteors
094	Meteor18	150	Heat	B G I K O *	****	Magic wand shoots 18 meteors
095	TimeBom1	070	Norm	C G K M Z *	*	An area-wide time bomb!
096	TimeBom2	120	Norm	F G K O Z *	**	An area-wide time bomb!
097	TimeBom3	200	Norm	E G K P Z *	***	An area-wide time bomb!
098	LilCloud forth	070	Aqua	C G I K N *	*	Rain cloud goes back and
099	MedCloud forth	090	Aqua	D H J L O *	**	Rain cloud goes back and
100	BigCloud forth	110	Aqua	Q R T V W *	***	Rain cloud goes back and
101	Mine	300	Norm	L N R S V *	****	Place mine in enemy area
102	FrntSnsr	100	Norm	H M Q R T *	****	Automatic dynamite device

103	DblSnsr	100	Norm	E J P W Y *	****	Diagonal dynamite device
104	Remobit1	080	Elec	E G J K N *	*	Generates remobit in enemy area
105	Remobit2	080	Elec	B F I R U *	**	Generates remobit in enemy area
106	Remobit3	080	Elec	A L M T Y *	***	Generates remobit in enemy area
107	AquaBall	010	Aqua	A B Q T W *	***	Pops when it hits something
108	ElecBall	010	Elec	E H J K V *	***	Pops when it hits something
109	HeatBall	010	Heat	C F R S U *	***	Pops when it hits something
110	Geyser	200	Aqua	A B D L S *	****	Geyser if there is no panel
111	LavaDrag	200	Heat	F G O R Y *	*****	Summons a nasty lava dragon!
112	GodStone	150	Norm	E I L Q U *	*****	Summons a God Stone!
113	OldWood	100	Wood	C M S T W *	*****	Summon Old Wood!
114	Guard	???	Norm	*	*	Repels the enemy's attacks
115	PanlOut1	???	Norm	A B D L S *	*	Destroy 1 panel in front
116	PanlOut3	???	Norm	C E N R Y *	**	Destroy 3 panels in front
117	LineOut	040	Heat	F H J Q Y *	**	Destroy 1 line of panels!
118	Catcher	???	Norm	F I J N T *	**	Sends UFO to steal a chip
119	Mindbndr	???	Norm	D I M N T *	***	Enemy loses control
120	Recov10	???	Norm	A C E G L *	*	Recovers 10HP
121	Recov30	???	Norm	B D F H M *	*	Recovers 30HP
122	Recov50	???	Norm	C E G I N *	**	Recovers 50HP
123	Recov80	???	Norm	D F H J O *	**	Recovers 80HP
124	Recov120	???	Norm	O Q S U W *	***	Recovers 120HP
125	Recov150	???	Norm	N P R T V *	***	Recovers 150HP
126	Recov200	???	Norm	M N U V W *	****	Recovers 200HP
127	Recov300	???	Norm	O R V W Z *	****	Recovers 300HP
128	PanlGrab	???	Norm	B H K L P *	*	Steals 1 enemy square!
129	AreaGrab	???	Norm	E L R S Z *	**	Steals left edge from enemy
130	GrabRvng	???	Norm	A L P S W *	***	Punishes for stolen panels
131	Geddon1	???	Norm	C K L Q S *	**	Cracks all panels!
132	Geddon2	???	Norm	J M R T Z *	***	Breaks all empty squares!
133	Geddon3	???	Norm	E J N P Y *	****	Turns all panels to swamp!
134	Escape	???	Norm	F H J L N *	**	Escapes from some enemies
135	AirShoes	???	Norm	A J O V Z *	***	Stand on empty square
136	Repair	???	Norm	A C E L P *	**	Fixes your side's panels
137	Candle1	???	Norm	C F I M V *	*	Places a healing candle
138	Candle2	???	Norm	A G J L T *	**	Places a healing candle
139	Candle3	???	Norm	B E H N W *	***	Places a healing candle
140	RockCube	???	Norm	B D G M V *	*	Places a stone cube in front
141	Prism	???	Norm	B C L N Q *	***	Shoots all over after it hits
142	Guardian	???	Norm	O P U V Z *	****	Statue punishes when hit
143	Wind	???	Norm	G J O Q T *	*	WindBox blows at enemy area
144	Fan	???	Norm	A G L N Y *	**	VacuumFam sucks from enemy area
145	Anubis	???	Norm	H K M U W *	*****	Anubis poisons enemy area
146	SloGauge	???	Norm	*	**	Cust Gauge slows down for battle
147	FstGauge	???	Norm	*	**	Cust Gauge speeds up for battle
148	FullCust	???	Norm	*	**	Cust Gauge is always full!
149	Invis1	???	Norm	A F L R U *	*	Invisible for a while
150	Invis2	???	Norm	B H M Q V *	**	Invisible for a while
151	Invis3	???	Norm	C G K P W *	***	Invisible for a while
152	DropDown	???	Norm	A C F Q S *	****	Invisible until you attack!
153	PopUp	???	Norm	D I J T W *	*****	Invisible except for attack!
154	StoneBod	???	Norm	C E S T W *	***	Stone body takes only 1HP damage

