

Mega Man Battle Network 2 FAQ

by Rwave

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MegaMan Battle Network 2 FAQ
For GameBoy Advance
By: Michael Duong a.k.a. Rwave
E-Mail: rwave@verizon.net
Version 3.5 (6/13/03)

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1. Version History

Version 1.0 (7/28/02) - First version of my FAQ. Still need lots of chip locations, item locations, and quiz answers. Submitted guide to GameFAQs and Neoseeker.

Version 1.25 (7/29/02) - Added GateKeys, PassCodes, and answers to quizzes. Also completed Chip Trading section and item locations.

Version 1.5 (7/29/02) - Added Chip Moves section and added all chips to the Chip Locations section.

Version 1.75 (7/30/02) (My birthday! :) - Added Obstacles and Terrains section and added more chips locations.

Version 2.0 (7/31/02) - Added some more chip locations and 3 more questions to the FAQ.

Version 2.25 (8/2/02) - Added more specific descriptions of navis and their attacks and HP.

Version 2.5 (8/15/02) - Added a few navi strategies to the changed "Navi List and Strategies" section. Also added a few more questions to the FAQ.

Version 2.75 (8/17/02) - Added Key Items section under Extras. Included a few more chip locations and Navi Strategies (Thanks to Darth Roy 500!)

Version 3.0 (8/31/02) - Added Message Boards section with all messages from the message boards in the game. Also added a Mail section with all mandatory e-mails from the game.

Version 3.5 (6/13/03) - Nothing new, I just submitted my FAQ to IGN's FAQ site (faqs.ign.com). I found out that it was plagiarized by someone by the name of violator88. Well, it's fixed now and that's basically all that matters. I've also changed my e-mail from rwavefx@yahoo.com to rwave@verizon.net, notice the change. Well, it's almost been a year, today was my last day of school but I think this FAQ is basically as good as it already is. There are going to be VERY few, if any, updates to this FAQ. Thanks to everyone for supporting me during those MMBN2 years (more like months =P).

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2. Introduction

MegaMan Battle Network 2 is the sequel to MegaMan Battle Network for GameBoy Advance. This game focuses on battles called "Netbattles" and the Internet world as well as the real world. People in this world carry around Net Navi(gator)s. The Net Navis are part of the owner's "PErsonal Terminal" or PET. PETs are very useful to their owners as they can send/receive e-mail, shop, interact with people, and much more. PETs are a part of the essential everyday life in the MegaMan Battle Network series.

This guide contains everything you'll need to know about the game. This FAQ doesn't contain a Walkthrough though. It's just pure information! Enjoy!

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3. Story

(From Instruction Booklet)

"In 20xx ...
... the age of the network has arrived, thanks to the rapid advancement of the Internet. No one goes anywhere without their portable information device, called PET (Personal Terminal).

What is PET?

PET is an advanced cell phone. You can use it not only to make phone calls and send emails, but also as a textbook, a newspaper, a TV and just about anything else you can think of. Every PET has a personality simulation program called NET NAVI(gator), which performs all the network activities for its unique owner.

Virus Busting!

Though extremely convenient, network society is plagued with a singular problem--computer viruses. To eliminate the viruses, people equip their NET NAVIs with combat program data called BATTLE CHIPS. This electronic protection is called VIRUS BUSTING.

Crime Rears Its Ugly Head!

Three months have passed since the military satellite hacking incident perpetrated by the Interent crime organization WORLD THREE. People thought the computer viruses would weaken, but their hope has turned to despair. A new Internet hooligan, the NET-MAFIA GOSPEL, has actually boosted the viruses' momentum. This group has already foisted numerous Internet crimes around the globe. Some countries are now financially ruined!

Today is the last day of class at LAN's school. While everyone else busily plans for a long, relaxing break, Lan and Dex have other ideas.

"They're looking for net-battlers at Official Square. Let's go there with Mayl and Yai!"

What shocking adventures await Lan and his friends on the Internet?"

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4. Controls

(From Instruction Booklet)

A. Field Screen

The Field Screen is the main gameplay screen in both the Real World (where you control LAN) and the Cyber World (where you control MEGA MAN.EXE).

Control Pad - Move character or cursor.

Start - Display Sub Screen. Read emails and chip data.

A - Confirm a selection. Talk/Check

B - Cancel a selection. Run (with Control Pad)

L - Talk to Mega Man.exe in the Real World. Talk to Lan in the Cyber World.

R - Jack-in in the Real World. Jack-out of the Cyber World.

Select - Not used

B. Battle Setup Screen

When Mega Man.exe encounters a virus in the Cyber World, battle begins. Get ready for battle in the Battle Setup Screen.

Control Pad - Move cursor

Start - Put cursor on OK

A - Confirm a selection

B - Cancel a selection

L - Run

R - Display Battle Chip description

Select - Not used

C. Battle Screen

After you choose a Battle Chip in the Battle Setup Screen, you'll fight the virus on the Battle Screen.

Control Pad - Move Mega Man.exe

Start - Pause

A - Use Battle Chip

B - Fire Mega Buster

L - Display Battle Setup Screen (when Battle Gauge is full)

R - Display Battle Setup Screen (when Battle Gauge is full)

Select - Not used

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5. Characters

A. Good Guys

Lan Hikari - The main character along with Mega Man.exe. Lan is 11 years old.
Dex - School's bully. Lan's friend. GutsMan's operator.
Mayl - Lan's friend. Seems to have a crush on Lan. Operator of Roll.exe.
Yai - Lan's friend. Short, smart, and cocky. Operator of Glyde.exe.
Chaud - Official Ace NetBattler. He considers Lan as his rival. He is Proto-
Man.exe's operator.
Ms. Hikari - Lan's mother.
Dr. Hikari - Lan's father.
Mr. Famous - Famous netbattler. Operator of GateMan.exe.
Higsby - Operator of NumberMan.exe. Owner of the chip shop.
Ribitta - DNN News reporter. ToadMan.exe's operator.
Raoul - ThunderMan.exe's operator. Leader of the Underground in Netopia.
Mrs. Millions - Netopian millionaire. Operator of SnakeMan.exe.
Mr. Match - Former WWW member. HeatMan.exe's operator.

B. Bad Guys

Arashi - AirMan.exe's operator. Works for Gospel.
Dave - QuickMan.exe's operator. Works for Gospel.
Dark - ShadowMan.exe's operator. Works for Gospel.
Princess Pride - KnightMan.exe's operator. Princess of CreamLand. Works for
Gospel.
Gauss - Owner of Gauss Inc. MagnetMan.exe's operator.
Gospel kid (E-mail me if you know his American name) - Owner of Gospel.

C. The Navis

Mega Man.exe - Lan's navi and friend. Main character along with Lan.
GutsMan.exe - Dex's navi.
Roll.exe - Mayl's navi.
Glyde.exe - Yai's navi.
ProtoMan.exe - Chaud's navi.
GateMan.exe - Mr. Famous' navi.
NumberMan.exe - Higsby's navi.
ToadMan.exe - Ribitta's navi.
ThunMan.exe - Raoul's navi.
SnakeMan.exe - Mrs. Millions navi.
HeatMan.exe - Mr. Match's navi.
AirMan.exe - Arashi's navi.
QuickMan.exe - Dave's navi.
CutMan.exe - One of Gospel's henchmen navis.
ShadowMan.exe - Dark's navi.
KnightMan.exe - Princess Pride's navi.
MagnetMan.exe - Gauss' navi.
FreezeMan.exe - One of Gospel's henchmen navis.
PharoMan.exe - Egyptian navi. Part of the WWW.
NapalmMan.exe - Navi that's composed mostly of military and armory weapons.
Part of the WWW.
PlanetMan.exe - A navi with a Planet as it's body. Controls the forces of the
universe. Part of the WWW.
Bass.exe - The ultimate navi (besides MegaMan.exe :P). Has no operator.

Please e-mail me if I missed anyone or if I've mistaken anyone. Thanks!

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6. Worlds

There are two worlds in MegaMan Battle Network 2: the real world, and the cyber world.

A. Real World

ACDC Town - Your hometown. This is where Lan and his friends live. Lan's school is also located here.

Marine Harbor - The Official Center is located here. Lan's father works here. Mother Computer is located at the Official Center.

Okuden Valley - Campgrounds.

Netopia - The city of amazing history. NetCastle is located here. Don't expect nice people here. Secret Official NetBattlers meeting place located in Netopia.

Airport - Airport for the game. Travel between Netopia and ACDC Town.

Airplane - The airplane you use to travel between areas.

Kotobuki - Gospel's HQ. This place is full of radiation...

B. Cyber World

Den Area - The Den Area is composed of three areas, Den Area 1, 2, and 3. This is the first and most simple spot on the net.

Kotobuki Area - This area leads to KotoSquare.

YumLand - YumLand is the place with many different types of food. Shadow-Man.exe destroyed the kingdom though.

Netopia - Composed of 3 areas. Links to Undernet and many other special places.

Undernet - The Undernet byfar, has the most areas. Containing 7 areas, it has some of the most strongest navis in here. The Undernet also links to the WWW areas.

WWW - There's a total of 3 WWW areas. The WWW areas are the place to be where you can fight the hardest viruses and navis. Once you jack in, you cannot jack out. The only way out is the way you came in...

The Square - This is a shopping center and where you take License exams. The Message Board is located here.

KotoSquare - Shopping center for Kotobuki. The BugFrag shop is located here.

YumSquare - The deserted YumSquare, YumLand's kingdom had been destroyed.

NetSquare - Large shopping center.

UnderSquare - Shopping center for the Undernet. Home of the secret boards.

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7. Mail

Here is a list of all the mandatory e-mails that you get in the game. It does not include the e-mails sent to you about styles.

The Mail list will work as follows:

From
Subject
Message

Dex
Hurry up!
Where you is! Hurry yur butt down to the Square with MegaMan!

Mayl
My PC code
Hi Lan! Heard you got a ZLicense! Hey, here's my computer's passcode. Come w/
MegaMan sometime!

Mayl
Use Roll...
I told you I'd wait, but I'm worried... Give this to MegaMan...

MailNews
Station bomb?
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.

Center
Test info
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!

Dex
Let's camp!!!
If it's tomorrow, I'll go camping! On the condition I'm camp leader!

Yai
Just kidding!
The nerve! I just got back from a round-the-world trip!!! ...Then again, I
should mingle with the commoners, so I'll go.

Mayl
OK let's camp
I just finished my homework! So sure I'll go camping tomorrow!

Chaud
No thanks.
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.

Dex
Yer late!
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!

Chaud
Find 4 bombs!
(No text)

Chaud
Bomb program

Look for a round monitor inside the detonator. The detonation program should be controlled there. The rest is up to your Navi.

Unknown

Chip trader!

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 the Trader, you save to you PET! Be careful not to erase important saved data! HUH!!

Dad

Come to lab

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?

Unknown

Alrigh,Retro!

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!

ONB HQ

Global conf.

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.

Dad

Passport

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!

Famous

Challenge me!

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!!

Famous

Folder usage!

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!

Yai

Present plz.

I decided I want a souvenir. Please buy me one.

ONB HQ

Secret Conf.

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.

Mayl

Roll is lost!

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...

NAL

Your freepass

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.

Mayl

This help?

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.

MailNews

More damage

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.

Chaud

Report

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.

MailNews

Major quake

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.

Dad

It's OK now

The Environment System has thawed and returned to normal. Now the disasters should be suppressed. Lan, MegaMan, you did well!

Center

City NetBatt.

As we believe that Gospel is continuing its operations... We request you to re-investigate Kotobuki Square!

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8. Styles

What's new in MegaMan Battle Network 2 is the styles system. This system replaces the armor from MegaMan Battle Network. There are a total of 18 styles including Normal.

To get a style, you must have Change.bat which you'll receive during the Mother Computer incident. Your first style change will always be in the Mother Comp. The styles you get will suit your battle style. You get a new style every 280 battles or so. The element of your style is RANDOM. There are 3 versions of each style. V1, V2, and V3, the higher the number, the stronger your charged buster will be. You get V2 once you use the style for about 140 battles and V3 when you battle another 140 battles (total of 280). Normal and Hub styles don't have different versions. Here are the styles and how to get them.

Guts Style

Attributes: Double buster attack. Rapid is reduced to 1. Getting hit doesn't mess you up.

How to get: Use your buster basically all the time to delete viruses.

