

Mega Man Battle Network 2 FAQ/Walkthrough

by Girorogochou

Updated to v0.17 on Jan 3, 2009

FAQ/Walkthrough

Battle Network

Rockman Exe 2

Version 0.17

By GiroroGochou

g66ryu@yahoo.com

Copyright 2008-2009 George Ryu

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This FAQ/Walkthrough can only appear on the following site(s):

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>
- <http://www.supercheats.com>

Table of Contents

In order to navigate through this guide just use Ctrl + F, which means you press ctrl + F in your browser or word processor. This will bring up the search menu, then enter the letters to the right of the section that you're looking for.

1.	Introduction	Intd
2.	a. Story	Stry
	b. Characters	Chrac
	c. Controls	Cntrl
3.	Styles	Styl
4.	Walkthrough	Wlkthru
	a. Gas Leak Incident at Yaito's House	Chap1
	b. A Narrow Escape from the Camp	Chap2
	c. Protect Japan's Network Part 1	Chap3
	d. Protect Japan's Network Part 2	Chap4
	e. The Aimed Net-Battlers!	Chap5
	f. The Latest Passenger Plane Hijack	Chap6
	g. Civilization Destruction Operation	Chap7
	h. Defeat Gospel's Leader!!!	Chap8
5.	After Scenario	Afsc

a. Exploring the Internet Deeper	Etid
b. Shops	Shps
6. Chips	Chps
7. Program Advances	PAz
8. Boss Strategies	Bossz
9. Translation	Tranl
10. Frequently Asked Questions	FAQz
11. Version History	Vhis
12. What's Next	Wnxt
13. Thanks/Credits	T/Cre

=====
1. Introduction Intd
=====

Welcome to my Guide for Rockman Exe 2 or called in English Megaman Battle Network 2. This Guide might has some spoilers. In my opinion 2 is one of the best Rockman Exe/Megaman Exe games. If you never played this series, you are missing out on one of the best series in history. I'm telling you this. I'm using a Japanese version of the game, so from here and on I'm going to refer to Characters and Chip names in Japanese. There is a translation page at the bottom if you're using an English version. Feel free to E-mail me if you know something, or have some requests. I want this guide to be the best on the planet.

=====
2. a. Story Stry
=====

The year is 200X...
Every Electric device is managed by the network...
But that convenience held a big problem...
The increasing of Computer viruses, and Network crimes.
In the Kagakushou Virus Research lab, researchers are continuing working hard everyday to counter this problem. And...

=====
2. b. Characters Chrac
=====

Good Characters

Hikari Netto

Navi: Rockman

He's the main character that you control. He lives in Densan City. And he goes

to Akihara Elementary. He's in 5th grade. He's not that smart, but his net-battling is top notch.

Sakurai Meiru

Navi: Roll

She's your neighbor. She's lively, and kind. You'll have to do some small jobs for her.

Ooyama Dekao

Navi: Gutsman

A very good friend of Netto. He'll put his life on the line for his friends. But his net-battling isn't impressive at all.

Ayanokouji Yaito

Navi: Glide

She's 8, and she's already in 5th grade. And she's a rich spoiled brat.

Ijyuuiin Enzan

Navi: Blues

An Elite net-battler. He works for the Officials. He's a big rival.

Good Navis

Rockman

Operator: Hikari Netto

The other main character that you control. He's like a big brother of Netto. He's a sincere, and honest navi. He has some secrets lurking in him.

Roll

Operator: Sakurai Meiru

She's kind like Meiru. And she doesn't like fighting.

Gutsman

Operator: Ooyama Dekao

A Power model Navi. And he has a lot of similarity with Dekao.

Glide

Operator: Ayanokouji Yaito

He is a gentleman. He uses gorgeous, and rare chips to fight, and win battles.

Blues

Operator: Ijyuuiin Enzan

He takes down missions quickly, and easily. He has a cool character.

Enemy Characters

Gospel Leader

Kazefuki Arashi

Hayami Daisuke

Princess Pride

Gauss Magnets

Enemy Navis

Airman

Operator: Kazefuki Arashi

Quickman

Operator: Hayami Daisuke

Cutman

Shadowman

Knightman

Operator: Princess Pride

Magnetman

Operator: Gauss Magnets

Freezeman

Other Characters

Higure Yamitarou

Navi: Numberman

He was a member of WWW, but changed his ways and started a chip shop. He loves rare chips. He has a crush on Mariko Sensei.

Hino Kenichi

Navi: Heatman

One of the former members of the WWW. He caused you some trouble in BN1, and he was a good citizen in BN2. He's also the only character that has 3 navis. If you want to see his other navis play the other games. (BN1,2,4,4.5,6,GP,NT)

Midorikawa Kero

Navi: Toadman

Raoul

Navi: Thunderman

Milionaire

Navi: Snakeman

Meijin

Navi: Gateman

He knows everything. He also has a few more navis. Find out in the other games. (BN2,4,4.5,5,GP)

Hikari Yuichiro

He created Net navis. And he's also Netto's Dad.

Hikari Haruka

She takes care of the house when Yuichiro's not home. And she's also Netto's Mom. In Rockman Exe Battle Chip GP she has a Normal Navi.

Oozono Mariko

Netto's teacher. It's her first year, but she teaches them hard.

Other Navis

Numberman

Operator: Higure Yamitarou

He's good at calculating. He's like a mascot of Higure's shop.

Heatman

Operator: Hino-Ken Ichi

Toadman

Operator: Midorikawa Kero

Thunderman

Operator: Raoul

Snakeman

Operator: Millionaire

Gateman

Operator: Meijin

=====
2. c. Controls Cntrl
=====

Not in Battle

- A button - Talk to others, and Examine things.
- B button - Hold to run.
- D-Pad - Move.
- L trigger - Talk to Netto/Rockman.
- R trigger - Plug-in or Plug-out.
- Start - Go to Menu.
- Select - During Cut-Scenes you can skip it.

Menu Screen

- A button - Select the option.
- B button - Go back.
- D-Pad - Move selection.
- R trigger - In the Chip Folder, or Data Library. Press to go down one page.
- L trigger - In the Chip Folder, or Data Libraby. Press to go up one page.
- Start - Go back.
- Select - In Chip Folder, and Data Library. Orders in what ever order you want.

In Battle

A button - Use Battle Chips.
B button - Buster.
D-Pad - Move Rockman in Battle.
L trigger - When the gauge is full you can go to the custom screen.
R trigger - When the gauge is full you can go to the custom screen.
Start - Pause.
Select - Nothing.

Custom Screen

A button - Select Battle chip.
B button - Cancel last Battle chip selected.
D-Pad - Move cursor.
L trigger - Option to run away from battle.
R trigger - Information on chip.
Start - Automatically go to OK.
Select - Go to Battle Screen without the Custom Screen.

=====
3. Styles Styl
=====

This is the new system in Rockman Exe 2. Style Changes make Rockman stronger. In a way. These are the Styles you can get...

- Guts Style
- Custom Style
- Brothers Style
- Shield Style
- Saito Style

Oh and two more things. The Styles have Elements. Fire, Aqua, Elec, and Wood. And you can only have one Style at a time.

Now you know what Styles are. The next thing you want to know is, how do you get these cool Styles. You will get your first Style Change in Scenario 4, where you face Shadowman.

Each Style has its own unique way of getting it. Oh yeah the Elements... You can't choose which element you want. It's all random. Now I will introduce you to each Style, and what you need to do in battle to get that Style.

Guts Style

This Style is awesome. If you prefer to battle with your buster, this Style is for you. One of my favorites. Maybe because it was my first Style I got.

How to get it: If you know that you want this Style from the beginning, stop using your battle chips. Use your BUSTER. Delete your enemies with your BUSTER as much as you can.

Level ups: Super Armor (Red)-Battle 80 times
Break Buster (Red)-Battle 100 times
Break Charge (Red)-Battle 130 times

Tips: Power up your BUSTERS Atk, Rapid, and Charge as much as you can. It'll bring out the best of this Style. Use the Guts Machine Gun.

Custom Style

This Style lets you choose 6 Battle chips in the beginning of the battle. And you can increase it too.

How to get it: This Style is easy to get. Use Battle Chips, Use Program Advances to defeat your enemies, and use the ADD button. Do not use your BUSTER to delete enemies.

Level ups: Custom 1 (Blue) -Battle 50 times
Custom 1 (Yellow) -Battle 100 times
Custom 2 (Blue) -Battle 160 times

Tips: If you're going to use this Style, to get its full potential you have to put those Custom + parts in your Navi Customizer.

Brother Style

This Style is needed for you to get those powerful V4 Chips from the bosses. But you need to delete them in under 20 seconds. In addition you get to put another Mega chip in your folder. One more thing like the Custom Style. You can increase it.

How to get it: You need to delete your enemies with Navi Chips. You might not get this Style as your first as often. Because you barely have any Navi Chips in the beginning.

Level ups: Mega Folder 1 (Green) -Battle 50 times
Mega Folder 1 (Pink) -Battle 100 times
Mega Folder 2 (Green) -Battle 160 times

Tips: Put strong Mega Chips. Such as those V4 Navis. Put those programs you get from leveling up.

Shield Style

This Style is defensive.

How to get it: One word Defense. What this means is that you should use battle chips like Metguards, and Curseshields. Or Barriers. You can even use Recovery Chips such as Recovery 80. It's not that hard to get.

Level ups: Block (Blue) -Battle 50 times
Shield (Blue) -Battle 80 times
Reflect (Blue) -Battle 180 times

Tips: Put those programs in your NaviCust. If your timing is right then you'll recover 10 % of your HP.

Saito Style

Elements

When you get an element, your charge shot changes.

Heat: You get a Flamethrower that goes through 3 panels.
Aqua: It turns into a BubbleShot. Same thing as the Chip. Except it's weaker.
Elec: You get a Rabring. Same as the chip. But weaker.
Wood: Turns into a Kogarashi. Same as the chip.

Note: For Shadow Style, If you want to use these Charge Shots just put a
Weapon Level +1 in your NaviCust.

=====
4. Walkthrough Wlkthru
=====

This walkthrough should get you to the end. I tried to make it easy to navigate, by putting important locations before what you do. Like this...

Akiharachou

Then I number the things you do for example...

- 1) Talk to Meiru.
- 2) Head to Meiru's House.

Cut-Scene

And sometimes, if you're in a place like Netto's House, and you have to go to Marine Harbor I will put...

Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Marine Station >>> Marine Harbor

And with Rockman, you're in Densan Area 2 and you have to go to Ajina Area 2
I'll put...

Densan Area 2 >>> Densan Area 3 >>> Ajina Area 1 >>> Ajina Area 2

I'll put (Note:) after something if I think you should do that. But that will

only help you for things such as Boss Fights. It's not necessary. If you want to just beat the game with your skill then skip the Notes.

One more thing. When I'm telling you to go to a specific direction I always use Netto/Rockman's eyes. Like lets say Netto is facing to the front of his house. And I tell you to go left. You should be going to the direction where Meiru's House is. Got it.

Now lets begin with this long walkthrough.

=====
4. a. Gas Leak Incident at Yaito's House Chap1
=====

Cut-Scene

Classroom 5A

Cut-Scene

- 1) Talk to Meiru. (The one right next to you, when you first enter the room)
- 2) Talk to Yaito. (She's in the back of the Classroom)
- 3) Say Yes to whatever she says.
- 4) Talk to Dekao. (The chubby guy right next to Yaito)

Cut-Scene

- 5) Examine the second desk from the left. (Imagine you're looking at the board)
You should get a Panel Steal P.
- 6) Talk to Dekao.
- 7) Leave the room.

Note: You don't really have to talk to Meiru in the beginning. You can talk to everyone if you want.

Akiharachou

- 1) Just head straight down the road until you get to the Blue House with a man in front.
- 2) This is your House. Remember. Head inside. You can talk to the guy if you want.

Netto's House

- 1) Talk to your Mom.
- 2) Head upstairs.

Netto's Room

Cut-Scene

- 1) Plug-In to your Computer.

Netto's Computer

Cut-Scene

Time to do Homework. This is a review of Virus Busting. Learn well.

Battle 1

Mettaur

Mettaur

You'll how to use Chips.

Battle 2

Mettaur

Mettaur

Mettaur

You'll learn about Support Chips.

Battle 3

Mettaur

Mettaur

Mettaur

You'll learn about Folder Open and the ADD Button.

1) Head to the other warp.

Densan Area 1

- 1) Head straight.
- 2) Take a right at the split.
- 3) Keep following the path to another split.
- 4) Take the left path and follow it to get to an open area.
- 5) Head to the West and take that path to a Blue Mystery Data that contains a Panel Out 1 *.
- 6) Head back to the open area.
- 7) Take the North path and follow it until you sort of get stuck. There's a Blue Mystery Data in front of you.
- 8) Examine it to get a Bug Piece.
- 9) Follow the path to get to another open area with a guide board.
- 10) Read it to find out that the Official Square is the right path. So head to the right path.
- 11) Follow the path to Area 2.

Densan Area 2

- 1) Keep following the only path until you get to a three way split.
- 2) Take the small path to a Blue Mystery Data that contains a Cross Gun S.
- 3) Now head back to the three way split and take the other path and follow it to a split.
- 4) Take the Southern path and follow it all the way down to a warp.
- 5) Enter.

Entrance to Official Square

Cut-Scene

- 1) Head to the North and take the warp.

Official Square

- 1) Follow the only path to the purple tiled area.
- 2) Head to the East path to get to where Gutsman is.
- 3) Talk to the Green Navi. Say Yes to his question.

Let the Game Begin.

- 4) Plug-Out.

Netto's Room

- 1) Plug-In.

Netto's Computer

- 1) Head to Densan Area 1.

Densan Area 1

- 1) Follow the path until you get to the second split.
- 2) Take the right path to get the Hope Data.
- 3) Now head to Densan Area 2.

Densan Area 2

- 1) Follow the path up to the warp that leads you to the Official Square.
- 2) Now head back a little to the split.(A Green Navi should be standing)
- 3) Take the right path you have never taken.
- 4) Follow it to get to Area 3.

Densan Area 3

- 1) Follow the path to get to the Courage Data.
- 2) There's a Blue Mystery Data under the top path. Examine it to get another Bug Piece.
- 3) Head back to the Official Square.

Densan Area 3 >>> Densan Area 2 >>> Entrance to Official Square >>>
Official Square

Official Square

- 1) Go talk to the Green Navi.

You get the Sub License.

You get the Regular Chip System.

You get an E-mail from Meiru.

- 2) Read the E-mail to get Meiru's P Code.
- 3) Plug-Out.

Netto's Room

Cut-Scene

- 1) Head outside to Akiharachou.

Netto's Room >>> Netto's House >>> Akiharachou

Akiharachou

- 1) Head to the North.
- 2) See the big House? That's Yaito's House. Head to the door.

Cut-Scene

- 3) Go inside.

Yaito's House

Cut-Scene

You get an E-mail from Meiru.

- 1) Read the E-mail to get Roll R.
 - 2) Just head straight.
-

Bathroom

Cut-Scene

- 1) Examine the Gas Water Boiling Machine to the North-East.
- 2) Plug-In.

Gas Water Boiling Machine Comp 1

Welcome to the first puzzle area of the game. This is the first area, so it's not that hard. This area isn't a puzzle really. You'll need reflexes.

- 1) Just follow the path.

Cut-Scene

You saw that? If you go at the wrong time, you get blown away. So maybe Save before each of those blowing things. Run at the right timing too. If you mess up reset. It's not necessary to Save before each one. I'll tell you which ones you should definitely Save at.

- 2) Try to run through to get the Blue Mystery Data that contains 200 Zennys. If you didn't don't worry. Just head to where the Blue Mystery Data is after getting blown.
- 3) Follow the path to the next blowing machine.
- 4) Maybe Save here. Run through straight. If you get through, you should get to a Blue Mystery Data that contains a Recovery 10 *. If not reset, or just get blown back to the same exact spot with the next blowing machine and try again.
- 5) When you are done getting the Recovery 10 * get blown away from the machine to the other side. Now Save.
- 6) Just run through to the path you see to the left. Reset if you couldn't.
- 7) Follow the path ignoring the path on the way to a Blue Mystery Data that contains a V Gun A.
- 8) Head back to the ignored path and take it to get to a open area.
- 9) Examine the valve on the machine to the right.
- 10) Now there's gas blowing from the machine.
- 11) Head to where the gas is pointing.
- 12) Get blown to the otherside.
- 13) Examine the big machine to the North.

Cut-Scene

- 14) Follow the path to Area 2.

Gas Water Boiling Machine Comp 2

Note: Find a virus named Wind Box. Defeat the virus fast to get a Chip called Toppu G. Get as many as you can. The max is 4. It's not necessary to get 4, but you should at least get 1.

