

Mega Man Battle Network 2

FAQ/Walkthrough

by Armads

Updated to vFinal on Apr 20, 2006

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M E G A M A N B A T T L E N E T W O R K 2

CAPCOM 2001

F A Q / W A L K T H R O U G H

FINAL Version

Date: April, 20th 2006

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CONTENTS

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I. INTRODUCTION.....	(INTRO)
II. BASICS.....	(BASIC)
III. WALKTHROUGH.....	(WKTRU)
i. Vacation!.....	(VCATN)
ii. Yai's Bathing Problems.....	(YAIBP)
iii. Planning a Holiday.....	(PLNHL)
iv. Camping at Okuden.....	(CPOKU)
v. Yumland.....	(YUMLD)
vi. Invasion of Electopia.....	(INVSN)
vii. Journey to Netopia.....	(NTPIA)
viii. ONBA Meeting.....	(ONBMT)
ix. Aerial Assault.....	(ARATK)
x. Worldwide Disasters.....	(TRBLE)
xi. Storming Gospel.....	(STORM)
xii. Exploring the Undernet.....	(UNDER)
xiii. Green Star.....	(GREEN)
xiv. Five Star Quest.....	(STARS)
xv. HubStyle.....	(HUBST)
xvi. Hard Mode.....	(HARD!)
IV. CAST.....	(CASTC)
i. Characters.....	(CHARS)
ii. Navis.....	(NAVIS)
V. UPGRADES.....	(UPGRD)
i. HPMemory Locations.....	(HPMEM)
ii. PowerUP Locations.....	(POWUP)

iii. RegUP Locations.....	(REGUP)
iv. SubMemory Locations.....	(SBMEM)
VI. ACCESSIBILITY TO THE NET.....	(AXESS)
i. PassCodes.....	(PSSCD)
ii. GateKeys.....	(GTKEY)
VII. SIDE QUESTS.....	(SDQST)
i. Trading Sequence.....	(TRDSQ)
ii. Folders.....	(FOLDR)
iii. Quizzes.....	(QUIZZ)
iv. Hide & Seek.....	(HIDSK)
v. Requests.....	(REQST)
vi. License Exams.....	(LICNS)
VIII. ENCYCLOPEDIA.....	(ENCYP)
i. Chip Library.....	(CHIPS)
ii. Secret Chips.....	(SECR)
iii. Program Advance Memo.....	(PAMEM)
iv. Shop Catalogues.....	(SHOPC)
v. E-mails.....	(EMAIL)
vi. Board Posts.....	(BOARD)
vii. Key Items.....	(KEYIT)
IX. MISCELLANEOUS.....	(MISCL)
i. Style Change.....	(STYLE)
ii. Terrains.....	(TERRA)
iii. Subchips.....	(SUBCH)
iv. Navi Strategies.....	(NVSTR)
v. Chip Traders.....	(CHPTR)
vi. Customising Folders.....	(CUSTM)
vii. Netbattles.....	(NBATT)
X. SECRETS.....	(SECR)
i. Special Button Codes.....	(SPBCD)
ii. Gospel Duping.....	(GSPDP)
XI. CONCLUSION.....	(CLOSE)
i. Revision History.....	(HSTRY)
ii. Legal Disclaimers.....	(LEGAL)
iii. Contact Details.....	(EMAIL)
iv. Credits.....	(THANK)

* Remember for faster access to parts of the guide, copy and paste the (bracketed) keyword on the far right, including the brackets.

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I. INTRODUCTION = (INTRO) =

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MegaMan Battle Network 2 was released a LONG time ago, but the magic of the definition of a perfect MegaMan RPG remains. Battle Network 2 consisted of the exact right balance of difficulty and fun, battles and puzzles, trivia and seriousness. Hopefully, this guide can retain some of those elements as the reader plays the game. The game is still on my top ten games for a handheld system, proving that it stands the test of time.

My guide aims to lead the player through the game efficiently and with little effort. It is detailed and very accurate. I also list my own folder that I recommend at stages in the game and it proved to be deadly at all stages of the game for me.

This guide took me a long time to complete, so I hope any commentary or criticism is well justified and that this document is not defaced by not abiding to the simple legal terms given.

VERY Quick FAQ...

Why the hell did I bother writing this guide?

- A) I wanted something to do over the summer break
- B) FAQ writing happens to be a hobby of mine. No, I don't do it for money. Since I live in Australia, I can't enter any of those Contests and what-not.
- C) I want to write a very detailed guide on MMBN2. The other guides I have seen were good enough to get me through the game, but not excellent. They lack certain details or aren't specific enough for my liking.

What am I doing next?

I'm constantly undecided. I find confining myself only makes me wander more. Whatever I feel like doing next, I'll do. Another update of one of my other non-finalised guides may be in order...

I tell thee now, spoilers ahead. This is my official warning!

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II. BASICS = (BASIC) =

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GENERAL CONTROLS

Button:	Function:
A	Accept/confirm decisions Examine objects Talk to people Use selected Battle Chips
B	Reject/cancel decisions Hold and move to run (or skate faster) Shoot with the MegaBuster, hold to charge MegaBuster
L	Talk to Lan/MegaMan depending on real/Cyber Worlds Decide to run from battles on Custom Bar Screen Access Custom Bar Menu when the gauge is filled
R	Jack in electronic media Jack out electronic media View more details of Battlechips in battle Access Custom Bar Menu when the gauge is filled
START	Pause the game Access Start Menu
SELECT	Presets/registers a Battlechip in the Folder Subscreen
+ PAD	Move MegaMan Move Lan Move navigation selection icon

START MENU

The Start Menu can be accessed by pressing START in a normal situation. There are several options to access from the Start Menu;

Option:	Details:
Folder	Go down
Subchips	Use Subchips
Library	View the Encyclopedia of Battle Chips (think: Pokedex)
MegaMan	Go down
Mail	View e-mails that are sent
Key Items	View key items vital for game progress

Network	Go down
Save	Save your game
Return	Return to the game (You can also just press START again)

FOLDER: Press A on which folder you wish to access. You can view the chips contained in your folder in greater detail and exchange with your Pack, which contains all Battlechips you have collected. Use Left/Right to access the Pack and Folders. Press A to move chips around. Press A twice on a chip in your Pack to move it to an empty space in your Folder (if there are any) and press A twice in your Folder to move it to your Pack. Press START when examining your Folder in greater detail and Pack to be able to sort chips by:

ID No. -	In order of the chips in the Library
Alphabetical -	In order of the alphabet
Code -	In order of code from A to Z
Attack -	In order of attack power
Element -	Grouped by elements ie. fire, aqua, wood, thunder, neutral
Quantity -	Grouped by the number of a certain chip
Capacity -	Grouped by MB required to preset/register that chip

This sorting feature is very useful for when you have many chips in your Pack and want to sift through them for the right chips. When selecting the category to sort by, pressing A again will sort it in reverse order, for example in decreasing and increasing order.

When examining chips, the details are provided on the left of the screen and main details about the chip (name, code and MB) are provided on the right.

Press SELECT on a chip to preset it. If MegaMan doesn't have the capacity, the chip will not be preset. MegaMan's capacity appears on the top right of the screen in the Folder Menus.

MEGAMAN: View MegaMan's status. You can view his HP and special categories:

* All are by default 1 except HP which starts off as 100.

Level - MegaMan cannot level up without a PowerUP. He increases by 4 levels for every PowerUp and 1 for every HPMemory.

Attack - MegaMan's raw damage with the MegaBuster.

Rapid - How quickly MegaMan fires with his MegaBuster.

Charge - How quickly MegaMan charges his MegaBuster. MegaMan can only charge after acquiring a level 2 in this category. Damage from a charged attack is equal to five times the attack power MegaMan has.

MegaMan can upgrade any of the three attributes by using a PowerUp. He can increase his HP with a HPMemory which increases HP by 20. MegaMan's level is calculated from his three attributes and his HP.

After purchasing a PowerUP -

When the option to upgrade appears, enter this Menu and MegaMan asks "Upgrade what?" Choose an attribute and press A to increase the level. The maximum level for each attribute is 5 and the maximum HP MegaMan can have is 1000. Therefore, the maximum level is 100.

Early in the game, MegaMan gains memory (denoted in MB). He begins with 4MB. MB is used to preset/register a Battlechip, which means it will appear 100% of the time when a battle begins. Normally, 5 chips are randomly selected from your Folder. The MB a chip has is how much MegaMan requires to preset that chip. MegaMan can increase his MB to a maximum of 50 to preset many more Battlechips. The rare items required to do this are RegUPs. MegaMan's capacity can only be viewed in the Folder Menus.

A picture of MegaMan is on the left. When MegaMan acquires the Style Change, a new option appears to change MegaMan's style. MegaMan's default style is neutral. Use this option to change MegaMan from neutral to ... style. MegaMan can have up to two more options of styles than his neutral style. When another style is accessed, the player must choose which styles to keep. With a style change, MegaMan's element changes and he becomes weak to certain elements.

For future reference, the elemental cycle is like so:

Element:	Weakness:	Strength:
Fire	Aqua	Wood
Aqua	Electric	Fire
Electric	Wood	Aqua
Wood	Fire	Electric
Neutral	--	--

If an element is strong against another element, it deals double damage to it and if it is weak to another element, it takes double damage from it.

It is also somewhat important noting that SubMemories are used to increase the amount of Subchips MegaMan can carry (four is the default).

NETWORK: The Link option. MegaMan asks to save first. Three options are available:

- Practice - A practice NetBattle with another human player that doesn't count
- NetBattle - A NetBattle with another human player where the winner gains a random chip
- Trade Chip - Trade chips with another human player

On the right side of the screen are total number of chips and your record for NetBattles (wins and losses).

BATTLE!

In a battle, there is a difference from standard play:

The Custom Bar Menu opens immediately. Select the chips that you want to use with A, cancel with B and press OK when you are happy. If there are more than one chip with the same code, they can all be chosen (the maximum is 5 chips per turn). Press ADD on chips to add that many more selected chips to your selection pool next time. You will have to battle without chips for that turn. Press START to view the battlefield and enemies. Press OK to start the battle and use your chips. Press B on the Custom Bar Menu to start the battle without selecting chips. Press L to try to run from the battle and R to look at chips in more detail. The battle remains paused until you have selected your chips. NB Five chips are randomly selected from your Folder to be chosen from when the Custom Bar Menu opens. Presetting a chip means that it will appear 100% of the time in the first five chips as your selection pool.

When the battle starts, the enemies will move. Press A to use chips, press B to use your MegaBuster. Hold B to charge your MegaBuster (if your Charge level is 2 or higher). Release when the ball looks big to release a charged attack. Use the +Pad to move around and dodge enemy attacks. You battle in a 6 by 3 arena, 9 panels for each side in a standard field. Different fields have different elements, obstacles and so on. Reduce all enemies' HP to 0 to win the battle and gain sometimes chips and money. THERE IS NO EXPERIENCE IN THIS GAME! Battles will gain you power through Battlechips! When the Custom Gauge is filled you can open the Custom Bar Menu again and select more chips. Think of these like turns. There are certain things that can speed up this process in the game. A standard filling of the Gauge takes ten seconds for battle.

Battles end when you reduce enemies' HP to 0 OR run from the battle. You cannot run from important battles. I suggest not running when possible, rewards gained can be interesting and useful.

Recovery time refers to how much time it takes an enemy to recover from an attack.

Flinching refers to when an enemy flashes white and is temporarily invulnerable for a few seconds after getting hit. Normally, if you flinch you cannot gain an S rank in the battle anymore.

If you jack out into the real world, MegaMan's HP returns to full. A Game Over occurs if MegaMan is deleted by an enemy BUT if they challenge you it is not Game Over.

Players gain a rank based on how fast they defeat enemies. This rank is based on the speed of victory. The maximum rank is S and the minimum is 1. Higher ranks ensure you gain Battlechips and lower ranks give money; the lower the rank the lower the amount received. Some enemies never give chips without certain other chips... More on that later. The ranks and ways to acquire them are as follows:

Busting level is based on points. If you get beyond 10 you will receive an S rank.

Viruses

7 Points - 5 secs or less

6 points - 5.01-12 secs

5 points - 12.01-36 secs

4 points - over 36 secs

Navis

10 points - 30 secs or less

8 points - 30.01-40 secs

6 points - 40.01-50 secs

4 points - over 50 secs

Damage taken

1 point - no hits taken

0 points - 1 hit taken

-1 point - 2 hits taken

-2 points - 3 hits taken

-3 points - 4 or more hits taken

*This can be ignored if MegaMan is using: Guts Style or HubStyle because they do not flinch

Movement

1 point - 0-2 panels moved

0 points - 3+ panels moved

Multiple Deletion

4 points - 3 viruses at once deleted

2 points - 2 viruses at once deleted

^ There you go, a rather elaborate version of the Tutorial the game gives.

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III. WALKTHROUGH = (WKTRU) =
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The walkthrough is divided into several scenarios, representing a time period of roughly one day per scenario.

As with all MegaMan Battle Network games, there is only one save file. Press START and select the NEW GAME option to begin.

i. Vacation! = (VACTN) =

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Cue eery music. You can only read text, the faces of the people are blacked out, as well as the screen. A person is reporting that he/she/they are onto the final stage of the project. Another person, the superior is angry at the delay. The superior shall punish the reporter. The reporter makes a comment on how "they" will "rule the world, just like the WWW!" The superior is angry about this comment as well. He orders the continuation of the project. The screen blacks out. *The WWW were the netmafia responsible for the crisis in MegaMan Battle Network, the original.

Back to ACDC School in DenCity on the last day of school. Lan is actually on time for once! But he had to run because he woke up late again. A few comments pass between them about upcoming reports and vacation. Lan seems confident about his report. The player gains control over Lan.

Talk to Mayl and she tells you to head over to Dex. But first, there are a few people to talk to. If you go to the girl closest to Mayl, she'll talk a while and Lan gets an e-mail regarding viruses. Talk to the others nearby, including the boy near the bookshelf. You'll learn more about the game. Press A next to the table where a girl is sitting and you'll get a PanelGrab P. The guy who is staring at the cages lets you keep the chip if you talk to him. Go to the orange-haired girl, Yai. She says a lot of crap that seems to mean nothing about fans. It means nothing now, but it is important to note she has fans. Go to the fat kid with hair sticking out of his head. This fish-head is Dex. He says something about surfing the Net later. As soon as you have talked to him the teacher arrives. She comments about vacation and hands out the reports. Lan and Dex are in anguish as they receive them. This little cutscene ends and you can talk to anyone you missed before Ms. Mari arrived. Ms. Mari has nothing to say, except Lan got an A+ in virus busting and presumably failed his other subjects. Talk to Dex. He talks about the Square on the Net and how they are looking for 'city Netbattlers'. Dex, Mayl and Yai will all be meeting on the Net at the Square. MegaMan elaborates a little for the player's benefit. After that, head to the exit of the school, into ACDC Town.

Head around ACDC Town and look around. Lan's house is the blue one, Mayl's is the pink one, Yai's is the biggest house in town with the black roof and Dex's is the house with a bus stop sign in front of it next to the station. It has a red roof. The people have a little to say about virus battling and general gameplay and the houses are all locked. In addition, you can't jack in anywhere so head to Lan's house. Talk to Lan's Mom and head into the next room, which is Lan's own room. Lan's Mom calls him and sees his report. She isn't pleased and forces him to do his homework before anything else. Go up to the computer and jack in.

Lan uploads the homework program and then the game tutorial begins! Follow the commands given, because you can't do anything else. Defeat the Mettaur viruses

in the three battles. Afterwards, Dex sends an e-mail to Lan to hurry up. Step into the portal in front of you to head to Den Area 1, the first area of the Net. The programs have a few more gameplay tips, if you bothered to talk to them. The portal right behind you when you entered is to get out of the Cyber World all together. The little area you started in was Lan's PC. Go along the blue path. At the first bigger area with a program moving back and forth take a right because it is the only way to go. Continue along the path, you'll encounter a few Mettaurs and Canodumbs along the way; they should pose little problems. At the very next bigger area, go past the SecurityCube and grab the BMD just ahead at the dead end for a PanelOut1 *. Proceed down the path and at the next big sign you can read that left leads to a Netdealer and right leads to the next area. I suggest going left first and through the warp portal. Talk to the green navi there, who you should recognise from now on as the Den Area 1 Netdealer.

Den Area 1 Netdealer

HPMemory	1000
HPMemory	2000
Shotgun B	200
LilBomb J	500
Recov10 * (3)	500
Spreader Q	1000

Most of the items seem a little obscure in terms of code, the main items to get are the HPMemories and the Recov10 *. Both add support and defence that is very helpful for battles. I recommend going through the warp and staying in the little area near the sign, busting viruses for money. It's a little time-consuming, but it makes your life easier later on. This is also a nice chance to improve your folder a little. Make most of the codes similar or the same to speed it up. So there are two reasons to bust viruses for a while. After purchasing from the Netdealer, my status was as below:

MegaMan HP 140
Folder: 30
5 Cannon A (Bust CanoDumbs)
5 ShockWave R (Bust Mettaurs)
3 Recov10 * (Den Areal Netdealer)
2 Recov10 L (default)
4 Sword S (default)
1 AreaGrab S (default)
2 Atk+10 * (default)
3 V-Gun L (default)
2 MiniBomb B (default)
1 WideSwrd L (default)
1 PanelOut1 * (BMD Den Areal)
1 PanelGrab P (ACDC Elementary desk)

If you know what you are doing, this entire process can take as little as ten minutes (150Z is the maximum output per battle). A good tip is to target Mettaurs especially when they are about to attack (either raising their pick or about to smash it on the ground). This almost always ensures a level 9 rank and 150Z. Anyway, exit the warp and head to the sign. Now, head right. Pass Mayl's SecurityCube and enter the next area.

Go through Den Area 2 and follow the rather linear path. Remember to take GMDs (floating green cubes) as you see them. Keep going until you see a fork. Head directly up to the dead end for another BMD containing CrossGun S. Go to the fork and head off to the right. At the next big area, there is a green navi standing that tells you heading down leads to the Square. Going up isn't important now; it leads to Den Area 3. Head down instead. Behind the sign,

press A on the floating materials to get your first BugFrag. The sign reveals that in the fork, on the left the path blocked by a SecurityCube is Dex's PC and to the right is the Square, so head there. Go through the warp.

A little cutscene occurs where Lan sees GutsMan and Roll. After they disappear, you'll see you are in the Square Entrance. To the far left is an inactive warp point; the navi there says you require a GateKey. To the far left, a navi blocks a warp point to KotoSquare, so that way is also inaccessible. The navis hanging around say a few points of advice. The only option is to head up into the warp there and enter The Square.

Talk to everyone around the main area, including Roll and the Netdealer, as well as the nearby Subchipdealer (the shopping area is to the far right of The Square). There are some more items to purchase from the Netdealer:

The Square Netdealer (ha ha... get it? Never mind...)

HPMemory	2000
HPMemory	4000
HPMemory	8000
CrossGun J	600
WideSwrd L	800
Recov30 H	1000
Barrier B	1200

The Square Subchipdealer

MiniEnrg	50
SneakRun	200
Unlocker	4000

Nothing is very good here except the HP Memories, but you're probably a little short of cash. Head to the north of The Square where a barrier is blocking the way. Talk to the pink navi and finally to the green navi. You need to take the test to gain a Z License and become a "City Netbattler"! After a little talking, GutsMan and Roll will disappear in search of the two datas HeroData and HopeData. You need to find them too, so let's head off.

Backtrack all the way through the portals to Den Area 2 - the area just before entering the Square Entrance. Now, head up and to Den Area 3.

This is your first time here, there is a big area empty but filled with slightly stronger viruses than you are used to. It might be an idea to train for chips here as well as money for those HP Memories. Keep heading north, you'll see a purple navi walking between two SecurityCubes. There's also a sign in the middle. Just before this, on the far left corner there is a red disk with floating material coming out of it. Press A on it to receive HeroData!

I recommend walking the long way all the way to Den Area 1 right next to Lan's PC. You could jack out and in for faster access, but this way you can fight more viruses and gain more money and chips. You'll see GutsMan in Den Area 2 struggling to find the data, that dumb guy will never find them! To heal quickly, a green program at the start of Den Area 2 will heal you for free. Pretty useful, huh? Remember it for future reference. In Den Area 1 where the Netdealer is Roll is also searching for the data. Surprisingly, she cannot find the data because she is "lost". Anyway, in Den Area 1 from Lan's PC head up and keep going up. At the first fork, go up to the dead end and there is a green disk waiting for MegaMan... You just got HopeData!

I highly recommend that you now train for the HP Memories before heading back

to The Square from Den Area 2 and then the Square Entrance. Look for the slightly rare Bunny and Flappy viruses for those chips (more common in Den Area 3). The money will come quickly if you repeat the process you did for getting the money in Den Area 1. In Den Area 3, just under the upper level (you cannot reach) MegaMan will hit something you cannot see. Pick it up for another BugFrag. Two other worthwhile things to note: First, the maximum output in some regions is 200Z. Second, see if you can bust Canodumbs for Cannons A, B, C and D. Now, in a battle, use Cannons A, B and C in order to activate your first Program Advance - Z-Canon1! After doing all of the above preferably, head back to the Square.

Talk to the green navi and he'll give you your ZLicense! He'll also give you the Chip Selection System! You can now preset a chip for every battle! You also receive an e-mail from Mayl. She'll give you her PC code.

There's one last thing you can do before jacking out: Go to the room with a green outline around the door that was blocked off before. It is open! This is the Board Room and you can go to the boards to gain valuable information about various aspects of the game. After viewing everything, jack out.

MegaMan HP 200

^ The above normally takes much longer than what is said... Getting the 3 Square HPMemories takes up to and in excess of an hour of busting. But especially for a beginner, it's good practice for later on! Oh, and if you get bored, I don't blame you ;P

ii. Yai's Bathing Problems = (YAIBP)

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^ Sounds wrong, doesn't it? Well - there could be worse. Yai's gas problems? I'll pass.

Right after you jack out, you get a phone call from Glide, Yai's Navi! Yai is in trouble because she never came out of her bath. Apparently, the gas water heater is malfunctioning. Glide says he will check on the program. Right after he leaves, Lan gets another call; this time from Mayl. She discusses that she and Dex are worried and Lan agrees to meet up with them at Yai's.

That's the next destination, but a few things need to be done first (well, only for your benefit). Get out of Lan's house. Go straight to the doghouse next to his house and jack in.

Go to the bottom right for a BMD containing FullEnrg. Talk to the two programs in the middle with nothing important to say and then jack out, because there is absolutely nothing here. You MAY want to fight the Fishy viruses for Dash, but it isn't necessary.

Now, head to Mayl's house. There isn't anything interesting on this floor except the electric piano - which is currently off. Go up the stairs.

There are two main objects of interest: the Servebot toy that has a broken jack-in port and Mayl's PC that can barely be seen under her bed. Jack in to her PC.

Work your way around the rather linear paths to the main big area. The viruses around are only moderately tougher than what you have faced before. In the centre of the big area, grab the BMD containing MiniEnrg. Now head up to the warp. You're back on the Net, but this time from the other side of Mayl's

SecurityCube. Press A on it and MegaMan will use MaylCode and the SecurityCube will disappear permanently. Jack out.

Head outside into ACDC Town. Remember Yai's house is the biggest house in town, the one up north from Lan's, but don't head there yet whatever you do! Instead, go to ACDC Elementary up the road from Lan's house. Go to the blackboard and jack in. Head straight up from the warp point and get the BMD containing Sword L. There are some programs around that have nothing useful to say, so jack out.

Now, exit ACDC Elementary and go to Dex's house (the house with a bus stop sign in front of it and next to the Station). Dex's house is more interesting than the other houses you've been to before... Go to the GBA and jack in. Go to the centre of this area and get the BMD containing a MiniBomb *. Talk to the programs if you like and jack out.

Go to Dex's PC and jack in. Head up the very long linear path until you reach the main big area. Get both BMDs that are next to the warp point. The left has a GutPunch B and the right has 800Z. Jack out. Look around Dex's house and exit.

ACDC Town hasn't changed much at all, people will be saying a lot of useless stuff, the fat lady near Yai's house comments on smoke coming from it and there now happens to be a Subchip Peddler just to the right of Yai's house. Look for the scientist.

Subchip Peddler ACDC Town	
MiniEnrg	50
FullEnrg	400
Unlocker	4000

Nothing exceptional except the Unlocker Subchip, but I doubt you have the funds and we don't require an Unlocker yet. But still, it's good to know he is there.

Finally, head to Yai's house and when you approach the entrance a cutscene will occur. Dex decides to head inside himself and says he will return in 5 minutes at most. As it so happens, 5 minutes pass and still no sign of Dex. Lan decides to head in. You regain control of Lan. Talk to Mayl and head in the door. The door locks behind Lan! Lan smells something strange. A gas leak! MegaMan activates a gas sensor on his PET screen so Lan can see the gas and avoid it. Purple clouds indicate gas. Lan gets e-mail. It's from Mayl (bad pun...) and she gives him a chip Roll R. Place it in your folder.

MegaMan HP	200
Folder:	30
5 Cannon	A
5 ShockWave	R
3 Recov10	*
2 Recov10	L
4 Sword	S
1 AreaGrab	S
2 Atk+10	*
3 V-Gun	L
2 MiniBomb	B
1 WideSwrd	L
1 PanelOut1	*
1 Roll R	(e-mail from Mayl)

Head past the gas forward into the next room. You can't actually get hurt by the gas; it acts as an obstacle but there really is no restriction to

movement. Lan and MegaMan are greeted by a room filled with gas in the far end of the corner. MegaMan spots Dex nearby next to a vent, filled with gas. Dex is unconscious and MegaMan reminds Lan of the water heater program. Go to the left side and to the white panel on the wall, which is the gas-powered water heater. The switch to turn on the fan doesn't work, so MegaMan must jack in. Jack in to the program.

You're in Gas Compl. After a brief chat between MegaMan and Lan, the player regains control over MegaMan. Head down the path and chat to the programs for a little more information. As you continue, a cutscene will occur with a program saying that the ventilator is somewhere beyond, but a valve is spitting out gas. The program gets hit by it and gets blown down. Walk up and into the path of the gas to get blown to the program, who is OK. Now, head around the path to the other side of the gas's pathway. Get the BMD for 200Z. Continue along the path forward to the square area and head beyond.

This time, you'll see as you continue a valve spitting gas that is blocking your way and another gas barrage coming down from the path closer to you. Now, time your steps right so that the valve's gas barrage misses you and you can head directly past it to the path up. Get the BMD containing Recov10 *.

MegaMan HP 200
Folder: 30
5 Cannon A
5 ShockWave R
4 Recov10 * (BMD in Gas Compl
1 Recov10 L
4 Sword S
1 AreaGrab S
2 Atk+10 *
3 V-Gun L
2 MiniBomb B
1 WideSwrd L
1 PanelOut1 *
1 Roll R

Return to the valve and get blown down. You're now blocked by another barrage of gas from a valve, this time the one you saw the barrage of gas from the other side. However, there is a path directly in front of you, just to the right of your original location in this puzzle. You need to once again time your steps right to pass the barrage of gas. If you get blown up, you'll have to get blown down again and back. I recommend saving here just so you don't need to keep repeating the process again and again. Now, head along the path.

Don't go straight to the main large square area, first continue along the path to the dead end containing a BMD with a V-Gun A. Now head to the main large square area and MegaMan will see GutsMan, who is struggling to find a way forward. You'll see that the path doesn't continue. But, to your right is a valve. Press A on it to turn the cyberknob and Cybergas will flow out. Get blown by the gas up on to the next area. There's a green program next to a ventilator. The program tells you (if you say Yes to being Yai's friend) that the ventilator program must be fixed. Press A on the ventilator for MegaMan to clear the error. In the real world, Lan will make the ventilator work. The gas disappears from around Dex. Lan can now approach Dex! He does so and revives Dex. Dex decides to escape with GutsMan and unlock the front door. Lan and MegaMan agree to stay and help Yai. The player regains control of MegaMan. Head forward to the next area.

You're now in Gas Comp2. Head up and to the far right, because to the left

a barrage of gas blocks the way. You see Glide, so talk to him. Apparently, even he cannot pass the gas ahead. The next puzzle is slightly tricky. First, get hit by the first valve. Go down the path here on the left and pick up the BMD containing a HPMemory!

MegaMan HP 220

Now, head down and get hit by the gas here to return to the start of the area. Go back to the line of valves and their gas barrages. You need to carefully manoeuvre past them all. I recommend saving, going past one, saving and repeating the process. When you pass the few in a line, you'll reach another barrage of gas. You'll have to veer right into the little dead end quickly. Time your steps right after the gas cloud previously hits and grab the BMD containing a BugFrag. Save here. Now comes the hard part. With the right timing, head diagonally to the path to the left. Follow this path to grab another BMD containing a MiniEnrg. Continue down the path. Press A on the valve to turn it off and stop the flow of gas! Go back to the path that was previously unpassable due to gas and continue past it up.

In the next area, head up and clear the error in the ventilation program. The result will be no effect. MegaMan reminds Lan of the conversation with Yai in the morning (remember the fans?). Lan recalls the fan and agrees to search for one. The player regains control of Lan. Head back into the last room. Dex is waiting by the door which is locked. But, the stairs that were previously blocked by gas are now accessible! Head upstairs. Press A on the shelf in the centre of the room with green doors. Get the Fan and backtrack to the bathroom. Head near the gas that is left and a cutscene occurs. Lan uses the fan to blow the gas away. He blows all of it away and can now see the bathtub! Yai can be seen - she is unconscious in the bathtub. Before Lan can help her, the gas returns! The scene returns to MegaMan. Towards his right, the huge collection of gas before the last ventilation program clears because of Lan. But, a navi appears before the program!

The player once again regains control of MegaMan. Head to the right where concentrated gas blocked the way before. Turn the valve that is closed and get blown to the next platform. Now, turn the valve you can see here off and go past it to the BMD containing a RegUP1.

MegaMan HP 220 MB 5

Now, keep going along the path. Far down the path, you can see another closed valve. Open it and head all the way back to the platform you came from. Turn the valve here back on and get blown back to the previous area. You can see just behind you where you came from a barrage of gas flows coming from the valve that you just opened. Get blown by it. You'll get blown to the area where the navi is. Don't advance just yet - instead, save your game and prepare for the first boss of the game. When you're ready, approach the boss. MegaMan will ask him to stop what he is doing. The yellow-haired man you would have seen first before Lan's house and when Yai was missing the man behind Yai's house appears and says that AirMan only listens to him. Lan suggests he has a grudge against Yai, but AirMan's operator wants to blackmail Yai's parents for Yai's life in exchange for 200 million. Lan gets pissed off and the battle begins with the trademark "Battle routine, set... execute!"

>> BOSS: AIRMAN <<

HP 300

Tornado: AirMan fires three tornadoes down each row of the battlefield. They are travelling at different speeds. Evade the faster ones by going in the path of the slower one and then move away when the slower tornado

approaches.

Wild Tornado: AirMan shoots two tornadoes, one moving horizontally and the other vertically. They will home in on MegaMan's present location (at the time) and hit him. Evade it just at the last second.

Air Cannon: AirMan fires a blast of fiery wind down one row. Evade it easily by moving to a different row (if he actually is aiming at your row).

AirMan is pathetically easy. His attacks are not only easy to evade, but predictable and low-damaging. Hit him with strong chips such as Cannon and Roll when you have a free shot at him. Mini Bombs aren't going to work well. Swords are particularly effective at defeating him.

After his defeat, AirMan's operator decides to retreat. MegaMan and Lan rejoice but quickly remember Yai. MegaMan fixes the final ventilator program.

The scene switches to Yai in bed, surrounded by Lan and the others. Yai wakes up and finds out that Lan saved her. She thinks Lan saw her naked but Mayl comes to his defence, saying that she carried Yai to her bed; Lan only turned the gas off and Dex opened the front door. Yai says Lan missed out on something good... Lan says Yai is talking nonsense. On a happy note, the scene changes.

The yellow-haired operator of AirMan, Arashi, contacts his superior. Arashi says that he will not fail next time. The superior says that he does not understand the harshness of Gospel. Arashi thinks he is being overdramatic and the superior claims that Gospel are the netmafia and soon Electopia will find out. Arashi has had his last chance, but he seems fine. The superior announces that in 3 seconds there will be an explosion. The scene ends with a Station exploding (and no doubt the end of Arashi). The Gospel superior makes an evil comment and hangs up.

The player regains control of Lan. Talk to Yai. She is asleep, but Lan reads her memo to receive YaiCode. There are some interesting objects around Yai's house. First, head to the ancient telephone. Jack in. Go to the bottom left and pick up the BMD containing 1000Z. Go directly up from there (ie. go to the top left of the area) and pick up the BMD containing a RegUP1. Talk to the navi and the two programs that say irrelevant things and jack out of the Telephone.

MegaMan HP 220 6MB

Go to Yai's laptop and jack in. In Yai's PC, go along the very long winding but linear path. In the big main yellow area, head over to the right and hug the right side until you see another path. Keep going up to the dead end and get the BMD containing a HPMemory.

MegaMan HP 240

Go back down and keep heading down to the warp point and go through. Open Yai's SecurityCube with YaiCode. This is Den Area1 once again, the area where the Netdealer is located. Anyway, jack out now. Alternatively, you may want to stay in Yai's PC for the more exotic viruses and their rare drops (for example, Swordies for LongSword and Spookies for Invisible and Recov30). Head out of Yai's house.

In Town, nothing much has changed except what the people say. ACDC Elementary is now empty and the Subchip Dealer is now on the road in the west of town (just outside Mayl's house). Head to Dex's house.

Talk to Dex. Accept his challenge to take on GutsMan.

>> BOSS: GUTSMAN <<

HP 300

GutsHammer: GutsMan uses his hammer to generate a sonic wave down one row. Change row to dodge this slow attack.

GutsPunch: If you stay in the front column of your area, GutsMan attempts to punch you with his massive fist. Evade it quickly.

GutsQuake: GutsMan uses his hammer to crack all the panels down one row.

SuperGutsQuake: GutsMan uses his hammer to crack every panel in your area.

GutsMan is another sad case. He's pathetically slow and horribly predictable. He barely ever flinches either, so you can easily hit him with chips multiple times per turn (a few Cannons etc.). If you are feeling bold, using swords stand in the front row to lure him into a GutsPunch. It has massive recovery time, so use it to hack him. This effectively crushes GutsMan.

If you receive a decent rank, you'll get a GutsMan chip from the battle. Dex will also give you DexCode. Jack into his PC and get on the Net via the warp point. Open the SecurityCube using DexCode. This area you'll recognise as Den Area 2, just next to a sign and the Square Entrance. Jack out. Exit Dex's house and head home.

As soon as you enter, you'll get an e-mail. A bomb went off in Marine Station but there were no casualties (Hmm...). Go to your room after talking to Mom and finally press A on the bed to sleep and save. Lan goes to sleep.

iii. Planning a Holiday = (PLNHL) =

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A few days go by uneventfully. The scene picks up a few days after the start of vacation. Lan and MegaMan are planning a camping trip to spend vacation. After some conversation, Lan agrees to tell the others.

Exit Lan's house. There are a couple of new people around. First, in the playground a little boy and girl are trading. Ms. Mari, your school teacher is outside of the school and she teaches Lan about upgrades if you speak to her. There's a boy just above the park that teaches you about Official and City Netbattlers as well. Probably the biggest change, a man is standing outside the Metroline and it is open! But we won't go there just yet.

The girl outside of Mayl's house says that Mayl is doing her homework somewhere. Go to ACDC Elementary and talk to Mayl, who is doing work sitting at her desk. She has homework from her Netopian class, so she can't come...

Next, go to Yai's house. There's a note on her front door saying she's gone on a trip around the world.

Finally, head over to Dex's house and talk to Dex. He needs to stay home to watch the house.

A cutscene takes over where Lan and MegaMan are in the park talking. The decision to camp was a little too random. Suddenly, they get an e-mail. Any ZLicense holders are eligible to take the test at the Official Center and

become a City Netbattler. Lan and MegaMan decide that they will talk to everyone about camping tomorrow. Now, head over to the station.

Looks familiar? Arashi died in a similar place... Talk to the men around if you like and go to the counter. Get a MariPass and head past the blockades to the right. As soon as you head through, Lan gets an e-mail. Dex will camp tomorrow on the condition that he is the leader. That's one member going... Anyway, this is the Marine Harbor Station. This is also where Arashi died. Talk to the men here if you like and head out the door to the right.

Welcome to Marine Harbor! There's plenty to do in this new location. There's first a lot of new people with random things to say. If you head up, you'll notice that to your left overlooking the ocean is a TV reporter, her cameraman and a TV relay mobile. This reporter is from DNN News and her name is Ribitta. She travels the world at times and can be recognised easily from her green froggy clothing and her cameraman. Accept her challenge to Netbattle against her Net Navi, ToadMan.

>> BOSS: TOADMAN <<

HP 300

Element: Electric/Water

Weakness: Water

Paralysing Song: ToadMan sends a semi-homing paralysing musical note towards MegaMan. Evade at the last second to avoid it.

Toad Swipe: ToadMan moves to the square in front of him and pushes him for a lot of damage. Evade quickly.

Tadpole Rush: The two lily pads send a tadpole down their respective rows to confuse MegaMan. Dodge them quickly.

ToadMan is definitely a notch above other bosses you've faced so far. His attacks are fast and he isn't easy to hit. Notice that there are two lily pads on the far rows on the enemy side that move back and forth. ToadMan appears on one and when you go to his row he immediately moves to the other row. In addition, he usually hides. Not to mention with electric damage he will be getting multiple hits by comboing a paralysing attack with a high damage attack. What you need to do is bait him towards you by first and foremost evading all his attacks and attacking the lily that is heading further away from you. ToadMan will move to the lily pad near you so that when you are ready you can hit him with swords and other high damaging attacks. The faster you finish this battle, the better. Your ShockWaves will also help; send it down one row that is empty and move to ToadMan's row and he will move into the path of the attack.

Once defeated, Ribitta hands Lan Ribicode. Go into the Ribitta's Van. Move along the winding linear path and pick up the BMD containing 1000Z. There are some interesting aqua viruses around that you may want to fight for some chips. Continue all the way to the warp point. Get the BMD next to it containing an ElecSword E. It would have been useful against Ribitta, if you are having problems. Go through the warp point.

You're in the top floor of Den Area 3. Open the SecurityCube with Ribicode. Move forward and you'll see a PMD containing a PowerUP! (You need an Unlocker subchip to open PMDS - the Subchip Peddler in ACDC Town is the most convenient choice). I recommend using the PowerUP on MegaMan's Charge attribute. As said in the Basics (BASIC), press START and choose MegaMan. MegaMan asks 'upgrade what'? You choose one of the attributes and press A.

MegaMan HP 240 Attack 1 Rapid 1 Charge 2

Once you're done with that, continue along the path until you reach a big green square area that branches off into two directions. There is a program in the corner sulking about not being able to access KotoSquare. Head to the bottom right path first. Continue along to the warp point. Take the branch that veers to the far right for a GMD in the dead end that is almost always there. Go back to the warp point and head through. Recognise this area? It's the Square Entrance, but the warp point in the top right of the area is now able to be used and it leads to Den Area 3! Head back all the way to the big green square where the program was in Den Area 3. Now pursue the bottom left path and talk to the green navi here, who is in fact a Netdealer.

Den Area 3 Netdealer

HPMemory	3000
HPMemory	5000
HPMemory	8000
PowerUP	5000
Atk+10 *	600
Spreader O	800
Recov30 B	1000
AreaGrab E	2000

His best products are the HP Memories and PowerUPs, but I really doubt you will have the money available right now. Buy what you can for now and train up. Remember him for later. Now, continue down the path until you enter Den Area 2 from the top floor. Continue along this path and talk to the green program blocking the way. This path leads to KotoSquare but it is still under construction, so it's another no-go zone. Jack out.

Head up in Marine Harbour to the big building. You'll notice the woman says that this is the Netbattlers HQ. If you head down the stairs to the right, the doorway there cannot be accessed - at least not yet. Head through the door to the Official Center.

There are some interesting people around, talk to them all. Head over to the counters and to the lady that is first from the left and get your ExamPass. Now, there are some other things to do first. If you head over to the far top left, you'll see the Center's Host Computer. If you jack in from here, you'll get to the Square but from the alternate warp point that wasn't active before. You'll see what I mean when you try it for yourself. Now, head down to the bottom left of the area and jack in to the coffee machine.

Head to the top left of the coffee machine and get the BMD containing a RegUP1.

MegaMan HP 240 7MB

Jack out. Now, head down the stairs on the bottom right. You'll see a young man and woman. To the left there is a Request Board, where people make requests to City Netbattlers. If you head down and out of the door there, you'll be outside but down the stairs which you couldn't access before the first time in the building. Talk to the man next to the counter and enter the door nearby.

Lan is now in the Test Room. There are some other people completing their License Tests. Jack in at any part of the room. You'll get an e-mail from Yai saying that she will come on the camping trip as well. There's two members of the gang going! Anyway, you should realise you are in the Square but on the other side of the barrier you could not access before. This area cannot be accessed in any other way other than the Test Room. But

first, talk to the lone green navi. You'll take the BLicense test. There are three problems.

Problem 1 - Survival Battle, no recovery permitted in between battles

Battle 1 - Mettaur, Mettaur

Battle 2 - Canodumb, Canodumb

Battle 3 - Mettaur, Mettaur, Mettaur

Battle 4 - Canodumb, Canodumb, Canodumb

Battle 5 - Bunny, Bunny, Bunny

These battles are a piece of cake. Every virus you battle you have encountered in the past.

Problem 2 - A Navi needs help in the Den Area. MegaMan needs to find him and help him. The barrier lifts that was blocking the way to the Square. Head back to the Square Entrance. Now go to the top right to Den Area 3. Head up along the path, past the sulking program and past the Netdealer, purchasing anything you can along the way.

MegaMan HP 240 Attack 1 Rapid 1 Charge 3

Go down and in the next big green square area there is a green navi. A bad guy stole his WalkProg. Say that you will help him. As soon as you do that, you get an e-mail from Mayl, saying that she will camp as well because she finished her homework! Now, jack out.

Jack back in, go to the Square Entrance and go all the way to the bottom right back to Den Area 2. Now, head down and around towards Den Area 1. On your way, you'll see a suspicious purple navi in the area just after the program that heals you fully - who is no longer there. Save and talk to the navi. He'll engage with a virus battle!

Beetank, Beetank, Beetank

These guys aren't spectacularly hard, they just have a lot of HP. Use mass targetting attacks that are generally based such as ShockWaves to delete them quickly. Their movement means that they are more than likely to get hit by moving into the path of attacks. Jack out, jack back in and head to Den Area 3 from the Square Entrance. Give the navi his WalkProg back and MegaMan will receive NiceData. Jack out and jack back in yet again. Give the examiner the NiceData and you're ready for the last problem.

Problem 3 - Survival battle, no recovery permitted in between battles

Battle 1 - Mettaur2, Flappy, Canodumb

Take out the Mettaur2 first, then the Canodumb. Handle the Flappy last. The Mettaur2 can be easily beaten with a sword immediately.

Battle 2 - Mettaur2, Mettaur2, Mettaur2

Just like Mettaurs, except they shield occasionally. Pick them off one by one and dodge as necessary.

Battle 3 - Bunny, Canodumb2, Beetank

Defeat the Bunny as fast as possible, then handle the Canodumb while dodging the Beetank. The Beetank should die last.

Battle 4 - Canodumb2, Canodumb2, Canodumb2

Yeesh. Three stronger than normal Canodumbs. If you can't delete one immediately, evade like hell. Otherwise, take out one and stay in that row, picking the others off when the opportunity arises.

Battle 5 - HardHead, HardHead, Beetank

The HardHeads are almost always immune to attacks, but you need to pick them off first. When they attack, quickly attack them. After they die, the battle becomes very easy. Watch out for many explosions and the HardHeads cracking

panels around you. You're in trouble if you are trapped - the cannons the HardHeads spit out are very painful.

After completing, the battle, you will be fully healed and you will have passed the BLicense exam. MegaMan will get the BLicense! The examiner will also give you a RegUP1.

MegaMan HP 240 8MB

You'll receive an e-mail from Chaud. He says he is too busy and he doesn't want to camp anyway. Nice guy :/ Talk to the examiner again to find out what the BLicense means for the player. After that, jack out. Go out of the Test Room. Head over to the Request Board. There are some new requests that you can take on board! Here we go...

Request: At the cafe

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

Solving: Talk to the man with an orange jumper just near the Marine Harbor Station. He wants a navi deleted. It's in Den Area and is spreading viruses to programs everywhere. Go to Den Area 2 (fastest way is from the Center Host Computer) to the warp point that leads to the Square Entrance. An evil navi is there. Talk to him. He'll get pissed and send some viruses after you.

Fishy, Fishy, MettFire

Take care of the Fishies first, because they are the real threat. The MettFire is more of a distraction than anything, his meteors rarely hit.

After that, head back to the man. He is actually an Official, but hired a city Netbattler to stay undercover. He'll give you a HPMemory.

MegaMan HP 260

Return to the Request Board and complete the other request there.

Request: Need help

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

Solving: Go to ACDC Elementary and talk to the girl next to the blackboard. Her cousin has wandered off somewhere and she is worried, so she wants you to find her. She says that she may have used the Metroline to go somewhere. Go to Marine Harbor. From Ribitta's location, head up to where a boy is staring at her (Ribitta). Behind him is a little girl. Talk to her. She says that Sis worries too much and that she can take care of herself. Head back to ACDC Elementary to the girl. You'll get a RegUP1.

MegaMan HP 260 9MB

That's it! No more requests for the day. You can collect more money for the Den Area 3 Netdealer if you like, if not (be lazy like me o_o) then go home, because there is nothing left to do for the day. Go to sleep and save.

Meanwhile, elsewhere, ProtoMan and Chaud are viewing messages in the Board Room. ProtoMan finds a message from Gospel saying that Electopia will witness its might. Chaud thinks it is nonsense and asks ProtoMan to erase it with his Official authorisation. The scene ends with Chaud thinking about Gospel.

iv. Camping at Okuden = (CPOKU) =

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Next morning, Lan is being yelled at by MegaMan while he is asleep. Lan finally wakes up and the player regains control over him. Lan receives an e-mail from Dex to go to the bus stop in 5 minutes or they will leave without him!

Head out into ACDC Town. There's almost no change in town, except that a kid is down the pathway outside of ACDC Elementary (keep heading west). He wants a DashAtk J in exchange for a Spreader * - you may have it but probably not yet.

Head down to Dex's house and chat with Yai, Mayl and Dex. Right after that, the bus arrives. The scene blackens out as the bus leaves and arrives at Okuden Valley. The others will join Lan for a while. Lan starts heading up and sees Chaud. After some talk about how Chaud has this whole attitude problem thing, Chaud joins as well. The player regains control over Lan. Head into the entrance.

If you attempt to press onward down the path, bees block the way. We need to find some materials...

If you talk to the fat lady and the middle-aged man down near the river you'll find that there seems to be newspaper littered in a tree. Press A on the tree to the right of the man in glasses, who seems like a Greenie. You'll see a newspaper in the branches. Take it to receive Paper.

But we can't do anything with paper... yet. If you talk to the camper woman with a little girl running around her, she will say that bees are scared of fire. Now, head down past the fat lady and the man who told you about the newspaper. Keep going parallel to where the bees are blocking the path. Press A on the blue screen (basically, the corner) and Lan will see a lighter stuck between two rocks. Pick it up to get a Lighter.

Now, head back and alongside the river you'll see rocks that spread across it at certain parts of the river. Go along the rocky path that is closest to the right, or from the entrance. Now, at the end, press A where you cannot go any further. Lan will see a bit of stick on the rocks. Pick it up to get a Stick. Now we are ready to make our fire! Head over to the bees and press A. Select the option to use the lighter + stick + paper. The bees will flee. The pathway is now open, so move to the next area.

If you continue, the pathway is blocked by a bear!!! Lan and co. run away. There is one hint as to what to do next: the little boy near the river says that he lost his binocs somewhere. Go behind the waterfall and press A when Lan cannot move. He will see something shiny, so pick it up to get Binocs. Move to the guardian statue near the bridge and jack in.

Go to the top left of the Guardian and get the BMD containing a HPMemory.

MegaMan HP 280

Jack out. Now, head towards the bear. Mayl suggests to look at the bear with the Binocs. It actually is a fake and is programmed to attack! Someone needs to fix it up and Chaud arrogantly declines (Hmph to you too!). Jack in to the bear.

This area is very convenient to get a DashAtk J because the Fishies will not be accompanied by many foes. Head down to the bottom right corner first and get the BMD containing a RegUP1.

MegaMan HP 280 10MB

Now, head to the middle and speak to the program there. The bear has a virus. It apparently was a hit until it starting hurting people. Even in Okuden, people continue to get hurt. Right after this, viruses interrupt the conversation!

Spikey, Spikey, Spikey

They aren't hard because it is easy to tell when they are going to attack. Their HeatShots hurt, so be careful to dodge them.

After the viruses are gone, the bear stops functioning. Lan and co. decide to place it onto the side of the road. The path is now open, so continue on.

You've finally made it to the campground! After a short cutscene where Dex dismisses everyone for the BBQ, the player gains control over Lan.

First, head down the rocky path to the other end of the river. Continue left and talk to the scientist there. You aren't authorised to head to the Dam itself, but he'll give you a Bubbler G.

The other important thing to note is that Ribitta and her van are here, so you can if you like go to Den Area 3 for some more purchases.

After that, head to where Dex is running around. He's looking for a kindling because the gas stove is too weak. He asks Lan to find some wood for him. Lazy ass ;P Go down past the rocky path to the other side of the river and talk to the old man near the trees. The old man cuts up FireWood for Dex. Give it back to Dex. The old man is on the far right, closer to where you came from when entering the campground.

Now, talk to Mayl who is near the BBQ. She forgot her cutting knife to cut the vegetables! Go just to the right and talk to the camper girl looking at the river. She lets you use her knife, so Lan gets the Knife. Head back to Mayl and give her the knife. Man... everyone is so lazy around here.

Now, go to Yai who is just on the other side of the BBQ. Talk to her. She wants fish! Head over to the rocky path that is on the far left and talk to the man with a bandana who is fishing. He'll help you catch a Fish with your bare hands! Go back to Yai and give her the fish.

After those three have obtained what they wanted, a cutscene begins where the BBQ is ready. Chaud is nowhere to be found. The four decide to eat without him. Dex and Lan pig out, as usual. Just as they are enjoying their food, the ground shakes. MegaMan thinks the explosion came from Okuden Dam - which means that if the dam breaks the water will wash them all away! When they are about to flee, Dex reminds them that Chaud is still missing. Lan decides to chase up Chaud while the others get to safety. After that, the player regains control of Lan.

You'll notice pretty much everyone has deserted the Camp. Head to the Dam area, where you couldn't go to before. A scientist here says the dam will explode. Keep going, the scientist next to the sign is a Subchip Peddler.

Okuden Dam Subchip Peddler

MiniEnrg	50
SneakRun	200
Unlocker	4000

Probably pointless at the moment. Head past him. The man in the vest says that a boy went into the dam's control center and didn't come out... Keep moving along the bridge. Talk to the scientist before the door to the control center. Press A on the door. Only authorised personnel can continue. Just when Lan is starting to get ticked off, Chaud phones. Chaud tells Lan he is in the dam and he tells him about the message on the boards last night. Chaud came as recon and found a time bomb set to explode in the dam. Lan wants to come in but Chaud says that he has to do something else: there are several remote detonator receptors in the bombs. Lan must find them and delete the explosion programs. With that, Chaud says that he will take care of things inside. The player regains control over Lan.

Head back to the campground main area. As soon as you leave the Dam, Lan gets an e-mail from Chaud explaining that there are four bombs. Go to the rocky path and you'll see a flashing device on the ground. It's a PET! Jack into it.

After you enter, MegaMan confirms that this is a detonator. After a brief conversation, Chaud sends yet another e-mail. You need to look for a round monitor inside the detonator. Head up until you see a fork. If you head up, an explosion will block the way. Head left. At the next fork, head up and get the BMD containing 500Z. You can't head any further down that path, because an explosion blocks the way. Backtrack to the previous fork and head left. Work your way around the corner, defeating viruses as necessary. Head up and at the next fork, going up will lead to a dead end. Head right instead. At the next fork, continue down the same path. If you try to get the BMD, an explosion blocks your way. Continue down the path. At the end, head up and around. At the next fork, head down to retrieve the BMD containing a Cannon C. Now head to your left. Move along the green pathway to the round monitor. Press A to make MegaMan stop the detonation program. Jack out.

Go past the BBQ to the tent nearby and head to the mat with a backpack and canteen on it. The canteen is actually another detonator! Jack into it. Move along the green pathway. A program here mentions dud bombs in battles that you will encounter; if a Fire attack hits it that area (whether it is yours or the enemies') will explode. At this first fork, you'll need to head up because to your right the path will be blocked by an explosion. At the next fork, grab the BMD for 600Z. If you keep heading this way, you'll be blocked off yet again so go back to the fork and go this time to the right. At the next three-pronged fork, heading right will lead to a dead end and the same if you head up. Instead, go down and around to reach the other side. Head across the green pathway here. Yet another three-pronged fork ahead! Both left and right are blocked off, so head up. At the next fork, up and left are blocked, so head right. At the next fork, head up and get the BMD containing a HPMemory!

MegaMan HP 300

The left path will be blocked off, so head up and around. At the next fork, the left path will once again be blocked, so head down. At the next fork, the only way to go is left (at last!) to be greeted with yet another fork. Here, going up will be blocked. Go to the left and get the BMD containing a WideSword L. Pursue this path only to be blocked. Backtrack to the last fork and head down. Keep heading down, because going left only results in... Another dead end! Aghhh! Finally, you're down to the bottom, so head left. Turn the corner and head up. Keep heading up past all the freaking dead ends that were blown up. You'll finally reach that all-familiar green pathway. It leads to... Yes! A round monitor. Stop the detonation program

and jack out.

This time, leave the campground. You're done here. In the waterfall region, head behind the waterfall where the Binocs were. There's a PET there...
Jack in.

Head along the winding green pathway. At this first fork, your only option is to go up because left leads to ANOTHER dead end. The next fork, head left because up leads to a dead end. At this big fork, heading up results in a dead end. Heading down, the same result. Head straight on - stay on the same path you came. With the option going up or down, head down because up goes to a dead end. Cross the green pathway here. Going straight leads to a fork where both ways are dead ends, so head up. At the next fork, go to your left and down to retrieve the BMD that was blocked off before containing a PanelGrab L. Going up would have led to another dead end. Now, you need to head left because up leads to a goddamn dead end. At the next fork, left AND down lead to dead ends, so head right. Go around the corner past the dead ends. At another fork, going right leads to a dead end, so go forward. Go around another corner. At another fork, collect the BMD straight ahead for 1500Z. It leads to a dead end, so backtrack to the previous fork and head right. Here at the next fork, the only way is to head up. You'll be greeted by another fork. Heading straight leads to a dead end, so head left. Head around and past the green pathway. Get the BMD dead ahead for a RegUP2!

MegaMan HP 300 12MB

The pathway is blocked, so head left. Victory is in sight! The monitor can be seen - but not reached. At the next fork, up leads to a dead end so head right. At the next fork, follow the only way up and as far as you can go, then head left. Go along the blasted green pathway and stop the detonation program.

Chaud rings Lan and drops a hint that a person is carrying the last bomb himself! Jack out. Head back to the portion of Okuden just after the entrance. You can see that Greenie guy there. Talk to him and select Ask Again. Get Suspicious (select the option) and he reveals that he is in fact, Dave the bomber! After a short talk about how humans have ruined human nature, he says that no one can stop QuickMan and him. He even tells Lan that he can jack into his PET if he wants and nothing will change. Lan does so.