155	Shadow1	???	Norm	B G H L R *	**	Only sword attacks hurt you	
156	Shadow2	???	Norm	D E J M T *	***	Only sword attacks hurt you	
157	Shadow3	???	Norm	C F K N V *	****	Only sword attacks hurt you	
158	UnderSht	???	Norm	H J N R W *	****	Lethal hit reduced to just 1HP!	
159	Barrier	???	Norm	B E L S T *	*	Nullify damage one time!	
160	BblWrap	???	Aqua	I J Q R W *	****	Water barrier reforms	
161	LeafShld	???	Wood	A D R S W *	****	Next attack heals you	
162	AquaAura	???	Aqua	A E I M Q *	***	Repels attacks under 10	
163	FireAura	???	Heat	B F N J R *	***	Repels attacks under 40	
164	WoodAura	???	Wood	C G J O S *	***	Repels attacks under 80	
165	ElecAura	???	Elec	D H L P T *	***	Repels non wd attacks under 100	
166	LifeAur1	???	Norm	B G I O Q *	****	Repels all attacks under 100	
167	LifeAur2	???	Norm	D F J N R *	****	Repels all attacks under 150	
168	LifeAur3	???	Norm	E H K M T *	****	Repels all attacks under 200	
169	MagLine	???	Norm	A E I M Q *	***	Changes your line to magnet	
170	LavaLine	???	Norm	A F J M R *	***	Changes your line to lava	
171	IceLine	???	Norm	B E J N Q *	***	Changes your line to ice	
172	GrassLne	???	Norm	B F I N R *	***	Changes your line to grass	
173	LavaStge	???	Norm	D H M U V *	****	Changes all panels to lava	
174	IceStage	???	Norm	A C E I S *	****	Changes all panels to ice	
175	GrassStg	???	Norm	B D H P R *	****	Changes all panels to grass	
176	HolyPanl	???	Norm	C E H L R *	***	Makes all panels holy	
177	Jealosity	???	Norm	E J O R U *	****	More chips means more damage	
178	AntiFire	200	Heat	F L K P T *	***	Punishes enemy for using fire	
179	AntiElec	200	Elec	E H N U Y *	***	Punishes enemy for using elec	
180	AntiWatr	200	Aqua	A D Q W Z *	***	Punishes enemy for using aqua	
181	AntiDmg	100	Norm	C J M R S *	***	Fake pain and throw shurikens!	
182	AntiSwrđ	100	Norm	D H I M T *	***	Punishes for using swords	
183	AntiNavi	???	Norm	K L O T X *	****	Take the enemy's Navi away	
184	AntiRecv	???	Norm	B D M P W *	****	Punish the recovery of HPs!	
185	Atk+10	???	Norm	*	*	+10 to selected AtkChip!	
186	Atk+20	???	Norm	*	**	+20 to selected AtkChip!	
187	Atk+30	???	Norm	*	***	+30 to selected AtkChip!	
188	Fire+40	???	Norm	*	**	Adds 40 to Fire AttackChip	
189	Aqua+40	???	Norm	*	**	Adds 40 to Aqua AttackChip	
190	Wood+40	???	Norm	*	**	Adds 40 to Wood AttackChip	
191	Elec+40	???	Norm	*	**	Adds 40 to Elec AttackChip	
192	Navi+20	???	Norm	*	**	+20 to selected NaviChip!	
193	Navi+40	???	Norm	*	****	+40 to selected NaviChip!	
194	Roll	060	Norm	R	*	***	Attacks 1 enemy then heals you
195	Roll V2	080	Norm	R	*	****	Attacks 1 enemy then heals you
196	Roll V3	100	Norm	R	*	*****	Attacks 1 enemy then heals you
197	GutsMan	050	Norm	G	*	***	Creeps and smashes panels!
198	GutsMan V2	070	Norm	G	*	****	Creeps and smashes panels!
199	GutsMan V3	090	Norm	G	*	*****	Creeps and smashes panels!
200	ProtoMan	120	Norm	B	*	***	Swings sword at enemy face
201	ProtoMn V2	160	Norm	B	*	****	Swings sword at enemy face
202	ProtoMn V3	200	Norm	B	*	*****	Swings sword at enemy face
203	AirMan	040	Norm	A	*	***	Shoots air twisters in a line
204	AirMan V2	070	Norm	A	*	****	Shoots air twisters in a