Shield Style

Attributes: Start with barrier in every battle. Can pull up a shield whenever you press left then B.

How to get: Use lots of defensive chips more than anything else (CrsShields, Guard, Shadows, Recovs).

Custom Style

Attributes: You get to select 7 chips at the Battle Setup Screen instead of 5.

How to get: Use chips more than anything else to delete viruses.

Team Style

Attributes: You can place 8 navis in your folder instead of the default of 5.

How to get: Use navi chips a lot to delete viruses.

Hub Style

Attributes: Double buster attack, rapid reduced to 1, start with barrier before every battle, can pull up shield with left then B, start with 10 chips on Battle Setup Screen, and you can place 8 navis in your folder. HP is halved.

How to get: You must delete all navis at S busting level including the WWW navi. You don't need to S bust Bass though. You can check your progress with the girl standing behind some trees at ACDC Town Park. Once you get them all, she'll say something such as, "It seems like all the navis I can see are present. May the changes for the future be changes for the better." After you delete all navis at S busting level, you'll get HubStyle during your next style change.

Note: You may only get HubStyle ONCE.

The Elements

Every style has an element except for Normal style and HubStyle. There are four elements other than non-elemental. Each element has a customized charged buster.

Heat

Fire-elemental, double damage to wood, double damage taken from aqua.

Flamethrower: V1 - 50 damage V2 - 75 damage V3 - 100 damage

Aqua

Water-elemental, double damage to heat, double damage taken from electric.

Fastest charge.

Bubbler: V1 - 30 damage V2 - 40 damage V3 - 50 damage

Elec

Electric-elemental, double damage to aqua, double damage taken from wood.

ZapRing (paralyzes): V1 - 10 damage V2 - 20 damage V3 - 30 damage

Wood

Wood-elemental, double damage to electric, double damage taken from heat.

Tornadoes: V1 - 80 damage V2 - 120 damage V3 - 160 damage

List of Styles

NormStyl

HeatGuts, HeatShld, HeatCust, HeatTeam

AquaGuts, AquaShld, AquaCust, AquaTeam

ElecGuts, ElecShld, ElecCust, ElecTeam

WoodGuts, WoodShld, WoodCust, WoodTeam

HubStyle

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9. Requests Board

Now every RPG has to have side quests. In MegaMan Battle Network 2, the side quests are given to you from the Request Board at the Center.

1. "Need Help"

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

Go to your school and talk to the girl standing besides the board. She asks you to find her relative somewhere. Now go to Marine Harbor and talk to the little girl at the top-left hand corner of Marine Harbor. She should tell you that she will be fine and sends you to tell her relative not to worry. Once you do that, you should get a RegUp1.

2. "At the cafe"

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

Talk to the guy standing next to the entrance to Marine Harbor's Metroline Station. He should tell you that there's a navi that needs to be deleted somewhere on the net. Jack into the net and go to Den Area 2. There should

be a dark-purple looking navi standing there. Talk to him and prepare for a netbattle. Delete the viruses, go back to the guy, and receive an HPMemory.

3. "Mission 1"

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

Go to ACDC town and talk to the scientist by Dex's house. He should tell you that three programs are on the loose and you must find and delete them ASAP. The programs are located in: Dex's GBA, the robot toy at the park, and the school's board. Delete the programs, talk to the scientist, and receive a RegUpl.

4. "Mission 2"

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

Go to KotoSquare and talk to a mean-looking navi there. He should tell you that some other navi stole his program and he wants you to get it back. Head to Den Area 1 and find the bad navi there. He'll give you the program but then tries to delete you. Once you defeat him, go back to KotoSquare and talk to the navi. You should receive a Recov30 *.

5. "Mission 3"

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

Go to Okuden Valley's campgrounds and talk to the guy standing on rocks in the river. He'll tell you to find a program in one of the Den Areas. Head to Den Area 3 and find and talk to the navi there. After that, go back to the guy and receive an HPMemory.

6. "Chip Please!"

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

You'll need a FireSword F which you can get from Koto Area by busting the Swordies there. After that go to the lobby of the Center and trade it for a Slasher L.

7. "Paying in advance"

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

Head to YumLand 1 and talk to the dark-purple navi there. He'll give you a GateKeyB then attack you. Delete him and you'll be done.

8. "Need a Cupid"

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

Go to Okuden Valley and talk to the old man there. He should give you a love letter to give to the woman he loves. Then deliver the letter to the woman standing next to flowers at Marine Harbor. She'll reply to his love letter and you'll have to return to the old man and give the letter to him. You should receive 10000Z.

9. "For male pride"

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

Go to The Square's entrance and talk to the navi there. Then go to Okuden Valley and jack into the statue next to the waterfall. He'll ask you a few questions so just answer them. After that, go back to the navi at The Square and he'll ask for a Satelit1 G. Give him one and he'll give you a RegUp2.

10. "Detective job"

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

Go to ACDC Town Park and talk to the man standing in front of the squirrel. He'll ask you to find someone and shows you a picture of him. Go to Okuden Dam and talk to the black guy there. Go back to the man and receive a Twister Y.

11. "Sell me a chip!"

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

First, you should have a Catcher N which you can receive by S-busting the UFO's in the Airplane's network. Go to Den Airport and talk to the guy there. Give him the Catcher N and he'll pay you 50000Z.

12. "Help reconcile us"

"My Navi ran away because we argued the day before last. Can someone please find my Navi? I'm waiting at the ACDC Town Station. Please help."

Go talk to the guy standing next to the ACDC Chip Trader Special and he'll ask you to find his navi after a fight they had. He says he shouldn't have wondered that far and should probably be somewhere in the YumLand Areas. Go to YumSquare and talk to the purple navi there. He should tell you to inform his operator not to worry. Go back to the boy and receive an HPMemory.

13. "Fight crime"

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

Jack into Yai's phone and talk to the dark-purple navi that's talking to the purple navi. Attack the dark-purple looking navi and receive GospCode.

14. "Help research"

"With the assistance off a TV Station, I'm researching virus busting. Please help me with my research. Your task is simple. I want to measure your Navi's data as you delete viruses. Your reward will be an item that I know you will just love. Just don't blame if your Navi gets deleted instead. ;) If you agree to do this job, plug into my van's computer."

Jack into the van in Marine Harbor. Talk to the official-looking navi there and he'll run a survival battle. There'll be 5 battles and once you complete it, you'll receive a PowerUp.

15. "Please help"

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

Go to Netopia and talk to the blonde girl standing near the hotel's entrance. She'll tell you to delete 4 navis at The Square's entrance. Go to The Square's entrance and delete the 4 navis there. Return to the girl and receive a Step-Swrd M.

16. "Lend me cash!"

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

Go to Yai's house and talk to the man there. Lend him 50000Z and if you've beaten FreezeMan.exe, exit the house and go back in. You should receive 100000Z. You'll have to beat FreezeMan.exe to get the 100000Z.

17. "To bug academics"

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

Go to the Okuden Valley campground and talk to the bug expert there. He'll ask you to find a Den Beetle. Go back to the 2 camp trail (or was it the first?) and go down the rocks in the river and press A at the end of the screen. You should find a Den Beetle there. Go back to the bug expert and receive Recov200 M.

18. "Return my gem!"

"I work at a Jewelry shop in Netopia, and 3 gems were stolen. I know who did it, but I don't know where he is. Please help me with this investigation."

Go to Netopia's Jewlery store and talk to the lady there. She'll ask you to find the 3 bandit sisters that stole 3 precious items. The first one is next to NetCastle on the far left. Fight her and once you beat her, talk to her again and she'll give back the item. The second one will be found at your hotel room. Talk, defeat, and receive item again. The third one will be at the top of theCastle (Where you fought KnightMan. Repeat the process and retrieve the last gem. Head back to the lady and return the gems. You should receive a GoldFist Z.

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10. Message Boards

There are two places that have message boards: The Square and UnderSquare. This section will show you all the messages from the message boards. The message boards allow you to find out information in the MegaMan Battle Network world. You should check them every now and then to keep yourself up-to-date with secrets, virus strategies, chips, and much more.

The list will work as follows:

- Author
Subject
Message

A. The Square

Chat Board

Egghead

Off topic!

This is the Chat Board. Feel free to share any kind of info you like on this board.

Suzie

Yo!

The Square is so fun! I'm gonna hang out there everyday now. See you guys there!

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".

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.

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!

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?

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!

Kiddo

I got it!

Marine Harbor, eh. OK! I'll work up my courage and confess! Thanks for the info!

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!

Zack

Ms.Ribitta...

Yeah, not just cute, also very skillfully run by Ribitta!

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!

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!

Marble

NetBattles...

Speaking of NetBattles, guess who is back at the Center! You guessed it!

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.

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.

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!

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?

Oopsy

Center people

I saw Official NetBattlers in the lobby today too. What happened there today?

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.

Baldy

Good luck!

Good work, everyone at the Center. Be strong today for DenCity- no, for all Electopia!

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!

Oozy

Yumland

I thought I just heard somebody who works at the Center say YumSquare was destroyed, but I must have heard wrong...?

Elmo

Did you hear?

Yeah there was definitely some kind of incident at the Center, but it's resolved already. Those Officials are great!

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!

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...

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!

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!

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.

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.

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!

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!

Rover

My husband

My spouse took the kids on a trip to Netopia. I hope they don't drink the water and get tummyaches...

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...

Cuz =P

Gauss arrest!

Did you guys all see the mail news? They caught the CEO of that Gauss, Inc!
What a shocker!

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.

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. Guass was poor when he was growing up, so maybe he held a grudge against the world in general.

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!

Egghead

Re:Gauss arre

What an amazing organization Gospel is... What kind of boss could control a man like Mr.Gauss?

Noogie

Scary quake!

Well, it looks like the earthquake has finally ended. I was so terriefied, 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!?

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

Cuz =P

Virus info!

This is the Virus Board. Post info about outbreaks and deletion methods!

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?

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!

Dex

Beetanks

Dex here! My homepage is infested by Beetanks! I can't dodge their LilBombs and bust them! Someone help!

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!

Ms.Tater

HardHeads

What's up with HardHeads? I can't damage them at all! I can't beat them!

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!

Ms.Tater

Re:HardHeads

But while I'm waiting, the other viruses attack me! What can I do!?

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!

Ms.Tater

Re:HardHeads

I checked the Battle Board... I see now... Alright, take that blockhead virus!!! Thanks everyone!

Candy

Dominerds

I can't delete those Dominerd viruses. Who knows how to?

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?

Grimace

Viruses...

Ask Kiddo, he knows a lot about foreign viruses. I think he reads this board actually. Kiddo, are you there?

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!

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!

Crow
Flameys

I can't steal chips from Flamey viruses. What do they have?

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 AquaSword. So yeah, [Aqua] chips seem to work the best- good luck!

Hoss
Octons

Have you heard of a virus called the Octon? I heard it has a rare chip, but I've never seen one!

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!

Cuckoo
Worms?

I've heard that a virus like a bagworm has rare chips. Anyone know it!?

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.

Cuckoo
Re:Worms?

Ah, too bad. I wanted to try fighting a bagworm virus once. Thanks for telling us about them anyway!

Sarah
Auras...

Have you heard of virus that have a kind of aura? I hear they have really good chips. Anyone know?

Tiger
Re:Auras...

Aura viruses? I've never heard of them. Must be rare.

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!

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!

Admin

Forbidden

This is the Admin. Topics regarding the Undernet threaten the safety of Net
Navis and are forbidden. Thank you for cooperating.

Cuz =P

Everyone!

Let's get back on track and post more virus info!

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!

Zoot

Re:[Elec]elem

[Elec] element viruses, you say... I've also heard of Sparky, Twisty, and
Magneaker...

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!

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!

Candy

Shrimpies

Yeah, I fell for that trick once, too. A water ball from Shrimpy hit one and
man, the spears! Blew my mind!

Kiddo

Combo strats1

Yeah, some enemies are stronger in combinations. I always lose to Beetank and
WindBox combso! With the wind blowing, the LilBombs are hard to dodge. Anyway,
you'd better delete one immediately, or look out!

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!

Cuckoo

What to do...

That does sound tough! The Spark series of viruses orbit things that get int
their way like a satellite or so I've heard. So RockCube might be handy in
your default chip.

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!

Alice

Re:Ratties

Those guys move faster when they are low on HPs. Try to delete them in one blast with a powerful chip.

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.