- 1) Take a right at the split and follow the path to a machine blowing gas.
- 2) Get blown away.
- 3) Follow the path South to a Blue Mystery Data that contains a HP Memory.
- 4) Keep going South and get blown away.

- 5) Now head back to where Glide is.
- 6) You should Save here. Run straight at the right time.
- 7) Stop in the middle to rest. Save too. Then run straight to the otherside.
- 8) When you're done with the two that should've made you crazy you should see a Blue Mystery Data. Just run up at the right time to claim your Bug Piece.
- 9) Now head to the path to the left. Remember timing is everything.
- 10) Follow the path to a Blue Mystery Data that contains a Mini Energy.
- 11) Keep following the path to get to a valve.
- 12) Examine the valve to stop the machine from blowing gas.
- 13) Follow the path that you couldn't go through a minute ago.
- 14) Head to the North-East to get to a big machine.
- 15) Examine it.

Bathroom

Cut-Scene

Say which ever choice you want.

- 1) Leave the room.

Yaito's House

- 1) Head down the hallway.
- 2) Head up the stairs to the left.

Yaito's Room

- 1) Just head up and examine the white cabinet with glass.

You get the Folding Fan.

- 2) Now head back to the Bathroom.

Yaito's Room >>> Yaito's House >>> Bathroom

Bathroom

- 1) Head to where the gas is.

Cut-Scene

Gas Water Boiling Machine Comp 2

Cut-Scene

- 1) Head South and take the path you haven't took.
- 2) At the end is a valve. Examine it.
- 3) Ride the gas to the otherside.
- 4) Examine the valve here.

- 5) Examine the Blue Mystery Data to obtain a Regular Up 1.
- 6) Follow the path to the North-West to get to a valve.
- 7) Examine it and head back to where the Regular Up 1 was.
- 8) Examine the valve that you turned off.
- 9) Ride the gas back to the otherside.
- 10) Ride the gas to the otherside with the one that you just made.
- 11) Save. When you're ready walk up to Airman.

Cut-Scene

Boss- Airman

HP: 300
Element: Normal
Recommended Chips: Cannons
Reward: 1000 Zennys

He moves slowly. He'll stand still when he's sending the Tornadoes. That's your chance. Stay in the back and watch the Tornadoes as it moves to the left. One or two of the Tornadoes will move slow, but one will move fast. Watch them carefully and swiftly move to the row of the fast one after it passes. Then shoot Airman with a Cannon or something. Simple.

Boss- Airman

Cut-Scene

Yaito's Room

Cut-Scene

- 1) Head to the left and Plug-In to the phone.

Phone Comp

- 1) Head to the West to get to a Blue Mystery Data that contains 1000 Zennys.
- 2) Head to the North to get to a Blue Mystery Data that contains a Regular Up 1.
- 3) Plug-Out.

Yaito's Room

- 1) Now head to the right and Plug-In to Yaito's Computer.

Yaito's Computer

- 1) Follow the path until you get to a gigantic open area.
- 2) Now head to the North-East to get to a Blue Mystery Data that contains a

HP: 300
Element: Normal
Recommended Chips: Cannon
Reward: Gutsman G

Gutsman moves quite a bit for a big guy, but he's still easy.

Boss- Gutsman

You get Dekao's P Code.

4) Plug-In to Dekao's Computer.

Dekao's Computer

- 1) As soon as you enter the Computer head to the left to get to a Blue Mystery Data that contains a Bug Piece.
- 2) Keep following the path until you get to two Blue Mystery Datas.
- 3) Examine the one on the right to get 800 Zennys.
- 4) Examine the one on the left to get a Guts Punch B.
- 5) Plug-Out.

Dekao's House

1) Now Plug-In to the Gameboy Advance looking thing on the table.

Portable Game System Comp

- 1) Head to the middle of the area to get to a Blue Mystery Data that contains a Mini Bomb *.
- 2) Plug-Out.

Dekao's House

1) Head outside.

Akiharachou

- 1) Head to Yaito's House.
- 2) Try to go inside.
- 3) Well nobody home.
- 4) Head to your classroom.

Akiharachou >>> Classroom 5A

Classroom 5A

1) Talk to Meiru.

Akiharachou

Cut-Scene

- 1) Head to where Dekao's House is.
- 2) Right next to it to the left is the entrance to the Metro. Head inside.

Metro Akihara Station

- 1) Buy a ticket from the machines right next to the frog trash can. Don't worry, you're a kid so it's free. In reality, you still have to pay if you're a child in Japan.
- 2) Head through the gates to Marine Harbor.

Metro Marine Station

You get an E-mail from Dekao.

- 1) Read the E-mail if you want.
- 2) Get out of here.

Marine Harbor

Welcome to the Marine Harbor. This is where the Official Center is. You'll be coming here a lot. So learn where everything is.

- 1) Head to the North-East and enter the big building. The building says Official Center on top.

Lobby

- 1) Head to the middle desk area and talk to the lady.
- 2) She'll ask if you're going to take the License Test. Say Yes. Then show her your PET.

You get the Examination Admission Card.

- 3) Now head down a little and head through that path you see.

License Bureau

- 1) Head down the stairs and talk to the guy at the desk.
- 2) Head inside the room that he's talking about.

Testing Room

1) Plug-In anywhere you want.

Official Square

Cut-Scene

You get an E-mail from Yaito.

- 1) Read the E-mail if you want. Save.
- 2) Talk to the Green Normal Navi by you.
- 3) You will now start the test. The first test is a survival battle.

Test 1 Survival Battle

Battle 1

Mettaur
Mettaur

Battle 2

Cano-Dumb
Cano-Dumb

Battle 3

Mettaur
Mettaur
Mettaur

Battle 4

Cano-Dumb
Cano-Dumb
Cano-Dumb

Battle 5

Rabiri
Rabiri
Rabiri

Test 2 A Helping Hand

1) Head to the Entrance to Official Square.

Official Square >>> Entrance to Official Square

Entrance to Official Square

- 1) Head to the center of this area.
- 2) Now head South-East to a warp point.
- 3) Take the warp point to get to Densan Area 3.

Densan Area 3

- 1) Follow the path to the North-East until you get to a split.
- 2) Take the left path until you get to a Green Normal Navi. (Not the Merchant)
- 3) Talk to the Normal Navi. Say yes.

You get an E-mail from Meiru.

4) Head back to the Entrance to Official Square.

Entrance to Official Square

1) Head to Densan Area 2.

Densan Area 2

- 1) Head back to Densan Area 1, but on the way should be a purple evil looking Navi.
- 2) Save. Talk to him.

Battle

Kabu-Tank

Kabu-Tank

Kabu-Tank

You get the Walking Program.

3) Now head back to the Normal Navi that can't walk in Densan Area 3.

Densan Area 2 >>> Entrance to Official Square >>> Densan Area 3

Densan Area 3

1) Talk to the Navi that can't walk.

You get the Kindness Data.

2) Now head back to the Testing Navi in Official Square.

Densan Area 3 >>> Entrance to Official Square >>> Official Square

Official Square

- 1) Before talking to the Testing Navi, Save.
- 2) Talk to him.
- 3) The last test is another Survival Battle. I guess they ran out of ideas.

Test 3 Survival Battle

Battle 1

Mettaur 2
Powaludo
Cano-Dumb

Battle 2

Mettaur 2
Mettaur 2
Mettaur 2

Battle 3

Rabiri
Cano-Dumb 2
Kabu-Tank

Battle 4

Cano-Dumb 2
Cano-Dumb 2
Cano-Dumb 2

Battle 5

Harudo-Boluzu
Harudo-Boluzu
Kabu-Tank

You get the B License.

You get a Regular Up 1.

You get an E-mail from Enzan.

4) Plug-Out.

Testing Room

1) Get out of here.

License Bureau

1) Just head straight to get outside.

Marine Harbor

1) Head to your Room.

Marine Harbor >>> Metro Marine Station >>> Metro Akihara Station >>>
Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

1) Go to bed.

Cut-Scene

You get an E-mail from Dekao.

2) Head outside.

Netto's Room >>> Netto's House >>> Akiharachou

Akiharachou

1) Head to Dekao's House.
2) Talk to everyone there.

Cut-Scene

Camp Entrance

Cut-Scene

1) Head through the gate.

Camp Path 1

- 1) Follow the path to the North-West.
- 2) Examine the bees that are in the way.
- 3) Head down the path near you.
- 4) Head to the North-West from there to the very end.
- 5) Examine the area to get a Lighter.
- 6) Now head South-East and walk on top of the rocks that are heading South-West.
- 7) Examine the end to get a Stick.
- 8) Head up the hill and examine the tree right next to the guy in the red jacket. (The one on the right) You should get a Newspaper.
- 9) Head back to where the bees are.
- 10) Examine the bees. Pick the choice with all of the stuff you just got.

Cut-Scene

- 11) Head through.

Camp Path 2

- 1) Head to the otherside.

Cut-Scene

- 2) Examine the back of the waterfall. You should get an Opera Glasses.
- 3) Head to where the Bear is.

Cut-Scene

- 4) Plug-In to the Bear.

Bear Comp

- 1) Head to the South to get to a Blue Mystery Data that contains a Regular Up 1.
- 2) Head to the center and talk to the Program Dude.

Battle

Garu

Garu

Garu

Cut-Scene

Camp Path 2

- 1) Head through to get to the Camp.

Camp

Cut-Scene

- 1) Talk to Dekao. He's right next to you.
- 2) Head South-West to get to the river.
- 3) Cross the river and head South.
- 4) Talk to the old guy. You'll get some Rolled Wood.
- 5) Head back to Dekao and give him the Rolled Wood.
- 6) Head to where the barbecue is.
- 7) Talk to Yaito.
- 8) Head to the left and cross the river half way.
- 9) Talk to the guy here to get a Fish.
- 10) Go back and give the Fish to Yaito.
- 11) Talk to Meiru right next to you.
- 12) Head South-East and talk to the lady that's looking at the river. You get a Knife from her.
- 13) Head back to Meiru and give her the Knife.

Cut-Scene

- 14) Go across the river and head to the North-West.

Densan Dam

- 1) Follow the path until you get to a door.
- 2) Examine the door.

Cut-Scene

- 3) Head back to the Camp.

Camp

You get an E-mail from Enzan.

- 1) Cross the river.
- 2) On the way is a PET on the floor. Examine it.
- 3) Plug-In.

Fuse Comp 1

Cut-Scene

You get an E-mail from Enzan.

I will now explain how these areas work. These areas are small. You can easily get to the place you want to go, but Capcom won't let you do that. The shortest path will explode when you get close to it. So you just have to get to the end with the longest route. My guide will make you go through the wrong path because it'll make it easier to navigate.

The viruses here are tough. Save often.

- 1) Start by running forward.
- 2) The path should explode.
- 3) Head back and take the other path until you get to a split.
- 4) Take the path with the Blue Mystery Data. Examine it to get 500 Zennys.
- 5) Now try to keep going on the path you're on. It should explode. Take the other path until you get to the next split.
- 6) Take the path heading North-East. It should explode. Head back and take the path going down instead.
- 7) Keep going South-East ignoring the path on the way.
- 8) Take the right path and follow it to the next split.
- 9) Take the left path and examine the Blue Mystery Data to get a Cannon C. Put this Chip in your folder.
- 10) Take the other path and follow it to the end.
- 11) Examine the monitor.
- 12) Plug-Out.

Camp

- 1) Head to where the tents are.
- 2) There should be a Canteen and a Backpack on a mat between the tents.
- 3) Examine the Canteen.
- 4) Plug-Out.

Fuse Comp 2

- 1) Follow the path to the first split.
- 2) Talk to the Program Dude on the way to learn about the Bombs that appear during battle in this area.
- 3) Take the bottom path. It should explode. Take the other path to the next split.
- 4) Examine the Blue Mystery Data to get 600 Zennys.
- 5) Follow that path which will explode. Head back to the split and take the bottom path.
- 6) Try to take the right and bottom path to blow up the path.
- 7) Take the only path available until you get to a split. Then take the only path there.
- 8) You should be on a panel that says 32. Take the bottom path to blow it.
- 9) Head back and take the upper path. Take the only path available and stop at the next split.
- 10) You should be on 22. Blow up the top path and the right path. (I'm going to say it like this from here)
- 11) Take the bottom path and take a right at the split.
- 12) Examine the Blue Mystery Data to get a HP Memory.
- 13) Blow up the path heading to the North-West. Take the other path and stop at the split.
- 14) The upper path should explode as soon as you get close to it. Take the other path and stop at the 4 way split.
- 15) Head to the path that leads to a Blue Mystery Data. It contains a Wide Sword L. Blow up this path too.
- 16) Head back to the split and blow up the right path too.
- 17) Head to the left path. You should be on 21. Explode the upper path.
- 18) Take the other path and follow it all the way to the big monitor.
- 19) Examine it.

20) Plug-Out.

Camp

1) Head to Camp Path 2.

Camp Path 2

1) Examine the back of the waterfall.
2) Plug-In.

Fuse Comp 3

1) Follow the path to a split.
2) Blow up the left path.
3) Take the other path to the next split.
4) Blow up the top path and take the other path to the next four way split.
5) Blow up the top path and take the left path and take the top path at the split. This path should blow up, so head back to the split.
6) You should be on 22. Take the bottom path and take a left at the split.
7) You should now be on 33. Take the upper path and take a left at the split.
8) Examine the Blue Mystery Data to get a Panel Steal L. Blow up the upper path and head back to the split. You should be on 42.
9) Take the left path to a four way split. Blow up the left and upper path.
10) Take the bottom path and go left at the split. Keep following the path until you get to 61.
11) Blow up the right path and take the other path to 50.
12) Examine the Blue Mystery Data to get 1500 Zennys. The path should blow up.
13) Head back to the split and take the bottom path and follow it to 41.
14) Take the right path to 31. Go across the green/blue path to 21.
15) Examine the Blue Mystery Data to get a Regular Up 2. The path should blow up also.
16) Take the other path and follow it to 10.
17) Blow up the right path. Take the bottom path and follow it to the monitor.
18) Examine it.
19) Plug-Out.

Camp Path 2

1) Head to Camp Path 1.

Camp Path 1

1) Head to the otherside.
2) Talk to the guy in the Red Jacket. Keep asking. Suspicious?

Fuse Comp 4

- 1) Follow the path to the first split.
- 2) Blow up the right and bottom paths.
- 3) Take the only path available and stop at 21.
- 4) Blow up the right and bottom paths.
- 5) Take the Blue/Green Path to the next split.
- 6) Examine the Blue Mystery Data to get a Recovery 50 N. The path should blow up too. Blow up the left path also.
- 7) Take the upper path to the next split. The instance you get there the bottom path should blow up.
- 8) Keep following the path to 51. Blow up the bottom path.
- 9) Follow the only path and take a right at the split. This should blow up the path.
- 10) Take the other path and follow the Blue/Green Path to 53.
- 11) Blow up the right path and head down to the next split.
- 12) Keep heading down and head to the right to 45.
- 13) Examine the Blue Mystery Data to get a Buster Up. The path blows up.
- 14) Open your menu and head to Rockman/Megaman. Use the Buster Up on Attack.
- 15) Take the other path to 44. The path to the right should blow up too.
- 16) Keep going up and head to the right to get to 33. Blow up the bottom path here too.
- 17) Follow the Blue/Green Path. Then follow the next one.
- 18) Blow up the path to the right. Then examine the Blue Mystery Data to get a Bug Piece.
- 19) Follow the path to 23. Blow up the right path and head down.
- 20) Blow up the right and bottom path here. Take the Blue/Green Path here.
- 21) Head down and take the Blue/Green Path here. Follow the path to 15.
- 22) Now head to the right path and follow the path to a Blue Mystery Data that contains a Attack +10.
- 23) Run through the Blue/Green Path you see. You should now be on 02.
- 24) Take the top path to blow it up.
- 25) Take the other path and follow it to a Blue Mystery Data that contains 3000 Zennys.
- 26) Keep following the path. You should see the monitor area soon. Before heading in, Save. When you're ready head through.

Cut-Scene

 Boss- Quickman

HP: 400
 Element: Normal
 Recommended Chips: Cannons
 Reward: 1500 Zennys

You can't just go shooting away. You'll have to wait. Quickman can deflect any attack. The only time you can attack is when he's moving, or when he's attacking. Take your time. He'll move a lot before attacking. So get ready to go down or up when he stops to throw a Boomerang at you.

 Boss- Quickman

Cut-Scene

 Camp Entrance

Cut-Scene

=====
4. c. Protect Japan's Network Part 1
=====

Chap3

Cut-Scene

Akiharachou

Cut-Scene

You get the Balloon.

1) Head to your House.

Netto's House

1) Plug-In to the Control Panel right next to the T.V.

Control Panel Comp

1) In the middle is a Blue Mystery Data that contains an Open Lock.
2) In the North is a Blue Mystery Data that contains a Bug Piece.
3) Plug-Out.