line								
205	AirMan V3	100	Norm	A	*	*****	Shoots air twisters in a	line
206	QuickMan	050	Norm	Q	*	***	Boomerang attacks whole row	
207	QuickMn V2	070	Norm	Q	*	****	Boomerang attacks whole row	
208	QuickMn V3	100	Norm	Q	*	*****	Boomerang attacks whole row	
209	CutMan	150	Norm	C	*	***	Scissor attacks one square	
210	CutMan V2	200	Norm	C	*	****	Scissor attacks one square	
211	CutMan V3	300	Norm	C	*	*****	Scissor attacks one square	
212	ShadoMan	060	Norm	S	*	***	Splits and shoots 3	shurikens!
213	ShadoMn V2	070	Norm	S	*	****	Splits ans shoots 3	shurikens!
214	ShadoMn V3	080	Norm	S	*	*****	Splits and shoots 3	shurikens!
215	KnightMn	160	Norm	K	*	***	Smashes enemies in circle!	
216	KnghtMn V2	210	Norm	K	*	****	Smashes enemies in circle!	
217	KnghtMn V3	260	Norm	K	*	*****	Smashes enemies in circle!	
218	MagnetMn	130	Elec	M	*	***	Bipolar tackle on 1 enemy	
229	MagntMn V2	140	Elec	M	*	****	Bipolar tackle on 1 enemy	
220	MagntMn V3	150	Elec	M	*	*****	Bipolar tackle on 1 enemy	
221	FreezeMn	050	Aqua	F	*	***	Rains icicles on enemies	
222	FrzMan V2	060	Aqua	F	*	****	Rains icicles on enemies	
223	FrzMan V3	070	Aqua	F	*	*****	Rains icicles on enemies	
224	HeatMan	100	Heat	H	*	***	Flame attack! Range is 3	
225	HeatMan V2	130	Heat	H	*	****	Flame attack! Range is 3	
226	HeatMan V3	160	Heat	H	*	*****	Flame attack! Range is 3	
227	ToadMan	100	Elec	T	*	***	Shocking melody paralyzes!	
228	ToadMan V2	140	Elec	T	*	****	Shocking melody paralyzes!	
239	ToadMan V3	180	Elec	T	*	*****	Shocking melody paralyzes!	
230	ThunMan	080	Elec	T	*	***	Thunder attack 3rd line	
231	ThunMan V2	130	Elec	T	*	****	Thunder attack 3rd line	
232	ThunMan V3	180	Elec	T	*	*****	Thunder attack 3rd line	
233	SnakeMan	030	Wood	S	*	***	Main attack and snakes!	
234	SnakeMn V2	040	Wood	S	*	****	Main attack and snakes!	
235	SnakeMn V3	050	Wood	S	*	*****	Main attack and snakes!	
236	GateMan	040	Norm	G	*	***	3 soldiers charge forward!	
237	GateMan V2	040	Norm	G	*	****	4 soldiers charge forward!	
238	GateMan V3	040	Norm	G	*	*****	5 soldiers charge forward!	
249	PharoMan	240	Norm	P	*	*****	Laser-shooting coffin etc	
240	PharoMn V2	270	Norm	P	*	*****	Laser-shooting coffin etc	
241	PharoMn V3	300	Norm	P	*	*****	Laser-shooting coffin etc	
242	NapalmMn	220	Heat	N	*	*****	Bombs that even break	panels!
243	NaplmMn V2	240	Heat	N	*	*****	Bombs that even break	panels!
244	NaplmMn V3	260	Heat	N	*	*****	Bombs that even break	panels!
245	PlanetMn	070	Wood	P	*	*****	Planet smashes 1 enemy!	
246	PlnetMn V2	080	Wood	P	*	*****	Planet smashes 1 enemy!	
247	PlnetMn V3	090	Wood	P	*	*****	Planet smashes 1 enemy!	
248	Bass	050	Norm	F	*	*****	Air-burst attack on all	lines!
249	Bass V2	060	Norm	F	*	*****	Air-burst attack on all	lines!
250	Bass V3	070	Norm	X	*	*****	Air-burst attack on all	lines!