Mr.beLLz

Re:MotherComp

Wow, I would sure love to jack into the mother computer! I wonder what kind of viruses are in there!?

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!

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?

Crow

Re:Database

My database is at 68/250. It'll take a while but I'll complete it & be the Professor!

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?

Scummy

Re:Ice...

Someone posted on the Battle Board that they broke open a white ice! And yes, there was a virus inside.

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...

IronMan

From Kotobuki

Recently lots of viruses come out of Koto Area- why...?

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.

Santa

Uber virus!

Hey everybody! So which virus is the strongest anyway? Lemme know which virus everybody thinks is the strongest!

Vishnu

Re:Uber virus

A "Strongest Virus" poll- sounds fun! I think it's the Domineered-nothing is worse than its bite!

Cuckoo

Re:Uber virus

The strongest virus is Shadow, no doubt! That sneaking shadow is creepy, and only swords beat it!?

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!

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...

Comicker

Life viruses

Was the LifeVirus the virus in the WWW incident? Wow, the Center sure is tough to delete that virus!

Oozy

Re:Life virus

Actually it wasn't a Center guy who deleted the LifeVirus. It was an ordinary kid, living in DenCity. Amazing!

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?

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.

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!

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.

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?

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.

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!

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

Vishnu

Hey dudes

This is the Street Board! Post whatever handy info you know on this board!

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?

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!

GutsMan

Gutttsssss...

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!?

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.

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!

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!

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!!!

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...

Scummy

Chip traders?

What do you mean, "chip trader?" Fill us in!

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!!!

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!

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!

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

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!

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!

Crow

Re:Traders ag

Thank you for sharing your chip trader infor with us. Anyway, congrats! Yeah, Recovl0s 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!!!

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?

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!

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!

MegaMan

Info wanted!

I'm looking for a Chng.bat. Info please! -MegaMan.EXE

Grimace

To MegaMan

To MegaMan: This is your first post, right? Introduce yourself first. That's just proper netiquette!

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.

Alice

Camp entrance

There was something odd at the entrance to the campgrounds. What was that thing?

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?

Zoot

Re:Traveling!

When you think of Netopia, you think of fancy cities... But it's an old country. Don't miss Netopia Castle!

Mickey

Re:Traveling

Netopia Castle... How medieval and romantic...! I'll put it in my schedule for the first day!

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!

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!

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!

Zoot

Traders...

No kidding!? I thought they were made in Electopia... I Wonder who set one in Netopia. Hope they visit Electopia.

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!

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!

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.

Scummy

Ice?

There's all this weird ice forming in the Net. What is that stuff?

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.

Maple

Den Area

The Net's Den Area has 4 unlit warp holes in one place. What is that?

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?

Tiger

These days...

Can you believe what's going on in the world today!? Makes chatting so much more interesting, don't you think!

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.

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...

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...

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! Arrrrggghh!!!

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.

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...

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?

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

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!

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!)

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.

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...

Baldy

I saw it too!

I saw it too! It looked STRONG! Wouldn't it be terrifying if it suddenly attacked!?

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 wit ha ZapRing, then a Quake!

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.

Chuck

Busting level

I heard your Busting Level goes up if you kill multiple viruses with one attack, or if you take no damage.

Baldy

DashAtk?Huh?

Hey guys. Are you using DashAtk? That chip takes a long time to activate...

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 Invis1!

Akira

Busting level

No matter what I do, I can't get my Busting level over 6!!!

Famous

Re:Busting le

How's everyone doing!? NetBattler Famous here! So you wanna raise your Busting Level? Multiple deletes!!! 3 is beter 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!

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!

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!

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!

Pow!

Re:My deck

Repair is sneaky! I use AreaGrab. I only use swords. Different strokes...

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...

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!

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...?

Skeeter

Re:Breaking t

I didn't know there was a chip like that! I wonder if I can find a CannBall!?

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.

Skeeter

Is it true?

That is completely fascinating... I'll have to try that!

Santa

Insert what?

What is everybody using for their default chip? I'm a cannon fan! Hope I get Z-Cannon!

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?

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!

Baldy

RockCube

Yesterday was my birthday. My girlfriend gave 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?

Noogie

Re:RockCube

RockCube is more useful than you might think... Against the right virus... heheheee!

Mickey

Re:RockCube

Which virus is RockCube useful against? I wanna know too! Don't tease us, Noogie!!!

Noogie

A huge hint

Noogie here. OK, a big hint! It's F***y! Ah that's too big a hint!!!

Baldy

I got it!

Ah, that one... I got it! I'll try it next time! And I'll tell my girlfriend! Thank you!

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!

Cuckoo

Re:Try this t

Wow, Mr.Famous! He knows everything! I'll figure out a new chip by myself too, you'll see!

Servebot

Asterisk!

Listen up everyone! I got a Invis1*! The * code rocks! Hehehe...

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!

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...

Yaz

Surely u jest

Is it true? If so, I want to see it too! Whereabouts did you see it?

Hoss

Re:Surely u j

I've seen it all over the place. You will too, with luck.

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?

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!

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?

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?

Pow!

Re: Awesome ch

Secret technique...? I'll have to see if I can figure it out!

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!

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.

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.

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...

ShyBoy

CustomSwords

I bought a CustSwrd from a big-headed green sales Navi... ...but I lost the manual. What's this chip for?

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!

ShyBoy

Cool!

CustSwrd has that kind of property!? I wanna try that! Thanks!

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.

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!

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.

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.

Hoss

P.A. info

I found an advance! It's called the "Curse!" To use it...hehe, that's my secret! Note the name!

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!

Yaz

Re:P.A. info

So I link the chips CrsShld1, 2, & 3 in order? Right?

Hoss

Get it?

That's right! But don't post that! I want everyone to figure it out for themselves!

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?

Mr.beLLz

Re:P.A. Info 2

A heavy attack...? ...Oh yeah! That one that goes BOOM, right? OK, I'll try it!

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?

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!

B. UnderSquare

Secret Info Board

K.I.

Secret Board!

This is the Secret Board! No ordinary people allowed!

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?

Kramer

Re:Ice Navi?

What, you mean that ice *\$@&#!? That guy was never up to any good! I hope he was deleted.

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!

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?

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?

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.

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...

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!

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!

DarkWar

Info wanted!

Anyone know where Handy 1, 2, & 3 hang out? I knida need some data they got.

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.

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!

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!

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...

Kramer

PA for Navi?

What did you say!? There's an advance that uses a Navi!? You'd better post more details, punk!

Cindy

Re:PA for Nav

Ah, shaddup, you! Find it yerself!!!

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!?

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?

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.

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...

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.

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.

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...

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...

CrAcKeR

Re:Hooded Nav

I saw it too! It was in Undernet 4... It was like it was in some kinda warp hole...

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!

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.

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...

Informer

SuperNavi?

Wasn't that Gospel incident about them making a SuperNavi? Maybe that has something to do wit that hooded guy?

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...

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.

Undernet Info Board

Shredder

Gimme an idea

This is the Undernet Info Board! You got a problem with that? Post Undernet info!

Killer

Rumor 1

Here's Undernet Rumor #1. A high-tech Navi called the Doc hides in the UnderSquare.

Deleter

Rumor 2

Here's Undernet Rumor #2. Something odd about the BugFrag collector in KotoSquare...

IronBear

Re:Rumor 2

Ahh! That dude! I always thought he was hiding something strange. BugFrag 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!

RareChip

Re:Rumor 2

You idiot! Trading for a AirShoes instead of a ZuesHamr!

Claude

Re:Rumor 2

I got a Recov80...

Assassin

Rumor 3

Here's Undernet Rumor #3. The Square's ProtoMan is bad news, I mean he's TOUGH!

IronBear

Re:Rumor 3

That red guy? His attacks just don't quit! He looks for an opening then zooms in and SLICE!

Deleter

Re:Rumor 3

Wow... I can't believe you fought ProtoMan and lived! Impressive!

IronBear

Re:Rumor 3

Heh, you know it! I use a Escape!

Killer

Rumor 4

Here's Undernet Rumor #4.

Deleted Navis roam the Net as ghosts & attack other Navis!

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...

MegaMan.EXE

To Doc

WWW

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.

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...

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.

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.

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.

Claude

Re:Rumor 5

Grr, I want my own LifeAura! Anyone got one? I'll trade you my PanlOut1 for it!

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?

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?

Assassin

Re:Rumor 5

Heh, so which one is strongest? That aura thief, ProtoMan, or that blue Navi everybody's talking about? LOL

Demon

Rumor 6

That blue Navi took out Gospel. Ok, just kidding. But I dreamed that that happened...

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!?

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...

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...

TheSneak

Rumor 9

Hey what's up with that Undernet 4... Something fishy...

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?

If you...

grave... war... space...

read this...

then he will appear...

you will...
then the truly powerful one will take all

be deleted...

.....

=====

11. Chip Trading

1. ACDC Town - Trade: DashAtk J Receive: Spreader *
2. Marine Harbor Metroline Station - Trade: PoisMask S Receive: VarSwrd B
3. Okuden Valled Camp Trail - Trade: Invis1 * Receive: Escape N and HPMemory
4. Official Center - Trade: Escape N Receive: Hammer Z
5. NetSquare - Trade: Hammer Z Receive: SilvFist V
6. Netopia Underground - Trade: PopUp D Receive: Blower P
7. Netopia City - Trade: SilvFist V Receive: BigBomb *
8. Duty-free Shop - Trade: AquaAura A, FireAura R, WoodAura S, and ElecAura L
Receive: Undersht N
9. Airplane (First-class) - Trade: ShadoMan, ShadoMnV2, and ShadoMnV3
Receive: AntiDmg S
10. Mother Computer Room - Trade: BigBomb * Receive: Flldr3

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12. Chip List

There is a total of 266 chips in MegaMan Battle Network 2. This is a list of all the chips. Chips 251-260 are secret chips obtained only by netbattling a friend a S-busting them. (There isn't always going to be a chance where you'll get a secret chip though). Chips 261-265 are special chips obtained only in Capcom's special events. Chip 266 is acquired by beating Hard Mode.

ID# | Chip Name | Dmg | Element | Rarity | Chip Description

001	Cannon	40	Normal	*	Cannon for attacking 1 enemy
002	HiCannon	60	Normal	**	Cannon for attacking 1 enemy
003	M-Cannon	80	Normal	***	Cannon for attacking 1 enemy
004	Shotgun	30	Normal	*	Explodes 1 square behind
005	V-Gun	30	Normal	*	Explodes 2 diagonal squares
006	CrossGun	30	Normal	*	Explodes 4 diagonal squares
007	Spreader	30	Normal	**	Creates a large explosion
008	Bubbler	40	Water	*	Explodes 1 square behind
009	Bub-V	40	Water	*	Explodes 2 diagonal squares
010	BubCross	40	Water	**	Explodes 4 diagonal squares
011	BubSprd	40	Water	***	Creates a large explosion
012	HeatShot	50	Fire	*	Explodes 1 square behind
013	Heat-V	50	Fire	*	Explodes 2 diagonal squares
014	HeatCros	50	Fire	**	Explodes 4 diagonal squares
015	HeatSprd	50	Fire	***	Creates a large explosion
016	MiniBomb	50	Normal	*	Throws a bomb 3 squares
017	LilBomb	50	Normal	*	Bomb that explodes vertically
018	CrosBomb	60	Normal	**	Bomb that explodes in a cross
019	BigBomb	70	Normal	***	Bomb with a 9-square explosion
020	TreeBom1	100	Wood	*	Tree seed! Water for a PowerUp!