Ah... Finally. The damn last one! Head along the green pathway. You have to head down, because the other passages will be blocked. Head down and around the corner. Head down the green pathway, the other directions are blocked. Pick up the BMD with a Recov50 N in it. The pathway will automatically explode. You need to head left, because every other way is blocked. Head around the corner and at the next branch keep heading straight, the way is blocked. Head around the next corner. Here at the next fork, go up because right leads to... another dead end. At the next fork, the only way is to go right. At the next fork, head down because up leads to yet another dead end. Go along the green pathway. Head straight, because up leads to another explosion. At the next fork, head up. Going straight at the next fork heads to a dead end. If you go right, you can go in a circle but head up from the right to receive a BMD containing a PowerUP.

MegaMan HP 300 Attack 1 Rapid 1 Charge 4

The passage is blocked, so go to your far left. Head all the way around and take the green passage to your left, because taking a shortcut leads

to - yes, another dead end. At the next fork, the only way left is to go right past another green passage. At the next fork, straight leads to another dead end so go right and get the BMD on the green passage containing a BugFrag. Head across the path and here at the next fork head straight, because up leads to another dead end. At the next fork, going up or straight leads to two more dead ends so head down across yet another green path. Here, the only way is to head right and across another green passage. Keep heading up and you'll reach a fork that doesn't matter because it is a safe circle. Head inwards towards the two inner forks. Grab the BMD to the upper left for an Atk+10 *. Head across another safe fork and across the next green passageway. You can see a huge green path to the right - that's the end! We're close... Navigate past another safe fork and get the BMD containing 3000Z. Head to the far left and save. Finally, take the long green winding path to the boss...

Another meagre confrontation scene between MegaMan and this time - QuickMan. QuickMan is about to leave when Dave decides to teach these punks a lesson. The battle begins.

>> BOSS: QUICKMAN <<

HP 400

Boomerang: QuickMan sends a boomerang down a single row. Dodge quickly.

Wild Boomerang: QuickMan sends a boomerang that twirls across several rows. Dodge by anticipating the direction he will aim in.

QuickMan is not difficult for a player who knows what he is doing. The problem with QuickMan is if you target him at any time, he will shield. The only time he is vulnerable is during his attacks and rapid movement. You need to hit him either during his movement or during the period where he recovers before he composes himself. QuickMan attacks quickly and sometimes attacks more than once, so watch for that. Swords are good to hit him with but ShockWaves are particularly useful for hitting him when he is moving. Although somewhat random, his movement will assuredly hit the centre row, so send a wave down that way and he's going to be almost certainly hit.

MegaMan finds out QuickMan should not have been deleted - he IS the final detonation program! If he is deleted, the dam will explode! Just when he is about to explode... ProtoMan steps in and deletes QuickMan. Dave gets arrested by Chaud and the scene blackens out.

Lan is getting interviewed by Ribitta as the 'hero' of the crisis. Lan remains humble, but we deserve SOME credit for going through all those torturous goddamn puzzles...

The scene switches after the interview to a black screen and the standard Gospel theme plays. The superior considers the defeat of Arashi and Dave, but then remembers they are bottom ranks. He calls out to Dark, a mercenary it seems. The superior is happy he is working with a REAL professional...

v. Yumland = (YUMLD) =
=====

The scene goes back to Lan in ACDC Park. He's thinking about his research project and what he has to do. MegaMan and Lan discuss it before Lan finds a pink Balloon. There's a letter attached to it from Yumland asking to be penpals with someone. Lan decides to do it on Yumland, the place famous for good food. With that, the duo decide to go to Yumland from the Net and maybe eventually visit there for real. Now, the player regains control of Lan.

First, head to that boy near ACDC Elementary with the fat head that wants a

DashAtk J and trade it to him for a Spreader*. Wooddedoo, waste of time.

Next, go to Dex's house and take on GutsMan V2. He has 500 HP and is equipped with a new Rocket GutsPunch. It does a massive 100 damage per hit (!!!) AND he also uses some AreaGrabs to try and trap you in one location and hammer you. Finish him off quick, or you'll regret it. Beat him with a decent rank to get the GutsMan V2 G chip.

Head back outside and into the park. Jack into the toy robot lying on the ground. Head left and get the BMD containing 3000Z (more money!) and go to the far right and get the BMD there containing a RegUP1.

MegaMan HP 300 13MB

Talk to the programs and jack out. Now, head to Marine Harbor to do a few errands there. Go to Den Area 3 and clear out the Netdealer there for all your PowerUP and HP Memories that are still missing using the van.

MegaMan HP 340 (I was able to purchase all except the last HP Memory...)

Jack out. Head into the Official Center from the main door. You'll get an e-mail from an unknown person (one guess who...) about Chip Traders. Inside here, you'll see a masked man in a lab coat. He is TEH Mr. Famous... (cough) Talk to him and challenge him to a Netbattle.

>> BOSS: GATEMAN <<

HP 600

Gate Cannon: GateMan shoots a high-damaging blast of gravity down a single row. Dodge by moving rows.

RemoGate: GateMan summons a gate that blocks his row and is continuously homing on MegaMan's location (effectively blocking GateMan from most attacks).

Gate Claw: The gate GateMan summons targets you and THEN charges at MegaMan, sending a claw to deal massive damage. One row only.

Marching Warriors: GateMan sends three marching mini warriors to attack you. They move as you move, so there are two ways to defend; either, hit GateMan when he is about to use this attack, so he stops using them OR quickly dodge around the warriors by tricking them into going far to one side.

GateMan isn't too tough to begin with. Most of his attacks have HUGE recovery time. It only gets difficult when he summons the RemoGate and you have to worry about two or more things at once. There are two main ways to hit GateMan; with WideSwords or with fast ranged attacks. Cannons are very ineffective against him. In order to render his RemoGate useless, AreaGrab him and stand in the same row as the gate, blocking it from hurting you. GateMan's attacks are powerful, so delete him quickly. Mr. Famous will reward Lan with a HP Memory.

MegaMan HP 360

Over to the far right of the Center, you'll see a scientist who happens to be yet another Subchip Peddler!

Official Center Subchip Peddler

FullEnrg 400

SneakRun 200

LocEnemy 10000

Yeesh, nothing too good. There's also a new red machine in between the two counters in the room. This is a Chip Trader, you can trade chips for a random chip, whether it be new, old, rare or common. Use it wisely, because if you trade a good chip you cannot get that chip back again since the game saves EVERY TIME you use the Chip Trader. Try it a few times. I didn't bother using it. In case you are wondering, my status is as follows (to refresh memories):

MegaMan HP 360 13MB Attack 1 Rapid 1 Charge 4 LV 26

Folder: 30

5 Cannon A

3 V-Gun L

4 Sword S

1 WideSwrd L

5 ShockWave R

1 PanelOut1 *

1 Recov10 L

4 Recov10 *

1 AreaGrab S PRESET

2 Atk+10 *

1 Roll R

1 GutsMan G

1 GutsManV2 G

I suggest it maybe a good idea to think about getting some better chips, trying to find some program advances and getting all powerups possible. Next, head back to ACDC Town.

From here, go to Dex's PC and jack in. Go onto the Net and take the northern path that leads away from the Square Entrance. Head up and keep heading up to Den Area 3.

Keep heading up and talk to green navi if you like. Continue to the SecurityCubes and the sign. Examine the left one. Only ALicense holders can go past the SecurityCube into Yumland and Lan still seems determined, so off we go to get that ALicense. Jack out and head to Marine Harbor.

Go to the License Office. Speak to the Official at the counter. He says Lan still needs more experience before taking the ALicense exam and he places three special requests on the Request Board for Lan to handle. Go to the Request Board.

Request: Mission1

Info: I really need help. I'd rather discuss it in person than on this board. I need help from a good virus buster. I'm waiting in front of ACDC Town St.

Solving: Go to ACDC Town. Talk to the scientist right next to the entrance to the Station from Town. He was testing some experimental Navis and they ran away. There are 3 Navis located in the ACDC Town network. They're not in the main Net yet. He wants you to delete them but he warns you that they will send viruses.

First off, head to Dex's house and jack into the GBA. Head to the top left corner and talk to the evil Navi there. Enter battle...

Handy, Handy, Handy

It's not difficult, but a little hard if you don't want to get hit. Take one down reasonably quickly with a sword and bide your time hitting their bombs. Mass-targetting attacks like GutsManV2 will hurt them badly. Now, after that

jack out.

Go to the park and jack into the toy robot lying on the ground. Once again, go to the top left corner and confront the evil Navi here. More viruses!

Spikey2, Spikey2, Spikey2

Treat them as Spikies with a little extra HP. Lure them to one row and hit them with ShockWaves. Swords are very useful too. After this, jack out.

Go to ACDC Elementary and jack into the BlackBoard. Go to the top left corner and confront the evil Navi here.

Flamey2, Flamey3

Flamies are a pain, but the best way is to hit them with chips that don't involve entering the same row as them. This includes WideSwrds and GutsMan. Oh, don't forget Roll either. The Flamey3 may move to your row, so watch out. Jack out.

Head back to the scientist. He'll say that he is an examiner and he saw your amazing (yeah...right) busting techniques. He'll reward you with a RegUP1.

MegaMan HP 360 14MB

Head back to the Request Board and take up the next request.

Request: Mission2

Info: I have a very simple request. First, come to KotoSquare! Meet up with a kinda mean-looking Navi.

Solving: Go to Ribitta's van. Jack in and head to Den Area 3. Grab anything you missed from the Den Area 3 Netdealer and head along that path towards the Koto Area. The pathway is no longer blocked, so head on through.

You're now in Koto Area for the first time! It looks a little strange. There's a sign up ahead that says to go left. So head left. Head around the corner, collect the GMD in the dead end as you pass. Keep heading around on the main purple path. Keep going, don't wander into corners just yet. Head up onto the elevated level and continue along the moving path. Along this lower level, follow it down to the warp point. Before entering, go past the purple navi here and take the BMD in that lone dead end for a LongSwrd L. VERY USEFUL indeed... Head back into the warp point. You may want to train up against some of the viruses around for some interesting chips.

You're now in KotoSquare Entrance. Head along the blue path. If you head down, a moving path blocks the way to somewhere. Head up to the top right of the area and enter the warp point here.

Welcome to KotoSquare. There are many people with useless things to say. First off, you'll notice two strange things; a green outlined door and down the bottom of the area a barrier blocking another area. Anyway, before doing anything else go in the green outlined door.

This is the KotoSquare shop area. There are three dealers around. The pink navi to the side is the most interesting of all, because they happen to be a BugFrag trader.

BugFrag trader KotoSquare

CrossGun * 1
Spreader M 1

Recov80 *	2
AirShoes A	4
Atk+30 *	8
ZeusHamr	16

Very rare chips indeed. But don't buy anything here yet! We're going to employ a very useful glitch later on...

The green navi at the counter is a Netdealer.

KotoSquare Netdealer	
HPMemory	4000
PowerUP	10000
PanelGrab *	1000
Fire+40 *	3000
FireBlade R	3800
AquaSwrd N	5000

More rare chips! The HP Memories and PowerUP are #1 on your list, but you're probably strapped for cash.

The purple navi at the counter is a Subchipdealer...

MiniEnrg	50
SneakRun	200
Unlocker	4000

Standard set of subchips. Get out of this little area.

Finally, go down and in one of the little dead ends, there is an evil-looking navi. He wants you to jack into the Coffee Machine in the Center. There's a navi in there who stole his program that is very valuable, so he wants you to retrieve it. Jack out.

Go into the Center and jack into the coffee machine to your left as you enter the main entrance. Head to the top of the area; just head straight from where you entered and you'll see an evil Navi. He'll give OddProg and then send some viruses after you.

Spooky2, Spooky2, Spooky2

Slightly difficult, just dodge as necessary. In the mean time, hit them with general mass-targetting attacks like GutsMan. Roll does well as well. Time your WideSwrd strikes to hit them and they will die too. Beware: take them out in a single hit or they will recover again! After they're defeated, jack out and go to Ribitta's van. Make the journey all the way back to KotoSquare again. Talk to the evil-looking Navi for the final time. She is actually an examiner and the program was actually for you! You'll receive a nice gift, Recov30 *.

MegaMan HP	380
Folder:	30
5 Cannon A	
3 V-Gun L	
4 Sword S	
1 WideSwrd L	
3 LongSwrd L	
5 ShockWave R	
4 Recov10 *	
1 Recov30 *	
1 AreaGrab S	

1 Roll R
1 GutsMan G
1 GutsManV2 G

OK, now head back to the Request Board to take the final request.

Request: Mission3

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

Solving: Go to Okuden and make the distance to the Camp area. From here, hug the river until you see a man with a bandana standing on a rocky path. Talk to him. His son's program is lost on the Net. It's in Den Area. Now, leave Okuden and head to ACDC Town.

Go to Dex's house and jack into his PC. From here, make your way to Den Area 3. You'll notice a program wandering around. Talk to it. He's the program we've been looking for. Jack out and head back to the Camp area. The man is yet another examiner. He'll give you a HPMemory.

Megaman HP 400

Head back to the License Office. Talk to the Official at the counter. He'll say that you are now qualified, so the Test Room is open to you. Head inside and jack in.

Talk to the examiner. You will now be registered to take exams whenever you want and the barrier to the Square opens up. Talk again. There are three problems.

Problem 1 - Survival battle, no recovery permitted between battles

Battle 1 - Swordy, HardHead

Take out the Swordy quickly and the HardHead shouldn't be a problem.

Battle 2 - Spooky, Spooky2, Spooky2

Remember to take them out in a single blow. Swords work best.

Battle 3 - Handy, Handy, Handy

Focus on deleting them one at a time. Don't feel pressured by the bombs, heal as necessary.

Battle 4 - Fishy, Fishy, Beetank

The Fishies prove as your main threat. Delete them ASAP with swords.

Battle 5 - Flappy, Flappy, Flappy

Really easy. They're slow and easy to hit with almost anything.

Problem 2 - Two bad Navis are on the Net. We have to delete them! First off, go to the Board Room and look at the new messages. Next, head to the Square Entrance and back to Den Area 2. Head in the direction of Den Area 1 and you'll see an evil Navi. Talk to him; he's the youngest of the Thug Brothers. He'll send some viruses after you.

Swordy, Swordy2, Swordy3

Yeesh... These guys will try to trap you and swipe you to oblivion. Take them out as fast as possible! LongSwords are useful. Same with GutsMan and Roll. Once they're dead, you'll get BadDataA.

Now, go to the Square Entrance and go from there to the top level of Den Area 3. Proceed from here to Koto Area and make your way towards the KotoSquare Entrance. On the way, you'll see the older of the Thug Brothers. Talk to him. He's actually weaker than his brother!

Mettaur2, Mettaur2, MettFire

Delete the Mettaurs quickly and then you'll be able to easily kill the MettFire.

Easy. You'll get BadDataB for your trouble. Jack out and back in. Talk to the examiner, who'll give you the last problem.

Problem 3 - Survival battle, no recovery permitted in between battles

Battle 1 - Sparky

An interesting virus who moves in between rows. ShockWaves work well, as does Roll, GutsMan and well-timed strikes with swords.

Battle 2 - Spikey2, Spikey, WindBox

The WindBox causes some issues. Mass-target the enemies, the Spikies are your main priority, because the rock will cause their heat cross to spread and hit you.

Battle 3 - Shrimpy, Shrimpy

Evade and delete. No obstacles to worry about, so take care of them quickly.

Battle 4 - TuffBunny, TuffBunny, TuffBunny

Think faster, stronger bunnies. A pain, to say the least. Mass target them, or take care of each one ASAP.

Battle 5 - Sparky, Swordy, MettFire

The MettFire is a distraction, the Sparky is the major threat. Defeat him quickly and the other two shall follow suit soon after.

W00T! Once you're done, you'll be rewarded with your ALicense. You're ready to head into Yumland! You'll also get a handy RegUP2.

MegaMan HP 400 16MB

Jack out and head out into the License Office. Talk to the Official at the counter for a Recov50 *. Nice!

MegaMan HP 400

Folder: 30

5 Cannon A

3 V-Gun L

4 Sword S

1 WideSwrd L

3 LongSwrd L

5 ShockWave R

3 Recov10 *

1 Recov30 *

1 Recov50 *

1 AreaGrab S

1 Roll R

1 GutsMan G

1 GutsManV2 G

Head all the way back to ACDC Town now, because there's absolutely nothing to do anywhere else (no one is ready to challenge you). Go to Dex's house and jack in. Make your way to Den Area 3, the lower floor. Go to the left SecurityCube next to the sign. You have your ALicense, so the Cube will open! Head past it and the Official Navi into Yumland.

This is Yumland 1. On first observation, it looks like some kind of grassy place. Head up and at the fork, head right. You'll see three nooks and at one of them there is a GMD and at another is a PMD. The PMD has a BrnzFist S. Anyway, after getting those items head back to the fork and this time head up. Go right past the sign and get the BugFrag just behind here. This particular path heading right leads to a Netdealer:

Yumland 1 Netdealer	
RockCube *	500
ColdPunch B	800
Spreader N	800
Catcher T	2000

Nothing exceptional. Go back to the sign. This time take the path leading up and around to the warp point. Don't go along the moving pathway to your right, it leads back and to a Mysterious SecurityCube that cannot be opened yet. Head into the warp point. Here, head up, past the sign and into Yumland 2. Take the moving path leading to your right. From this central area, take the moving path leading right again. From here, head up along the pathway to the furthest pathway in the far end in the area. Underneath the view of a ramp in a different area, you'll hit a BugFrag. Take it and continue along that path. At the next area, you'll have to take a moving path to your left. There is a PMD here in this small area containing a Geyser B! Head past it along another moving path to your left. Head to the long moving path down. Go left and go into the first pathway leading up on your left. You'll see a BMD here containing a Navi+20 *. Head back to where you entered this pathway and go to the right instead. At this next fork, heading right will lead backwards, so instead go left. Continuously stay on this path until you'll find you can go up along the green ramp you saw earlier. Head up. Go into the warp point next to the purple navi.

A cutscene will occur where the King of Yumland and his last forces are preparing to attack a mysterious and apparently deadly Navi who destroyed his entire country. When they are about to attack him, ninjas come from behind and assault and delete the remaining forces. The King questions the Navi about why he is doing this and he says that Gospel asked him to. With that, he deletes the King. The Navi talks with his Operator, Dark. He has another mission so he jacks out. A civilian Navi approaches the King and checks if he is alright. Sad music plays and the King dies. With his last words, he tells the Navi to warn other countries about Gospel. With that, the scene fades out and you see MegaMan warp into the YumSquare Entrance.

There are four paths. You emerged from the east, which leads to Yumland 2. To the north, there is a warp point shortcut to Yumland 1. To the west, is an inactive warp point. Which means... The YumSquare is down south. You'll notice it has the octagonal warp point like the other two square entrances. Head into it.

MegaMan finds the entire Square empty. He thinks something bad has happened... At that moment, he hears some clicking noises. Lan orders him to investigate. Move around the yellow area, along the winding path and past the Netdealers' counters. As you are heading past it, MegaMan hears the noise again. Clatter, clatter... It's louder. Keep heading along the pathway and you'll approach a small area with a doorway that has a yellow outline. Go up to it and a cutscene occurs. MegaMan hears the noise louder than ever before. He goes in. There's a lone navi in this area that you may recognise is similar to the Board Room in the Square and the Netdealer area in KotoSquare. Talk to the lone navi.

The sad music plays as he says that Yumland was destroyed by a mysterious Navi. The loud noise can still be heard... MegaMan asks what happened but Yumland language cannot be understood. He starts up the translation program. MegaMan introduces himself and his motives. The navi explained he jacked in a little late and found the Square in this state. The King died and said that their next target was Electopia! Just as MegaMan is about to leave and warn the authorities, another strange Navi enters the scene. He will not let him leave! It's Gospel's Yumland Occupation Force's Vice Commander, CutMan!

He cleans up survivors as Vice Commander in the countries the Commander has conquered. With that, he launches into battle.

>> BOSS: CUTMAN <<

HP 600

Scissor Cut: CutMan uses those blades on his head to move to the front row and cut MegaMan. Dodge it easily. Or better yet, stay away from the front row.

Floating Scissors: A razor blade hovers around the stone in MegaMan's area, as a distraction. Dodge it.

Throwing Scissors: CutMan throws a razor blade along one row to try to hit MegaMan. Dodge it.

CutMan is one of the easiest bosses in the game. All you need to do is not get in close range of him. His attacks are predictable and he is easy to hit. His attacks are high-damaging, that's your only concern.

With his demise, CutMan warns that Commander ShadowMan is probably on his way to Electopia now and that he is far superior to him. MegaMan checks on the Navi and he tells MegaMan he sent the balloon to be friends, but not involve him in these affairs. He apologises. Lan and MegaMan say not to worry and they jack out, to quickly get the news to Lan's Dad.

vi. Invasion of Electopia (INVSN)

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The scene changes to several hours later in the Official Center. Gospel has sent a telegram claiming responsibility for the attack on Yumland. They also have said that their next target is Electopia. Chaud decides to leave at that point to investigate. Dr. Hikari (Lan's Dad) agrees and says he will quickly make a powerful weapon to stop the Navi. He also says to summon all Official Netbattlers across Electopia and to take guard against hackers. The Official left after Dr. Hikari departs asks a scientist to take the first series of protective measures and to warn all Officials across Electopia. He does so.

The scene once again switches back to Lan and MegaMan in Lan's house. They prepare to leave and the player regains control of Lan. Just then, Lan gets an e-mail from his Dad to visit the Lab. That's what we were doing anyway!

Head to the ACDC Station and as you enter you'll get another e-mail. It's an e-mail from that Unknown 'huh' guy, this time about the Retro Chip Trader. Go to Marine Harbor.

At the station, you'll see a boy near the Snack Bar here. He'll want a PoisMask S for a VariaSwrd B chip. We don't have that chip yet. Head outside. Go up to Ribitta and challenge her and ToadManV2. He has 600HP now and is a crap-load more annoying, but with a bit of luck you'll pull through OK. You'll get a ToadMan T chip for your trouble. If you head near the Official Center, you'll notice that it is heavily guarded by Officials now. Head inside.

There are tonnes of Officials near the Host Computer and none at reception. Don't go into the elevator yet; in case you were wondering, it's the door just next to the Host Computer. Instead, go to the License Office. You can't take a test, but there are a few things to notice. First, there's a camper woman near the exit who will trade an Escape N for a Hammer Z. You've probably not obtained the chip yet. Don't worry so much - at least for now. Go to the Request Board and you'll see there a few more requests to take on board. (PS I do things in reverse order, the requests appear from bottom to top but I am lazy)

Request: Need a Cupid

Info: I've fallen madly in love! The problem is, I'm too shy to come out and say it! Somebody help me out, please! Please come to the campground entrance.
Solving: Go to Okuden. At the entrance, there's an old man. Speak to him. He wants to confess his love for her but he cannot. MegaMan suggests writing a love letter and he does so. He says she is in a place where flowers bloom, because she loves them. Her nickname is Sunflower. Lan will then receive the LoveLeatr.

Before you leave, you might consider going into the Okuden entrance. There, head down near the river and there will be a boy there who wants an Invisl * in exchange for an Escape N. See a pattern? You NEED that chip for the camper woman! Invisl *s are easy to get. We'll get one as we complete this request.

Now, head to Marine Harbor. There's a lady in the green patch with flowers in the middle of the area (just next to the steps). She is Sunflower, talk to her. She says to Lan to tell him to 'Start as a friend'. Return to Okuden. Talk to the old man and he'll be ecstatic. He'll reward you with 10000Z... Very useful indeed.

Now, before we continue to do requests, let's get that Invisl *, shall we? Head to Yumland 1. Here, make a left turn at the beginning along the moving path. This path is near the sign for the Netdealer. Take the winding path and grab the BMD containing a RegUP1.

MegaMan HP 400 17MB

Now, what you need to do is S rank a Spooky that is very common in Yumland. I recommend finding a few by themselves and hitting them with a mass target attack. Also, make sure you pick up a Satellite G by getting a decent rank on a Sparky virus. This will come in handy later.

You might also want to make an emergency stop at KotoSquare to buy some upgrades for MegaMan. For curiosity's sake, here is my status:

MegaMan HP 420 17MB LVL 33 Attack 1 Rapid 1 Charge 5

Folder: 30

4 Cannon A

3 HeatShot P

1 Sword L

2 Sword S

1 WideSwrd L

3 LongSwrd L

1 ElecSwrd E

5 ShockWav R

3 Recov10 *

1 Recov30 *

1 Recov50 *

1 AreaGrab S

1 Roll R PRESET

1 GutsMan G

1 GutsManV2 G

1 ToadMan T

OK, once you're done, jack out and head back to Okuden. give the kid an Invisl *. He'll give Escape N AND a HPMemory! What a nice guy!

MegaMan HP 440

Now, go back to Marine Harbor and into the License Office. Trade the camper woman her Hammer Z for your Escape N. Now it's time to take up another request.

Request: Paying in advance

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

Solving: Head to Yumland 1, the fastest way is from Dex's PC. Talk to the purple Navi looking at the sign that leads to Yumland 2. He'll immediately give you GateKeyB. He'll then reveal his true self: a thief who preys on City Netbattlers! He sets the bait with his request, steals their chips when their guard is down after getting their reward and sells the chips on the black market. Naturally, you aren't going to surrender that easily! Enter virus battle...

Sparky, Flamey2, Flamey2

It's a good idea to delete a Flamey first to free up a little space. Take out the Sparky thereafter and delete the last Flamey with little trouble. Now, after the battle you're free to leave with your prize!

But wait - what does the GateKeyB do, you ask? Jack out and go to Lan's PC. In Den Area 1, head immediately to the left and you can see many inactive warp points. The blockade that was here is now gone! Go up the left side and go to the warp point in the top left of the area. Stand on it and it will activate with your GateKey! You now have a VERY quick access point to YumSquare Entrance. This will prove very useful...

Anyway, jack out and head to the Request Board again. You might want to take on GutsManV3, but I recommend you don't - at least not yet. You're not strong enough. Anyway, take on the final request there for the moment.

Request: Chip please!

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

Solving: Go upstairs and there's a fat lady near the stairs. You need a FireSwrd F. You need to fight Swordy2's to get it. I don't blame you if you don't have it yet - you'll soon get a good chance to grab it. In case you were wondering, you can find a few in Koto Area. Just leave the request for now, we'll come back to it.

OK, now that we're finally done with them... Go up the elevator. Hit the switch next to the door. You can't simply approach it; kind of stupid, I know. You'll be on the top floor of the Official Center, Dad's Lab. Go right and talk to Dr. Hikari. They talk of the invasion and what happened in Yumland. Officials are now on the Net patrolling (as you no doubt saw). Dr. Hikari is trying to locate a program called 'Chng.bat' that can power up MegaMan exponentially. He says to look in the Board Room, so that's our next destination. Before leaving, there are a few things to be done. Examine Dr. Hikari's Lab coat. You'll get a PowerUP!

MegaMan HP 440 Attack 2 Rapid 1 Charge 5 LVL 38

Continue along where you can see a winding path lead somewhere. You should see a grey version of the Chip Trader. This is the Retro Chip Trader Hig... I mean the 'Unknown' guy was talking about. Take the winding path and you'll enter the area you should be familiar with; where the cutscene occurred when

Gospel warned Electopia of the upcoming attack. This is the conference area, head over the massive screen. Jack into the control panel on the right hand side.

You're in the Wide Monitor. Collect the BMD just to your left to get Aqua+40 *. Go to the top right of the area and collect another BMD containing a BugFrag. After that, fight some viruses if you want and jack out.

Head down the elevator and use the Host Computer to the left to enter the Square immediately. Enter the Board Room. View the board in the top right of the area and MegaMan will post a message requesting info on the program 'Chng.bat'. Now, we have to talk to everyone in the Square to pass time. First off, I recommend reading all the info on every board. Exit back into the Square and chat with EVERYONE here. Finally, return to the Board Room and check the board where MegaMan posted. IronMan posts a reply that is actually useful; a girl who hangs with a boy in ACDC Town is a good programmer. MegaMan and Lan agree to find her. Jack out.

Go to ACDC Town park and talk to the bulky man there with a green shirt. His wife is actually in the Campgrounds at Okuden. He gives you a Battery that his wife forgot for her PET. Go to Okuden in the Camp area. Talk to the camper woman standing in front of a tent in the far west. She'll say that one of her friends who has a purple Navi and resides in KotoSquare mentioned it. She'll give you NoteData to give to him. Now, go all the way back to ACDC Town and go to KotoSquare.

Once you make the long journey here, go to near where there is a program blocking a barrier. There's a purple Navi here (not the one in a nook, the other one to the left of the program). He'll tell you the program is in YumSquare and he'll give you the YumKey. Your next location is YumSquare... But there's one last errand to run before that.

Jack out and go all the way back to Okuden Camp to the programming expert woman. As a reward for delivering NoteData, you'll get GateKeyA! Return all the way back to Lan's PC. Head to Den Area 1 and go to the area with all the inactive warp points. Head to the right and stand on the first one you see. You can now quickly access the Square Entrance! The inactive warp point there is now activated. Finally, go back to Den Area 1. From here, use your other shortcut (Route B) to get to YumSquare Entrance quickly. Go into YumSquare.

From here, make the familiar journey all the way around to the yellow outlined door. Enter here and keep heading straight. Use YumKey to unlock the barrier in front of you. Grab the PMD in the little area afterwards that contains Chng.bat. Right after retrieving it, the security system activates! But, MegaMan cannot simply jack out. We have to walk manually to exit YumSquare. Start walking out of the room and along the pathway. A ghost Navi will appear and send some viruses at you!

Spooky3, Spooky3

These guys aren't too hard. Use standard Spooky strategy; delete them in one shot because they will keep recovering... After the viruses are deleted, continue down the path. Just before the shopping area, another ghost will appear and send some viruses at you.

TuffBunny, TuffBunny, MettFire

Delete the TuffBunnies first and handle the MettFire last. If they hit you,

you'll be assaulted by more paralysis and meteors hitting you. Multiple hits at once = bad... After their defeat, proceed past the shopping area. As you continue down, another ghost with more viruses appears.

Swordy3, Spooky2, Spooky2

The Swordy is your biggest threat. Delete it VERY quickly before its damage is done. The Spookies will be easy from that point on. If the Swordy traps you, you're as good as deleted... Keep going after they are deleted. Right at the exit, a final ghost Navi appears.

Mettaur2, TuffBunny, MettFire

The pesky guys are the Mettaur and Bunny. The MettFire will follow suit. The previous battle is actually much more difficult than this one. Don't forget when he hides behind his rock that you can hit him with spreading chips or wave chips. Head to the exit. Once back in YumSquare Entrance, Lan and MegaMan talk for a bit and you regain control of MegaMan. Jack out.

We've got Chng.bat, so head to Dad's Lab. Dr. Hikari will be in his work station. Talk to him. He installs it to MegaMan. Just afterwards, there will be an emergency broadcast that something has infiltrated the Square! Head back down the elevator. Talk to the old man Official in front of the Host Computer for a FireBlade R. With that, jack into the Host Computer to go to the Square. The Square is deserted, save for one evil Navi. Talk to him. He says that he is a diversion and that it is too late; Commander ShadowMan has infiltrated the Electopian Mother Computer! With that, he says he will eliminate MegaMan. Another virus battle begins...

Goofball

This guy isn't exactly the hardest enemy in the world, but he isn't easy. His gas poisons MegaMan, rapidly lowering his HP each second he is exposed. On top of that, the Goofball is completely shielded from conventional attacks. The best strategy is to use mass targeting attacks WHEN the mask is spurting poison gas. GutsMan, WideSwrds, Heat V etc. will be effective. He has 300HP, which is a significant amount. The virus will also try to trap you with AreaGrabs to poison you to death. Good luck! Heat Vs are EXTREMELY effective against him; 100 damage per hit! After the virus is deleted, jack out! Lan must warn Dr. Hikari...

Go to Dad's Lab using the elevator. Dr. Hikari says that something has invaded the Mother Computer extremely quickly! His weapon is also still incomplete. Lan volunteers to go to the Mother Computer. Dr. Hikari says that the Officials are on the job, so he can help. On the same floor, take the left path (the opposite direction from Dr. Hikari) and enter the door that was previously blocked.

Lan will find himself in the Mother Computer room. After a quick talk with MegaMan, it's time to hurry and help the Officials! Proceed down the grey path. There'll be another cutscene where Lan talks with the Officials; a woman, a young man and an old man. They jack into the control panel and dispel the barrier in the way. They continue along. Go along the path. The Officials are tied up trying to open the next barrier. The old man tells you to help out, so jack into the control panel.

This is Mother Computer1... It looks like something out of a geometry textbook. Anyway, proceed down the path. You'll notice that there are some tiles in the way. The programs give hints to press the panels in the correct order. You need to figure out the code. The program says:

Curiosity killed the ---

The answer, is of course CAT. Take the bottom C, because the top C will lead to a trap. If you screw up, you'll warp back at the red tile next to the programs. Not a big deal. The blue tiles with letters turn green when the passcode is solved. Head past this little corner.

At this stage, I encountered a Swordy2. I beat it and got that FireSwrd F I wanted. In addition, this battle is fixed for something good to happen. The screen glows and MegaMan gets a style change. Dr. Hikari explains it. I got WoodShield... It's a good style, but it won't help me in this place! You see, your style is based on the way your battle. I've explained it better in the Style Change section. I got a Shield style because I used a lot of defensive chips (recovery etc.). The element, on the other hand, is completely random. Congratulations on the style change, whatever you get. Don't worry, you can change styles again (refer to Style Change for more details).

Continue down the winding path and head into the blue panel to warp somewhere else. From here, follow the path and at the fork, continue straight. Pick up the BMD containing 800Z. Backtrack and at the fork, take the central path to go all the way to a green Navi. He says some random hint about colours being related. Head back to the fork and take the furthest one to the right (but not backwards to where you came from). You'll see another program giving a hint.

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

RIVER

Solve the puzzle. At the next fork, follow the path straight to a BMD containing a HPMemory.

MegaMan HP 460

Go back to the fork and take the right path all the way to an Official Navi, who makes a comment about the puzzles being tough. Yeah... SURE they're tough (cough). Backtrack to the fork and head left (it's a bit higher up from the initial fork you took). At the next fork, head to the left and pick up the BMD containing a Recov30 *. Continue along this path to see a pink Navi, who gives the next hint:

What are the two missing letters?

-et-attler

It doesn't take a genius to realise they are N & B.

This time at the fork, head along the centre path and pass the two sets of lettered panels standing on N & B. Head past the puzzle and along the winding path to the control panel (inside the control panel? ..) MegaMan starts the door release program. Right after that, a ninja Navi appears (one of ShadowMan's grunts). The Officials appear and this allows MegaMan time to jack out (we're in a hurry to stop ShadowMan!). The Officials are too tired to fight, so they decide to self-detonate themselves in full power mode. After they are gone, you're in control of Lan outside the control panel. The Officials are decommissioned, their Navis are gone. It's up to Lan, yet again. Proceed past the now unblocked barrier.

Jack into the next control panel. Right after MegaMan enters, ProtoMan appears. Chaud and ProtoMan are on the scene! He tells Lan to stay out of Officials' affairs and ProtoMan starts moving towards the next area. We can't let him take all the glory, now can we? Proceed up and you'll see a series of programs in dead ends. Veer off to the right path and follow it to a BMD containing a Spreader P. Go back to the programs. If you go along the left

path, you'll see a lone program in front of the puzzle. He says that A is more honest than B, B more honest than C, and D more honest than A. Logic dictates that D is the most honest. So go back to the dead ends and talk to program D (the furthest one to the right).

He says the password is:

AFBECD

All the other programs are lying. Go back to the puzzle on the left path. Solve it using that code. D was the correct one... Duh. At the next fork, head left and around the winding path for a BMD containing a RegUP1.

MegaMan HP 460 18MB

Backtrack to the fork and this time head right. At the next fork, go to the far right path to see another program giving more hints.

2 hands, no arms.

1 face, no nose.

On your arm.

Go back to the fork and this time go left. There's another puzzle. The program here says:

What do you call a chronometer you can wear?

That seals the answer; WATCH

Check to see which W you press at the beginning. Plan ahead! After solving the puzzle, right next to it is a BMD containing 600Z. Head past the puzzle. At the next fork, going right leads to three forks containing programs with hints. From left to right, they are:

2nd letter is L.

5th letter is S.

10th letter is R.

The central path has a BMD containing a Wrecker Q. The program here says:

1st letter is A.

4th letter is O.

8th letter is H.

The last program on the far right says:

3rd letter is M.

7th letter is T.

Last letter is E.

Backtrack to the fork and head up. The program here says, make two words from:

ere last moth

The answer is ALMOST THERE. Watch which letters you press carefully. Head past the puzzle.

Another cutscene will occur. ProtoMan is facing ShadowMan, who is in turn guarding the control panel. MegaMan rushes to help him. Chaud says to Lan to make MegaMan jack out and search the main system while ProtoMan takes on ShadowMan. MegaMan jacks out. Head over to the big system, the control

panel guarding the main system of Mother Computer. Jack in.

From here, head up the path. The program says that the terrain has become grass, which means wood enemies can recover on it. At the fork, head right and around to see a program who says:

MASK
WIG

Pick up the BMD next to him to get a BugFrag. Head back to the fork and go left. At the next fork, continue left. Pick up the BMD along the path containing a Shotgun *. Continue and you'll realise to your right that the fork before was in a circle (both ways led to the puzzle). But we're not prepared yet. Head to your left and enter the blue tile. A program is residing where you warp to. He says: connect the words, last letters to first, for this key. Now, backtrack all the way to the main big puzzle area with four lettered tile areas. The program wandering here says:

GEM
KNIFE

Start with the lower left square and enter WIG. Now proceed (carefully treading past the letters) to the lower right square and enter GEM. Now, go to the upper left square and enter MASK and finally go to the upper right square and enter KNIFE. Head past the weird control panel on the wall that says YOU CANNOT ESCAPE NOW. The program near a puzzle says to read the letters on the wall. Head right and read the control panel here that says FEAR AND DANGER AWAIT! Continue along this path to a small area with a panel, BMD and program. The BMD is a PanelOut3 *. The control panel says BEGINNING TO WORRY? GOOD LUCK! Finally, talk to the program that says read the 3rd letter, top to bottom. Head back to the unsolved puzzle.

U CAN GO

Make sure you press the N that is past the blank space and don't get tricked into pressing the N next to the A. At the next fork, head directly up and get the BMD in the dead end containing a Recov80 F. Backtrack to the fork and this time go left. You'll be met with another puzzle. The program remembers THE QUICK BROWN FOX...

JUMPS

After that, proceed through to the next area.

The program wandering here says:

Itsy-bitsy

There are three more programs that are next to another puzzle that say:
8 legs
Spins webs
Muffet foe

Naturally, the answer is SPIDER. At the fork after this puzzle, follow the right path all the way around for yet another BMD containing 1000Z. Go back to the fork and go up. There is another puzzle. The program asks, what did William Tell hit with his arrow?

APPLE

Head past to encounter another program that asks, what insect starts bathing, and ends up drab? Go past him. Follow the long string of letters and press:

B

Head past the puzzle and at the fork head to the far left. At the very end is a program that says:

Program 2 in charge of the password OTIEP

Take the middle path in the fork around all the way to a moving program near a BMD. The BMD contains a WideSwrd L. The program says:

Program 1 in charge of the password DNGVU

Backtrack to the puzzle you did last and this time from that fork, head right. Go to the next puzzle, where a program says arrange the program's letters like so: Program 1, 2, 1, 2...

DONT GIVE UP

After solving this puzzle, pick up the BMD containing a Hammer T and head off to the next area.

There's two programs here in front of a puzzle. They say:

I'm an animal
I wear a mask...

RACCOON

Make sure to press the right Cs. Head past the puzzle and along the path. At the next fork, head right and at the dead end pick up the BMD containing 1400Z. Now, talk to the program nearby that says A-C-E... What are the next 10 letters? EASY. Head all the way left. There's a puzzle here. We ALL know the alphabet - don't we...?

GIKMQSUWY

Don't get confused by the sequential letters next to each one! At the next fork, head left and all the way around to a lone program, who says: 21, 18, 21, 15, 26, 25, 12, 16, 14, 23, 11. Backtrack to the fork and head up and left. There's yet another code puzzle and a program that says: DARETHEY SLAYME? The answer is:

SYSTEM AHEAD

That was perfectly obvious, now, wasn't it... <_< You'll see another puzzle right ahead and two programs.

Program A in charge of the password STCLS
Program B in charge of the password YSEMOE

Head into the blue panel to their left and take the path to the BMD and another program. The BMD contains a RegUP2.

MegaMan HP 460 20MB

The program says: ABBABBAABAB... Backtrack to the puzzle and enter:

SYSTEM

At the next puzzle directly in front of you, enter:

CLOSE

You'll see YET ANOTHER puzzle and a program in front of it. But first, head to your right and talk to the program in the dead end here, who talks about ShadowMan's Shadow technique. Head up and retrieve a BMD containing FullEnrg. A boss battle is near! Talk to the two green programs above.

black bird, cold bird, water bird

Find the one that doesn't belong, everyone else is a bird.

Return to the puzzle and the green program says the password is hidden in:

PSECV

WANIR

NGURU

OISNW

The answer is: VIRUS

Once the puzzle flashes, you can see the feet of ShadowMan. Get ready for a boss battle...

MegaMan realises the ShadowMan fighting ProtMan is a fake. Dr. Hikari suddenly appears and says he is done with the anti-ShadowMan battlechip; the Ultimate Blaster. It's installed into MegaMan but it has only ONE shot. ShadowMan quickly points out that just behind him is the core of the Mother Computer. If MegaMan misses, the Mother Computer is gone... Suddenly, at that moment ProtoMan reappears and holds ShadowMan. ProtoMan says that he can be revived with backup data if he is deleted. Just when MegaMan is firing, the ninja Navis reappear and take the blast's full force! The ninjas are deleted, but ShadowMan is still alive. ProtoMan must jack out because he is too weak. With that, ShadowMan launches an attack.

>> BOSS: SHADOWMAN <<

HP 800

Shadow: ShadowMan splits up into three ShadowMans (men?) but only one is real. Hit the real one, who has a HP gauge under him. If you hit the wrong one, ShadowMan uses his Shuriken Strike. If you hit the right one, the others disappear.

Fire Blast: ShadowMan (and his Shadows) send a blast of fire down every row. Dodge if possible.

Shuriken Strike: ShadowMan launches a series of shurikens at MegaMan. Dodge quickly and keep dodging!

Ghost Ninja: ShadowMan summons two ghost illusions that block MegaMan's way, stay in his area and cut him with swords.

ShadowMan has quite an arsenal of techniques at his disposal. The thing is, he doesn't usually make good use of them. He isn't aggressive, at least not at this stage. The Ghost Ninjas and Shadows are your main threat. Finish him off - you may be down to your last few chips.

ShadowMan is deleted. After everyone offers to help ProtoMan, Chaud refuses and departs. MegaMan declares that the situation is safe. The Officials' Navis all have backup data, so everyone pulled through OK in the end. Dad says he will come home and Lan is very happy.

Elsewhere, a Gospel superior comments that Dark was all talk and no action. He talks to an inferior and says his report was inaccurate. The inferior says that Chaud and Lan's progressive growth was unexpected. The superior states the Second Rule of Gospel; death to those who make lame excuses. The superior has a name; Mr. Admin. Let's call him that for now. The administrator presumably kills the inferior. He is angry at the failures around him. Another person enters and everything seems going according to plan for their 'project'. The admin asks about some data. The person says that they will get it very soon. The admin comments that they are very confident but the person pleases him by saying that they can deal with any interferences. The admin orders that they show Lan and Chaud what it means to defy him...

vii. Journey to Netopia = (NTPIA) =

=====

Once again we're in Lan's house. MegaMan is trying to make Lan do his homework because vacation is already half over. MegaMan is about to do Lan's homework for him when he checks his e-mail. They read a letter from the ONBA (Official Netbattling Association) that because of Gospel's emergence as a netmafia superpower, they will have a conference called the Official NetBattler Meeting to discuss strategies and reveal details of important information they have obtained. This conference will take place in the NetBattler HQ in Netopia. Lan and MegaMan also happen to get a Ticket so that they can travel to Netopia. With that, they make preparations. Just after the player regains control over Lan, he gets an e-mail from Dr. Hikari about his new style. Read it and learn it well. A future reference to remember: Every style change you get, whenever you are back in Lan's room you'll get an e-mail from Dr. Hikari explaining it.

Head outside and talk to Mom. She says you need to go to the Official Center for a Passport. Leave Lan's house. Go to the station. As soon as you enter, you will receive an e-mail. Actually, there are two e-mails. The first is from Dr. Hikari, he wants you to drop into his Lab. The second is from Mr. Famous. Yes, TEH Famous (OK, maybe I'm starting to go overboard...). If you manage to beat him again, he'll give you a new ChipFolder to use... Sounds interesting. Buy a ticket and head over to Marine Harbor Station. You see Chaud! Talk to him and he says he is busy... Arrogant. Exit here into Marine Harbor since you don't have that PoisMask S yet.

You'll notice the place is near deserted. Ribitta is gone and so are all the Officials on alert. Anyway, head down the stairs and you'll notice in the little passage near the License Office door between the ledge and the staircase a little girl running - so fast it's like you imagined her there. Talk to her and you'll receive a Geddon3 Y. Now, go back up into the Official Center.

First thing's first. Go to the fat lady and give that blasted FireSwrd F to her (If you haven't got it yet I suggest going to Mother Computer again). She'll give you a Slasher L. She can now have her hot bath again (bad image - bad image...)

Head up the elevator. Talk to the scientist standing near where Dr. Hikari would normally stand (the place OTHER than his workstation). He says that Dr. Hikari, being an ace Net Navi developer, is busy. He said that he did

something with his PC before leaving. Head to the workstation and press A on the desk facing east from where you enter it. Dr. Hikari left a note saying that he apologises for not being there, but he has sent a battlechip for you. You'll get a SilvFist I. Now head down to the bottom floor.

From here, go to the central counter with a lady on it. You can choose from three options. If you want to be a pimp, choose 'You're pretty' and you'll get shut down. Choose 'I want a passport'. She says to go to the counter to the right. Go to the lady on the far right of the room behind a counter. You'll get your Passport. You're now *almost* ready to go to Netopia.

But first, we can't let Famous think he's the best, can we? Challenge him and his GateManV2. He's now got 800HP. The easiest way to take him down... There is none. He's very tough, so don't be discouraged if you lose the first few times. Hit him hard with your best chips. Once he gets weaker, he'll use that accursed RemoGate to cause more havoc. If you have the LifeSword Program Advance (which you should) you can hit him hard for 400 damage. The LifeSword is your number one finisher. Don't feel pressured by his attacks; dodge calmly and coolly and make premeditated attacks. You'll get a GateMan G chip if you managed to beat him. You're getting one step closer to your ultimate goal... I'll talk about that later. You'll also receive for your troubles Famous's Folder. He also e-mails you instructions on how to use it (like his folder is actually any good...). He basically teaches you how to swap folders.

Here's Famous's Folder:(30)

- 1 Cannon C
- 1 Cannon E
- 1 HiCannon E
- 1 HiCannon F
- 1 HiCannon G
- 2 CrossGun M
- 2 CrossGun Q
- 1 Wrecker S
- 1 Wrecker Q
- 2 DoubNdl C
- 2 DoubNdl I
- 1 BrnzFist N
- 1 BrnzFist S
- 1 Recov50 *
- 1 Recov50 C
- 1 Escape H
- 1 Sword A
- 1 Sword L
- 1 Sword Y
- 1 WideSword A
- 1 WideSword Y
- 1 RockCube *
- 1 PanelOut3 *
- 1 Atk+10 *
- 1 Navi+20 *
- 1 AreaGrab Make sure you take advantage of the Program Advance in there to at least update your Memo (its Z-Canon2).

We're very close to being ready to go to Netopia. But first, let's review our status:

MegaMan HP 450 20MB LVL 45 [insert style here - WoodShield for me]
Attack 2 Rapid 1 Charge 5

Folder: 30
4 Cannon A
3 HeatShot P
1 Sword L
1 WideSwrd L
3 LongSwrd L
1 ElecSwrd E
5 ShockWav R
1 Recov10 *
2 Recov30 *
2 Recov50 *
2 AreaGrab S
1 Roll R PRESET
1 GutsMan G
1 GutsManV2 G
1 ToadMan T
1 GateMan G

Head downstairs to the License Office. Go to the Request Board to see one new request. We can handle it!

Request: For male pride

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

Solving: Head on over to the Square Entrance, any way you see fit. Talk to the pink navi in the top left corner near the way to the Square. He is going to Netbattle his rival and wants you to spy on him. He's training in the cyberworld, but not on the Net. He has found a quiet place to relax and train. Jack out and head to Okuden. From here, go to Camp Road 2 and jack into the Guardian. Once inside, go to the bottom left corner and talk to the green Navi. He's training hard, so he's the one. Select the options 'I'm a fan' and 'What is your plan?' (at least that's what I did - I don't think it matters). He says that he will confuse his opponent with his speed and that he has no plan. He also refuses to say his weak point. Return all the way to the Square Entrance to the pink navi. He says he will counter with a high damaging, accurate chip. He then asks you for the chip Satelite1 G. If you were paying attention to the walkthrough, I told you to get one from Yumland 1 a while back. If not, bust Sparkies in Yumland 1 and get a decent rank to get one. He'll happily accept it and give you your reward; a RegUP2.

MegaMan HP 460 22MB

Finally, you're pretty much ready to go to the Airport. I recommend going to KotoSquare and investing in every upgrade MegaMan can get.

MegaMan HP 480

After that, go to the resident station and purchase a ticket for the Airport, the newest option available. Take the Metroline.

Head out of the station through the red set of stairs pointing upwards. You're in the Departure Lobby. Talk to Mayl and she will hand you RollV2 R and a Wireless. Go to Chaud. He says some more pompous crap about you butting in on his business. After that, take the left pathway past the man in a white shirt. Lan will put the ticket through the machine and you can pass. Head along and at the next scanner. It detects Lan has some dangerous object. It turns out to be his PET... The man confiscates it and gives you a crappy

MiniPET. You get an e-mail at that moment from Yai. She wants a present... Typical. Continue forward. Approach the man at the counter and show him your Passport, as well as telling him your destination. After that, continue onwards to the next area.

Just as you enter, a strange blonde-haired man bumps into you. He knocks your MiniPET out of your hand, but retrieves it. He goes on his way. Lan checks it and realises the man was a thief! He stole all your money... This is why I told you to purchase all the upgrades you could. Anyway, don't worry too much. Go over to Chaud. He hands you your PET back. It doesn't matter which option you choose. Head over to the Duty Free Shop and talk to the little boy here.

This fathead boy is the Quiz. Accept his challenge of five questions.

* Answers are capitalised, or with arrows pointing to them

Q1] What animal does the ACDC Town Park Slide look like?

As] Squirrel ELEPHANT Giraffe

Q2] What distinguishes the Marine Station kiosk?

As] THE SELECTION The Low Prices The Pretty Staff

Q3] How many tents are in Okuden Valley Campground?

As] 2 >3< 4 (the answer is three)

Q4] Where did the Marine Harbor Cafe waitress work before?

As] RESTAURANT Arcade The Center

Q5] Choose cannons in A, B, and C order, and what do you get?

As] Omega Cannon Ultra Cannon ZETA CANNON

Your reward for answering his pathetically easy quiz is a Cannon *. What did you expect? A crappy reward for a crappy game...

Well, you're done here. Head past the lady at the counter and you'll go to Netopia. The screen blackens and it says 10 hours later...

You're in Netopia, in Boarding. Speak to the woman at the counter. Go down the stairs and talk to the man at the counter here. MegaMan starts up the translation system on your command and the man greets you. Show him your passport and say you're going to 'Uh, meeting'. You're done with him. Keep heading along down and you'll see a familiar face - Ribitta! Her ToadManV3 is ready to go. But I wouldn't challenge her, at least not yet. ToadMan is one hell of an enemy now... Leave him for later. Go to the exit. Before leaving, customise your folder and place a Guard * somewhere in your Folder. Some jackass is going to steal your Pack. Exit.

A black man with suspicious sunnies comes up to you as you exit. He offers a free ride to Lan and MegaMan into the city. As you enter Netopia Park, the guy reveals himself as a black market dealer. He steals chips and sells them, because Electopian chips are ultra-rare. If you didn't see this coming, you'd be understandably pissed. That's why I warned you. Anyway, your Pack is gone, but we'll eventually get that AND a crap load of money in due time.

Go up to the Castle from the Park. Enter. You'll see a familiar scientist to the left. He's a Subchip Peddler.

Subchip Peddler Netopia Castle

MiniEnrg 50

FullEnrg 400

Keep heading up and Chaud will say his charismatic 'Hmph!' Well, you're at least a little familiar with this area, but there's one thing left to do in the Castle. Go to the right to the divine goddess statue and jack in. There are some strong viruses here, so be a little wary. Go directly straight and up to collect a BMD containing an Unlocker. Handy! Jack out. Exit the Castle and go down. Follow the path you see here west and exit the Park.

You're in Netopia Town. Talk to the black woman nearby to find out where the hotel is. I'll guide you there anyway. Follow the path. You can see in the corner here (when you reach it) a yellow Chip Trader. This is a Chip Trader Special version, it trades 10 chips for a good chip. You can see just next to it is the hotel, marked by the words HOTEL. Enter it through the big green doors. MegaMan and Lan have a fight about Lan's misfortune. It ends up with Lan abandoning MegaMan. Lan leaves the hotel.

Go back to Netopia Park. Talk to the new office guy with the funky Einstein hair. This is Mr. Higsy, as players of MegaMan Battle Network would remember. He's the 'Unknown huh' guy who establishes Chip Traders around the entire world. Higsy talks to Lan about how he and MegaMan are inseparable and all this crap about friendship. Lan agrees he must reconcile with MegaMan. With that, Higsy disappears. Go back to your hotel.

Talk to MegaMan, who says that a thief (ANOTHER ONE?!) came in, sent a virus to MegaMan's PET and stole Lan's passport. MegaMan beat the virus with some injuries. Lan restores MegaMan and reconciles with him. They agree to find the thief and get Lan's Passport back. Or else... Lan cannot go home! The first thing you should do is to examine the fridge. You'll get a HPMemory!

MegaMan HP 500

We hit the 500 mark... You can jack in, so do so. Go to the top left corner of the Refrigerator and get the BMD containing a BugFrag. Next, head to the centre of the area where there are two programs. Use your newly acquired Unlocker to open the PMD in the middle containing an ElecSwrd *. Put that in your Folder. Jack out. Exit the hotel.

We need to search for clues. The old lady next to the entrance to the hotel says a guy at the park will know what to do. But first, go left and continue until you see Higsby. Talk with him and he'll be happy to see the duo reunited. He'll reward you with a Quake2 W, TreeBom1 *, and a SonicWav I. He'll be going now. Follow the old lady's advice and go to Netopia Park.

Talk to the old man on the far top right corner of the garden. He says that Jim, who lives on a back street can help Lan. So that's our next clue... Go to Netopia Town. Head left past the hotel until you see a gap in the wall. Enter this area.

Funky music, eh? Go over to the trash cans and examine the one furthest to the left. You'll get a RegUP2.

MegaMan HP 500 24MB

Now, head along the path past all the weird dancers. There's a little black boy near the exit to this area. Talk to him. He is Jim and he will help on the condition you will give him a Guard * (this is why I said keep one >_<). Say you will give it to him and he tells you the Passport is almost certainly already on the Net. The only way to reach it is through the radio that is

transmitting funky music. You need Raoul's permission first, though. He says you better hurry, because if it has reached the Undernet you're doomed.