Netto's House

1) Head upstairs.

Netto's Room

1) Plug-In.

Netto's Computer

1) Head to Densan Area 3.

Netto's Computer >>> Densan Area 1 >>> Densan Area 2 >>> Densan Area 3

Densan Area 3

1) Head to where the Security Cubes are.
2) Examine the left one.
3) Plug-Out.

Netto's Room

1) Head to the License Bureau.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Marine Station >>> Marine Harbor >>> License Bureau

License Bureau

1) Talk to the guy at the desk.

Cut-Scene

- 2) Examine the big board.
- 3) Take the Special Mission 1.
- 4) Head to Akiharachou.

License Bureau >>> Marine Harbor >>> Metro Marine Station >>>
Metro Akihara Station >>> Akiharachou

Akiharachou

- 1) Talk to the man right next to you.
- 2) Head to the Park.
- 3) You see that toy on the floor? Plug-In to it.

Broken Toy Comp

- 1) Head to the left to get to a Blue Mystery Data that contains 3000 Zennys.
- 2) Head to the right to get to a Blue Mystery Data that contains a
Regular Up 1.
- 3) In the North corner is a Purple Navi. Save before talking to him.

Battle

Garu-Ba
Garu-Ba
Garu-Ba

4) Plug-Out.

Akiharachou

1) Head to your Classroom.

Classroom 5A

1) Plug-In to the Blackboard.

Blackboard Comp

- 1) In the North-East is a Blue Mystery Data that contains a Sword L.
- 2) In the North corner is a Purple Navi. Save before talking to him.

Battle

Flay-Bo 2
Flay-Bo 3

Classroom 5A

- 1) Head to Dekao's House.

Classroom 5A >>> Akiharachou >>> Dekao's House

Dekao's House

- 1) Plug-In to the Gameboy Advance looking thing on the table.

Portable Game System Comp

- 1) Head to the North to meet the Purple Navi. Save before talking.

Battle

Handies
Handies
Handies

- 2) Plug-Out.

Dekao's House

- 1) Get out of the House.

Akiharachou

- 1) Go talk to the guy in front of the Metro.

You get a Regular Up 1.

2) Head back to the License Bureau.

Akiharachou >>> Metro Akihara Station >>> Metro Marine Station >>>
Marine Harbor >>> License Bureau

License Bureau

- 1) Examine the board.
- 2) Take on the Special Mission 2.
- 3) Head upstairs.

Lobby

- 1) Head to the North.
- 2) Plug-In to the big computer system thing right next to the elevator.

Official Square

- 1) Head to the Entrance to Official Square.

Entrance to Official Square

- 1) Head to Densan Area 3.

Densan Area 3

- 1) Follow the right path until you get to a split.
- 2) Head North and you should see a Purple Mystery Data. Open it with the Open Lock. (Open Menu and head to Sub Chip) You should get a Buster Up. Use it on Charge.
- 3) Head back to the split.
- 4) Take the North-West path and talk to the Net Merchant.
- 5) You should have enough Zennys to buy a Buster Up. Buy it and use it on Attack.
- 6) Now keep following the path to the South-West to Densan Area 2.

Densan Area 2

- 1) You are on the top floor of the area. Follow the one way path to Kotobuki Area.

Kotobuki Area

- 1) Follow the path to a split.

- 2) Head to the left and through the lone path to get to a split.
- 3) Take the top path and go up the hill at the end.
- 4) Follow the path to the end. Get on the transporter that leads you to the left.
- 5) Follow the path and head down the hill.
- 6) Head to the right and examine the Blue Mystery Data to get a Long Sword L.
- 7) Head through the warp.

Entrance to Kotobuki Square

- 1) Head to the East to get to a warp that leads you to Kotobuki Square.

Kotobuki Square

- 1) Head to the otherside.
- 2) Talk to the evil looking Purple Navi.
- 3) Plug-Out.

Lobby

- 1) Head to the West from where you are.
- 2) Plug-In to the Coffee Server.

Coffee Server Comp

- 1) To the North is a Blue Mystery Data that contains a Regular Up 1.
- 2) Head South-East to meet a Purple Navi. Save before talking too him.

You get the Mysterious Program.

Battle

Ghosler 2
Ghosler 2
Ghosler 2

- 3) Plug-Out.

Lobby

- 1) Head back to the big Computer.
- 2) Plug-In.

Official Square

- 1) Head to Kotobuki Square.

Official Square >>> Entrance to Official Square >>> Densan Area 3 >>>
Densan Area 2 >>> Kotobuki Area >>> Entrance to Kotobuki Square >>>
Kotobuki Square

Kotobuki Square

1) Go talk to the evil looking Purple Navi.

You get a Recovery 30 *. That's what that thing was!!!

2) Plug-Out.

Lobby

1) Head to the License Bureau.

License Bureau

- 1) Examine the board and take Special Mission 3.
- 2) Head to the Camp.

License Bureau >>> Marine Harbor >>> Metro Marine Station >>>
Metro Den Dam Station >>> Camp Entrance >>> Camp Path 1 >>> Camp Path 2 >>>
Camp

Camp

- 1) Head to the river.
- 2) There's a guy waiting in the middle of the river. (Where you got the Fish)
- 3) Talk to him.
- 4) Head to the Lobby.

Camp >>> Camp Path 2 >>> Camp Path 1 >>> Camp Entrance >>>
Metro Den Dam Station >>> Metro Marine Station >>> Marine Harbor >>> Lobby

Lobby

1) Plug-In to the big Computer.

Official Square

1) Head to Densan Area 2.

Official Square >>> Entrance to Official Square >>> Densan Area 2

Densan Area 2

1) Head to Densan Area 3.

Densan Area 3

- 1) Follow the path and talk to the Program Dude that's going in circles.
- 2) Plug-Out.

Lobby

1) Head back to the Camp.

Lobby >>> Marine Harbor >>> Metro Mariine Station >>> Metro Den Dam Station
>>> Camp Entrance >>> Camp Path 1 >>> Camp Path 2 >>> Camp

Camp

1) Go talk to the guy.

You get a HP Memory.

2) Head back to the License Bureau.

Camp >>> Camp Path 2 >>> Camp Path 1 >>> Camp Entrance >>>
Metro Den Dam Station >>> Metro Marine Station >>> Marine Harbor >>>
License Bureau

License Bureau

1) Talk to the guy behind the desk.

Testing Room

1) Plug-In.

Official Square

- 1) Talk to the Green Navi.
- 2) Talk to him again to start the test.

Test 1 Survival Battle

Battle 1

Swordin
Harudo-Boluzu

Battle 2

Ghosler
Ghosler 2
Ghosler 2

Battle 3

Handies
Handies
Handies

Battle 4

Kiolu-Shin
Kiolu-Shin
Kabu-Tank

Battle 5

Powaludo
Powaludo
Powaludo

Test 2 Beating Evil

1) Head to Densan Area 2.

Official Square >>> Entrance to Official Square >>> Densan Area 2

Densan Area 2

1) Head to Densan Area 1. On the way is an evil Navi. Save before talking to him.

Battle

Swordin
Swordola
Swortal

You get the Bad Data A.

2) Now head to Kotobuki Area.

Densan Area 2 >>> Entrance to Official Square >>> Densan Area 3 >>>

Densan Area 2 >>> Kotobuki Area

Kotobuki Area

1) Head to Kotobuki Square. On the way is an evil Navi. Save before talking to him.

Battle

Mettaur 2
Mettaur 2
Mete-Fire

You get the Bad Data B.

2) Plug-Out.

Testing Room

1) Plug-In again.

Official Square

1) Go talk to the Testing Navi.

Test 3 Survival Battle

Battle 1

Yula

Battle 2

Garu-Ba
Garu
Wind-Box

Battle 3

Ebiron

Ebiron

Battle 4

Hi-Rabiri

Hi-Rabiri

Hi-Rabiri

Battle 5

Yula

Swordin

Mete-Fire

You get the A License.

You get the Regular Up 2

2) Plug-Out.

Testing Room

1) Head to your Room.

Testing Room >>> License Bureau >>> Marine Harbor >>> Metro Marine Station
>>> Metro Akihara Station >>> Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

1) Plug-In to your Computer.

Netto's Computer

1) Head to Densan Area 1.

Densan Area 1

1) Run foward and take a right at the split.

2) Follow the path to the next split.

3) Take the right path. Save.

4) Follow the path to the end to face...

Boss- Airman V2

HP: 500

Element: Normal
Recommended Chips: Cannons
Reward: Airman A

He hasn't changed much. Airman is a little quicker. His attacks will do a little more damage than his V1.

Boss- Airman V2

- 5) Now head to the Net Merchant here. There's a board on the way to Densan Area 2. It should say which way to go. Follow that path to the Net Merchant in this area.
- 6) Buy all the HP Memories here.
- 7) Now head to Densan Area 3.

Densan Area 1 >>> Densan Area 2 >>> Densan Area 3

Densan Area 3

- 1) Go examine the Security Cube. (The left one)
- 2) Follow the path to Ajina Area 1.

Ajina Area 1

- 1) Head to the North-West Path.
- 2) Take the right path at the board.
- 3) Examine the Blue Mystery Data behind the board to get a Bug Piece.
- 4) Now head back to where you were and follow that path to an open area.
- 5) Follow the path to the left and enter the warp.
- 6) Follow the path to the North-West to Ajina Area 2.

Ajina Area 2

- 1) Take the transporter.
- 2) Take the next one to the North-East.
- 3) Follow the path to another transporter.
- 4) Ignore the Purple Mystery Data for now. Take the next transporter.
- 5) Take the transporter here.
- 6) Head to the left and take the North-West path to get to a Blue Mystery Data that contains a Navi +20 *.
- 7) Head back to where the transporters are.
- 8) Now follow the path to the right.
- 9) Take a left at the split. Then another left.
- 10) Follow the path and up a hill.
- 11) Head through the warp.

Cut-Scene

Entrance to Ajina Square

- 1) Follow the path and head South-West when you get to the center area.
- 2) Head through the warp.

Ajina Square

Cut-Scene

- 1) Run to the very end.

Cut-Scene

- 2) Save.
- 3) Talk to the Normal Navi.

Cut-Scene

Boss- Cutman

HP: 600
Element: Normal
Recommended Chips: Cannons, Sword, Wide Sword, Long Sword
Reward: 2000 Zennys

Cutman will send a Scissor flying around your field. It'll go in a Counter clock wise motion. So you should move in a direction like that also. Cutman will also come to the front and use the scissors on his head to chop the panel right in front of him. He'll pause right after that attack, so use your sword attack. You can just use Wide Sword or a Long Sword while he's chopping.

Boss- Cutman

Cut-Scene

=====
4. d. Protect Japan's Network Part 2 Chap4
=====

Cut-Scene

Netto's Room

Cut-Scene

You get an E-mail from your Dad.

- 1) Head to the Lobby.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Marine Station >>> Marine Harbor >>> Lobby

Lobby

- 1) Head to the elevator.
- 2) Press the switch right next to the elevator.

Dad's Laboratory

- 1) Head to the right and talk to your Dad.

Cut-Scene

- 2) Plug-In to the Monitor.

Monitor Comp

- 1) Head to the North to a Blue Mystery Data that contains a Regular Up 2.
- 2) Plug-Out.

Dad's Laboratory

- 1) Head to the left and go South.
- 2) Examine the Lab Coat to get a Buster Up. Use it on your Attack.
- 3) Go take the elevator down to the Lobby.

Lobby

- 1) Plug-In to the big Computer.

Official Square

- 1) Head to the center of the area.
- 2) Head to the left and into the Green House thing.
- 3) Go directly straight and examine the board.
- 4) Now get out of here.
- 5) Talk to everyone in this Square.
- 6) Head back to the board and examine it. Read the first one.
- 7) Plug-Out.

Lobby

- 1) Head to Akiharachou.

Lobby >>> Marine Harbor >>> Metro Marine Station >>> Metro Akihara Station >>>
Akiharachou

Akiharachou

- 1) Head to the Park.
- 2) Talk to the big guy in the green shirt.

You get the Rechargeable Battery.

- 3) Head to the Camp.

Akiharachou >>> Metro Akihara Station >>> Metro Den Dam Station >>>
Camp Entrance >>> Camp Path 1 >>> Camp Path 2 >>> Camp

Camp

- 1) Head to the tent located in the West. There should be a lady standing in front.
- 2) Talk to her.

You get the Message Data.

- 3) Head to the Lobby.

Camp >>> Camp Path 2 >>> Camp Path 1 >>> Camp Entrance >>>
Metro Den Dam Station >>> Metro Marine Station >>> Marine Harbor >>> Lobby

Lobby

- 1) Plug-In to the Computer.

Official Square

- 1) Head to Kotobuki Square.

Official Square >>> Entrance to Official Square >>> Densan Area 3 >>>
Densan Area 2 >>> Kotobuki Area >>> Kotobuki Square

Kotobuki Square

- 1) Head to the Southern part of the Square.
- 2) Talk to the Purple Navi here.

You get the Ajina Key.

- 3) Plug-Out.

Lobby

- 1) Plug-In to the Computer.

Official Square

1) Head to Ajina Square.

Official Square >>> Entrance to Official Square >>> Densan Area 2 >>>
Densan Area 3 >>> Ajina Area 1 >>> Ajina Area 2 >>> Entrance to Ajina Square
>>> Ajina Square

Ajina Square

- 1) Head to where you fought Cutman.
- 2) There's a door in the back of this room. Open it with the Ajina Key.
- 3) Examine the Purple Mystery Data...

You got the Change. bat

Cut-Scene

- 4) Save. Head back. On the way are virus battles.

Battle

Ghosler 3

Ghosler 3

Battle

Hi-Rabiri

Hi-Rabiri

Mete-Fire

Battle

Swortal

Ghosler 2

Ghosler 2

Battle

Mettaur 2

Hi-Rabiri

Mete-Fire

- 5) Head through the warp.

Entrance to Ajina Square

Cut-Scene

1) Plug-Out.

Lobby

1) Head up the elevator.

Dad's Laboratory

1) Head South and talk to your Dad.

Cut-Scene

2) Head downstairs.

Lobby

1) Talk to the guys around the elevator to get a Flame Blade R.
2) Plug-In to the Host Computer.

Official Square

1) Save. Now head to the center of the area and talk to the Purple Navi.

Battle

Natariko

Cut-Scene

2) Plug-Out.

Lobby

1) Head up the elevator.

Dad's Laboratory

1) Head South and talk to your Dad.

Cut-Scene

2) Head to the West and through the path.
3) Plug-In to the gigantic Monitor.

Wide Monitor Comp

- 1) To the left is a Blue Mystery Data that contains a Aqua +40 *.
- 2) To the right is a Blue Mystery Data that contains a Bug Piece.
- 3) Plug-Out.

Dad's Laboratory

- 1) Head to where the elevator is.
- 2) Follow the path to the West.
- 3) Head through the door at the end.

Mother Computer Room

Cut-Scene

- 1) Follow the path to the left.
- 2) Talk to the Official Net-Battlers here.

Cut-Scene

- 3) Follow the path.
- 4) Plug-In to the Mother Computer.

Mother Computer Comp 1

One of the most annoying areas in the game. I only have the Japanese answers for this area. If you know the answers for this area, please send me an E-mail and I will gladly credit you. So this is how this place works. There's going to be Katakanas on the floor. You have to walk on top of them and make a word. The Program Dudes that are around will give you hints. Simple. If you get it wrong you'll be teleported somewhere. You'll need to do some thinking in these areas. It took me about an hour to get through this scenario without any help. So it's not that hard, but who would want to waste an hour of their life?

You will also get your first Style Change in this area. After you finish your first battle in this area, you will have your Style Change. Awesome.

- 1) Follow the path and talk to the Program Dudes.
- 2) Walk in this order. Da-N-Go.
- 3) Follow the path and head through the warp.
- 4) Head North-West at the split. At the end is a Blue Mystery Data that contains 800 Zennys. (The other path will take you to one of the Official Net-Battler's Navis. He will tell you a hint for the next puzzle)
- 5) Head back to the split.
- 6) Take the other path.
- 7) Follow the path to the next puzzle.
- 8) Walk in this order. Shi-N-Go-U-Ki.
- 9) Follow the path to a split.
- 10) Take the South-West path. This should take you to a Blue Mystery Data that contains a HP Memory. (The other path under it will take you to an Official Navi. He won't tell you anything helpful)
- 11) Head back to the split and take the North-West path.

- 12) Follow the path to a Blue Mystery Data that contains a Recovery 30 *.
- 13) Head to the lower North-East path. (The other path will take you to another Official Navi with the hint)
- 14) Walk in this order. O-Se.
- 15) Follow the path to the door lock system.
- 16) Examine it.