021	TreeBom2	120	Wood	**	Tree seed! Water for a PowerUp!
022	TreeBom3	150	Wood	***	Tree seed! Water for a PowerUp!
023	Sword	80	Normal	*	Cut enemy in front! Range is 1
024	WideSwrd	80	Normal	*	Cut enemy in front! Range is 3
025	LongSwrd	80	Normal	**	Cut enemy in front! Range is 2
026	FireSwrd	100	Fire	**	Flame sword cuts 3 vertical
027	AquaSwrd	100	Water	**	Water sword cuts 3 vertical
028	ElecSwrd	120	Electric	***	Electric sword cuts 3 vertical
029	FireBlde	90	Fire	***	Flame sword cuts 2 horiz.
030	AquaBlde	90	Water	***	Water sword cuts 2 horiz.
031	ElecBlde	90	Electric	***	Electric sword cuts 2 horiz.
032	StepSwrd	150	Normal	***	Two steps, then use a wide sword
033	Kunai1	40	Normal	*	Kunais up and down 1 square
034	Kunai2	40	Normal	**	Kunais up and down 2 squares
035	Kunai3	40	Normal	***	Kunais up and down 3 squares
036	CustSwrd	???	Normal	****	Cust Gauge= Attack Strength
037	Muramasa	???	Normal	*****	Sword that uses HPs to attack
038	VarSwrd	160	Normal	****	A magical, shifting sword
039	Slasher	180	Normal	****	Cuts while A Button is held!
040	Shockwav	40	Normal	*	Shock goes through enemies
041	Sonicwav	60	Normal	**	Shock goes through enemies
042	Dynawave	90	Normal	***	Shock goes through enemies
043	Quake1	90	Normal	*	Attack cracks the floor
044	Quake2	110	Normal	**	Attack cracks the floor
045	Quake3	130	Normal	***	Attack cracks the floor
046	GutPunch	70	Normal	*	Punch that pushes 1 square
047	ColdPnch	70	Water	**	Ice punch pushes 1 square
048	DashAtk	90	Normal	*	Dash right through enemies
049	Wrecker	80	Normal	***	Can break 3rd square ahead
050	CannBall	150	Normal	****	Can break 3rd square ahead
051	DoublNdl	50	Normal	*	2 volleys of needles
052	TripNdl	50	Normal	**	3 volleys of needles
053	QuadNdl	50	Normal	***	4 volleys of needles
054	Trident	60	Normal	****	3 volleys of spears
055	Ratton1	70	Normal	*	A crawling rat that turns once
056	Ratton2	80	Normal	**	A crawling rat that turns once
057	Ratton3	90	Normal	***	A crawling rat that turns once
058	FireRat	200	Normal	****	Amazing when lit with fire
059	Tornado	20	Normal	****	8-hit tornado 2 ahead
060	Twister	20	Wood	***	8-hit tornado 2 ahead
061	Blower	20	Fire	***	8-hit tornado 2 ahead
062	Burner	150	Fire	***	Envelopes you with flames!
063	ZapRing1	20	Electric	*	Paralyzing electric rings!
064	ZapRing2	30	Electric	**	Paralyzing electric rings!
065	ZapRing3	40	Electric	***	Paralyzing electric rings!
066	Satelit1	60	Electric	*	A floating a spinning satellite
067	Satelit2	80	Electric	**	A floating a spinning satellite
068	Satelit3	100	Electric	***	A floating a spinning satellite
069	Spice1	100	Wood	*	Unhealthy powder on all grass
070	Spice2	120	Wood	**	Unhealthy powder on all grass
071	Spice3	140	Wood	***	Unhealthy powder on all grass
072	MagBomb1	80	Electric	*	Stops the enemy in its tracks
073	MagBomb2	100	Electric	**	Stops the enemy in its tracks
074	MagBomb3	120	Electric	***	Stops the enemy in its tracks
075	Yo-Yo1	40	Normal	*	A 3-square yo-yo attack!
076	Yo-Yo2	50	Normal	**	A 3-square yo-yo attack!
077	Yo-Yo3	60	Normal	***	A 3-square yo-yo attack!
078	CrsShld1	130	Normal	*	Guard then bite into the enemy
079	CrsShld2	170	Normal	**	Guard then bite into the enemy
080	CrsShld3	210	Normal	***	Guard then bite into the enemy

081	Hammer	100	Normal	****	Hammer for smashing things!
082	ZuesHamr	200	Normal	****	Damage all if panel
083	Lance	90	Wood	***	A lance through back line
084	BrnzFist	100	Normal	**	Fist of death!
085	SilvFist	140	Normal	***	Fist of death!
086	GoldFist	180	Normal	****	Fist of death!
087	PoisMask	-	Normal	**	Poison 1 panel with A Button!
088	PoisFace	-	Normal	***	Spread poison w/ A Button!
089	Whirlpl	-	Normal	*	Whirlpool kills weak enemies!
090	Blckhole	-	Normal	**	Black hole kills weak enemies!
091	Meteor9	60	Fire	*	Magic wand shoots 9 meteors
092	Meteor12	80	Fire	**	Magic wand shoots 12 meteors
093	Meteor15	100	Fire	***	Magic wand shoots 15 meteors
094	Meteor18	150	Fire	****	Magic wand shoots 18 meteors
095	TimeBom1	70	Normal	*	An area-wide time bomb!
096	TimeBom2	120	Normal	**	An area-wide time bomb!
097	TimeBom3	200	Normal	***	An area-wide time bomb!
098	LilCloud	70	Water	*	Rain cloud goes back and forth
099	MedCloud	90	Water	**	Rain cloud goes back and forth
100	BigCloud	110	Water	***	Rain cloud goes back and forth
101	Mine	300	Normal	****	Place mine in enemy area
102	FrntSnsr	100	Normal	****	Automatic dynamite device
103	DblSnsr	100	Normal	****	Diagonal dynamite device
104	Remobit1	80	Electric	*	Generates remobit in enemy area
105	Remobit2	80	Electric	**	Generates remobit in enemy area
106	Remobit3	80	Electric	***	Generates remobit in enemy area
107	AquaBall	10	Water	***	Pops when it hits something
108	ElecBall	10	Electric	***	Pops when it hits something
109	HeatBall	10	Fire	***	Pops when it hits something
110	Geyser	200	Water	****	Geyser if there is no panel
111	LavaDrag	200	Fire	*****	Summons a nasty lava dragon!
112	GodStone	150	Normal	*****	Summons a God Stone!
113	OldWood	100	Wood	*****	Summons Old Wood!
114	Guard	-	Normal	*	Repel the enemy's attack
115	PanlOut1	-	Normal	*	Destroy 1 panel in front
116	PanlOut3	-	Normal	**	Destroy 3 panels in front
117	LineOut	40	Fire	**	Destroy 1 line of panels!
118	Catcher	-	Normal	**	Sends UFO to steal chip
119	MindBndr	-	Normal	***	Enemy loses control
120	Recov10	-	Normal	*	Recovers 10HP
121	Recov30	-	Normal	*	Recovers 30HP
122	Recov50	-	Normal	**	Recovers 50HP
123	Recov80	-	Normal	**	Recovers 80HP
124	Recov120	-	Normal	***	Recovers 120HP
125	Recov150	-	Normal	***	Recovers 150HP
126	Recov200	-	Normal	****	Recovers 200HP
127	Recov300	-	Normal	****	Recovers 300HP
128	PanlGrab	-	Normal	*	Steals 1 enemy square!
129	AreaGrab	-	Normal	**	Steals left edge from enemy
130	GrabRvng	-	Normal	***	Punishes for stolen panels!
131	Geddon1	-	Normal	**	Cracks all panels!
132	Geddon2	-	Normal	***	Breaks all empty squares!
133	Geddon3	-	Normal	****	Turns all panels to swamp!
134	Escape	-	Normal	**	Escapes from some enemies
135	AirShoes	-	Normal	***	Stand on empty square
136	Repair	-	Normal	**	Fixes your side's panels
137	Candle1	-	Normal	*	Places a healing candle
138	Candle2	-	Normal	**	Places a healing candle
139	Candle3	-	Normal	***	Places a healing candle
140	RockCube	-	Normal	*	Places a stone cube in front

141	Prism	-	Normal	***	Shoots all over after it hits
142	Guardian	-	Normal	****	Statue punishes when hit
143	Wind	-	Normal	*	WindBox blows at enemy area
144	Fan	-	Normal	**	VacuumFan sucks from enemy area
145	Anubis	-	Normal	*****	Anubis poisons enemy area
146	SloGauge	-	Normal	**	Cust Gauge slows down for battle
147	FstGauge	-	Normal	**	Cust Gauge speeds up for battle
148	FullCust	-	Normal	**	Cust Gauge is always full!
149	Invis1	-	Normal	*	Invisible for a while
150	Invis2	-	Normal	**	Invisible for a while
151	Invis3	-	Normal	***	Invisible for a while
152	DropDown	-	Normal	****	Invisible until you attack!
153	PopUp	-	Normal	*****	Invisible except for attack!
154	StoneBod	-	Normal	***	Stone body takes only 1HP damage
155	Shadow1	-	Normal	**	Only sword attacks hurt you
156	Shadow2	-	Normal	***	Only sword attacks hurt you
157	Shadow3	-	Normal	****	Only sword attacks hurt you
158	UnderSht	-	Normal	****	Lethal hit reduced to just 1HP!
159	Barrier	-	Normal	*	Nullify damage one time!
160	BblWrap	-	Normal	****	Water barrier reforms
161	LeafShld	-	Wood	****	Next attack heals you
162	AquaAura	-	Water	***	Repels attacks under 10
163	FireAura	-	Fire	***	Repels attacks under 40
164	WoodAura	-	Wood	***	Repels attacks under 80
165	ElecAura	-	Electric	***	Repels non wd attacks under 100
166	LifeAur1	-	Normal	****	Repels all attacks under 100
167	LifeAur2	-	Normal	****	Repels all attacks under 150
168	LifeAur3	-	Normal	****	Repels all attacks under 200
169	MagLine	-	Normal	***	Changes your line to magnet
170	LavaLine	-	Normal	***	Changes your line to lava
171	IceLine	-	Normal	***	Changes your line to ice
172	GrassLne	-	Normal	***	Changes your line to grass
173	LavaStge	-	Normal	****	Changes all panels to lava
174	IceStage	-	Normal	****	Changes all panels to ice
175	GrassStg	-	Normal	****	Changes all panels to grass
176	HolyPanl	-	Normal	***	Makes all panels holy
177	Jealosity	-	Normal	****	More chips means more damage
178	AntiFire	200	Fire	***	Punishes enemy for using fire
179	AntiElec	200	Electric	***	Punishes enemy for using elec
180	AntiWatr	200	Water	***	Punishes enemy for using aqua
181	AntiDmg	100	Normal	***	Fake pain and throw shurikens!
182	AntiSword	100	Normal	***	Punishes use of swords
183	AntiNavi	-	Normal	****	Takes the enemy's Navi away
184	AntiRecv	-	Normal	****	Punish the recovery of HPs!
185	Atk+10	-	Normal	*	+10 to selected AtkChip!
186	Atk+20	-	Normal	**	+20 to selected AtkChip!
187	Atk+30	-	Normal	***	+30 to selected AtkChip!
188	Fire+40	-	Normal	**	Adds 40 to Fire AttackChip
189	Aqua+40	-	Normal	**	Adds 40 to Aqua AttackChip
190	Wood+40	-	Normal	**	Adds 40 to Wood AttackChip
191	Elec+40	-	Normal	**	Adds 40 to Elec AttackChip
192	Navi+20	-	Normal	**	+20 to selected NaviChip!
193	Navi+40	-	Normal	****	+40 to selected NaviChip!
194	Roll	60	Normal	***	Attack 1 enemy then heals you
195	RollV2	80	Normal	****	Attack 1 enemy then heals you
196	RollV3	100	Normal	*****	Attack 1 enemy then heals you
197	GutsMan	50	Normal	***	Creeps and smashes panels!
198	GutsManV2	70	Normal	****	Creeps and smashes panels!
199	GutsManV3	90	Normal	*****	Creeps and smashes panels!
200	ProtoMan	120	Normal	***	Swings sword at enemy face