Hidden Chips

###	---Chip Name---	---Dmg---	---Elem---	---Possible Codes---	---Rarity---	---Game Description
251	BgRedWav	220	Heat	F H P R S *	*****	Heat chip Creates a lava wave!
252	FreezBom	180	Aqua	A I J Q U *	*****	Aqua chip Tosses ice bomb!
253	Sparker	100	Elec	C E G K V *	*****	Elec chip A Button to spark!
254	GaiaSwrd	200	Wood	D L N W Y *	*****	Wood chip Steals atk from chip!
255	BlkBomb	200	Heat	B F G P R *	*****	Exploding firebomb attack!
256	FtrSword	100	Norm	A I L S Y *	*****	Normal sword. 3 spaces fwd
257	KnegtSwrd	150	Norm	F J K M Q *	*****	Normal sword. 3 spaces fwd
258	HeroSwrd	200	Norm	E N O T Z *	*****	Normal sword. 3 spaces fwd
259	Meteors	040	Heat	B H O R V *	*****	Shooting stars shot at enemy!
260	Poltrgst	???	Norm	E P R U W *	*****	Items are thrown at the enemy!

SPECIAL CHIPS (Only obtainable if on Japan and owns a japanese MBN2, or with a gameshark)

###	---Chip Name---	---Dmg---	---Elem---	---Possible Codes---	---Rarity---	---Game Description
261	GateSP	300	Norm	G *	??????	Cannon of another dimension!
262	AquaGspl	600	Aqua	X *	??????	Gospel's breath of water!
263	ElecGspl	600	Elec	X *	??????	Gospel's electric breath!
264	FireGspl	600	Heat	X *	??????	Gospel's breath of fire!
265	WoodGspl	600	Wood	X *	??????	Breath of wood that slices!

Extra Chip (Get it after beating the Hard Mode of this game)

###	---Chip Name---	---Dmg---	---Elem---	---Possible Codes---	---Rarity---	---Game Description
266	Sanctuary	???	Norm	A C E L S *	??????	Turns your panels holy!

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 20.-Chip Locations
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###	---Chip Name-----	---Virus---	---Location
001	Cannon	Canodumb1	Den Areas 1/2/3
002	HiCannon	Canodumb2	Airplane TV
003	M-Cannon	Canodumb3	Apartment Complex, WWW 2
004	ShotGun		Den Area 1 Netdealer
005	V-Gun		Den Area 2 GMD
006	CrossGun		Square Netdealer
007	Spreader		Den Area 1/2 Netdealers
008	Bubbler	Shrimpy	Mother Comp
009	Bub-V	Shrimpy2	Netopia Castle Net
010	BubCross	Shrimpy3	Undernet 1/2/3
011	BubSprd	Puffy	Undernet 7
012	HeatShot	Spikey	Bomb Comp
013	Heat-V	Spikey2	Duty-free Shop, Vending Machine (Kotobuki City)
014	HeatCros	Spikey3	Apert Comp2
015	HeatSprd	Buffy	Undernet 5
016	MiniBomb	Beetank	Dex's computer
017	LilBomb	Beetank	Dex's computer
018	CrosBomb	Beetank2	Netopia 2/3, Airplane TV
019	BigBomb	Beetank3	Undernet 4/6, WWW 1