Cut-Scene

Mother Computer Room

- 1) Head to the right and follow the path to the next security lock.
- 2) Plug-In.

Mother Computer Comp 2

Cut-Scene

- 1) Follow the path to a split.
- 2) Head to the right and follow the path all the way to a Blue Mystery Data that contains a Spread Gun P.
- 3) Now head back to the split and follow the other path to the next puzzle area.
- 4) Walk in this order. Ha-Ji-Ga-Re-Ta-Ki.
- 5) Follow the North-West path to a Blue Mystery Data that contains a Regular Up 1.
- 6) Head back to where the puzzle is.
- 7) Head to the right to get to a split.
- 8) Take the upper path to the next puzzle area.
- 9) Walk in this order. A-Ri-Ji-Go-Ku.
- 10) Remember to get the Blue Mystery Data that contains 600 Zennys.
- 11) Follow the path to the next split.
- 12) Head down and ignore the first path you see. You should end up at another split.
- 13) Head to the right to get to a Blue Mystery Data that contains a Tekkyu Q.
- 14) Head back to the split from step 11.
- 15) Go to the right path this time to get to another puzzle area.
- 16) Walk in this order. Mo-U-Su-Ko-Shi-Da-Ga-N-Ba-Ro-U.
- 17) Follow the path.

Cut-Scene

Mother Computer Room

- 1) Plug-In to the Main System.

Mother Computer Comp 3

- 1) Follow the path and talk to the Program Dude.
- 2) Take a right at the split and follow the path to a Blue Mystery Data that contains a Bug Piece.
- 3) Head back to the split.

- 4) Take the left path to another split.
- 5) Take the bottom path to a Blue Mystery Data that contains a Shot Gun *.
- 6) Head back to the split and take the other path to a big open area.
- 7) Walk into the middle of the 4 puzzles. Starting from the Southern puzzle walk through Ri-N-Go.
- 8) Now walk through the Eastern puzzle through Go-Ri-Ra.
- 9) Next is the Western puzzle. Walk through Ra-Ku-Ga-Ki.
- 10) Lastly the Northern puzzle. Walk through Ki-Ta-Ki-Tsu-Ne.
- 11) Follow the path to another puzzle.
- 12) Take the right path and follow it to a Blue Mystery Data that contains a Panel Out 3 *.
- 13) Head back to the puzzle.
- 14) Walk through in this order. To-Re-Ma-Su-Yo.
- 15) Head up at the split and follow the path to get to a Blue Mystery Data that contains a Recovery 80 F.
- 16) Head back to the split and take the other path and follow it to another puzzle.
- 17) Walk in this order. Chi-Ri-Nu-Ru-Wo.
- 18) Follow the path to the next area.

Mother Computer Comp 4

- 1) Follow the path to the next puzzle.
- 2) Walk in this order. Te-N-To-U-Mu-Shi.
- 3) Follow the path until you get to a split.
- 4) Just run straight up. It should lead you to a Blue Mystery Data that contains 1000 Zennys.
- 5) Head back to get to the next puzzle.
- 6) Walk in this order. Shi-A-Fu-Ro-Mo. Just run through the middle.
- 7) Follow the path to the next puzzle.
- 8) Go through Ka.
- 9) Follow the path to a split.
- 10) Head to the West path
. Then take the upper path to get to a Blue Mystery Data that contains a Wide Sword L.
- 11) Head back to the split.
- 12) Take the other path to get to another split.
- 13) Take the right path to the next puzzle.
- 14) Walk in this order. Ke-N-To-U-Wo-I-No-Ri-Ma-Su.
- 15) Get the Blue Mystery Data you see to get a Break Hammer T.
- 16) Head to the next area.

Mother Computer Comp 5

- 1) Wow a puzzle as soon as we enter. Fu-Ta-Ko-Bu-Ra-Ku-Da.
- 2) Follow the path to a split.
- 3) Head to the right to a Blue Mystery Data that contains 1400 Zennys.
- 4) Head back to the split.
- 5) Take the other path to the next puzzle.
- 6) Walk in this order. Ka-Ki-Ku-Ke-Ko-Ta-Chi-Tsu-Te-To.
- 7) Follow the path to a split. Take the upper path to another puzzle.
- 8) Walk in this order. Me-I-N-Shi-Su-Te-Mu-He-I-So-Ge.
- 9) Head to the left and enter the blue warp.
- 10) Follow the path to a Blue Mystery Data that contains a Regular Up 2.
- 11) Head back to the warp.
- 12) Head to right for the next puzzle.

- 13) This is the answer. Me-I-N-Shi-Su-Te.
- 14) The next one is. Mu-Su-Gu-So-Ko.
- 15) Follow the path to the right of the puzzle you just did. Follow it to a Blue Mystery Data that contains a Full Energy.
- 16) Head back to the last puzzle.
- 17) The answer is...Pu-Ro-Gu-Ra-Mu.
- 18) Save. When you're ready get close to Shadowman.

Cut-Scene

Boss- Shadowman

HP: 800
Element: Normal
Recommended Chips: Cannons, Long Sword
Reward: 2500 Zennys

He'll make two copies of himself. (Shadow Replication) He and his copies are fast and each of those copies can also attack. You can take out these copies with your Buster.

Boss- Shadowman

Cut-Scene

=====
4. e. The Aimed Net-Battlers! Chap5
=====

Cut-Scene

Netto's Room

Cut-Scene

You get an E-mail from the ONB World HQ.
You get an E-mail from your Dad about the Style you got.

- 1) Head downstairs.

Netto's House

- 1) Talk to your Mom.
- 2) Head to the Lobby.

Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Marine Station >>> Marine Harbor >>> Lobby

Lobby

- 1) Head to the desk and talk to the lady.
- 2) Tell her she's cute. Then tell her you want a Passport.
- 3) Head to the East and talk to the lady behind the desk.
- 4) Head to the entrance
- 5) There should be a guy in a lab coat standing.
- 6) Talk to him to Net-Battle.

Boss- Gateman

HP: 600
Element: Normal
Recommended Chips: Cannons, Spread Gun
Reward: 500 Zennys

Gateman will use his Gate Cannon. It's like the Cannons that you use. He'll also use Gate Soldiers that will run at you. They WILL follow you. After he's low on HP, Gateman will also use his Remote Gate. It's like a shield that moves up and down. Annoying. If you aligned with the Remote Gate for too long, a Hand will pop out of the Gate. You just have to hit Gateman with every Chip you have.

Boss- Gateman

You get a HP Memory.

Boss- Gateman V2

HP: 800
Element: Normal
Recommended Chips: Cannons, Spread Gun
Reward: Gateman G

A powered up version of the one you just fought. Gateman will be using his Gate Cannon more often.

Boss- Gateman V2

You get the Meijin Folder.

- 7) Now head to the Metro.

Lobby >>> Marine Harbor >>> Metro Marine Station

Metro Marine Station

- 1) Buy a ticket to the Densan Airport.
- 2) Head through the gates.

Metro Airport Station

1) Head up the stairs. (The Red one)

Densan Airport Entrance

1) Talk to Meiru.

You get Roll V2 R.

You get a Wireless Plug.

2) Look at the Flight Board that Enzan's looking at.

3) Plug-In.

Flight Board Comp

1) Head to the left to get to a Blue Mystery Data that contains a Bug Piece.

2) Plug-Out.

Densan Airport Entrance

1) Head to the left and go through the gate. Netto will use the Plane Ticket.

2) Follow the path to the Security Gate.

Cut-Scene

You get the Mini-PET.

You get an E-mail from Yaito.

3) Follow the path and talk to the guy behind the desk.

4) Head through.

Densan Entrance Floor

Cut-Scene

1) Head North and talk to Enzan.

Cut-Scene

You get back your PET.

2) Head through the gate to the right.

Ameroppa Entrance Floor

1) Head down the stairs.

Ameroppa Airport Entrance

- 1) Head through and talk to the guy behind the desk.
- 2) Turn on that Translating Machine. Show him your Passport.
- 3) Follow the path to the GUY IN THE BLUE!!!
- 4) Save then talk to the guy. Then talk to him again.

Battle

Hell-Condor
Kiolushin
Fuleibo

You get your money back.

- 5) Save. Now talk to the News Reporter.

Boss- Toadman

HP: 300
Element: Aqua
Recommended Chips: Elec Chips, P.A Dream Sword
Reward: 500 Zennys

Toadman will only move on top of those leaves on his field. He'll send Tadpoles to attack on the top and bottom row. He'll use his Shocking Melody a Musical Note that'll fly fast. It's also an Elec type element. So it'll paralyze you if you get hit. He'll then follow up with Frog Punch.

Boss- Toadman

You get Kero's P Code.

- 6) Save again. Talk to her again.

Boss- Toadman V2

HP: 600
Element: Aqua
Recommended Chips: Elec Chips, P.A Dream Sword
Reward: Toadman T

Use those Elec Chips. They will do double damage.

Boss- Toadman V2

- 7) Leave from the left.

Cut-Scene

Ameroppa Park

1) Head up and take a left to Ameroppa Town.

Ameroppa Town

- 1) Follow the path until you get to a huge door. (It's between the old lady and the Chip Trader)
- 2) Head inside.

Hotel

Cut-Scene

Ameroppa Town

1) Head to Ameroppa Park.

Ameroppa Park

- 1) Head to the center area and you should see a familiar person. (Exe veterans)
- 2) Talk to Higure.

Cut-Scene

3) Head back to the Hotel.

Ameroppa Park >>> Ameroppa Town >>> Hotel

Hotel

1) Examine the PET on the floor.

Cut-Scene

You fixed Rockman's Data.

You got the PET.

2) Examine the Refrigerator.

You get a HP Memory.

3) Head back to Ameroppa Park.

Hotel >>> Ameroppa Town >>> Ameroppa Park

Ameroppa Park

- 1) Head up the small hill and follow it up to the Castle.
- 2) Head to the right and talk to the Old Guy here.
- 3) Head to Ameroppa Town.

Ameroppa Town

- 1) Head to where the Hotel is.
- 2) To the left is a pathway that leads to the Back Alley.

Back Alley

- 1) Follow the path. Examine the last bin of Garbage to get a Regular Up 2.
- 2) Take a left at the split.
- 3) Keep following the path until you see a kid.
- 4) Talk to the Kid. He's Jim. Say Yes to whatever he asks.
- 5) Head back to the split.
- 6) To the North is Raoul. Save before talking to him.

Boss- Thunderman

HP: 700
Element: Elec
Recommended Chips: P.A Dream Sword, Area Steal
Rewards: 500 Zennys

Alright your Chips were stolen, so you'll have to practice a bit. His Clouds will move from side to side. They will shoot Thunderballs. Thunderman will also use Thunderbolts. Those are just Thunder attacks that come from the sky. Thunderman will always be in the back, so you can also use bomb chips. Use Area Steal to use your Dream Sword.

Boss- Thunderman

You get Raoul's P Code.

- 7) Head back to where Jim is.
- 8) There's a stereo to the right, above Jim.(Right next to the other guy)
- 9) Plug-In to it.

Raoul's Radio Cassette Player

- 1) Follow the path to a big open area.
- 2) Head to the East to get a Blue Mystery Data that contains a Navi +20 *.
- 3) Now head to the South-West and follow the path to a warp.

- 4) Examine the Blue Mystery Data to get a Bug Piece.
- 5) Take the warp.

Ameroppa Area 2

- 1) Open the Cube with Raoul's P Code.
- 2) Follow the path to a split.
- 3) The left path takes you to Area 1. Just follow the right path to a Board.
- 4) Read the Board and head up the hill to the left.
- 5) Take the transporter on the left.
- 6) Follow the path and go down the next hill.
- 7) Follow the path to a split.
- 8) Take the North-West path to a big open area.
- 9) Read the board. We're going to Ameroppa Square so head to the left.
- 10) Take the only transporter here.
- 11) Follow the path to the hill you see.
- 12) Head up the hill and head East to a warp.
- 13) Follow the path to another warp.

Entrance to Ameroppa Square

- 1) Head to the center area.
- 2) Head to the West and through the warp.

Ameroppa Square

- 1) Go down the hill.
- 2) Talk to the first navi you see. (The purple one)
- 3) Head back to the warp.

Entrance to Ameroppa Square

- 1) Head to the East and through the warp.

Ameroppa Area 3

- 1) Follow the path to an open area.
- 2) Go down the 4th transporter.
- 3) Follow the path to an area with two evil looking Navis.
- 4) Save and talk to them.

Battle

Harudo-Boluzu 2
Harudo-Boluzu 2
Fulu-Fire

You got back your Passport.

Cut-Scene

- 5) Head through the warp right next to you.
- 6) Follow the path all the way to the North to a Blue Mystery Data that contains a HP Memory.
- 7) Plug-Out.

Back Alley

- 1) Talk to Jim.
- 2) Now talk to the guy in the Green Shirt/Blue Pants walking up and down.
- 3) Head to Ameroppa Park.

Back Alley >>> Ameroppa Town >>> Ameroppa Park

Ameroppa Park

- 1) Head to the front of the Castle.
- 2) Talk to the girl right next to the other lady.

You get 30 Mett Guard *s. Wow and she still has more than a 1000.

- 3) Head back to the Back Alley.

Ameroppa Park >>> Ameroppa Town >>> Back Alley

Back Alley

- 1) Talk to Jim and give him a Mett Guard *.
- 2) Head to the left to get out of the Back Alley.

Ameroppa Town

- 1) Head inside the door to the left.

Jewel Store

- 1) Head to the left into the small room.
- 2) Save. Talk to Millionaire. Tell her to give you back your Chips.

Boss- Snakeman

HP: 600
Element: Wood
Recommended Chips: P.A Dream Sword, Area Steal
Rewards: 500 Zennys, your Battle Chips

Snakeman will not move, but he'll hide. If you're in the same row as Snakeman, he will hide. He'll also send snakes to attack you.

Boss- Snakeman

You get Millionaire's P Code.

You get 10,000 Zennys.

3) Head back to the Hotel.

Jewel Store >>> Ameroppa Town >>> Hotel

Hotel

1) Examine the bed and sleep.

Cut-Scene

2) Head out.

Ameroppa Town

You get an E-mail from the ONB World HQ.

1) Head to Ameroppa Park.

Ameroppa Town >>> Ameroppa Park

Ameroppa Park

1) Head inside the Castle.

Ameroppa Castle

1) Head to the wall.
2) Walk through the wall with the picture of a bell.

Dinner Chamber

1) Talk to everyone.

Cut-Scene

Abyss Chamber

Cut-Scene

- 1) Head into the next room.

Arrowhead Chamber

- 1) Walk foward.

Cut-Scene

- 2) Plug-In to the Green Switch thing.

Castle Comp 1

- 1) Talk to the Program Dude right next to you.
- 2) Follow the path and talk to the next Program Dude.
- 3) Follow the path and talk to the next Program Dude.

You heard them. There are Ghosts and Vampires in this area. They will chase you throughout the area. Read my guide before moving. A Vampire will appear after passing this Program Dude. Don't let it catch you, because it'll suck your blood.

- 4) Follow the path and ignore the other path you see. Keep going until you see a Door.
- 5) Keep going until you get to a split.
- 6) Take the left path to a Blue Mystery Data that contains a Computer Key.
- 7) Follow the path to another Blue Mystery Data that contains 1000 Zennys.
- 8) Follow the path back to the split. By now the vampire should've went to the left path. If not wait. Follow the path back to the Door.
- 9) Use the Computer Key.
- 10)Talk to the Program Dude.
- 11)Save here. If you mess up you'll restart here.
- 12)Follow the path and talk to the Program Dude right next to the Tombstone.
So this is the place where you go to when you're grabbed by a Zombie.
- 13)Follow the path and talk to the Program Dude here.
- 14)Take the path above the Program Dude. The path that the Program Dude is on leads you to a dead end.
- 15)A Zombie appears. Start running. Head to the split.
- 16)Take the left path and follow it to another split.
- 17)Take the left path and folllow it to the end to a Blue Mystery Data that contains a HP Memory.
- 18)Head back to the split.
- 19)Take the other path and follow it to the next split.(Ignore the Door)
- 20)Take the right path to a Blue Mystery Data that contains a Computer Key.
- 21)Head back to the Door and unlock it.
- 22)Examine the lever.
- 23)Plug-Out.

Arrowhead Chamber

- 1) Head into the next room.

Cut-Scene

2) This time head in.

Suspended Ceiling Chamber

Cut-Scene

1) Plug-In to the Door Switch.