201	ProtoMnV2	160	Normal	****	Swings sword at enemy face
202	ProtoMnV3	200	Normal	*****	Swings sword at enemy face
203	AirMan	40	Normal	***	Shoots air twisters in a line
204	AirManV2	70	Normal	****	Shoots air twisters in a line
205	AirManV3	100	Normal	*****	Shoots air twisters in a line
206	QuickMan	50	Normal	***	Boomerang attacks whole row
207	QuickMnV2	70	Normal	****	Boomerang attacks whole row
208	QuickMnV3	100	Normal	*****	Boomerang attacks whole row
209	CutMan	150	Normal	***	Scissor attacks one square
210	CutManV2	200	Normal	****	Scissor attacks one square
211	CutManV3	300	Normal	*****	Scissor attacks one square
212	ShadoMan	60	Normal	***	Splits and shoots 3 shurikens!
213	ShadoMnV2	70	Normal	****	Splits and shoots 3 shurikens!
214	ShadoMnV3	80	Normal	*****	Splits and shoots 3 shurikens!
215	KnightMn	160	Normal	***	Smashes enemies in circle!
216	KnghtMnV2	210	Normal	****	Smashes enemies in circle!
217	KnghtMnV3	260	Normal	*****	Smashes enemies in circle!
218	MagnetMn	130	Electric	***	Bipolar tackle on 1 enemy
219	MagntMnV2	140	Electric	****	Bipolar tackle on 1 enemy
220	MagntMnV3	150	Electric	*****	Bipolar tackle on 1 enemy
221	FreezeMn	50	Water	***	Rains icicles on enemies
222	FrzManV2	60	Water	****	Rains icicles on enemies
223	FrzManV3	70	Water	*****	Rains icicles on enemies
224	HeatMan	100	Fire	***	Flame attack! Range is 3
225	HeatManV2	130	Fire	****	Flame attack! Range is 3
226	HeatManV3	160	Fire	*****	Flame attack! Range is 3
227	ToadMan	100	Electric	***	Shocking melody paralyzes!
228	ToadManV2	140	Electric	****	Shocking melody paralyzes!
229	ToadManV3	180	Electric	*****	Shocking melody paralyzes!
230	ThunMan	80	Electric	***	Thunder attacks 3rd line
231	ThunManV2	130	Electric	****	Thunder attacks 3rd line
232	ThunManV3	180	Electric	*****	Thunder attacks 3rd line
233	SnakeMan	30	Wood	***	Main Attack and snakes!
234	SnakeMnV2	40	Wood	****	Main Attack and snakes!
235	SnakeMnV3	50	Wood	*****	Main Attack and snakes!
236	GateMan	40	Normal	***	3 soldiers charge forward!
237	GateManV2	40	Normal	****	4 soldiers charge forward!
238	GateManV3	40	Normal	*****	5 soldiers charge forward!
239	PharoMan	240	Normal	*****	Laser-shooting coffin etc
240	PharoMnV2	270	Normal	*****	Laser-shooting coffin etc
241	PharoMnV3	300	Normal	*****	Laser-shooting coffin etc
242	NapalmMn	220	Fire	*****	Bomb that even break panels!
243	NaplmMnV2	240	Fire	*****	Bomb that even break panels!
244	NaplmMnV3	260	Fire	*****	Bomb that even break panels!
245	PlanetMn	70	Wood	*****	Planet smashes 1 enemy!
246	PlnetMnV2	80	Wood	*****	Planet smashes 1 enemy!
247	PlnetMnV3	90	Wood	*****	Planet smashes 1 enemy!
248	Bass	50	Normal	*****	Air-burst attack on all lines!
249	BassV2	60	Normal	*****	Air-burst attack on all lines!
250	BassV3	70	Normal	*****	Air-burst attack on all lines!
251	BgRedWave	220	Fire	*****	Heat chip Creates a lava wave!
252	FreezBomb	180	Water	*****	Aqua chip Tosses ice bomb!
253	Sparker	100	Electric	*****	Elec chip A button to spark!
254	GaiaSwrd	200	Wood	*****	Wood chip Steals atk from chip!
255	BlkBomb	200	Fire	*****	Exploding fire bomb attack!
256	FtrSword	100	Normal	*****	Normal sword 3 spaces fwd
257	KngtSwrd	150	Normal	*****	Normal sword 3 spaces fwd
258	HeroSwrd	200	Normal	*****	Normal sword 3 spaces fwd
259	Meteors	400	Fire	*****	Shooting stars shot at enemy!

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260 Poltrgst    ???    Normal    *****    Items are thrown at the enemy!

261 GateSP     300    Normal    -          Cannon from another dimension!
262 AquaGspl   600    Water     -          Gospel's breath of water!
263 ElecGspl   600    Electric  -          Gospel's electric breath!
264 FireGspl   600    Fire      -          Gospel's breath of fire!
265 WoodGspl   600    Wood      -          Breath of wood that slices!

266 Sanctuary -      Normal    -          Turns your panels holy!

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13. Program Advance List
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Program Advances (P.A.) are 3 or more chips in a certain order that creates a one-time use of a much more powerful chip.

##	P.A. Name	Required Chips	Codes	Dmg	Description
01	Z-Canon1	3 Cannons	ABC, BCD, CDE	120	5-second invisible cannon
02	Z-Canon2	3 HiCannons	CDE, DEF, EFG	180	5-second invisible cannon
03	Z-Canon3	3 M-Cannons	EFG, FGH, GHI	240	5-second invisible cannon
04	H-Burst	3 Spreaders	MNO, NOP, OPQ	500	Powerful exploding shots
05	Z-Ball	3 CannBalls	OPQ, PQR, QRS		5-second invisible cannonball
06	Z-Raton1	3 Ratton1s	HIJ, IJK, JKL	210	5-second invisible Ratton
07	Z-Raton2	3 Ratton2s	JKL, KLM, LMN	240	5-second invisible Ratton
08	Z-Raton3	3 Ratoon3s	LMN, MNO, NOP	270	5-second invisible Ratton
09	O-Canon1	5 Cannons	A B C D E	120	10-second invisible cannon
10	O-Canon2	5 HiCannons	C D E F G	180	10-second invisible cannon
11	O-Canon3	5 M-Cannons	E F G H I	240	10-second invisible cannon
12	M-Burst	5 Spreaders	M N O P Q	1000	Powerful exploding shots
13	O-Ball	5 CannBalls	O P Q R S	300	10-second invisible cannonball
14	O-Raton1	5 Ratton1s	H I J K L	210	10-second invisible Ratton
15	O-Raton2	5 Ratton2s	J K L M N	240	10-second invisible Ratton
16	O-Raton3	5 Ratton3s	L M N O P	270	10-second invisible Ratton
17	Arrows	1 DoublNdl 1 TripNdl 1 QuadNdl	CCC, III	1000	Fires off 10 arrows of rage!
18	UltraBmb	1 LilBomb, 1 CrosBomb, 1 BigBomb	OOO, QQQ, TTT	400	Strongest bomb hits 9 panels!
19	LifeSrd1	1 Sword	AAA, LLL, YYY	400	Gigantic 2 by 3 sword!

		1 WideSwrd			
		1 LongSwrd			
20	LifeSrd2	1 FireSwrd	HHH, NNN, RRR	500	Gigantic 2 by 3 sword!
		1 AquaSwrd			
		1 ElecSwrd			
21	LifeSrd3	1 FireBlde	FFF, RRR	600	Gigantic 2 by 3 sword!
		1 AquaBlde			
		1 ElecBlde			
22	Punch	1 GutPunch	BBB, DDD		Punch like a machine- gun
		1 ColdPnch			
		1 DaskAtk			
23	Curse	1 CrsShld1	AAA, OOO, PPP	500	3-line curse shield
		1 CrsShld2			
		1 CrsShld3			
24	TimeBom+	1 TimeBom1	GGG, KKK, ZZZ	500	Gigantic time bomb!
		1 TimeBom2			
		1 TimeBom3			
25	HvyStamp	1 Quake1	QQQ, WWW	800	Stomps on 1 enemy!
		1 Quake2			
		1 Quake3			
26	PoisPhar	1 PoisMask	UUU, WWW	-	Pharoah's stronger poison
		1 PoisFace			
		1 Anubis			
27	Gater	1 Wind	GGG	100	Various things out of a gate!
		1 Fan		x9	
		1 GateMan/V2/V3			
28	GtsShoot	1 Guard	*GG	400	GutsMan throws MegaMan!
		1 DashAtk			
		1 GutsMan/V2/V3			
29	BigHeart	1 HolyPan1	RRR	300	Roll's heart does full heal!
		1 Recov300			
		1 Roll/V2/V3			
30	BodyGrd	1 DropDown	SSS	100x	ShadowMan shoots
		1 AntiDmg		18	shurikens!
		1 ShadoMan/V2/V3			
31	2xHero	1 CustSwrd	BBB	70x	MegaMan & ProtoMan
		1 VarSwrd		18	teamed up!
		1 ProtoMan/V2/V3			
32	Darkness	1 BassV3	XXX	3000	Double darkness attack!
		1 AntiNavi			
		1 (Element)Gospel			

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14. Shop List

The shop list will work as follows:

Area
Qty|Chip/Item|Code|Price

A. Netdealers

Den Area 1

1 HPMemory 1000Z
1 HPMemory 2000Z
3 Shotgun B 200Z
3 LilBomb J 500Z
3 Recov10 * 500Z
3 Spreader Q 1000Z

Den Area 3

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

The Square

3 CrossGun J 600Z
3 WideSwrd L 800Z
3 Recov30 H 1000Z
3 Barrier B 1200Z

KotoSquare

1 HPMemory 4000Z
1 HPMemory 8000Z
1 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

1 HPMemory 8000Z
1 HPMemory 12000Z
1 HPMemory 16000Z
1 PowerUp 10000Z
3 Repair * 2400Z
3 WideSwrd * 3000Z
3 Hammer U 4800Z
3 Jealousy J 10000Z

Undernet 1

1 HPMemory 10000Z
1 HPMemory 15000Z
1 HPMemory 20000Z
3 FullCust * 5000Z
3 Atk+20 * 8000Z

3 ElecBlde R 9000Z
3 GrabRvng W 10000Z

UnderSquare

1 HPMemory 12000Z
1 HPMemory 16000Z
1 HPMemory 20000Z
1 PowerUp 20000Z
3 MagLine Q 8000Z
3 LavaLine A 8000Z
3 IceLine A 8000Z
3 GrassLne R 8000Z

UnderKoto

1 HPMemory 15000Z
1 HPMemory 20000Z
1 HPMemory 30000Z
1 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

NumberMan (Netopia Area 2)

3 Recov120 O 4000Z
3 Elec+40 * 5000Z
3 CustSwrd B 7500Z

NumberMan (Undernet 5) (*=Carryover from previous NumberMan)

3 Recov120 O 4000Z*
3 Elec+40 * 5000Z*
3 CustSwrd B 7500Z*
3 AntiFire T 8000Z
3 AntiElec H 9000Z
3 AntiWatr W 10000Z

NumberMan (Den Area 1) (*=Carryover from previous NumberMan)

3 Recov120 O 4000Z*
3 Elec+40 * 5000Z*
3 CustSwrd B 7500Z*
3 AntiFire T 8000Z*
3 AntiElec H 9000Z*
3 AntiWatr W 10000Z*
3 Geddon1 S 10000Z
3 Geddon2 Z 14000Z

B. SubChip Peddlers

SubChips are unlimited and have no quantities. The quantity is infinite.

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

Lobby (The Center)

MiniEnrg 50Z
SneakRun 200Z
LocEnemy 10000Z

Okuden Dam

MiniEnrg 40Z
SneakRun 200Z
Unlocker 4000Z

Airplane Economy Class TV

FullEnrg 400Z
SneakRun 200Z
Unlocker 4000Z

NetCastle

MiniEnrg 50Z
FullEnrg 400Z
LocEnemy 10000Z

C. BugFrag Shop

KotoSquare

1 CrossGun * 1
1 Spreader M 1
1 Recov80 * 2
1 AirShoes A 4
1 Atk+30 * 8
1 ZuesHamr Z 16

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15. Hidden Characters List

There are many characters are hidden from your sight that give out items/chips. In this section, I'll discuss where they are and what they give.

1. ACDC Town - behind the brown house just in the back of Lan's house. Receive 20 Guard *s. Appears after you leave to Netopia.
2. Netopia - Just behind some trees on the left side of the castle. Just keep on walking down along the trees and press A when you can't move. You should receive a SubMemory. Appears after you beat FreezeMan.exe.
3. Okuden Valley Camp Trail 2 - Behind a tree next to the bear. You should receive a RegUp2. Appears after you beat FreezeMan.exe.
4. Marine Harbor - Behind a wall across from the stairs on the right in Marine Harbor, beside the License Office door, press A while walking into the wall. A little girl will pop up and say something. You will receive Geddon 3.
5. Mother Computer Room - Behind the first server (where only Official Net-Battlers could jack in). There should be a program there that'll give you a PowerUp. Appears after you've first arrived to Kotobuki.

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16. Navi List and Strategies

This is where you'll find the list of navis, their locations and certain strategies to defeat the navis that you'll encounter throughout the game. The strategies are created mostly by other people. Please check the Credits/Thanks section to see who submitted what.

Note: Strategies for navis' V2s and V3s that don't change from their V1 are located at the end of each navi description.