Now to find Raoul. He's the leader of the Underground. Head back right the way you came. The drunk guy with sunglasses says that Raoul is the guy under the hoops. If you go to top right corner, you'll see a man with pigtails standing next to a basketball hoop. Talk to him and he says that he will not help weaklings. In order to gain permission to jack into his radio, you need to beat him and his Net Navi, ThunderMan to gain entry. We don't have much choice, so accept his challenge.

>> BOSS: THUNDERMAN <<

700HP

Element: Electric

Weakness: Wood

Storm Clouds: Three clouds hover on all three rows between ThunderMan and MegaMan. If MegaMan gets trapped, the one cloud that is blocked shocks him.

Bolt Fury: All three clouds fire a burst of electricity down each row. Dodge if possible.

Thunderbolt: ThunderMan sends a thunderbolt to hit MegaMan a few times. Dodge quickly, because one attack means that all of them WILL hit you (paralysis).

ThunderMan is quite simply, one of the most annoying enemies in the game. He is lazy in the fact that his clouds do all the work for him. He just stands safely behind them, sniping with thunder while his clouds use support attacks. Find a way to bypass one of the clouds and AreaGrab to hit him with some sword techniques. Most standard shooting attacks are going to miss; waves and even bombs are useful for hitting him. Make use of Higsby's present of a TreeBomb1. Also, use his weakness to wood to your advantage.

Once ThunderMan is defeated, Raoul gives you RaulCode. Go to the left and follow the path to the radio next to a man with sunnies. You might notice everyone is friendly to you now. Jack into the radio. Follow the winding path up and around Raoul's Radio. In the big area, collect the BMD in the top right corner containing a Navi+20 *. Now, head down and follow the next winding path to a BMD containing a BugFrag. This BMD is just before the warp point to the Net, but before that there is something that needs to be done. In this little area, bust WindBoxes and VacuumFans until you gain 5 Wind G and 5 Fan G. Time-consuming, yes, but you'll thank me later. Observe:

MegaMan HP 500 24MB LVL 47 Attack 2 Rapid 1 Charge 5 WoodShieldV2 (upgraded)

Folder: 30

1 Sword L

1 WideSwrd L

2 LongSwrd L

1 ElecSwrd *

5 Satelit1 G

2 Recov30 *

2 Recov50 *

2 AreaGrab S

5 Wind G

5 Fan G

1 RollV2 R

1 GutsMan G

1 GutsManV2 G

1 GateMan G PRESET

It's a rather basic G-coded version of Gater, the famous uber powerful folder

that was created by WhizKid to S rank every virus in the game. The aim is to hit the opponent with the Program Advance Gater (Wind, Fan, GateMan) for a MASSIVE 900 damage. Not bad, eh? And only half-way through the game. The thing is, this folder relies a little on luck. It works out reasonably well most of the time, and later we can fine tune it a bit.

Once you're done admiring your Gater Folder, head into the warp. You are now in Netopia 2. Open up the SecurityCube with RaulCode. Continue along the path and the purple Navi says that someone at the NetSquare may know about it. At the fork, head down to the next area, Netopia 1.

This isn't where you are supposed to go yet, but there's something here we can pick up. Go along the path, all the way around the corner and past the sign. Take the moving path right and head up the red ramp. You'll notice at the top here a mysterious SecurityCube. Ignore it for now and go the only way possible across another moving path. Head past the sign and the green Navi that says you are in the wrong area (we already know that...). Move down the right moving path and continue along another moving path to the right. At the next fork, heading left leads back to a big moving path, leading to a small area with a PMD containing a Prism Q. Now, backtrack to the fork and go right. Go down at the big moving path. If you head down, you will be back in Den Area 3 and you cannot bypass the SecurityCube here. Instead, go up in the northern moving path and at the next big area, go up to the right and at the dead end get the BMD containing a BugFrag. Now, head up and around past the SecurityCube on the other side. Continue down past another sign, down and to the left. Where there are two moving paths that split, go off to your right and pick up the BMD in the dead end containing a Recov50 *. Move back to the fork and veer off to your left on the moving path. Move to the left around the corner and you'll be in a familiar location. Go off to your right, past the big moving path that leads to a PMD. You're back to the green Navi. Keep heading right, past the moving path and down the red ramp. Go across and around the green pathway and finally go right, past the sign and follow the path to Netopia 2.

From here, head right and straight. If you like, go right and all the way around past the moving paths to a GMD that sometimes has a massive 10000G. Backtrack all the way back to the sign where you were before and go off to your left. Go up the white ramp and go around the pathway via the moving paths. Head down another white ramp and go right and go all the way around the corner. At the next fork, go down past the moving path and get another BMD in a small area, containing a BugFrag. Return back to the fork and go all the way left to another sign. If you head up, follow the path to the Netopia 2 Netdealer:

Netdealer Netopia 2
Wind * 2000
Fan * 2000
Barrier * 4000
ZapRingl * 5000

VERY useful * chips, but we'll use a glitch later to exploit them. For now, head back to the sign and go left. Head along the moving paths down and keep going down to encounter a Mysterious SecurityCube. Not able to opened yet... Double back to the fork and head up the ramp to the north. To the right, the ramp there heads backwards, so there is no point going there. Once you're up the ramp, follow the path and take the moving path up. You'll see a GMD and a Navi here. It's a travelling NumberMan! He sells interesting, rare chips. For now, he has:

Travelling NumberMan Netopia 2

Recov120 O	4000
Elec+40 *	5000
CustSwrd B	7500

I don't recommend purchasing anything at this stage, at it is not necessary. Plus, using a glitch we can exploit this guy as well. Go down and to the right and go into the warp point. From here, head up and take another warp point to NetSquare Entrance. Finally! To the north is an inactive warp point, to the right is the way to Netopia 3 and the left is to NetSquare. Go to NetSquare.

Head down the ramp, you'll notice NetSquare is the biggest Square of all, with three levels. On the second level down, talk to the purple Navi who says that a thug Navi left the Square saying he was heading to a meeting. Good hint... In this same floor, head up and you'll see the Netdealer at the counter:

NetSquare Netdealer	
HPMemory	8000
HPMemory	12000
HPMemory	16000
PowerUP	10000
Repair *	2400
WideSwrd *	3000
Hammer U	4800
Jealousy J	10000

Purchase all the upgrades you can. The Jealousy is also very useful, get it if you can.

MegaMan HP 520 LVL 52 Attack 3 Rapid 1 Charge 5

Now, go down to the lowest floor. You'll see a Subchipdealer.

NetSquare Subchipdealer	
MiniEnrg	50
FullEnrg	400
SneakRun	200

Nothing good at all. Head down to a blue square and talk to the purple Navi there. He wants a Hammer Z in exchange for a SilvFist V. Unfortunately, it's still stolen! Remember this Navi for now. Now, go back to NetSquare Entrance.

From here, go directly right and enter Netopia 3. Follow the green path to an area with many, many paths that are moving. The two on the far left lead to a warp that is located on the far right, so those two are dead ends. The third from the left *sometimes* leads to a GMD, but otherwise is the same as the other two dead ends. So, you have to take the second path from the right. Follow it all the way around to see two evil Navis communing. Talk to the one who is selling it and he realises MegaMan is the same Navi he saw before. He sends some viruses at you...

HardHead2, HardHead2, FullFire

Powered up versions of their former selves. The FullFire should cause barely any problems. Quickly eliminate the two HardHeads, swords will work wonders as they are just in the enemy area border. After he is defeated, the Navi hands back your Passport and jacks out. The other evil Navi won't do anything, so ignore him. Even though MegaMan says to go back to Jim, there's something to take care of. Go through the warp point near the evil Navi.

Follow the path where you emerge up and around to a sign. Don't go there just yet, instead keep heading straight past the sign. Get the BMD past here that is a HPMemory.

MegaMan HP 540

Return to the sign and head up the ramp towards the... Dun Dun Dun - Undernet. You'll see yet ANOTHER PMD as you emerge here containing a CannBall *. Keep heading up and around the only path possible. At the next fork, heading down leads back so go straight. Enter yet another warp point. From here, go around and down both ramps. Keep going around the long but sole path. If you keep going, you'll see a SecurityCube and beyond that a program blocking the way to the Undernet. I'm just familiarising you with the area - you can't advance any further so jack out.

Talk to good ol' Jim. He demands the Guard * after you say his advice helped. You're in trouble if you haven't got one. But never fear! If you go back to Netopia 3, sometimes there happens to be a GMD near the Undernet entrance (the dead end near the PMD, if you can recall) that has a Guard * in it. I also took a bit of time to purchase from the Netdealer in NetSquare.

MegaMan HP 560

Jack out once you've got the Guard * and give it to Jim. He says that there is a rumor going around that a millionaire madam bought some rare chips. He says that because she is rich, you can figure out where she is. Yes, indeed we can. Go to Netopia Town and go to the far west of town. Here, enter the Jewelry Shop. You'll find out if you ask around that this "millionaire madam" is Mrs. Millions. She's this store's best customer and is in the VIP section in the back. Go there and ignore the man there, he's just a thug. Talk to her and select 'Give me my chips!' and she will say that she purchased your chips for a massive 500000G. If you can beat her SnakeMan, she will return your chips to you. Accept her challenge.

>> BOSS: SNAKEMAN <<

HP 600

Element: Wood

Weakness: Heat

Machine-gun Fire: SnakeMan fires some weird needles at you like a gun at rapid speed from his hand. Dodge quickly.

Snake: SnakeMan constantly summons snakes that appear in certain rows from the empty row in his area. Anticipate their movement and location and dodge as necessary. If not, destroy them accordingly.

Viper Strike: SnakeMan lunges at MegaMan and tries to bite him. Dodge it.

SnakeMan is a very unique Navi because he is the most cowardly Navi that ever existed. He hides in an impenetrable vase until you are not in the same row as him and assaults you that way. Easiest way to take him down? Indirect attacks, or fast hits from standard guns. Swords, especially LifeSword1 can hit him hard. I just hit him with Gater :) Once SnakeMan is defeated, Mrs. Millions gives you your chips back (your entire Pack), MiliCode AND 10000Z. So, you're basically recovered in everything that was stolen from you. Jack into her handbag.

Go along the winding path, getting the BMD containing a Wood+40 * chip. Keep going and exit through the warp point to Netopia 3, on the other side of the SecurityCube near the Undernet. You guessed it, this is a nice handy

shortcut to the Undernet. Use MiliCode on Millions' SecurityCube and it will vanish forever. Now, take the alternate path beside the entrance to Millions Bag. Enter the next area. You're back in Yumland 2, on the other side of the Mysterious SecurityCube here. Now you know what's on the other side... Jack out.

There's nothing much left to do for the day. Go to the Netdealer and clean him out if you can and you might like to try the Chip Trader Special. If not, go back to your hotel. Go to bed and save.

viii. ONBA Meeting =(ONBMT)=
=====

The next day, Lan actually wakes up early, ready for the ONB Meeting. Go outside and as soon as you exit, you get an e-mail from the ONBA explaining that you must find the location of the meeting for yourself. Go to Netopia Castle. You'll see more people here than you would have before (and less people everywhere else in Netopia, for that matter). If you talk to the black woman, she says she already found the hidden passage to the meeting area. Now, go to the back wall (the furthest wall away from the entrance) and hug the wall where the golden insignia design is. You'll find that Lan will go straight through the wall, into the secret meeting room!

Talk to everyone there. Familiar faces include Chaud and Raoul. The two new faces are the bulky blonde-haired man, Johnson. The blonde girl with the fancy dress is Princess Pride, the princess of Creamland. After talking to them all, the black woman arrives. Talk to her; she is Jennifer from South Netopia. Once you've talked to her, the meeting begins. A Netopian Official enters and welcomes everyone. Chaud and Johnson start fighting, but besides that the meeting gets underway. The Official says that Gospel is developing a Super Navi. It is the Ultimate Navi, that will be used to conquer both the real and Cyber worlds. It cannot be stopped once it is completed, so Gospel must be stopped before it has made the Super Navi. The Official says that they have some information to stop them and is about to show them something on the screen when nothing appears. Suddenly, everyone falls down some trapdoor holes that appeared from seemingly nowhere.

Lan wakes up from being unconscious because of MegaMan. You're in some kind of dungeon; MegaMan suggests they are in some underground room in the Castle. As soon as Lan stands up, the Official phones to check everyone is OK. He says that the Meeting was discovered by Gospel. Some Netbattlers were used to hinder them and the data to stop the Super Navi was stolen. The Netbattlers have hacked the Intruder Repel System and activated traps in the castles, intent on killing all the netbattlers that are at the meeting! Suddenly, something happens to the Official and the phone hangs up. The Netbattlers at the meeting agree to stay together. With that, you gain control of Lan. Move to the next room.

As Lan proceeds forward, an arrow shoots past him. It's one of the traps! MegaMan tells Lan that he can jack in and disable the trap. Go to the old green lamp switch and jack in.

In Castle Compl... The program next to you warns you about cracks in battle terrain. Proceed up the path and go past all the programs that warn you about zombies and vampires. As you head down past the last one, a vampire appears. Run straight, past the fork to the left and around. You'll see a barrier that requires a CyberKey to open. Go past it and around the bend. Go down the left path and get the BMD containing a CyberKey. Keep going around and collect another BMD containing 1000Z. Go all the way around and return to the barrier. Walk up to it and it will disappear. Go past the

program nearby that warns you of a 'ghost' virus that can only be cut down by the strongest attacks. This virus is the Shadow and it can only be hit by swords. Keep going onwards and you'll see a program in a gravestone site. Go past it and you'll see another program that gives you another hint about ghosts. Past the program is a dead end, so head up. As the zombie appears behind you, run quickly around the corner and turn right. If the ghost catches you, you'll return to the gravestone site. Head down and to the right to collect a BMD with a CyberKey. Rush down and around, PAST the barrier and go up. You'll have a close call with a zombie here. At the fork, go UP and into a dead end with a BMD that contains a HPMemory.

MegaMan HP 580

After the coast is clear, head down and past the barrier. Examine the gear with a switch. It's the program that controls the traps. MegaMan stops it. Jack out. Now that the trap is gone, proceed past the Arrow Room into the next room. As you go there, you get a phone call from Johnson. He says that the others should press on without him because he was caught by a trap. The phone hangs up... Go on to the next room.

The doors to exit the room become locked. The ceiling is collapsing! Pride is also in the room. She says that the trap is the same one that got Johnson. Ian says to jack into the green switch next to the door. Pride says KnightMan was injured opening a trap. Go to the switch and jack in.

From here, go straight and on your left you'll see a program at a gravestone site. He says crucial information about vampires and zombies. Zombies DO NOT check branches in paths, but vampires DO. VERY important. Head past him. From here, a zombie immediately appears behind you. Rush all the way around the corner and go into the branch. A vampire will greet you, but better him than the zombie. You'll lose a bit of HP. Get the BMD in this dead end containing a Repair C. From here, when you are heading back ANOTHER vampire appears. As the coast is clear, rush all the way around on the path you were before. As you see a path turning right (it takes a while, around winding paths) head into it for a dead end which serves as salvation. Vampires do craploads of damage, so use Subchips if you want. Once you're ready, head back around the dead end and continue along the winding path. Watch out for the zombie... At the next fork, going right leads to a barrier we cannot pass. Instead, continue up, using the other path as a sanctum. Get the BMD in the dead end containing a CyberKey. Return to the other path in the fork and open the barrier. Another program warns you about bandits that STEAL YOUR MONEY. But don't panic, if you get robbed you can get your money back. The most important thing to remember is not to get caught by the zombies. Head up at the fork and another program tells you that bandits always TURN LEFT. Important information again. Go left and get the BMD in the dead end containing a FullEnrg. Go back to the first fork when you went past the barrier and go right. As you do, a bandit appears. At the next fork, he heads left SO DON'T GO THERE! There is nothing there. While you have extra time, go past it and around the corner. At the next fork, going right leads to a dead end so straight on. At the next fork in the winding path, go right and collect the BMD containing a CyberKey. Backtrack to the fork and head straight on. Keep going and at the fork, turn right to get another BMD containing a Sword S. Now, go back to the main path and continue. At the next final fork, go down the right if you got stolen from to collect a BMD containing your money (in a safe area). After that or if you weren't stolen from, go left and open the barrier. Examine the gear and switch and MegaMan stops the control program. Jack out. The pathway to the left of the room has opened up. Pride says that she is staying to search for her favourite battlechip or something. Go into the next room.

As soon as you start going up the stairs, the door behind becomes locked and Lan gets a phone call from Pride. Pride is fighting the Gospel Navi and she cannot hear Lan and the others. She loses and KnightMan is deleted. Pride screams and a crash can be heard. The phone hangs up. Lan is about to head back when Chaud said that all the NetBattlers must search for the Gospel operative together before any other casualties are obtained. Go up the three sets of stairs and you can see Jennifer lying down nearby. Talk to her. She says that the Gospel operative tricked the NetBattlers and that they are among the main group... She cannot say anymore, so head through the door.

As Lan enters, a wall of flame surrounds him. He cannot even access the green switch to jack in. Suddenly, Lan remembers Mayl giving him the Wireless. Using it, he can jack in - so do so.

As you go along the first path, a bandit appears behind you. Let him steal from you, we can retrieve the money later. At this first fork, go right and around. At the first turn, go there and get the BMD containing a SubMem; the first one in the game. Head back to the path on the right and keep going down. A vampire appears behind you, so beware. Collect the BMD at the bottom containing a CyberKey. Head around the path and keep going straight; the right path leads back. Go to the barrier on the left and open it. From here, the path veering away from the main path is a dead end, so go straight. As you do so, Lan gets yet ANOTHER call. This time, it's Raoul who got pwned by Gospel. MegaMan reasons out that only Lan and Chaud are left. Which means... Chaud is the Gospel spy! Both Lan and MegaMan cannot believe it. With that, you regain control over MegaMan. Head straight and past the gravestone site. At the corner, start running because BOTH a zombie and a bandit will be appearing behind you. At the first turn on your left, go there. Get the BMD here containing a RegUP1.

MegaMan HP 580 25MB (Half way to complete MB)

From here, as the coast becomes clear go straight down the main path. Over to the right is just a big circle designed to screw you over. Keep going down and all the way around past the dead end. A vampire appears behind you. As you charge forward, another bandit appears and steals from you. ON TOP of that, a zombie appears, so head to the dead end for refuge. Now, once he goes past you, go past and stay on the main path. Keep going and at the big fork, go left. Get the BMD here as you head around that contains a CyberKey. Head up and you'll realise that the other way just came to a circle anyway. Go up and at the next fork head right to get a BMD that contains 1200Z. The left leads to a dead end, so go straight and to the right is a safe area where your stolen money is. Keep heading up and open the barrier. Go to the gear and switch and do standard protocol. After that, jack out.

Head into the next room. You'll see Raoul in the top right corner, toasted. Talk to him and as he is about to speak, Chaud emerges from the opposite door that you came from. He believes that YOU are the Gospel spy! Lan wonders who the Gospel spy is IF BOTH HIM AND CHAUD ARE NOT THE SPIES! Chaud immediately jumps to the conclusion that Lan is the Gospel spy. He says that he will arrest him and sends ProtoMan to delete MegaMan!

>> BOSS: PROTOMAN <<

800HP

Wide Sword: ProtoMan appears in the panel in front of MegaMan and swipes for massive damage. Dodge.

Long Sword: ProtoMan appears in the same row as MegaMan (if he is in range)

and swipes for massive damage. Dodge.

Sonic Boom: ProtoMan swipes his sword, cutting the air and generating a wave that travels towards MegaMan, covering two rows in width. Dodge.

ProtoMan is a very predictable Navi, but the problem is that he attacks repetitively, consecutively, quickly and with very powerful blows. His sword attacks cannot be taken lightly; if his blows connect you will be punished. A strategy I recommend is to use fast chips and your own swords if possible. Once he attacks once, if you have an Aqua Style, charge (Aqua increases the time of charge) for 1 second and punish him when he misses you. Very effective strategy. Or, be like me and wait for Gater :P

Once Chaud is defeated, he is speechless. He says that he lost because he was weak and all that tough-guy crap. Suddenly, Raoul wakes up. He says that neither Chaud nor Lan are from Gospel and that they were fooled by "her". She was never hurt. Chaud and Lan reconcile and apologise. Chaud says that he is now useless because ProtoMan is deleted and that he will look after Raoul while Lan goes up to the final room and defeats the Gospel agent. With that, you gain control over Lan.

* I got my second Style Change at this point, just a note that you can have up to two styles in MegaMan's memory that are completely upgraded.

Go up to the next room, up the stairs and into the final room.

Lan sees Princess Pride staring at some big monitor. After a brief chat where she reveals her true allegiance to Gospel, she admits that she is somewhat surprised that Chaud didn't show up. She asks Lan how he plans to beat her when the floor is going to give way. Lan uses his Wireless again to reach the terminal to jack in. You regain control over Lan as the floor is rumbling. Jack in.

This is it, the final group of puzzles before you must face the boss. Head forward and go right at the fork. Keep going right at the next forks and grab the BMD at the dead end containing a LongSwrd L. A vampire might be behind you, so beware. In this fork, on the left side is a barrier. Backtrack down to the beginning and this time go left. At the next fork, the right leads to a double-pronged dead end, so go left. Here, go straight up and get the BMD with a CyberKey. Another vampire comes along and sucks your HP. Backtrack to the beginning a second time and make your way up the right path all the way to the barrier. Unlock it and quickly head around the corner to avoid two more vampires. Around the bend, you'll see a familiar gravestone site. Go forward on the main path and a zombie appears behind you. Quickly head forward and at the fork go straight down. Once the zombie disappears (take refuge BEHIND the little dead end down and to the left) go back up and to the right. Head all the way around and a bandit appears behind you and steals off you. At the next fork, going right results in another zombie appearing, so stay on the main path. At the next fork, go right and at one of the prongs in the path (the one on the left) get the BMD containing a FullEnrg. Return to the main path when the coast is clear and continue in the direction you were heading in before. At the next fork, go right, taking care to avoid two zombies and a vampire. Make sure that you take refuge in the dead end straight to the left. Continue around to yet another fork. Go straight ahead and get the BMD containing a BugFrag. Proceed to your right and straight across; the fork heading up leads back. At this next fork, go left and get the BMD in the dead end containing a CyberKey. Go right now and at the next fork go straight down BEFORE a bandit appears. Get the BMD here in this dead end containing a handy PowerUP.

MegaMan HP 580 LVL 59 Attack 4 Rapid 1 Charge 5

Go up after the bandit has left and open the barrier. There's also a zombie to watch out for... After the barrier, continue along the main path to Castle Comp5.

Go straight and at the fork start off going left and around the winding path. You'll notice the design of this particular puzzle is a winding path; one smaller than the other forming a concentric pattern. Anyway, head go left and around past the barrier. Keep going down and stay in this path. On the left side, you'll see a BMD containing a FullEnrg. You might just need it. A bandit may steal from you, but no matter. Backtrack to where you saw the path enter the inside path to the right. Go left from this inside path and at the top you should find the entry to the innermost path. Go here and collect the BMD from here that contains a CyberKey. Now, trying NOT TO GET CAUGHT navigate your way around the winding paths until you're back to the beginning. Veer off to your right and open the barrier. Continue straight and to your left at the next corner you'll see a gravestone site. Go right and at the next bend, go up to get a BMD that has a Recov120 U. More money will get stolen off you by a bandit. Again, I stress to not worry. Once the zombie has disappeared from the main path, return to it and go down. Keep heading straight past the right fork; that leads to a dead end so that vampires can trap you. At the next circular path, head around it and dodge the vampire. Another circular path loops into the first; go past it avoiding the zombie. Head down to the left of the second circular path and collect the BMD in the dead here that contains an Invis2 Q. Go back to the circular path and head right. Go all the way down when you can to stay on the main path. At the next fork, on the left you will notice the safe area with your stolen cash as well as the barrier. But first, veer off to the right, avoiding the vampires. Head up and this little dead end you can see a BMD. A zombie appears right in front of you! Go to the dead end right in front of you and the zombie unexpectedly turns. Get the BMD he was guarding once he is away from this little area containing a CyberKey. Navigate around back to the fork, avoiding the zombie (use the dead end). Open the barrier and retrieve your stolen money. Save and prepare for a boss battle (I recommend using a FullEnrg).

MegaMan confronts KnightMan at the dead end here. KnightMan must fight MegaMan for Pride. MegaMan says that no good can come from what he is doing. Pride disagrees, saying that it will help Creamland. KnightMan is doubtful, but tells MegaMan he MUST obey Pride because he is her Net Navi. With that, he battles you even if he is a good Navi, because his operator is evil. Loyal to the end... Just like any good knight.

>> BOSS: KNIGHTMAN <<

800HP

Royal Wrecking Ball: KnightMan sends a morning star down one row to hit MegaMan. Dodge before it deals massive damage.

Stone Body: KnightMan turns to stone for a long time until he attacks. Hit him when he is attacking to deal damage. If you hit him in Stone form, any attack will do 1 damage only.

Royal Rampage: KnightMan summons rocks to shower down on MegaMan's area. Dodge by using their shadows.

Stomp: KnightMan jumps one row forward from his area. All panels crack.

KnightMan is incredibly slow, but quite powerful. He is however, quite easy

compared to ProtoMan. His Stone Body is easy to counter. Just hit him at the right time and he will die quickly.

Pride cannot believe KnightMan was defeated. MegaMan turns off the trap mechanism. Pride laughs, claiming that even then she can control the traps. However, she falls into a trapdoor hole like you did at the beginning.

The scene switches to the main area of the Castle, with the Official thanking both Lan and Chaud. He says that everyone is alright, even Pride. Chaud narrates the story of Creamland; how it was one of the first countries to go on the Net and become powerful. But also, how it was left behind after the other countries caught up. The tiny country remained tiny at the end and Chaud postulates that Pride joined Gospel to gain revenge. After that, he still maintains Pride was wrong but he believes Gospel is the real enemy. Lan agrees, but is concerned that ProtoMan was deleted. Chaud says that there is no concern for him because ProtoMan can be remade, since Chaud made him in the first place. Lan cannot believe it, but Chaud simply says that this should NOT make Lan happy, as it means that ProtoMan and him will return to kick MegaMan. Lan gets angry, but then realises that they should focus on Gospel. The scene fades out.

ix. Aerial Assault = (ARATK)

=====

Lan and MegaMan wake up the next day ready to return home to Electopia. After a brief chat about their ventures and how the whole family should have come, they realise that they should be heading to the airport. With that, Lan resumes his adventure controlled by the player. Now, go outside and head left until you see a black guy with sunnies (similar to the thief who took your chips). Talk to him and say that you'll purchase his souvenirs. Buy the Broach for 1000Z, RoboX for 1000Z, and GoldRing for 1000Z. Now, go to the Underground. You'll see that it is now near empty, save for Jim, a white guy, a black guy and Raoul. The white guy wants a PopUp D for his Blower P. We don't have that yet... Talk to Raoul and challenge his ThunderManV2. He has a massive 1000HP, but he still can't match Gater. He'll give you a ThunderMan T for your efforts. Now go to the Jewelry Shop. Talk to Mrs. Millions and challenge her SnakeManV2. He has 900HP. Once again, cream him with Gater. You'll get a SnakeMan S chip. Now go to the Netopia Castle Meeting Area. Talk to the Official looking at the wide screen and he'll give you ONBACode. You can now traverse between Netopia and Den Area via the Net! Now, go all the way back to the Underground. From Raoul's Radio, go to the Net. Go to Netopia 1 by heading backwards and go to Den Area 3. From here, open the SecurityCube that leads to the familiar crossroads with Yumland. Jack out and jack in again. Go all the way to NetSquare and go to the bottom floor. Talk to the purple Navi and give him a Hammer Z in exchange for a SilvFist V. Now, go to the resident Netdealer and pay 10000Z for a Jealousy J. You'll find out why soon enough. Jack out. You're now officially done with Netopia for the most part, go to the sign in Netopia Park and wait for the bus. Go to the departure lobby.

From here, talk to Chaud and accept his challenge facing ProtoManV2. He has 1200HP and is quicker and more lethal than ever before. Finish him quickly with Gater or something. He uses Sonic Boom more often to confuse you, but he'll go down easily. Your reward is a ProtoMan B chip. You're now done in this little area, so go past the counter and the ticket machine. Talk to the man at the counter and tell him your name and where you are going again. Go through to the next area.

You'll see a lot of strange people around, most of them you will see again. There isn't much point talking to them anyway. Go to the Duty-Free Shop and jack into the PC. If you go to the top left, you'll see a BMD containing a

Lance P. But wait... We're not done yet. Remember Jealousy? Preset it and place it in your folder. Find a Puffball. Use Jealousy immediately. If the enemies aren't destroyed, escape; because this isn't what we are after. If the enemies both are destroyed AND the Puffball was targeted (in the case of multiple enemies) AND you managed an S rank, you will get a PoisMask S. YES! The fabled chip we need to give that accursed boy in Marine Harbor Station. Confused of my requirements? I'll explain. If you read Jealousy's description, it says it deals more damage if the enemy has a chip. The requirements to get a PoisMask S are to S rank a Puffball. Jealousy doesn't OHKO on enemies without chips, so that's why you would have been screwed had you continued the battle where Jealousy failed. You're more likely to end up with a PoisMask W. Anyway, after this jack out. Go through the big exit.

Lan reminisces about Netopia and dreams about everyone's reaction. Of particular interest is Mayl, who Lan dreams has missed him terribly and hugs him, promising never to part from him again. Aww... Young love. *cough* Shame it's all a dream. The captain announces that the plane will reach Den Airport at 7:45PM. Lan is sleeptalking and MegaMan wakes him up, laughing at Lan mumbling about Mayl. Lan gets annoyed, but MegaMan assures him that he will not reveal his secret. Well, Lan's awake and the duo decide to take a trip to the #####. With that, the player resumes control of Lan in Economy Class.

Talk to the Netopian blonde next to you and for your social kindness, he gives you a Repair L. Not bad. No one here is too interesting, except you'll recognise the grey-haired boy from the Netopia Departure Lobby working on his laptop. He isn't going to say anything now either. To the back is the lavatory and the crew room, but they're not interesting. Jack into the monitor next to the entrance to the back of the plane. Go to the middle of the area and get the BMD containing a BugFrag. Strangely enough, the purple Navi is a Subchipdealer.

Airplane Subchipdealer

MiniEnrg	50
FullEnrg	400
SneakRun	200

Meh... Jack out. Head to the front and into the next area.

You're now in the Business Class section. Go over to the curtains and examine it (right at the entrance) for a HPMemory.

MegaMan 600HP LVL 60

Besides that, there's nothing here except for the old man in a suit from the Netopian Airport Departure Lobby. He's the President of Gauss Inc. Not really interesting apart from trivia. Keep heading forward in the airplane to the front.

Now you're in the First Class section. There's absolutely nothing interesting here except for a Retro Chip Trader near the curtains to the far right as soon as you enter. Keep going to the very front of the airplane.

You're in the #####. Talk to the pilot with glasses and Lan asks him if he can take a look around. Suddenly, the plane hits an air pocket. The pilot asks Lan to sit down. The duo return to their seats. The screen fades out.

The female assistant says that the worst seems to be over. Lan and MegaMan decide to look around until lunch. Go to Business class and talk to the guy on the seat to the far right as you come in. He's the muscly guy with a

green shirt. He says that he is Dr. Iron Fist and proves it by giving you a SilvFist E. You should also note that the Gauss President seems to be strange. Go to First Class and talk to the hairy man near the whisky storage place (near the black guy at the front of the section). MegaMan says its time for lunch. Lan eats too much for lunch and the player regains control over Lan. The lavatory is at the back, so that's where we need to go. Head to the back. Examine the lavatory door and a cutscene takes place.

Two crew members are exiting the Crew Room and they discuss something about a big spider running around on the loose. Lan and MegaMan try to find a bug expert. It happens to be that bearded man you talked to earlier... The one from the Netopian World Bug Synopsium. He's in his seat now, just in front of Dr. Iron Fist. Talk to him and he recognises the spider from Lan's description immediately as the red-eyed wooly spider. It's also incredibly poisonous... At that point, someone screams from the back of the airplane. Lan and MegaMan fear the worst. You'll regain control of Lan... Go to the back of the plane. You see a female attendant walking around and you see an Official on the ground. Lan asks what happened and the man says a spider bit him. He says he'll go get help, so go to Dr. Iron Fist. Talk to him and return to the Crew Room. Dr. Iron Fist arrives behind Lan and treats the victim. After that, they discuss the poisonous spider on the plane. Iron Fist says not to alert everyone to the spider or there will be mass panic, so that's that. Lan says he will go to the bug expert. Go to Business class and he's right in front of the monitor, near where you enter. Talk to him and Lan explains the situation that a red-eyed wooly spider is on the loose. He says he can make a trap, but he won't tell Lan what it is yet. The necessary materials are; some kind of box, a stick, some string and whiskey. So that's what we need.

Go all the way to the Cockpit at the front of the plane. Next to the entrance, there is a yellow hatch and a pilot's hat on it. Examine it and you'll get PilotCap. You have the 'box' item now.

Go to First Class and talk to the funky black guy. He'll give some of his whiskey to you if you can sing along with him. He sings in this order:

1.2.123 YO!
Chicky-chick BABY!
Make me go KABOOM!
Can ya digit LADY!
Oh my Lovefire!
Comin' to ya SOON!

He asks you to repeat it from memory. The options are:

Flicky-flick BABY!
Chicky-chick BABY! <- Correct
Nicky-nick MAYBE!

Make me go KABOOM! <- Correct
Make my messy ROOM
Please be my GROOM

Can ya ribit LADY!
Can ya digit BABY!
Can ya digit LADY! <- Correct

Oh my lovely fire!
Oh my lively fire!
Oh my Lovefire! <- Correct

Comin' to ya SOON! <- Correct

Comin' soon to YA!

Comin' for ya SOON

If you get his strange lyrics right he gives you Whiskey. You have the whiskey, so now you need some string and a stick.

Go to Economy Class and in the row you sit at, go to the far right where an old lady sits. Talk to her. After her story about chopsticks, her husband and Netopia, she gives you Chopstck (not spelling mistake!). We now need string.

Go to the back of the plane and talk to the attendant there. She gives you Thread. Now, return to the bug expert. Talk to him and then a woman screams and says the spider went to First Class. Follow the bug expert as he goes there. In First Class, he alerts everyone to the new danger. The scene switches to where he has set the trap and everyone is watching it. Slowly but surely the spider approaches and is lured to the trap. Afterwards, everyone rejoices.

A few hours after the capture of the poisonous spider, Lan is asleep. The attendant is announcing the plane is on schedule to land when the plane starts shaking. The co-pilot tells the captain that a bug has entered the plane's system. The captain tells him to alert the Netbattler, but the co-pilot adds that he was bitten by a spider. The attendant requests that any Netbattlers approach the Cockpit. With that, the player controls Lan. Go to the Cockpit and talk to the captain pilot. Lan explains that he is a City Netbattler. The captain debriefs Lan on the situation and says that they will crash if they don't respond. Lan jacks in. As soon as MegaMan is in, he starts feeling a magnetic force. With that, you gain control over MegaMan yet again, for another long journey to solving another crisis.

Welcome to Air Compl... I dread this part of the guide, because this is probably the most annoying scenario in the game. Anyway, go forward. You'll see you have arrived at a fork and you can see a blue and red dotted line conveyour belt outline. These are magnetic fields. Blue allows you to go down one way, red the other way. For now, go left and enter the blue magnetic field to be whooshed down. Go past the green program and to the right. Keep going until you see another blue magnetic field. Use it to head down. From here, head right past the red magnetic field (which leads back) and keep going around the corner to arrive at a small circular area that reads NAL. Go left from here (because down leads to an unpassable red magnetic field) and keep heading straight. Ignore the blue magnetic field for now, just head up and around the corner and get the BMD containing 800Z. Now, backtrack to the blue magnetic field and use it. Go across to the right and you can see an unreachable BMD. You're on the other side of the red magnetic field you encountered earlier and down to your left is an orange circular panel with a plane insignia on it. Stand on it to be teleported to a green panel on a yellow path. Follow the yellow path around the corner and take the next green teleporter. You're back at yet another orange teleporter on a blue path. Follow the blue path and you'll see a program that tells you about the manual de-magnetizers that you need to activate. Keep following the path into another blue magnetic field. Follow the path to another circular area with a NAL sign on it. Go left (because right leads to a blue magnetic field which cannot be bypassed this way) and at the first fork go down. When you see another fork with two red magnetic fields, take the left one first. Go forward onto the tired area and retrieve a BMD containing 3000Z. Take the blue magnetic field to your left down and make your way all the way around back to the fork. Now, take the right path in

the fork. You can see a fork. Take the middle path and head left around the corner. Keep staying on this path, heading all the way to an additional tyred area with a blue console on it. Examine it to actuate the blue de-magnetizer. Now the blue magnetic fields in this area (Air Compl) are removed. Now, head left and go left again, ignoring the red magnetic field. In this corner you'll see a BMD containing a FullEnrg. Now, go back to the red magnetic field and take it all the way back to the NAL platform. From here, backtrack to where you teleported here (go up from the NAL place) and take the first fork veering to your left. A program here says that the right wing program is just beyond here. Go past him directly into the red magnetic field. From here, follow the path all the way to a fork. Take the path veering to the far right and at the dead end you'll get a BMD containing a GrassLne N. Backtrack to the fork and since the red field is unpassable, go to the far left and follow the path around to reach the other side of the magnetic field. Now, at the fork go down and take another red magnetic field and walk around the corner to another tyred area with the red de-magnetizer. Make MegaMan actuate it and start heading right. Keep going right, past all the (now empty) bends. Return to the program that told you the right program is near it and take the now accessible path to the left into a new tyred area. Examine the right wing program. MegaMan will fix the bug.

Everything seems to run smoothly, until the co-pilot says that the pilot program isn't working properly. This pattern of malfunctioning programs will happen again and again... Boring. Lan asks MegaMan to check the piloting program. So that's where we are heading now.

Go to the path you haven't been to before (the one that leads to the left) and take the orange teleporter. In this small yellow path, take the next green teleporter. Proceed down the blue path into a big tyred area. In case you didn't know, you're in Air Comp4. I know, I know. We're jumping around quite a bit. Take the first red field to your right and head down, past the blue field that takes you back. At the next fork, the red field is inaccessible. Go right (the path OPPOSITE the blue field) and at this little fork, head up for a BMD containing 900Z. Now, return to the fork and enter the blue field. From here, go right and collect the BMD at the dead end that has a RegUP2.

MegaMan 600HP 27MB

Return to the fork and take the red field you see directly up (the other red field leads backwards). You'll be pushed back to the big tyre area. From here, go left and when you see the green program that tells you the tail engine program is nearby, take the blue field next to him. From here, follow the path (ignore the red field for now) and get the BMD containing a LilBomb *. Return to the red magnetic field and pass through it. At the next fork, go left, because straight down this path leads to the big tyred area again. Take the blue field you see. From here, take the winding path around to another fork. Take the fork leading left to be greeted with a tyred area and the red de-magnetizer. Actuate it and return to the fork. From here, take the alternate path and follow it to a tyred area containing a BMD with a HPMemory.

MegaMan 620HP LVL 61

Now, take the unblocked path right to the big tyred area. Now, go right again (the way opposite the program who tells you where the program is). Take the path closest to the entrance to this area to the right. At the next fork, go straight up and you'll see another tyred area with a blue de-magnetizer. Actuate it. Backtrack to the big tyred area and return to the guide program. Head past it along the path and take the first turn right

to yet another tyred area with the tail engine program. Examine it so that MegaMan can fix the bugs in it.

The scene snaps back to Lan. As soon as that problem is fixed, the co-pilot says that cabin pressure is going down! Everyone will die of altitude sickness. Lan orders MegaMan to attend to the pressure program.

Head along the only path that you haven't been to past the tail engine program. Take the orange teleporter. You've been warped to the yellow path again. Follow it around and take the green teleporter. Take yet another yellow path to the fork. This is Air Comp5. We're getting closer to the end... Take the only path possible to the right. At the tyre area, take the BMD containing a Barrier L. To your left is the guide program, explaining that the air pressure program is just beyond it. Head up past the red field and take the BMD as you go around that contains 1800Z. Return via the blue field. Now, go left and take the first red field you see. Take the stairs down to another tyred area. From here, go right at the fork and you will see three blue fields that you can take at a three-pronged fork. Take the path furthest away from you. The other two lead to dead ends... You'll be pushed into a tyred area with the blue de-magnetizer. Actuate it. Now, return all the way to the fork with the previous tyred area. This time go left and go left at the next fork up the stairs. Go far to the right and actuate the red de-magnetizer in the tyred area you see. Take the path left (not back) around the yellow path and keep following it. Head past an empty tyred area and keep going. At the first fork, keep following the path to a BMD in a dead end containing 1000Z. Backtrack to the fork and go right. From here, take the path leading to your right that is below where you came from. Take the first turn you see to a tyred area with a BMD containing a Recov120 S. Now, keep going all the way right and you'll be back at the beginning of this area. Go right past the guide program and take the first turn to the right. Go to the familiar tyred area and examine the air pressure program.

Again, it's back to Lan in the Cockpit. Suddenly, the captain says that the throttle isn't responding. They're going to crash! Lan orders MegaMan to check the throttle program quickly.

Take the yellow path that you haven't taken yet and take the green teleporter. From here, follow the path and enter yet another green teleporter. Again, follow the path and you'll find you're back in Air Comp1. At the fork, take the red field leading up. Get the BMD around the path containing a RockCube *. Return via the blue field to the fork and this time head right and down the stairs. You're in a big tyred area. Heading down leads to a dead end, so instead head up to the left. Take the winding path around to another fork. Go left, because down is inaccessible. At the next fork, left is your only option. Ignore the red field as you go past and get the BMD in the dead end containing 2000Z more. Go back to the red field and pass it. Follow the path to the red de-magnetizer. Actuate it. Take the blue field back down and at the next fork go right. Take the path leading down and follow it to the blue de-magnetizer. Actuate it. We're almost there! From here, backtrack to the fork and at the first turn head up back to the tyred area. Keep staying on this path to see another guide program. Go past him and at the fork head left and collect the BMD in the dead end containing a Spice2 N. Now follow this path all the way to the far right to find another BMD containing a RegUP1.

MegaMan 620HP 28MB

Now, return to the middle path and go down to the throttle program. Examine it.

The scene snaps back to Lan and co. again. They are now 5 minutes from Den Airport! Everything seems fine. Suddenly, the co-pilot reports that the landing gear control program is malfunctioning. Blast it!

Now, go down the blue path that you didn't go to before. Take the orange teleporter. Now, this is Air Comp2... The final area of this crisis. Take the blue magnetic field. Take the next field and you'll go a long way down, catching a glimpse of the landing gear control program and a Navi guarding it! I smell Gospel... There's a triple fork here. Take the blue field fork to the left and around the corner. Keep following the path and underneath the hidden area (you cannot see under the yellow pathway of the above floor) examine it for a BugFrag. Keep going and take the middle path north. Use the red field to go right and be met with a fork. Head to the far right and collect the BMD at the dead end containing 1500Z. Now, take the only path down a blue magnetic field. Go directly left from here to get *another* BMD containing a HPMemory.

MegaMan 640HP LVL 62

Now, head right and actuate the blue de-magnetizer here. Now, go up again (to your right) and take the left fork (essentially, backtracking). From here, keep following the path all the way around past the red magnetic field to the beginning (yes, it's quite a long way around). Now, go right. From here, follow the long winding path until you see a fork. Head down and to the left, bypassing all the red fields you see. At the next fork, head right, going around a previous red field. Take the red field leading up and actuate the red de-magnetizer. Now we're REALLY nearly done. Go down and along the winding paths, keep heading down. Now, go right at the bottom of the area and collect the BMD at the dead end containing a HiCannon E. Now, follow the path left and ignore the way you came from. Instead, take the next path along the path you're on to the right and keep going straight along past a fork. At the second fork, head right and around to a little dead end where a BMD is. This is right next to the red de-magnetizer and it contains 500Z. Now, backtrack to the fork and this time go straight up (continue following the initial path you took). Keep going until you can see the red de-magnetizer to your right on a lower level (this is just near the far right corner of the area). Now, take the fork you can see leading left and at the next fork, go left. The Navi you can see is close... Go around the corner and take the first turn right to see another guide program. Save and get ready for another boss battle. Keep walking past the program and MegaMan shall confront the Navi, a red big guy that looks like a magnet (no wonder...). The Navi says he came for a HighPower program on this plane. The President of Gauss Inc. says that he has it and that the completion of the Super Navi is soon... So Gauss is involved with Gospel?! Lan asks him why and he explains how he hates society (typical emo talk) and how Gospel shares his views. They will create a new-found order of society. Lan says he won't let him and Gauss orders the Navi, MagnetMan, to delete MegaMan...

>> BOSS: MAGNETMAN <<

HP 1000

Element: Electric

Weakness: Wood

Summon Magnet: MagnetMan uses two semi-homing magnets to attack MegaMan.

Sidestep and dodge around them. They take up one row and normally adopt a pincer formation.

Black Hole: MagnetMan sends a floaty ball of darkness that moves slowly; it paralyzes MegaMan temporarily. It is homing, but it can be easily dodged by sidestepping around them.

Magnet Tackle: MagnetMan creates an illusion of himself behind MagnetMan and he and the illusion charge at MegaMan from around him (both sides), sandwiching MegaMan.

MagnetMan is annoying for the sole reason that the central row is filled with magnetic panels. They attract you to the centre and can work in your favour (assisting in evading) or against you (paralysing you in a spot). He has a significant amount of HP, too. Normally he uses his Black Hole and Summon Magnet attacks in a combo. Wood Styles spell doom for him (Wood Twister combined with Area Grab). It's all about endurance. Gater is good for some easy damage as well.

MagnetMan is deleted and he apologises to Gauss. Gauss mumbles about his highjack plans and other people on the plane get wind of it. They catch him and apprehend him. After that, the pilot says everything is A-OK. The captain thanks Lan and asks him to take a seat as they land. Lan makes MegaMan jack out.

The scene switches to Lan seated and the attendant announcing that the plane has arrived. You gain control of Lan again. Take the door nearby back to Den Airport. The Electopian girl is nice, so she won't check your identity. Take the stairs down. From here, talk to the man and show him your passport. As you do so, MegaMan asks Lan to look. There's a little cutscene where members of the plane surround and take Gauss away, to be locked up for a LONG time. After that, keep going right and head down the familiar stairs. You're back in the Airport Station! Welcome back to Electopia. Take the Metroline to ACDC Town.

From here, go to Dex's house. Talk to Dex and give the fat guy his RoboX. He'll in return give you a GutPunch D. Now go to Mayl's house and go upstairs. Give Mayl the GoldRing and she will in return reward you with a Recov150 P. Now, go to Yai's house. Go up to her room and give her the Broach for a nice 10000Z. Now, go back outside. See the brown house behind Lan's? There's a boy behind it who is running very quickly. Talk to him (block his way) and for finding him he will reward you with 20 Guard * chips. Not bad. Go to Marine Harbor using the Metroline. Okuden has not changed at all, except for the unusual fact that Chaud is at the Dam site, taking a vacation. Weird, huh?

From Marine Harbor Station, talk to the boy at the station and give him his much-awaited for PoisMask S and he will in turn give you a VarSword B. Head outside. You'll notice Ribitta is back in town, among other things. To make things interesting, you will be interested to note that not only are there some more requests to take on board, and the option to take the S License Examination. First, go over to the request board in the License Office.

Request: Detective job

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

Solving: Go to ACDC Town and head over to the Park. Head over to the man in an office attire. He shows Lan a picture of a black guy with sunnies. When you see him, he asks you to ask what he is doing. After that, he asks you to report back to him. Go to the Metroline Station and go to Okuden.

Go all the way to the Dam and near Chaud you'll see him looking towards the dam control center. Talk to him and he says he is sight-seeing. Go all the way back to ACDC Town Park and report to the man. He says the guy you talked to is wanted and dangerous. He'll reward you with a Twister Y. He then

reveals he is a detective (well, duh).

Return back to the request board. I skipped the 'Sell me a chip!' request for later, the reason becomes clear as I tell you down the track.

Request: Help reconcile us

Info: My Navi ran away because we argued the day before last. Can somebody please find my Navi? I'm waiting at the ACDC Town station. please help (there is a grammar error in the game here).

Solving: Head to ACDC Town Station. Talk to the boy in an orange shirt (looks similar to the PoisMask S guy) on the far end of the Station, furthest from the exit. He says basically all he said in the request, but says he has an ALicense and may have wandered as far as Yumland. He's purple. Go to Lan's PC and access the Net. Use the Warp point to go to YumSquare Entrance. Go to YumSquare and take the winding path to the big yellow square area. There is a purple Navi there, talk to him. He says that he is angry, but he forgives his Operator because he cares enough to search for him. He says that he will not be back for a while, since he thinks that his Operator relies on him too much. He tells MegaMan to say that to his Operator. Jack out and return to ACDC Station. Talk to the boy. Your reward is yet another handy HPMemory.

MegaMan 660HP LVL 63

Go back to the request board again.

Request: Fight crime

Info: Recently, a nasty Navi has been making trouble. He picks fights with ordinary Navis, and even uses viruses. Now he's after me, so I'm on the run. Can you do something about this? I'm waiting in a telephone in some house, somewhere.

Solving: Go to ACDC Town and go to Yai's house. Go upstairs and go to the antique phone. Jack in. Head right (to the bottom right corner of the area) and talk to the civilian Navi. After he asks for help, talk to the evil Navi.

Shrimpy3, Popper, Popper

What can I say? Eliminate the Shrimpy quickly, as it is a nuisance. The Poppers 'pop in' every now and again. Time your strikes right and they will be easy to beat. The Popper viruses have a massive 300HP and use Wood Tower attacks that are easy to dodge. Use their slow homing properties to lure the attack to one side and easily evade it. After the evil Navi is deleted, talk to the civilian. He will give you the ultra useful GospCode, that belonged to the evil Navi. You can use this to open all those mysterious SecurityCubes.

But first, return to the request board for the last request you can do at this point.

Request: Sell me a chip!

Info: I'm leaving the country on a trip & need a strong chip. Can someone sell me a "Catcher N"? I'll pay in cash. I'm waiting at Den Airport.

Solving: In order to do this task, you'll first need a Catcher N. The virus that drops it is the UFO and they are only accessible at this point in the Air Comp.

If you have one already, that's good, but I didn't. You can't actually go to the Airplane again just yet, so just ignore the request for now. Go to the Den Airport anyway and jack into the Flight Board. Turn left (go to the bottom left-ish corner of the area) and get the BMD containing a BugFrag.

Now, let's get our SLicense, shall we?

Jack out and return to the License Office (you can go down the stairs, regardless of the direction the arrow points). The man at the counter says that because of increased Net crime they are opening the gates to all Netbattlers to encourage them to take Examinations to improve their skills. Enter the familiar Test Room and jack in. Of trivial note, most of the other losers around here have *finally* passed their dreaded exams.

Talk to the green examiner Navi. He says there is only one Problem; a Survival test that consists of 10 battles. When you've saved and are ready, talk again and talk the test.

Survival battle: No HP recovery permitted in between battles.

Battle 1 - Beetank, Beetank, WindBox

Eliminate the WindBox to clear some space. Dodge the Beetanks and take of them.

Battle 2 - Swordy2, Flamey, MettFire

The Swordy is your immediate danger. The others are distractions. Take out the MettFire last. Watch out for the bomb behind you!

Battle 3 - Mettaur2, Sparky, Spooky

The Sparky is your number one priority. Afterwards, the rest is not difficult. The cracked panels aren't much of an issue.

Battle 4 - Puffball, Shellgeek, Mushy

The Puffball is your main threat and the others are distractions. You can handle the situation by now, right?

Battle 5 - CanDevil, Dominerd, Shadow

Many strange enemies... Prioritise the Shadow and Dominerd first. Mr. CanDevil is a distraction. Remember the Shadow is only weak to swords. Bait the Dominerd and slice him up with an ElecSword or something. Cracks are are bigger nuisance.

Battle 6 - Handy2, Handy2, Flappy2

Defeat the Handies first! Their bombs will piss you off. The Flappy will follow suit. You should note Flappy2 will attack in a cross, so stay WELL AWAY from him!

Battle 7 - Shrimpy3, Cloudy2, Null

You've never seen a Null before, right? Basically, it's an ass. It heals after you hit it, making it your LAST goddamn priority. The other two distractions are first. Beat the Null in a single blow. You should have those kind of resources by now. By the way, every virus here is weak to electric attacks. The ice will make it a tough battle.

Battle 8 - Yort, Yort, Beetank3

Another interesting virus you've never met before. Most of the viruses you are tested against now will become commonplace later on. Anyway, the Yorts are definitely a big problem, but so is the Beetank. Take the Yorts out because they are in such close proximity to you and then take out the Beetank. He's faster and more aggressive than other versions of Beetank, so take care.

Battle 9 - Fishy, Fishy3, Fishy2

The Fishy is a nuisance itself, but the other two are some of the toughest enemies in the game. Fishy2 will light up the row it travels across and the Fishy3 is amazingly fast. Beat them all ASAP! Gater would be good right now... Or, just focus on taking out the weaker Fishies and then eliminate the last Fishy with little trouble. If you are severely damaged (not surprisingly) take some time to dodge the last Fishy and heal like hell.

Battle 10 - Goofball, HardHead3, HardHead3

They will use AreaGrab and their Cannonballs to trap you and take you out with hard-hitting attacks. The Puffball is definitely your first priority. The HardHeads follow suit, just don't be surprised at the speed at which they shoot at you... Don't be too surprised if you lose here, so close yet so

far.

Yes! You're done. You'll receive a well-earned SSLicense. Congratulations! You are now an Official (unofficially, of course...). You'll also get a RegUP1.

MegaMan 660HP 29MB

You'll find if you try *again* to get an SSLicense, you need a Star ID and ArmyData. Don't know what that is? Don't worry. There's a long way to go yet to get an SSLicense anyway. Jack out.

Well, we're just about done for today. Just about... Go home and talk to your Mom. After that, you're ready to go to bed, but there *is* something you can do. One last thing; using GospCode and purchasing a few additional upgrades. You will have quite a lot of cash now. Jack into Lan's PC. Make your way to Den Area 1. From here, follow the path on the way to Den Area 2. Remember the mysterious SecurityCube here? It's near the beginning and not far from the warp points. Unlock it using GospCode. You'll find a PMD in there containing 30000Z! Excellent. Now, take the warp point to YumSquare Entrance. Take the northern warp point to Yumland 1. From here, take the moving path to your left and keep going around the corner until you see a warp point. Ignore it and keep going along the long moving path. Unlock the mysterious SecurityCube. You'll be met with yet another PMD if you continue along the path containing a FireRat R. Now, go back to the right and keep going back to the warp point you previously ignored. Use it to get to another path and follow it to Yumland 2. Make your way all the way around past the green ramp and to a central area that has multiple moving paths branching off it (it is the one closer to Roll, who is hanging around here). From here, take the moving path to the top right and just at this fork you can see another mysterious SecurityCube. Unlock it with GospCode. You now have free access to Netopia 3 from Yumland. From here, find your way to NetSquare Entrance. If you haven't already, go to the Netdealer in NetSquare and purchase any other upgrades you may have missed.

MegaMan 680HP LVL 64

Now you're done here, go back to NetSquare and take the path down south to Netopia 2. From here, go around and down the white ramp. Keep following the same path and take the moving path to another mysterious SecurityCube. Open it and follow the path to get a BMD containing 30000Z. More money! We're really loaded now... Now from here, find your way down and to Netopia 1. Head around and as you head up the red ramp, you'll see another mysterious SecurityCube. Open it to free up the path across without having to traverse around the maze. Jack out and find a way to Koto Area. As you start walking towards KotoSquare, near the first green ramp you'll see a mysterious SecurityCube in the corner of your eye in a little dead end. There's a BMD that was blockaded containing an IceStage I. Make sure you DO NOT go into the corner to the left of the SecurityCube at the moment, or you'll encounter the ghost of QuickMan, which I'll come to later.