020	TreeBom1	KillPlant	Mother Comp2
021	TreeBom2	KillWeed	UnderKoto
022	TreeBom3	KillFleur	Undernet 5
023	Sword		GMD Den Area 2
024	WideSwrd	Swordy	KotoArea
025	LongSwrd	Swordy	KotoArea, Mother Comp1
026	FireSwrd	Swordy2	KotoArea
027	AquaSwrd	Swordy3	Castle Comp3 and 4, Mother Comp1
028	ElecSwrd		Ribbitta's Van BMD
029	FireBlde		KotoSquare Netdealer
030	AquaBlde		UnderKoto Netdealer
031	ElecBlde		Undernet 1 Netdealer
032	StepSwrd		Complete request 15
033	Kunai1	Snapper	Apart Comp 2/3
034	Kunai2	Snapper2	Undernet 5
035	Kunai3	Snapper3	WWW 3
036	CustSwrd		NumberMan Netdealer
037	Muramasa	ShadoMnV3	Undernet 5
038	VarSwrd		Undernet 7 GMD, Trade 2
039	Slasher		Complete Request 6
040	Shockwav	Mettaur	Den Areas 1/2/3
041	Sonicwav	Mettaur2	Yumland 1/2, Hotel Refrigerator
042	Dynawave	Mettaur3	Undernet 3, Autolock (Kotobuki), WWW Area 1
043	Quake1	Flappy	Den Area 2/3
044	Quake2	Flappy2	Hotel Refrigerator
045	Quake3	Flappy3	Undernet 1/2
046	GutsPnch	GutsMan	Dex's house/Kotobuki (Dex)
047	ColdPnch		Yumland 2 Netdealer
048	DashAtk	Fishy	Bomb Comps, Broken Toy
049	Wrecker		Yumland 1 GMD
050	CannBall	HardHeads	UnderKoto, Undernet 7 GMD
051	DoublNdl	Shellgeek	Mother Comp4, Flight Board
052	TripNdl	ShellNerd	Mrs. Millions Purse
053	QuadNdl	Eggnerd	Duty-free Shop
054	Trident		WWW Area 1 Netdealer
055	Ratton1	Ratty	Netopia Area 1 and 2, VendingMach. (Kotobuki)
056	Ratton2	Ratty2	Apart Comps, WWW 2 GMD
057	Ratton3	Ratty3	WWW 2/3, WWW 2 GMD
058	FireRat		Yumland 1 PMD
059	Tornado		WWW 1 Netdealer
060	Twister		Complete Request 10
061	Blower		Trade 6
062	Burner	Fishy2	Undernet 4/5
063	ZapRing1	Bunny	Den Area 2/3
064	ZapRing2	TuffBunny	Netopia 1/2/3, Statue at NetCastle
065	ZapRing3	MegaBunny	Vending Machine (Kotobuki)
066	Satelit1	Sparky	Mother Comp2, Yumland 1/2, Airplane Network
067	Satelit2	Sparkler	Airplane TV
068	Satelit3	Sparkanoid	Autolock (Kotobuki), WWW 1
069	Spice1	Mosh	Mother Comps
070	Spice2	Moshy	Undernet 6
071	Spice3	Mushy	WWW 3
072	MagBomb1	Magneaker	Airplane Network 3
073	MagBomb2	Manmacker	Undernet 6
074	MagBomb3	Magnoid	WWW 1/2
075	Yo-Yo1	Yort	Apart Comps
076	Yo-Yo2	Yurt	Undernet 6
077	Yo-Yo3	Yart	WWW 3
078	CrsShld1	Dominerd	Castle Comps
079	CrsShld2	Dominerd2	UnderKoto