Castle Comp 2

- 1) Talk to the Program Dude to get more knowledge on those Ghosts.
- 2) Follow the path and a Zombie will start chasing you.
- 3) Take the right path to a split to a Blue Mystery Data that contains a Panel Return C. On the way here a Vampire will appear, but don't worry he won't attack you.
- 4) Head back to the split and take the other path until you get to a split.
- 5) Take the left path and follow it to another split.
- 6) Follow the Vampire to a Blue Mystery Data. Just get bit. Examine the Blue Mystery Data that contains a Computer Key.
- 7) Head back to the split.
- 8) Take the other path and open the door.
- 9) Talk to the Program Dude. There's a Robber in the castle. Save. He will steal half of the money that you have. So be careful.
- 10) Take the right path to another Program Dude.
- 11) Talk to him to learn more about the Robber.
- 12) Follow the path to a Blue Mystery Data that contains a Full Energy.
- 13) Head back to the split.
- 14) Save. Follow the path until you get to a split.
- 15) Take the bottom path to another split.
- 16) Take the left path to the next split.
- 17) Take the right path and follow the path to a Blue Mystery Data that contains a Computer Key.
- 18) Head back to the split and take the other path to the next split. The Robber should've caught up by now so be careful.
- 19) Take the right path to a Blue Mystery Data that contains a Sword S.
- 20) Head back to the split and take the other path to another split.
- 21) Take the left path to the Door.
- 22) Open it and examine the lever at the end.
- 23) Plug-Out.

Suspended Ceiling Chamber

1) Head through the Door.

Castle Basement Stairs

1) Head up the hill.

Cut-Scene

2) This time.

- 3) Talk to Jeniifer at the top.
- 4) Head through.

Flame Chamber

Cut-Scene

- 1) Plug-In.

Castle Comp 3

- 1) Save. Follow the path to a split.
- 2) The Robber should come out. Head to the left path. (Left side of the screen)
- 3) Follow it to another split. (On the way is a Door)
- 4) Take the right path to a Blue Mystery Data that contains a Sub Memory.
- 5) Follow this path to a split and take a right and follow this path to a Blue Mystery Data that contains a Computer Key. On the way, a Vampire should appear.
- 6) Follow the path and head to the Door.
- 7) Open it.
- 8) Save. Follow the path.

Cut-Scene

- 9) Follow the South-West path and turn at the corner to get to a split.
- 10) On the way, a Robber and a Zombie will appear. Take the left path and follow it to a Blue Mystery Data that contains a Regular Up 1.
- 11) Head back to the split and follow the bottom path. (A Zombie should be in front of you, follow the Zombie) (The Robber is in front of the Zombie)
- 12) Follow the Zombie until a Vampire appears behind you. You should be at a split. Save here.
- 13) Take the path heading West to a Blue Mystery Data that contains a Computer Key. The Vampire should be following you.
- 14) Follow the path to a split. Take the North-West path and as soon as you see a four way split, head into the left path. The Robber should enter the right path and the Zombie should be going through the center.
- 15) Wait until the Robber leaves the right path. After he leaves enter that path to get to a Blue Mystery Data that contains 1200 Zennys. I'm sure you'll get hit by the Vampire, but you're almost done.
- 16) Head back to the split and take the only path you haven't taken.
- 17) Follow it to the Door.
- 18) Head through and examine the lever.
- 19) Plug-Out.

Flame Chamber

- 1) Save. Head through the door.

Embarassment Chamber

- 1) Examine Raoul's body.

Cut-Scene

Boss- Blues

HP: 800

Element: Normal

Recommended Chips: Wide Sword, Invisibles

Reward: 500 Zennys

Use your Buster to make him use his shield. Blues is one of the fastest navis you'll face in this game. Blues will always fly from the back row to the front row. He will also fly into your field if necessary. It's all practice. You saved right?

Boss- Blues

Cut-Scene

2) Head through the door on the right.

Castle Stairs

1) Head up the stairs.

Castle Watchtower

1) Plug-In.

Castle Comp 4

- 1) Head to the split.
- 2) Take the left path to another split.
- 3) Take the left path and head straight for the Blue Mystery Data.
- 4) The Blue Mystery Data contains a Computer Key. A Vampire should've appeared on the otherside.
- 5) If you're fast enough you can get away from him without getting hit. Be fast and head back to the first split.
- 6) Take the other path to another split.
- 7) Take the right path and head all the way up to another Blue Mystery Data that contains a Long Sword L. Another Vampire should appear on the way. Again if you were fast enough you can get away without getting hit.
- 8) Head through the Door. Save.
- 9) Follow the path to a split. A Zombie should be following you.
- 10) Take the path heading to the North-East.
- 11) Follow it to another split. On the way, a Robber should appear.
- 12) Take the left path(Screen) to get away from the Robber. Follow it to a split.
- 13) Take the bottom path to get to a Blue Mystery Data that contains a Full energy.
- 14) Now head up to the split.

- 15) As soon as the Robber passes you, head up. Head up to the next split and take a right. Wait for the Robber to pass again. The Zombie should be coming from behind so head down that same path again.
- 16) Take the left path after the Zombie passes.
- 17) While following the Zombie a Vampire will appear. At the next split, take the left path to a Blue Mystery Data that contains a Bug Piece.
- 18) Head back and take the other path. The Vampire should of went through that path. So head to the end of the path and take a rest.
- 19) Wait until the Robber passes. Then follow the path to the next split.
- 20) Take the left path and get hit by the Vampire. Keep following the path to a Blue Mystery Data that contains a Computer Key.
- 21) Head back to the split and take the other path to get to another split.
- 22) Take the bottom path to a Blue Mystery Data that contains a Buster Up. Use it on your Attack.
- 23) Head back to the split and take the other path.
- 24) Open the Door and head through to the next area.

Castle Comp 5

- 1) Follow the path to a split.
- 2) Take the bottom path and follow it to the next split. A Vampire will appear in the beginning, and a Robber will appear right when you get to the split.
- 3) Take the right path and into another split.
- 4) Pick whichever way you want, but head to the next split.
- 5) Head inside the path to get to a Blue Mystery Data that contains a Computer Key. A Vampire should appear also.
- 6) Head back to the split. Take the right path because a Vampire's coming from the left side.
- 7) Head back to the first split. You won't get hit by the Vampire that you just summoned if you're fast enough.
- 8) Take the left path at the split to get to a Blue Mystery Data that contains a Full Energy.
- 9) Keep following the path to the Door. Save.
- 10) Head through and follow the path to the next split.
- 11) Go down the bottom path. A Robber, Zombie, and Vampire appears. The Robber should pass you going to the right path, as soon as that happens head to where the Zombie is. When he touches you, you should come back to about the same place you were.
- 12) Head back to where the split is.
- 13) Take the right path to get to a Blue Mystery Data to get a Recoveryu 120 U.
- 14) A Vampire should be coming your way. You'll have to be bitten. Keep following the path to a split.
- 15) Head left to another split. Head down and head South-West and examine the Blue Mystery Data to obtain a Invisible 2 Q.
- 16) Head back one split.
- 17) Head to the right. A Vampire should be approaching. Let the Vampire head to through the bottom path. You will have to move to the right path to avoid the Robber.
- 18) Now head back to the left path and wait until the Zombie passes.
- 19) Follow the Vampire as soon as the Zombie passes.
- 20) Keep following the path until another Vampire starts chasing you from behind.
- 21) Follow the path. The Vampire that we were chasing should be coming back. You'll have to get hit.
- 22) Head to the left at the split.
- 23) Follow the path to a dead end. Head to the right. You should now be able to see the other path that we didn't take. Wait until the Vampire and Robber go back the way we came. Don't worry they can't get us from where we are.

- 24) When both of those enemies leave head over to that path.
- 25) Head for the Blue Mystery Data, but STOP head to the right path because a Zombie will appear.
- 26) Wait for the Zombie to pass. Examine the Blue Mystery Data for the Computer Key.
- 27) Head to the Door. Save. If you have low health use a Full Energy.
- 28) Head through the Door.

Cut-Scene

 Boss- Knightman

HP: 800
 Element: Normal
 Recommended Chips: Cannons, Panel Return, P.A Dream Sword
 Reward: 3000 Zennys

Knightman won't be moving much throughout the battle. He will send his spiked ball into your field. He'll usually use this when you're in the same row as him. When you're not on the same row, he'll send that spiked ball into the ceiling. Making boulders fall from the sky. Knightman will jump one panel to your side. He'll also make all the panels on the field crack. So step on at least half of them to make them reappear faster. Or you can just use Panel Return.

 Boss- Knightman

Cut-Scene

=====
 4. f. The Latest Passenger Plane Hijack Chap6
 =====

 Hotel

Cut-Scene

- 1) Head outside.

 Ameroppa Town

- 1) Head South-West.
- 2) Talk to the guy in the Green Shirt/Yellow Pants.
- 3) Buy all of his items.
- 4) Head to the Dinner Chamber.

Ameroppa Town >>> Ameroppa Park >>> Ameroppa Castle >>> Dinner Chamber

 Dinner Chamber

1) Talk to the Official.

You get the ONBAP Code.

2) Head to Ameroppa Park.

Dinner Chamber >>> Ameroppa Castle >>> Ameroppa Park

Ameroppa Park

1) Head to where the Bus Stop is. (Where the guy dropped you off)

2) Examine it and head for the Departure Lobby.

Ameroppa Airport Entrance

1) Save. Talk to Enzan.

Boss- Blues V2

HP: 1200
Element: Normal
Recommended Chips: Wide Sword, Invisibles
Reward: Blues B

This battle will be very difficult. This will take a long time. You have to practice a lot to defeat this guy at our level at this moment. It literally took me an hour to beat this guy the first time I played this game. So it's all about practice.

Boss- Blues V2

- 2) Talk to the guy in the lab coat right next to you.
- 3) Head to the North and head through the gate. Netto will show the ticket.
- 4) Follow the path and head through the Security Gate.
- 5) Head to the desk and talk to the guy. Say Yes to whatever he says.
- 6) Head through.

Ameroppa Entrance Floor

- 1) Head North-West.
- 2) Do you see that store that says Tax-Free Goods? Plug-In to that area.

Tax-Free Store Comp

- 1) Head to the North to a Blue Mystery Data that contains a Bamboo Lance P.
- 2) Plug-Out.

Ameroppa Entrance Floor

- 1) Head to the right and through the gate.

Economy Class

Cut-Scene

- 1) Why is Netto in Economy Class? Shouldn't he be in Business Class? Whatever.
Talk to the guy right next to you to get a Panel Return L.
- 2) Head to the back area and Plug-In to the T.V.

T.V Comp

- 1) Examine the Blue Mystery Data in front of you to get a Bug Piece.
- 2) Plug-Out.

Economy Class

- 1) Head to the front and enter the Business Class.

Business Class

- 1) Examine the Curtains to the left to get a HP Memory.
- 2) Head to the front and enter the First Class.

First Class

- 1) Head to the front to enter the Cockpit.

Cockpit

- 1) Talk to the Captain.

Cut-Scene

Economy Class

Cut-Scene

- 1) Head to the back and talk to the Kid in the back with the Blue Jacket.
- 2) Head to the Business Class.

Business Class

-
- 1) Talk to the first guy you see when you enter the room. (Green Shirt/Blue Pants) You get a Silver Fist E.
 - 2) Head to the front and talk to the old guy in red and black.
 - 3) Head to the First Class.

First Class

- 1) Head to the front and talk to the guy that's standing.

Cut-Scene

Economy Class

Cut-Scene

- 1) Head to the back.
- 2) Enter the left door.

Front of Crew Room

- 1) Head into the bathroom.

Cut-Scene

- 2) Head to the Business Class.

Front of Crew Room >>> Economy Class >>> Business Class

Business Class

- 1) Talk to the guy that we were talking to in the First Class. (Sitting between the Old Guy and the Doctor)
- 2) Head back to the Front of the Crew Room.

Business Class >>> Economy Class >>> Front of Crew Room

Front of Crew Room

Cut-Scene

- 1) Head back to the Business Class.

Front of Crew Room >>> Economy Class >>> Business Room

Business Class

- 1) Talk to the Doctor.
- 2) Head back to the Front of the Crew Room.

Business Class >>> Economy Class >>> Front of Crew Room

Front of Crew Room

Cut-Scene

- 1) Head back to the Business Room.

Front of Crew Room >>> Economy Class >>> Business Room

Business Class

- 1) Talk to the guy that knows a lot about Bugs. I'm going to call him Bug Man from now.
- 2) Head back to the Front of the Crew Room.

Business Class >>> Economy Class >>> Front of Crew Room

Front of Crew Room

- 1) Talk to the Stewardess.

You got the Sewing String.

- 2) Head to the Economy Class.

Economy Class

- 1) Head to the middle lane.
- 2) Talk to the Old Lady on the right.

You got the Chop Sticks.

- 3) Head to the First Class.

Economy Class >>> Business Class >>> First Class

First Class

- 1) Head to the front and talk to the guy. Say Yes to whatever he says.
The first one is the second choice, the second one is the first choice,
the third one is the third choice, the fourth one is the third choice, and
the last one is the first choice.

You get the Whiskey.

2) Head to the Cockpit.

Cockpit

1) To the right is a Hat. Take it.

You get the Captain's Hat.

2) Head back to Bug Man.

Cockpit >>> First Class >>> Business Class

Business Class

1) Talk to Bug Man.

Cut-Scene

2) Head back to First Class.

First Class

Cut-Scene

Economy Class

Cut-Scene

1) Head to the Cockpit.

Economy Class >>> Business Class >>> First Class >>> Cockpit

Cockpit

1) Talk to the Captain.

Cut-Scene

Airplane Comp 1

- 1) Head through the Blue Magnetic Field.
- 2) Follow the path to a split.
- 3) Go through the Blue Magnetic Field.
- 4) Follow the path to a split.
- 5) Take the North-West path and follow it all the way to a Blue Mystery Data that contains 800 Zennys.
- 6) Go back and head through the Blue Magnetic Field.
- 7) Follow the path to a warp.

Airplane Comp 2

- 1) Follow the path to another warp.

Airplane Comp 3

- 1) Head through the Blue Magnetic Field.
- 2) Follow the path to a split.
- 3) Head to the left and head down to two Red Magnetic Fields.
- 4) Go through the right one.
- 5) Take the first turn and follow the path to a Blue Machine.
- 6) Examine the Blue Machine. The Blue Magnetic Fields in this area are gone.
- 7) Head to the left and follow the path all the way to the left to a Blue Mystery Data that contains a Full Energy.
- 8) Head back and head through the Red Magnetic Field.
- 9) Now head to the right to get back to the two Red Magnetic Fields.
- 10) Take the left one this time.
- 11) Follow the path to a Blue Mystery Data that contains 3000 Zennys.
- 12) Head to the left back to the first split.
- 13) Head to the North-West path to the next split.
- 14) Take the North-West path here to a Program Dude.
- 15) Talk to him if you want.
- 16) Go through the Red Magnetic Field.
- 17) Follow the path to a split.
- 18) Take the South-East path to a Blue Mystery Data that contains a Kusamura Line N.
- 19) Head back to the split.
- 20) Take the North-West path and follow it to another Red Magnetic Field.
- 21) Go through it and follow the path to a Red Machine.
- 22) Examine the Red Machine. The Red Magnetic Fields in this area are gone.
- 23) Take the right path and head back to the split.
- 24) Take the North-East path. Then head North-West to a Machine.
- 25) Examine the Right Wing Control Program.

Cut-Scene

- 26) Follow the path to the left to get to a warp.

Airplane Comp 2

- 1) Follow the path to the next warp.

Airplane Comp 4

- 1) Follow the path to an open area.
- 2) Head to the left and head through the Blue Magnetic Field.
- 3) Follow the path to the West to a Blue Mystery Data that contains a Small Bomb *.
- 4) Head back and head through the Red Magnetic Field.
- 5) Follow the path to a split.
- 6) Head up the North-West path.

- 7) Go through the Blue Magnetic Field.
- 8) Follow the path to a split.
- 9) Take the left path to a Red Machine.
- 10) Examine the Red Machine. The Red Magnetic Fields in this area are gone.
- 11) Head back to the split.
- 12) Take the right path and keep heading South-East to a Blue Mystery Data that contains a HP Memory.
- 13) Head back a little and take the right path back to the big open area.
- 14) Head back through the same path and take the path heading right.
- 15) Take the right path here and follow it to a Blue Mystery Data that contains a Regular Up 2.
- 16) Head back to the split.
- 17) Take the left path and follow it until you get to the other side of the Blue Magnetic Field.
- 18) Take the South-East path and head right to get to a Blue Mystery Data that contains 900 Zennys.
- 19) Head back to the split.
- 20) Take the North-East path and follow it to a Blue Magnetic Field.
- 21) Take the right path and follow it to a split.
- 22) Take a right here to get to a Blue Machine.
- 23) Examine the Blue Machine. The Blue Magnetic Fields in this area are gone.
- 24) Head back to the split.
- 25) Head to the left to get back to the big open area.
- 26) Head to the left and head through the path that we took the first time we go here.
- 27) Take the right path that we couldn't take.
- 28) Follow the path to a Machine.
- 29) Examine the Tail Control Program.