You're now officially done for today. Take some additional time to unlock any PMDs you have missed at this point, purchase any upgrades you missed (I myself had one to get from KotoSquare) and take a look at the Message Board in the Square.

MegaMan 700HP LVL 65

What an exhausting day! Jack out and at last, go to bed, save and go to sleep. The scene fades out.

x. Worldwide Disasters = (TRBLE) =
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Several hours after the highjacking...

In the Official Center, Dr. Hikari and a scientist are discussing finding Gospel's HQ and trying to defeat them that way. Suddenly, an earthquake interrupts. Dr. Hikari mentions how it is unusual because the earthquakes are controlled by their Environmental System. An emergency warning is issued on the wide screen monitor that there are large-scale disasters in Yumland and Netopia; floods in Yumland and intense UV radiation in Netopia. Both scientists comment on how the disasters are becoming worse.

Back to Lan and MegaMan, who are discussing the recent earthquake. Lan gets an e-mail from Mayl saying that Roll was on the Net when the earthquake occurred. She lost contact with her and couldn't get her off the Net. She thinks she is somewhere in Yumland. MegaMan volunteers to find Roll and Lan agrees. We regain control over Lan again and at that moment an e-mail is received. It's from NAL thanking the duo for their highjack foiling efforts. You receive a free NAL pass 'FreePass' as a gift. You can now visit Netopia whenever you like and you can visit the highjacking incident airplane, because it is on display now due to repairs.

Sure, Roll should be rescued soon, but there's a little unfinished business to be done. Go to the Airport. You may go past the VIP entrance if you like. Go to the Boarding Room and you'll see a familiar face (if you played the original). There's a man with flaming long red hair here. It's Mr. Match! Talk to him and challenge him to a Netbattle.

>> BOSS: HEATMAN <<

900HP

Element: Heat

Weakness: Aqua

Fire Tower: HeatMan fires a stream of fire that travels across rows (semi homing). Lure them to one side and immediately go to the opposite side. The flames stay ignited for a duration of a few seconds.

Fire Stamp: HeatMan retracts his arms and head, turning into a metal box. He tries to crush you like a Flappy virus. He leaves an imprint of a Magma Panel behind. Dodge like you would with any old virus.

Ignition: HeatMan makes several random panels ignite randomly for a second and he repeats this several times. They flash for a second before they ignite, so dodge.

HeatMan is not difficult. He's just a little fast and reasonably powerful. By now, you should find little trouble dealing with random Navis (Gater, anyone?). Once he is done and out, he gives you a HPMemory.

MegaMan 720HP LVL 66

Go to the final exit, but instead of going to Netopia go to see the planes. Go to the Cockpit and jack in. Find your way to Air Comp3 (warp past the first teleporter, not too difficult to get to) and find yourself a RedUFO virus. S rank one to get a Catcher N chip. Now, jack out. You actually go backwards now with the FreePass, so head back to the beginning of the Airport and talk to the blonde Netopian man who wants the Catcher N. He gives you an insane 50000Z! We're done with that request now.

But there are still more! Go to the License Office and to the request board. You might notice on the way to the License Office (in Marine Harbor) in the area on the lower level overlooking the sea that there is a Chip Trader

Special now. Anyway, on with the requests.

Request: Help research

Info: With the assistance of a TV station, I'm researching virus busting. Please help me with my research. Your task is simple. I want to measure your Navi's data as you delete viruses. Your reward will be an item that I know that you will just love. Just don't blame me if your Navi gets deleted instead. ;) (No joke, Capcom have a basic knowledge of smileys XD) If you agree to do this job, plug into my van's computer.

Solving: Go outside and jack into Ribitta's Van. From here, start walking off to the left (following the path) and you will see an Official Navi. Talk to him. He says that his research consists of generating a virus five times. He will measure synchronisation and response. Save first, this request is a tough one. When you are ready, say 'yes' to him to begin. No HP recovery is allowed in between battles.

Battle 1 - Ratty, Ratty, Flamey2

The Ratties are fast and annoying. Apart from that, nothing should be too hard.

Battle 2 - Goofball, VacuumFan, HardHead2

Find a way to clear the way, the VacuumFan should be first. The Goofball is the threat, so take care.

Battle 3 - Sparkler, Cloudy2, Flappy2

They're all meagre annoyers. Eliminate the Sparkler and focus on the Cloudy next.

Battle 4 - Fishy2, Flamey2, MettFire

Ouch. That Fishy is going to hurt. Take care of it quickly. The MettFire is going to be your last priority.

Battle 5 - Dominerd2, Fishy3, Fishy3

Now THIS is a hard battle. Soon enough, they will crack every single panel, thusly trapping you to one spot. After that, the rest is history. Take out the Dominerd FAST! You're pretty much finished once he uses his Geddon chip. This battle is all about speed, so whip out some swords to take out the Dominerd and the Fishies will follow (take care to dodge them, though).

The Official will be amazed. He says that it is useless compared to the average Navi (you know, in Science we learn that multiple trials are required for a standard to be reached), but he still thanks you and rewards you with a PowerUP.

MegaMan 720HP LVL 70 Attack 5 Rapid 1 Charge 5 WoodShieldV2 (my style)

Jack out and return to the request board to take up another new request.

Request: Please help

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

Solving: Go to the Airport and make your way to Netopia.

On a side note, as you reach Netopia go to Netopia Castle. Go to the secret meeting area and on the far side of the conference desk, talk to the scientist. He is the Quiz Master. Accept his challenge of 10 questions.

Q1] What's the popular announcer Ribitta's TV show name?

As] DNN NEWS CattleOx TV RaiShip TV

Q2] What's the name of the quick, rat-shaped virus?

As] Ratton Ratter RATTY

Q3] What advance occurs when Spreaders are in alphabet-order?

As] PwdCanon H-BURST O-Cannon1

Q4] What shape is Okuden Valley's air-monitoring system?

As] GUARDIAN Tent Bear

Q5] Where is the statue of the ancient Melpos god of war?

As] Net Castle Jewelry store YAI'S HOUSE

Q6] A rooster stood on the peak of a barn. It laid an egg. Which side did the egg roll down? The left side... or the right?

As] The left The right CAN'T LAY EGGS!

Q7] Which has a more powerful attack? LilBomb or HeatSprd?

As] LilBomb HeatSprd THE SAME POWER.

Q8] What is the name of SnakeMan's operator?

As] Mrs. Salmonella MRS. MILLIONS Mrs. Millionaire

Q9] What wood does the bath in ACDC Town's largest house use?

As] Hackberry Cedar CYPRESS

Q10] What's in the trash can in underground Netopia?

As] TEDDY BEAR Radio Basketball

As a reward, you get GateKeyC. This is very useful, as it grants access from Den Area 1 to NetSquare Entrance. Cool! He also gives you a HPMemory. What a nice guy!

MegaMan 740HP LVL 71

From here, go to Netopia Town. Near the restaurant is an old lady. Talk to her and she wants your SilvFist V for a BigBomb * Good thing we have it already. Finally, go next to the hotel and talk to the girl facing the wall nearby. She wants you to punish four bullies who are hanging out by the NetSquare Entrance. Go to Netopia Park and go to the Departure Lobby of Netopia Airport.

An interesting note is that near the duty-free shop, a brown-haired young girl is there and she is looking for a set of chips for her boyfriend. They are AquaAura A, FireAura R, WoodAura S and ElecAura L. She'll exchange for an UnderSht N, but we have none of those chips so ignore her.

Return to Electopia and to ACDC Town. Jack into the Net from Lan's PC and go to Den Area 1. As you make your way up, you'll see the path to the warp points is blocked by blue ice... Looks like trouble. Start heading on the pathway to Den Area 2 and you'll see a program looking at some white ice. He says it might be possible to break. Examine it and MegaMan will smash the ice. Viruses emerge!

Mettaur2, Mettaur2, Mettaur2

These guys are no threat. If you can, use the ice terrain to your advantage (double damage from Electric chips). After they are deleted, press on. As you find your way around, you'll see a purple Navi staring at yellow ice. It blocks the way to the warp points, so we're stuck on our request for now (unless you want to go from Netopia, I couldn't be bothered, personally - we will return to it later). Keep going towards Den Area 2 and just at the entrance (to Area 2) you'll see some more white ice. Break it and prepare for battle.

Shrimpy3, Shrimpy3, Shrimpy3

Again, electricity is devastating against these clowns. I envy those who have an ElecStyle. After their deletion, proceed to Den Area 2. From here, as you make your way onwards you'll see white ice and beyond it in a dead end a lost purple Navi walking around. Break the ice and once again prepare for battle.

TuffBunny, TuffBunny, TuffBunny

If they paralyse you, you're officially screwed. They are easy to pick off one at a time, so do whatever you want to delete them. After deleting the viruses, talk to the purple Navi who says that you should break as much of the ice as possible. Okay... That's what we're doing. By the way, the ice is all over the Net - so we know something weird is going on. Start heading up towards the direction of Den Area 3 and the Square. Going up, a pink Navi will ask you to find her friend in Koto Area. Put that to memory, we'll get around to it. Go right and down at the fork towards the Square. You'll see pink ice blocking the way to Dex's PC that is a problem. Go to the Square Entrance. From here, check out the latest posts in the Board Room if you like, otherwise take the western path to the *other* side of Den Area 1 where the warp points are. From where you are, head directly up and activate the warp point to NetSquare Entrance. We're finishing our little request we took up before. Start by going directly south and talking to the first of four evil Navis here.

Handy3, Handy3, StormBox

Quick deletes are the key here. Take out the Handies (naturally) first and then focus on the StormBox. The Handies' bombs deal tonnes of damage, so take care. After the first bully is gone, go further south (to the south of NetSquare Entrance) and talk to the second bully.

BrushMan2, BrushMan2, DeathFire

Ooh. Viruses we haven't seen before... The BrushMen literally try to paint on you and they alter the terrain that they paint, so yeah. Take them all out, focus on the BrushMen first. After these viruses are gone, go to the far east of the area and talk to the third bully.

Goofball, Goofball, HardHead3

Now THIS is a battle. Speed is the key. Take out the HardHead quickly and use a LifeSword to remove the Goofballs. Waiting will result in death through becoming trapped and being assaulted with heavy-hitting attacks. I personally used a well-timed Gater and finished off the HardHead easily thereafter. Once that is done, go up north and deal with the final bully.

BlueUFO, Fishy2, Fishy3

Another somewhat difficult battle. Remove the Fishies first, of course. The damned UFO will try to remove your chips from you, so whatever you do, make it quick. Don't also forget that he can paralyse you, making the Fishies all the more lethal. Once they're done with, jack out. Don't worry, we'll be coming back to rescue Roll after handling one more request. Return all the way to Netopia and talk to the girl. Your reward is the handy StepSword M chip. Now, return to the request board (yes, go all the way to Electopia and back to Marine Harbor, then the License Office). As you arrive at Electopia, you might notice that there is now a Retro Chip Trader in the Den Airport

Arrival Lobby. Enough about that, let's handle one more request.

Request: Lend me cash!

Info: The company I'm in charge of is on the verge of bankruptcy. I need 50000 zennys immediately. If business picks up again, I will repay soon, with interest. If you can finance me, come to the big mansion in ACDC.

Solving: This is an easy request, provided that you yourself are loaded. Go to Yai's house in ACDC Town. Talk to the man in office attire right next to the entrance. He basically says that he runs a disaster management/prevention agency and that Netbattlers are doing all the work these days, screwing over his business. Give him the 50000Z he needs. Walk out of the house and right back in. The man has good news. A natural disaster happened recently (eh... good news?) and his business is back to normal. He gives you a phenomenal 100000Z! We're REALLY loaded now! So, we're done with the requests up to this point, so now we can go after Roll.

Go home, go to ACDC Town, jack into the Net and make your way (walking) to the Square Entrance. As you are in Den Area 1, at the first bridge (above you, where you cannot see under it but can pass it) pick up the BugFrag along the way. Head to Den Area 3. You're probably wondering, WTF? Why are we going to Koto Area? We're helping out the pink Navi from before. It pays off later and also, Koto Area is much smaller than Yumland, so that's where we're going off to first. As you are going past Den Area 3, you'll notice the way to Ribitta's Van is blocked by pink ice. That's why we have to walk to Koto Area. Enter it.

As you arrive in Koto Area, turn right and you'll see some white ice that guards nothing. Break it for the sake of it.

Spikey3, Spikey3, Spikey3

All fiery foes. Utilise the ice wisely and take them out at once. Don't get caught out by their HeatSpreads. After these viruses are deleted, take the normal route to KotoSquare Entrance. Before you enter the warp, just to the right is some white ice and a purple Navi behind it. Break the ice.

Dominerd, Dominerd, Dominerd

Trouble, trouble, trouble! Lure the Dominerds one by one into making a false move and then eliminate them as they become vulnerable. Use the ice panels to your advantage. Oh, and don't get caught out by facing three Dominerds at once on ice. Once they're deleted, talk to the purple Navi. He gives you a RedFrag. MegaMan says it is emitting a weak radio signal and that we should show it to Dr. Hikari. Jack out and head outside. First, make a detour to Mayl's house. Her electronic keyboard can now be jacked into! Jack in and go the centre of the Piano. There are two BMDs; the left one is a HPMemory and the right one is a RegUP1. Handy!

MegaMan 760HP LVL 72 30MB

Jack out and go to Marine Harbor. From here, go into the Official Center and head up the elevator to Dr. Hikari's Lab. Talk to Dr. Hikari, who is in his usual location. Lan explains the situation and Dr. Hikari also tells Lan of how he discovered each countries' Environment System has been frozen by the Ice. He hypothesises that Roll is missing because of the ice, as well. He explains the forms of ice; the four colours. A special cure that only he can create must be made. He can make RedCure if they have a sample data from the red-ice virus. Lan gives Dr. Hikari RedFrag. He makes RedCure and gives it back to Lan. He will go to fix the Environment System. He asks Lan to destroy all the ice that he can (now he can break red and white ice).

The reason we came to get the RedCure is because you will find the way to Yumland is blocked by red ice. Anyway, there's a lot to be done now. Head back home and go to Den Area 1 from Lan's PC.

From here, go to the entrance to Dex's PC (Den Area 2). Break the red ice here. MegaMan will use the RedCure to do so.

Magmacker, Magmacker, Magmacker

These guys aren't exceptionally tough. Dodge their black holes that paralyse you and otherwise pick them off one by one. Your only concern is that they deal a lot of damage. After their deletion, head into the Square Entrance and from there go to Den Area 3. Head in the direction of Ribitta's Van and you will see another red ice. Break it.

Ratty2, Ratty2, Ratty2

Ratties are fast and annoying because they spam. Eliminate them all quickly with a GutsMan or ProtoMan. They will be dealing tonnes of damage in unison, so watch out. After these guys are gone, go to Koto Area. As you are heading towards KotoSquare Entrance, at a dead end up ahead you'll see more red ice. Break it.

MegaBunny, MegaBunny, MegaBunny

The strongest bunnies around are nothing to scoff at. They will spam, paralyse, spam and so on. They are fast enough to repeat that process until you are dead. Quick kills ensure they are of no trouble. You're done in Koto Area, so jack out. Go to Dex's house and jack in. Make your way to Den Area 2. Now, instead of going to the Square Entrance, head up to Den Area 3. As you are heading in the direction of the crossroads (between Yumland and Netopia) you will be blocked by more red ice. Break it.

Handy2, Handy2, Handy2

You've faced these guys before. Eliminate them one at a time. Easy. After the ice is gone, turn left and enter Yumland.

Immediately head right in Yumland 1 and you'll see more red ice to break.

Fishy3, Fishy3, Fishy3

Toughest enemies you have faced yet. Gater would be useful. If not, somehow dodge them and eliminate them one by one. After this ice is gone, head back to the main path and take the moving path to the left. There's more red ice past here.

Spooky3, Spooky3, Spooky3

These ghouls are back. They're not hard, just an annoyance. Evade and hit them with general mass-targetting attacks. They're easy to pick off. Once that's done, go to Yumland 2.

Head in the direction of YumSquare Entrance. From the beginning, you would have headed right and up and then to the left. You'll see Roll in a dead end that cannot be reached from here, so go around. There's red ice blocking the way!

Ratty2, Ratty2, Ratty2

These clowns again. You know the drill. Afterwards, go and talk to Roll. She will get back into contact with Mayl. Now, start making your way towards YumSquare Entrance. At the fork where the left path leads to the green ramp, take the right one instead and you'll see red ice blocking a program.

Cloudy, Cloudy, Cloudy

Electricity is your friend. Take them out one at a time, this battle is relatively easy compared to what you have faced before. Talk to the program and he talks about HeatData and how he has been slacking off from work. This is important for later, so remember that.

Go to Okuden Valley. You may notice that at the beginning on the garden is a Retro Chip Trader. Anyway, go to the Campground. Go to the BBQ and jack into the right one. Just behind you collect the BMD containing a MiniEnrg. Head directly up (north-most point of the area) and collect the BMD there containing a Bubbler R. Now, go to the western corner of this area and talk to the program there. He's the program you rescued's employer and he thanks you for rescuing him. You will receive HeatData. Jack out.

As Lan is going to walk away, another earthquake strikes. He gets an e-mail saying that disasters around the world are worsening and an evacuation order has been issued to Electopians. MegaMan and Lan have no time to waste!

Return to ACDC Town, go to Dex's PC, jack in, go to Den Area 2 then head to the Square. From here, go to the Board Room. Read the Street Board and all the posts there. People there will say that on the Undernet in UnderSquare a Navi called Doc will appear when a special keyword is posted in the Board Room there. He can make cures for any kind of virus. The poster named Crow also says that an informant in UnderSquare knows the keyword. As you stop reading the posts, you get an e-mail from Mayl. Mayl thanks you for your efforts rescuing Roll. A one-of-a-kind RollV3 R chip is included. Anyway, our next destination is... dun - dun - dun - the Undernet!

Return to Den Area 2 and go to Den Area 3. At the crossroads go right to enter Netopia. Go from here to Netopia 2, because Netopia 1 is filled with yellow and blue ice which we cannot break yet. From here, go immediately left to see more red ice.

Shrimpy3, Shrimpy3, Shrimpy3

You have also faced these viruses before. No big deal, right? You've freed the way to Raoul's Radio. Anyway, head right on the familiar route to NetSquare Entrance. On the way, you'll see more Navis trapped in yellow ice. We can't help them yet. Go from NetSquare Entrance to Netopia 3. Follow the familiar path to the Undernet, there's a lot of yellow ice that you can't break. Directly to the right of Mrs. Millions' Bag is more red ice, blocking the way to the Undernet. Break it.

Swordy2, Swordy2, Swordy2

Quickly delete them before they manage to trap you. This battle is all about speed, as are many before it. After the ice is gone, keep going and take the warp point. Afterwards, follow the path and you shall arrive in the Undernet.

Welcome to the deepest area in the Net, the Undernet. Head straight up past the moving path. Some of the viruses here are the tougher ones that you have encountered in the past, so watch out. Anyway, go up and up the stairs (to the left is a dead end). Turn right, around the corner and go along the moving path when you can that leads right. Follow the path

(don't deviate along the moving path to the left) and enter the warp point.

Follow the path and turn right at the first fork (left is an obvious dead end). Keep going up the stairs, past the blue ice to Undernet 2.

Go straight and take the big set of stairs. Take the stairs to the right and follow it around to get a BMD containing a HPMemory.

MegaMan 780HP LVL 73

Return to where there is another set of stairs to the left and take them. Follow the path up, down and up again. Head right along the moving path you see and you will see around the corner an evil-looking Navi. He tells you the directions to UnderSquare; straight ahead. Going left leads to Undernet 3, which is unnecessary. Go down the stairs, following the same path. When you see a moving path going left, take it, because straight down is a dead end. Follow the path, careful not to tread on the moving path to the right. At the next fork, head right and take the winding path to the warp point. The other forks lead to dead ends that may/may not have GMDs. From here, walk down and take the bigger warp point that leads to UnderSquare Entrance.

Go to the far right of the Entrance and enter UnderSquare. As you enter, talk to the second evil Navi you see. He is an informant and he will give you some information for 10000Z. You should have tonnes of money, so agree. He says a purple Navi in NetSquare knows the keyword and that he is greedy. That's our next destination, but first there is something else to take care of. Go to the far right of the UnderSquare to find an evil Netdealer and a subchipdealer.

UnderSquare Netdealer

HPMemory	12000
HPMemory	16000
HPMemory	20000
PowerUP	20000
MagLine Q	8000
LavaLine A	8000
IceLine E	8000
GrassLne R	8000

Buy what you like, I had enough money to easily buy every upgrade he had.

MegaMan 840HP Attack 5 Rapid 2 Charge 5 LVL 80

UnderSquare Subchipdealer

MiniEnrg	50
FullEnrg	400
Untrap	100

Untrap is useful, but not required for now. Anyway, now go to the UnderBoard (green outlined room in the middle of UnderSquare) and read the posts. Apart from that, jack out. Jack in again and return to Den Area 2, then to the Square Entrance. Take the western warp point to the other side of Den Area 1 and take the top right warp point to NetSquare Entrance. Go to NetSquare. Head down to the second floor and talk to the first green Navi you see. He says his friend knows the keyword, but he has gone shopping on the Net. He says he isn't too far away. Go back from NetSquare Entrance to Netopia 2. As you go right, you can see the Netdealer there and a purple Navi. That's the Navi we need to talk to. Follow the path, take a warp point, go down the ramp and go immediately to the moving path that goes off to the right.

Follow it and at the big sign go up and at the end you'll see the Netdealer and the purple Navi. He will give it to you if you have a ZapRing2 B. You can get one by S ranking TuffBunnies. The easiest location is the Divine Goddess Statue in Netopia Castle. I already had one :) Give it to him and he says that the keyword is WWW.

Now, we have to return to the Undernet. Go from NetSquare Entrance to Netopia 3 and from there, go to the Undernet. I actually just remembered about another Netdealer :P From the first stairs you go up in Undernet 1, head right and follow the path until you see a moving path going along the same path. Follow this path (normally you would go right) and you will reach an evil Navi, who is in fact a Netdealer.

Undernet 1 Netdealer
HPMemory 10000
HPMemory 15000
HPMemory 20000
FullCust * 5000
Atk+20 * 8000
ElecBlade R 9000
GrabRvng W 10000

But all the upgrades. Don't buy the FullCust yet, we will use the glitch we have discussed before to get it.

MegaMan 900HP LVL 83

Hey! We're actually getting close to maxing out MegaMan. Anyway, going to the right of the Undernet 1 Netdealer will take you full circle, backwards again so that you can make your way all the way to UnderSquare. Go to the UnderBoard and examine the Undernet Info Board (left). MegaMan will post the keyword. We know must look for Doc. Near the shops in UnderSquare, you'll see an Official Navi. Talk to him. He's a sarcastic, strange fellow. He will help you with your ventures if you give him all your upgrades and battlechips. Just do it, don't worry. He will say that you are brave and will agree to create the cure. He gives everything back and an AntiRecv D chip. He will make YeloCure if he has a YellFrag and HeatData. He has the YellFrag and if you paid attention, you have the HeatData. Give it to Doc and after two seconds, he gives you YeloCure! He also says he knows some guy in Netopia 2 whose brother has been trying everything to break the ice. So our next destination is Netopia...

Jack out, jack in, go to Den Area 2, from there go to Den Area 3 and finally turn right at the crossroads to enter Netopia. head directly up in Netopia 1 and you'll see a program blocked by yellow ice. Break it.

Handy2, Handy2, Handy2

Old bunch of viruses. Easy. After the ice is gone, the program thanks you. Proceed to Netopia 2, but just near the entrance is yellow ice (blocking a moving path, near some blue ice). Break it away!

Swordy3, Swordy3, Swordy3

Quickly delete them before they trap you and slice you to death. After this, head on to Netopia 2. Head towards NetSquare. On the way (after heading up a ramp and turning right, then around the corner) you'll see a purple Navi asking for help, because someone is trapped. From him, head to the left and you'll see a green Navi trapped in yellow ice. Break it.

Fishy2, Fishy2, Fishy2

Again, quick deletes will result in a nice finish. Take them out ASAP. If not, eliminate them one by one. Frankly, without defeating any in a single turn you're as good as dead. If anything, make sure that they target the far rows so that you can escape through the middle row. Talk to the green Navi. His little brother is missing and he asks you to find him in exchange for a reward. He may have gone as far as the Undernet and is the best keymaker in Netopia. Interesting. So back to the Undernet we need to go. Just before NetSquare Entrance, there is a program trapped in yellow ice. Break it.

Beetank2, Beetank2, Beetank2

Annoying, but not terribly difficult. Avoid their fire and watch out for the ice. Try not to go immediately in front of them or they become more dangerous. After they are gone, talk to the program. He says that there is a rumor that the Undernet and Kotobuki are somehow connected. Strange... Commit that to memory. Now, go to NetSquare Entrance and to Netopia 3. As you proceed, near the series of moving paths is more yellow ice.

HardHead3, HardHead3, HardHead3

Wait for them to become vulnerable and make sure they don't trap you. Apart from that, this battle is a cinch. After this, head towards the Undernet. Before the ramp that you must go up first, there is a program trapped by yellow ice. Let's help him out.

Popper, Popper, Popper

Poppers will only appear temporarily and are quite a nuisance. Target them one at a time and dodge their Wood Tower attacks. The program doesn't say anything useful. Go to the Undernet. In Undernet 2, where the evil Navi guide is go left on the way to Undernet 3. Go down the stairs and you'll see a purple Navi looking at yellow ice. Talk to him. He basically says the same thing a dozen Navis have said about the ice being dangerous. Break the ice.

Beetank2, Beetank2, Beetank2

Same old tactics again. After that's done with, head past the way the ice blocked into Undernet 3. Walk along the winding but linear path until you see a pink Navi looking at blue ice. Talk to him and he says that he knows that 3 BluFrag are required to break the blue ice, but he can't figure out what to do. He says to tell his brother that everything is alright and he'll be back soon. Jack out, jack in and go to Netopia AGAIN.

Kinda bored with the backtracking? Thought so. Go back to the keymaker's brother, who is in the same place he was before. He gives MegaMan BluFragA. Now, we have to go back to Undernet 3 again... You know the way. As you start walking along the path, a cutscene occurs where MegaMan sees an evil Navi walking on the floor below. MegaMan asks Lan how that Navi got there. The evil Navi talks to MegaMan, explaining that he has a BluFrag. He also says that Gospel's Civilization Destruction Plan will be complete, so his efforts are futile (sure they are). Lan and MegaMan now must find a route to get down there. At that moment, you get an e-mail. Chaud has reported that he has discovered a path to the Undernet from KotoSquare, but a special key is required. It appears ProtoMan was also following that Navi! Now, jack out.

Use the Square Entrance to get to Den Area 1 and then to NetSquare Entrance. Go to NetSquare. On the second floor, the keymaker is there (the pink Navi). Talk to him and he will give you GateKeyD. Return to Den Area 1 and open up the final warp point; to the bottom left.

You will emerge in KotoSquare Entrance, but on the other side of the moving path that you could not bypass before. There is a route going to the left that you haven't been to before.

You're in a place called UnderKoto now. This is the link we've been looking for between KotoSquare and the Undernet. From where you emerge, go right and down the ramp. You'll be on the middle path with a lot of forks each with moving paths on them. Take the first moving path right and keep taking the moving paths right. When you can, go up the ramp and you'll see a Netdealer.

UnderKoto Netdealer

HPMemory	15000
HPMemory	20000
HPMemory	30000
PowerUP	20000
FstGauge *	5000
SloGauge *	5000
AquaBlde R	8000
Mindbndr D	10000

I was able to afford everything except one HPMemory...

MegaMan 940HP Attack 5 Rapid 3 Charge 5 LVL 89

Go back down and go to the left on the moving path to be taken back to the middle path. Take the first moving path to the right again and from here go down, taking the moving path that is heading down. Take the moving path that leads up and take the upper moving path leading right to find a PMD containing an AntiRecv M. From here, go up, ignoring the moving paths until you see a BMD in a dead end that has a BugFrag. Afterwards, go down and keep going straight down until you see a big purple area to your left. Follow this path, past some blue ice and enter the next area, which is...

Surprise, surprise, Undernet 3; on the lower level. Follow the path until you hit a big fork. Go left, past a blue tree and keep going past the sign here. Go down the path and unlock the mysterious SecurityCube. Go past it to find a BMD containing a BugFrag. Backtrack to the sign and this time go right. Follow the path to a big black area and you will see the evil Navi standing alone. Save and talk to him. He says a few words before sending some viruses after you.

Null&Void, Null&Void, Null&Void

As their name suggests, these guys will recover if hit rapidly. So, wipe them all out in a single shot. LifeSword, Gater, whatever. They are weak to electric attacks. After their defeat, the evil Navi revealed he was stalling. He says Gospel's Supreme Commander FreezeMan is moving towards world destruction. Lan asks him where Gospel's HQ is. The evil Navi idiotically reveals that it is in fact in KotoSquare! Didn't see that one, did you? The evil Navi dies and leaves behind BluFragB as well as a GospelID. We must storm Gospel's HQ now. At that point, MegaMan gets an e-mail that a powerful earthquake will occur soon, so we better hurry up. Jack out.

Jack in, go to Den Area 2, go to the Square Entrance, from there go to

Den Area 1 and finally go to KotoSquare Entrance using the warp point. On the way, ignore the yellow ice that you could have broken to get to the warp points the normal way, because we can get there a better way :) From KotoSquare Entrance, take the moving path up and enter KotoSquare. You'll notice that it is completely empty, except for the shops. Strange... Go to the barrier that a program had been blocking before. Examine it and MegaMan will use GospelID to bypass it. Continue along the path and enter the green outlined door to emerge in...

Gospel HQ. Now, proceed forward. Yellow ice blocks the way! Break away...

Flappy3, Flappy3, Flappy3

No sweat. Dodge and eliminate one at a time. Defeat them before they start trapping you with their cracked panels. A bit further onwards is more yellow ice.

Fishy2, Fishy2, Fishy2

A nuisance, but not difficult, as you have faced them before. Remember the old strategy of dodging on the far rows and eliminating them quickly. Further along, you'll find another yellow ice formation.

Flamey3, Flamey3, Flamey3

The strongest of the Flamey family will move, effectively trapping you. Take them out quickly somehow. After this, use a FullEnrg, save and move on. Keep walking to find a Navi surrounded by a lot of ice. This Navi is the Supreme Commander of Gospel, FreezeMan. He orchestrated the Civilisation Destruction Plan and he says that soon an earthquake measuring 10 on the Richter Scale will strike. MegaMan orders him to give the third BluFrag, but FreezeMan says the third BluFrag is in fact him! That means that he must be deleted to save the world. Get ready for one of the last boss battles of the game.

>> BOSS: FREEZEMAN <<

1000HP

Element: Aqua

Weakness: Electric

Ice Shards: FreezeMan sends ice from above to strike panels randomly. Dodge.

Icy Wind: FreezeMan uses the wind to force MegaMan backwards and get hit by Ice Shards and/or Ice Tower.

Ice Barrier: FreezeMan protects himself with a barrier that has a certain amount of HP. Break it.

Ice Tower: FreezeMan shoots ice that travels along the panels, just like the other tower attacks. Move to one side and use the ice to immediately slide to the other side.

FreezeMan is one of the easiest bosses in the game if you know what you are doing. Use his weakness of electricity to your fullest advantage; there are many powerful electric chips. Use ElecStyle is you can and spam your ZapRings at him. Because of their paralysis effect, he will be helpless as you repetitively use it. If you are lacking in electric attacks, treat him like any other boss; use strong attacks like LifeSword, Gater and so on.

He cannot believe he lost, but still is confident that the earthquake will strike. He says it is too late to make the Cure. MegaMan gets the last

BluFrag as FreezeMan is deleted. Suddenly, the ice breaks. Lan and MegaMan are concerned, by Doc shows up. He says there is no need to worry, because the ice's power source was FreezeMan and now he is gone. They say their goodbyes and MegaMan is left alone. He gets an e-mail from Dr. Hikari saying that the Environment System has thawed and returned to normal. We're pretty much done for today, so jack out. Go home and talk to Lan's Mom. After a brief talk about how she was worried, you can go to your room. Go to bed, save and go to sleep.

xi. Storming Gospel = (STORM) =
=====

One week later...

We see ProtoMan fighting past Gospel Navis again and again, even after they are deleted they keep coming back! After Chaud starts becoming angry and losing hope that they Navis will be deleted, the scene switches to the Official Center. The Officials are at a meeting discussing Chaud's progress, taking on some mission in Netopia. The conversation turns to the oddity that even though Lan destroyed Gospel's base in Kotobuki, netcrime is at record levels. A scientist suggest to Dr. Hikari that they may have overlooked something. Dr. Hikari agrees. Since Chaud, their top Netbattler, hasn't returned, they agree to send a city Netbattler; namely, Lan to investigate KotoSquare again. Dr. Hikari has his reservations because of the danger possibly involved. The Officials argue that it is an emergency and they all finally agree to notify all city Netbattlers to check out KotoSquare.

Lan emerges from his bedroom and asks his Mom about another incident. They are both troubled that despite Gospel's defeat, trouble is brewing everywhere. An e-mail arrives and Lan checks it out. It's an e-mail from the Center asking all city NetBattlers to re-inspect KotoSquare. Lan and MegaMan are confused, but agree that it must be done. We regain control over Lan and MegaMan.

Jack into the control panel next to the TV and head to the centre of the area. Get the BMD containing an Unlocker. Useful. Now, go to the top left corner to find another BMD containing a BugFrag. Jack out.

Go to Lan's PC, jack in and use the warp point to return to KotoSquare. Interestingly, the program that guarded the Gospel HQ has returned, but no one else has. Go to Gospel HQ and return to where FreezeMan was. You'll see random evil Navis and programs acting all mean (no viruses though) on the way. A cutscene occurs where MegaMan sees random Gospel followers appearing from a portal in the wall. MegaMan destroys a Navi and proceeds to try to destroy the portal, but fails. Lan suggests visiting Kotobuki Town, but they aren't sure how. MegaMan suggests asking Dr. Hikari, so that's where we are off to now. Jack out.

Go to the Metroline Station, you'll see that there is a new installed Chip Trader Special. Let's take a trip to Okuden first, shall we? Go to Camp Road 2 and just before the Campground entrance. Examine the tree to the left closest to the entrance and an old lady will be there (!) She will give you a RegUP2.

MegaMan 940HP 32MB

That's it for Okuden for now. Go to Marine Harbor. There are two more requests to handle (the last two in the game!). But first, go up to Dr. Hikari's Lab. Don't go to him yet, instead make a turn to the Mother Computer Room. Keep going past the control panels until you see a black Netopian woman near one (she is next to the first one you are able to jack into). She wants a BigBomb * chip. Give it to her and she will give you her (Jennifer's)

chipfolder. She is a scientist who requires the chip for a Program Advance, which she reveals if you talk to her again.

Jennifer's Folder:

(30)

2 Ratton1 H
1 Ratton1 I
1 Ratton1 J
1 Ratton2 J
1 TripNdl C
1 TripNdl I
3 Spice2 E
3 LilCloud G
1 SilvFist E
1 Catcher F
2 Recov80 D
1 Recov120 U
1 Mindbndr D
1 Escape J
1 WideSwrd Y
1 FireBlde F
1 AquaBlde A
1 ElecBlde E
1 StepSwrd U
1 MagLine Q
1 LavaLine M
1 IceLine J
1 Atk+20 *
1 AreaGrab *

Make good use of the Program Advance in there, as well as the AreaGrab *. Once that's done, go to Dr. Hikari and talk to him. He says that he was hoping Lan wouldn't be involved. Lan asks why and Dr. Hikari responds by saying that the battle ahead feels like the final and most difficult of all. He feels Gospel is up to something, but he doesn't know what. They move to the big screen (and more privacy) where Dr. Hikari reveals that Kotobuki Town is emitting radiation. He believes that this is connected to the warping of KotoSquare and believes Gospel is behind all this; the real HQ is in Kotobuki Town! The radiation is dangerous to Lan, but he still wants to go. Dr. Hikari explains that he has two things to assist Lan; first, transport to Kotobuki is possible via the unopened Kotobuki Metroline; they've made a special car that will absorb some radiation. The scientists have also developed a shielded MagSuit. After some more discussion about the danger and Dr. Hikari's reluctance, as well as the pep talk about Lan and MegaMan always being together as brothers, he (Dr. Hikari) hands Lan a KotoPass and a MagSuit. It's time to STORM GOSPEL!

Or are we? I think we should iron out a few things just before we leave. You guessed it - we will handle the final requests of the game. A key note to remember for future reference is that Kotobuki can *only* be accessed from Marine Harbor. Proceed to the License Office. Check the request boards.

Request: To bug academics

Info: I belong to the Electopia Bug Society. I'm looking for a bug I'm researching for the Synopsium. It's called the Den Beetle, and it lives in Electopia. It's a very rare bug, and I'm having trouble finding one. I'm looking for someone to help me find this bug. If you can help, see me at the Okuden Valley campground.

Solving: It's time to hit Okuden one last time! Go to the Campground. Once there, look near the river (close to the entrance) and you'll see the bug

expert from the entire 'Aerial Assault' scenario. Talk to him. He recognises Ian immediately and is reassured. He says the Den Beetle is around the camping area and that it likes places where the water is peaceful. This isn't a hard request at all. On Camp Road 1, go the river and along the rocks, go to the furthest end of the one closest to the boy who wants an Invis1 *. Examine the corner and you'll get the Den Beetle. Return to the expert and he will reward you with a Recov200 M.

Return to the request board to take the final request of the game.

Request: Return my gem!

Info: I work at a jewelry shop in Netopia, and 3 gems were stolen: "YumTear" "KngStone" "Twilight" I know who did it, but I don't know where he is. Please help me with my investigation.

Solving: Go to Netopia.

On a side note, in the Airport take on Mr. Match and HeatManV2. He has 1100HP, and uses his Ignition as well as his Heat Stamp a lot more often. Apart from that, defeat him the same way and make sure he doesn't trap you. Your reward is a HeatMan H chip.

Another interesting note is that there is a boy in First Class on the planes (a black boy) who is staring at the monitor. He wants a ShadoMan S, ShadoManV2 S and a ShadoManV3 S chips for his AntiDmg S. We don't have them yet...

Once you reach Netopia, there's another side mission to be done. Of interest to you (maybe) is that Chaud is outside Netopia Castle now. Enter Netopia Castle and go down into the dungeons until you reach the Arrow Room (the trap room you were in during the 'ONBA Meeting' scenario). There's an old man here, talk to him. He is the QuizKing and he needs someone to set his soul free. Apparently, he actually died 230 years ago, but is 'borrowing' this old man's body. Anyway, accept his challenge of 15 questions.

Q1] What's ShadowMan's element?

As] Aqua NO ELEMENT Wood

Q2] What's the virus that shoots CannonBalls from its mouth?

As] CannBall Handy HARDHEAD

Q3] What's the combined attack of ThunManV3, Navi+40 & Navi+20?

As] 190 220 >240< (240 is the correct answer)

Q4] Who is a former WWW operator?

As] Arashi Chaud MR. MATCH

Q5] What's the name of MagnetMan's operator Gauss's brother?

As] Anpere Gauss Hippopotamus Gauss JACK ELECTRICITY

Q6] Of these Navis, who is vulnerable to wood attacks?

As] MAGNETMAN HeatMan KnightMan

Q7] What's the temp. of the Netopia hotel fridge?

As] -3 degrees C 0 degrees C 3 DEGREES C

Q8] What's the name of the popular robot cartoon in Netopia?

As] Rondam ROBOX RottaRobo

Q9] How many houses are there in ACDC Town?

As] 7 8 >9< (9 is the correct answer)

Q10] Which virus has the highest attack power?

As] Swordy2, Swordy, SWORDY3

Q11] What's in DenCity but not in Netopia?

As] METROLINE BusStop CyberSquare

Q12] What area can you enter the Undernet from?

As] NetSq. Ent. Netopia 2 NETOPIA 3

Q13] Where was Quiz?

As] Okuden Valley The Center DEN AIRPORT

Q14] What's Mother Compl's second keyword?

As] WATCH >RIVER< UCANGO (RIVER is the correct answer)

Q15] Who's the leader of WWW?

As] Gospel Dark WILEY

He will be set free. He gives you a nice RegUP3.

MegaMan 940HP 35MB

Now, exit Netopia Castle. In Netopia Park, just before the entrance to Town there are some trees. There is a young black boy being obscured by these trees. Examine them until you talk to him and he will give you a SubMem. Now, let's proceed with that last request. Go into Town. Head into the Jewelry Shop and on the right hand side, there is a woman in a uniform standing (not over the counter, apart from her). Her three most precious jewels were stolen. They were taken by the '3 Bandit Sisters'. She says that they unleash viruses when threatened, have been sighted near the castle and they have a peculiar dialect. Go back to Netopia Park. From here, head up the left side of the castle along the narrow path. You will see a girl as you head forward. Talk to her. She is the first of the '3 Bandit Sisters'. She will send some viruses after you.

Fishy2, DeathFire, Flamey3

The Fishy must be offed first and then go after the Flamey. Last of all is the DeathFire. All these viruses are a familiar sight, so don't be too concerned. After she is defeated, talk to her again. She will return her YumTear. Now, go to Netopia Town and enter the Hotel. Talk to the new black woman that is here. Talk to her twice and she will reveal her identity as the second of the '3 Bandit Sisters'. She will launch some viruses at you.

Swordy3, Cloudy3, Poofy

An interesting bunch of water viruses. Make good use of their weakness to electricity. Apart from that, you're free to do as you like. Just don't get deleted! A word of advice: the Poofy fires a bubble that is constantly after you, so keep moving, or eliminate the annoyance quickly. Once the viruses are deleted, talk to her again to get the KngStone. Return to Netopia Castle, but this time enter it. Keep going straight and up the stairs to reach the Watchtower, where you fought Pride before. There is a camper woman here. Speak to her. She says that her sisters did not bother mastering fluent Netopian, but she has and she needs her jewel. Prepare for a last round of viruses.

Sparknoid, Sparknoid, GreenUFO

Easy. Quick deletes for the win, seriously. If you let them live, you are gone,

otherwise they are gone. Speed is the answer. After their delete, talk to the last of the '3 Bandit Sisters' one more time. Apparently, the jewel belonged to her grandfather but was stolen from him by a corrupt jeweller. She decides to amend her ways and one day the '3 Sisters' can reclaim the jewels they once owned. She returns Twilight. Now, go all the way back to the Jewelry Shop and talk to the woman again. She is very grateful and rewards you with a GoldFist Z. Congratulations, you have just completed every request in the game!

Well, seriously, we are now officially ready to go to Kotobuki Town. There are a few last minute things you may consider doing, just to be sure you are perfectly ready:

- * Unlock any PMDs you missed

- * Get all upgrades possible at this point; I myself purchased one more HPMemory from UnderKoto

The maximum stats at this point in the game are:

MegaMan 960HP LVL 90

Alright, jack out, go to Marine Harbor and directly (without buying a ticket) go to the ticket machine. MegaMan asks whether you want to go to Kotobuki. Say 'yes'.

Elsewhere, the eery Gospel theme starts playing. We see the body (behind) of a being, whose hair is flashing and multi-coloured. Lan has been detected going to Kotobuki Town. The figure says it is too late, he will soon complete the SuperNavi. Lan and MegaMan will meet their deaths, so the figure says.

Lan and MegaMan arrive in Kotobuki Town. But something is wacked about this place... They see a big apartment building that is emanating radiation almost 30000 times normal, and it appears distorted, flickering and emanating an unusual light. The duo figure Gospel's base is probably at the top of the apartment building. So that's where we have to go next. Start following the path. When you see the Koto-Mart, jack into the vending machine. Go to the top right of the area, near the program there. There's a BMD containing a RegUP3.

MegaMan 960HP 38MB

Not bad, we're coming along nicely. Jack out. Approach the big building and enter. Go and hit the switch to the elevator as you enter. The elevator won't work, but Lan bangs it and the 'bing' of the elevator arriving is heard. Lan seems happy, but MegaMan reminds him that someone will be in the elevator! He goes to hide, but he hears a familiar voice. Dex emerges, followed by Yai and Mayl. They apparently got their hands on MagWear, thanks to Yai's father. They say that the whole building is a big server and that the servers are growing. The second floor is as high up as they could go. Dex suddenly falls down and Mayl explains Dex has absorbed the most radiation out of any of them. Lan tells them to get to safety and once they're gone, he and MegaMan decide it's time to storm Gospel's base.

But first, there's some things to be done. Go to the automatic lock and jack in (still on this floor). Go to the central western side and get the BMD there containing a BugFrag. Also, go down to the south east corner of the area and get the PMD containing a Guardian O. Once done, jack out.

Head outside. Go back to the entrance to Kotobuki Town and talk to Yai. She will give you an Atk+20 *. Go back to Marine Harbor and journey up to the Mother Computer Room. Concealed by the first control panel that only the

Officials can jack into is a program (yes, in the real world). Examine the concealed side of the first control panel you see and the program will be revealed. Your reward is a PowerUP. Well done, you've finished all the 'Hide & Seek' sidequests in the game.

MegaMan 960HP LVL 94 Attack 5 Rapid 4 Charge 5

I suggest at this point, that since you probably still haven't deviated from the Gater G Folder I constructed before, you might consider battling Mr. Famous and his GateManV3 for GateMan, GateManV2 and even GateManV3 chips so that you have an easier time getting Gater (and there are more Gaters in your Folder). GateManV3 has 1000HP, so watch out. Five Gaters in your Folder will prove unbelievably useful for the final boss. My Folder looked like the following:

(30)

5 Fan G
5 Wind G
5 GateManV3 G
2 Atk+20 *
1 AreaGrab * PRESET
2 AreaGrab S
1 Sword L
3 WideSwrd L
4 LongSwrd L
1 ElecSwrd *
1 Recov200 M

The point is that you should be prepared with a Folder that can dish out lots of damage relatively quickly and easily. * We'll get back to other V3 Navis a little later...*

Well, back to Kotobuki we go. Enter the Apartment and hit the elevator switch. Go to 2F. From here, go to the far left and enter the red door. This is a section of the massive server. Jack in at the main server (the one with green squares on it). As MegaMan enters, Lan wonders why he can see portions of the real world in the Cyber World. MegaMan theorises that the radiation is warping the two worlds into one. We're in control of MegaMan again. Cool, reminiscent music, eh?

Start heading up. Follow the path (don't deviate) and head into the stable warp point. From where you emerge, follow the path to a dead end with a BMD containing a Recov150 T. Backtrack to the other side of the warp point, but this time go left when you can. Enter the unstable warp point. Because of the radiation, MegaMan is blown to the wrong address. The whole point of this server is to fix up the warp points by placing ElBits in the appropriate control programs. We'll get to that a bit later. From where you emerge, go to the left where a program is wandering around. Keep following the path to hit a dead end with a BMD that contains ElBit082. Return to the warp point, but ignore it and keep following the path to another dead end with a BMD that contains a HPMemory.

MegaMan 980HP LVL 95

Go back to the warp point and examine the control program (the yellow device next to the warp point). Insert the ElBit082. You'll be warped back to where you entered the unstable warp point, but the warp point is now stable. Enter the warp point (now stable) again and you will be warped elsewhere. The program nearby says that the radiation is now normal. Follow the path and at the first fork, immediately turn right. Enter the unstable warp point.

From here, follow the path to a dead end with a BMD containing ElBit232. Return to the unstable warp point and insert ElBit232. Enter the warp point after getting warped back to the previous area. Follow the path from here to the dead end with a BMD containing a RegUP1.

MegaMan 980HP LVL 95 39MB

Backtrack through the warp point and all the way to the fork. Head up the path you haven't been to before to enter the next area.

Follow the path, ignore the turn you see. Enter the stable warp point. From here, head up and at the first fork turn right. Enter the stable warp point. Visit both forked dead ends for BMDs containing 3000Z (straight) and a HiCannon * (down). Backtrack to the fork again (most recent one) and this time head up. Follow the path and enter the unstable warp point. Follow the winding path and at the next fork, go left and follow the path to a dead end with a BMD containing 1200Z. Return to the fork and this time go right. Enter the next stable warp point you see. From here, follow the path (don't deviate) and get the BMD in the dead end that has an ElBitEV. Return through the stable warp point, back to the left and all the way to the unstable warp point. Venture back through it. From here, follow the path (don't deviate) to a warp point. You're back at the beginning of this area, so head along the path. At the next fork, take the path heading right. Keep going into the next area.

Head up and enter the unstable warp point. Follow the path and enter the next stable warp point. Again, enter the next warp stable warp point. From where you are warped to, follow the path to a BMD in a dead end containing ElBit243. Return through the stable warp point and go back to the unstable warp point you see. Insert ElBit243 in the control program. Re-enter the warp point you came from. Follow the path and take the first turn left. Keep going until you hit a dead end with another BMD that contains ElBit253. Backtrack through the stable warp point and head up to the next unstable warp point. Insert ElBit253 in the control program. Re-enter the warp point and at the fork go down to a BMD in a dead end containing 2000Z. Now, head up and follow the path, through yet another unstable warp point. From here, follow the fork right through yet another unstable warp point. Once you emerge, take the fork right and head along the winding path into a stable warp point. Take the fork right and at the next fork, go both ways to find BMDs; ElBit042 (straight) and 2000Z (down). Return to the warp point and warp back. Walk all the way back again and through the unstable warp point. Go down to the next unstable warp point and go through it. Keep going back through another stable warp point. From here, walk down to the area you were in previously.

When you reach a fork, head up to another warp point. After that, walk up and follow the path up to another unstable warp point. Go through it and on the other side insert ElBit042. Warp, re-enter the warp point and from here follow the winding path to ElBit271. Now, go all the way back to the preliminary fork and go yet again to the next area.

Go up and enter the warp point. From here, go up at the fork and enter the unstable warp point. Go right as you emerge and enter another unstable warp point. On the other side, insert ElBit271. Re-enter the warp point as you warp. Follow the short path to a BMD with ElBit093. Return through the warp point and along the path to another unstable warp point (previous one). Insert ElBit093. Once again, re-enter the warp point as you warp back. At the fork, go left and follow the path to a dead end with a BMD containing a PowerUP.

MegaMan 980HP LVL 99 Attack 5 Rapid 5 Charge 5

Return to the fork and this time head straight up.

In this new area, head up and into the warp point. From here, head down and at the first fork turn right to be met with another BMD in a dead end containing a FullEnrg. Return to the fork and keep going down. Enter the unstable warp point. Follow the path and at the next fork, head right for another BMD in a dead end, containing a BugFrag. Return to the fork and go up through the warp point. Follow the winding path to yet another BMD in a dead end containing ElBit201. Return through the warp point to the unstable warp point and insert ElBit201. Warp and re-enter the warp point. From here, save and walk up. As MegaMan approaches the last control program, AirMan, QuickMan and CutMan appear. They all seem mindless and under an autoprogram. Their orders are to delete MegaMan. With that, we are launched into three consecutive battles with those Gospel goons. They are all V1, so they should not be posing a threat to you at all (same as before). If you have problems, you have some issues. Anyway, once they are deleted, MegaMan inserts ElBitEV into the control program. It seems like nothing has changed, but the duo realise the elevator must be fully functioning. MegaMan jacks out.

Exit the door. Return to the elevator. The final floor is accessible, but don't go there yet. Go to 9F and turn left. Examine the western-most red door for a HPMemory.

MegaMan 1000HP LVL 100

We're done with MegaMan's upgrades; except for memory! You're ready. Go to 30F.

The scene switches to the mysterious figure. The server's power is now focussed on the 'bug fusion'. The Gospel figure is now becoming ecstatic; the SuperNavi is almost complete. A big flash ends the scene.

Back to Lan and MegaMan, who saw it. MegaMan is saying that radiation levels are increasing! Any more and it will be above the 50000 times normal that the MagSuit can withstand. Lan says he must push on, regardless of the danger; to stop Gospel!

Head left and enter the first green door you see. Lan and MegaMan see yet another server room. No one is inside. Lan is about to enter the next room when he is hit by extreme amounts of radiation. The door apparently is wired with unbelievably dangerous amounts of radiation. Lan says there must be a server that controls the radiation levels and MegaMan tells Lan to jack him in. Ooh! We're close to the end of the game. Or are we? Anyway, jack into the main server in this room. As you enter, Lan remarks that this must be the place. He tells MegaMan to find and destroy the radiation control program. A-OK, boss.

Head forward and at the fork go right. Follow the long winding path to a dead end with a BMD containing a RegUP1.

MegaMan 40MB

Return to the fork and this time go left. Go up the ramp here and follow the path to a BMD containing an AreaGrab *. Now, go all the way back to the right fork and up the ramp you see. Go up and at the fork go left and up to meet a BMD at a dead end containing a Recov150 T. Return to the fork and this time go right. Take the first turn down to a dead end with another BMD that has 10000Z. Return to the fork and this time proceed down the main path down

a ramp, around a long winding path and when you see a platform ahead, save. Proceed to the radiation control program. MegaMan sees a green 3D star that is the radiation level control program. Suddenly, KnightMan, MagnetMan and FreezeMan appear. It's pretty obvious what they are here for. Enter battle. MagnetMan is your only meagre threat, if you have been building a strong Folder he should be no problem, as is the case with the others. After the viruses are deleted, MegaMan deletes the program. A weird program appears behind MegaMan. Talk to him and he recommends saving as soon as you jack out. OK... Jack out.

Save like hell and enter the next area. Lan will enter the room and he will see many servers. The Gospel figure welcomes Lan to the Gospel Main Server Room. Both parties make their introductions; the figure is the head of Gospel. Somehow, he already knows Lan's identity. The Gospel network tells him everything. He says that the Gospel network has the power to generate crime all over the world. Lan tells of the suffering he has caused and he says that he doesn't care, he merely orders the crimes. The speech leads into the Gospel Leader 'Shuryou' (leader in Japanese) calling reality overrated. Lan denies his claims but Shuryou says that it is too late. His SuperNavi is complete and he will rule the world. He asks Lan to join him. Lan refuses (go Lan! Telling him to 'shove it') and Shuryou is disappointed at Lan's apparent stupidity in daring to face the SuperNavi. Lan jacks MegaMan in.

Walk along the very linear but long winding path. As you are leaving the next big square area, GutsMan, Glide and Roll appear. MegaMan is elated, but then they start attacking him! Shuryou says he stole some Navis and customised them to attack MegaMan. MegaMan is helpless... Shuryou makes mockery of Lan's friendship. Until - the real Navis attack the fakes! So they weren't being controlled after all. Dex, Mayl and Yai all hit the scene as well. Lan asks Shuryou what he thinks of friendship now and Shuryou sends in none other than ProtoMan! ProtoMan starts weakening the other Navis. He is about to go after MegaMan; Mega is too weak to fight back. Right before he deals the final blow, the REAL ProtoMan shows up and destroys the fake; in his trademark cool OHKO. After that's done with, the scene switches back to the real world.

Shuryou is shocked that Chaud has made it despite the foreign disruption forces. Suddenly, the ground starts shaking in the apartment. The 'bug fusion' Shuryou was waiting for is complete! He starts laughing his ass off. The SuperNavi is complete - its name is Bass. Bass is an invincible Navi that can record chip data at any time. Shuryou reveals his plan that he will clone Bass and use an army of Bass(es) to rule the world. Back to MegaMan...

Keep going along the path. More winding linear paths. Joy... Anyway, at the end, MegaMan sees a glowing Navi that can only be Bass. Shuryou commands Bass to begin project 'World Domination'. Bass gladly complies. The battle begins.

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>> BOSS: BASS (SUPERNAVI) <<  
1000HP
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Bass Buster: Bass sends a ball of gunfire down one row. Dodge quickly.