GutsMan

GutsMan - Dex's house

HP: 300

Just talk to Dex whenever you want to fight GutsMan. GutsMan will release shockwaves such as those of Mettaurs. When you are on the far right of your side, he comes and punches you.

Strategy: Just use the same up and down dodging for his shockwave attack and his row cracking attacks and you'll be fine. Stay away from the front row or he'll punch you.

GutsManV2 - Dex's house after you beat his V1.

HP: 500

The same as V1 except with some additions and stronger attacks. When he hits the floor, he'll crack all panels. He releases a rocket punch on the same line as you. He also uses an AreaGrab when he's low on HP.

Strategy: He works like the first one, just a tad stronger, and his row-crack has become an entire area-crack. Be aware of this attack. He has 500 HP. Watch

out for his new Rocket Punch, as well! Tends to use Area Grabs after a while, as well.

GutsManV3 - Dex's house/Kotobuki after you beat his V2.

HP: 800

The same as V2 with just one addition and stronger attacks. Whenever he's low on HP (I think 200), he'll use a Recov200 chip to recover 200 of his HP.

Strategy: He's a little faster and stronger than his last version, and has a nice 800 HP to boot. When he gets lower than 200 on HP, he'll use a Recov200 chip to boost his HP a bit. He still boots the Rocket Punch. Use up the cracked panels wisely!

GateMan

GateMan - Official Center lobby.

HP: 600

Just talk to Mr. Famous whenever you want to fight GateMan. GateMan shoots a cannon at you every now and then. He also releases 3 homing soldiers that cannot be avoided. The only way to get rid of them is to destroy them. When GateMan is low on HP, he creates a RemoGate that blocks all attacks and moves up/down to whichever row you're on. The RemoGate can also attack but is vulnerable to attacks when it attacks.

GateManV2 - Official Center lobby after you beat his V1.

HP: 800

The same as V1 except with stronger attacks.

GateManV3 - Official Center lobby after you beat his V2.

HP: 1000

The same as V2 except with stronger attacks.

Strategy: He's a little faster and stronger than his last version, and has a nice 800 HP to boot. When he gets lower than 200 on HP, he'll use a Recov200 chip to boost his HP a bit. He still boots the Rocket Punch. Use up the cracked panels wisely!

ProtoMan

ProtoMan - Okuden Dam

HP: 800

Just talk to Chaud whenever you want to fight ProtoMan. ProtoMan sends a slashwave when he's in the back row. The slashwave is 2 rows in length so you can just move down twice when he does that. He also goes to the leftmost part of his side and uses a long sword at you. To avoid you can just move up or down. He can also go close to you and use a wide sword. Just move back to avoid this attack. He moves faster as his HP gets lower so be aware of that. He can pull his shield every now and then when you attack.

ProtoManV2 - Okuden Dam/Airport/Outside NetCastle after you beat his V1.

HP: 1200

The same as V1 except with stronger attacks.

ProtoManV3 - Okuden Dam/Airport/Outside NetCastle after you beat his V2

HP: 1500

The same as V1 except with stronger attacks.

Strategy: ProtoMan starts off fast and moves and dodges so charge up and stay in the middle. When that slash wave comes dodge up or down then move up or down after to dodge his long sword so while he's open you can bust his face. Just

repeat so when he starts coming to your side for that 200 damage wide sword, stay in the first row and then move back to shoot. Then repeat he's deleted.

Strategy 2: First of all, keep adding chips in your folder to try and get Gater. Use a Heat V3 style, and keep using the flamethrower right after Proto uses his Hero Sword swipe. Get in close to do it. After you get a Wind G/*, Fan G/*, and GateMan G chip in custom select screen, form Gater and keep using flamethrowers until Proto's HP is lowered to 900. After the flashing goes away from the flamethrower. React with Gater to finish him off S-rank.

ToadMan

ToadMan - Marine Harbor/Okuden Campground

HP: 300

Just talk to Ribitta whenever you want to fight ToadMan. ToadMan sends out a melody that comes towards you and paralyzes you. He may appear anytime from beneath and attack you from there. There are tadpoles that come from his lily pads that go straight forward. Water will splash at you if you're too close and will damage you.

ToadManV2 - Marine Harbor/Okuden Campground after you beat V1.

HP: 600

The same as V1 except with stronger attacks.

ToadManV3 - Marine Harbor/Okuden Campground after you beat V2.

HP: 900

The same as V2 except with stronger attacks.

HeatMan

HeatMan - Den Airport

HP: 900

Just talk to Mr. Match if you want to fight HeatMan. HeatMan will unleash a "fire tower" at you that'll go towards you. He'll turn into a box every now and then and stomp to create a lava panel on your side. When he turns into a box and stomps down on his side, it'll create fire to spring up on your side damaging you.

HeatManV2 - Den Airport

HP: 1100

The same as V1 except with stronger attacks.

HeatManV3 - Den Airport

HP: 1300

The same as V2 except with stronger attacks.

AirMan

AirMan - Gas Comp

HP: 300

You fight AirMan for the first time while trying to save Yai during the gas incident at her house. AirMan will fire a wind cannon at you every now and then. He also creates 3 tornadoes (one on each row) that come towards you and should be really easy to dodge. After his HP is low, he'll create 2 large tornadoes that will come towards you.

Strategy: Defeat him by using chips like Cannon when he stops and Sword when he gets on the closest vertical row on the blue side. You can knock him out fast with this strategy. Move up or down when he fires the explosion that goes down the row, go forward and backward and up and down in between the 3

tornadoes, and basically do the same thing when he does the cross tornadoes. Remember in the cross tornadoes move they can't go diagonal.

AirManV2 - Den Area 1 just keep going straight on the right hand side and turn northeast to the dead-end. He should be there.

HP: 500

The same as his V1 except wiht stronger attacks.

AirManV3 - Den Area 1, random battles after you beat V2.

HP: 700

The same as his V2 except with stronger attacks.

Strategy: Have the chips that form the P.A., Gater, and you'll be fine.

QuickMan

QuickMan - Bomb Comp4

HP: 400

You fight QuickMan for the first time during the bomb incident at Okuden Dam. He is located in the last bomb detonator. He moves around very quickly then attacks you with a boomerang that goes forward and back. When his HP is low, he'll launch two boomerangs at you very quickly. You won't be able to attack him while he's standing still for he'll defend against the attack.

Strategy: He moves around quickly, so if you have some in your folder, use Navi summoning chips. When he's not moving around, he'll throw a boomerang at you. He'll stop in the same row you are when he does, then he throws it. Dodge it by moving up or down. After you lower his HP a little bit, he'll start doing that attack twice in a row. He's mostly vulnerable while the 2nd one is out, so be careful. He has 400 HP. Use your Buster cannon for the most part but when you can, try Swords and Wide Swords for when he stops in the front row.

QuickManV2 - KotoArea where a Green Mystery Data is. He'll appear right before you can get the GMD.

HP: 600

The same as has V1 except with stronger attacks.

Strategy: When you fight him, use the same main strategy as before, but beware his close up strike. Stay in the middle and back up as he does it, or go up or down and forward if you're in the back. This attack is lethal. Back up and deliver a Wide Sword in the face.

QuickManV3 - KotoArea, random battles after you beat V2.

HP: 800

The same as V2 except with a few additions and stronger attacks. He'll now launch 2 boomerangs at you each time he attacks. He'll throw at boomerang at you in a horizontal 8 shape every now and then and the only way to avoid it is to stay in the middle square of your side. When he is low on HP, he'll go up close to you and attack you with the blade of his forehead. It'll look like an uppercut. He'll still block against any attack while standing still.

Strategy: The best way to beat QuickMan is to have a Heat style. This way, when he moves around, you'll be almost guranteed to hit him with your flamethrower. When he attacks you will his boomerang, just move up or down, but if he uses the one that creates an 8 shape, be sure to stay in the middle square of your side. Attack him with any "time-freezing" chips or P.A.s when he is moving around would be a good strategy. If you're fighting his V3, be sure to move back one column when he comes towards you and attacks with his uppercut or you'll end up getting damage.

CutMan

CutMan - Yumland Boards area

HP: 600

You fight CutMan when you visit the YumLand Boards area. He'll try to stop you from leaving and finding ShadowMan. The first thing that you'll notice is that there are 2 rocks, one in the middle of your area and one in the middle of his area. His first move is going to be where he creates a scissor that goes clockwise on your side. If you're on the right-most panel, he'll eventually attack you with the scissors on his head. He'll attack you with a "scissor boomerang" every now and then.

Strategy: Work on taking the rock on your side out occasionally, but mainly work on beating up on Cut Man himself. Use strong attacks like Swords and just mostly ignore the mini scissor thing following you around. Just don't get hit by it. When Cut gets up close trying to cut you, go up or down and use a Wide Sword or any elemental Sword that acts like a Wide Sword. He has 600 HP. His main attack is a scissor boomerang. Move up and down to avoid it.

CutManV2 - Yumland 2. He should be on the platform underneath the warp to YumSquare.

HP: 800

The same as V1 except with stronger attacks.

CutManV3 - Yumland 2, random battles after you beat V2.

HP: 1000

The same as V2 except with one change and stronger attacks. This time he'll create two scissors that go clockwise on your side. Everything else would be the same.

Strategy: He works mainly like a stronger Cut Man V2, just 2 mini-scissors follow you around that rock in your area. For this battle, take out the rock in your area and stay there until Cut Man shoots his boomerang, then move up and down, still avoiding the scissors. He has 1000 HP, but either way he's still easy.

ShadowMan

ShadowMan - Mother Computer

HP: 800

You fight ShadowMan for the first time during the Mother Computer incident. He is located at the end of Mother Comp5. The first thing you'll notice is that the battlefield is a GrassStg. This is to enhance his fire attack that damages one row and destroys the grass panels. He'll create 2 other copies of him to confuse you. Just attack the real one (the one with HP) to delete the copies. He'll also shoot 3 shurikens at you. Move around to dodge them. When he's low on HP, he'll have 2 "ghosts" appear on your side and slash you.

Strategy: You'll quickly notice the entire arena is grass based, so have a Heat style ready. Also, if you have one handy, use Repair if you suck at dodging so his fire attack won't do double. Use the Heat Style flamethrower when ShadowMan lands from the Ninja Stars to deliver lots of damage. Remember you'll probably still be at V1 in here so you'll do an actual 100 damage to him if it hits. He'll occasionally make copies of himself on his side of the board. Attack the copies to make em go away. The real one is the one with the HP counter. After a while he'll put up ghost images of him on your side. Those slash you and harm you so avoid them. Attack them with Swords to get rid of them.

ShadowManV2 - Undernet 5 on the color-changing platform. He's located on the

west-most corner.

HP: 1200

The same as V1 except with a few additions and stronger attacks. He now uses his Muramasa chip. His Muramasa chip will damage as much as how much HP ShadowMan lost during battle. He'll now move close to you and hit you with his sword.

ShadowManV3 - Undernet 5, random battles after you beat V2.

HP: 1600

The same as V2 except with one change and stronger attacks. His Muramasa attack still does as much damage as how much HP ShadowMan lost from the beginning of battle but now if he's at 600HP, his Muramasa chip will delete you in one hit! Luckily, he'll only use his Muramasa chip whenever he's low on HP.

Strategy: Stay from the front row unless he's low on HP, when he is, watch out for his Muramasa! He's stronger and faster then he was in his V2 form, and he comes with a whopping 1600 HP. His Muramasa strike does as much damage as his HP has lost. Meaning he lose 900 HP (making his current total 700) the strike will deal 900 damage to you, probably killing you. Same illusions as before, so there.

MagnetMan

MagnetMan - Airplane Network

HP: 1000

You fight MagnetMan for the first time during the Airplane hi-jacking incident. He creates 2 magnets (one at top, one at bottom) that follow you. He also creates a black ball that paralyzes if you hit it. He uses MagLine every now and then. You should let him use MagLine on all your rows so you won't be magnetized anywhere. When he's low on HP, he'll use his "Double Team" attack where he and a blue version of himself ram at you.

MagnetManV2 - Undernet 2 behind stairs leading to UnderSquare. He should be located in a dead-end.

HP: 1400

The same as V1 except with stronger attacks.

MagnetManV3 - Undernet 2, random battles after you beat V2.

HP: 1800

The same as V2 except with stronger attacks.