Cut-Scene

- 30) Follow the path to the right and enter the warp.

Airplane Comp 2

- 1) Follow the path to the next warp.

Airplane Comp 5

- 1) Follow the path to a split.
- 2) Take the right path to a Blue Mystery Data that contains a Barrier L.
- 3) Go through the Red Magnetic Field on the right and follow the path to a Blue Mystery Data that contains 1800 Zennys.
- 4) The only available path is up. So follow that path and go through the Red Magnetic Field.
- 5) Head down the hill.
- 6) Take the right path and follow the path all the way to the North-East.
- 7) Take the Blue Magnetic Field here.
- 8) Follow the path to the Blue Machine.
- 9) Examine the Blue Machine. The Blue Magnetic Fields in this area are gone.
- 10) Now head back to the split.
- 11) Take the left path to another split.
- 12) Take the left path and head up the hill.
- 13) Go to the right to get to the Red Machine.
- 14) Examine the Red Machine. The Red Magnetic Fields in this area are gone.
- 15) Follow the left path to the very end to get to a Blue Mystery Data that

contains 1000 Zennys.

- 16) Head back a little to the split.
- 17) Take the right path and follow it to another split.
- 18) Head left at the split and follow it to another split.
- 19) Take a left and examine the Blue Mystery Data that contains a Recovery 120 S.
- 20) Head back to the split.
- 21) Take the path to the right to go back to where you started.
- 22) Keep following the path until you get to where the Program Dude is.
- 23) Take the path that the Program Dude is standing in front of.
- 24) Take the right path to get to the Machine.
- 25) Examine the Air Pressure Adjusting Program.

Cut-Scene

- 26) Head to the right and follow the path to the next warp.

Airplane Comp 2

- 1) Follow the path to the next warp.

Airplane Comp 1

- 1) Follow the path to a split.
- 2) Head to the right and go through the Red Magnetic Field.
- 3) To the right is a Blue Mystery Data containing a Stone Cube *.
- 4) Take the Blue Magnetic Field back to the split.
- 5) Head down the hill to the right.
- 6) You should be now be at a open area. Head North and follow the path to a split.
- 7) Head to the left to another split.
- 8) Head to the left path and follow it to the end to get to a Blue Mystery Data that contains 2000 Zennys.
- 9) Head back and take the Red Magnetic Field to the right.
- 10) Follow the path to a Red Machine.
- 11) Examine the Red Machine. The Red Magnetic Fields in this area are gone.
- 12) Go through the Blue Magnetic Field.
- 13) Follow the path to a split.
- 14) Head all the way down and follow the path to a Blue Machine.
- 15) Examine the Blue Machine. The Blue Magnetic Fields in this area are gone.
- 16) Head back to the split.
- 17) Take a right to get back to the open area.
- 18) Take the Southern path to a split.
- 19) Take the left path to another split.
- 20) Head North-West path to get to a Blue Mystery Data that contains a Bud Spice 2 N.
- 21) Now run to the South-East until you get to a Blue Mystery Data that contains a Regular Up 1.
- 22) Head back a little and head to the left to get to a Machine.
- 23) Examine the Throttle Program.

Cut-Scene

- 24) Head down and through the warp.
-

Airplane Comp 2

- 1) Head forward and through the Blue Magnetic Field.
- 2) Go through the next one.
- 3) Head to the left.
- 4) Go through the Blue Magnetic Field.
- 5) Follow the path. On the way is a Blue Mystery Data under the Yellow path above you. It contains a Bug Piece.
- 6) Take the only path you can and go through the Red Magnetic Field.
- 7) Follow the path to the end to get to a Blue Mystery to get 1500 Zennys.
- 8) Head back and go through the Blue Magnetic Field closest to you.
- 9) Take the left path to a Blue Mystery Data to get a HP Memory.
- 10) Head back to the split and take the other path to the Blue Machine.
- 11) Examine the Blue Machine. The Blue Magnetic Fields in this area are gone.
- 12) Head back to the split and head back to where the Red Magnified Field is.
- 13) Take the left path and follow the path back to the beginning of this area.
(Back to where you were in Step 3)
- 14) Go through the Red Magnified Field to the right. (Come here when I tell you to)
- 15) Go through the next one.
- 16) Take a right at the end and follow the path to a split.
- 17) Head South-West.
- 18) Then head North-West to the next split.
- 19) Keep following the left path until you get to a Blue Mystery Data that contains a Hi Cannon E.
- 20) Head back and take the closest Red Magnified Field.
- 21) Head to the East.
- 22) Go through the Red Magnified Field to get to the Red Machine.
- 23) Examine the Red Machine. The Red Magnetic Fields in this area are gone.
- 24) Head down and take a turn to get to a Blue Mystery Data that contains 500 Zennys.
- 25) Head back to the beginning of the area. (The place where I told you to go)
- 26) Save. Head through the path with the Program Dude.

Cut-Scene

Boss- Magnetman

HP: 1000

Element: Elec

Recommended Chips: Forest Bombs, P.A Dream Sword

Reward: 3500 Zennys

When you start the battle, you'll notice that the field has Magnet Panels. Those are annoying. If you go up, the magnet panel will pull you back to the middle panel. He'll send Mag Missiles, and Mag Balls. Mag Missiles will chase you while Mag Balls will just fly at you.

Boss- Magnetman

Cut-Scene

Economy Class

Cut-Scene

- 1) Head to the West.
- 2) Go through the Door.

Densan Entrance Floor

- 1) Head down the stairs.

Densan Airport Entrance

- 1) Head to the desk.
- 2) Talk to him and show him your Passport.
- 3) Head to Dekao's House.

Densan Airport Entrance >>> Metro Airport Station >>> Metro Akihara Station
>>> Akiharachou >>> Dekao's House

Dekao's House

- 1) Talk to Dekao.

You get a Guts Punch D.

- 2) Head to Yaito's Room.

Dekao's House >>> Akiharachou >>> Yaito's House >>> Yaito's Room

Yaito's Room

- 1) Talk to Yaito.

You get 10,000 Zennys.

- 2) Head to Akiharachou.

Yaito's Room >>> Yaito's House >>> Akiharachou

Akiharachou

- 1) Head to your House.
- 2) Head next Door.
- 3) Enter the Pink House.

Meiru's House

- 1) Plug-In to the Piano.

Piano Comp

- 1) In the center are two Blue Mystery Datas.
- 2) Examine the left one to get a Regular Up 1.
- 3) Examine the right one to get a HP Memory.
- 4) Plug-Out.

Meiru's House

- 1) Head up the stairs.

Meiru's Room

- 1) Talk to Meiru.

You get a Recovery 150 P.

- 2) Plug-In to her Computer.

Meiru's Computer

- 1) Follow the path to a big open area.
- 2) Run to the North-West.
- 3) You should find a Blue Mystery Data that contains a Mini Energy.
- 4) Plug-Out.

Meiru's Room

- 1) Head to your House.

Meiru's Room >>> Meiru's House >>> Akiharachou >>> Netto's House

Netto's House

- 1) Talk to your Mom.
- 2) Head upstairs.

Netto's Room

- 1) Sleep.

Cut-Scene

Netto's Room

Cut-Scene

You get an E-mail from Meiru.

You get an E-mail from AAL. Read it to get the Free Pass.

1) Plug-In to your Computer.

Netto's Computer

1) Head to Densan Area 1.

Densan Area 1

- 1) Follow the path to the split.
- 2) Head to the right and follow the path to a White Freeze.
- 3) Examine it to break it.

Battle

Mettaur 2
Mettaur 2
Mettaur 2

- 4) Follow the path to Densan Area 2.
- 5) Examine the White Freeze at the end.

Battle

Ebi-Cross
Ebi-Cross
Ebi-Cross

6) Head to Densan Area 2.

Densan Area 2

- 1) Follow the path to find another White Freeze. You don't have to destroy this unless you want the Green Mystery Data at the end.

Battle

Hi-Rabiri
Hi-Rabiri
Hi-Rabiri

2) Follow the path to the Entrance to Official Square.

Entrance to Official Square

1) Head to Official Square.

Official Square

- 1) Head to the Net Merchant and buy all three HP Memories.
- 2) Head South and talk to the Sub Chip Merchant. Buy five Open Locks.
- 3) Head to Densan Area 3.

Official Square >>> Entrance to official Square >>> Densan Area 3

Densan Area 3

- 1) Follow the path to Densan Area 2.
- 2) Talk to the Net Merchant on the way and buy all three HP Memories.
- 3) Head to Densan Area 2.

Densan Area 2

1) Follow the path to Kotobuki Area.

Kotobuki Area

- 1) Follow the path to the big open area.
- 2) You can head to the right and destroy the White Freeze here.

Battle

Garu-Dora
Garu-Dora
Garu-Dora

- 3) Follow the other path to Kotobuki Square.
- 4) Before heading up the hill, Save. Take the small path that leads to a Security Cube right before the hill.
- 5) Head to the small right path to face...

Boss- Quickman V2

HP: 600
Element: Normal
Recommended Chips: Cannons, Navi Chips
Reward: Quickman Q

It's a powered up version of the previous one. Remember to attack him while he's moving or stopped to attack.

Boss- Quickman V2

- 6) Head to Kotobuki Square.
- 7) To the right of the warp is another White Freeze. Save.
- 8) Examine it.

Battle

Ka-Zu
Ka-Zu
Ka-Zu

- 9) Talk to the Purple Navi.

You get the Red Fragment.

- 10) Plug-Out.

Netto's Room

- 1) Head to your Dad's Laboratory.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Marine Station >>> Marine Harbor >>> Lobby >>> Dad's Laboratory

Dad's Laboratory

- 1) Head to where your Dad is. (East)

Cut-Scene

You get the Red Vaccine.

- 2) Head to the Lobby.

Lobby

- 1) Plug-In to the Computer.

Official Square

1) Head to Densan Area 3.

Official Square >>> Entrance to Official Square >>> Densan Area 2 >>>
Densan Area 3

Densan Area 3

- 1) Head to the otherside.
- 2) Save. Examine the Red Freeze.

Battle

Handies 2
Handies 2
Handies 2

3) Head to Ajina Area 1.

Ajina Area 1

1) Head to Ajina Area 2. No Red Freezes here.

Ajina Area 2

- 1) Take the first set of transporters.
- 2) Head through the next one.
- 3) Follow the path to the next transporter.
- 4) Use a Open Lock to open the Purple Mystery Data to get a Kanketsusen B.
- 5) Take the next transporter.
- 6) Head to the left and examine the Red Freeze.

Battle

Chuuton 2
Chuuton 2
Chuuton 2

- 7) Follow the path and talk to Roll.
- 8) Head back to where the transporters are.
- 9) Now head North-East to a split.
- 10) Take the right path and follow it to a Red Freeze.

Battle

Kumonpe
Kumonpe

Kumonpe

- 11) Talk to the Program Dude.
- 12) Save. Head to the left to encounter...

Boss- Cutman V2

HP: 800
Element: Normal
Recommended Chips: Swords, P.A Dream Sword
Reward: Cutman C

The same attacks and patterns from V1. Nothing has changed. Except attack values and his HP.

Boss- Cutman V2

- 13) Plug-Out.

Lobby

- 1) Plug-In to the Computer.

Official Square

- 1) Head to the Billboard Room.
- 2) Examine the board that you wrote in Senario 4.
- 3) Read the first two about the Dark Doctor.

You get an E-mail from Meiru.

- 4) Read it to get Roll V3 R.
- 5) Plug-Out.

Lobby

- 1) Head to the Camp.

Lobby >>> Marine Harbor >>> Metro Marine Station >>> Metro Den Dam Station
>>> Camp Entrance >>> Camp Path 1 >>> Camp Path 2 >>> Camp

Camp

- 1) Head to the Barbecue.
- 2) Plug-In to the Stove.

Stove Comp

-
- 1) Behind you is a Blue Mystery Data that contains a Mini Energy.
 - 2) To the North-East is a Blue Mystery Data that contains a Bubble Shot R.
 - 3) Now head to the North-West and talk to the Program Dude there.

You get the Sultry Data.

- 4) Plug-Out.

Camp

Cut-Scene

You get an E-mail from the Mail News.

- 1) Head to Camp Path 2.

Camp Path 2

- 1) Head to the Waterfall.
- 2) Plug-In to the Statue to the right.

Ojizousan Comp

- 1) Head to the North to a Blue Mystery Data that contains a HP Memory.
- 2) Plug-Out.

Camp Path 2

- 1) Head to the Lobby.

Camp Path 2 >>> Camp Path 1 >>> Camp Entrance >>> Metro Den Dam Station >>>
Metro Marine Harbor >>> Marine Harbor >>> Lobby

Lobby

- 1) Plug-In to the Computer.

Official Square

- 1) Head to Densan Area 3.

Official Square >>> Entrance to Official Square >>> Densan Area 2 >>>
Densan Area 3

Densan Area 3

-
- 1) Follow the path to the Security Cube.
 - 2) Open it with the ONBAP Code.
 - 3) Follow the path to Ameroppa Area 1.

Ameroppa Area 1

- 1) Take the transporter.
- 2) Follow the path to the North-West to a Security Cube.
- 3) Follow the path down to a board.
- 4) Keep going South and head left at the split.
- 5) Take the transporter on the right and follow the path to a Blue Mystery Data that contains a Recovery 50 *.
- 6) Take the transporter below you.
- 7) Take the transporter on the left.
- 8) Follow the path to a transporter that you can take. (Don't take the one right next to you)
- 9) Take the transporter.
- 10) Follow the path to a Purple Mystery Data. Open it with a Open Lock to get a Prism Q.
- 11) Save. Walk to the center of the square you're standing on.

Boss- Knightman V2

HP: 1000
Element: Normal
Recommended Chips: Cannons, Panel Return, P.A Dream Sword
Reward: Knightman K

Knightman has a little more HP, but not a problem.

Boss- Knightman V2

- 12) Plug-Out.

Lobby

- 1) Head to the Densan Airport Entrance.

Lobby >>> Marine Harbor >>> Metro Marine Station >>> Metro Airport Station
>>> Densan Airport Entrance

Densan Airport Entrance

- 1) Head through the gate in the North.
- 2) Netto will use the Free Pass. Follow the path to the Densan Entrance Floor.

Densan Entrance Floor

-
- 1) Head to the North-West to meet Hino Kenichi.
 - 2) Save if you want and talk to him. Net-Battle his new Navi.

Boss- Heatman

HP: 900
Element: Fire
Recommended Chips: Aqua Chips, Panel Out 3, P.A Dream Sword
Reward: 500 Zennys

Heatman is slow, but he's got a lot of fire power. Heatman has a few attacks. He'll send Flame Towers, turn into a body slamming lighter. He's not that hard.

Boss- Heatman

You get a HP Memory.

- 3) Head to the Hotel.

Densan Entrance Floor >>> Ameroppa Entrance Floor >>>
Ameroppa Airport Entrance >>> Ameroppa Park >>> Ameroppa Town >>> Hotel

Hotel

- 1) Plug-In to the Refrigerator.

Refrigerator Comp

- 1) Right next to you is a Purple Mystery Data. Open it with a Open Lock to get a Elec Sword *.
- 2) To the North is a Blue Mystery Data that contains a Bug Piece.
- 3) Plug-Out.

Hotel

- 1) Head to the Jewelry Store.

Hotel >>> Ameroppa Town >>> Jewelry Store

Jewelry Store

- 1) Head to where Milionaire is.
- 2) Talk to her and Net-Battle.

Boss- Snakeman V2

HP: 900

Element: Wood

Recommended Chips: Fire Chips, P.A Dream Sword

Reward: Snakeman S

Same as before. More attack, more HP.

Boss- Snakeman V2

3) Plug-In to Milionaire's Bag. It's sitting right next to her.

Milionaire's Bag

- 1) Follow the path to a Blue Mystery Data that contains a Wood +40 *.
- 2) Keep following the path to a warp.

Ameroppa Area 3

- 1) Open the Cube in front of you with Milionaire's P Code.
- 2) Head to the right path to a Red Freeze.
- 3) Examine it.

Battle

Swordola

Swordola

Swordola

4) Follow the path to Ura Internet 1.

Ura Internet 1

- 1) Take the transporter in front of you.
- 2) Follow the path to the North to a hill.
- 3) Head up the hill.
- 4) Take the right path and follow it to a transporter.
- 5) Head down a little more to two more transporters.
- 6) Take the one on the right.
- 7) Follow the path to a warp.
- 8) Follow the path to another hill.
- 9) Head up the hill and follow the path to Ura Internet 2.

Ura Internet 2

1) Follow the path and head up the hill to another hill.