080	CrsShld3	Dominerd3	Undernet 7
081	Hammer		NetSquare Netdealer, Trade 4
082	ZuesHamr		BugFrag Shop
083	Lance		WWW 3 GMD
084	BrnzFist		Yumland 1 PMD
085	SilvFist		Trade 5
086	GoldFist		Complete Request 18
087	PoisMask	PuffBall	Mother Comp 4/5
088	PoisFace	PoofBall	Apart Comp2, WWW 2
089	WhirlPl	Null	Undernet 1/2/3
090	Blckhole	Void	Undernet 7
091	Meteor9	MettFire	Bomb Comp4, Mother Comp3
092	Meteor12	FullFire	Castle Comps, Vending Machine (Kotobuki)
093	Meteor15	DeathFire	Undernet 2/3/6
094	Meteor18	Mole2	WWW 3
095	TimeBom1	Handy	Bomb Comp 1/2
096	TimeBom2	Handy2	Airplane Network 2
097	TimeBom3	Handy3	Apart Comp4
098	LilCloud	Cloudy	Netopia 1/2/3
099	MedCloud	Cloudy2	Undernet 1/2/3
100	BigCloud	Cloudy3	Undernet 5/6
101	Mine		WWW 1 Netdealer, Retro Chip Trader
102	FrntSnsr		WWW 1 Netdealer, Retro Chip Trader
103	DblSnsr		WWW 1 Netdealer, Retro Chip Trader
104	Remobit1	Twisty	Raoul's Radio
105	Remobit2	Twisty2	UnderKoto, Undernet 4
106	Remobit3	Twisty3	Autolock (Kotobuki)
107	AquaBall	Octon	Wide Monitor (Official Center)
108	ElecBall	Octor	Statue at NetCastle
109	HeatBall	Octavian	Undernet 7
110	Geyser		Yumland 2 PMD
111	LavaDrag	LavaDrag	Apartment Complex F24 Net
112	GodStone		WWW 1 Netdealer
113	OldWood		WWW 2 PMD
114	Guard	Mettaur	Den Area 1/2/3
115	PanlOut1		ACDC School Desk
116	PanlOut3		Chip Trader
117	LineOut	Flamey	Gas Stove (Okuden), Bomb Comps
118	Catcher	RedUFO	Airplane Network
119	Mindbndr		UnderKoto Netdealer, Undernet 4 GMD
120	Recov10		Den Area 1 Netdealer
121	Recov30		Square Netdealer
122	Recov50		Netopia 1 BMD
123	Recov80	Spooky3	Undernet 1/2/3/5
124	Recov120	Spooky3	Undernet 1/2/3/5
125	Recov150	Spooky3	Undernet 1/2/3/5
126	Recov200		Complete Request 17, Undernet 6 GMD
127	Recov300		Undernet 7 BMD
128	PanlGrab		KotoSquare Netdealer
129	AreaGrab		Den Area 3 Netdealer
130	GrabRvng		Undernet 1 Netdealer
131	Geddon1		NumberMan Netdealer
132	Geddon2		NumberMan Netdealer
133	Geddon3		Hide and Seek #4
134	Escape		
135	AirShoes	Mole2	WWW 3, BugFrag Shop
136	Repair		NetSquare Netdealer
137	Candle1	CanDevil	Castle Comp5
138	Candle2	CanDevil2	Undernet 6
139	Candle3	CanDevil3	WWW 2

140	RockCube		Yumland 2 Netdealer, Undernet 6 GMD
141	Prism		Netopia 1 BMD
142	Guardian		Autolock (Kotobuki) PMD
143	Wind	WindBox	Netopia 2 Netdealer, Raoul's Radio
144	Fan	VacuumFan	Netopia 2 Netdealer, Raoul's Radio
145	Anubis	PharoMnV3	WWW 1
146	SloGauge		UnderKoto Netdealer
147	FstGauge		UnderKoto Netdealer
148	FullCust		Undernet 1 Netdealer, WWW 3 GMD
149	Invis1	Spooky1	Yumland 1/2
150	Invis2	Spooky2	Mother Comp 2/3/4/5, Castle Comp
151	Invis3	Spooky3	Undernet 1/2/3/5
152	DropDown	Popper3	WWW 2
153	PopUp	Mole	Undernet 6
154	StoneBod	KnghtMnV3	Netopia 1
155	Shadow1	Shadow	Castle Comps
156	Shadow2	RedDevil	Apart Comps
157	Shadow3	BlueDemon	WWW 1
158	UnderSht		Trade 8
159	Barrier		Square Netdealer, WWW 3 GMD
160	BublWrap		WWW 1 Netdealer
161	LeafShld	Popper2	Undernet 5
162	AquaAura	MegalianA	Undernet 4
163	FireAura	MegalianH	Undernet 4
164	WoodAura	MegalianW	Undernet 7
165	ElecAura	MegalianE	Undernet 7
166	LifeAur1	Scuttle	WWW 1/3
167	LifeAur2	Scuttlest	WWW 3
168	LifeAur3	BassDelux	WWW 3
169	MagLine		UnderSquare Netdealer
170	LavaLine		UnderSquare Netdealer
171	IceLine		UnderSquare Netdealer
172	GrassLne		UnderSquare Netdealer
173	LavaStge		WWW 1 BMD
174	IceStage		KotoArea BMD
175	GrassStg		WWW 3 BMD
176	HolyPanl	BrushMan	Undernet 4
177	Jealosity		NetSquare Netdealer
178	AntiFire		NumberMan Netdealer (Undernet 5)
179	AntiElec		NumberMan Netdealer (Undernet 5)
180	AntiWatr		NumberMan Netdealer (Undernet 5)
181	AntiDmg		Trade 9
182	AntiSwrd		Undernet 7 PMD
183	AntiNavi		WWW 3 PMD
184	AntiRecv		UnderKoto PMD
185	Atk+10		Den Area 3 Netdealer
186	Atk+20		Undernet 1 Netdealer
187	Atk+30		BugFrag Shop
188	Fire+40		KotoSquare Netdealer
189	Aqua+40		???
190	Wood+40		???
191	Elec+40		NumberMan Netdealer (All)
192	Navi+20		Yumland 2 BMD
193	Navi+40		WWW 3 BMD
194	Roll		May1
195	RollV2		May1
196	RollV3		May1
197	GutsMan	GutsManV2	Dex's house/Kotobuki (Dex)
198	GutsManV2	GutsManV3	Dex's house/Kotobuki (Dex)
199	GutsManV3	GutsManV3	Dex's house/Kotobuki (Dex)