Bass Barrage: Bass charges up his twin guns (above his hands) and lets the gunfire rip. Weird energy balls travel randomly across the rows. Dodge if possible.

Bass is not difficult. He's a little more agile than many other enemies you may have faced, but the concept is the same as before. Hit him with high damage chips and he will die before you realise it.

After Bass dies, a young grey-haired boy curses, claiming the bug fusion was incomplete. He says that the server power must not have been high enough. Lan is surprised that Shuryou is in fact, a child. This child is the same one you saw on the Airplane during the 'Aerial Assault' scenario. Anyway, Shuryou wonders what happened to his cybersuit. Shuryou accuses Lan of mocking him and he starts rapidly typing on his computer. The server power is boosted to 100% and Shuryou starts glowing. The radiation has rapidly increased and it is now lethal. Chaud admits that the radiation is too dangerous. The trio (Dex, Mayl and Yai) decide to escape. Mayl has a teary lovey-dovey speech with Lan (cough). Chaud gives Lan a few words of encouragement (cough) and then leaves (well, it is better than what he has said in the past). After everyone else leaves, Shuryou continuously boosts the server power. Lan asks him why he wants to rule the world and Shuryou says that because he hates it all. Shuryou boosts the server power so much that the radiation is unbelievably high. Lan is becoming sick, as is Shuryou himself. He says to prepare to face the 'REAL BASS'.

In the Cyber world, Lan is barely able to respond to MegaMan. Bass reappears, looking as menacing as before. MegaMan is starting to get pissed off. In front of his eyes, Bass starts groaning and transforming. Shuryou is also confused. Bass turns into some strange lion creature that is glowing and looks like he has been made from several pieces of data. Shuryou seems unphased. He orders the Bass mutation to attack MegaMan. The mutation does not obey him! At that point, Lan gets a phone call from Dr. Hikari. He reports that there was a major flaw in Gospel's SuperNavi Plan. Instead of making a Navi from a bug fusion, the result is a super Multibug Organism. Lan tells him of the creation of the organism already and Dr. Hikari says that if it gets on the Net, bugs shall rule the world; not Gospel. He says that it must be deleted. Lan groans and Dr. Hikari seems concerned, but Lan conceals the true state of affairs and hangs up. He says to MegaMan there is no point in worrying his Dad. The Multibug Organism starts to growl and somehow the server power is increasing by itself; making the radiation increase at phenomenal levels.

Lan is now not able to respond to MegaMan. MegaMan uses his heart to communicate with Lan, as they are twin brothers. MegaMan decides to use his 'heart program' in full synch with Lan. Lan will be able to operate MegaMan with his heart, despite the fact he is unconscious. With a short speech about them being brothers and friends, Lan is able to communicate with MegaMan. The battle with the Multibug Organism; Gospel, begins.

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8"""" 8 8""""8 8""""8 8      8""""8  8""""88 8""""8 8""""8
8      8 8 8 8 8 8 8 8      8 8 8 8 8 8
8eeee 8e 8e 8 8eeee8 8e      8eeee8ee 8 8 8eeee 8eeee
88      88 88 8 88 8 88      88      8 8 8 88 88
88      88 88 8 88 8 88      88      8 8 8 e 88 e 88
88      88 88 8 88 8 88eee  88eeeeee8 8eeee8 8eee88 8eee88
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G O S P E L

2000HP

Bug Frag Assault: Random fragments of data continuously appear down certain rows, as distractions.

Gear Trap: Gears sometimes block the way in random panels.

Gospel Charge: Gospel charges and sends a shockwave breath towards you, that cracks panels and is semi-homing.

Death Signal: Gospel sucks MegaMan forward (in) in preparation for his killer; Gospel Breath. Move backwards as fast as possible.

Gospel Breath: Gospel breathes an elemental blast that is super-effective against your Style element. He does this repetitively.

Summon Gospel Navi: Occasionally, Gospel summons one of either AirMan, QuickMan or CutMan to attack with their signature attacks. This leaves it vulnerable. AirMan; tornado, QuickMan; boomerang attack (diagonal), CutMan (scissor cut)

Drill Charge: Gospel turns his head into a drill and shoots it down the middle row. Dodge as fast as possible. He does this twice in a row.

Gospel is not difficult, given you know what to do. He has a LOT of HP, and a wide arsenal of attacks at his disposal. Use your best Program Advances, whether it be LifeSword or Gater and so forth. He is only vulnerable when his mouth opens or when he changes into a Gospel Navi. Towards his death, he uses Gospel Breath in combination with Death Signal frequently. Once you're done finishing him off, congratulations on defeating the final boss (or is it?), at least storywise, in the game!

Gospel fades away, deleted. Lan comes to and the servers have stopped. Shuryou is still on the floor. He absorbed the most radiation. Lan finds a book next to him. He reads Shuryou's diary. Apparently, his parents died in a famous netcrime plane crash and he had lived with cruel relatives. He had grown to trust no one except himself and he was very lonely. MegaMan and Lan now understand what drove Shuryou to do evil with Gospel. Only computers were his friends. Gospel was made to get back at the world. At that moment, Shuryou wakes up. He surrenders and doesn't want to live, but Lan convinces him that life is worth living. He says that after he is atoned for his crimes, he will be his first friend.

Lan talks about how Gospel was disbanded, how peace returned to both the real and Cyber worlds and how Shuryou was properly dealt with, in light of the recent facts discovered about him.

The scene switches to Lan at Okuden. He and the rest of the gang are having a camp. There's a trivial scene where Higsby is trying to fish (after watching Lan's pro skills) and ending up falling in the river. Lan's parents are also there and he is doing the errands he did before (for each of the trio). Mayl wants a cutting knife again and Lan goes to his Mom and gets one. After a random failed attempt to be romantic, Lan escapes from the embarrassment of seeing his parents being lovey-dovey - only to find out Chaud already gave Mayl a knife... Mayl is now confused about which knife to choose. Chaud and Lan step aside and talk about how they are now rivals. They shake hands and Lan goes to talk with Dr. Hikari.

Dr. Hikari says that someone had manipulated Shuryou from behind the scenes. That chapter ends on a slightly unsettling note. Anyway, both get back to the camp in time for food and when they are all eating, Ms. Mari emerges. As she does so, she reminds the children about doing their homework. Lan totally forgot! He tries to distract them all, but fails. The scene ends with Lan jacking in. * This is the traditional Battle Network ending. *

CUE CREDITS

You see a few random scenes during the credits. Of particular interest is at the end when Shuryou is surrounded by the gang, all now friends.

Afterwards...

The scene blackens. In some part of the Undernet (obvious from the music) Bass is floating towards a warp point. Someone makes a comment about how 'insolents' shall face 'his judgement'. Bass is destroyed by what can only be the Bass Buster. Another - the real Bass (for real) emerges. He makes a comment about how some human (he mentions manipulated some brat - Shuryou) idiotically (much to his disapproval) made copies of him. He cannot and will not permit that. Bass makes a random comment about how humans shall one day face his judgement and disappears (warps or something). The ending is left with your time, Chip Library and MegaMan's Level. Press START.

As the beginning sequence of the game loads up again, when you are viewing the menu after pressing START, next to CONTINUE is a Yellow Star. This is your Star ID (remember, for the SS License?). And don't think that we're almost done with the game completely, because you are still a long way off. For good measure, save when you CONTINUE.

xii. Exploring the Undernet = (UNDER) =
=====

So - the maingame is complete. This is the point of the post-essential stages of the game, where tasks must be completed to achieve 100%. This is possibly the hardest stage of the game (duh).

One of the first things that must be taken underway is completely exploring the Net. Sure, we've seen every part; generally speaking, enough to complete the game successfully - but we haven't gone to the depths of the Undernet yet. The Undernet possesses the best secrets of the game and this section is designed to make the player familiar with every nook and cranny of the extended Undernet that hasn't been explored thus far (Undernet 3 partially, all the way to Undernet 7).

Return to the game, exit the entire Apartment building and return to Marine Harbor. From here, return to ACDC Town and jack in at Lan's PC. Go into the warp point to KotoSquare Entrance and enter UnderKoto. From here, make your way to Undernet 3.

Follow the path and at the divergent area, follow the general direction of right. You'll end up in a square area with a PMD that contains a SubMem. Head up the ramp nearby. Notice anything? We've gone full circle around the familiar region of the Undernet. We're at a crossroads with Undernet 2 and Undernet 4, so the warp point you took is useful for reaching UnderSquare and the areas beyond Undernet 3 as well. Once you're up the ramp, go right and you'll eventually reach a sign that points the way to Undernet 4. It's not as scary as it sounds... Go on through.

The viruses here are quite tough, so watch out. At the first fork, go left and at the next fork, go left and around and enter the warp point. From where you emerge, go directly right and unlock the mysterious SecurityCube with GospCode. Follow the path along to the dead end with a BMD containing a BugFrag. Backtrack to the warp point, head into it again and backtrack to the last fork you were on. Instead of going left, go right this time. Follow the path, bends in the path lead to dead ends. Enter the warp point and from where you emerge, keep going to a dead end that sometimes has a GMD. Backtrack all the way to the beginning of Undernet 4, but this time go right. Follow the winding path and enter the warp point. From where you emerge, head right. A barrier is blocking the way up north; you must have the Star ID and have at least 130 chips in your Library. Ignore that for now. Going down leads to a warp point to UnderSquare Entrance and just past

that is the way back to the entrance. Going right leads to Undernet 5, let's head there.

From here, go straight along the path to find a PMD in a dead end containing an Atk+20 *. Start heading up and you'll see an evil Navi who tells you that he recommends you turn back. Yeah, right... Just keep heading up, along the winding bends. There are many GMDs around. Make your way up and to the right, ignoring the now inaccessible warp points and BMD. Head down and on the bottom right of Undernet 5 you'll find the exit. Go through.

We're in Undernet 6 now, one of the deepest parts of the Net. Follow the path and head down the ramp. The ramp next to you as you head down leads to a dead end. Same case with the second ramp to your right; just a GMD. Go up the third ramp to your right and open the SecurityCube that requires an SLicense. Get the BMD here containing a RegUP2.

MegaMan 42MB

If you keep going up, you'll end up in Undernet 7, but let's not head there just yet. Go back down the ramp and take the ramp to your right leading down. At the first fork you see, go right, because going forward leads back. Follow the path to see a program. Go right past him and concealed under the view of the ramp above is a BugFrag. Go down from here and enter the warp point you see. Follow the path to your left and you'll be back on the other side of Undernet 5.

Enter the warp point you see and you'll be in the flashing middle zone of Undernet 5. Get the BMDs nearby that contain an Unlocker and a BugFrag. Backtrack through the warp point and return to Undernet 6.

Take the moving path to your right and you'll end up at the beginning of this area.

I highly recommend not going to Undernet 7 at this stage, because most of the viruses are extremely tough and you cannot escape most of the time. In addition, you're not going to go very far in Undernet 7 without the SS and SSSLicenses; you might as well stop right here. Don't worry, we'll be back later on.

Before jacking out, make sure you get a PopUp D from Moles in Undernet 6 and a FireAura R from MegalianH viruses found in Undernet 4. In case you were wondering, you must play a game of 'Whack a Mole' to beat the Moles (hit it 10 times, each time it pops up and quick! Before it escapes).

Once you've jacked out, go to Netopia and trade with the blonde man in the Underground your PopUp D for his Blower P.

xiii. Green Star = (GREEN) =

=====

Remember how you got a Yellow Star for completing the game once? Well, there are more stars. Five in total, in fact. We have the Yellow Star, now we are going to get the Green Star, while doing a few other things.

First of all, I must point out that THE GLITCH that I have been referring to several times before is in fact Gospel Duping, which you can now do. I recommend taking the time to construct an extremely powerful Folder making good use of Gospel Duping (refer to section: Gospel Duping). Your Folder must be able to deal powerful damage in a single blow (Gater does NOT fit this category). The damage must also have a wide range. These conditions *must* be fulfilled for later on. Make good use of LifeSwrds if possible.

After making a few changes, this is how my folder looked like:

(30)

5 FireBlde R (Dupe KotoSquare)

5 AquaBlde R (Dupe UnderKoto)

5 ElecBlde R (Dupe Under1)

2 AreaGrab *

5 FullCust * PRESET

1 Roll R

1 RollV2 R

1 RollV3 R

3 Invis3 *

2 FstGauge * (Dupe UnderKoto)

This Folder is customised in addition to the Gater Folder I made before

We're all set. Remember in Undernet 4 there was a barrier blocking something? That's where we are heading. First of all, get 130 chips (you can keep track with your Library). You should have well over 100 by now, search around and bust viruses until you have 130. Another easy way to build up your Library is to visit a few shops. You may notice that the travelling NumberMan is no longer in Netopia 2; rather he is now in Den Area 1. NumberMan sells quite a lot of rare chips (somewhat expensive, of course). He resides right next to the warp point that leads to the Netdealer in Den Area 1.

NumberMan Den Area 1	
Recov120 O	4000
Elec+40 *	5000
CustSword B	7500
AntiFire T	8000
AntiElec H	9000
AntiWatr W	10000
Geddon1 S	10000
Geddon2 Z	14000

If you are strapped for cash, in Undernet 5 there is on occasions a GMD containing 50000Z. Not bad. While you're at it, you might as well take a final look at the Board Room and UnderBoard for rumours and other bits of information.

Ready? Go to Undernet 4 to the area where the barrier was previously. Surprise, surprise, it's no longer there. Follow the path up and there is an evil Navi starting at an unusual warp point. He says that the area you are about to go into cannot be jacked out of! Keep this in mind, seriously. Save and then enter the warp point.

You are now *officially* in the deepest part of the Net; WWW Area. This is where the real Bass we saw is located, so be on guard. I recommend taking extreme care here. DO NOT SAVE anywhere inside! Many of the viruses are strong and cannot be escaped from. Save at the beginning and hope you can make it through (or alternatively, save often and don't regret it - everything is luck in this area).

Advanced warning: If you see Protecto viruses, you must defeat them all at once in a single blow. LifeSword does the trick most of the time. If there is a hole in between, use AirShoes A (KotoSquare BugFrag dealer). Sometimes, you will need another Program Advance (UltraBob, perhaps?) because they will be too far spread out for LifeSword. Protectos guard the way to pretty much anything that is even *remotely* good.

At the first fork go right. From here, head up and unlock the mysterious SecurityCube you see that requires an SLicense. Keep going up and open yet

another mysterious SecurityCube that requires an SLicense. Head directly up; to the right and around in a nook is a GMD. To the left is a barrier that should be ignored for now. Straight up is a mysterious SecurityCube requiring an SSLicense. Go back, down to your left and take the moving path back to the beginning of WWW Area 1. We're going left now, to check out the area. Go straight up as you go left and ignore the mysterious SecurityCube to your left, as it requires an SSSLicense to access. Instead, go right at the next bend and up. Keep going and at the next fork, go up; unless you want another GMD, in that case go left. As you go up, you'll see yet another mysterious SecurityCube that requires an SLicense. If you follow the path that veers off to the left, you will be greeted by an evil Navi, who is in fact a Netdealer.

WWW Area 1 Netdealer

Trident E	20000
Tornado E	20000
Mine S	20000
FrntSnsr R	20000
DblSnsr R	20000
BblWrap R	20000
GodStone Q	50000

Yeesh. Very expensive, but very rare chips. If you keep going up (where the SecurityCube had been blocking), you'll see a warp point. Enter it. You're back in Den Area 1, except in the very middle of all the warp points. There is a PMD next to you. Open it to receive ArmyData. We can now take that SSLicense. I think we've had enough of the WWW Area for now, haven't we? Jack out (from Den Area 1 it is possible).

Go to the Square and go over to the examiner to attempt the SS Examination. There are two problems.

Problem 1 - Influenced by Gospel, four Navis have formed a gang called the Black Navis. There are 4 members that must be eliminated while the gang is small, before growing into a major criminal organisation. They are all black and look very mean. One has been spotted in the Yumland area.

Go to Yumland 2, to the northern-most area where there are many moving paths deviating from it (near where you rescued Roll). A purple Navi is standing there. Talk to him. He's No. 4 of the Black Navis. He tells you No. 3 is in Netopia, but before you can react he sends some viruses at you.

Sparknoid, Sparknoid, Twisty3

Definitely take care of the Sparknoids first and finally take out the Twisty. This battle isn't difficult, but the ice stage makes their attacks more damaging.

Go to Netopia 3, and at the beginning where you see multiple moving paths heading down take the second from the right. Talk to No. 3. He says No. 2 is in the Undernet and like before, sends viruses after you.

Flamey3, Flamey3, DeathFire

The Flamies should be deleted first and then DeathFire shall follow suit. There isn't anything terribly difficult about this battle.

Go to Undernet 6. From the ramp you enter from (that goes down), take the furthest ramp on the right leading up (in the direction of Undernet 7). From going up, immediately go to the right to find No. 2 in the dead end here. He says he and No. 1 will expand the Black Navis organisation around the world.

Both he and No. 1 who resides in Koto Area are especially strong. With that, he launches more viruses at you.

Goofball, Goofball, Snapper

Don't stay in the same row as the Snapper. Apart from that, eliminate both Goofballs with a LifeSword or something and the rest is easy.

Go to UnderKoto to where the Netdealer resides. On the way, on the big area (where the Netdealer is) you will find No. 1. He isn't so disappointed that his followers are deleted and asks MegaMan to join him. MegaMan refuses and another battle begins.

Null&Void, Poofy, Puffy

They are all weak to electric attacks and since the Null&Void is standing on ice... It makes the battle a little easier. Take out the Null&Void first and focus on the Poofy. The Puffy is your last concern, despite the fact it is (probably) the strongest virus in this battle.

Once you're done, return to the SSLicense Examiner in the Square.

Problem 2 - Survival battle, no HP recovery allowed in between battles

Battle 1 - Mettaur3, Mettaur3

No explanation necessary. These guys are dead easy.

Battle 2 - RedDevil, Shellman, Twisty2

Defeat the RedDevil first and the others will fall easily thereafter.

Battle 3 - Yurt, FullFire, Spooky2

The Yurt should be defeated first and the others go down with ease afterwards.

Battle 4 - Fishy3, Fishy2, Fishy3

We've done this before, but it isn't easy. The Fishy2 should be removed first because of the grass stage. Evade the others and hit them when you can.

Battle 5 - Goofball, Shellnerd, Shellnerd

The Goofball was always going to be your biggest threat. The others are mere distractions that are easy to defeat.

Battle 6 - Sparkler, Sparkler

There is nothing exceptionally difficult about this battle, apart from the cracked terrain. Make sure you kill the Sparklers quickly.

Battle 7 - Dominerd3, StormBox

The cracked panels make this battle somewhat difficult. Eliminate the Dominerd fast and then take your time on the StormBox.

Battle 8 - Flappy2, Flappy2, Flappy2

Yeesh. More cracked panels. Anyway, this battle isn't hard, just make sure you aren't hit too much or trapped. That's the last thing you want to happen.

Battle 9 - Swordy3, Swordy3, KillPlant

Surprise, surprise, more cracked panels. Defeat the Swordies as fast as you can and the KillPlant will be defeated soon after.

Battle 10 - Mettaur3, Mettaur3, Cloudy2

Even more cracked panels. Take care of the Mettaurs first.

Battle 11 - Spooky3, Spooky2, Spooky2

W00t! More than half-way... This battle is easy, apart from the ice. Stay in the front and move to the back as they attack you.

Battle 12 - Dominerd, Dominerd, Dominerd

We've done this battle before, if you can remember. Take out the Dominerds one at a time; lure them into attacking and hit them while they are vulnerable.

Battle 13 - MegaBunny, MegaBunny, Ratty3

Whatever you do, don't let the Bunnies hit you! The ice panels and paralysis will make you reel in pain. Take out the Ratty ASAP if possible.

Battle 14 - Ratty3, Ratty3, DeathFire

Again, the Ratties are your main threat. The DeathFire will hide behind the ice cube, but find your way around it with a LifeSword.

Battle 15 - Shrimpy3, Shrimpy3, Beetank2

Easy battle, except for the ice. Use the weakness to electricity to your advantage. As usual, the Beetank should be defeated last.

Battle 16 - Canodumb3, Canodumb3, Beetank3

A very easy battle if I say so myself. No terrain changes. Kill the Canodumbs to free up some room and take out the Beetank with no trouble.

Battle 17 - Dominerd2, Flappy2, Flappy2

Another easy battle... Just make sure you kill the Dominerd ASAP before he uses a Geddon on you.

Battle 18 - Spikey3, Spikey3, Flamey3

All is good... Except for the bomb. Invis3, anyone? Anyway, I highly recommend taking out the Spikies and then focus on Mr. Flamey.

Battle 19 - Sparknoid, Shrimpy3, Popper

Take out the Sparknoid first and the Popper last. Apart from that, nothing here is exceptionally hard (surprisingly). Don't screw up now you are so close to the end.

Battle 20 - Spooky3, Bluegon, HardHead 3

Kill the Spooky and HardHead quickly. As the Bluegon appears (from the holes) kill it when it attacks.

Congratulations! You will receive an SSLicense and a RegUP1.

MegaMan 43MB

While we're at it, we might as well get the SSSLicense so we can explore Undernet 7 in greater depth afterwards. Talk to the examiner yet again.

Problem 1 - Find and NetBattle a person. The person is a character called the Navi Master, said to control all the world's Navis. You must follow all the hints.

Hint 1: "A signboard that smells of sea air"

Go to Marine Harbor and look at the board near the waitress.

Hint 2: "Great jug beyond the four cedars"

Go to Okuden Dam and look in the dead end concealed by trees for an Official.

Hint 3: "Big Bird Brain"

Go to the Cockpit of the Airplane and examine the monitor with purple radiating light.

Hint 4: "The place overlooking different cultures"

Go to the Watchtower in Netopia Castle and talk to the uniformed lady.

Hint 5: "One of the coffins of things cast away from humans"

Go to the Underground in Netopia and examine the trash dump container second from the left.

Hint 6: "Kingdom in cyberforest. Object in center of treasury"

Go to YumSquare and go to where you found Chng.bat. Talk to the Official Navi.

Hint 7: "Something that plays a sound"

Jack into Mayl's Piano and go to the top left corner. Talk to the purple Navi.

Hint 8: "My natural parents"

Go to Dad's Lab and talk to Dr. Hikari.

Dr. Hikari will reveal himself as the Navi Master. Prepare to battle as Lan challenges him to a Netbattle!

GutsManV2

ToadManV2

GateManV2

ThunderManV2

SnakeManV2

HeatManV2

ProtoManV2

Everyone here should be a piece of cake, except for maybe ThunderMan. After you're done, return to the examiner.

Problem 2 - Survival battle, no HP recovery permitted in between battles

Battle 1 - Mettaur2, Mettaur2, Mettaur3

No explanation necessary, I'm sure.

Battle 2 - Swordy3, Mashy, KillWeed

Take out the Swordy and the rest will follow.

Battle 3 - Fishy3, DeathFire

The lava panels make this battle a little tougher than normal. Use Invisible for defence and hit away. Neutralise the lava with aqua attacks if possible.

Battle 4 - BlueDemon, Canodumb3, Canodumb3

Take down the Demon first and the others shall follow.

Battle 5 - CanDevil2, Fishy2

More lava = more pain. Don't get overwhelmed and everything will be OK.

Battle 6 - BlueUFO, HardHead2, Cloudy2

Ice panels can work in your favour. Take out the UFO, then the Cloudy and finally the HardHead.

Battle 7 - Magmacker, Magmacker, Beetank2

Once again, don't get overwhelmed. None of the enemies are too tough.

Battle 8 - MegaBunny, Mettaur3, Flappy3

This battle is dead easy. Don't get paralysed and handle the Mettaur last.

Battle 9 - Sparknoid

Take care to avoid the swamp and the rest is easy.

Battle 10 - Fishy2, Fishy2, WindBox

More swamps. Avoid (the Wind plays a part) the swamp and take care of the Fishies.

Battle 11 - Handy3, Handy3, HardHead

Joy, more swamp. Handies should be taken care of ASAP.

Battle 12 - Beetank3

The holes make this battle a more difficult one from the past. Ranged attacks are a must.

Battle 13 - Swordy2, Swordy2, DeathFire

The grass panels mean their attacks are doubled, but they are easy enemies.

Battle 14 - Ratty2, Ratty2, Poofy

By all means, eliminate the Ratties first.

Battle 15 - RedUFO, BlueUFO, RedUFO

Easy. Make sure they don't steal your chips... That's all.

Battle 16 - DeathFire, Spooky3

Easy except for the lava. Bypass it with an Invisible and then take them apart.

Battle 17 - Yurt, Yart, VacuumFan

The Fan makes trouble. If you get hit, take the time to heal before defeating the Fan. Make sure you kill the Yurt/Yart before they pin you to death.

Battle 18 - Mettaur3, StormBox, Beetank2

Take care of distractions and handle the Beetank last.

Battle 19 - Dominerd, Dominerd, VacuumFan

It's all good except for the Fan and the swamp. Use Invisible and kill the Fan ASAP.

Battle 20 - Dominerd2, Dominerd2

Kill them before Geddon strikes. A normal plain makes this battle tolerable.

Battle 21 - MegalianA, MegalianH, MegalianW

You've faced these guys... Take down their auras and the battle becomes easy.

Battle 22 - Flappy3, Spooky3, Flappy3

Another easy battle. No assistance is required, right?

Battle 23 - Fishy2, Spikey

Light up their bomb before they light up yours. Easy.

Battle 24 - Sparknoid, Mettaur3

The ice makes this battle a little difficult, but you should find it relatively easy *again*.

Battle 25 - Mettaur, Handy3, Handy3

The magnets are your only obstruction, aside from that this battle is easy.

Battle 26 - Ratty3, Ratty3, Ratty3

Another easy battle; make sure the Ratties are dead FAST.

Battle 27 - GreenUFO, Beetank3, Twisty3

The holes are a headache, but aside from that, this battle is easy.

Battle 28 - Yart, Shellman, Shellman

More holes, but overall an easy battle. Make sure Yart goes down first.

Battle 29 - Swordy3, Cloudy3, Snapper2

The Swordy and Cloudy must be defeated first for an easy time. Lure the Snapper out and finish it.

Battle 30 - HardHead3, Yellowgon, HardHead3

Take out the HardHeads before you are trapped. When the Yellowgon strikes, finish it.

Boy, they went easy on us towards the end! You'll receive an SSSLicense and a RegUP1. Congratulations, you are now a top-ranked city Netbattler!

MegaMan 44MB

Now it's time to head back to Undernet 7. When you reach there, head straight up and you'll be met with a crossroads of sorts. Go right, down and around to find a BMD containing a GrassStg H. Take the moving path to the left. Unlock the mysterious SecurityCube just north of here that requires an SSS License. Go up and go left, all the way around to a PMD in an area that contains a SilvFist L. Backtrack all the way down and left to end up at the crossroads. Now head up and left to another mysterious SecurityCube. Show your SSLicense to advance. Go up and open the next mysterious SecurityCube that requires an SSSLicense. Go all the way up and around to get a BMD containing a Recov300 R. Backtrack to the crossroads again. Go left this time and keep going until you see another multi-fork. Go directly right and open the mysterious SecurityCube that requires an SSLicense. Go past it and turn left at the next fork. Open the mysterious SecurityCube you see with your SSSLicense. Get the PMD past it containing an AntiSwrd H. Backtrack to the previous fork. The other forks (ie. straight - from the beginning fork and left) lead to GMDs. If you attempt to take the GMD in the corner to the western-most point of Undernet 7, you will encounter the ghost of FreezeMan.

Apart from that, you are done here, so jack out!

* You might want to spend some time in Undernet 7 and Undernet 4 obtaining the Auras for the girl in Netopia Airport.

All that is left now is to return to WWW Area. We're getting pretty close to getting that Green Star now. I recommend you defeat every single Navi/ghost and get all their chips (V1, V2 and V3) and make sure you have over 200 Chips in your Library so that you can complete the WWW Area in one fair swoop.

Trade your Auras with the girl in Netopia Airport for UnderSht N and when you have the ShadowMan series, trade with the black boy in the airplane First Class section for an AntiDmg S.

Don't forget to visit the statue in Yai's house for a BugFrag. There's also another one in Dex's PC now.

Ready? Return to WWW Area 1. If you go left and follow the path past the now accessible mysterious SecurityCube (that required an SSSLicense) you will find a BMD that contains a LavaStage V. If you make your way up the right way (towards the barrier) you will find another mysterious SecurityCube that you can now open with your SSLicense. Get the BMD behind that contains a BugFrag. Now, go over to the barrier. You must be level 70 or beyond to advance. Unlock the barrier and a guardian Navi will appear...

>> BOSS: PHAROAHMAN <<
1200HP

Sarcophagus Beam: The two sarcophaguses protecting him will align themselves with your row and fire a green beam.

Black Box: PharoahMan summons a black box to crush you.

Pharoah Trap: PharoahMan sets a trap. Meteors will rain down in your area if you hit the switch.

Fire Rat: The two sarcophaguses protecting him shoot a Fire Rat at you.

Wind: The two sarcophaguses blow wind to make you activate the trap.

At this stage of the game, PharoahMan should cause no problems. Avoid his attacks and finish him with your best Program Advances.

With his demise, PharoahMan says his spirit will rest here. You can now advance past the barrier to...

WWW Area 2. Move right and down the moving path. Take the path immediately to the right of where you come down to and keep going straight up. Go left when you have to and instead of taking the moving path left again, go straight up and get the PMD in the dead end containing an OldWood W. Go down back to the beginning and head down again. This time take the moving path besides the one you've been to (third from the left). Keep going straight up and at the next three-pronged fork go right. Get the BMD containing a FullEnrg. If you want, the other forks (at the beginning) lead to random GMDs and dead ends that you may want to explore. Otherwise, head up and through the warp point. Go left and open the mysterious SecurityCube that requires an SSSLicense. There is a barrier up ahead that requires that you possess every single Navi chip in the game except for PharoahMan, NapalmMan, PlanetMan and Bass. Unlock the barrier and another guardian shall emerge...

>> BOSS: NAPALMMAN <<

1400HP

Element: Fire

Weakness: Aqua

Machine Guns: Two machine guns that are homing (similar to Canodumb) emerge and fire down the rows they appear on. Dodge.

Napalm Fire: NapalmMan fires consecutive bombs that crack and burn on impact. Dodge if possible.

Napalm Bomb: NapalmMan targets the centre of your area with a giant crosshair and launches a massive bomb. Dodge by heading to the corners.

NapalmMan is very easy if you defeat him quickly. Most of his attacks are easy to avoid, it's just that he uses multiple attacks at once and it proves distracting. Gater, LifeSwd3 and whatever else you can muster. Use Invisibles for valuable defence.

Once NapalmMan is taken care of, advance to WWW Area 3.

NOTE: Any mysterious SecurityCubes are omitted (from being said, break through them as you have to) to make my life easier for this last section. Go down and then turn left. Go all the way left, head down the ramp you see and follow the path. Take the appropriate BMDs. More BMDs present themselves as you go up the next ramp to a much bigger ramp. The BMDs include AntiNavi X, a BugFrag, Navi+40 * and GrassStge H. Go up the ramp and go left at the very top. Make sure you get the PMD along the way containing the final SubMem in the game. Proceed through the warp point and you will find another gate. You must have at least 200 Chips in your Library. If you do so, you can unlock the barrier and the final guardian will greet you...

>> BOSS: PLANETMAN <<

1600HP

Element: Wood

Weakness: Heat

Elemental Orbs: Two random elemental orbs surround him. They are NEVER the same element as your Style Change. The heat orb uses a Fire Tower, the aqua orb uses an Aqua Tower, the electric orb uses an electric ball. When he is on *very* low HP, he uses a wood orb to heal his HP.

Summon Rocket: PlanetMan summons a rocketship to fire at you. It repetitively fires down each row until it is destroyed.

Cosmic Rain: PlanetMan becomes black like a black hole. He sucks you towards him and meteors start flying towards you from the back-most row he possesses.

PlanetMan's orbs are mere distractions. Due to his distinct weakness to wood, you will have an easier time. Again, defence comes in handy (ie. Invisible).

PlanetMan is defeated. Try to escape from WWW Area 1 to be greeted with a nasty surprise!

>> BOSS: BASS <<

2000HP Aura 100 regenerative

Bass Buster: Bass sends a ball of gunfire down one row. Dodge quickly.

When he charges -

Yellow; Bass Barrage: Bass charges up his twin guns and fires a massive number of shots along the rows. Energy balls travel across the rows. This is almost impossible to avoid.

Blue; Infinite Buster: Bass charges up his twin guns and fires shots in an "8" formation. This is also very difficult to avoid.

Red; Super Bass Barrage: Bass does the same thing as his Bass Barrage except the shots now appear in your area. This is also almost impossible to avoid.

Earthbreaker: Bass charges up his hand and appears in front of you. He strikes the panel you are on (or were on), cracking the panel and dealing massive damage.

Doesn't look good, does it? The ultimate boss of the game has a massive arsenal of attacks now. All of his attacks are high-damaging, he is very hard to damage AND most of his attacks are almost impossible to avoid. Use your best Program Advances and use plenty of Invisibles to your advantage.

Congratulations, you have received the Green Star!

Once you have obtained 247/250 Chips, return to WWW Area 3 and you will randomly encounter Bass SP. He is exactly the same as Bass, except that he now has a stronger aura (instead of 100 he has 150). He is also more vicious, so watch out.

A few notes:

- * I forgot a few MB along the way. Collect the last few and you're done.
- * BugFrag locations could not be accurately described, because no one really knows much about them. Are they random? How many are there? These questions remain unanswered.

xiv. Five Star Quest = (STARS) =
=====

There are actually Five Stars available (to go next to your File as a sign of accomplishment). If you manage to get them all, you can access Hard Mode (refer to Hard Mode). The Five Stars are:

Blue: Complete your PA Memo; Darkness is not required (refer to Program Advance Memo)

Green: Defeat Bass (real) once

Purple: Obtain all 10 Secret Chips by Netbattling & winning (refer to Secret Chips)

Red: Obtain all 250 in-game Chips available (refer to Chip Library)

Yellow: Defeat Gospel & watch the ending

xv. HubStyle = (HUBST) =
=====

HubStyle is the ultimate style change for MegaMan. "Hub" refers to MegaMan's original name, as the twin of Lan (before his premature death). Thus, the reason for HubStyle being the best style in the game is because the two brothers MegaMan and Lan have fully synchronised to bring out an ultimate, unstoppable power.

HubStyle is obtained by S ranking the V3 versions of every single Navi in the game, with the exception of Bass SP.

You will notice in ACDC Town a new young girl that appears in the Park, behind the trees near ACDC Elementary. She can tell you which Navis of V3 you have S ranked, so you can keep track.

Once you have S ranked the Navis once, it will always be counted.

The Navis that are required to be S ranked and their corresponding V3 locations are:

GutsManV3 & Dex: Dex's house, or Kotobuki Town once you have visited the Apartment once.

ToadManV3 & Ribitta: Marine Harbor

GateManV3 & Mr. Famous: Official Center

ThunderManV3 & Raoul: Netopia Underground

SnakeManV3 & Mrs. Millions: Jewelry Shop

ProtoManV3 & Chaud: Okuden Dam (during "Worldwide Disasters" scenario) or Netopia Park (anytime after the beginning of "Storming Gospel" scenario)

HeatManV3 & Mr. Match: Den Airport, Boarding Room

AirManV3: Den Area 1 randomly after defeating AirManV2

QuickManV3: Koto Area randomly after defeating QuickManV2

CutManV3: Yumland Area 2 randomly after defeating CutManV2

ShadowManV3: Undernet 5 randomly after defeating ShadowManV2

KnightManV3: Netopia 1 randomly after defeating KnightManV2

MagnetManV3: Undernet 2 randomly after defeating MagnetManV2

FreezeManV3: Undernet 7 randomly after defeating FreezeManV2

PharoahManV3: WWW Area 1 randomly after defeating PharoahManV2

NapalmManV3: WWW Area 2 randomly after defeating NapalmManV2

PlanetManV3: WWW Area 3 randomly after defeating PlanetManV2

Remember the following:

- These V3 Navis can always be challenged again, so don't stress if you fail to S rank them on your first attempt
- After defeating V2 Navis, in order for the V3 Navis to appear you must jack out and jack in again

HubStyle is devastating, because it possesses the power of every other Style in the game. The only difference is that it is of neutral element. Its powers include:

Shield

- The battle begins with MegaMan surrounded by a barrier that can nullify a hit completely
- MegaMan can generate a Guard-like shield by pressing Back + B

Team

- MegaMan can hold up to 8 Navi chips in his Folder

Custom

- MegaMan begins the battle with 10 Chips available to him through the Custom Bar Menu

Guts

- MegaMan's attack power is doubled (for instance, 5 Attack becomes 10)
- MegaMan's rapid power is automatically reduced to 1
- MegaMan cannot flinch

Additional

- MegaMan's HP is reduced by half (if you have 1000HP, it is reduced to 500)
- MegaMan's Charged Megabuster is the same as is without Style changes (but

due to double attack he deals 50 damage instead of 25)

HubStyle can only be obtained ONCE. Never delete it!

xvi. Hard Mode = (HARD!) =
=====

Once you have obtained all Five Stars, a Hard Mode can be accessed.

Highlight (point to, but don't select) NEW GAME and enter the following code:
Left, Left, Right, Left, Right, Left, Right, Right

Select NEW GAME

You will begin Hard Mode. Save when you get the chance.

Your Standard Mode file will remain intact, so don't worry about it.

There are a few differences between Hard Mode and Standard Mode:
- Enemies have 150% of the normal HP, making them extra difficult
- You cannot Netbattle/Network at all

It seems somewhat pointless right? Maybe not. If you defeat Gospel in Hard Mode (thus complete the game) you will receive a Sanctuary chip for both files (it will be present as a new chip in your Pack). Sanctuary is the final chip in the game. Congratulations if you complete Hard Mode successfully!

Well, that is all for the walkthrough. I hoped you enjoyed playing MegaMan Battle Network 2 and completing it 100%! Congratulations!

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IV. CAST = (CASTC) =
=====

Meet the main characters and navis of MegaMan Battle Network 2.

i. Characters = (CHARS) =
=====

The cast of characters in MegaMan Battle Network 2.

LAN HIKARI

The main character and hero of the MegaMan Battle Network series. He's brave, but somewhat brash and dense. Typical hero mould. He teams up with his Navi, MegaMan.EXE to take down the netmafia organisations.

MEGAMAN.EXE

Lan's Navi and the guy who actually does all the work even though Lan gets all the credit :/ MegaMan is very strong support for Lan and is his best friend. As a PET, he also keeps track of Lan's life and helps him out. MegaMan is actually Lan's twin brother Hub, who died of a disease when he was young. His DNA was infused into MegaMan. So the twins live on... Across two different worlds.

MAYL SAKURAI

Childhood friend of Lan's and his love interest. She's the same age as Lan and her Navi, Roll.EXE is a good friend of MegaMan's. She constantly is worried and looking out for Lan.

DEX

A big, fat boy with a mohawk 'fishead' haircut. He's the bully of ACDC Elementary, but he doesn't bully much anymore. He's just fat and useless for the most part of the game.

YAI AYANO

An eight-year old prodigy who is slightly eccentric. She's a snob, but extremely intelligent AND filthy rich.

HARUKA HIKARI

Lan's mother. Like any mother, she is loving but strict trying to raise one hellraiser of a son. She provides useful advice at stages in the game. She's a homemaker.

YUUCHIRO HIKARI

Lan's father, world renowned scientist. He made PETs and his own father is famous for creating the current Net. Looks like genius runs in the family... and stops at Lan. Anyway, he's constantly busy, but his knowledge proves useful to Lan on his adventures.

EUGENE CHAUD

World renowned as a prodigal Netbattler. He is the youngest ever Netbattler to become an Official (for your information, he is younger than Lan slightly). He is also Lan's rival, but his focus is on saving the world. He's very arrogant and normally shows up to make Lan look bad.

HIGSBY

New owner of the Chip Shop in ACDC. He's a somewhat strange guy, but helpful when it is required. His Navi, NumberMan.EXE, hangs around selling rare chips on the Net.

MR. FAMOUS

A world-renowned Netbattler who is not only profoundly talented in Netbattling, but also is a prolific scientist. His Net Navi is GateMan.

RIBITTA

A DNN News Reporter that travels the world. She also loves netbattling. Her Net Navi is ToadMan, which suits her love for toads (the whole theme T.T).

MR. MATCH

The former WWW member makes an appearance! He enters late in the game, but he is looking to test himself and Lan with his new Net Navi, HeatMan.

GOSPEL

The new netmafia organisation that is actually more organised and powerful than the WWW.

SHURYOU

The child who is head of Gospel. Manipulated by Wily, his genius has been used

to create an empire even more powerful than the WWW. Shuryou attempts to create the Super Navi, Bass.EXE.

^ The above cast are the main characters, a few minors are omitted.

ii. Navis = (NAVIS) =
=====

Meet the Net Navis of the game.

>Good/Neutral Navis<

MEGAMAN.EXE

The main hero. He forms the dynamic duo along with Lan that constantly (and I mean constantly, as in every day of damn life) saves the world.

GUTSMAN.EXE

A yellow ape-like Net Navi whose operator is Dex. Like Dex, he's dumb but big. He's one of the easiest Net Navis you'll ever face, because he's VERY S L O W.

ROLL.EXE

MegaMan's love interest, everything about her says 'girly'. She needs to be rescued a lot and always is asking for "Mega"'s help. She actually likes to flirt a lot with MegaMan and the other boys in the gang (after all, she's the only female out of Glide, GutsMan and MegaMan).

PROTOMAN.EXE

The humble servant of Chaud, in his own words. Uses lethal and powerful blows from his sword to do the talking. He is very loyal, very strong and normally (wait - make that ALWAYS) makes really cool entrances and performs complicated and cool-looking manouevers. He actually helps, unlike the other sacks of crap in the game. Although, even then he still doesn't do ALL THAT much.

NUMBERMAN.EXE

A Navi specialising in numbers that sells rare chips later in the game.

GATEMAN.EXE

GateMan is Mr. Famous's Navi. Like ProtoMan, he has a crazy amount of cool moves, but he relies on Mr. Famous and NEVER EVER helps save the world. Mr. Famous believes training NetBattlers is the way to save the world instead.

TOADMAN.EXE

Ribitta's ideal match due to her love of frogs/toads. VERY annoying...

HEATMAN.EXE

Mr. Match's new and hotter Net Navi, HeatMan is FireMan's replacement. He's a lot stronger, faster and more brutal. He can also tank pretty well. Good call by Match...

* Not every neutral Navi is included in the above bio, simply because they don't really do much apart from fighting. This includes ThunderMan and

SnakeMan.

>Evil Navis<

AIRMAN.EXE

The first Gospel Navi to rear his ugly face, AirMan blows wind to blow enemies away. Operated by Arashi. A typical Gospel goon if there ever was one.

QUICKMAN.EXE

A speedy Gospel Navi that is operated by IQ 170 'Speedy Dave'. QuickMan isn't afraid to resort to any measure to defeat foes, including suicide.

CUTMAN.EXE

Gospel's Vice Commander, who takes care of any survivors who somehow made it through Gospel's attacks. Another underling.

SHADOWMAN.EXE

Operated by Dark, a professional mercenary hired to take down the strongest security systems in the world. He's quick and deadly, pulling moves only a ninja can use.

KNIGHTMAN.EXE

A gallant Net Navi under the orders of Princess Pride of Yumland to do Gospel's bidding. He isn't doing anything wrong except following his operator's orders. He's big, with amazing defence and offence but very very S L O W.

MAGNETMAN.EXE

An even more dangerous electric Net Navi than ThunderMan under Gauss, a rich man in charge of Gauss Inc. He uses magnetism to attract and repel foes into traps.

FREEZEMAN.EXE

Commander of Gospel and guardian of Gospel's HQ, FreezeMan is quite frankly weak. He just looks tough, but ice is just plain pathetic.

GOSPEL SUPERBUG

Not a Navi, but the result of Sean's failed attempts to replicate Bass.EXE. A strong and ferocious bug organism that basically flings debris around and causes chaos with Gospel's remains.

PHAROAHPMAN.EXE, NAPALMMAN.EXE, PLANETMAN.EXE

The three guardians of the WWW Secret Area. They guard something astonishing...

BASS.EXE

Undeniably the most powerful Net Navi in existence. Many try and fail to gain his power... Only a few have ever encountered his real form.

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A reference for every single upgrade to MegaMan's power.

i. HPMemory Locations = (HPMEM) =

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Locations of all HPMemories that increase MegaMan's HP by 20 per use. There is a grand total of 45 HPMemories (Max. HP is 1000, MegaMan starts with 100).

Location:	Number available:	Cumulative total:
Den Area 1 Netdealer	2	2
The Square Netdealer	3	5
Den Area 3 Netdealer	3	8
Gas Comp2 BMD	1	9
Guardian Statue (Camp Road 2) BMD	1	10
Bomb Comp2 BMD	1	11
KotoSquare	3	14
Mother Comp1 BMD	1	15
Examine Airplane Business Class curtains1	1	16
Airplane Comp 2 BMD	1	17
Airplane Comp 4 BMD	1	18
NetSquare Netdealer	3	21
Netopia 3 BMD	1	22
Castle Compl BMD	1	23
Undernet 1 Netdealer	3	26
Undernet 2 BMD	1	27
UnderSquare Netdealer	3	30
UnderKoto Netdealer	3	33
Apartment 2F (Cyberworld) BMD	1	34
Yai's PC BMD	1	35
Mayl's Piano BMD*	1	36
Defeat Mr. Famous once	1	37
Defeat Mr. Match once	1	38
Solve request 'At the cafe'	1	39
Solve request 'Mission3'	1	40
Solve request 'Help reconcile us'	1	41
Trade with the boy who wants an Invis1 *1	1	42
Challenge the QuizMaster**	1	43
Examine Netopia Hotel refrigerator	1	44
Apartment 9F (real world) western door	1	45
Grand total:	45	45

* Mayl's Piano can only be jacked into after the 'Worldwide Disasters' scenario begins

** QuizMaster will only appear in the Netopia Secret Meeting area on the far side of the conference desk after the 'Worldwide Disasters' scenario begins

ii. PowerUp Locations = (POWUP) =

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Locations of all PowerUPs that can boost MegaMan's attributes. There are 12 in the game; four levels for each of the three of MegaMan's attributes.

It is HIGHLY RECOMMENDED to raise your Charge attribute to max. first, then your Attack and finally Rapid. Charge assists in attacking with the elemental powers of different Styles.

1. Examine Dr. Hikari's Lab Coat
2. Purchase from Den Area 3 Netdealer (10000Z)
3. Open the PMD in Den Area 3

4. Bomb Comp4 BMD
5. KotoSquare Netdealer (10000Z)
6. NetSquare Netdealer (10000Z)
7. Castle Comp4 BMD
8. UnderSquare Netdealer (20000Z)
9. UnderKoto Netdealer (20000Z)
10. Apartment Comp3 BMD
11. Solve request 'Help research'
12. Find the program concealed behind the first control panel that only the Officials can jack into in the Mother Comp Room after visiting Kotobuki Town once

iii. RegUP Locations = (REGUP) =
 =====

All RegUPs are located in BMDs unless specified.

Location:	Number (increments):	Cumulative total:
Complete ZLicense Exam	4	4
Gas Comp	1	5
Yai's Phone	1	6
Coffee Machine	1	7
Bear	1	8
Bomb Comp3	2	10
Yumland 1	1	11
Mother Comp2	1	12
Mother Comp5	2	14
Air Comp1	1	15
Air Comp4	2	17
Examine Underground Trash Cans	2	19
Castle Comp3	1	20
Duty-Free Shop (Netopia)	2	22
Undernet 1	2	24
Undernet 6	2	26
ACDC Park Broken Toy	1	27
Vending Machine (Kotobuki)	3	30
Apartment Comp1	2	32
Gospel Server1	1	33
The old lady in Okuden concealed by trees in Camp Road 2, just before the campground entrance	2	35
Complete request 'Need help'	1	36
Complete request 'Mission1'	1	37
Complete request 'For male pride'	2	39
Complete BLicense Exam	1	41
Complete ALicense Exam	2	43
Complete SLicense Exam	1	44
Complete SSLicense Exam	1	46
Complete SSSLicense Exam	1	47
Challenge the QuizKing	3	50
	—	—
	50	50

iv. SubMemory Locations = (SBMEM) =
 =====

SubMemories, or SubMem, increase the total number of subchips of a kind MegaMan can store. For example, he begins with a capacity to store 4 of a subchip (whether it be FullEnrg, Unlocker and so on). There are a total of 4 SubMemories in the game, making MegaMan's complete capacity 8 of each subchip.

1. Castle Comp3
2. Undernet 3
3. Black boy in Netopia Park, concealed by the trees near the entrance to Town. Appears after the 'Storming Gospel' scenario.
4. WWW Area 3 PMD

=====

VI. ACCESSIBILITY TO THE NET = (AXESS) =

=====

Here is reference of the items that are required for maximum manoeuveribility on the Net.

i. PassCodes = (PSSCD) =

=====

Used to open those SecurityCubes you see around here and there.

MaylCode: After getting your Z License at the beginning of the game, she e-mails this to you.

Opens: Mayl's PC to Den Area 1

DexCode: Defeat GutsMan once.

Opens: Dex's PC to Den Area 2

YaiCode: On Yai's bed after saving her from AirMan.

Opens: Yai's PC to Den Area 2

RibiCode: Defeat ToadMan once.

Opens: Ribitta's Van to Den Area 3

RaulCode: Defeat ThunderMan once.

Opens: Raoul's Radio to Netopia Area 2

MiliCode: Defeat SnakeMan once.

Opens: Millions Bag to Netopia Area 3

ONBACode: Talk to the man in Netopia Castle in the main public area after KnightMan has been defeated.

Opens: Den Area 3 to Netopia Area 1

GospCode: Complete the request "Fight crime" by jacking into Yai's telephone and helping the program being attacked by a bad Navi. Defeat the bad Navi to receive it as your reward. *These open SecurityCubes that do not have any writing on it ie. 'mysterious SecurityCubes'.

Den Area 1 30000Z PMD

Yumland 1 FireRat R PMD

Yumland 2 Passage to Netopia 3

Netopia 1 free up a shortcut across the area

Netopia 2 30000Z BMD

Koto Area IceStage I BMD

Undernet 3 BugFrag BMD

Undernet 4 BugFrag BMD

Some SecurityCubes require an additional requirement such as a certain level of License (S etc. are very common in the Undernet).

ii. GateKeys = (GTKEY) =

=====

These are special warp portals opened from Den Area 1 to several Square Entrances for very quick access to every part of the Net.

GateKeyA: The woman who knows about Chng.bat gives it to you after delivering NoteData to the purple Navi in KotoSquare.

Opens: Den Area 1 to Square Entrance

GateKey B: Complete the request 'Paying in advance' by meeting and defeating the black Navi at the end of Yumland 1. After his defeat, you'll receive this.

Opens: Den Area 1 to YumSquare Entrance

GateKey C: One of the Quiz Master's rewards. He is located in Netopia Castle Secret Meeting Area, opposite of the conference desk after the beginning of the 'Worldwide Disasters' scenario.

Opens: Den Area 1 to NetSquare Entrance

GateKey D: Talk to the Keymaker at NetSquare after Chaud's e-mail regarding a hidden warp point to UnderKoto.

Opens: Den Area 1 to KotoSquare Entrance, between Kotobuki and UnderKoto.

=====

VII. SIDE QUESTS = (SDQST) =

=====

A guide to finishing all those pesky side quests and nabbing all those rewards.

i. Trading Sequence = (TRDSQ) =

=====

Location: Outside ACDC Elementary along the wall to the far west; little boy

Required: DashAtk J

Obtain: Bust Fishies, the best location is in the bear in Okuden.

Reward: Spreader *

Location: Marine Harbor Station, near the Snack bar; boy

Required: PoisMask S

Obtain: Use Jealousy on the Puffballs. The best location is in the Duty Free Shop in the Departure Lobby of Netopia. * NB The requirement is to S rank a Puffball, only possible with Jealousy on the condition that the enemy Puffball has a chip.

Reward: VarSword B

Location: Okuden Camp Road 1, near the river; little boy

Required: Invis1 *

Obtain: S rank Spooky1s'. The best location is Yai's PC or Yumland.

Reward: Escape N AND HPMemory

Location: License Office, near the exit; camper woman

Required: Escape N

Obtain: Trade with the little boy in Okuden Camp Road 1

Reward: Hammer Z

Location: Netopia Square, bottom level; purple Navi

Required: Hammer Z

Obtain: Trade with the camper woman in the License Office

Reward: SilvFist V

Location: Netopia Town, near the Restaurant after the beginning of the 'Worldwide Disasters' scenario; old lady

Required: SilvFist V

Obtain: Trade with the purple navi in NetSquare

Reward: BigBomb *

Location: Mother Computer Room, near the first control panel you can jack into,

after the beginning of the 'Storming Gospel' scenario

Required: BigBomb *

Obtain: Trade with old lady in Netopia Town for SilvFist V

Reward: Jennifer's Folder

Location: Netopia, Underground; blonde Netopian man, appears when departing from Netopia for the first time 'Aerial Assault' scenario

Required: PopUp D

Obtain: Defeat Moles in Undernet 6 (play 'Whack A Mole')

Reward: Blower P

Location: Netopia, Departure Lobby near Duty Free Shop; brown-haired girl

Required: AquaAura A, FireAura R, WoodAura S, ElecAura L

Obtain: Defeat MegalianH virus in Undernet 4 with a decent rank, Defeat MegalianA virus in Undernet 4 with a decent rank, defeat MegalianE virus in Undernet 7 with a decent rank, defeat MegalianW virus in Undernet 7 with a decent rank

Reward: UnderSht N

Location: Airplane, First Class, staring at the monitor; black boy, appears during the 'Storming Gospel' scenario

Required: ShadoMn V1, ShadoMn V2, ShadoMn V3

Obtain: Defeat ShadowManV2/V3 with appropriate ranks

Reward: AntiDmg S

ii. Folders = (FOLDER) =
=====

A reference to obtain all three folders so that MegaMan can customise more than one folder without changing his original.

Fldr1: The beginning folder of the game

Famous's Folder: Defeat Mr. Famous after he sends an e-mail awaiting a challenger in response to the heightened activity of Gospel. This should be obtained just before leaving for Netopia. GateManV2 has 800HP and is MUCH more powerful than before.

(30)

1 Cannon C

1 Cannon E

1 HiCannon E

1 HiCannon F

1 HiCannon G

2 CrossGun M

2 CrossGun Q

1 Wrecker S

1 Wrecker Q

2 DoubNdl C

2 DoubNdl I

1 BrnzFist N

1 BrnzFist S

1 Recov50 *

1 Recov50 C

1 Escape H

1 Sword A

1 Sword L

1 Sword Y

1 WideSwrd A

1 WideSwrd Y

1 RockCube *

1 PanelOut3 *

1 Atk+10 *

1 Navi+20 *
1 AreaGrab S

Jennifer's Chipfolder: Jennifer will appear in the Mother Computer Room next to the first control panel that you can jack into during the 'Storming Gospel' scenario. She wants a BigBomb *, which you receive after trading with an old Netopian lady in Netopia Town, next to the restaurant. In return, she gives you her chipfolder.

(30)

2 Ratton1 H
1 Ratton1 I
1 Ratton1 J
1 Ratton2 J
1 TripNdl C
1 TripNdl I
3 Spice2 E
3 LilCloud G
1 SilvFist E
1 Catcher F
2 Recov80 D
1 Recov120 U
1 Mindbndr D
1 Escape J
1 WideSwrd Y
1 FireBlde F
1 AquaBlde A
1 ElecBlde E
1 StepSwrd U
1 MagLine Q
1 LavaLine M
1 IceLine J
1 Atk+20 *
1 AreaGrab *

iii. Quizzes = (QUIZZ) =
=====

The Qs & As of every quiz in the game.