- 2) Take the right hill and head down the next hill to a Blue Mystery Data that contains a HP Memory.
- 3) Head back to the first hill.
- 4) Take the other hill and follow it to another hill.
- 5) Go down this hill and go up the next one.
- 6) Take the transporter to the right and then take the next one.
- 7) Follow the path and down the hill.
- 8) Follow the path to another hill.
- 9) Take the transporter right next to you.
- 10) Head down this hill and follow the path to a split.
- 11) Take the right path and take the next turn to a warp.
- 12) Follow the path to another warp.

Entrance to Ura Square

- 1) Head to the East and through the warp here.

Ura Square

- 1) Head to the South and talk to the Navi here.
- 2) Buy his information with 10000 Zennys.
- 3) Plug-Out.

Jewelry Store

- 1) Head to the Back Alley.

Jewelry Store >>> Ameroppa Town >>> Back Alley

Back Alley

- 1) Plug-In to Raoul's Radio Cassette Player.

Raoul's Radio Cassette Player

- 1) Head to Ameroppa Area 2.

Ameroppa Area 2

- 1) Examine the Red Freeze.

Battle

Ebi-Cross
Ebi-Cross
Ebi-Cross

2) Head to Ameroppa Square.

Ameroppa Area 2 >>> Entrance to Ameroppa Square >>> Ameroppa Square

Ameroppa Square

1) Head down the hill and talk to the Green Normal Navi to the left.

2) Head to Ameroppa Area 2.

Ameroppa Square >>> Entrance to Ameroppa Square >>> Ameroppa Area 2

Ameroppa Area 2

1) If you walk a little you'll see who you need to see.

2) Follow the path to the warp.

3) Follow the path to the hill.

4) Head down the hill and take the transporter right next to you.

5) Follow the path to the big open area.

6) Head to the right path to the Net Merchant and the guy we're looking for.

7) Talk to the guy. He wants a Rabi Ring 2 B for it. Do you have it? If not find the Hi-Rabiri virus around this area and get that chip. There are a lot of them in this area, so it shouldn't be that hard.

8) Plug-Out.

Back Alley

1) Head to the Jewelry Store.

Back Alley >>> Ameroppa Town >>> Jewelry Store

Jewelry Store

1) Plug-In to Millionaire's Bag.

Millionaire's Bag

1) Head to Ura Square.

Millionaire's Bag >>> Ameroppa Area 3 >>> Ura Internet 1 >>> Ura Internet 2
>>> Entrance to Ura Square >>> Ura Square

Ura Square

1) Follow the path and head to the center of the Square.

2) Head into the house with the Bulletin Boards.

3) Examine the left board.

Cut-Scene

- 4) Head out.
- 5) Head to the right and head North.
- 6) There should be a Navi that's different from the others.
- 7) Talk to him. Say Yes to whatever he says.

Cut-Scene

You lose all your Power Up Items and Battle Chips.

Rockman's Level is back to 1.

You get back all your Power Up Items and Battle Chips.

Rockman's Level went back.

You get Bad Medicine D.

- 8) Say Yes to his next question.

You get the Yellow Vaccine.

- 9) Plug-Out.

Jewelry Store

- 1) Head to the Back Alley.

Jewelry Store >>> Ameroppa Town >>> Back Alley

Back Alley

- 1) Plug-In to Raoul's Radio Cassette Player.

Raoul's Radio Cassette Player

- 1) Head to Ameroppa Area 2.

Ameroppa Area 2

- 1) Follow the path to Ameroppa Square until you see a Purple Navi on the way.
- 2) Head South and take the transporter.
- 3) Follow the path to a Yellow Freeze.
- 4) Save. Examine it.

Battle

Bado-Raft
Bado-Raft

Bado-Raft

- 5) Talk to the Green Normal Navi. Say Yes to whatever he says.
- 6) Examine the Blue Mystery Data to the left to get a Bug Piece.
- 7) Plug-Out.

Back Alley

- 1) Head to the Jewelry Store.

Back Alley >>> Ameroppa Town >>> Jewelry Store

Jewelry Store

- 1) Plug-In to Milionaire's Bag.

Milionaire's Bag

- 1) Head to Ura Internet 1.

Milionaire's Bag >>> Ameroppa Area 3 >>> Ura Internet 1

Ura Internet 1

- 1) Before heading up the hill, head to the left path and follow it to the North to a Yellow Freeze.
- 2) Examine it.

Battle

Chuuton 2
Chuuton 2
Chuuton 2

- 3) Follow the path to the North to a Blue Mystery Data that contains a Regular Up 2.
- 4) Head to Ura Internet 2.

Ura Internet 2

- 1) Follow the path to Ura Square until you get to the transporters.
- 2) Head through the transporters.
- 3) Follow the path to the next transporter.
- 4) Go down the hill right next to it.
- 5) Save. Examine the Yellow Freeze.

Battle

Hell-Condor
Hell-Condor
Hell-Condor

- 6) Follow the path that you just opened up.
- 10) Behind the biggest hill (The first one we went up) is a Blue Mystery Data that contains a Bug Piece. (Trust me it's there, it's closer to the left side of the hill)
- 11) Save. Head to the end of this path...

 Boss- Magnetman V2

HP: 1400
 Element: Elec
 Recommended Chips: Forest Bombs, P.A Dream Sword
 Reward: Magnetman M

More HP. That's it. Nothing's changed. Well actually he'll use his NS Tackle a bit more often. Stay in the back to not let the other one appear.

 Boss- Magnetman V2

- 12) Now head back to where the transporters are.
- 13) Take a transporter to go back.
- 14) Head down the hill right next to you.
- 15) Save. Examine the Yellow Freeze.

 Battle

Kabu-Tank 2
 Kabu-Tank 2
 Kabu-Tank 2

- 16) Follow the path to Ura Internet 3.

 Ura Internet 3

- 1) Follow the path to a split.
- 2) Take whichever way you want. (It'll take you to the same place)
- 3) Follow the path to a Redish Purple Navi.
- 4) Talk to him.
- 5) Plug-Out.

 Jewelry Store

- 1) Head to the Back Alley.

Jewelry Store >>> Ameroppa Town >>> Back Alley

Back Alley

- 1) Plug-In to Raoul's Radio Cassette Player.

Raoul's Radio Cassette Player

- 1) Head to Ameroppa Area 2.

Ameroppa Area 2

- 1) Head back to that Green Normal Navi.
- 2) Talk to him.

You get the Blue Fragment A.

- 3) Plug-Out.

Back Alley

- 1) Head to Raoul.
- 2) Save. Talk to him and Net-Battle.

Boss- Thunderman V2

HP: 1000
Element: Elec
Recommended Chips: Wood Chips, P.A Dream Sword, Area Steal
Reward: Thunderman T

Use the Bamboo Lance. You can also use Snakeman. This battle should be easier than last time. You have a variety of wood chips.

Boss- Thunderman V2

- 3) Head to the Jewelry Store.

Back Alley >>> Ameroppa Town >>> Jewelry Store

Jewelry Store

- 1) Plug-In to Milionaire's Bag.

Milionaire's Bag

1) Head to Ura Internet 3.

Milionaire's Bag >>> Ameroppa Area 3 >>> Ura Internet 1 >>> Ura Internet 2
>>> Ura Internet 3

Ura Internet 3

1) Follow the path.

Cut-Scene

You get an E-mail from Enzan.

2) Plug-Out.

Jewelry Store

1) Head to the Back Alley.

Jewelry Store >>> Ameroppa Town >>> Back Alley

Back Alley

1) Plug-In to Raoul's Radio Cassette Player.

Raoul's Radio Cassette Player

1) Head to Ameroppa Square.

Raoul's Radio Cassette Player >>> Ameroppa Area 2 >>>
Entrance to Ameroppa Square >>> Ameroppa Square

Ameroppa Square

1) Head down the hill and talk to the first Navi you see.

You get a Gate Key D.

2) Plug-Out.

Back Alley

1) Head to the Dinner Chamber.

Back Alley >>> Ameroppa Town >>> Ameroppa Park >>> Castle Lobby >>>
Dinner Chamber

Dinner Chamber

- 1) Talk to the guy in the lab coat right next to the Table.
- 2) He's the Quiz Master. Answer his 10 questions.

Q. Where does Midorikawa Kero work at?

A. Densan News Network

Q. What's the name of the fast mouse shaped virus?

A. Chuuton

Q. What Program Advance do you get if you alphabatize Spread Guns.

A. Hyper Burst

Q. What's the shape of the Oxygen Observation System in Densan Dam?

A. Ojizousama

Q. Where is the statue of the Melpoposu's fighting god?

A. Yaito's House

Q. A Net-Battler is sick. A cow is in front of the house and a Butterfly is flying, what's the name of the sickness?

A. Kaze

Q. Small Bomb or Heat Spread, which has a higher attack value?

A. They're the same

Q. What's the name of Snakeman's Operator?

A. Mrs. Millionaire

Q. In Akiharachou, the biggest house there uses what kind of wood in their bathtub.

A. Hinoki(Firewood)

Q. Which of these stuff are thrown away in the dumpster in the Back Alley?

A. Stuffed Teddy Bear

You get a Gate Key C.

You get a HP Memory.

- 3) Head to your Room.

Dinner Chamber >>> Castle Lobby >>> Ameroppa Park >>>

Ameroppa Airport Entrance >>> Ameroppa Entrance Floor >>>

Densan Entrance Floor >>> Densan Airport Entrance >>> Metro Airport Station

>>> Metro Akihara Station >>> Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

- 1) Plug-In to your Computer.

Netto's Computer

1) Head to Densan Area 1.

Densan Area 1

- 1) Follow the path until you see a Yellow Freeze.
- 2) Save. Examine it.

Battle

Powaludo 2
Powaludo 2
Powaludo 2

- 3) Head inside.
- 4) Examine the warp in the West.

Entrance to Kotobuki Square

- 1) Head to the warp to the South-West.

Ura Kotobuki Area

- 1) Follow the path and head down the hill.
- 2) Follow the path to a split.
- 3) Take the right transporter.
- 4) Head South and take the transporter pointing South-West.
- 5) Keep going South and take the transporter there.
- 6) Follow the path to the West and take the transporter.
- 7) Open the Purple Mystery Data with a Open Lock. It contains a
Bad Medecine M.
- 8) Take the North-West path and follow it to a Blue Mystery Data that contains
a Bug Piece.
- 9) Head South from here to a big open area.
- 10) Follow the path to Ura Internet 3.

Ura Internet 3

- 1) Follow the path to a four way split.
- 2) Take the Southern path and follow it to a split.
- 3) Take the South-East path and follow it to the very end.
- 4) Save. Talk to the Gospel Navi.

Battle

Numeruta
Numeruta
Numeruta

Cut-Scene

You get the Blue Fragment B.

You get the Proof of Gospel.

You get an E-mail from the Mail News.

5) Plug-Out.

Netto's Room

1) Plug-In.

Netto's Computer

1) Head to Kotobuki Square.

Netto's Computer >>> Densan Area 1 >>> Entrance to Kotobuki Square >>>
Kotobuki Square

Kotobuki Square

- 1) Hmm no one's here? Head to the East and enter the house.
- 2) Talk to the Net-Merchant on the right.
- 3) Buy all three HP Memories and the Buster Up.
- 4) Use the Buster Up on Charge.
- 5) Get out of here.
- 6) Head South.
- 7) Open the door with the Proof of Gospel.
- 8) Follow the path to a house.
- 9) Head inside.

Gospel HQ

- 1) Follow the path to a Yellow Freeze.
- 2) Save. Examine it.

Battle

Powaludo 3
Powaludo 3
Powaludo 3

- 3) Follow the path to the next Yellow Freeze.
- 4) Save. Examine it.

Battle

Bado-Raft
Bado-Raft
Bado-Raft

- 5) Follow the path to the last Yellow Freeze.
- 6) Save. Examine it.

Battle

Fuleibo 3
Fuleibo 3
Fuleibo 3

- 7) Save. Follow the path to Freezeman.

Cut-Scene

Boss- Freezeman

HP: 1000
Element: Aqua
Recommended Chips: Elec Chips, Toadman, Magnetman
Reward: 4000 Zennys

Elec Chips are really good chips in this battle. Freezeman is an Aqua navi, so elec chips will do double damage. And guess what the floor is Ice. So it'll do four times the damage. Easy battle.

Boss- Freezeman

Cut-Scene

You get an E-mail from your Dad.

- 8) Plug-Out.

Netto's Room

- 1) Head downstairs.

Netto's House

- 1) Talk to your Mom.

Cut-Scene

- 2) Head back upstairs.

Netto's Room

1) Go to sleep.

=====
4. h. Defeat Gospel's Leader!!!

=====
Chap8
=====

Cut-Scene

Netto's House

Cut-Scene

You get an E-mail from the Official Center.

1) Head to your Room.

Netto's Room

1) Plug-In to your Computer.

Netto's Computer

1) Head to Gospel HQ.

Netto's Computer >>> Densan Area 1 >>> Entrance to Kotobuki Square >>>
Kotobuki Square >>> Gospel HQ

Gospel HQ

1) Follow the path to where you fought Freezeman.

Cut-Scene

Netto's Room

1) Head to your Dad's Laboratory.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Marine Station >>> Marine Harbor >>> Lobby >>> Dad's Laboratory

Dad's Laboratory

1) Head to where your Dad is.

2) Talk to him.

Cut-Scene

You get the Kotobuki Pass.

You wore the Magnet Suit.

3) Head to the Metro Marine Station.

Dad's Laboratory >>> Lobby >>> Marine Harbor >>> Metro Marine Station

Metro Marine Station

1) Just head to the gate.

2) Rockman will ask you if you want to use the Kotobuki Pass. YES.

Note: You can only use the Kotobuki Pass at this Station.

Kotobuki Town

Cut-Scene

1) Head to the right until you see a Vending Machine.

2) Plug-In.

Vending Machine Comp

1) To the North-East is a Blue Mystery Data that contains a Regular Up 3.

2) Plug-Out.

Kotobuki Town

1) Head South.

2) Enter the Mansion.

Mansion 1F

1) Plug-In to the machine above you.

Auto Lock Comp

1) To the North-West is a Blue Mystery Data that contains a Bug Piece.

2) To the South is a Purple Mystery Data. Open it with an Open Lock to get a
Ojizousan O.

3) Plug-Out.

Mansion 1F

- 1) Head to the elevator.
- 2) Examine the switch.

Cut-Scene

- 3) Head to the 2nd Floor.

Mansion 2F

- 1) Head to the left and enter the farthest door to the left.

Room 021

- 1) Plug-In to the Server.

Mansion Comp 1

Cut-Scene

- 1) Follow the path to a split.
- 2) Take the right path and take the warp.
- 3) Follow the path to a Blue Mystery Data that contains a Recovery 150 T.
- 4) Head back to the warp.
- 5) Take the other path and head through the warp.

Mansion Comp 2

- 6) Head to the right to get to a Blue Mystery Data that contains a HP Memory.
- 7) Head to the otherside to get to a Blue Mystery Data that contains a Electromagnetic Bit 082.
- 8) Head back to the warp.
- 9) Use the Electromagnetic Bit 082 in the Control Program.

Mansion Comp 1

Cut-Scene

- 10) Head through the warp.
- 11) Follow the path to a split.
- 12) Take the South-East path to a warp.

Mansion Comp 3

- 13) Follow the path to get to a Blue Mystery Data that contains a Electromagnetic Bit 232.
- 14) Head back to the warp.
- 15) Use the Electromagnetic Bit 232 in the Control Program.

Mansion Comp 1

- 16) Head through the warp.
- 17) Follow the path to the left to get to a Blue Mystery Data that contains a Regular Up 1.
- 18) Head back through the warp.
- 19) Head back to the split and take the North-East path to the next area.

Mansion Comp 2

- 20) Follow the path to a split.
- 21) Take the top path to a warp.
- 22) Follow the path to a split.
- 23) Take the right path to a warp.
- 24) Take the top path to a Blue Mystery Data that contains 3000 Zennys.
- 25) Head back to the warp and take the other path to get to a Blue Mystery Data that contains a Hi Cannon *.
- 26) Head back through the warp.
- 27) Head back to the split and take the other path to another disrupted warp.

Mansion Comp 1

- 28) Follow the path to a split.
- 29) Take the left path to a Blue Mystery Data that contains 1200 Zennys.
- 30) Head back and take the other path and through the warp.
- 31) Follow the path to the North-West to get to a Blue Mystery Data containing an Electromagnetic Bit EV.
- 32) Head back two warps.

Mansion Comp 2

- 33) Follow the path back to the split. Take the left path and through the warp.
- 34) Follow the path to the split and take the South-East path to the next area.

Mansion Comp 3

- 35) Follow the path to a disrupted warp.

Mansion Comp 4

- 36) Follow the path to another disrupted warp.

Mansion Comp 3

- 37) Follow the path and through the warp.

38) Follow the path to a Blue Mystery Data that contains an Electromagnetic Bit 243.

39) Head back through the warp.