200	ProtoMan	ProtoMnV2	Okuden Dam/Airport/Outside NetCastle (Chaud)
201	ProtoMnV2	ProtoMnV3	Okuden Dam/Airport/Outside NetCastle (Chaud)
202	ProtoMnV3	ProtoMnV3	Okuden Dam/Airport/Outside NetCastle (Chaud)
203	AirMan	AirManV2	Den Area 1
204	AirManV2	AirManV3	Den Area 1
205	AirManV3	AirManV3	Den Area 1
206	QuickMan	QuickMnV2	KotoArea
207	QuickMnV2	QuickMnV3	KotoArea
208	QuickMnV3	QuickMnV3	KotoArea
209	CutMan	CutManV2	Yumland 2
210	CutManV2	CutManV3	Yumland 2
211	CutManV3	CutManV3	Yumland 2
212	ShadoMan	ShadoMnV2	Undernet 5
213	ShadoMnV2	ShadoMnV3	Undernet 5
214	ShadoMnV3	ShadoMnV3	Undernet 5
215	KnightMn	KnghtMnV2	Netopia 1
216	KnghtMnV2	KnghtMnV3	Netopia 1
217	KnghtMnV3	KnghtMnV3	Netopia 1
218	MagnetMn	MagntMnV2	Undernet 2
219	MagntMnV2	MagntMnV3	Undernet 2
220	MagntMnV3	MagntMnV3	Undernet 2
221	FreezeMn	FrzManV2	Undernet 7
222	FrzManV2	FrzManV3	Undernet 7
223	FrzManV3	FrzManV3	Undernet 7
224	HeatMan	HeatMnV2	Den Airport (Mr. Match)
225	HeatManV2	HeatManV3	Den Airport (Mr. Match)
226	HeatManV3	HeatManV3	Den Airport (Mr. Match)
227	ToadMan	ToadManV2	Marine Harbor (Ribitta)
228	ToadManV2	ToadManV3	Marine Harbor (Ribitta)
229	ToadManV3	ToadManV3	Marine Harbor (RIbitta)
230	ThunMan	ThunManV2	Netopia Underground (Raoul)
231	ThunManV2	ThunManV3	Netopia Underground (Raoul)
232	ThunManV3	ThunManV3	Netopia Underground (Raoul)
233	SnakeMan	SnakeMnV2	Netopia City (Mrs. Millions)
234	SnakeMnV2	SnakeMnV3	Netopia City (Mrs. Millions)
235	SnakeMnV3	SnakeMnV3	Netopia City (Mrs. Millions)
236	GateMan	GateManV2	Official Center Lobby (Mr. Famous)
237	GateManV2	GateManV3	Official Center Lobby (Mr. Famous)
238	GateManV3	GateManV3	Official Center Lobby (Mr. Famous)
239	PharoMan	PharoMnV2	WWW 1
240	PharoMnV2	PharoMnV3	WWW 1
241	PharoMnV3	PharoMnV3	WWW 1
242	NapalmMn	NaplmMnV2	WWW 2
243	NaplmMnV2	NaplmMnV3	WWW 2
244	MaplmMnV3	NaplmMnV3	WWW 2
245	PlanetMn	PlnetMnV2	WWW 3
246	PlnetMnV2	PlnetMnV3	WWW 3
247	PlnetMnV3	PlnetMnV3	WWW 3
248	Bass	RealBass	WWW 1
249	BassV2	BassDelux	WWW 3
250	BassV3	BassDelux	WWW 3

Chips 251-266 are NOT obtainable by viruses look at the Chip List (Above this) on how to get them, or their names or whatever...

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21.-Mini Strategies
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Double Aura: (Contributed by Mjmr2@aol.com)

Pretty simple, but anyway.