* Answers are capitalised, or with arrows pointing to them

QUIZ

Location: Electopia Airport, Boarding Room, near the Duty Free Shop

Appearance: little boy with a fathead

Q1] What animal does the ACDC Town Park Slide look like?

As] Squirrel ELEPHANT Giraffe

Q2] What distinguishes the Marine Station kiosk?

As] THE SELECTION The Low Prices The Pretty Staff

Q3] How many tents are in Okuden Valley Campground?

As] 2 >3< 4 (the answer is three)

Q4] Where did the Marine Harbor Cafe waitress work before?

As] RESTAURANT Arcade The Center

Q5] Choose cannons in A, B, and C order, and what do you get?

As] Omega Cannon Ultra Cannon ZETA CANNON

Your reward for answering his pathetically easy quiz is a Cannon *. What

did you expect? A crappy reward for a crappy game...

QUIZMASTER

Location: Netopia Castle, Netopia, Secret Conference room, opposite of conference desk, after the beginning of the 'Worldwide Disasters' scenario

Appearance: scientist

Q1] What's the popular announcer Ribitta's TV show name?

As] DNN NEWS CattleOx TV RaiShip TV

Q2] What's the name of the quick, rat-shaped virus?

As] Ratton Ratter RATTY

Q3] What advance occurs when Spreaders are in alphabet-order?

As] PwdCanon H-BURST O-Cannon1

Q4] What shape is Okuden Valley's air-monitoring system?

As] GUARDIAN Tent Bear

Q5] Where is the statue of the ancient Melpos god of war?

As] Net Castle Jewelry store YAI'S HOUSE

Q6] A rooster stood on the peak of a barn. It laid an egg. Which side did the egg roll down? The left side... or the right?

As] The left The right CAN'T LAY EGGS!

Q7] Which has a more powerful attack? LilBomb or HeatSprd?

As] LilBomb HeatSprd THE SAME POWER.

Q8] What is the name of SnakeMan's operator?

As] Mrs. Salmonella MRS. MILLIONS Mrs. Millionaire

Q9] What wood does the bath in ACDC Town's largest house use?

As] Hackberry Cedar CYPRESS

Q10] What's in the trash can in underground Netopia?

As] TEDDY BEAR Radio Basketball

As a reward, you get GateKeyC. This is very useful, as it grants access from Den Area 1 to NetSquare Entrance. Cool! He also gives you a HPMemory. What a nice guy!

QUIZKING

Location: Netopia, Netopia Castle, dungeons, Arrow Trap Room, after the beginning of the 'Storming Gospel' scenario

Appearance: old man

Q1] What's ShadowMan's element?

As] Aqua NO ELEMENT Wood

Q2] What's the virus that shoots CannonBalls from its mouth?

As] CannBall Handy HARDHEAD

Q3] What's the combined attack of ThunManV3, Navi+40 & Navi+20?

As] 190 220 >240< (240 is the correct answer)

Q4] Who is a former WWW operator?

As] Arashi Chaud MR. MATCH

Q5] What's the name of MagnetMan's operator Gauss's brother?

As] Anpere Gauss Hippopotamus Gauss JACK ELECTRICITY

Q6] Of these Navis, who is vulnerable to wood attacks?

As] MAGNETMAN HeatMan KnightMan

Q7] What's the temp. of the Netopia hotel fridge?

As] -3 degrees C 0 degrees C 3 DEGREES C

Q8] What's the name of the popular robot cartoon in Netopia?

As] Rondam ROBOX RottaRobo

Q9] How many houses are there in ACDC Town?

As] 7 8 >9< (9 is the correct answer)

Q10] Which virus has the highest attack power?

As] Swordy2, Swordy, SWORDY3

Q11] What's in DenCity but not in Netopia?

As] METROLINE BusStop CyberSquare

Q12] What area can you enter the Undernet from?

As] NetSq. Ent. Netopia 2 NETOPIA 3

Q13] Where was Quiz?

As] Okuden Valley The Center DEN AIRPORT

Q14] What's Mother Compl's second keyword?

As] WATCH >RIVER< UCANGO (RIVER is the correct answer)

Q15] Who's the leader of WWW?

As] Gospel Dark WILEY

Your reward is the handy RegUP3.

iv. Hide & Seek = (HIDSK)

=====

There are some people in the world who are hidden from common view. You get rewards for finding each of them.

Appearance: 'Journey to Netopia' scenario

Location: Marine Harbor, lower floor overlooking the sea, near the License Office, concealed by the ledge on the floor above (wedged between the ledge and the stairs that leads to the lower floor on the far right)

Entity: little girl

Reward: Geddon3 Y

Appearance: 'Aerial Assault' scenario

Location: ACDC Town, the brown house above Lan's, concealed on the other side of the house (not as well as any of the other 'Hide & Seek' characters)

Entity: little boy

Reward: 20 Guard *

Appearance: 'Storming Gospel' scenario

Location: Okuden Valley, Camp Road 2, near the entrance to the Campground, concealed by the tree closest to the entrance on the left

Entity: old lady

Reward: RegUP2

Appearance: 'Storming Gospel' scenario

Location: Netopia Park, just before the entrance to town, obscured by the

trees nearby

Entity: young black boy

Reward: SubMem

Appearance: After going to Kotobuki Town

Location: Marine Harbor, Official Center, Mother Computer Room, on the concealed side of the first control panel you see that only the Officials are able to jack into

Entity: program

Reward: PowerUP

v. Requests = (REQST)

=====

Once you become a City Netbattler, you are able to take on requests that are posted on the Request Board, which is located on the lower level of the Official Center. Requests are often dangerous but result in nice rewards.

Request: Need help

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

Solving: Go to ACDC Elementary and talk to the girl next to the blackboard. Her cousin has wandered off somewhere and she is worried, so she wants you to find her. She says that she may have used the Metroline to go somewhere. Go to Marine Harbor. From Ribitta's location, head up to where a boy is staring at her (Ribitta). Behind him is a little girl. Talk to her. She says that Sis worries too much and that she can take care of herself. Head back to ACDC Elementary to the girl. You'll get a RegUP1.

Request: At the cafe

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

Solving: Talk to the man with an orange jumper just near the Marine Harbor Station. He wants a navi deleted. It's in Den Area and is spreading viruses to programs everywhere. Go to Den Area 2 (fastest way is from the Center Host Computer) to the warp point that leads to the Square Entrance. An evil navi is there. Talk to him. He'll get pissed and send some viruses after you.

Fishy, Fishy, MettFire

Take care of the Fishies first, because they are the real threat. The MettFire is more of a distraction than anything, his meteors rarely hit.

After that, head back to the man. He is actually an Official, but hired a city Netbattler to stay undercover. He'll give you a HPMemory.

Request: Mission1

Info: I really need help. I'd rather discuss it in person than on this board. I need help from a good virus buster. I'm waiting in front of ACDC Town St.

Solving: Go to ACDC Town. Talk to the scientist right next to the entrance to the Station from Town. He was testing some experimental Navis and they ran away. There are 3 Navis located in the ACDC Town network. They're not in the main Net yet. He wants you to delete them but he warns you that they will send viruses.

First off, head to Dex's house and jack into the GBA. Head to the top left corner and talk to the evil Navi there. Enter battle...

Handy, Handy, Handy

It's not difficult, but a little hard if you don't want to get hit. Take one down reasonably quickly with a sword and bide your time hitting their bombs. Mass-targetting attacks like GutsManV2 will hurt them badly. Now, after that jack out.

Go to the park and jack into the toy robot lying on the ground. Once again, go to the top left corner and confront the evil Navi here. More viruses!

Spikey2, Spikey2, Spikey2

Treat them as Spikies with a little extra HP. Lure them to one row and hit them with ShockWaves. Swords are very useful too. After this, jack out.

Go to ACDC Elementary and jack into the BlackBoard. Go to the top left corner and confront the evil Navi here.

Flamey2, Flamey3

Flamies are a pain, but the best way is to hit them with chips that don't involve entering the same row as them. This includes WideSwrds and GutsMan. Oh, don't forget Roll either. The Flamey3 may move to your row, so watch out. Jack out.

Head back to the scientist. He'll say that he is an examiner and he saw your amazing (yeah...right) busting techniques. He'll reward you with a RegUP1.

Request: Mission2

Info: I have a very simple request. First, come to KotoSquare! Meet up with a kinda mean-looking Navi.

Solving: Go to Ribitta's van. Jack in and head to Den Area 3. Grab anything you missed from the Den Area 3 Netdealer and head along that path towards the Koto Area. The pathway is no longer blocked, so head on through.

You're now in Koto Area for the first time! It looks a little strange. There's a sign up ahead that says to go left. So head left. Head around the corner, collect the GMD in the dead end as you pass. Keep heading around on the main purple path. Keep going, don't wander into corners just yet. Head up onto the elevated level and continue along the moving path. Along this lower level, follow it down to the warp point. Before entering, go past the purple navi here and take the BMD in that lone dead end for a LongSwrd L. VERY USEFUL indeed... Head back into the warp point. You may want to train up against some of the viruses around for some interesting chips.

You're now in KotoSquare Entrance. Head along the blue path. If you head down, a moving path blocks the way to somewhere. Head up to the top right of the area and enter the warp point here.

Finally, go down and in one of the little dead ends, there is an evil-looking navi. He wants you to jack into the Coffee Machine in the Center. There's a navi in there who stole his program that is very valuable, so he wants you to retrieve it. Jack out.

Go into the Center and jack into the coffee machine to your left as you enter the main entrance. Head to the top of the area; just head straight from where you entered and you'll see an evil Navi. He'll give OddProg and then send some viruses after you.

Spooky2, Spooky2, Spooky2

Slightly difficult, just dodge as necessary. In the mean time, hit them with general mass-targetting attacks like GutsMan. Roll does well as well. Time your WideSwrd strikes to hit them and they will die too. Beware: take them out in a single hit or they will recover again! After they're defeated, jack out and go to Ribitta's van. Make the journey all the way back to KotoSquare again. Talk to the evil-looking Navi for the final time. She is actually an examiner and the program was actually for you! You'll receive a nice gift, Recov30 *.

Request: Mission3

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

Solving: Go to Okuden and make the distance to the Camp area. From here, hug the river until you see a man with a bandana standing on a rocky path. Talk to him. His son's program is lost on the Net. It's in Den Area. Now, leave Okuden and head to ACDC Town.

Go to Dex's house and jack into his PC. From here, make your way to Den Area 3. You'll notice a program wandering around. Talk to it. He's the program we've been looking for. Jack out and head back to the Camp area. The man is yet another examiner. He'll give you a HPMemory.

Request: Chip please!

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

Solving: Go upstairs and there's a fat lady near the stairs. You need a FireSwrd F. You need to fight Swordy2's to get it. The easiest way to get this chip is in Mother Computer. It's rare in Kotobuki, but possible to obtain this chip there as well. In exchange, she'll give you a Slasher L. She can now have her hot bath again (bad image - bad image...)

Request: Paying in advance

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

Solving: Head to Yumland 1, the fastest way is from Dex's PC. Talk to the purple Navi looking at the sign that leads to Yumland 2. He'll immediately give you GateKeyB. He'll then reveal his true self: a thief who preys on City Netbattlers! He sets the bait with his request, steals their chips when their guard is down after getting their reward and sells the chips on the black market. Naturally, you aren't going to surrender that easily! Enter virus battle...

Sparky, Flamey2, Flamey2

It's a good idea to defeat a Flamey first to free up a little space. Take out the Sparky thereafter and delete the last Flamey with little trouble. Now, after the battle you're free to leave with your prize!

Request: Need a Cupid

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

Solving: Go to Okuden. At the entrance, there's an old man. Speak to him. He wants to confess his love for her but he cannot. MegaMan suggests writing a love letter and he does so. He says she is in a place where flowers bloom, because she loves them. Her nickname is Sunflower. Lan will then receive the LoveLeatr.

Now, head to Marine Harbor. There's a lady in the green patch with flowers in the middle of the area (just next to the steps). She is Sunflower, talk to her. She says to Lan to tell him to 'Start as a friend'. Return to Okuden. Talk to the old man and he'll be ecstatic. He'll reward you with 10000Z... Very useful indeed.

Request: For male pride

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

Solving: Head on over to the Square Entrance, any way you see fit. Talk to the pink navi in the top left corner near the way to the Square. He is going to Netbattle his rival and wants you to spy on him. He's training in the cyberworld, but not on the Net. He has found a quiet place to relax and train. Jack out and head to Okuden. From here, go to Camp Road 2 and jack into the Guardian. Once inside, go to the bottom left corner and talk to the green Navi. He's training hard, so he's the one. Select the options 'I'm a fan' and 'What is your plan?' (at least that's what I did - I don't think it matters). He says that he will confuse his opponent with his speed and that he has no plan. He also refuses to say his weak point. Return all the way to the Square Entrance to the pink navi. He says he will counter with a high damaging, accurate chip. He then asks you for the chip Satelitel G. If you were paying attention to the walkthrough, I told you to get one from Yumland 1 a while back. If not, bust Sparkies in Yumland 1 and get a decent rank to get one. He'll happily accept it and give you your reward; a RegUP2.

Request: Detective job

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

Solving: Go to ACDC Town and head over to the Park. Head over to the man in an office attire. He shows Lan a picture of a black guy with sunnies. When you see him, he asks you to ask what he is doing. After that, he asks you to report back to him. Go to the Metroline Station and go to Okuden.

Go all the way to the Dam and near Chaud you'll see him looking towards the dam control center. Talk to him and he says he is sight-seeing. Go all the way back to ACDC Town Park and report to the man. He says the guy you talked to is wanted and dangerous. He'll reward you with a Twister Y. He then reveals he is a detective (well, duh).

Request: Sell me a chip!

Info: I'm leaving the country on a trip & need a strong chip. Can someone sell me a "Catcher N"? I'll pay in cash. I'm waiting at Den Airport.

Solving: In order to do this task, you'll first need a Catcher N. The virus that drops it is the UFO and they are only accessible at this point in the Air Comp. When it is accessible (any time after 'Aerial Assault' scenario) go to the Airplane and make your way to the Cockpit. Jack in and go through the first teleporter to Air Comp3. Find a RedUFO virus and S rank it. You will receive a Catcher N chip. Return using the FreePass through to the beginning of the Airport and talk to the blonde Netopian man. He will reward you with a massive 50000Z!

Request: Help reconcile us

Info: My Navi ran away because we argued the day before last. Can somebody please find my Navi? I'm waiting at the ACDC Town station. please help (there is a grammar error in the game here).

Solving: Head to ACDC Town Station. Talk to the boy in an orange shirt (looks similar to the PoisMask S guy) on the far end of the Station, furthest from

the exit. He says basically all he said in the request, but says he has an ALicense and may have wandered as far as Yumland. He's purple. Go to Lan's PC and access the Net. Use the Warp point to go to YumSquare Entrance. Go to YumSquare and take the winding path to the big yellow square area. There is a purple Navi there, talk to him. He says that he is angry, but he forgives his Operator because he cares enough to search for him. He says that he will not be back for a while, since he thinks that his Operator relies on him too much. He tells MegaMan to say that to his Operator. Jack out and return to ACDC Station. Talk to the boy. Your reward is yet another handy HPMemory.

Request: Fight crime

Info: Recently, a nasty Navi has been making trouble. He picks fights with ordinary Navis, and even uses viruses. Now he's after me, so I'm on the run. Can you do something about this? I'm waiting in a telephone in some house, somewhere.

Solving: Go to ACDC Town and go to Yai's house. Go upstairs and go to the antique phone. Jack in. Head right (to the bottom right corner of the area) and talk to the civilian Navi. After he asks for help, talk to the evil Navi.

Shrimpy3, Popper, Popper

What can I say? Eliminate the Shrimpy quickly, as it is a nuisance. The Poppers 'pop in' every now and again. Time your strikes right and they will be easy to beat. The Popper viruses have a massive 300HP and use Wood Tower attacks that are easy to dodge. Use their slow homing properties to lure the attack to one side and easily evade it. After the evil Navi is deleted, talk to the civilian. He will give you the ultra useful GospCode, that belonged to the evil Navi. You can use this to open all those mysterious SecurityCubes.

Request: Help research

Info: With the assistance of a TV station, I'm researching virus busting. Please help me with my research. Your task is simple. I want to measure your Navi's data as you delete viruses. Your reward will be an item that I know that you will just love. Just don't blame me if your Navi gets deleted instead. ;) (No joke, Capcom have a basic knowledge of smileys XD) If you agree to do this job, plug into my van's computer.

Solving: Go outside and jack into Ribitta's Van. From here, start walking off to the left (following the path) and you will see an Official Navi. Talk to him. He says that his research consists of generating a virus five times. He will measure synchronisation and response. Save first, this request is a tough one. When you are ready, say 'yes' to him to begin. No HP recovery is allowed in between battles.

Battle 1 - Ratty, Ratty, Flamey2

The Ratties are fast and annoying. Apart from that, nothing should be too hard.

Battle 2 - Goofball, VacuumFan, HardHead2

Find a way to clear the way, the VacuumFan should be first. The Goofball is the threat, so take care.

Battle 3 - Sparkler, Cloudy2, Flappy2

They're all meagre annoyers. Eliminate the Sparkler and focus on the Cloudy next.

Battle 4 - Fishy2, Flamey2, MettFire

Ouch. That Fishy is going to hurt. Take care of it quickly. The MettFire is going to be your last priority.

Battle 5 - Dominerd2, Fishy3, Fishy3

Now THIS is a hard battle. Soon enough, they will crack every single panel, thusly trapping you to one spot. After that, the rest is history. Take out

the Dominerd FAST! You're pretty much finished once he uses his Geddon chip. This battle is all about speed, so whip out some swords to take out the Dominerd and the Fishies will follow (take care to dodge them, though).

The Official will be amazed. He says that it is useless compared to the average Navi (you know, in Science we learn that multiple trials are required for a standard to be reached), but he still thanks you and rewards you with a PowerUP.

Request: Please help

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

Solving: Go to the Airport and make your way to Netopia. Go next to the hotel in Netopia Town and talk to the girl facing the wall nearby. She wants you to punish four bullies who are hanging out by the NetSquare Entrance. This request is available from the 'Worldwide Disasters' scenario onwards, so I will assume that ice still blocks the warp points in Den Area 1. Simply make your way to the Square Entrance by walking there (from Den Area 2) and then warp to the other side of Den Area 1 where the warp points are. Use the warp point to the top right to go to NetSquare Entrance. From here, start by going directly south and talking to the first of four evil Navis here.

Handy3, Handy3, StormBox

Quick deletes are the key here. Take out the Handies (naturally) first and then focus on the StormBox. The Handies' bombs deal tonnes of damage, so take care. After the first bully is gone, go further south (to the south of NetSquare Entrance) and talk to the second bully.

BrushMan2, BrushMan2, DeathFire

Ooh. Viruses we haven't seen before... The BrushMen literally try to paint on you and they alter the terrain that they paint, so yeah. Take them all out, focus on the BrushMen first. After these viruses are gone, go to the far east of the area and talk to the third bully.

Goofball, Goofball, HardHead3

Now THIS is a battle. Speed is the key. Take out the HardHead quickly and use a LifeSword to remove the Goofballs. Waiting will result in death through becoming trapped and being assaulted with heavy-hitting attacks. I personally used a well-timed Gater and finished off the HardHead easily thereafter. Once that is done, go up north and deal with the final bully.

BlueUFO, Fishy2, Fishy3

Another somewhat difficult battle. Remove the Fishies first, of course. The damned UFO will try to remove your chips from you, so whatever you do, make it quick. Don't also forget that he can paralyse you, making the Fishies all the more lethal. Once they're done with, jack out. Return all the way to Netopia and talk to the girl. Your reward is the handy StepSword M chip.

Request: Lend me cash!

Info: The company I'm in charge of is on the verge of bankruptcy. I need 50000 zennys immediately. If business picks up again, I will repay soon, with interest. If you can finance me, come to the big mansion in ACDC.

Solving: This is an easy request, provided that you yourself are loaded. Go to Yai's house in ACDC Town. Talk to the man in office attire right next to the entrance. He basically says that he runs a disaster management/prevention

agency and that Netbattlers are doing all the work these days, screwing over his business. Give him the 50000Z he needs. Walk out of the house and right back in. The man has good news. A natural disaster happened recently (eh... good news?) and his business is back to normal. He gives you a phenomenal 100000Z! We're REALLY loaded now!

Request: To bug academics

Info: I belong to the Electopia Bug Society. I'm looking for a bug I'm researching for the Synopsium. It's called the Den Beetle, and it lives in Electopia. It's a very rare bug, and I'm having trouble finding one. I'm looking for someone to help me find this bug. If you can help, see me at the Okuden Valley campground.

Solving: It's time to hit Okuden one last time! Go to the Campground. Once there, look near the river (close to the entrance) and you'll see the bug expert from the entire 'Aerial Assault' scenario. Talk to him. He recognises Lan immediately and is reassured. He says the Den Beetle is around the camping area and that it likes places where the water is peaceful. This isn't a hard request at all. On Camp Road 1, go the river and along the rocks, go to the furthest end of the one closest to the boy who wants an Invisl *. Examine the corner and you'll get the Den Beetle. Return to the expert and he will reward you with a Recov200 M.

Request: Return my gem!

Info: I work at a jewelry shop in Netopia, and 3 gems were stolen: "YumTear" "KngStone" "Twilight" I know who did it, but I don't know where he is. Please help me with my investigation.

Solving: Go to Netopia. Go into Town. Head into the Jewelry Shop and on the right hand side, there is a woman in a uniform standing (not over the counter, apart from her). Her three most precious jewels were stolen. They were taken by the '3 Bandit Sisters'. She says that they unleash viruses when threatened, have been sighted near the castle and they have a peculiar dialect. Go back to Netopia Park. From here, head up the left side of the castle along the narrow path. You will see a girl as you head forward. Talk to her. She is the first of the '3 Bandit Sisters'. She will send some viruses after you.

Fishy2, DeathFire, Flamey3

The Fishy must be offed first and then go after the Flamey. Last of all is the DeathFire. All these viruses are a familiar sight, so don't be too concerned. After she is defeated, talk to her again. She will return her YumTear. Now, go to Netopia Town and enter the Hotel. Talk to the new black woman that is here. Talk to her twice and she will reveal her identity as the second of the '3 Bandit Sisters'. She will launch some viruses at you.

Swordy3, Cloudy3, Poofy

An interesting bunch of water viruses. Make good use of their weakness to electricity. Apart from that, you're free to do as you like. Just don't get deleted! A word of advice: the Poofy fires a bubble that is constantly after you, so keep moving, or eliminate the annoyance quickly. Once the viruses are deleted, talk to her again to get the KngStone. Return to Netopia Castle, but this time enter it. Keep going straight and up the stairs to reach the Watchtower, where you fought Pride before. There is a camper woman here. Speak to her. She says that her sisters did not bother mastering fluent Netopian, but she has and she needs her jewel. Prepare for a last round of viruses.

Sparknoid, Sparknoid, GreenUFO

Easy. Quick deletes for the win, seriously. If you let them live, you are gone, otherwise they are gone. Speed is the answer. After their delete, talk to the last of the '3 Bandit Sisters' one more time. Apparently, the jewel belonged to her grandfather but was stolen from him by a corrupt jeweller. She decides to amend her ways and one day the '3 Sisters' can reclaim the jewels they once owned. She returns Twilight. Now, go all the way back to the Jewelry Shop and talk to the woman again. She is very grateful and rewards you with a GoldFist Z.

vi. License Exams = (LICNS) =
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Z License

*Required to progress in story
Problem 1 - Find HeroData and HopeData

HeroData: Den Area 3, near the crossroads with Netopia and Yumland
HopeData: Den Area 1, at the dead end by going straight up from Lan's PC

Reward - Chip Selection System (4MB), ZLicense

B License

Required to progress in story, become a "city Netbattler"

Problem 1 - Survival Battle, no recovery permitted in between battles
Battle 1 - Mettaur, Mettaur
Battle 2 - Canodumb, Canodumb
Battle 3 - Mettaur, Mettaur, Mettaur
Battle 4 - Canodumb, Canodumb, Canodumb
Battle 5 - Bunny, Bunny, Bunny

These battles are a piece of cake. Every virus you battle you have encountered in the past.

Problem 2 - A Navi needs help in the Den Area. MegaMan needs to find him and help him.

Navi's location: Den Area 3, past the Netdealer going towards Koto Area. A bad guy stole his WalkProg. Say that you will help him.

Evil Navi's Location: From Den Area 2, start heading down towards Den Area 1 and you'll see him along the way.

Beetank, Beetank, Beetank

These guys aren't spectacularly hard, they just have a lot of HP. Use mass targetting attacks that are generally based such as ShockWaves to delete them quickly. Their movement means that they are more than likely to get hit by moving into the path of attacks. Jack out, jack back in and head to Den Area 3 from the Square Entrance. Give the navi his WalkProg back and MegaMan will receive NiceData. Jack out and jack back in yet again. Give the examiner the NiceData and you're ready for the last problem.

Problem 3 - Survival battle, no recovery permitted in between battles
Battle 1 - Mettaur2, Flappy, Canodumb
Take out the Mettaur2 first, then the Canodumb. Handle the Flappy last. The Mettaur2 can be easily beaten with a sword immediately.
Battle 2 - Mettaur2, Mettaur2, Mettaur2
Just like Mettaurs, except they shield occasionally. Pick them off one by

one and dodge as necessary.

Battle 3 - Bunny, Canodumb2, Beetank

Defeat the Bunny as fast as possible, then handle the Canodumb while dodging the Beetank. The Beetank should die last.

Battle 4 - Canodumb2, Canodumb2, Canodumb2

Yeesh. Three stronger than normal Canodumbs. If you can't delete one immediately, evade like hell. Otherwise, take out one and stay in that row, picking the others off when the opportunity arises.

Battle 5 - HardHead, HardHead, Beetank

The HardHeads are almost always immune to attacks, but you need to pick them off first. When they attack, quickly attack them. After they die, the battle becomes very easy. Watch out for many explosions and the HardHeads cracking panels around you. You're in trouble if you are trapped - the cannons the HardHeads spit out are very painful.

Reward - RegUP1, BLicense

A License

Required to progress in story, gain access to Yumland

Problem 1 - Survival battle, no recovery permitted between battles

Battle 1 - Swordy, HardHead

Take out the Swordy quickly and the HardHead shouldn't be a problem.

Battle 2 - Spooky, Spooky2, Spooky2

Remember to take them out in a single blow. Swords work best.

Battle 3 - Handy, Handy, Handy

Focus on deleting them one at a time. Don't feel pressured by the bombs, heal as necessary.

Battle 4 - Fishy, Fishy, Beetank

The Fishies prove as your main threat. Delete them ASAP with swords.

Battle 5 - Flappy, Flappy, Flappy

Really easy. They're slow and easy to hit with almost anything.

Problem 2 - Two bad Navis are on the Net. We have to delete them! First off, go to the Board Room and look at the new messages. Next, head to the Square Entrance and back to Den Area 2. Head in the direction of Den Area 1 and you'll see an evil Navi. Talk to him; he's the youngest of the Thug Brothers. He'll send some viruses after you.

Swordy, Swordy2, Swordy3

Yeesh... These guys will try to trap you and swipe you to oblivion. Take them out as fast as possible! LongSwords are useful. Same with GutsMan and Roll. Once they're dead, you'll get BadDataA.

Now, go to the Square Entrance and go from there to the top level of Den Area 3. Proceed from here to Koto Area and make your way towards the KotoSquare Entrance. On the way, you'll see the older of the Thug Brothers. Talk to him. He's actually weaker than his brother!

Mettaur2, Mettaur2, MettFire

Delete the Mettaurs quickly and then you'll be able to easily kill the MettFire.

Easy. You'll get BadDataB for your trouble. Jack out and back in. Talk to the examiner, who'll give you the last problem.

Problem 3 - Survival battle, no recovery permitted in between battles

Battle 1 - Sparky

An interesting virus who moves in between rows. ShockWaves work well, as does Roll, GutsMan and well-timed strikes with swords.

Battle 2 - Spikey2, Spikey, WindBox

The WindBox causes some issues. Mass-target the enemies, the Spikies are your main priority, because the rock will cause their heat cross to spread and hit you.

Battle 3 - Shrimpy, Shrimpy

Evade and delete. No obstacles to worry about, so take care of them quickly.

Battle 4 - TuffBunny, TuffBunny, TuffBunny

Think faster, stronger bunnies. A pain, to say the least. Mass target them, or take care of each one ASAP.

Battle 5 - Sparky, Swordy, MettFire

The MettFire is a distraction, the Sparky is the major threat. Defeat him quickly and the other two shall follow suit soon after.

Reward - RegUP2, ALicense

S License

Required to open certain mysterious SecurityCubes

Survival battle: No HP recovery permitted in between battles.

Battle 1 - Beetank, Beetank, WindBox

Eliminate the WindBox to clear some space. Dodge the Beetanks and take of them.

Battle 2 - Swordy2, Flamey, MettFire

The Swordy is your immediate danger. The others are distractions. Take out the MettFire last. Watch out for the bomb behind you!

Battle 3 - Mettaur2, Sparky, Spooky

The Sparky is your number one priority. Afterwards, the rest is not difficult. The cracked panels aren't much of an issue.

Battle 4 - Puffball, Shellgeek, Mushy

The Puffball is your main threat and the others are distractions. You can handle the situation by now, right?

Battle 5 - CanDevil, Dominerd, Shadow

Many strange enemies... Prioritise the Shadow and Dominerd first. Mr.

CanDevil is a distraction. Remember the Shadow is only weak to swords. Bait the Dominerd and slice him up with an ElecSword or something. Cracks are are bigger nuisance.

Battle 6 - Handy2, Handy2, Flappy2

Defeat the Handies first! Their bombs will piss you off. The Flappy will follow suit. You should note Flappy2 will attack in a cross, so stay WELL AWAY from him!

Battle 7 - Shrimpy3, Cloudy2, Null

You've never seen a Null before, right? Basically, it's an ass. It heals after you hit it, making it your LAST goddamn priority. The other two distractions are first. Beat the Null in a single blow. You should have those kind of resources by now. By the way, every virus here is weak to electric attacks. The ice will make it a tough battle.

Battle 8 - Yort, Yort, Beetank3

Another interesting virus you've never met before. Most of the viruses you are tested against now will become commonplace later on. Anyway, the Yorts are definitely a big problem, but so is the Beetank. Take the Yorts out because they are in such close proximity to you and then take out the Beetank. He's faster and more aggressive than other versions of Beetank, so take care.

Battle 9 - Fishy, Fishy3, Fishy2

The Fishy is a nuisance itself, but the other two are some of the toughest enemies in the game. Fishy2 will light up the row it travels across and the Fishy3 is amazingly fast. Beat them all ASAP! Gater would be good right now...

Or, just focus on taking out the weaker Fishies and then eliminate the last Fishy with little trouble. If you are severely damaged (not surprisingly) take some time to dodge the last Fishy and heal like hell.

Battle 10 - Goofball, HardHead3, HardHead3

They will use AreaGrab and their Cannonballs to trap you and take you out with hard-hitting attacks. The Puffball is definitely your first priority. The HardHeads follow suit, just don't be surprised at the speed at which they shoot at you... Don't be too surprised if you lose here, so close yet so far.

Reward - RegUP1, SLicense

SS License

Required to open certain mysterious SecurityCubes

Problem 1 - Influenced by Gospel, four Navis have formed a gang called the Black Navis. There are 4 members that must be eliminated while the gang is small, before growing into a major criminal organisation. They are all black and look very mean. One has been spotted in the Yumland area.

Go to Yumland 2, to the northern-most area where there are many moving paths deviating from it (near where you rescued Roll). A purple Navi is standing there. Talk to him. He's No. 4 of the Black Navis. He tells you No. 3 is in Netopia, but before you can react he sends some viruses at you.

Sparknoid, Sparknoid, Twisty3

Definitely take care of the Sparknoids first and finally take out the Twisty. This battle isn't difficult, but the ice stage makes their attacks more damaging.

Go to Netopia 3, and at the beginning where you see multiple moving paths heading down take the second from the right. Talk to No. 3. He says No. 2 is in the Undernet and like before, sends viruses after you.

Flamey3, Flamey3, DeathFire

The Flamies should be deleted first and then DeathFire shall follow suit. There isn't anything terribly difficult about this battle.

Go to Undernet 6. From the ramp you enter from (that goes down), take the furthest ramp on the right leading up (in the direction of Undernet 7). From going up, immediately go to the right to find No. 2 in the dead end here. He says he and No. 1 will expand the Black Navis organisation around the world. Both he and No. 1 who resides in Koto Area are especially strong. With that, he launches more viruses at you.

Goofball, Goofball, Snapper

Don't stay in the same row as the Snapper. Apart from that, eliminate both Goofballs with a LifeSwrd or something and the rest is easy.

Go to UnderKoto to where the Netdealer resides. On the way, on the big area (where the Netdealer is) you will find No. 1. He isn't so disappointed that his followers are deleted and asks MegaMan to join him. MegaMan refuses and another battle begins.

Null&Void, Poofy, Puffy

They are all weak to electric attacks and since the Null&Void is standing on ice... It makes the battle a little easier. Take out the Null&Void first and focus on the Poofy. The Puffy is your last concern, despite the fact it is (probably) the strongest virus in this battle.

Once you're done, return to the SSLicense Examiner in the Square.

Problem 2 - Survival battle, no HP recovery allowed in between battles

Battle 1 - Mettaur3, Mettaur3

No explanation necessary. These guys are dead easy.

Battle 2 - RedDevil, Shellman, Twisty2

Defeat the RedDevil first and the others will fall easily thereafter.

Battle 3 - Yurt, FullFire, Spooky2

The Yurt should be defeated first and the others go down with ease afterwards.

Battle 4 - Fishy3, Fishy2, Fishy3

We've done this before, but it isn't easy. The Fishy2 should be removed first because of the grass stage. Evade the others and hit them when you can.

Battle 5 - Goofball, Shellnerd, Shellnerd

The Goofball was always going to be your biggest threat. The others are mere distractions that are easy to defeat.

Battle 6 - Sparkler, Sparkler

There is nothing exceptionally difficult about this battle, apart from the cracked terrain. Make sure you kill the Sparklers quickly.

Battle 7 - Dominerd3, StormBox

The cracked panels make this battle somewhat difficult. Eliminate the Dominerd fast and then take your time on the StormBox.

Battle 8 - Flappy2, Flappy2, Flappy2

Yeesh. More cracked panels. Anyway, this battle isn't hard, just make sure you aren't hit too much or trapped. That's the last thing you want to happen.

Battle 9 - Swordy3, Swordy3, KillPlant

Surprise, surprise, more cracked panels. Defeat the Swordies as fast as you can and the KillPlant will be defeated soon after.

Battle 10 - Mettaur3, Mettaur3, Cloudy2

Even more cracked panels. Take care of the Mettaurs first.

Battle 11 - Spooky3, Spooky2, Spooky2

W00t! More than half-way... This battle is easy, apart from the ice. Stay in the front and move to the back as they attack you.

Battle 12 - Dominerd, Dominerd, Dominerd

We've done this battle before, if you can remember. Take out the Dominerds one at a time; lure them into attacking and hit them while they are vulnerable.

Battle 13 - MegaBunny, MegaBunny, Ratty3

Whatever you do, don't let the Bunnies hit you! The ice panels and paralysis will make you reel in pain. Take out the Ratty ASAP if possible.

Battle 14 - Ratty3, Ratty3, DeathFire

Again, the Ratties are your main threat. The DeathFire will hide behind the ice cube, but find your way around it with a LifeSword.

Battle 15 - Shrimpy3, Shrimpy3, Beetank2

Easy battle, except for the ice. Use the weakness to electricity to your advantage. As usual, the Beetank should be defeated last.

Battle 16 - Canodumb3, Canodumb3, Beetank3

A very easy battle if I say so myself. No terrain changes. Kill the Canodumbs to free up some room and take out the Beetank with no trouble.

Battle 17 - Dominerd2, Flappy2, Flappy2

Another easy battle... Just make sure you kill the Dominerd ASAP before he uses a Geddon on you.

Battle 18 - Spikey3, Spikey3, Flamey3

All is good... Except for the bomb. Invis3, anyone? Anyway, I highly recommend taking out the Spikies and then focus on Mr. Flamey.

Battle 19 - Sparknoid, Shrimpy3, Popper

Take out the Sparknoid first and the Popper last. Apart from that, nothing here is exceptionally hard (surprisingly). Don't screw up now you are so close to the end.

Battle 20 - Spooky3, Bluegon, HardHead 3

Kill the Spooky and HardHead quickly. As the Bluegon appears (from the holes) kill it when it attacks.

Reward - RegUP1, SSLicense

SSS License

Problem 1 - Find and NetBattle a person. The person is a character called the Navi Master, said to control all the world's Navis. You must follow all the hints.

Hint 1: "A signboard that smells of sea air"

Go to Marine Harbor and look at the board near the waitress.

Hint 2: "Great jug beyond the four cedars"

Go to Okuden Dam and look in the dead end concealed by trees for an Official.

Hint 3: "Big Bird Brain"

Go to the Cockpit of the Airplane and examine the monitor with purple radiating light.

Hint 4: "The place overlooking different cultures"

Go to the Watchtower in Netopia Castle and talk to the uniformed lady.

Hint 5: "One of the coffins of things cast away from humans"

Go to the Underground in Netopia and examine the trash dump container second from the left.

Hint 6: "Kingdom in cyberforest. Object in center of treasury"

Go to YumSquare and go to where you found Chng.bat. Talk to the Official Navi.

Hint 7: "Something that plays a sound"

Jack into Mayl's Piano and go to the top left corner. Talk to the purple Navi.

Hint 8: "My natural parents"

Go to Dad's Lab and talk to Dr. Hikari.

Dr. Hikari will reveal himself as the Navi Master. Prepare to battle as Lan challenges him to a Netbattle!

GutsManV2

ToadManV2

GateManV2

ThunderManV2

SnakeManV2

HeatManV2

ProtoManV2

Everyone here should be a piece of cake, except for maybe ThunderMan. After you're done, return to the examiner.

Problem 2 - Survival battle, no HP recovery permitted in between battles

Battle 1 - Mettaur2, Mettaur2, Mettaur3

No explanation necessary, I'm sure.

Battle 2 - Swordy3, Mashy, KillWeed

Take out the Swordy and the rest will follow.

Battle 3 - Fishy3, DeathFire

The lava panels make this battle a little tougher than normal. Use Invisible for defence and hit away. Neutralise the lava with aqua attacks if possible.

Battle 4 - BlueDemon, Canodumb3, Canodumb3

Take down the Demon first and the others shall follow.

Battle 5 - CanDevil2, Fishy2

More lava = more pain. Don't get overwhelmed and everything will be OK.

Battle 6 - BlueUFO, HardHead2, Cloudy2

Ice panels can work in your favour. Take out the UFO, then the Cloudy and finally the HardHead.

Battle 7 - Magmacker, Magmacker, Beetank2

Once again, don't get overwhelmed. None of the enemies are too tough.

Battle 8 - MegaBunny, Mettaur3, Flappy3

This battle is dead easy. Don't get paralysed and handle the Mettaur last.

Battle 9 - Sparknoid

Take care to avoid the swamp and the rest is easy.

Battle 10 - Fishy2, Fishy2, WindBox

More swamps. Avoid (the Wind plays a part) the swamp and take care of the Fishies.

Battle 11 - Handy3, Handy3, HardHead

Joy, more swamp. Handies should be taken care of ASAP.

Battle 12 - Beetank3

The holes make this battle a more difficult one from the past. Ranged attacks are a must.

Battle 13 - Swordy2, Swordy2, DeathFire

The grass panels mean their attacks are doubled, but they are easy enemies.

Battle 14 - Ratty2, Ratty2, Poofy

By all means, eliminate the Ratties first.

Battle 15 - RedUFO, BlueUFO, RedUFO

Easy. Make sure they don't steal your chips... That's all.

Battle 16 - DeathFire, Spooky3

Easy except for the lava. Bypass it with an Invisible and then take them apart.

Battle 17 - Yurt, Yart, VacuumFan

The Fan makes trouble. If you get hit, take the time to heal before defeating the Fan. Make sure you kill the Yurt/Yart before they pin you to death.

Battle 18 - Mettaur3, StormBox, Beetank2

Take care of distractions and handle the Beetank last.

Battle 19 - Dominerd, Dominerd, VacuumFan

It's all good except for the Fan and the swamp. Use Invisible and kill the Fan ASAP.

Battle 20 - Dominerd2, Dominerd2

Kill them before Geddon strikes. A normal plain makes this battle tolerable.

Battle 21 - MegalianA, MegalianH, MegalianW

You've faced these guys... Take down their auras and the battle becomes easy.

Battle 22 - Flappy3, Spooky3, Flappy3

Another easy battle. No assistance is required, right?

Battle 23 - Fishy2, Spikey

Light up their bomb before they light up yours. Easy.

Battle 24 - Sparknoid, Mettaur3

The ice makes this battle a little difficult, but you should find it relatively easy *again*.

Battle 25 - Mettaur, Handy3, Handy3

The magnets are your only obstruction, aside from that this battle is easy.

Battle 26 - Ratty3, Ratty3, Ratty3

Another easy battle; make sure the Ratties are dead FAST.

Battle 27 - GreenUFO, Beetank3, Twisty3

The holes are a headache, but aside from that, this battle is easy.

Battle 28 - Yart, Shellman, Shellman

More holes, but overall an easy battle. Make sure Yart goes down first.

Battle 29 - Swordy3, Cloudy3, Snapper2

The Swordy and Cloudy must be defeated first for an easy time. Lure the Snapper out and finish it.

Battle 30 - HardHead3, Yellowgon, HardHead3

Take out the HardHeads before you are trapped. When the Yellowgon strikes, finish it.

Reward - SSSLicense, RegUP1

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VIII. ENCYCLOPEDIA = (ENCYP) =
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This is your number one reference to almost anything (apart from what has been already said) that is related to MegaMan Battle Network 2.

i. Chip Library = (CHIPS) =
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Gray Fox graciously allowed me to use his chip list table for chips 1-250. This is his list, which I got permission to use.

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

015	HeatSprd	050	Heat	E F I L M *	***	Creates a large explosion
016	MiniBomb	050	Norm	B E G L O *	*	Throws a bomb 3 squares
017	LilBomb	050	Norm	F J O Q T *	*	Bomb that explodes vertically
018	CrosBomb	060	Norm	D J O Q T *	**	Bomb that explodes in a cross
019	BigBomb	070	Norm	O Q T V Y *	***	Bomb with a 9-square explosion
020	TreeBom1	100	Wood	B G H P R *	*	Tree seed! Water for a PowerUp!
021	TreeBom2	120	Wood	C D J N S *	**	Tree seed! Water for a PowerUp!
022	TreeBom3	150	Wood	K O P T V *	***	Tree seed! Water for a PowerUp!
023	Sword	080	Norm	A K L S Y *	*	Cut enemy in front! Range is 1
024	WideSwrd	080	Norm	A C L K Y *	*	Cut enemy in front! Range is 3
025	LongSwrd	080	Norm	A I L O Y *	**	Cut enemy in front! Range is 2
026	FireSwrd	100	Heat	F H N R U *	**	Flame sword cuts 3 vertical
027	AquaSwrd	100	Aqua	A H N R W *	**	Water sword cuts 3 vertical
028	ElecSwrd	100	Elec	E H N R V *	***	Electric sword cuts 3 vertical
029	FireBlde	090	Heat	F H P R Z *	***	Flame sword cuts 2 horiz.
030	AquaBlde	090	Aqua	A F J R Z *	***	Water sword cuts 2 horiz.
031	ElecBlde	090	Elec	E F M N R *	***	Electric sword cuts 2 horiz.
032	StepSwrd	150	Norm	D H M Q U *	***	Two steps, then use a wide sword
033	Kunai1	040	Norm	E I L P S *	*	Kunais up and down 1 square
034	Kunai2	040	Norm	D F J Q R *	**	Kunais up and down 2 squares
035	Kunai3	040	Norm	C G H K N *	***	Kunais up and down 3 squares
036	CustSwrd	???	Norm	B G K Q T *	****	Cust Gauge = Attack Strenght
037	Muramasa	???	Norm	N O T U W *	*****	Sword that uses HPs to attack
038	VarSwrd	160	Norm	B L N T Z *	****	A magical, shifting sword
039	Slasher	180	Norm	A D H L Q *	****	Cuts while A Button is held!
040	Shockwav	040	Norm	H J L R U *	*	Shock goes through enemies
041	Sonicwav	060	Norm	E I M S W *	**	Shock goes through enemies
042	Dynawave	090	Norm	G N Q T V *	***	Shock goes through enemies
043	Quake1	090	Norm	A M P Q W *	*	Attack cracks the floor
044	Quake2	110	Norm	B G N Q W *	**	Attack cracks the floor

045	Quake3 floor	130	Norm	C E O Q W *	***	Attack cracks the
046	GutPunch 1 square	070	Norm	B D H K N *	*	Pucnh that pushes
047	ColdPnch 1 square	070	Aqua	B D L P S *	**	Ice punch pushes
048	DashAtk through enemies!	090	Norm	B D G J L *	*	Dash right
049	Wrecker square ahead	080	Norm	O Q S U W *	***	Can break 3rd
050	CannBall square ahead	150	Norm	O P Q R S *	****	Can break 3rd
051	DoubNdl needles	050	Norm	A C F I J *	*	2 volleys of
052	TripNdl needles	050	Norm	C I M T V *	**	3 volleys of
053	QuadNdl needles	050	Norm	C H I P U *	***	4 volleys of
054	Trident spears	060	Norm	E I K O T *	****	3 volleys of
055	Ratton1 that turns once	070	Norm	H I J K L *	*	A crawling rat
056	Ratton2 that turns once	080	Norm	J K L M N *	**	A crawling rat
057	Ratton3 that turns once	090	Norm	L M N O P *	***	A crawling rat
058	FireRat with fire	200	Norm	B F G H R *	****	Amazing when lit
059	Tornado ahead	020	Norm	E J L M Q *	****	8-hit tornado 2
060	Twister ahead	020	Wood	N O T U Y *	***	8-hit tornado 2
061	Blower ahead	020	Heat	P R T W Z *	***	8-hit tornado 2
062	Burner with flames!	150	Heat	A B F L S *	***	Enevelopes you
063	ZapRing1 electric rings!	020	Elec	A M P Q W *	*	Paralyzing
064	ZapRing2 electric rings!	030	Elec	B G N R S *	**	Paralyzing
065	ZapRing2 electric rings!	040	Elec	C E O T Z *	***	Paralyzing
066	Satelit1 spinning satellite	060	Elec	G O Q U W *	*	A floating &
067	Satelit2 spinning satellite	080	Elec	H J K P R *	**	A floating &
068	Satelit3 spinning satellite	100	Elec	L S T Y Z *	***	A floating &
069	Spice1 on all grass	100	Wood	A C G Q T *	*	Unhealthy powder
070	Spice2 on all grass	120	Wood	B E H J N *	**	Unhealthy powder
071	Spice3 on all grass	140	Wood	D K M P Q *	***	Unhealthy powder
072	MagBomb1 in its tracks	080	Elec	F G J M N *	*	Stops the enemy
073	MagBomb2 in its tracks	100	Elec	B D I R T *	**	Stops the enemy
074	MagBomb3 in its tracks	120	Elec	H K O Q S *	***	Stops the enemy

075	Yo-Yo1 attack!	040	Norm	C E R T V *	*	A 3-square yo-yo
076	Yo-Yo2 attack!	050	Norm	A G J K N *	**	A 3-square yo-yo
077	Yo-Yo3 attack!	060	Norm	D I M S Y *	***	A 3-square yo-yo
078	CrsShld1 into the enemy	130	Norm	A O P S Z *	*	Guard then bite
079	CrsShld2 into the enemy	170	Norm	A O P T V *	**	Guard then bite
080	CrsShld3 into the enemy	210	Norm	A O P U W *	***	Guard then bite
081	Hammer smashing things!	100	Norm	R T U V Z *	****	Hammer for
082	ZeusHamr panel	200	Norm	J K O V Z *	****	Damage all if
083	Lance back line	090	Wood	O P T V Y *	***	A lance through
084	BrnzFist	100	Norm	B N O R S *	**	Fist of death!
085	SilvFist	140	Norm	E I L S V *	***	Fist of death!
086	GoldFist	180	Norm	D G L O Z *	****	Fist of death!
087	PoisMask with A Button!	???	Norm	D S U W Z *	**	Poison 1 panel
088	PoisFace A Button!	???	Norm	P Q U W Y *	***	Spread poison w/
089	Whirlp1 weak enemies!	???	Norm	A C E G I *	*	Whirlpool kills
090	Blckhole weak enemies!	???	Norm	B D F H J *	**	Black hole kills
091	Meteor9 9 meteors	060	Heat	C E L S V *	*	Magic wand shoots
092	Meteor12 12 meteors	080	Heat	A C F J W *	**	Magic wand shoots
093	Meteor15 15 meteors	100	Heat	D G H R Z *	***	Magic wand shoots
094	Meteor18 18 meteors	150	Heat	B G I K O *	****	Magic wand shoots
095	TimeBom1 bomb!	070	Norm	C G K M Z *	*	An area-wide time
096	TimeBom2 bomb!	120	Norm	F G K O Z *	**	An area-wide time
097	TimeBom3 bomb!	200	Norm	E G K P Z *	***	An area-wide time
098	LilCloud back and forth	070	Aqua	C G I K N *	*	Rain cloud goes
099	MedCloud back and forth	090	Aqua	D H J L O *	**	Rain cloud goes
100	BigCloud back and forth	110	Aqua	Q R T V W *	***	Rain cloud goes
101	Mine enemy area	300	Norm	L N R S V *	****	Place mine in
102	FrntSnsr dynamite device	100	Norm	H M Q R T *	****	Automatic
103	DblSnsr device	100	Norm	E J P W Y *	****	Diagonal dynamite
104	Remobit1 in enemy area	080	Elec	E G J K N *	*	Generates remobit
105	Remobit2 in enemy area	080	Elec	B F I R U *	**	Generates remobit
106	Remobit3	080	Elec	A L M T Y *	***	Generates remobit

in enemy area							
107 AquaBall something	010	Aqua	A B Q T W *	***		Pops when it hits	
108 ElecBall something	010	Elec	E H J K V *	***		Pops when it hits	
109 HeatBall something	010	Heat	C F R S U *	***		Pops when it hits	
110 Geyser is no panel	200	Aqua	A B D L S *	****		Geyser if there	
111 LavaDrag lava dragon!	200	Heat	F G O R Y *	*****		Summons a nasty	
112 GodStone Stone!	150	Norm	E I L Q U *	*****		Summons a God	
113 OldWood	100	Wood	C M S T W *	*****		Summon Old Wood!	
114 Guard enemy's attacks	???	Norm	*	*		Repels the	
115 PanlOut1 in front	???	Norm	A B D L S *	*		Destroy 1 panel	
116 PanlOut3 in front	???	Norm	C E N R Y *	**		Destroy 3 panels	
117 LineOut panels!	040	Heat	F H J Q Y *	**		Destroy 1 line of	
118 Catcher steal a chip	???	Norm	F I J N T *	**		Sends UFO to	
119 Mindbndr control	???	Norm	D I M N T *	***		Enemy loses	
120 Recov10	???	Norm	A C E G L *	*		Recovers 10HP	
121 Recov30	???	Norm	B D F H M *	*		Recovers 30HP	
122 Recov50	???	Norm	C E G I N *	**		Recovers 50HP	
123 Recov80	???	Norm	D F H J O *	**		Recovers 80HP	
124 Recov120	???	Norm	O Q S U W *	***		Recovers 120HP	
125 Recov150	???	Norm	N P R T V *	***		Recovers 150HP	
126 Recov200	???	Norm	M N U V W *	****		Recovers 200HP	
127 Recov300	???	Norm	O R V W Z *	****		Recovers 300HP	
128 PanlGrab square!	???	Norm	B H K L P *	*		Steals 1 enemy	
129 AreaGrab from enemy	???	Norm	E L R S Z *	**		Steals left edge	
130 GrabRvng stolen panels	???	Norm	A L P S W *	***		Punishes for	
131 Geddon1	???	Norm	C K L Q S *	**		Cracks all panels!	
132 Geddon2 squares!	???	Norm	J M R T Z *	***		Breaks all empty	
133 Geddon3 to swamp!	???	Norm	E J N P Y *	****		Turns all panels	
134 Escape enemies	???	Norm	F H J L N *	**		Escapes from some	
135 AirShoes square	???	Norm	A J O V Z *	***		Stand on empty	
136 Repair panels	???	Norm	A C E L P *	**		Fixes your side's	
137 Candle1 candle	???	Norm	C F I M V *	*		Places a healing	
138 Candle2 candle	???	Norm	A G J L T *	**		Places a healing	
139 Candle3 candle	???	Norm	B E H N W *	***		Places a healing	
140 RockCube cube in front	???	Norm	B D G M V *	*		Places a stone	
141 Prism	???	Norm	B C L N Q *	***		Shoots all over	

after it hits							
142 Guardian	???	Norm	O P U V Z *	****	Statue punishes		
when hit							
143 Wind	???	Norm	G J O Q T *	*	WindBox blows at		
enemy area							
144 Fan	???	Norm	A G L N Y *	**	VacuumFam sucks		
from enemy area							
145 Anubis	???	Norm	H K M U W *	*****	Anubis poisons		
enemy area							
146 SloGauge	???	Norm	*	**	Cust Gauge slows		
down for battle							
147 FstGauge	???	Norm	*	**	Cust Gauge speeds		
up for battle							
148 FullCust	???	Norm	*	**	Cust Gauge is		
always full!							
149 Invis1	???	Norm	A F L R U *	*	Invisible for a		
while							
150 Invis2	???	Norm	B H M Q V *	**	Invisible for a		
while							
151 Invis3	???	Norm	C G K P W *	***	Invisible for a		
while							
152 DropDown	???	Norm	A C F Q S *	****	Invisible until		
you attack!							
153 PopUp	???	Norm	D I J T W *	*****	Invisible except		
for attack!							
154 StoneBod	???	Norm	C E S T W *	***	Stone body takes		
only 1HP damage							
155 Shadow1	???	Norm	B G H L R *	**	Only sword		
attacks hurt you							
156 Shadow2	???	Norm	D E J M T *	***	Only sword		
attacks hurt you							
157 Shadow3	???	Norm	C F K N V *	****	Only sword		
attacks hurt you							
158 UnderSht	???	Norm	H J N R W *	****	Lethal hit		
reduced to just 1HP!							
159 Barrier	???	Norm	B E L S T *	*	Nullify damage		
one time!							
160 BblWrap	???	Aqua	I J Q R W *	****	Water barrier		
reforms							
161 LeafShld	???	Wood	A D R S W *	****	Next attack heals		
you							
162 AquaAura	???	Aqua	A E I M Q *	***	Repels attacks		
under 10							
163 FireAura	???	Heat	B F N J R *	***	Repels attacks		
under 40							
164 WoodAura	???	Wood	C G J O S *	***	Repels attacks		
under 80							
165 ElecAura	???	Elec	D H L P T *	***	Repels non wd		
attacks under 100							
166 LifeAur1	???	Norm	B G I O Q *	****	Repels all		
attacks under 100							
167 LifeAur2	???	Norm	D F J N R *	****	Repels all		
attacks under 150							
168 LifeAur3	???	Norm	E H K M T *	****	Repels all		
attacks under 200							
169 MagLine	???	Norm	A E I M Q *	***	Changes your line		
to magnet							
170 LavaLine	???	Norm	A F J M R *	***	Changes your line		
to lava							
171 IceLine	???	Norm	B E J N Q *	***	Changes your line		

to ice							
172 GrassLne to grass	???	Norm	B F I N R *	***		Changes your line	
173 LavaStge panels to lava	???	Norm	D H M U V *	****		Changes all	
174 IceStage panels to ice	???	Norm	A C E I S *	****		Changes all	
175 GrassStg panels to grass	???	Norm	B D H P R *	****		Changes all	
176 HolyPanl holy	???	Norm	C E H L R *	***		Makes all panels	
177 Jealosity more damage	???	Norm	E J O R U *	****		More chips means	
178 AntiFire for using fire	200	Heat	F L K P T *	***		Punishes enemy	
179 AntiElec for using elec	200	Elec	E H N U Y *	***		Punishes enemy	
180 AntiWatr for using aqua	200	Aqua	A D Q W Z *	***		Punishes enemy	
181 AntiDmg throw shurikens!	100	Norm	C J M R S *	***		Fake pain and	
182 AntiSwrd using swords	100	Norm	D H I M T *	***		Punishes for	
183 AntiNavi Navi away	???	Norm	K L O T X *	****		Take the enemy's	
184 AntiRecv recovery of HPs!	???	Norm	B D M P W *	****		Punish the	
185 Atk+10 AtkChip!	???	Norm	*	*		+10 to selected	
186 Atk+20 AtkChip!	???	Norm	*	**		+20 to selected	
187 Atk+30 AtkChip!	???	Norm	*	***		+30 to selected	
188 Fire+40 AttackChip	???	Norm	*	**		Adds 40 to Fire	
189 Aqua+40 AttackChip	???	Norm	*	**		Adds 40 to Aqua	
190 Wood+40 AttackChip	???	Norm	*	**		Adds 40 to Wood	
191 Elec+40 AttackChip	???	Norm	*	**		Adds 40 to Elec	
192 Navi+20 NaviChip!	???	Norm	*	**		+20 to selected	
193 Navi+40 NaviChip!	???	Norm	*	****		+40 to selected	
194 Roll then heals you	060	Norm	R	*	***	Attacks 1 enemy	
195 Roll V2 then heals you	080	Norm	R	*	****	Attacks 1 enemy	
196 Roll V3 then heals you	100	Norm	R	*	*****	Attacks 1 enemy	
197 GutsMan smashes panels!	050	Norm	G	*	***	Creeps and	
198 GutsMan V2 smashes panels!	070	Norm	G	*	****	Creeps and	
199 GutsMan V3 smashes panels!	090	Norm	G	*	*****	Creeps and	
200 ProtoMan enemy face	120	Norm	B	*	***	Swings sword at	
201 ProtoMn V2	160	Norm	B	*	****	Swings sword at	

enemy face								
202	ProtoMn V3	200	Norm	B	*	*****	Swings sword at	
enemy face								
203	AirMan	040	Norm	A	*	***	Shoots air	
twisters in a line								
204	AirMan V2	070	Norm	A	*	****	Shoots air	
twisters in a line								
205	AirMan V3	100	Norm	A	*	*****	Shoots air	
twisters in a line								
206	QuickMan	050	Norm	Q	*	***	Boomerang attacks	
whole row								
207	QuickMn V2	070	Norm	Q	*	****	Boomerang attacks	
whole row								
208	QuickMn V3	100	Norm	Q	*	*****	Boomerang attacks	
whole row								
209	CutMan	150	Norm	C	*	***	Scissor attacks	
one square								
210	CutMan V2	200	Norm	C	*	****	Scissor attacks	
one square								
211	CutMan V3	300	Norm	C	*	*****	Scissor attacks	
one square								
212	ShadoMan	060	Norm	S	*	***	Splits and shoots	
3 shurikens!								
213	ShadoMn V2	070	Norm	S	*	****	Splits ans shoots	
3 shurikens!								
214	ShadoMn V3	080	Norm	S	*	*****	Splits and shoots	
3 shurikens!								
215	KnightMn	160	Norm	K	*	***	Smashes enemies	
in circle!								
216	KnghtMn V2	210	Norm	K	*	****	Smashes enemies	
in circle!								
217	KnghtMn V3	260	Norm	K	*	*****	Smashes enemies	
in circle!								
218	MagnetMn	130	Elec	M	*	***	Bipolar tackle on	
1 enemy								
229	MagntMn V2	140	Elec	M	*	****	Bipolar tackle on	
1 enemy								
220	MagntMn V3	150	Elec	M	*	*****	Bipolar tackle on	
1 enemy								
221	FreezeMn	050	Aqua	F	*	***	Rains icicles on	
enemies								
222	FrzMan V2	060	Aqua	F	*	****	Rains icicles on	
enemies								
223	FrzMan V3	070	Aqua	F	*	*****	Rains icicles on	
enemies								
224	HeatMan	100	Heat	H	*	***	Flame attack!	
Range is 3								
225	HeatMan V2	130	Heat	H	*	****	Flame attack!	
Range is 3								
226	HeatMan V3	160	Heat	H	*	*****	Flame attack!	
Range is 3								
227	ToadMan	100	Elec	T	*	***	Shocking melody	
paralyzes!								
228	ToadMan V2	140	Elec	T	*	****	Shocking melody	
paralyzes!								
239	ToadMan V3	180	Elec	T	*	*****	Shocking melody	
paralyzes!								
230	ThunMan	080	Elec	T	*	***	Thunder attack	
3rd line								
231	ThunMan V2	130	Elec	T	*	****	Thunder attack	

3rd line								
232	ThunMan V3	180	Elec	T	*	*****	Thunder attack	
3rd line								
233	SnakeMan	030	Wood	S	*	***	Main attack and snakes!	
234	SnakeMn V2	040	Wood	S	*	****	Main attack and snakes!	
235	SnakeMn V3	050	Wood	S	*	*****	Main attack and snakes!	
236	GateMan	040	Norm	G	*	***	3 soldiers charge forward!	
237	GateMan V2	040	Norm	G	*	****	4 soldiers charge forward!	
238	GateMan V3	040	Norm	G	*	*****	5 soldiers charge forward!	
249	PharoMan	240	Norm	P	*	*****	Laser-shooting coffin etc	
240	PharoMn V2	270	Norm	P	*	*****	Laser-shooting coffin etc	
241	PharoMn V3	300	Norm	P	*	*****	Laser-shooting coffin etc	
242	NapalmMn	220	Heat	N	*	*****	Bombs that even break panels!	
243	NaplmMn V2	240	Heat	N	*	*****	Bombs that even break panels!	
244	NaplmMn V3	260	Heat	N	*	*****	Bombs that even break panels!	
245	PlanetMn	070	Wood	P	*	*****	Planet smashes 1 enemy!	
246	PlnetMn V2	080	Wood	P	*	*****	Planet smashes 1 enemy!	
247	PlnetMn V3	090	Wood	P	*	*****	Planet smashes 1 enemy!	
248	Bass	050	Norm	F	*	*****	Air-burst attack on all lines!	
249	Bass V2	060	Norm	F	*	*****	Air-burst attack on all lines!	
250	Bass V3	070	Norm	X	*	*****	Air-burst attack on all lines!	