40) Use the Electromagnetic Bit 243 in the Control Program.

Mansion Comp 4

41) Head through the warp.

42) Follow the path to a Blue Mystery Data that contains an Electromagnetic Bit 253.

43) Head back through the warp.

44) Use the Electromagnetic Bit 253 in the Control Program.

Mansion Comp 3

45) Head through the warp.

46) Take a left at the split to get to a Blue Mystery Data that contains 2000 Zennys.

47) Take the other path to a disrupted warp.

Mansion Comp 2

48) Take the bottom path to another disrupted warp.

Mansion Comp 4

49) Follow the bottom path to a warp.

50) Take the right path to a split.

51) Take the bottom path to get to a Blue Mystery Data that contains 2000 Zennys.

52) Head back to the split and take the other path to a Blue Mystery Data that contains an Electromagnetic Bit 042.

53) Head back through two warps.

Mansion Comp 2

54) Head back through the warp.

Mansion Comp 3

55) Head back through this warp.

56) Head back to Mansion Comp 2.

Mansion Comp 2

57) Head back to the split.

- 58) Take the North-East path to the warp.
59) Head back to the disrupted warp. (North-East side)

Mansion Comp 1

- 60) Use the Electromagnetic Bit 042 in the Control Program.

Mansion Comp 2

- 61) Head through the warp.
62) Follow the path to a Blue Mystery Data that contains an
Electromagnetic Bit 271.
63) Head back through the warp.
64) Head to the other warp. (South-West)
65) Head back to Mansion Comp 3.

Mansion Comp 3

- 66) Follow the path and head through the warp.
67) Head through the disrupted warp.

Mansion Comp 2

- 68) Head through the disrupted warp here.

Mansion Comp 4

- 69) Use the Electromagnetic Bit 271 in the Control Program.

Mansion Comp 2

- 70) Head through the warp.
71) Follow the path to a Blue Mystery Data that contains a
Electromagnetic Bit 093.
72) Head back through the warp.
73) Head to the other warp.
74) Use the Electromagnetic Bit 093 in the Control Program.

Mansion Comp 3

- 75) Take the left path at the split to get to a Blue Mystery Data that contains
a Buster Up. Use it on Charge.
76) Head back to the split and take the other path to Mansion Comp 4.

Mansion Comp 4

-
- 77) Follow the path and through the warp.
 - 78) Take a right at the split to get to a Blue Mystery Data that contains a Full Energy.
 - 79) Head back and take the other path to a disrupted warp.

Mansion Comp 3

- 80) Follow the path to a split.
- 81) Take the right path to a Blue Mystery Data that contains a Bug Piece.
- 82) Head back and take the other path to a warp.
- 83) Follow the path to a Blue Mystery Data that contains an Electromagnetic Bit 201.
- 84) Head back through the warp.
- 85) Head back to the warp.
- 86) Use the Electromagnetic Bit 201 in the Control Program.

Mansion Comp 4

- 87) Head through the warp.
- 88) Save. Head through when you're ready.

Cut-Scene

Boss- Airman

HP: 300
Element: Normal
Recommended Chips: Cannons
Reward: 1000 Zennys

He moves slowly. He'll stand still when he's sending the Tornadoes. That's your chance. Stay in the back and watch the Tornadoes as it moves to the left. One or two of the Tornadoes will move slow, but one will move fast. Watch them carefully and swiftly move to the row of the fast one after it passes. Then shoot Airman with a Cannon or something. Simple.

Boss- Airman

Boss- Quickman

HP: 400
Element: Normal
Recommended Chips: Cannons
Reward: 1500 Zennys

You can't just go shooting away. You'll have to wait. Quickman can deflect any attack. The only time you can attack is when he's moving, or when he's attacking. Take your time. He'll move a lot before attacking. So get ready to

go down or up when he stops to throw a Boomerang at you.

Boss- Quickman

Boss- Cutman

HP: 600
Element: Normal
Recommended Chips: Cannons, Sword, Wide Sword, Long Sword
Reward: 2000 Zennys

Cutman will send a Scissor flying around your field. It'll go in a Counter clock wise motion. So you should move in a direction like that also. Cutman will also come to the front and use the scissors on his head to chop the panel right in front of him. He'll pause right after that attack, so use your sword attack. You can just use Wide Sword or a Long Sword while he's chopping.

Boss- Cutman

Cut-Scene

Room 021

1) Head out the door.

Mansion 2F

1) Examine the switch for the elevator. Head to the 30th Floor.

Mansion 30F

Cut-Scene

1) Head to the left and through the blue/green door.

Top Floor Room

Cut-Scene

1) Examine the machine on the table.
2) Plug-In.

Gospel Server Comp 1

Cut-Scene

- 1) Take a left at the split and follow the path to another split.
- 2) Take the left path and head up the hill.
- 3) Follow the path to a Blue Mystery Data that contains an Area Steal *.
- 4) Head back to the first split.
- 5) Take the right path and follow it to a split.
- 6) Take the right path to a Blue Mystery Data that contains a Regular Up 1.
- 7) Head back to the split and head up the hill.
- 8) Follow the path to a split.
- 9) Take a left and then take the right path to a Blue Mystery Data that contains a Recovery 150 T.
- 10) Head back to the split. (Step 8)
- 11) Take the right path to another split.
- 12) Take the South-West path to a Blue Mystery Data that contains 10000 Zennys.
- 13) Head back to the split.
- 14) Take the right path and head down the hill.
- 15) Follow the path until you get to a turn.
- 16) Save. If your Style's Element is Heat or Aqua I recommend you to change your Style. Normal is fine. When you're ready head through.

Cut-Scene

 Boss- Knightman

HP: 800
 Element: Normal
 Recommended Chips: Cannons, Panel Return, P.A Dream Sword
 Reward: 3000 Zennys

Knightman won't be moving much throughout the battle. He will send his spiked ball into your field. He'll usually use this when you're in the same row as him. When you're not on the same row, he'll send that spiked ball into the cieling. Making boulders fall from the sky. Knightman will jump one panel to your side. He'll also make all the panels on the field crack. So step on at least half of them to make them reappear faster. Or you can just use Panel Return.

 Boss- Knightman

 Boss- Magnetman

HP: 1000
 Element: Elec
 Recommended Chips: Forest Bombs, P.A Dream Sword
 Reward: 3500 Zennys

When you start the battle, you'll notice that the field has Magnet Panels. Those are annoying. If you go up, the magnet panel will pull you back to the middle panel. He'll send Mag Missiles, and Mag Balls. Mag Missiles will chase you while Mag Balls will just fly at you.

 Boss- Magnetman

Boss- Freezeman

HP: 1000

Element: Aqua

Recommended Chips: Elec Chips, Toadman, Magnetman

Reward: 4000 Zennys

Elec Chips are really good chips in this battle. Freezeman is an Aqua navi, so elec chips will do double damage. And guess what the floor is Ice. So it'll do four times the damage. Easy battle.

Boss- Freezeman

Cut-Scene

17) Plug-Out

Top Floor Room

- 1) SAVE. You cannot save from here. So you must SAVE.
- 2) Head into the next room.

The Last Room

Cut-Scene

Gospel Server Comp 2

- 1) Follow the path.

Cut-Scene

- 2) Follow the path.

Cut-Scene

Boss- Forte

HP: 1000

Element: Normal

Recommended Chips: Mega Cannon, P.A Dream Sword

Reward: Fight Gospel

This guy is easy. Don't be on the same row as him. He'll only send bursts of air at you that does 50 damage. He moves most of the time, so he's not that hard.

Boss- Forte

Cut-Scene

Boss- Gospel

HP: 2000

Element: Normal

Recommended Chips: P.A Dream Sword, Navi Chips

Reward: Beating the game

This guy is 10 times harder than the thing you just fought. That thing is nothing. Yes it's nothing. This guy takes up 1/3 of the whole field. You can't just attack right away either. You can only attack when his mouth is open. Yeah really. His mouth opens only when he attacks. He has a lot of attacks, so you should have some Recovery chips also. The one attack that Gospel will always be using is the Junk Flyer. Balls of junk fly at you. Those will always be flying, so be careful. When Gospel's HP is low, he will use his strongest move. The Breath of Gospel.

Boss- Gospel

Cut-Scene

Cut-Scene

Credits!!

Results Screen!!

You are finally done with the storyline for Rockman Exe 2. But the game is just starting. Get ready for the challenges coming up.

=====

5. After Scenario Afsc

=====

5. a. Exploring the Internet Deeper Etid

=====

5. b. Shops Shps

=====

6. Chips Chps

=====

6. Chips Chps

=====

- 001. Cannon
- 002. Hi Cannon
- 003. Mega Cannon
- 004. Shot Gun

005. V Gun
006. Cross Gun
007. Spread Gun
008. Bubble Shot
009. Bubble V
010. Bubble Cross
011. Bubble Spread
012. Heat Shot
013. Heat V
014. Heat Cross
015. Heat Spread
016. Mini Bomb
017. Small Bomb
018. Cross Bomb
019. Big Bomb
020. Forest Bomb 1
021. Forest Bomb 2
022. Forest Bomb 3
023. Sword
024. Wide Sword
025. Long Sword
026. Flame Sword
027. Aqua Sword
028. Elec Sword
029. Flame Blade
030. Aqua Blade
031. Elec Blade
032. Fumikomizan
033. Ryoutekunai 1
034. Ryoutekunai 2
035. Ryoutekunai 3
036. Custom Sword
037. Muramasa
038. Variable Sword
039. Iai Form
040. Shock Wave
041. Sonic Wave
042. Dina Wave
043. Earth Quake 1
044. Earth Quake 2
045. Earth Quake 3
046. Guts Punch
047. Cold Punch
048. Dash Attack
049. Tekkyu
050. Ho Gun
051. Double Needle
052. Triple Needle
053. Tetra Needle
054. Trident
055. Ratton 1
056. Ratton 2
057. Ratton 3
058. Ratton Hanabi
059. Tornadoc
060. Kogarashi
061. Neppu
062. Burning Body
063. Rabi Ring 1
064. Rabi Ring 2

065. Rabi Ring 3
066. Satelite 1
067. Satelite 2
068. Satelite 3
069. Bud Spice 1
070. Bud Spice 2
071. Bud Spice 3
072. Magnet Bomb 1
073. Magnet Bomb 2
074. Magnet Bomb 3
075. Yo Yo 1
076. Yo Yo 2
077. Yo Yo 3
078. Curse Shield 1
079. Curse Shield 2
080. Curse Shield 3
081. Break Hammer
082. Zeus Hammer
083. Bamboo Lance
084. Bronze Fist
085. Silver Fist
086. Gold Fist
087. Poison Mask
088. Poison Face
089. Uzushio
090. Black Hole
091. Meteor 9
092. Meteor 12
093. Meteor 15
094. Meteor 18
095. Count Bomb 1
096. Count Bomb 2
097. Count Bomb 3
098. Cloud
099. More Cloud
100. Most Cloud
101. Stealth Mine
102. Front Sensor
103. Double Sensor
104. Remo Kogoro 1
105. Remo Kogoro 2
106. Remo Kogoro 3
107. Aqua Balloon
108. Elec Balloon
109. Heat Balloon
110. Kanketsusen
111. Magma Dragon
112. God Stone
113. All Wood
114. Met Guard
115. Panel-Out 1
116. Panel-Out 3
117. Line Out
118. Catch Machine
119. Another Mind
120. Recovery 10
121. Recovery 30
122. Recovery 50
123. Recovery 80
124. Recovery 120

125. Recovery 150
126. Recovery 200
127. Recovery 300
128. Panel Steal
129. Area Steal
130. Steal Punish
131. Death Match 1
132. Death Match 2
133. Death Match 3
134. Escape
135. Air Shoes
136. Panel Return
137. Remo Rousoku 1
138. Remo Rousoku 2
139. Remo Rousoku 3
140. Stone Cube
141. Prism
142. Ojizousan
143. Toppu
144. Suikomi
145. Poison Anubis
146. Heavy Gauge
147. Quick Gauge
148. Full Custom
149. Invisible 1
150. Invisible 2
151. Invisible 3
152. Tenjou Ura
153. Yukashita
154. Stone Body
155. Kage Bunshin 1
156. Kage Bunshin 2
157. Kage Bunshin 3
158. Under Shirt
159. Barrier
160. Bubble Wrap
161. Leaf Shield
162. Aqua Aura
163. Flame Aura
164. Wood Aura
165. Elec Aura
166. Dream Aura 1
167. Dream Aura 2
168. Dream Aura 3
169. Magnet Line
170. Magma Line
171. Ice Line
172. Kusamura Line
173. Magma Stage
174. Ice Stage
175. Kusamura Stage
176. Holy Panel
177. Jealousy
178. Kaki Genkin
179. Hilaishin
180. Dai Kouzui
181. Kawalimi
182. Shila Hadori
183. Navi Scout
184. Bad Medicine

185. Attack +10
186. Attack +20
187. Attack +30
188. Fire +40
189. Aqua +40
190. Wood +40
191. Elec +40
192. Navi +20
193. Navi +40
194. Roll
195. Roll V2
196. Roll V3
197. Gutsman
198. Gutsman V2
199. Gutsman V3
200. Blues
201. Blues V2
202. Blues V3
203. Airman
204. Airman V2
205. Airman V3
206. Quickman
207. Quickman V2
208. Quickman V3
209. Cutman
210. Cutman V2
211. Cutman V3
212. Shadowman
213. Shadowman V2
214. Shadowman V3
215. Knightman
216. Knightman V2
217. Knightman V3
218. Magnetman
219. Magnetman V2
220. Magnetman V3
221. Freezeman
222. Freezeman V2
223. Freezeman V3
224. Heatman
225. Heatman V2
226. Heatman V3
227. Toadman
228. Toadman V2
227. Toadman V3
230. Thunderman
231. Thunderman V2
232. Thunderman V3
233. Snakeman
234. Snakeman V2
235. Snakeman V3
236. Gateman
237. Gateman V2
238. Gateman V3
239. Pharohman
240. Pharohman V2
241. Pharohman V3
242. Napalmmman
243. Napalmmman V2
244. Napalmmman V3

- 245. Planetman
- 246. Planetman V2
- 247. Planetman V3
- 248. Forte
- 249. Forte V2
- 250. Forte V3

=====
7. Program Advances
=====

PAz

- Zeta Cannon1
- Zeta Cannon2
- Zeta Cannon3
- Hyper Burst
- Zeta Hougan
- Zeta Ratton1
- Zeta Ratton2
- Zeta Ratton3
- Omega Cannon1
- Omega Cannon2
- Omega Cannon3
- Mega Death Burst
- Omega Hougan
- Omega Ratton1
- Omega Ratton2
- Omega Ratton3
- Stream Arrow
- Greatest Bomb
- Dream Sword1
- Dream Sword2
- Dream Sword3
- Machinegun Punch
- Curse Anger
- Giga Count Bomb
- Heavy Stamp
- Poison Pharoh
- Gate Magic
- Guts Shoot
- Big Heart
- Body Guard
- Double Hero

=====
8. Boss Strategies
=====

BossS

=====
9. Translation
=====

Tran1

=====
10. Frequently Asked Questions
=====

FAQ

- Q) Where do you get this chip?
- A) Go to the Chips Section of this guide.

=====
11. Version History

Vhis

=====
Version 0.17 (01/01/09)- Finished a list of Chips. Ready to turn in.
Version 0.16 (12/31/08)- Finished Scenario 8.
Version 0.15 (12/30/08)- Finished Scenario 7.
Version 0.14 (12/29/08)- Finished Scenario 6.
Version 0.13 (12/28/08)- Finished Scenario 4 and 5.
Version 0.12 (12/27/08)- Finished Scenario 2 and 3.
Version 0.11 (12/26/08)- Finished Scenario 1.
Version 0.1 (12/25/08)- Started the guide.

=====
12. What's Next

Wnxt
=====

Alright this is the part of the guide where I put what I need to work on the next time, I work on this guide.

- 1) After Scenario
- 2) And tons of other stuff

And some of you who want to help me, can send me an E-mail.

I especially need help on the names of the Jobs in english, and the translations. I pretty much have the rest. I just gotta put it in the guide.

I won't be working on this guide for the next 5 months. I'm sorry. I'm a University Student, so I have to focus on that stuff. But don't let that stop you from sending me anything. It'll be included in the guide. I promise. It'll be included in the next update.

=====
13. Thanks/Credits

T/Cre
=====

Credits:

To Capcom's Official Guidebook: For Info on Styles, All Chips, Boss HPs, and Internet names.

Thanks to the following:

To Capcom: For making this awesome game.

To Gamefaqs, Neoseeker, and SuperCheats: For hosting this guide.

To my brother KeroroG: For helping me, and introducing this series to me.

Written by: George Ryu (GiroroGochou)
E-Mail: g66ryu@yahoo.com