SnakeMan

SnakeMan - Netopia, Mrs. Millions

HP: 900

You fight SnakeMan for the first time against Mrs. Millions to get your chips back. There'll be little snakes that come out of the empty panels and attack you. SnakeMan will hide in it's jar when you are on the middle row. Move up or down and he'll appear. When he pops up, he might attack you with some kind of machine-gun. Just move around to dodge the attack. When he's low on HP, he moves to the row that you're on and springs forward to bite you causing lots of damage.

SnakeManV2 - Netopia, Mrs. Millions after you beat V1.

HP: 1200

The same as V1 except with stronger attacks.

SnakeManV3 - Netopia, Mrs. Millions after you beat V2.

HP: 1500

The same as V2 except with stronger attacks.

ThunMan

ThunMan - Netopia Underground, Raoul

HP: 700

You fight ThunMan for the first time against Raoul so you can use his radio to access the net. The first thing that you'll notice while fighting him is that there are 3 clouds, one on each row, and that he's in the back row. If you stop one of the clouds, it'll release thunder on all sides. ThunMan will eventually attack you with 3 lightning strikes. There'll be thunder balls that attack you from the clouds. They are released when you're on the same row as them.

ThunManV2 - Netopia Underground, Raoul after you beat V1.

HP: 1000

The same as V1 except with stronger attacks.

ThunManV3 - Netopia Underground, Raoul after you beat V2.

HP: 1300

The same as V2 except with stronger attacks.

KnightMan

KnightMan - NetCastle

HP: 800

You fight KnightMan for the first time against Princess Pride during the Castle Trap incident. You'll notice that KnightMan turns into stone and will only take when damage while his StoneBod chip is in effect. When he turns into color, you can attack him. He'll throw his mace at you if you're on the same row as him. If you aren't on the same line, he'll call for 3 rocks to fall on you each time. He'll jump after a while and crack all panels.

KnightManV2 - Large platform next to Purple Mystery Data in the west of Netopia Area 1.

HP: 1000

The same as V1 except with stronger attacks.

KnightManV3 - Netopia Area 1, random battles after you beat V2.

HP: 1500

The same as V2 except with one addition and stronger attacks. When he's on the leftmost panel of his side and you're on the rightmost panel, he'll rotate his mace and deal lots of damage to you. Besides that, everything else will be the same.

FreezeMan

FreezeMan - Kotobuki Hideout

HP: 1000

You fight FreezeMan for the first time during the "ice net" incident. The first thing you should notice is that the battlefield is an IceStage. And that your top-left most panel is empty and that FreezeMan's bottom-right most panel is the same as well. First he'll create an ice barrier that blocks damage until it is broken. When it's broken he'll blow wind at you, causing you to be in the back row. He'll then either attack you with 3 icicles that drop on you or he'll use his "ice tower" attack twice that comes towards you. You can tell if he's going to attack when his eyes flash yellow.

FreezeManV2 - Undernet 7 near mystery data at a dead end.

HP: 1200

The same as V1 except with stronger attacks.

FreezeManV3 - Undernet 7, random battles after you beat V2.

HP: 1400

The same as V2 except with stronger attacks.

PharaohMan

PharaohMan - WWW Area 1 door leading to WWW Area 2 (Must be level 70 or higher).

HP: 1200

The first thing you'll notice is that the top and bottom left most panels of PharaohMan's side is empty and that there are 2 coffins. The two coffins will use a Ratton attack or green laser attack at you. There'll be a black block that'll fall down and if it falls on you, you'll take damage. PharaohMan will also use his trap attack to create a switch. If you step on the switch, various things happen, there may be an Anubis that drops and poisons your side of the field, or there can be a SnakeEgg or other things.

PharaohManV2 - WWW Area 1 dead end a little north of the Green Mystery Data.

HP: 1500

The same as V1 except with stronger attacks.

PharaohManV3 - WWW Area 1, random battles after you beat V2.

HP: 1800

The same as V2 except with stronger attacks.

Strategy: Store up good on chips such as Shotgun, Heat Shot, Bubbler, their "V" counterparts, and "Cross" counterparts for this battle. Use a Heat style or Aqua style (for infinite Bubbler). Flame thrower or Bubbler shoot Pharaoh Man when a coffin guards him, and try to get HeatShot with a couple Heat +40's to deal a quick 130/170/210 damage to him. Same with Bubbler and a few Aqua +40's. Since not getting hit is pretty hard, use the Guts style for the Heat/Aqua element.

NapalmMan

NapalmMan - WWW Area 2 door leading to WWW Area 3 (Must have all V3 navi chips except the WWW navis and Bass).

HP: 1400

Small machine guns come out of panels on the same panel as you and attack you. When NapalmMan is low on HP, two machine guns will come up instead of one. He'll then attack you with 3 grenades that'll make the panel burn and crack after the fire is gone. When low on HP, he'll target you and use a BigBomb chip.

NapalmManV2 - WWW Area 2 second to last path going up from the conveyor belt.

HP: 1700

The same as V1 except with stronger attacks.

NapalmManV3 - WWW Area 2, random battles after you beat V2.

HP: 2000

The same as V2 except with stronger attacks.

Strategy: Napalmman is a Fire Navi, hence we use Water attacks! There is an easy way to beat him, using a few chips! AQUABALL! Set the AquaBall as your default chip to insure that you get it. At the beginning of the battle fire the AquaBall and stand behind it! You are now immune to his guns, but not his fire, so watch out. The guns will fire at the ball and up it's damage A LOT! While this is going on, either fire like mad at it, or if you also have a heavy hitting PA or Chip, use that on it! You will soon get the ball up to 999 damage, upon which the ball will hit a gun and pop, doing 1998 damage to Napalmman, hit him once with your buster and he is dead! (And you didn't take

any damage).

PlanetMan

PlanetMan - Platform at end of WWW Area 3.

HP: 1600

The first thing you'll notice while in battle with PlanetMan is that all panels surrounding him will be empty and your middle panel is empty. PlanetMan has 2 "planets" surrounding him. The planets are color-coded with each color representing a different element. Blue: Aqua - attacks with water tower. Red: Fire - attacks with the fire move that the CanDevils use. Yellow: Elec - attacks with a slow-moving ZapRing. Yellow-green: Wood - Wood tower (I think). Once you attack him, he'll send out a small "shuttle" that moves up and down and attacks you until you destroy it. Once he has low HP, he'll use his "black hole" attack and it'll bring meteors from behind you and hit you causing lots of damage.

PlanetManV2 - WWW Area 3 dead end where the Purple Mystery Data is.

HP: 1800

The same as V1 except with stronger attacks.

PlanetManV3 - WWW Area 3, random battles after you beat V2.

HP: 2200

The same as V2 except with stronger attacks.

Strategy: Start by placing a couple LavaDragon (F,R, or *), GrassLine/Stage (F, R, or *) and Gater Chips in your folder! Use GrassLINE instead of Stage because you can set it to default! Use the GrassLine/Stage first off, if PlanetMan has the Fire Orb, now would be a good time to use a repair! Next, get your LavaDragon ready, stand in the front row center, and let her rip! This will drop his HP to about 1400! Next, you have to get Gater ready, and try to accompany it with a few Attack plusses! This should drop his HP anywhere to 500 to 0 depending on the Attack plusses you put in! From here use other chips, P.A.s, and your buster to wipe him out!

Strategy 2: Put 1 Blower chip in your folder, and set it as default! Also have 3-4 Fire+40 Chips, and a few Attack+20/30! Upon entering the battle, discard as many chips as you can, with the ADD button! This will give you more chances to pick up what you are looking for! As SOON as you get either 2 Fire+40 and Atk+20, or 3 Fire+40 (as long as it adds up to 120 total), pair them with Blower and get ready for PlanetMan! Fire the blower just as the orb passes, insuring that you get all 8 Blower hits in! This combo will do well over 2200 damage, and PlanetMan is dead!

Bass

Bass - Gospel server before fighting Gospel.

HP: 1000

You fight Bass for the first time in the Gospel servers while trying to end Gospel. This Bass is the fake Bass though... He'll attack you with an energy ball on the same row that you're on. When he's in the back row, he'll eventually attack you with LOTS of energy balls.

RealBass - After you beat all the WWW navis, he'll appear when you try to leave.

HP: 2000

The first thing you'll notice when fighting RealBass is that he has a LifeAur1 that shields him of all damage under 100. You can remove the LifeAur1 by using an attack that is over 100 but be aware that it'll regenerate. His first few moves is that he attacks you with an energy ball. He'll charge different colors depending on how much HP he has and each color represents different

speed/attack of his energy balls. This only happens when he's in the back row. When he's low on HP, he'll come towards you and attack you, breaking the column of panels that you're on. Note: His LifeAur1 is removed during this attack.

BassDelux - WWW Area 3, random battles after you beat RealBass. Must have 247/250 chips (LifeAur3, BassV2, BassV3).

HP: 2000

The same as RealBass except that now Bass has a LifeAur2 up meaning he won't take any damage that causes 149 damage or lower.

Gospel

Gospel - Gospel server, last boss of the game.

HP: 2000

You'll fight Gospel at the end of the game. He's surely the last boss of the game. His first attack will be a shockwave from his mouth. After that, these junk things that look like faces come toward you on each row repeatedly. If you're on the middle row, he'll attack you with a drill head causing lots of damage. He'll use a shockwave that'll break the panel that it attacks every once in a while. As his HP lowers, his head turns into a Gospel navi that of AirMan, QuickMan, ShadowMan, CutMan, KnightMan, or MagnetMan. The navi will do their attack for a while and change back to Gospel's head. When Gospel's HP reaches 500 or so, he'll suck you in to the rightmost panel and use a breath attack corresponding to your style element's weakness. If you're a heat style, the breath will be a aqua breath, doing double damage. If you're an aqua style, the breath will be a elec breath and so on. If you're a normal style, he'll use any breath element. You'll be safe only in the back row when he does his breath attack.

Strategy: Try using ElecGuts or a bunch of ElecRings to stun him when his mouth is open. After he's stunned use a HIGH power attack or mad buster attacks. I recommend ElecGuts then getting a lot of P.A. combo chips in your folder. When he is immitating a Navi, you can CREAM the navi with your buster (e.g. Cutman-Scout back 1 space and blast with Gater or GutSht.

Please send your strategies to: rwave@verizon.net

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17. Chip Locations

ID# | Chip Name | Virus | Location

001	Cannon	Canodumb1	Den Areas 1, 2, 3
002	HiCannon	Canodumb2	Airplane TV
003	M-Cannon	Canodumb3	Autolock (Kotobuki), Apart Comps, Gosp Servers
004	ShotGun	-	Den Area 1 Netdealer
005	V-Gun	-	Den Area 2 GMD
006	CrossGun	-	The Square Netdealer
007	Spreader	-	Den Area 1 and 2 Netdealers
008	Bubbler	Shrimpy	Mother Comps
009	Bub-V	Shrimpy2	NetCastle Networks
010	BubCross	Shrimpy3	Undernet 1, 2, and 3
011	BubSprd	Puffy	Undernet 7
012	HeatShot	Spikey	Bomb Comps, Broken Toy (ACDC Town)
013	Heat-V	Spikey2	Duty-free Shop, VendingMach. (Kotobuki)
014	HeatCros	Spikey3	Apart Comp2
015	HeatSprd	Buffy	Undernet 5