Look at Gray Fox's guide or Derkin's guide for the location of chips.

ii. Secret Chips = (SECR~~T~~) =
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A guide to additional chips (that cannot be obtained in-game) from 251-266

Secret Chips can only be obtained through Netbattling. There is a possibility of gaining a Secret Chip on the following conditions:

- Both Netbattlers have at least 3 Stars
- A player S ranks the other one

Obtaining Secret Chips are randomly determined, but to increase the chances, a few ways of doing so include:

- A significantly unusual battle time (battle duration)
- A significantly unusual battle result (losing once after winning a lot etc.)
- A significantly unusual amount of damage received
- A significantly unusual amount of movement used
- A significantly unusual amount of turns taken to defeat an opponent
- A significantly unusual amount of chips USED (not just selected)

The easiest way of trying to get a Secret Chip is for one player to S rank another player a few times and then the reverse to happen. Continue this pattern to get more Secret Chips. Remember that they are random, so one elusive Chip may take some time to obtain.

There are 10 Secret Chips.

No: 251
Name: BgRedWave
Element: Heat
Code(s): F H P R S
MB: 64
Damage: 220
Description: Heat chip creates a lava wave!

No: 252
Name: FreezBomb
Element: Aqua
Code(s): A I J Q U
MB: 56
Damage: 180
Description: Aqua chip tosses an ice bomb!

No: 253
Name: Sparker
Element: Electric
Code(s): C E G K V
MB: 48
Damage: 100+
Description: Elec chip A button to spark!

No: 254
Name: GaiaSwrd
Element: Wood
Code(s): D L N W Y
MB: 72
Damage: 200
Description: Wood chip Steals atk from chip!

No: 255
Name: BlkBomb
Element: Heat
Code(s): B F G P R
MB: 64
Damage: 200
Description: Exploding fire bomb attack!

No: 256
Name: FtrSword
Element: Neutral
Code(s): A I L S Y
MB: 50
Damage: 100
Description: Normal sword 3 spaces fwd

No: 257
Name: KngtSword
Element: Neutral
Code(s): F J K M Q
MB: 64

Damage: 150
Description: Normal sword 3 spaces fwd

No: 258
Name: HeroSword
Element: Neutral
Code(s): E N O T Z
MB: 90
Damage: 200

Description: Normal sword 3 spaces fwd

No: 259
Name: Meteors
Element: Heat
Code(s): B H O R V
MB: 68
Damage: 40
Description: Shooting stars shot at enemy!

No: 260
Name: Poltrgst
Element: Neutral
Code(s): E P R U W
MB: 50
Damage: --
Description: Items are thrown at the enemy!

In addition, there are 5 Japanese-exclusive Chips. They can only be obtained in the NA/EU versions through a Gameshark or other Action Replay Device.

No: 261
Name: GateSP
Element: Neutral
Code(s): G *
MB: 50
Damage: 300
Description: Cannon from another dimension!

No: 262
Name: AquaGspl
Element: Aqua
Code(s): X *
MB: 96
Damage: 600
Description: Gospel's breath of water!

No: 263
Name: ElecGspl
Element: Electric
Code(s): X *
MB: 96
Damage: 600
Description: Gospel's electric breath!

No: 264
Name: FireGspl
Element: Heat
Code(s): X *
MB: 96
Damage: 600

Description: Gospel's breath of fire!

No: 265

Name: WoodGspl

Element: Wood

Code(s): X *

MB: 96

Damage: 600

Description: Breath of wood that slices!

Finally, last of all is the Sanctuary chip. This can only be obtained by completing Hard Mode once. A copy of Sanctuary will appear in your Pack in your Standard and Hard Mode files.

No: 266

Name: Snctuary

Element: Neutral

Code(s): A C E L S *

MB: 99

Damage: --

Description: Turns your panels holy!

iii. Program Advance Memo = (PAMEM) =

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A guide to every single Program Advance in the game.

No: 1

Name: Z-Canon1

Chips: Cannon A-B-C/Cannon B-C-D/Cannon C-D-E

Damage: 40 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Canon1. Three consecutive shots causes the enemy to flinch.

No: 2

Name: Z-Canon2

Chips: HiCannon C-D-E/HiCannon D-E-F/HiCannon E-F-G

Damage: 60 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Canon2. Three consecutive shots causes the enemy to flinch.

No: 3

Name: Z-Canon3

Chips: M-Cannon E-F-G/M-Cannon F-G-H/M-Cannon G-H-I

Damage: 80 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Canon3. Three consecutive shots causes the enemy to flinch.

No: 4

Name: H-Burst

Chips: Spreader M-N-O/Spreader N-O-P/Spreader O-P-Q

Damage: 100 (*5)

Description: MegaMan fires a Spreader blast that spreads through the entire enemy area, exploding 5 times.

No: 5

Name: Z-Ball

Chips: CannBall O-P-Q/CannBall P-Q-R/CannBall Q-R-S

Damage: 150 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Ball. Three consecutive shots causes the enemy to flinch.

No: 6

Name: Z-Raton1

Chips: Ratton1 H-I-J/Ratton1 I-J-K/Ratton1 J-K-L

Damage: 70 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Raton1.
Three consecutive shots causes the enemy to flinch.

No: 7

Name: Z-Raton2

Chips: Ratton2 J-K-L/Ratton2 K-L-M/Ratton2 L-M-N

Damage: 80 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Raton2.
Three consecutive shots causes the enemy to flinch.

No: 8

Name: Z-Raton3

Chips: Ratton3 L-M-N/Ratton3 M-N-O/Ratton3 N-O-P

Damage: 90 (*3)

Description: For 5 seconds, gain invisibility and unlimited usage of Z-Raton3.
Three consecutive shots causes the enemy to flinch.

No: 9

Name: O-Canon1

Chips: Cannon A-B-C-D-E

Damage: 40 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of O-Canon1.
Three consecutive shots causes the enemy to flinch.

No: 10

Name: O-Canon2

Chips: HiCannon C-D-E-F-G

Damage: 60 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of O-Canon2.
Three consecutive shots causes the enemy to flinch.

No: 11

Name: O-Canon3

Chips: M-Cannon E-F-G-H-I

Damage: 80 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of O-Canon3.
Three consecutive shots causes the enemy to flinch.

No: 12

Name: M-Burst

Chips: Spreader M-N-O-P-Q

Damage: 100 (*10)

Description: MegaMan fires a Spreader blast that spreads through the entire
enemy area, exploding 10 times.

No: 13

Name: O-Ball

Chips: CannBall O-P-Q-R-S

Damage: 150 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of Z-Ball.
Three consecutive shots causes the enemy to flinch.

No: 14

Name: O-Raton1

Chips: Ratton1 H-I-J-K-L

Damage: 70 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of Z-Raton1. Three consecutive shots causes the enemy to flinch.

No: 15

Name: O-Raton2

Chips: Ratton2 J-K-L-M-N

Damage: 80 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of Z-Raton2. Three consecutive shots causes the enemy to flinch.

No: 16

Name: O-Raton3

Chips: Ratton3 L-M-N-O-P

Damage: 90 (*3)

Description: For 10 seconds, gain invisibility and unlimited usage of Z-Raton3. Three consecutive shots causes the enemy to flinch.

No: 17

Name: Arrows

Chips: DoubNdl-TripNdl-QuadNdl C/I

Damage: 100 (*10)

Description: A volley of 10 arrows is fired straight ahead.

No: 18

Name: UltraBob

Chips: LilBomb-CrosBomb-BigBomb O/Q/T

Damage: 400

Description: MegaMan throws a massive bomb 3 panels ahead of him, with the range of a 3 by 2 area. It is super-piercing.

No: 19

Name: LifeSrd1

Chips: Sword-WideSword-LongSword A/L/Y

Damage: 400

Description: MegaMan swipes the area (3 by 2 square) in front of him with a magical green sword.

No: 20

Name: LifeSrd2

Chips: FireSword-AquaSword-ElecSword H/N/R

Damage: 500

Description: MegaMan swipes the area (3 by 2 square) in front of him with a magical green sword.

No: 21

Name: LifeSwd3

Chips: FireBlde-AquaBlde-ElecBlde F/R

Damage: 600

Description: MegaMan swipes the area (3 by 2 square) in front of him with a magical green sword.

No: 22

Name: Punch

Chips: GutsPnch-ColdPnch-DaskAtk B/D

Damage: 70 (*8)

Description: MegaMan throws 8 fists (like Rocket GutsPunch) at the enemy.

No: 23

Name: Curse

Chips: CrsShld1-CrsShld2-CrsShld3 A/O/P

Damage: 500

Description: A Dominerd appears in front of MegaMan. When the enemy attacks, it attacks the enemy (absorbing the blow).

No: 24

Name: TimBom+

Chips: TimeBom1-TimeBom2-TimeBom3 G/K/Z

Damage: 500

Description: MegaMan sets a massive time bomb in the enemy area, with a countdown of 3 seconds.

No: 25

Name: HvyStamp

Chips: Quake1-Quake2-Quake3 Q/W

Damage: 800

Description: MegaMan's legs turn into a stamp and he crushes the nearest foe.

No: 26

Name: PoisPhar

Chips: PoisMask-PoisFace-Anubis U/W

Damage: 1 (poison damage)

Description: A massive PharaohMan statue appears in front of MegaMan and poisons the enemies twice as fast as normal, continuously until the enemies are deleted or the statue is destroyed.

No: 27

Name: Gater

Chips: Wind-Fan-GateManV1/V2/V3 G

Damage: 100 (*9)

Description: GateMan appears in front of MegaMan. MegaMan punches his back and GateMan flings random projectiles (dolls, magnets and so on) at the enemies. Not necessarily homing.

No: 28

Name: GtsShoot

Chips: Guard *-DashAtk-GutsManV1/V2/V3 G

Damage: 400

Description: GutsMan picks up MegaMan and flings him at the enemies in front of him.

No: 29

Name: BigHeart

Chips: Recov300-HolyPan1-RollV1/V2/V3 R

Damage: 500

Description: Roll appears and attacks the enemy. MegaMan is fully recovered and is temporarily invisible.

No: 30

Name: BodyGrd

Chips: DropDown-AntiDmg-ShadoManV1/V2/V3 S

Damage: 100 (*18)

Description: ShadowMan appears, jumps into the air and fires a volley of shurikens that follow the enemies around.

No: 31

Name: 2xHero

Chips: CustSword-VarSword-ProtoManV1/V2/V3 B

Damage: 70 (*8)

Description: MegaMan and ProtoMan shoot and slice the opponents.

No: 32

Name: Darkness

Chips: BassV3-AntiNavi-Fire/Aqua/Elec/WoodGspl X

Damage: 3000

Description: Gospel uses his Elemental Breath attack on the first two rows and then Bass uses Earthbreaker on the last row of the enemy area.

iv. Shop Catalogues = (SHOPC) =

=====

A guide to every single shop in the entire game.

Netdealers:

Den Area 1

HPMemory 1000Z

HPMemory 2000Z

3 ShotGun B 200Z

3 LilBomb J 500Z

3 Recov10 * 500Z

3 Spreader Q 1000Z

Den Area 3

HPMemory 3000Z

HPMemory 5000Z

HPMemory 8000Z

3 Atk+10 * 600Z

3 Spreader O 800Z

3 Recov30 B 1000Z

3 AreaGrab E 2000Z

The Square

HPMemory 2000Z

HPMemory 4000Z

HPMemory 8000Z

3 CrossGun J 600Z

3 WideSwrd L 800Z

3 Recov30 H 1000Z

3 Barrier B 1200Z

KotoSquare

HPMemory 4000Z

HPMemory 8000Z

HPMemory 12000Z

1 PowerUP 10000Z

3 PanlGrab * 1000Z

3 Fire+40 * 3000Z

3 FireBlde R 3800Z

3 AquaSwrd N 5000Z

YumLand Area 2

3 RockCube * 500Z

3 ColdPunch B 800Z

3 Spreader N 800Z

3 Catcher T 2000Z

Netopia Area 2

3 Wind * 2000Z

3 Fan * 2000Z

3 Barrier * 4000Z
3 ZapRing1 * 5000Z

NetSquare

HPMemory 8000Z
HPMemory 12000Z
HPMemory 16000Z
PowerUP 10000Z
3 Repair * 2400Z
3 WideSwrd * 3000Z
3 Hammer U 4800Z
3 Jealousy J 10000Z

Undernet 1

HPMemory 10000Z
HPMemory 15000Z
HPMemory 20000Z
3 FullCust * 5000Z
3 Atk+20 * 8000Z
3 ElecBlde R 9000Z
3 GrabRvng W 10000Z

UnderSquare

HPMemory 12000Z
HPMemory 16000Z
HPMemory 20000Z
PowerUP 20000Z
3 MagLine Q 8000Z
3 LavaLine A 8000Z
3 IceLine A 8000Z
3 GrassLne R 8000Z

UnderKoto

HPMemory 15000Z
HPMemory 20000Z
HPMemory 30000Z
PowerUP 20000Z
3 FstGauge * 5000Z
3 SloGauge * 5000Z
3 AquaBlde R 8000Z
3 MindBndr D 10000Z

WWW Area 1

3 Trident E 20000Z
3 Tornado E 20000Z
3 Mine S 20000Z
3 FrntSnsr R 20000Z
3 DblSnsr E 20000Z
3 BublWrap R 20000Z
3 GodStone Q 50000Z

Travelling NumberMan

Netopia Area 2

3 Recov120 O 4000Z
3 Elec+40 * 5000Z
3 CustSwrd B 7500Z

NEW (in addition to above) Undernet 5

3 AntiFire T 8000Z

3 AntiElec H 9000Z
3 AntiWatr W 10000Z

NEW Den Area 1

3 Geddon1 S 10000Z
3 Geddon2 Z 14000Z

Subchipdealers/Subchip Peddlers

* There is an infinite supply of subchips.

The Square

MiniEnrg 50Z
SneakRun 200Z
Unlocker 4000Z

KotoSquare

MiniEnrg 50Z
SneakRun 200Z
Unlocker 4000Z

NetSquare

MiniEnrg 50Z
FullEnrg 400Z
SneakRun 200Z

UnderSquare

FullEnrg 400Z
Untrap 100Z
Unlocker 4000Z

ACDC Town

MiniEnrg 50Z
FullEnrg 400Z
Unlocker 4000Z

Official Center

MiniEnrg 50Z
SneakRun 200Z
LocEnemy 10000Z

Okuden Dam

MiniEnrg 40Z
SneakRun 200Z
Unlocker 4000Z

Airplane Economy Class

FullEnrg 400Z
SneakRun 200Z
Unlocker 4000Z

NetCastle

MiniEnrg 50Z
FullEnrg 400Z
LocEnemy 10000Z

BugFrag Trader

KotoSquare
1 CrossGun * 1pcs

1 Spreader M 1pcs
1 Recov80 * 2pcs
1 AirShoes A 4pcs
1 Atk+30 * 8pcs
1 ZuesHamr Z 16pcs

v. E-mails = (EMAIL) =
=====

A reference for every single e-mail received in the game.

No: 1
From: Dex
Subject: Hurry up!
Message: Where you is! Hurry yur butt down to the Square with MegaMan!

No: 2
From: Mayl
Subject: My PC code
Message: Hi Lan! Heard you got a ZLicense! Hey, here's my computer's passcode.
Come w/MegaMan sometime!

No: 3
From: Mayl
Subject: Use Roll...
Message: I told you I'd wait, but I'm worried... Give this to MegaMan...

No: 4
From: MailNews
Subject: Station bomb?
Message: There's been a reported explosion at the Metroline's Marine St.
Apparently it was a small bomb, causing only minor damage. No injuries have
yet been reported.

No: 5
From: Center
Subject: Test info
Message: Attention all ZLicense-holders! The Center is looking for city
Netbattlers. Pass the license exam and be a city Netbattler! Take a chance!
Stop by the Center in Marine Harbor!

No: 6
From: Dex
Subject: Let's camp!!!
Message: If it's tomorrow, I'll go camping! On the condition I'm camp leader!

No: 7
From: Yai
Subject: Just kidding!
Message: The nerve! I just got back from a round-the world trip!!! ...Then
again, O should mingle with the commoners, so I'll go.

No: 8
From: Mayl
Subject: OK let's camp
Message: I just finished my homework! So sure I'll go camping tomorrow!

No: 9
From: Chaud
Subject: No thanks.
Message: It's been a while, Lan... But as an Official Netbattler, I have

neither the time nor the inclination to go camping. Go by yourself.

No: 10

From: Dex

Subject: Yer late!

Message: Lan, you're late! Now, listen and listen good, runt! I order you to be at the bus stop in 5 minutes or we're movin' out!

No: 11

From: Chaud

Subject: Find 4 bombs!

Message: (No text)

No: 12

From: Chaud

Subject: Bomb program

Message: Look for a round monitor inside the detonator. The detonation program should be controlled there. The rest is up to your Navi.

No: 13

From: Unknown

Subject: Chip trader!

Message: Has everyone played w/my Chip Trader at the Center? Huh? For those unfamiliar, allow me to explain how it works. Put 3 chips you don't need in it, and you get 1 chip back. It's like a lottery! The chips that come out are random! Also, just because you put in good chips doesn't mean a good one will come out... It's all luck of the draw! Huh! By the way, the one at the Center's a normal one. I plan on making special and retro ones too, so look out! ...I forgot an important point! Huh! Each time you use a Trader, you save to your PET! Be careful not to erase important saved data! HUH!

No: 14

From: Dad

Subject: Come to lab

Message: Something awful's come up so I won't be home for awhile. I miss you lots, son. I made it so you can use the Center's elevator, so come visit sometime, OK?

No: 15

From: Unknown

Subject: Alright,Retro!

Message: I set up a RetroChip Trader! Huh! You use it basically the same way, but now you insert "MEGAMAN BATTLE NETWORK(1)" chips. People with those chips should be pleasantly surprised... Huh! And each person can only use it once! It's located in a noticeable spot... But you have to find it yourselves! Huh!

No: 16

From: ONB HQ

Subject: Global conf.

Message: As we all know from the attacks on Yumland & Electopia, the netmafia group "Gospel" is growing larger and larger. But, we have recently obtained important info about Gospel. We want to share this info with NetBattlers and make preparations, so please make efforts to attend our Official NetBattler Meeting, to be held at the World NetBattler HQ in Netopia.

No: 17

From: Dad

Subject: Passport

Message: I heard from Mom! You're going to Netopia? Way to go, son! You can get a passport from the Center. All the data they need's in your PET, so

just bring that. While you're there, come stop by my lab!

No: 18

From: Famous

Subject: Challenge me!

Message: Yo! Fame's the name and NetBattling's my game! Judging by recent events, Electopia's NetBattlers need to buff up! SO! I'm holding my own NetBattler PowerUp Fair. I'm extending an open challenge to all NetBattlers! If you beat me in a decent fight, I'll give you my special Chipfolder! I'll be waiting in Marine Harbor's Center!!

No: 19

From: Famous

Subject: Folder usage!

Message: I'll show you how to use the folder on the ChipFolder scrn. The folder name with the E-mark is the "E"quipped folder! To equip a different folder, move the cursor to it and click A Button! Then you can use it from the next battle! But it isn't good to split your Attacks between 2 folders. You should always have 1 main folder and 1 for special times. I have 1 for viruses, and 1 for correspondence play!

No: 20

From: Yai

Subject: Present plz.

Message: I decided I want a souvenir. Please buy me one.

No: 21

From: ONB HQ

Subject: Secret Conf.

Message: This is notice regarding the location of the Official NetBattler Meeting. The location is secret to prevent a leak to Gospel. NetBattlers, search for the location yourselves. Nearly Every Turn Conceals A Secret That Looks Essential.

No: 22

From: Mayl

Subject: Roll is lost!

Message: I was on the Net when an earthquake happened. I couldn't get Roll back off the Net! What should I do!? I lost all contact... I think she's in Yumland somewhere... If something ever happened to her, I...

No: 23

From: NAL

Subject: Your freepass

Message: Thank you for helping resolve the recent hijacking incident. Please accept this free NAL pass on our behalf. We will take measures to prevent future incidents. The plane is now being repaired at Den Airport. During this time, it is on display for visitors. We hope you will grace us with your presence. We thank you for choosing NAL.

No: 24

From: Mayl

Subject: This help?

Message: Lan! MegaMan! Thanks so much for looking for Roll!!! Promise you'll be careful! I've got a bad feeling... I'm not sure it'll help but take this for good luck.

No: 25

From: MailNews

Subject: More damage

Message: Natural disasters around the world are on the rise. Intermittent quakes are occurring in Electopia, and an evacuation advisory has been issued. The disasters may worsen.

No: 26

From: Chaud

Subject: Report

Message: Chaud here. Midterm investigation report. There appears to be a Gospel Navi in Undernet 3. However, due to mysterious ice, I couldn't reach him. In searching for another route to the Undernet, I discovered an entrance from KotoSquare. However, a special key is required to access that route. That's all I have to report at this stage. I will continue the investigation.

No: 27

From: MailNews

Subject: Major quake

Message: According to a new report from the Den Earthquake Center, a quake of unprecedented size is likely to occur shortly. Please proceed to an evacuation center immediately.

No: 28

From: Dad

Subject: It's OK now

Message: The Environment System has thawed and returned to normal. Now the disasters should be suppressed. Lan, MegaMan, you did well!

No: 29

From: Center

Subject: City NetBatt.

Message: As we believe that Gospel is continuing its operations... We request you to re-investigate Kotobuki Square!

In addition to the above, you will receive an e-mail every new Style change you obtain (ie. Custom, Guts, Shield and Team).

vi. Board Posts = (BOARD) =

=====

A reference for every single post on the boards. There are two places to get information from; The Board Room (Square) and the UnderBoard (UnderSquare).

The format is -

Poster:

Topic:

Message:

Board Room

Chat Board:

Poster: Egghead

Off topic!

This is the Chat Board. Feel free to share any kind of info you like on this board.

Poster: Suzie

Yo!

The Square is so fun! I'm gonna hang out there everyday now. See you guys there!

Poster: Chuck

My ZLicense!

Hellow there! Did everyone get their ZLicense!? I can't find the HeroData anywhere, and wandered around for an hour. I'm so frustrated! So what's your default chips? I use "Recov10".

Poster: Ms.Tater

CyberSquare?

The Square is fun, with all the shops and bulletin boards. These kinds of "cybersquares" are a big city thing. The server for the Square is in Marine Harbor, in a place called the Center. Kotobuki, which is the next town over, has one too I think.

Poster: Mary

Kotobuki too

They're making a square in Kotobuki too! It's still under construction at the moment... There'll be a road from the Square Entrance to KotoSquare!

Poster: Kiddo

I'm gonna...

There's this girl I like. I want to ask her on a date. Can you guys give me some good ideas for date spots?

Poster: Ms.Tater

Best for date

Marine Harbor! There's an upscale cafe by the station. You can show her the Center... The salty breeze feels great- you can confess at the sea! She'll definitely be moved by that! Good luck!

Poster: Kiddo

I got it!

Marine Harbor, eh. OK! I'll work up my courage and confess! Thanks for the info!

Poster: Sarah

Marine Harbor

Good luck on your confession! By the way, they also do a lot of TV reporting in Marine H. Ribitta, the popular announcer does a "NetBattle Corner" show there a lot. Ribitta's "ToadMan" Navi is so cute!

Poster: Zack

Ms.Ribitta...

Yeah, not just cute, also very skillfully run by Ribitta!

Poster: Egghead

In that van

Ribitta's homepage is in her parked TV broadcasting van. You can jack in if you want- I'm gonna try!

Poster: Vishnu

Camp incident

There was a bomb scare at the campground recently. I saw on TV that an 11-year-old deleted the criminal Navi! Must be a great NetBattler! I'd love to challenge him once!

Poster: Marble

NetBattles...

Speaking of NetBattles, guess who is back at the Center! You guessed it!

Poster: Scummy

That person!?

Is it true!? Wow, I'll have to challenge him! Last time, I had a nasty fight vs. GateSoldier. But I just bought a PowerUP, so I'll be ready for him now! I'll just have to look out for his Gate Cannon! It does overwhelming damage.

Poster: Oozy

NetBattle, eh

Been a while since I NetBattled. Since my trip to Yumland. Their level of NetBattling and virus busting is so high. They have a unique programming technology. Their secret program is kept as a national treasure.

Poster: Candy

Yumland is...

I did a homestay in Yumland myself. It's a beautiful, green country with delicious food. And to top it off, its network is totally modern!

Poster: Servebot

What's wrong?

Hello! Today I had something to do in Marine Harbor. So I jacked into the Center to write this. The Center seems strange today. Frantic... What happened at the Center today?

Poster: Oopsy

Center people

I saw Official NetBattlers in the lobby today too. What happened there today?

Poster: Admin

From Admin

Thank you for using the Square bulletin boards. Due to circumstances at the Center today, we have raised the security level. The Square is at alert status. Please jack-out quickly, since it may be dangerous to you.

Poster: Baldy

Good luck!

Good work, everyone at the Center. Be strong today for DenCity- no, for all Electopia!

Poster: Cuz =P

A close one!

I was almost late for school today! That was close! I didn't get my wake-up mail from my pen pal in Yumland this morning and overslept!

Poster: Oozy

Yumland

I thought I just heard somebody who works at the Center say YumSquare was destroyed, but I must have heard wrong...?

Poster: Elmo

Did you hear?

Yeah there was definitely some kind of incident at the Center, but it's resolved already. Those Officials are great!

Poster: Grimace

Chip Traders

Recently there has been a "chip trader" machine set up at the Center. Has everyone tried it already? I traded 3 Recov10s for a Ratton1! I was so lucky!

Poster: Baldy

Re:Chip Trade

You got a Ratton!? You are so lucky... I went for broke and put in 3 LongSwrds and got a Cannon. What a bummer...

Poster: Scummy

Re:Chip Trade

Baldy, no!!! Chip traders don't give better chips depending on what you put in! The chips you get are all luck. You have to put in chips you don't need to enjoy it!

Poster: Hoss

ACDC Chips

That reminds me, there used to be a Chip Trader Special at an old chip shop in ACDC Town. You'd put 10 chips in it. Looks like that shop is out of business. I wanna do it again!

Poster: Zack

Battler mtng!

Yesterday there was an Official NetBattler conference in Netopia. I saw it on that nighttime news show with Ribitta. The Official NetBattler's HQ is in a secret location, I wonder where? The room on TV was absolutely gorgeous.

Poster: Alice

Bug symposium

On the day of the Official NetBattler conference in Netopia, there was also a World Bug Symposium. They say a famous scholar from Electopia participated.

Poster: Candy

Netopia is

Netopia has a long history, and even has some castles still. Even so, it's cities are global economic centers, and lots of different kinds of people live in them. It's economy is huge!

Poster: Baldy

Re:Netopia is

The castle has traps that people set a long time ago, and secret passages and things like that. Sounds fun!!! I wanna go!

Poster: Rover

My husband

My spouse took the kids on a trip to Netopia. I hope they don't drink the water and get tummyaches...

Poster: Tommy

Exchange stud

A girl from Netopia is coming to do a homestay at our house. She's studying NetNavis! I wonder what she's like. I hope she's gentle and kind...

Poster: Cuz =P

Gauss arrest!

Did you guys all see the mail news? They caught the CEO of that Gauss, Inc! What a shocker!

Poster: Vishnu

Re:Gauss arre

Yeah, and he was a Gospel NetBattler, of all things. Why would someone with all that money and respect help a criminal organization like that anyway? I'll never understand what goes on in rich folks' minds.

Poster: Kiddo

Re:Gauss arre

Having money is no guarantee of a happy life, you know. Sometimes something in childhood that influences a person later. Mr. Gauss was poor when he was growing up, so maybe he held a grudge against the world in general.

Poster: Yaz

Re:Gauss arre

When you're a kid, making lots of friends and playing a lot is the key to true happiness. I'm all grown up now, but I still think my friends are my real treasure!

Poster: Egghead

Re:Gauss arre

What an amazing organization Gospel is... What kind of boss could control a man like Mr.Gauss?

Poster: Noogie

Scary quake!

Well, it looks like the earthquake has finally ended. I was so terriiefied, it took me forever to get to sleep. I'll let you in on a little secret. Electopia's environment is protected by a special system against quakes etc. So why was there a quake? What was it? a net crime!?

Poster: Candy

Gospel...

I heard it was all Gospel's dirty work. Maybe the reason the quake ended was because they defeated those Gospel jerks.

Virus Board

Poster: Cuz =P

Virus info!

This is the Virus Board. Post info about outbreaks and deletion methods!

Poster: Comicker

Bunnies

Hello, this is my first post! Mettaur was never rare, but these day you run into virus like a rabbit-Bunny... Cute as they may be, they fire these paralyzing rings! Does anyone have a good strategy for these guys?

Poster: Oozy

Re:Bunnies

Bunnies are hard to hit because they move unpredictably. I try to delete them before they first move. It's pretty intense! Hit them when they line up to shoot the rings at you. Good luck!

Poster: Dex

Beetanks

Dex here! My homepage is infested by Beetanks! I can't dodge their LilBombs and bust them! Someone help!

Poster: IronMan

Re:Beetanks

Beetank's LilBombs really are nasty. I guess the trick is to back up? The bombs fly slowly so they are easy to dodge. Try taking one step forward when you see a bomb coming, too! Hitting them twice with a cannon before they move is best!

Poster: Ms.Tater

HardHeads

What's up with HardHeads? I can't damage them at all! I can't beat them!

Poster: Noogie

Re:HardHeads

Well, Ms.Tater... When that virus closes its mouth, it takes no damage. So time your attack so to hit when its mouth is open!

Poster: Ms.Tater

Re:HardHeads

But while I'm waiting, the other viruses attack me! What can I do!?

Poster: Oozy

Re:HardHeads

I'll let you in on a little secret about HardHeads! This is only a hint so pay attention! Some chips penetrate viruses' guards and do damage! If you want to learn more, check the Battle Board!

Poster: Ms.Tater

Re:HardHeads

I checked the Battle Board... I see now... Alright, take that blockhead virus!!! Thanks everyone!

Poster: Candy

Dominerds

I can't delete those Dominerd viruses. Who knows how to?

Poster: Skeeter

Re:Dominerds

Dominerd- you mean those viruses that look like dominoes? I hear they appear abroad, not in Electopia. So I dunno. Can someone post a strategy for these guys?

Poster: Grimace

Viruses...

Ask Kiddo, he knows a lot about foreign viruses. I think he reads this board actually. Kiddo, are you there?

Poster: Kiddo

Domnrd strats

Kiddo here! Dominerds, eh. Yeah, you see those all over in Netopia. They are usually in StoneBod form, which means that their bodies are as hard as a rock, and only take 1 point damage! So here's what you do! They open their mouths to bite, right? When they come to bite you, take one step back and... Chip attack! Fast attacks like sword, work best. Alright, good luck, all you virus busters! Later!

Poster: Vishnu

Mushies

There's a virus like a mushroom, called Musy, that can only move over grass panels, apparently. When all the grass panels are gone, they stand there shaking!

Poster: Crow

Flameys

I can't steal chips from Flamey viruses. What do they have?

Poster: Noogie

Re:Flameys

Flameys? I'd tell you what they have, but where's the fun? I won't tell you, but yeah, they are tough. I got the chip when I deleted it with 1 hit of my AquaSwrd. So yeah, [Aqua] chips seem to work the best- good luck!

Poster: Hoss

Octons

Have you heard of a virus called the Octon? I heard it has a rare chip, but I've never seen one!

Poster: Kiddo

Re:Octons

Kiddo here! Yeah, I know the Octon! I saw one once in an electrical device at the Center. I forget exactly which one it was at the moment. I seem to recall that it was a pretty nasty enemy... If you run into one, be careful. See yah!

Poster: Cuckoo

Worms?

I've heard that a virus like a bagworm has rare chips. Anyone know it!?

Poster: Santa

Re:Worms?

I saw that one a long time ago... Months ago. Maybe they've been deleted to extinction... You just don't see them around anymore.

Poster: Cuckoo

Re:Worms?

Ah, too bad. I wanted to try fighting a bagworm virus once. Thanks for telling us about them anyway!

Poster: Sarah

Auras...

Have you heard of virus that have a kind of aura? I hear they have really good chips. Anyone know?

Poster: Tiger

Re:Auras...

Aura viruses? I've never heard of them. Must be rare.

Poster: Candy

Re:Auras...

Aura... Look out, you're talking about an Undernet virus! Attacks under the number on the aura have no effect. If a good chip doesn't come up when you're fighting it, your Navi could be deleted. Stay away from the Undernet!

Poster: Sarah

Re:Auras...

An Undernet virus!? How dangerous! I had no idea what I was posting about! Don't anyone go looking for this one! I'm sorry, Admin!

Poster: Admin

Forbidden

This is the Admin. Topics regarding the Undernet threaten the safety of Net Navis and are forbidden. Thank you for cooperating.

Poster: Cuz =P

Everyone!

Let's get back on track and post more virus info!

Poster: Elmo

[Elec]element

My NetNavi is [Aqua] element, which makes it weak to [Elec] attacks. What kind of [Elec] viruses are there? All I know is the Bunny, so please tell me some more!

Poster: Zoot

Re:[Elec]elem

[Elec] element viruses, you say... I've also heard of Sparky, Twisty, and Magneaker...

Poster: Scummy

Re:[Elec]elem

Oh yeah, RedUFO's are also [Elec] element viruses! I like those guys. Does it seem weird that I like a virus? Those RedUFOs are just too... cute!

Poster: Grimace

KillPlants

Do you know the KillPlants? They shoot seeds. If you hit a seed with water, it turns into a wood spear! Be careful everyone!

Poster: Candy

Shrimpies

Yeah, I fell for that trick once, too. A water ball from Shrimpy hit one and man, the spears! Blew my mind!

Poster: Kiddo

Combo strats1

Yeah, some enemies are stronger in combinations. I always lose to Beetank and WindBox combo! With the wind blowing, the LilBombs are hard to dodge. Anyway, you'd better delete one immediately, or look out!

Poster: Kiddo

Combo strats2

Since we're talking about combos, how, about panel types! When a Sparkler appeared on a magnet panel... ouch! They're hard to get away from!

Poster: Cuckoo

What to do...

That does sound tough! The Spark series of viruses orbit things that get into their way like a satellite or so I've heard. So RockCube might be handy in your default chip.

Poster: Kevin

Ratties

Is it just me, or are the Ratties tough!? They zoom around so fast, they are very good at dodging. None of my attacks hit them!

Poster: Alice

Re:Ratties

Those guys move faster when they are low on HPs. Try to delete them in one blast with a powerful chip.

Poster: Mazeltov

MotherComp

There's a rumor that something attacked the mother computer. And they say lots of the viruses in the attack were [Wood]. An Official NetBattler jacked into the mother computer heard them talking about it, hehe.

Poster: Mr.beLLz

Re:MotherComp

Wow, I would sure love to jack into the mother computer! I wonder what kind of viruses are in there!?

Poster: Mary

Re:MotherComp

Hey, don't talk about jacking into the mother computer! There have been lots of Gospel-related incidents lately, so that doesn't sound like a joke! Watch it!

Poster: Mr.beLLz

Database

Ah, you're right. Sorry. I was thinking about collecting chips... By the way, my database is still stuck at only 35/250. Where are all the viruses I haven't seen yet?

Poster: Crow

Re:Database

My database is at 68/250. It'll take a while but I'll complete it & be the Professor!

Poster: Baldy

Ice...

Why is the Net all covered in ice? Are all the regular posters on this board ok? By the way I can see faint outlines of viruses in the ice. Maybe there are viruses in there lying in wait?

Poster: Scummy

Re:Ice...

Someone posted on the Battle Board that they broke open a white ice! And yes, there was a virus inside.

Poster: Putzy

Re:Ice...

I read the post on the Battle Board. It was a pretty strong virus, too. Even if they are in ice, they're scary...

Poster: IronMan

From Kotobuki

Recently lots of viruses come out of Koto Area- why...?

Poster: Kevin

Re:From Kotob

That reminds me, I can't reach my friend in Kotobuki. I wonder if that has something to do with the viruses. Uh-oh.

Poster: Santa

Uber virus!

Hey everybody! So which virus is the strongest anyway? Lemme know which virus everybody thinks is the strongest!

Poster: Vishnu

Re:Uber virus

A "Strongest Virus" poll- sounds fun! I think it's the Domineered-nothing is worse than its bite!

Poster: Cuckoo

Re:Uber virus

The strongest virus is Shadow, no doubt! That sneaking shadow is creepy, and only swords beat it!?

Poster: Cuz =P

Re:Uber virus

It's Spikey3! I mean look at the hideous virus face! What do you think Kiddo? You know so many viruses! Tell us which virus is the strongest Kiddo!

Poster: Kiddo

Re:Uber virus

Kiddo here! There strongest virus, eh... As far as I know, and I've never seen it myself, that would be the LifeVirus, which has its perfect aura...

Poster: Comicker

Life viruses

Was the LifeVirus the virus in the WWW incident? Wow, the Center sure is tough to delete that virus!

Poster: Oozy

Re:Life virus

Actually it wasn't a Center guy who deleted the LifeVirus. It was an ordinary kid, living in DenCity. Amazing!

Poster: Candy

Re:Life virus

Yeah, the LifeVirus is definitely the strongest virus. I've never seen one but... this is the winner of the poll?

Poster: NO NAME

Life viruses?

The LifeVirus was deleted. But that doesn't mean it's extinct. Once of these days it will return to terrorize the Net.

Poster: Hoss

Mischief?

Hey... This post under mine, is it a prank...? Even if it is, it's too creepy for a joke, so cut it out!

Poster: Chuck

Please delete

Yeah, no kidding. I just mailed the Admin and asked him to delete that post. It'll probably be deleted right away.

Poster: Crow

Maybe...

Maybe this is a prediction that the WWW will come back? Hmm, well, I *think* it's a prank, anyway. ...But it still freaked me out. Hey it's not deleted?

Poster: Admin

Notice

From the Admin: To everyone who uses the Center's boards. Regarding the post you asked that I delete... For some reason my delete command is rejected. We don't know why yet. I apologize for any inconvenience.

Poster: Yaz

Re:Notice

Doesn't the Center run this board!? Can't delete it...? It's protected by fancy programming? That is unsettling news. Let's drop this subject. ...Oops! A virus just infiltrated my system. I have a little virus busting to do! See yah!

Poster: Kiddo

Virus busting

Kiddo here. Virus busting has to take priority. Make sure that you are always ready to bust viruses. Anywhere, anytime! And that includes me! Good luck, all!

Street Board:

Poster: Vishnu

Hey dudes

This is the Street Board! Post whatever handy info you know on this board!

Poster: Tiger

This board...

The Center, which manages the Square, is in Marine Harb. That's also the fanciest spot in DenCity! Residential areas near Marine Harb. would be ACDC Town, and Kotobuki... Where is everyone jacking in from?

Poster: Roll

Hello!

Hi, my nae is Roll. Nice to meet everyone! My operator is a girl living in ACDC town. Her name is a secret but I'll say this-it's really cute! I'm hanging out with a friend in the Center today. Cya!

Poster: GutsMan

Guttsssss...

The name is GutsMan! I'm Master Dex's Navi-he lives in ACDC Town too. How are y'all doin'? Master Dex, how does this look!?

Poster: Admin

The Net (#1)

I can see ther eare many youngsters here so let me teach you the best way to walk around the Net. You have seen cubes that block off certain roads, right? Roads like that lead to people's home pages. Those cubes keep strangers from barging in. So if you get to be friends with that person and they tell you their code, you will be able to open their cube.

Poster: Admin

The Net (#2)

By the way, have you ever been to Den Area 3? The cubes there are a little special, the country runs them. Those roads go to the Nets of foreign countries, so the cubes prevent people from coming and going at will. Many of the viruses in other countires are stronger than domestic viruses, so to go through, you need a ALicense. You youngsters ain't ready for that yet, of course!

Poster: Marble

ACDC Town!

Hello there! I live in Kotobuki, but the other day I went to ACDC Town for the first time. I like the huge houses, just walking around is fun. Bust I couldn't believe the doghouse you can jack into! It's actually a security system!

Poster: Alice

Kotobuki rlz!

I live in ACDC Town! The other day I went to Kotobuki and saw huge apartments! It looks so much more urban than ACDC Town! I went shopping in Kotobuki Mart on the way home. Was fun!!!

Poster: Maple

Chip shops

The chip shop in ACDC Town shut down, didn't it. When i went the other day there was a notice on it! I wanted to try the chip trader they had there. Oh well...

Poster: Scummy

Chip traders?

What do you mean, "chip trader?" Fill us in!

Poster: Oozy

Re:Chip trade

I was gonna try it out for the first time myself, so... Anyway, you trade a number of chips you don't need for a different chip! The chip you get is all luck, so it's pretty exciting. I'd be so happy to get a rare chip, I could... Ahhh! I wanted to try it out!!!

Poster: Yaz

Wow!

Chip trader eh... That sounds totally fun! So are there no plans to set it up again somewhere? If I find it somewhere, I'll let you know-and vice versa!

Poster: Zack

Camping

I went camping with my dad in Okuden Valley yesterday! And get this- there was a bomb scare!!! It was fun! It's so nice to get back to nature! I wanna go again!

Poster: Baldy

Re:Camping

Okuden Valley! I went ther etoo, last summer. I wanted to do a BBQ so I used the stove there but the fire was so strong it burnt the meat! So I jacked in & fixed it

Poster: Roll

Re:Camping

We went to Okuden Valley too! It was during the bomb scare, so it was the same day. There were bees too, and even an attack by a robot bear! It's almost as if that's the whole point of camping... Hehe! By the way, a good friend of mine chased both away! It's sure nice to have a guy you can count on at camp!

Poster: Yaz

Traders again

Hi there! Since you're here reading this, you probably know, but... I found a chip trader in the Center lobby! It's as fun as the rumors say! I'm already hooked! And the results... Muwahahaa... I got a rare chip! :) There you have it!

Poster: Crow

Re:Traders ag

Thank you for sharing your chip trader infor with us. Anyway, congrats! Yeah, Recov10s are overstocked lately. Tomorrow I'm going down to the Center to try all my chips! Oh I'd better be sure not to use my favorite ZapRingl!!!

Poster: Mr.beLLz

Mystery data

I have a question about the mystery data in the Net. I was wondering-why are some blue and some green?

Poster: Admin

Re:Mystery da

I'll tell yah. Blue mystery data disappears- you can only take it once. And you can take green data, um... how many times? Actually it comes back each time you jack out! And-get this-you never know what's gonna be in there! Like a box of chocolates! Sometimes, though, the green ones will have viruses. So you'd better be careful!

Poster: Mr.beLLz

Re:Mystery da

I see...! Got it! Viruses too! (gulp!) What if I buy the Untrap subchip?

Alright, I'm gonna go get one!

Poster: MegaMan

Info wanted!

I'm looking for a Chng.bat. Info please! -MegaMan.EXE

Poster: Grimace

To MegaMan

To MegaMan: This is your first post, right? Introduce yourself first. That's just proper netiquette!

Poster: IronMan

To MegaMan

Hi there. I don't really know much about programs. But I know someone who does. It's a girl. She hangs out with a tough boy in ACDC Park a lot.

Poster: Alice

Camp entrance

There was something odd at the entrance to the campgrounds. What was that thing?

Poster: Mickey

Traveling!

Tomorrow I'm going to Netopia with my mom! I'm so happy! Do you know any good tourist spots or anything like that?

Poster: Zoot

Re:Traveling!

When you think of Netopia, you think of fancy cities... But it's an old country. Don't miss Netopia Castle!

Poster: Mickey

Re:Traveling

Netopia Castle... How medieval and romantic...! I'll put it in my schedule for the first day!

Poster: Mr.Ted

Netopia

I'm also going to Netopia tomorrow. Well, it's just a business trip. So today I'm applying for a passport at the Center! Nowadays the passports are converted to data. So no more long lines to wait in! So convenient!

Poster: Mickey

That was fun!

I just got back from Netopia. I went to Netopia Castle like you said. I even went shopping in Netopia Town! It was great! When I grow up I'm gonna save up to go with a friend!

Poster: Mickey

Very fun!!!

Oh yeah, I saw something interesting in Netopia Town-it was a chip trader special! Put 10 chips in for 1 new chip! So sometimes you will get a rare chip for your junk chips! So if you go to Netopia- try it!

Poster: Zoot

Traders...

No kidding!? I thought they were made in Electopia... I Wonder who set one in Netopia. Hope they visit Electopia.

Poster: Mr.Ted

Well, I'm back

Well, I finished my work in Netopia and just got back. Translation systems sure are convenient. When I was young there were no PETs. We had to check our dictionary just to ask directions! It was so hard, communicating with frantic gestures!

Poster: Mr.Ted

Still back

One more thing. Someone had their passport stolen at the hotel I was staying at. They took the data right out of a PET in someone's room!

Poster: Marble

It's like...

There's something odd about Kotobuki these days. You can hear these weird sounds out of nowhere... I'm having trouble sleeping these days, with all the quakes.

Poster: Scummy

Ice?

There's all this weird ice forming in the Net. What is that stuff?

Poster: Tiger

Re:Ice?

Yeah, they're talking about it on other boards too. For info on the ice, the Virus and Battle boards are more useful. I suggest you check there.

Poster: Maple

Den Area

The Net's Den Area has 4 unlit warp holes in one place. What is that?

Poster: Vishnu

Re:Den Area

I've heard that they connect to some other cybersquare. You need GateKey items to use those, but where are they?

Poster: Tiger

These days...

Can you believe what's going on in the world today!? Makes chatting so much more interesting, don't you think!

Poster: Alice

A rumor...

Ice appears in the Net, and natural disasters occur... It doesn't seem like the two are related but... there's a rumor that they are actually related. But there's no way for us normal people to figure out how.

Poster: Crow

Who is Doc?

Rumor... that reminds me... A friend told me about the Undernet. Do you know it? Well, there's an UnderSquare where nasty types gather. And-get this- they even have a Board Room there too. They say that if you post a keyword there a Navi called the Doc will appear in UnderSquare. He makes cures for any kind of virus. There's a great informant in UnderSquare that they say knows the keyword, but... Well, I'm sure no one is gonna check for themselves, so it could be a lie, or some kind of urban legend...

Poster: Vishnu

Re:Who is Doc

"The Doc..." Sound's spooky. I'd like to see him... But to call him, I'd need that keyword... and I'd still need to go to the Undernet... Urban legends are

fun 'cuz you can't verify them...

Poster: Zoot

Those traders

I couldn't wait any longer so I went to Netopia... ..just to try out the chip trader special! And then you know what I found out!? They have them all over Electopia now too! Arrrggghh!!!

Poster: Yaz

Re:Those trad

I tired a chip trader special in Electopia, but... I think the chips you can get are a little different from the Netopia ones-you'll have to try both chip trader specials out yourself to see the different patterns.

Poster: Crow

Trading chips

Sometimes you'll run into someone in the street who wants to trade BattleChips. A boy in a plane asked for a doozy... Yeah, he asked for one that there's NO WAY I'm gonna have...

Poster: Baldy

To Quizmaster

Yeah, I've been asked for BattleChips. And one boy at Den Airport even asked me a quiz! What if you know every answer?

Poster: Marble

More Kotobuki

Everyone may know this already, but... ..there's big trouble in Kotobuki at the moment. It looks like everyone has taken cover. A kid in my class is still in Kotobuki, apparently. I'm so worried...

Battle Board:

Poster: Cuckoo

Trade info!

Yo! Let's use this board to share info on virus busting! Tell us everything, from secret techniques to new chips! First, here's some battle info! If you upgrade your Charge wit ha PowerUp, you can shoot a Charge Shot by holding the B Button down and releasing!

Poster: Vanessa

Virus info!

I ran into a virus called "Bunny" in Den Area 3. It shot this um, light ring at me, really fast! When the ring hit me I couldn't move for a short time. I was able to get away after that 'cuz it was just that Bunny, but if there were other viruses there...(gulp!)

Poster: NaviNavi

Mettaur strat

Here's some good news for those of you who can't beat Mettaur. To knock Mettaur around, use the following chip! PanlOut1 The annoying shock will shut out his attacks! Give it a try.

Poster: Noogie

On the Net...

Recently I was hanging out on the Net... I saw a Navi I've never seen before... I wonder what that was...

Poster: Baldy

I saw it too!

I saw it too! It looked STRONG! Wouldn't it be terrifying if it suddenly attacked!?

Poster: Cuckoo

Techniques

I'll tell you my technique. You can paralyze your enemy with a ZapRing, right? Use that time to hit it with a hard-to-land attack. I've had a lot of success with a ZapRing, then a Quake!

Poster: Akira

"Atk+10"

I was thinking, the Atk+10 might work best if you put it on something with a wide attack range, like a V-Gun, instead of something like a Cannon.

Poster: Chuck

Busting level

I heard your Busting Level goes up if you kill multiple viruses with one attack, or if you take no damage.

Poster: Baldy

DashAtk?Huh?

Hey guys. Are you using DashAtk? That chip takes a long time to activate...