Start by getting any Life Aura chip, better if it's 2 or 3, fight the Brushmans until you get

a Holy Panel chip, use the chip in battle, and while standing on it, use your Aura chip, this

should grant you a double shield:

-Life Aura 1 = 200

-Life Aura 2 = 300

-Life Aura 3 = 400

By using the Life Aura 2 you will be invincible against BassDelux, unless you move out of the

Holy Panel, for best results use with a Sanctuary Chip.

Protecto and MagnetMan easy kills: (Contributed by KyleW, edmaniac@cox.net)

1. Get a elecball, heatball chip.
2. Make sure you have over 700 HP and a full life subchip.(reccomended)
3. Make sure you set your ball chip as your main chip.
4. Initiate battle with protecto.
5. Get in the back row of your field and line up with the farthest protecto.
6. Right before the protecto use their blast attack, use the ball chip and fire as fast as you can with your buster.
7. If you got over the HP limit for the protecto than congratulations you beat the protecto.
8. Use the full life sub chip and save.(reccomended)

You can also use this technique on Magnetman.

Just use the ball on his gravity ball attack and you'll instantly have a 999 damage ball.

Use
twice.

Navi Strategies: (Contributed by Gilliam 3, rouge_of_fortune@hotmail.com)

ProtoMan: Use Geddon 3, and then IMMEDIATELY use repair. This way ProtoMan will be poisoned
and you won't.

ShadowMan: Use Anti Fire ASAP. Since the battleground is all grass, he might take double the
damage after activating the trap w/ his fire jutsu.

QuickMan: Use Time Bombs, but don't set them until 2 sec. before he moves, so as to assure a
hit.

GateMan: Use the Heat Guts style. Once he pulls up the Remo Gate, you can still use the flamethrower to get past the Obstacle, and right into GateMan.

ToadMan: Use Anti Elec ASAP. ToadMan is a water element navi, so once he uses his

paralyzing

melody, the trap will activate, dealing double damage to him.

FreezeMan: Use Repair so as to reduce mishaps from sliding around, but DON'T do anything to

the panels on his side. Doing that will automatically cause him to use the Ice Stage chip.

ThunderMan: Use Tree Bombs, they will bypass the clouds (and destroying the seed just sets it

off) and strike ThunderMan for double damage.

GutsMan: STAY on your rightmost row. Dodge his attacks and make your attacks whenever possible. If you stay on the rightmost row, he won't use Area Grab, nor will he break

all of your panels and start Rocket Punching.

MagnetMan: Repair Immediately. Do anything to get rid of the Magnet line. Then try to use Guardian or Lance chips to attack. If you can, USE the GATER Advance.

PlanetMan: No real tactic, but remember that whatever elements the planets orbiting him are,

he is always a WOOD element navi.

NapalmMan: No real tactic. If you don't want a long and difficult fight, then stock up on Repairs.

Other Note- I noticed that when using any of the shadow chips your charged buster shot is similar to a Step Sword.

Getting More Chips: (Contributed by G-Zero, mark_hohmann@yahoo.com)

Start by getting a lot of bad chips you don't need.

Then, once you think you have enough then you can go to the (Special) Chip Trader.

Sometimes for the Special Chip Trader you can get NAVI Chips.

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22.-Thanks/Copyright

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-Alan Quirino

--For writing this FAQ (Yes, I'm thanking myself, any problem)...

---grayfox_2510@hotmail.com

-Richard Huang

--Correcting an error I made in the Hard Mode Section

---richardh777@hotmail.com

-Nader Jawad

--8 Navi Chips when only 5 are allowed Trick

---mavrick236@hotmail.com

-Dp Max

--Reminding me of some info regarding the Styles

---thedplord@hotmail.com

-The Rogue
--Telling me at what time you can get the 1st Hide and Seek.
---iamthe_rogue@yahoo.com

-(Don't know)
--Double Shield Mini Strategy
---Mjmr2@aol.com

-KyleW
--Protecto and MagnetMan easy kills Mini-Strategy
---edmaniac@cox.net

-Gilliam 3
--Navi Strategies
---rouge_of_fortune@hotmail.com

-G-Zero
--"Getting More Chips" Mini Strategy
---mark_hohmann@msn.com

-Lynn Janusz
--Telling the effects of the Wood Sphere of PlanetMan.
---lynnj@calcon.net

-Tween Waters
--Reminding me of the use of the Select Button.
---tweenwaters@yahoo.com

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