Poster: Nooge

Re:DashAtk?Hu

I use DashAtk cuz it packs quite a punch. But yeah, it is slow. It's easy to get hit before it works. That's why I use it in combination with Invis!

Poster: Akira

Busting level

No matter what I do, I can't get my Busting level over 6!!!

Poster: Famous

Re:Busting le

How's everyone doing!? NetBattler Famous here! So you wanna raise your Busting Level? Multiple deletes!!! 3 is better than 2, which is better than 1 for your level! That doesn't mean you have to finish them off together. Anyway, look for opportunities! Good luck! Cya!

Poster: Hoss

Mr.Famous!?

No way! Mr.Famous!? From the Center!? For real!? I can't believe it! I challenged your Navi, GateMan once! He demolished me... Please battle with me again sometime!

Poster: Skeeter

Re:Mr.Famous!

Mr.Famous!!! Wow! I'm a huge fan of yours! I can't believe this! Next time I'm in DenCity, I'll be sure to visit the Center. NetBattle with me, please!

Poster: Yaz

My deck

I used to use only attack chips for my default chip. Nowadays, I try a different strategy & use Repair only. Kinda sneaky, eh? It may seem like a weak strat, but it comes in handy!

Poster: Pow!

Re:My deck

Repair is sneaky! I use AreaGrab. I only use swords. Different strokes...

Poster: Dex

Re:My deck

The name's Dex. Wasssup! My default chip is the same as always, GutPunch! But to tell the truth, I just can't get a RegUP1...

Poster: Santa

Breaking thru

Let's talk about different kinds of battlechip attacks. Some of them are good for getting past guards. I use the Hammer. This can even delete nasty ones quick!

Poster: Hoss

Re:Breaking t

I tried it too! I t brought the guard down! I looked for others and found Wrecker, which works too. Guard-breaking works best against hard, heavy attacks. Maybe there are others...?

Poster: Skeeter

Re:Breaking t

I didn't know there was a chip like that! I wonder if I can find a CannBall!?

Poster: Mickey

Sword rumor

It's just a rumor... Sword, WideSwrd, and LongSwrd are a series of chips. I've heard that if you select them in order... Something happens. I wonder what happens? I wanted to try it but unfortunately I don't have them all.

Poster: Skeeter

Is it true?

That is completely fascinating... I'll have to try that!

Poster: Santa

Insert what?

What is everybody using for their default chip? I'm a cannon fan! Hope I get Z-Cannon!

Poster: Noogie

Umm...

Program advances, huh. That's what I'm after, but it's hard. What's the main thing to do? default chip & ADD?

Poster: Pow!

Virus info!

A friend told me this... There are viruses that you can't beat with just a buster. Chips that fire through, like Shotgun and Shockwave, work!

Poster: Baldy

RockCube

Yesterday was my birthday. My girlfriend game me a chip as a present. I was so happy, and couldn't wait to get the box open... I was a RockCube. I was pretty disappointed, since it seemed useless. But my girlfriend gave it to me, so I put it in my folder. Is this chip useful for anything?

Poster: Noogie

Re:RockCube

RockCube is more useful than you might think... Against the right virus... heheheee!

Poster: Mickey

Re:RockCube

Which virus is RockCube useful against? I wanna know too! Don't tease us, Noogie!!!

Poster: Noogie

A huge hint

Noogie here. OK, a big hint! It's F***y! Ah that's too big a hint!!!

Poster: Baldy

I got it!

Ah, that one... I got it! I'll try it next time! And I'll tell my girlfriend! Thank you!

Poster: Famous

Try this too

Hello! NetBattler Famous here! RockCube is actually also useful when used with punches! Try it with a punch attack chip! Hahahahahahaaa!

Poster: Cuckoo

Re:Try this t

Wow, Mr.Famous! He knows everything! I'll figure out a new chip by myself too, you'll see!

Poster: Servebot

Asterisk!

Listen up everyone! I got a Invis1*! The * code rocks! Hehehe...

Poster: Kenny

Heard this?

Heyahs. Lemme tell you about the Atk+10. It adds 10 to the attack of the chip you just selected. You won't notice much of an effect unless you pick this chip after the one you want to add attacking power to. Also note that it doesn't work with recovery chips! So now you know!

Poster: Hoss

Could it be?

I saw a blue Navi busting viruses the other day. His technique was amazing! Hehe, maybe it's the same Navi that beat the WWW! Nah...

Poster: Yaz

Surely u jest

Is it true? If so, I want to see it too! Whereabouts did you see it?

Poster: Hoss

Re:Surely u j

I've seen it all over the place. You will too, with luck.

Poster: Dex

What else...

Hey, it's Dex! I got a NetBattling question for yahs. It's frustrating, but I have this really tough friend... I've got more power than anyone, but... What is my GutsMan lacking, do you think?

Poster: Famous

Re:What else.

Yo! Famous here! To Mr.Dex: Even power has its limitations! Support chips play a crucial role behind the scenes. Use easy-to-find one like AreaGrab and recovery items!

Poster: Pow!

Awesome chip!

My penpal gave me a "great" chip the other day. It's BrnzFist... Does anyone know if this chip really is that good?

Poster: Kenny

Re:Awesome ch

That chip was used by a legendary fighter, supposedly. The BrnzFist, right? I've heard there's a secret technique... Why don't you try different things with it?

Poster: Pow!

Re: Awesome ch

Secret technique...? I'll have to see if I can figure it out!

Poster: Skeeter

Grass panels

Did you guys know this? When you land a [Fire]attack on a grass square, damage is doubled-and if enemy is [Wood], it's quadrupled! Amazing!

Poster: Yaz

Re:Grass pane

Really!? My Navi is [Wood]! It's HPs recover while on grass... Looks like a double-edged-sword...I'll have to be careful.

Poster: Servebot

Lava panels

That's the connection between [Wood] Navis and grass! By the way, my Navi is [Fire] and takes no damage on lava. I guess [Fire] Navis and [Wood] Navis are special that way.

Poster: Kenny

Re:Lava panel

[Fire] Navis are OK on top of lava!? Hmm, well, I got a LavaLine chip the other day... It changes you line to lava. When I use it, I take damage! I was wondering what the deal was with this chip...

Poster: ShyBoy

CustomSwords

I bought a CustSwrd from a big-headed green sales Navi... ..but I lost the manual. What's this chip for?

Poster: Noogie

Re:CustomSwor

CustSwrd, right. It's a sword with an Atk linked to CusGauge. It's really weak at the start, but as the Cust Gauge goes up, it's Attack power goes way up! But there's more! The effect wears out when the gauge is full. So gry to use it just before the gauge is full!

Poster: ShyBoy

Cool!

CustSwrd has that kind of property!? I wanna try that! Thanks!

Poster: Marble

Weird ice

Wow! The Net is covered with ice!!! My Navi is pretty strong, so I can break white ice, but super-powerful viruses come out of it! And to top it off, the ground is icy, & hard to fight on. Well, I was able to finally delete them, but without a strat, these guys'll eat you up! Peace out.

Poster: NaviNavi

Re:Weird ice

Ice panels... Slippery and tricky to fight on... But you know, electricity conducts well on ice, so [Elec] weapons work well here! You could even use the ice to your advantage!

Poster: Marble

On the ice

So [Elec] damage is increased on the ice? That's great to know! ...But my Navi is [Aqua]. If he were hit by [Elec], he'd take a lot of damage... I'd better be careful.

Poster: Kenny

[Fire]element

By the way, if you hit a lava panel with water, the lava will disappear, but damage is normal. Try on [Fire] Navis.

Poster: Hoss

P.A. info

I found an advance! It's called the "Curse!" To use it...hehe, that's my secret! Note the name!

Poster: Cuz =P

Re:P.A. info

If you link the same series of chips with the same codes, things will happen, like advance. So the Curse advance... I get it now!

Poster: Yaz

Re:P.A. info

So I link the chips CrsShld1, 2, & 3 in order? Right?

Poster: Hoss

Get it?

That's right! But don't post that! I want everyone to figure it out for themselves!

Poster: Yaz

P.A. Info 2

Oops, sorry. Alright, lemme try giving you one! It's an advance I just found. It's called the "HvyStamp!" Sounds like a pretty heavy attack, don't you think! Is this a good enough hing?

Poster: Mr.beLLz

Re:P.A. Info 2

A heavy attack...? ...Oh yeah! That one that goes BOOM, right? OK, I'll try it!

Poster: Elmo

FighterSwords

My friend showed me his folder and he had a funky chip. It was called the FtrSword, or something like that. He wouldn't tell me where he got it... Anyone know?

Poster: Famous

Mystery chip

Everyone doing their best? It's the NetBattler Famous! Mysterious chip... Hmm, what could it be!? I want to tell you, but it would be better to guess! The world of BattleChips is one you must study! Famous is always looking forward to your challenge! See you at the Center!

UnderSquare

Secret Info Board:

Poster: K.I.

Secret Board!

This is the Secret Board! No ordinary people allowed!

Poster: Gummy

Ice Navi?

I get no response from an ice Navi in KotoSquare recently. Do you think someone deleted it? Nah... That Navi would have been a pretty tough fight, even for me. Does anyone know what happened to it?

Poster: Kramer

Re:Ice Navi?

What, you mean that ice *\$@&#!? That guy was never up to any good! I hope he was deleted.

Poster: Informer

The Ice Navi

Yes, it looks like that Navi really was deleted after all. I saw that ice Navi's ghost in Undernet 7! But forget about the Navi- that Gospel organization in KotoSquare was totally wiped out! And get this- a single Navi did it! What a fighter!

Poster: Claude

Gospel gone!?

One little Navi did in all of Gospel!?! Heh... Only Navi I know that could do that sort of thing is the dark assassin Navi, ShadowMan! But ShadowMan disappeared on a job for Gospel, and is still missing, or so I hear. So... Who did it?

Poster: Informer

Blue Navi

You know, a blue Navi from the regular Net has been seen going in and out of Kotobuki... Didn't they say that the Navi that defeated WWW was blue?

Poster: Kramer

Re:Blue Navi

Nah, no way a Navi from the regular Net could do that! But with Gospel gone, I gotta say the Undernet's a nice place.

Poster: K.I.

Some new Navi

Gospel... That was one bad-news organization... First we saw strange Navis in Undernet 4, then they started talking about some "revival project," to restore life or whatever... I have a bad feeling about the whole mess...

Poster: No NAME

Heheheee...

Hehe, you guys scare too easily. If there is someone you want gone, give me 100000 zennys. Gospel or not, I'll delete him with a busting level of S!
Hahahahaaaa!

Poster: Cindy

Yowsa...

Watch what you say, you're gonna ruin the Undernet's rep! I bet you're a punk that likes to strut around the regular Net, spreading viruses all over! Unless you wanna wander the Net as a ghost, never post here again!

Poster: DarkWar

Info wanted!

Anyone know where Handy 1, 2, & 3 hang out? I knida need some data they got.

Poster: Gummy

Re:Info wante

Heh, I can imagine why. The Handy virus has data that causes "advances". This is good info. I'll check it out right away. I'll look for the Handies myself.

Poster: hAcKeR

Money w/ viru

This guy I know makes his own viruses. He developed a virus that eliminates all intruders. It instantly heals any damage to full health. It can't be deleted unless all HPs are taken out in 1 hit. Not only that, even if you delete it, it's pals will revive it! Insane, isn't it? He sold lots of them to some organization and made a fortune, the lucky dog!

Poster: Enforcer

NetBattlers

I checked out the Square! It was boring. Just a bunch of peaceloving geeks. Well, Famous's Navi, GateMan, did have a different aura... I did challenge him, but he blocked all my attacks with a huge gate. And I could tell he wasn't even trying hard!

Poster: Cindy

Re:NetBattler

Mr.Famous, eh... I took him on when I used to live in the regular Net. He smacked me down with a major advance... I think he combined GateMan with a chip that blows wind...

Poster: Kramer

PA for Navi?

What did you say!? There's an advance that uses a Navi!? You'd better post more details, punk!

Poster: Cindy

Re:PA for Nav

Ah, shaddup, you! Find it yerself!!!

Poster: SirBaldy

Re:PA for Nav

Hey, I wanna know more about the Navi-using advance too! Kramer, you'd better post some more solid info! How about we trade info. I'll tell you about the advance ShadowMan's operator Dark told me about a long time ago. How about that!?

Poster: Cindy

ShadowMan's?

ShadowMan's advance? That'd be great! OK, let's trade! The chip Mr.Famous combines with GateMan is the one in the virus that blows and sucks in wind, and never attacks. You know the one I'm talking about?

Poster: SirBaldy

Re:ShadowMan'

I see, he combines that and, that with GateMan eh, hehehe... OK, I'll give you ShadowMan's advance info, the combo is: ...I dunno. But don't be angry! I do have an idea. The effect of that advance is that ShadowMan hides somewhere above the roof and fires a volley of shurikens! Think of likely chip combinations and you may figure it out.

Poster: DarkWar

Ceiling?

There's a DropDown chip... A virus like a red bagworm has it. Not only is it extremely rare, it won't give up the chip unless you get a really high busting level. It's even rare in the Undernet now...

Poster: K.I.

Worms

If it's a blue bagworm you need, you can still find them in the Undernet. The other day I was waling along and one appeared outta nowhere. And there was lotsa grass growing.

Poster: Informer

Command chip

This is secret info. Some chips have power ups you can activate by quickly entering a command with A Button still down. Sometimes that increases the chip's power.

Poster: Kitty

Re:Command ch

Those chips take quick fingers on the operator's part. So I guess that weak chip I have that only looks powerful may be strong after all...

Poster: Peon

Hooded Navi

Hey, the other day I saw a hooded black Navi- who is that!? ...Toughest-looking Navi I've seen in the Undernet ever...

Poster: CrAcKeR

Re:Hooded Nav

I saw it too! It was in Undernet 4... It was like it was in some kinda warp hole...

Poster: Peon

Re:Hooded Nav

If you guys value your lives, stay away from that hooded guy. There's no human being operating that Navi... Dangerous business!

Poster: CannonB

Re:Hooded Nav

I shot that hooded Navi with a HiCannon. Then it bounced off this kind of an aura and he wasn't even scratched. That was the most powerful weapon in my folder, and he didn't even blink. I still can't believe it.

Poster: Claude

Re:Hooded Nav

I think it's time for you to rething that folder. I'm amazed you even made it back alive. Quite a feat...

Poster: Informer

SuperNavi?

Wasn't that Gospel incident about them making a SuperNavi? Maybe that has something to do wit that hooded guy?

Poster: SirBaldy

Re:SuperNavi?

Make a SuperNavi... I heard they did an experiment where they merged bugs... But they failed in that one. Pretty sad if you ask me, actually. A program born only to be used...

Poster: CannonB

Programs

Well, we are programs too, after all. Doomed to live our whole lives obeying Human commands... Not much difference between us and that Multibug Oragnism.

UnderBoard Info Board:

Poster: Shredder

Gimme an idea

This is the Undernet Info Board! You got a problem with that? Post Undernet info!

Poster: Killer

Rumor 1

Here's Undernet Rumor #1. A high-tech Navi called the Doc hides in the UnderSquare.

Poster: Deleter

Rumor 2

Here's Undernet Rumor #2. Something odd about the BugFrag collector in KotoSquare...

Poster: IronBear

Re:Rumor 2

Ahh! That dude! I always thought he was hiding something strange. BugFragS in a collection will turn into real bugs! Think he's planning some nasty surprise? But I was still happy to get my hands on AirShoes!

Poster: RareChip

Re:Rumor 2

You idiot! Trading for a AirShoes instead of a ZuesHamr!

Poster: Claude

Re:Rumor 2

I got a Recov80...

Poster: Assassin

Rumor 3

Here's Undernet Rumor #3. The Square's ProtoMan is bad news, I mean he's TOUGH!

Poster: IronBear

Re:Rumor 3

That red guy? His attacks just don't quit! He looks for an opening then zooms in and SLICE!

Poster: Deleter

Re:Rumor 3

Wow... I can't believe you fought ProtoMan and lived! Impressive!

Poster: IronBear

Re:Rumor 3

Heh, you know it! I use a Escape!

Poster: Killer

Rumor 4

Here's Undernet Rumor #4.

Deleted Navis roam the Net as ghosts & attack other Navis!

Poster: Cueball

A rumor?

You can get to the Undernet from a place in Den Area 1. There's a secret passageway. Heh, guess everyone already knew that...

Poster: MegaMan.EXE

To Doc

WWW

Poster: Claude

The Doc

I've been reading all the posts so far. Somebody called the Doc out for the first time in a long time! Looks like the guy who posted it is from the regular Net. What a brave fool he must be.

Poster: IronBear

Re:The Doc

Yeah, I saw that too. He was talking to a blue Navi from the regular Net. He's the same tricky goat as always. Now, that blue Navi... is pretty amazing, to reach the Undernet. He's so relaxed and confident, it's kinda scary actually. I get the feeling he is one tough customer...

Poster: Cueball

The blue Navi

Hey, don't forget we're programs. We don't get stronger. He just thinks he's stronger, that's all. And that will cause him to mess up processes and misjudge. That ProtoMan has superior control, so he seems stronger. A Navi with Human genetics programmed in would synchronize with its operator and feel invincible. They say that raises a Navi's fighting capabilities.

Poster: Deleter

Rumor 5

Here's Undernet Rumor #5. The Megalian virus has an aura around it, and unless you hit it with an attack more damaging than that number, the virus itself won't take any damage at all.

Poster: IronBear

Re:Rumor 5

The Megalian's aura is elemental, so if you attack with the right element, you can break through with a weak attack! The now-defunct WWW developed a so-called "LifeAura" that supposedly had no element, and so no weak-points.

Poster: Claude

Re:Rumor 5

Grr, I want my own LifeAura! Anyone got one? I'll trade you my PanlOut1 for it!

Poster: RareChip

Re:Rumor 5

The program data for the LifeAura was delete along with the LifeVirus. And why would I trade it to you anyway?

Poster: ExWWWNav

Re:Rumor 5

I've heard this underground rumor before. A Navi stole a copy of the LifeAura from the WWW lab before the LifeVirus was deleted. He snuck into the WWW lab without anyone realizing it! If that Navi stole the LifeAura too, then it's definitely the strongest Navi anywhere. Do you think this is true?

Poster: Assassin

Re:Rumor 5

Heh, so which one is strongest? That aura thief, ProtoMan, or that blue Navi everybody's talking about? LOL

Poster: Demon

Rumor 6

That blue Navi took out Gospel. Ok, just kidding. But I dreamed that that happened...

Poster: Claude

Re:Rumor 6

If you're gonna post jokes like that, at least don't make them so obvious! Are you sure that was just a dream!?

Poster: Killer

Rumor 7

That Center Navi ProtoMan is a sword specialist. If you combine sword chips that require a refined technique with that guy you'll activate THAT...

Poster: Naviman

Rumor 8

Girl Navis have the ability to heal. Combine the maximum healing of a holy light with a girl Navi and you'll activate THAT...

Poster: TheSneak

Rumor 9

Hey what's up with that Undernet 4... Something fishy...

Poster: Claude

Re:Rumor 9

Yeah there's a freaky door you need star ID or something to get through. What's up with that door?

Poster: (no name)

If you...

grave... war... space...

Poster: (no name)

read this...

then he will appear...

Poster: (no name)

you will...

then the truly powerful one will take all

Poster: (no name)

be deleted...

.....

vii. Key Items = (KETIT) =

=====

A reference for every single key item in the game.

Name: PET

Description: Lan's portable terminal with MegaMan.EXE

Name: HeroData

Description: This data is proof of a Navi's heroism

Name: HopeData

Description: This data is proof of a Navi's hopefulness

Name: Fan

Description: One of the fans in Yai's collection

Name: ExamCard

Description: ExamCard for taking the BLicense test

Name: NiceData

Description: This data is proof of a Navi's niceness

Name: Binocs

Description: Binoculars you found behind a waterfall

Name: Balloon

Description: A balloon sent from Yumland

Name: BadDataA

Description: Data containing the nasty attitude of a bad guy

Name: BadDataB

Description: Data containing the nasty attitude of a bad guy

Name: YumKey

Description: A key to the door that guards the treasure of Yumland

Name: Chng.bat

Description: Program necessary for bringing out MegaMan's full power

Name: Passport

Description: An Electopian passport, stored as data in you PET

Name: MiniPET

Description: A limited PET that can only read mail etc. and has no Navi

Name: PilotCap

Description: A cool-looking pilot's cap. Kinda big...

Name: Chopstck

Description: A pair of chopsticks that used to belong to Grandma.

Name: Whiskey

Description: A famous whiskey, very fragrant

Name: Thread

Description: A strong thread for sewing

Name: RedCure

Description: Can break red ice

Name: YeloCure

Description: Can break yellow ice

Name: BluFragA

Description: Ingredient for a cure that can break blue ice

Name: BluFragB

Description: Ingredient for a cure that can break blue ice

Name: GospelID

Description: Proof that the bearer is a member of Gospel

Name: KotoPass

Description: A pass that lets you go from Marine Harbor to Kotobuki

Name: MagSuit

Description: Wear this to withstand intense radiation

Name: ElBit042

Description: A fragment of the EM control program for room 042

Name: ElBit082

Description: A fragment of the EM control program for room 082

Name: ElBit093

Description: A fragment of the EM control program for room 093

Name: ElBit201

Description: A fragment of the EM control program for room 201

Name: ElBit232

Description: A fragment of the EM control program for room 232

Name: ElBit243

Description: A fragment of the EM control program for room 243

Name: ElBit253

Description: A fragment of the EM control program for room 253

Name: ElBit271

Description: A fragment of the EM control program for room 271

Name: ElBitEV

Description: A fragment of the EM control program for elevator

Name: ArmyData

Description: "Strive for promotion, soldier is inscribed on it

Name: ZLicense

Description: Info about the BLicense test, only for NetBattlers

Name: BLicense

Description: A license given to NetBattlers of the B rank

Name: ALicense

Description: A license given to NetBattlers of the A rank

Name: SLicense

Description: A license given to NetBattlers of the S rank

Name: SSLicense

Description: A license given to NetBattlers of the SS rank

Name: SSSLicense

Description: A license given to NetBattlers of the SSS rank

Name: FreePass

Description: A ticket for unlimited flying to Electopia & Netopia

Name: GateKeyA

Description: A key to the gate at the entrance of the Square

Name: GateKeyB

Description: A key to the gate at the entrance of Yumland Square

Name: GateKeyC

Description: A key to the gate at the entrance of Netopia Square

Name: GateKeyD

Description: A key to the gate at the entrance of Kotobuki Square

Name: BugFrag

Description: Junk data that will evolve into a bug (You have:#)

Name: MaylCode

Description: File containing the passcode to get from Mayl's PC to the Net

Name: DexCode

Description: File containing the passcode to get from Dex's PC to the Net

Name: YaiCode

Description: File containing the passcode to get from Yai's PC to the Net

Name: Ribicode

Description: File containing the passcode to get from Ribitta's PC to the Net

Name: RaulCode

Description: File containing the passcode to get from Raoul's PC to the Net

Name: MiliCode

Description: File containing the passcode to get from Millions' PC to the Net

Name: ONBACode

Description: Opens a cube run by Netopia's Official NetBattlers

Name: GospCode

Description: Opens a cube run by a mysterious organization

=====
IX. MISCELLANEOUS = (MISCL) =
=====

There are even more aspects of MegaMan Battle Network 2 that can only be covered here, because they don't really fit anywhere else.

i. Style Change = (STYLE) =
=====

MegaMan Battle Network 2 introduced the phenomenon of Style Change. But how does it work? How are Styles determined? Is there anyway of guaranteeing obtaining a Style?

Styles are primarily based on your fighting style. There are Four different types of Styles (excluding Hub, refer to HubStyle):

Shield: Uploads many recovery and barrier chips. Rarely gets hit.

Team: Uses many Navi chips.

Custom: Uploads many chips at once during the Custom Bar Standby Phase. Also ADDS often.

Guts: Uses Buster often, especially when the Custom Gauge is full. Charged

shots only from normal style count towards Guts.

I won't elaborate too much, but that's how Styles are determined. Elements that you obtain are random; however, once you have the element of a Style you will NOT obtain a Style with that same element until you delete the current Elemental Style you have.

Every 280 battles you will receive a new Style Change. Your first Style Change is *fixed* for your very first virus encounter in Mother Compl (due to the story of obtaining Chng.bat).

Styles can also be upgraded (to V2 and subsequently V3) in the following way: You must spend a quota of battles using that Style. This quota depends on your Style itself. The quotas are:

Shield - 100 battles
Guts - 120 battles
Team - 130 battles
Custom - 160 battles

These quotas will never change and will not be negated by switching to a different style for some time.

Only 2 styles can be held in MegaMan's memory at once and that is narrowed down to 1 after MegaMan obtains HubStyle, so choose carefully!

Elemental powers

Heat:

Resistant to lava stage, but is super weak to aqua-based attacks.

Charge - Flamethrower, three squares forward

V1: 50dmg V2: 75dmg V3: 100dmg

Wood:

Heals HP on grass stage, but is super weak to heat-based attacks.

Charge - Twister, two squares in front of you (one square, eight hits)

V1: 10*8dmg V2: 15*8dmg V3: 20*8dmg

Electric:

Paralysing attacks, but is super weak to wood-based attacks.

Charge - ZapRing, entire row in front of you (shoot)

V1: 10dmg V2: 20dmg V3: 30dmg

Aqua:

Super fast charge attacks, power to nullify heat attacks but is super weak to elec-based attacks.

Charge - Bubbler, entire row in front of you (shoot), explodes to hit the target square and the square just behind it

V1: 30dmg V2: 40dmg V3: 50dmg

Style powers

Shield: Begins with a barrier that can nullify one blow. Press Back + B to generate a Guard-like shield.

Team: Can hold up to 8 Navi Chips in Folder.

Custom: Begins Custom Gauge Selection Screen every turn with 7 Chips to choose from instead of 5.

Guts: Double Attack power, but rapid is reduced to 1. Cannot flinch.

* Double attack power does not apply to a charged elemental attack.

Earning a Style

A points system is employed in the game mechanics to determine what style you will obtain next.

+50 Team Points: Upload a Navi Chip

+60 Custom Points: Upload 5 chips from the Custom Selection Screen

+50 Custom Points: Upload 4 chips from the Custom Selection Screen

+30 Custom Points: Choose to ADD

+25 Custom Points: Upload 3 chips from the Custom Selection Screen

+5 Custom Points: Upload 2 chips from the Custom Selection Screen

+50 Guts Points: Shooting Charged Buster when Custom Gauge is full

+10 Guts Points: Shooting Charged Buster when Custom Gauge IS NOT full

+5 Guts Points: Shooting Buster when Custom Gauge is full

+1 Guts Points: Shooting Buster when Custom Gauge IS NOT full

+45 Shield Points: Uploading a recovery chip

+45 Shield Points: Uploading a defensive chip*

+5 Shield Points: Not getting hit in a battle

* Includes CurseShields, Guard, Invisibles, Dropdown, PopUp, StoneBody, Shadow, UnderShirt, Barrier, Shields, BubbleWrap and any Auras.

Charged attacks only count if they are non-elemental ie. in normal style.

If two or more Styles have received the same number of points, a certain priority is taken by the game:

Shield, Team, Custom, Guts

Preferred Styles

These are my personal recommendations for style changes.

HubStyle: For obvious reasons

WoodShield: Wood is a very good defensive element and this combination of Twister and Shielding is very potent for the main game.

AquaCustom/ElecCustom: Both very formidable, because Aqua has fast charging and Elec has paralysis. Take your pick.

ElecGuts/WoodGuts: Electric is ideal for a Guts style due to paralysis and Wood is also useful for pinning enemies with Twister.

Team styles suck. Admit it, it's true.

ii. Terrains = (TERRA) =

=====

A reference for different terrains in the game.

Stages

Normal: Standard panels with neutral alignment and no distinct characteristics.

Cracked: Stand on a cracked panel and move off it to find that there will be a hole where the panel was.

Broken: Holes that cannot be passed unless you have AirShoes. If holes were

not originally part of the landscape, they recover in ~8 seconds.
Empty: Holes that were originally part of the landscape. Cannot be bypassed, except with AirShoes. Cannot be Repaired.
Holy: If you are standing on one, you take 50% of usual damage.
Lava: A non-heat style character will take 50 damage if they step in lava and then the lava will disappear from that panel. Can be neutralised with aqua attacks.
Ice: You will constantly slide in the direction you want to go until you hit an edge. Doubles the power of electric attacks.
Grass: Heals wood style characters. Doubles the power of fire attacks. Can be destroyed with fire attacks.
Magnet: Repels/attracts a character to/from it.
Swamp: A character standing on swamp slowly is poisoned.

Obstacles

Rock: A rock that nullifies a few attacks and then breaks.
RockCube: A rock that nullifies a few attacks and then breaks; can be pushed forward.
IceCube: An icecube that nullifies a few attacks and then breaks; can be pushed forward.
Bomb: Explodes in ally/enemy area when fire lights it.
TimeBomb: A bomb generated by TimeBom viruses that has a 3 second timer.
TimeBomb+: A bomb generated by the TimeBom+ PA that has a 3 second timer.
Prism: Created with Prism, the chip. If hit, spreads attacks on the side it is on. Lasts 10 seconds.
BlackBlock: Use PharoMan to create this.
Anubis: Use Anubis to create this. Poisons the enemy side.
Pharaoh Statue: Created with the PoisPhar PA. Poisons the enemy side FAST.
Staff: Creates meteors to fall on the enemy side randomly. Use Meteor chips to create this.
Candle: Heals the person who used the chip. Use Candle chips to create this.
WindBox: Blows enemies backwards. Use Wind to create this.
VacuumFan: Sucks enemies forwards. Use Fan to create this.

iii. Subchips = (SUBCH) =
=====

A reference for subchip information.

Name: MiniEnrg
Info: Heals 50HP

Name: FullEnrg
Info: Heals HP completely

Name: Untrap
Info: Untraps corrupted data, disarming viruses and giving free access to items contained within.

Name: Unlocker
Info: Unlocks PMDs that are specially encrypted.

Name: SneakRun
Info: Free escape from any battle encountered (non-boss/Navi).

Name: LocEnemy
Info: Use this to target one virus, to constantly battle it.

iv. Navi Strategies = (NVSTR) =
=====

Here you are, a comprehensive guide to tackling any and every Navi in the game.

Here are a few things to remember:

- Most Navis that are optional are normally upgraded one scenario after defeating their previous version (exceptions in story mode events)
- Ghosts of V3s are never permanently deleted
- After defeating a V2, you must jack out and back in to find the V3

Mandatory Bosses/Gospel Navis

Airman

V1: 300HP Scenario 'Yai's Gas Problems'

V2: 500HP Den Area 1, dead end by heading straight from Lan's PC

V3: 700HP Randomly in Den Area 1 after defeating V2

Tornado: AirMan fires three tornadoes down each row of the battlefield. They are travelling at different speeds. Evade the faster ones by going in the path of the slower one and then move away when the slower tornado approaches.

Wild Tornado: AirMan shoots two tornadoes, one moving horizontally and the other vertically. They will home in on MegaMan's present location (at the time) and hit him. Evade it just at the last second.

Air Cannon: AirMan fires a blast of fiery wind down one row. Evade it easily by moving to a different row (if he actually is aiming at your row).

Airman's attacks are very predictable. His V1 is very slow, easy to hit and does not try much to hit you with an attack that is difficult to evade. None of his attacks are high-damaging, even in V3 form. By the time he is V3, he will be constantly using his Tornado at high speed to distract you and occasionally his Air Cannon. Wild Tornado is used very often in V3.

QuickMan

V1: 400HP Scenario 'Camping at Okuden'

V2: 600HP Koto Area, in the dead end next to the mysterious SecurityCube

V3: 800HP Randomly in Koto Area after defeating V2

Boomerang: QuickMan sends a boomerang down a single row. Dodge quickly.

Wild Boomerang: QuickMan sends a boomerang that twirls across several rows. Dodge by anticipating the direction he will aim in.

Many people consider QuickMan difficult, but they simply do not know what they are doing. You'll notice if you try to hit QuickMan, he will parry your blows when he is standing there. QuickMan is only vulnerable right before or right after he uses an attack (for a split second) or when he is moving. Obviously, it is easier to hit him when he is moving. An easy way to defeat him is trap him in a single row (AreaGrab twice) and you can easily score hits on him with swords, Twisters and what-not. Due to his unusual trait of moving in almost every row before attacking, you can also send a Wave attack down all rows while he is moving and there is a good chance it will hit him. His V3 form characteristically features a rapid flurry of Wild Boomerangs, which are difficult to evade.

CutMan

V1: 600HP Scenario 'Yumland'

V2: 800HP On a small area just underneath the warp point to YumSquare in Yumland 2

V3: 1000HP Randomly in Yumland 2 after defeating V2

Scissor Cut: CutMan uses those blades on his head to move to the front row and cut MegaMan. Dodge it easily. Or better yet, stay away from the front row.

Floating Scissors: A razor blade hovers around the stone in MegaMan's area, as a distraction. Dodge it.

Throwing Scissors: CutMan throws a razor blade along one row to try to hit MegaMan. Dodge it.

CutMan is a dead easy boss. Use the rocks to cover your tracks whenever possible and keep tabs on the Floating Scissors, making sure you are NEVER in a position of being trapped. His Scissor Cut is somewhat powerful, but very predictable. If you want, lure him into using it (by staying in the front row) and slice him up. Trapping him in one row saves you the chore of dodging his Floating Scissors and enables his attacks to be easily read.

ShadowMan

V1: 800HP Scenario 'Invasion of Electopia'

V2: 1200HP Undernet 5, on the central colour-changing platform in the western corner, accessible from Undernet 6 only

V3: 1600HP Randomly in Undernet 5 after defeating V2

Shadow: ShadowMan splits up into three ShadowMans (men?) but only one is real. Hit the real one, who has a HP gauge under him. If you hit the wrong one, ShadowMan uses his Shuriken Strike. If you hit the right one, the others disappear.

Fire Blast: ShadowMan (and his Shadows) send a blast of fire down every row. Dodge if possible.

Shuriken Strike: ShadowMan launches a series of shurikens at MegaMan. Dodge quickly and keep dodging!

Ghost Ninja: ShadowMan summons two ghost illusions that block MegaMan's way, stay in his area and cut him with swords.

Muramasa: ShadowMan attacks with a blade that deals damage equal to the damage he has taken.

ShadowMan characteristically uses his Shadows and Ghost Ninjas as distractions. To start off with, he isn't terribly difficult, merely all his attacks are annoying and he is time-consuming to strike. The grass stage makes his Fire Blast a little more potent, but nothing extraordinary. In V2 and V3 forms, he uses Muramasa, which can be quite devastating. I recommend that at that stage you use Program Advances that can hit him hard and fast; Gater, LifeSwd, whatever.

KnightMan

V1: 800HP Scenario 'ONBA Meeting'

V2: 1000HP In Netopia 1, on a big area where a PMD is

V3: 1500HP Randomly in Netopia 1 after defeating V2

Royal Wrecking Ball: KnightMan sends a morning star down one row to hit MegaMan. Dodge before it deals massive damage. He may also rotate it around in a circle if you are close to him.

Stone Body: KnightMan turns to stone for a long time until he attacks. Hit him when he is attacking to deal damage. If you hit him in Stone form, any attack will do 1 damage only.

Royal Rampage: KnightMan summons rocks to shower down on MegaMan's area. Dodge by using their shadows.

Stomp: KnightMan jumps one row forward from his area. All panels crack.

KnightMan is easy because he is very slow and predictable. Lure him into becoming vulnerable by going in the middle row. Hit him when you can and take him down. In V2 and V3 forms his Stomp is more frequently used as is his Royal Wrecking Ball. His attacks are quite powerful, but he is still one of the easiest bosses of the game.

MagnetMan

V1: 1000HP Scenario 'Aerial Assault'

V2: 1400HP On the dead end in Undernet 2 by heading right on the moving path, deviating from heading to UnderSquare

V3: 1800HP Randomly in Undernet 2 after defeating V2

>Electric<

Summon Magnet: MagnetMan uses two semi-homing magnets to attack MegaMan. Sidestep and dodge around them. They take up one row and normally adopt a pincer formation.

Black Hole: MagnetMan sends a floaty ball of darkness that moves slowly; it paralyzes MegaMan temporarily. It is homing, but it can be easily dodged by sidestepping around them.

Magnet Tackle: MagnetMan creates an illusion of himself behind MagnetMan and he and the illusion charge at MegaMan from around him (both sides), sandwiching MegaMan.

MagnetMan is annoying for the sole reason that the central row is filled with magnetic panels. They attract you to the centre and can work in your favour (assisting in evading) or against you (paralysing you in a spot). He has a significant amount of HP, too. Normally he uses his Black Hole and Summon Magnet attacks in a combo. Wood Styles spell doom for him (Wood Twister combined with Area Grab). It's all about endurance. In V3 form, he becomes somewhat of a tank and can be more potent than any other Navi you have faced before. Make sure you kill him quickly.

FreezeMan

V1: 1000HP Scenario 'Worldwide Disasters'

V2: 1200HP Undernet 7 in a dead end near a GMD

V3: 1400HP Randomly in Undernet 7 after defeating V2

>Aqua<

Ice Shards: FreezeMan sends ice from above to strike panels randomly. Dodge.

Icy Wind: FreezeMan uses the wind to force MegaMan backwards and get hit by Ice Shards and/or Ice Tower.

Ice Barrier: FreezeMan protects himself with a barrier that has a certain amount of HP. Break it.

Ice Tower: FreezeMan shoots ice that travels along the panels, just like the other tower attacks. Move to one side and use the ice to immediately slide to the other side.

FreezeMan is one of the easiest bosses in the game if you know what you are doing. Use his weakness of electricity to your fullest advantage; there are many powerful electric chips. Use ElecStyle is you can and spam your ZapRings at him. Because of their paralysis effect, he will be helpless as you repetitively use it. If you are lacking in electric attacks, treat him like any other boss; use strong attacks like LifeSword, Gater and so on. Generating holes isn't such a bad idea to take care of his one decent attack; Ice Tower.

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8      8 8 8 8 8 8      8 8 8 8 8 8
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G O S P E L

2000HP

Bug Frag Assault: Random fragments of data continuously appear down certain rows, as distractions.

Gear Trap: Gears sometimes block the way in random panels.

Gospel Charge: Gospel charges and sends a shockwave breath towards you, that cracks panels and is semi-homing.

Death Signal: Gospel sucks MegaMan forward (in) in preparation for his killer; Gospel Breath. Move backwards as fast as possible.

Gospel Breath: Gospel breathes an elemental blast that is super-effective against your Style element. He does this repetitively.

Summon Gospel Navi: Occasionally, Gospel summons one of either AirMan, QuickMan or CutMan to attack with their signature attacks. This leaves it vulnerable. AirMan; tornado, QuickMan; boomerang attack (diagonal), CutMan (scissor cut)

Drill Charge: Gospel turns his head into a drill and shoots it down the middle row. Dodge as fast as possible. He does this twice in a row.

Gospel is not difficult, given you know what to do. He has a LOT of HP, and a wide arsenal of attacks at his disposal. Use your best Program Advances, whether it be LifeSword or Gater and so forth. He is only vulnerable when his mouth opens or when he changes into a Gospel Navi. Towards his death, he uses Gospel Breath in combination with Death Signal frequently. Once you're done finishing him off, congratulations on defeating the final boss (or is it?), at least storywise, in the game!

Optional Navis

GutsMan

V1: 300HP Dex

V2: 500HP Dex

V3: 800HP Dex

GutsHammer: GutsMan uses his hammer to generate a sonic wave down one row. Change row to dodge this slow attack.

GutsPunch: If you stay in the front column of your area, GutsMan attempts to punch you with his massive fist. Evade it quickly.

GutsQuake: GutsMan uses his hammer to crack all the panels down one row.

SuperGutsQuake: GutsMan uses his hammer to crack every panel in your area.

Rocket GutsPunch: GutsMan fires his GutsPunch at you.

AreaGrab: GutsMan uses this to trap you and in combination with GutsPunch quickly delete you.

GutsMan starts off by being one of the slowest, easiest and most predictable Navis in the game. Lure him into using his GutsPunch (stand in the front row) and use swords to take care of him. His V3 form however, is a different story. With the potent combo of AreaGrab and Rocket GutsPunch, as well as very high-damaging attacks, he is a very aggressive boss who will delete you fast. Wipe him out in one shot (Gater, anyone?) to save yourself the trouble of enduring torture.

ToadMan

V1: 300HP Ribitta

V2: 600HP Ribitta

V3: 900HP Ribitta

> Aqua <

Paralysing Song: ToadMan sends a semi-homing paralysing musical note towards MegaMan. Evade at the last second to avoid it.

Toad Swipe: ToadMan moves to the square in front of him and pushes him for a lot of damage. Evade quickly.

Tadpole Rush: The two lily pads send a tadpole down their respective rows to confuse MegaMan. Dodge them quickly.

ToadMan is definitely a notch above other bosses you've faced so far. His attacks are fast and he isn't easy to hit. Notice that there are two lily pads on the far rows on the enemy side that move back and forth. ToadMan appears on one and when you go to his row he immediately moves to the other row. In addition, he usually hides. Not to mention with electric damage he will be getting multiple hits by comboing a paralysing attack with a high damage attack. What you need to do is bait him towards you by first and foremost evading all his attacks and attacking the lily that is heading further away from you. ToadMan will move to the lily pad near you so that when you are ready you can hit him with swords and other high damaging attacks. The faster you finish this battle, the better. Your ShockWaves will also help; send it down one row that is empty and move to ToadMan's row and he will move into the path of the attack.

GateMan

V1: 600HP Famous

V2: 800HP Famous

V3: 1000HP Famous

Gate Cannon: GateMan shoots a high-damaging blast of gravity down a single row. Dodge by moving rows.

RemoGate: GateMan summons a gate that blocks his row and is continuously homing on MegaMan's location (effectively blocking GateMan from most attacks).

Gate Claw: The gate GateMan summons targets you and THEN charges at MegaMan, sending a claw to deal massive damage. One row only.

Marching Warriors: GateMan sends three marching mini warriors to attack you. They move as you move, so there are two ways to defend; either, hit GateMan when he is about to use this attack, so he stops using them OR quickly dodge around the warriors by tricking them into going far to one side.

GateMan isn't too tough to begin with. Most of his attacks have HUGE recovery time. It only gets difficult when he summons the RemoGate and you have to worry about two or more things at once. There are two main ways to hit GateMan; with WideSwords or with fast ranged attacks. Cannons are very ineffective against him. In order to render his RemoGate useless, AreaGrab him and stand in the same row as the gate, blocking it from hurting you. GateMan's attacks are powerful, so delete him quickly.

SnakeMan

V1: 900HP Mrs. Millions

V2: 1200HP Mrs. Millions

V3: 1500HP Mrs. Millions

> Wood <

Machine-gun Fire: SnakeMan fires some weird needles at you like a gun at rapid speed from his hand. Dodge quickly.

Snake: SnakeMan constantly summons snakes that appear in certain rows from the empty row in his area. Anticipate their movement and location and dodge as necessary. If not, destroy them accordingly.

Viper Strike: SnakeMan lunges at MegaMan and tries to bite him. Dodge it.

SnakeMan is a very unique Navi because he is the most cowardly Navi that ever existed. He hides in an impenetrable vase until you are not in the same row as him and assaults you that way. Easiest way to take him down? Indirect attacks, or fast hits from standard guns. LifeSwd is very effective.

ThunderMan

V1: 700HP Raoul

V2: 1000HP Raoul

V3: 1300HP Raoul

> Electric <

Storm Clouds: Three clouds hover on all three rows between ThunderMan and MegaMan. If MegaMan gets trapped, the one cloud that is blocked shocks him.

Bolt Fury: All three clouds fire a burst of electricity down each row. Dodge if possible.

Thunderbolt: ThunderMan sends a thunderbolt to hit MegaMan a few times. Dodge quickly, because one attack means that all of them WILL hit you (paralysis).

ThunderMan is quite simply, one of the most annoying enemies in the game. He

is lazy in the fact that his clouds do all the work for him. He just stands safely behind them, sniping with thunder while his clouds use support attacks. Find a way to bypass one of the clouds and AreaGrab to hit him with some sword techniques. Most standard shooting attacks are going to miss; waves and even bombs are useful for hitting him. Make use of Higsby's present of a TreeBomb1. Also, use his weakness to wood to your advantage.

ProtoMan

V1: 800HP Chaud

V2: 1200HP Chaud

V3: 1500HP Chaud

Wide Sword: ProtoMan appears in the panel in front of MegaMan and swipes for massive damage. Dodge.

Long Sword: ProtoMan appears in the same row as MegaMan (if he is in range) and swipes for massive damage. Dodge.

Sonic Boom: ProtoMan swipes his sword, cutting the air and generating a wave that travels towards MegaMan, covering two rows in width. Dodge.

ProtoMan is a very predictable Navi, but the problem is that he attacks repetitively, consecutively, quickly and with very powerful blows. His sword attacks cannot be taken lightly; if his blows connect you will be punished. A strategy I recommend is to use fast chips and your own swords if possible. Once he attacks once, if you have an Aqua Style, charge (Aqua increases the time of charge) for 1 second and punish him when he misses you. Very effective strategy. In his V3 form, he constantly tries to deceive you with Sonic Boom in combination with his blades, so watch carefully. You need move a LOT in order to defeat him.

HeatMan

V1: 900HP Match

V2: 1100HP Match

V3: 1300HP Match

> Heat <

Fire Tower: HeatMan fires a stream of fire that travels across rows (semi homing). Lure them to one side and immediately go to the opposite side. The flames stay ignited for a duration of a few seconds.

Fire Stamp: HeatMan retracts his arms and head, turning into a metal box. He tries to crush you like a Flappy virus. He leaves an imprint of a Magma Panel behind. Dodge like you would with any old virus.

Ignition: HeatMan makes several random panels ignite randomly for a second and he repeats this several times. They flash for a second before they ignite, so dodge.

HeatMan begins as a typical Navi that can be defeated with almost anything. His V3 form is powerful, but not exceptional. Fire Stamp will be used often to trap you and Ignition is also used frequently. Fire Tower will only be used when you are certainly trapped.

Secret Navis

PharoahMan

V1: 1200HP Guards entry to WWW Area 2

V2: 1500HP WWW Area 1, dead end north of GMD to the eastern side

V3: 1800HP Randomly in WWW Area 1 after defeating V2

Sarcophagus Beam: The two sarcophaguses protecting him will align themselves with your row and fire a green beam.

Black Box: PharoahMan summons a black box to crush you.

Pharoah Trap: PharoahMan sets a trap. Meteors will rain down in your area if you hit the switch.

Fire Rat: The two sarcophaguses protecting him shoot a Fire Rat at you.

Wind: The two sarcophaguses blow wind to make you activate the trap.

At this stage of the game, PharoahMan should cause no problems. Avoid his attacks and finish him with your best Program Advances.

NapalmMan

V1: 1400HP Guards entry to WWW Area 3

V2: 1700HP WWW Area 2, the second last moving path from the main crossroads

V3: 2000HP Randomly in WWW Area 2 after defeating V2

> Heat <

Machine Guns: Two machine guns that are homing (similar to Canodumb) emerge and fire down the rows they appear on. Dodge.

Napalm Fire: NapalmMan fires consecutive bombs that crack and burn on impact. Dodge if possible.

Napalm Bomb: NapalmMan targets the centre of your area with a giant crosshair and launches a massive bomb. Dodge by heading to the corners.

NapalmMan is very easy if you defeat him quickly. Most of his attacks are easy to avoid, it's just that he uses multiple attacks at once and it proves distracting. Gater, LifeSwd3 and whatever else you can muster. Use Invisibles for valuable defence.

PlanetMan

V1: 1600HP Final area in the deepest part of WWW Area 3

V2: 1900HP Dead end where PMD is located

V3: 2200HP Randomly in WWW Area 3 after defeating V2

> Wood <

Elemental Orbs: Two random elemental orbs surround him. They are NEVER the same element as your Style Change. The heat orb uses a Fire Tower, the aqua orb uses an Aqua Tower, the electric orb uses an electric ball. When he is on *very* low HP, he uses a wood orb to heal his HP.

Summon Rocket: PlanetMan summons a rocketship to fire at you. It repetitively fires down each row until it is destroyed.

Cosmic Rain: PlanetMan becomes black like a black hole. He sucks you towards him and meteors start flying towards you from the back-most row he possesses.

PlanetMan's orbs are mere distractions. Due to his distinct weakness to wood, you will have an easier time. Again, defence comes in handy (ie. Invisible).

Bass

SuperNavi: 1000HP Before fighting Gospel

Real : 2000HP Aura 100 regenerative

Defeat PlanetMan and try to escape from WWW Area 1

SP : 2000HP Aura 150 regenerative

Collect 247/250 Battle Chips in your Library

Bass Buster: Bass sends a ball of gunfire down one row. Dodge quickly.

When he charges -

Yellow; Bass Barrage: Bass charges up his twin guns and fires a massive number of shots along the rows. Energy balls travel across the rows. This is almost impossible to avoid.

Blue; Infinite Buster: Bass charges up his twin guns and fires shots in an "8" formation. This is also very difficult to avoid.

Red; Super Bass Barrage: Bass does the same thing as his Bass Barrage except the shots now appear in your area. This is also almost impossible to avoid.

Earthbreaker: Bass charges up his hand and appears in front of you. He strikes the panel you are on (or were on), cracking the panel and dealing massive damage.

Doesn't look good, does it? The ultimate boss of the game has a massive arsenal of attacks now. All of his attacks are high-damaging, he is very hard to damage AND most of his attacks are almost impossible to avoid. Use your best Program Advances and use plenty of Invisibles to your advantage.

v. Chip Traders = (CHPTR) =

=====

A reference for every Chip Trader in the game.

Standard

Official Center

Chip Trader Special

Netopia Town

Marine Harbor

Marine Harbor Metroline Station

Retro Chip Trader

Dad's Lab

Okuden Valley entrance

First Class section, Airplane

Den Airport Arrival Lobby

* I haven't listed all the chips that are produced by the Chip Traders, merely because it would take a long, long time to generate.

vi. Customising Folders = (CUSTM) =

=====

This section is for beginners who want to hone their skills for folder-building to become at least decent at folder-building. For a more in-depth guide, check out RPG Wizard's RFF/Combo List guide. Anyway, there are a few basics that must be known by any folder builder.

Theme: A Folder normally has a theme, a central idea. It relies on this as its strategy. This theme should be flexible, but easy to understand and use. Themes aren't all that easy to make early on in the game, but become simple during the latter stages (WWW Area and so on).

Speed: A Folder needs to be fast. It makes more sense that Chips are in multiples of 5 (maximum) to have the maximum potential for the combo/theme to work. It also makes sense if they are in the same chip code, so that they are harmonious with each other.

Versatile: A Folder needs to be versatile. If you see a major weakness, address it! A good example is that even GateMan Strikes, considered the cheapest Folder in the game is not effective against Protectos.

That's about it really. Find Chips, experiment, have fun and use the ones you find work best for you! That's all there is to folder-building.

vii. Netbattles = (NBATT) =
=====

Again, the RFF is an ideal place to go for the best information on Netbattling. I have a few basic pointers that need to be said:

Surprise: Random and unpredictable strategies work best. If your opponent doesn't see what's coming, all the better.

Don't abuse Gater: GateMan Strikes screws over Netbattles for obvious reasons. Don't be cheap, play fair.

Keep more than one folder: Have a multitude of Folders ready to be used, so that you can keep changing around, trying to deceive your opponent.

Gospel Duplication: Gospel Duping is very important to Netbattles (refer to Gospel Duping). Use it as much as you can.

=====
X. SECRETS = (SECR) =
=====

This section has a few bits and pieces of hidden things in the game.

i. Special Button Codes = (SPBCD) =
=====

There are certain chips that can do more than one attack by holding down A and rapidly entering a button combination.

VarSwrd

LongSwrd: down, down, right, right
WideSwrd: up, right, down
FtrSwrd: left, down, right
LifeSwrd: down, left, up, right, down
TriSlashWave: left, B, right, B

^ A VarSwrd is very useful for its versatility and is killer in the right hands.

Fists

BrnzFist: down, down, right, right
- A rocket punch is fired down the row
SilvFist: right, up, left, down, right (Rocket Punch each row)

- A rocket punch is fired down every row
GoldFist: B, down, down, right, right, B (3 Rocket Punch each row)
- A rocket punch is fired three times in every row

ii. Gospel Duping = (GSPDP) =
=====

Gospel Duping, or Gospel Duplication, is a glitch in the game that allows multiple copies of chips (chips ONLY) to be generated; most useful for one-of-a-kind chips.

How does it work?

You see, when you defeat Gospel the game saves your progress, but you are returned to your previous save point. Because of a glitch in programming, if you purchase a one-of-a-kind chip, for example, defeat Gospel and watch the ending, when you return to the previous save point the chip will still be available to be bought again and again.

What is it useful for?

Any powerful but rare chips, including BMDs, PMDs and purchased chips.

Upgrades cannot be Gospel Duped.

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XI. CONCLUSION = (CLOSE) =

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The beginning of the end.

i. Revision History = (HSTRY) =
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VERSION 1.00 JANUARY 12 2006

Basically everything complete.

VERSION 1.1 APRIL 3 2006

Edited two sections. I didn't bother changing the format of this guide because it's too damn big. Plus, it's good enough although not a brilliant format. I got rid of the "controversial" stuff. Oh noes! I lost KB! I frankly don't care.

FINAL VERSION APRIL 20 2006

I admit I was feeling annoyed on my last update. I've calmed down, ironed out the last few kinks, brought my KB back up to 500, and made sure that this guide is 100% complete. Next target: MegaMan Battle Network (the original). See you there when I'm done.

ii. Legal Disclaimers = (LEGAL) =
=====

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Well, I've once again altered my hosting policy. Anyone who wants to host my guides can do so after asking for permission. It's almost a guaranteed yes from now on, but an e-mail requesting permission is required.

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iii. Contact Details = (EMAIL) =
=====

E-mail: mindreader.ivan@gmail.com

E-mail is the only medium I will communicate through. No IM programs either.

If you decide to contact me, use clear, succinct English so that I understand you and what you want. Any chain mails and other inappropriate e-mails such as spam, trolling and flaming will be dealt with harshly.

I am generally a nice, reasonable person and I am not asking the impossible, so please bear with me. If you have any feedback at all such as commentary, or constructive criticism, don't hesitate to contact me immediately.

iv. Credits = (THANK) =
=====

My efforts would have been for nought on two accounts; first, if Capcom had not made this gem of a game, and second, if CJayC, Sailor Bacon and the rest of the GameFAQs crew had not given 100% tireless dedication and effort to GameFAQs, thus giving me the opportunity to write this guide. It is also of worthy note to thank all of my other hosts for giving publicity to my guides.

A special thanks to Gray Fox, his guide helped me get through MegaMan Battle Network 2 myself the first time I went through the game. I also thank Zidanet_129, LIncarnadine, Spark Phoenix, Xel23, RPG Wizard, and ELian for their specialist guides.

I highly recommend checking out the guides written by Derkin, RedWave, Gray Fox, and Dark RPG Wizard. In fact, check out the entire GameFAQs site if you haven't already.

Special thanks to WhizKid for creating the folder GateMan Strikes. Dark RPG Wizard should be commended for making the RFF (Renowned Folder FAQ).

The reader deserves full credit for even looking at this guide and I encourage any form of feedback.

One final thanks to my brother, who proofread my work and provided invaluable support.

I apologise for any inconsistencies or errors discovered in this guide and encourage any person who finds an error to notify me as soon as possible.

FINAL VERSION NOTICE

=====

As this is the very last version of this guide, I can't do much about any mistakes in the guide. I am more than happy to answer any questions, queries and comments you have. Just don't expect me to update this, because I won't.

~ ARMADS

<http://www.gamefaqs.com/features/recognition/52183.html>

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