016	MiniBomb	Beetank	Dex's computer, Doghouse
017	LilBomb	Beetank	Dex's computer, Doghouse
018	CrosBomb	Beetank2	Netopia 2 and 3, Airplane TV
019	BigBomb	Beetank3	Undernet 4, 6, WWW Area 1
020	TreeBom1	KillPlant	Mother Comp2
021	TreeBom2	KillWeed	UnderKoto
022	TreeBom3	KillFleur	Undernet 5
023	Sword	-	Den Area 2 GMD
024	WideSwrd	Swordy	KotoArea, Undernet 1 GMD
025	LongSwrd	Swordy	KotoArea, Undernet 1 GMD, Mother Compl
026	FireSwrd	Swordy2	KotoArea
027	AquaSwrd	Swordy3	Castle Comp3 and 4, Mother Compl WWW Area 1
028	ElecSwrd	-	Ribbitta's Van BMD, UnderKoto GMD
029	FireBlde	-	KotoSquare Netdealer, WWW Area 1 GMD
030	AquaBlde	-	UnderKoto Netdealer, WWW Area 1 GMD
031	ElecBlde	-	Undernet 1 Netdealer, WWW Area 1 GMD
032	StepSwrd	-	Complete request 15
033	Kunai1	Snapper	Apart Comp2 and 3, Gosp Server1
034	Kunai2	Snapper2	Undernet 5
035	Kunai3	Snapper3	WWW Area 3
036	CustSwrd	-	NumberMan Netdealer
037	Muramasa	ShadoMnV3	Undernet 5
038	VarSwrd	-	Undernet 7 GMD, Chip trade 2
039	Slasher	-	Complete Request 6
040	Shockwav	Mettaur	Den Areas 1, 2, and 3
041	Sonicwav	Mettaur2	Yumland 1 and 2, Hotel Refrigerator
042	Dynawave	Mettaur3	Undernet 3, Autolock (Kotobuki), WWW Area 1
043	Quake1	Flappy	Den Area 2 and 3
044	Quake2	Flappy2	Hotel Refrigerator
045	Quake3	Flappy3	Undernet 1 and 2
046	GutsPnch	GutsMan	Dex's house/Kotobuki (Dex)
047	ColdPnch	-	Yumland 2 Netdealer, Den Area 3 GMD
048	DashAtk	Fishy	Bomb Comps, Broken Toy
049	Wrecker	-	Yumland 1 GMD
050	CannBall	HardHeads	UnderKoto, Undernet 7 GMD
051	DoublNdl	Shellgeek	Mother Comp4, Flight Board, Undernet 4 GMD
052	TripNdl	ShellNerd	Mrs. Millions Purse
053	QuadNdl	Eggnerd	Duty-free Shop
054	Trident	-	WWW Area 1 Netdealer, Retro Chip Traders
055	Ratton1	Ratty	Netopia Area 1 and 2, VendingMach. (Kotobuki)
056	Ratton2	Ratty2	Apart Comps, WWW Area 2 GMD
057	Ratton3	Ratty3	WWW Area 2 and 3, WWW Area 2 GMD
058	FireRat	-	Yumland 1 PMD
059	Tornado	-	WWW Area 1 Netdealer, Retro Chip Traders
060	Twister	-	Complete Request 10
061	Blower	-	Chip trade 6
062	Burner	Fishy2	Undernet 4 and 5
063	ZapRing1	Bunny	Den Area 2 and 3
064	ZapRing2	TuffBunny	Netopia Area 1, 2 and 3, Statue at NetCastle
065	ZapRing3	MegaBunny	VendingMach. (Kotobuki)
066	Satelit1	Sparky	Mother Comp2, Yumland 1 and 2, Airplane Network
067	Satelit2	Sparkler	Airplane TV
068	Satelit3	Sparkanoid	Autolock (Kotobuki), WWW Area 1
069	Spice1	Mosh	Mother Comps
070	Spice2	Moshy	Undernet 6
071	Spice3	Mushy	WWW Area 3
072	MagBomb1	Magneaker	Airplane Network 3
073	MagBomb2	Manmacker	Undernet 6
074	MagBomb3	Magnoid	WWW Area 1 and 2
075	Yo-Yo1	Yort	Apart Comps

076	Yo-Yo2	Yurt	Undernet 6
077	Yo-Yo3	Yart	WWW Area 3
078	CrsShld1	Dominerd	Castle Comps
079	CrsShld2	Dominerd2	UnderKoto
080	CrsShld3	Dominerd3	Undernet 7
081	Hammer	-	NetSquare Netdealer, Chip trade 5
082	ZuesHamr	-	BugFrag Shop
083	Lance	-	WWW Area 3 GMD
084	BrnzFist	-	Yumland 1 PMD
085	SilvFist	-	Chip trade 7
086	GoldFist	-	Complete Request 18
087	PoisMask	PuffBall	Mother Comp4 and 5
088	PoisFace	PoofBall	Apartment Comp2, WWW Area 2
089	WhirlPl	Null	Undernet 1, 2, and 3
090	Blckhole	Void	Undernet 7
091	Meteor9	MettFire	Bomb Comp4, Mother Comp3
092	Meteor12	FullFire	Castle Comps, VendingMach. (Kotobuki)
093	Meteor15	DeathFire	Undernet 2, 3, and 6
094	Meteor18	Mole2	WWW Area 3
095	TimeBom1	Handy	Bomb Comp1, 2
096	TimeBom2	Handy2	Airplane Network 2, Statue at NetCastle
097	TimeBom3	Handy3	Apartment Comp4, Gosp Servers
098	LilCloud	Cloudy	Netopia Area 1, 2, and 3
099	MedCloud	Cloudy2	Undernet 1, 2, and 3
100	BigCloud	Cloudy3	Undernet 5 and 6
101	Mine	-	WWW Area 1 Netdealer, Retro Chip Trader
102	FrntSnsr	-	WWW Area 1 Netdealer, Retro Chip Trader
103	DblSnsr	-	WWW Area 1 Netdealer, Retro Chip Trader
104	Remobit1	Twisty	Raoul's Radio
105	Remobit2	Twisty2	UnderKoto, Undernet 4
106	Remobit3	Twisty3	Autolock (Kotobuki)
107	AquaBall	Octon	Wide Monitor (Official Center's Conference Room)
108	ElecBall	Octor	Statue at NetCastle
109	HeatBall	Octavian	Undernet 7
110	Geyser	-	Yumland 2 PMD
111	LavaDrag	LavaDrag	Apartment24F Comp
112	GodStone	-	WWW Area 1 Netdealer
113	OldWood	-	WWW Area 2 PMD
114	Guard	Mettaur	Den Area 1, 2, and 3
115	PanlOut1	-	ACDC Town School Desk
116	PanlOut3	-	
117	LineOut	Flamey	Gas Stove (Okuden), Bomb Comps
118	Catcher	RedUFO	Airplane Network
119	Mindbndr	-	UnderKoto Netdealer, Undernet 4 GMD
120	Recov10	-	Den Area 1 Netdealer
121	Recov30	-	The Square Netdealer
122	Recov50	-	Netopia 1 BMD
123	Recov80	Spooky3	Undernet 1, 2, 3, and 5
124	Recov120	Spooky3	Undernet 1, 2, 3, and 5, Castle Comp5 BMD
125	Recov150	Spooky3	Undernet 1, 2, 3, and 5
126	Recov200	-	Complete Request 17, Undernet 6 GMD
127	Recov300	-	Undernet 7 BMD
128	PanlGrab	-	KotoSquare Netdealer
129	AreaGrab	-	Den Area 3 Netdealer, Gosp Server1 BMD
130	GrabRvng	-	Undernet 1 Netdealer
131	Geddon1	-	NumberMan Netdealer (Den Area 1)
132	Geddon2	-	NumberMan Netdealer (Den Area 1)
133	Geddon3	-	Hidden Character 4
134	Escape	-	
135	AirShoes	Mole2	WWW Area 3, BugFrag Shop

136	Repair	-	NetSquare Netdealer
137	Candle1	CanDevil	Castle Comp5
138	Candle2	CanDevil2	Undernet 6
139	Candle3	CanDevil3	WWW Area 2
140	RockCube	-	Yumland 2 Netdealer, Undernet 6 GMD
141	Prism	-	Netopia Area 1 BMD
142	Guardian	-	Autolock (Kotobuki) PMD
143	Wind	WindBox	Netopia Area 2 Netdealer, Raoul's Radio, Doghouse
144	Fan	VacuumFan	Netopia Area 2 Netdealer, Raoul's Radio
145	Anubis	PharoMnV3	WWW Area 1
146	SloGauge	-	UnderKoto Netdealer
147	FstGauge	-	UnderKoto Netdealer
148	FullCust	-	Undernet 1 Netdealer, WWW Area 3 GMD
149	Invis1	Spooky1	Yumland 1 and 2
150	Invis2	Spooky2	Mother Comp2, 3, 4, and 5, Castle Comps
151	Invis3	Spooky3	Undernet 1, 2, 3, and 5, Castle Comp 3
152	DropDown	Popper3	WWW Area 2
153	PopUp	Mole	Undernet 6
154	StoneBod	KnghtMnV3	Netopia Area 1
155	Shadow1	Shadow	Castle Comps
156	Shadow2	RedDevil	Apart Comps
157	Shadow3	BlueDemon	WWW Area 1
158	UnderSht	-	Chip trade 8
159	Barrier	-	The Square Netdealer, WWW Area 3 GMD
160	BublWrap	-	WWW Area 1 Netdealer, Retro Chip Trader
161	LeafShld	Popper2	Undernet 5
162	AquaAura	MegalianA	Undernet 4
163	FireAura	MegalianH	Undernet 4
164	WoodAura	MegalianW	Undernet 7
165	ElecAura	MegalianE	Undernet 7
166	LifeAur1	Scuttle	WWW Area 1 and 3
167	LifeAur2	Scuttlest	WWW Area 3
168	LifeAur3	BassDelux	WWW Area 3
169	MagLine	-	UnderSquare Netdealer
170	LavaLine	-	UnderSquare Netdealer
171	IceLine	-	UnderSquare Netdealer
172	GrassLne	-	UnderSquare Netdealer
173	LavaStge	-	WWW Area 1 BMD
174	IceStage	-	KotoArea BMD
175	GrassStg	-	WWW Area 3 BMD (or PMD?)
176	HolyPanl	BrushMan	Undernet 4
177	Jealosity	-	NetSquare Netdealer
178	AntiFire	-	NumberMan Netdealer (Undernet 5, Den Area 1)
179	AntiElec	-	NumberMan Netdealer (Undernet 5, Den Area 1)
180	AntiWatr	-	NumberMan Netdealer (Undernet 5, Den Area 1)
181	AntiDmg	-	Chip trade 9
182	AntiSwrđ	-	Undernet 7 PMD
183	AntiNavi	-	WWW Area 3 PMD
184	AntiRecv	-	UnderKoto PMD
185	Atk+10	-	Den Area 3 Netdealer
186	Atk+20	-	Undernet 1 Netdealer
187	Atk+30	-	BugFrag Shop
188	Fire+40	-	KotoSquare Netdealer
189	Aqua+40	-	
190	Wood+40	-	
191	Elec+40	-	All NumberMan Netdealers
192	Navi+20	-	Yumland 2 BMD
193	Navi+40	-	WWW Area 3 BMD
194	Roll	-	May1
195	RollV2	-	May1

196	RollV3	-	Mayl
197	GutsMan	GutsManV2	Dex's house/Kotobuki (Dex)
198	GutsManV2	GutsManV3	Dex's house/Kotobuki (Dex)
199	GutsManV3	GutsManV3	Dex's house/Kotobuki (Dex)
200	ProtoMan	ProtoMnV2	Okuden Dam/Airport/Outside NetCastle (Chaud)
201	ProtoMnV2	ProtoMnV3	Okuden Dam/Airport/Outside NetCastle (Chaud)
202	ProtoMnV3	ProtoMnV3	Okuden Dam/Airport/Outside NetCastle (Chaud)
203	AirMan	AirManV2	Den Area 1
204	AirManV2	AirManV3	Den Area 1
205	AirManV3	AirManV3	Den Area 1
206	QuickMan	QuickMnV2	KotoArea
207	QuickMnV2	QuickMnV3	KotoArea
208	QuickMnV3	QuickMnV3	KotoArea
209	CutMan	CutManV2	Yumland 2
210	CutManV2	CutManV3	Yumland 2
211	CutManV3	CutManV3	Yumland 2
212	ShadoMan	ShadoMnV2	Undernet 5
213	ShadoMnV2	ShadoMnV3	Undernet 5
214	ShadoMnV3	ShadoMnV3	Undernet 5
215	KnightMn	KnghtMnV2	Netopia Area 1
216	KnghtMnV2	KnghtMnV3	Netopia Area 1
217	KnghtMnV3	KnghtMnV3	Netopia Area 1
218	MagnetMn	MagntMnV2	Undernet 2
219	MagntMnV2	MagntMnV3	Undernet 2
220	MagntMnV3	MagntMnV3	Undernet 2
221	FreezeMn	FrzManV2	Undernet 7
222	FrzManV2	FrzManV3	Undernet 7
223	FrzManV3	FrzManV3	Undernet 7
224	HeatMan	HeatMnV2	Den Airport (Mr. Match)
225	HeatManV2	HeatManV3	Den Airport (Mr. Match)
226	HeatManV3	HeatManV3	Den Airport (Mr. Match)
227	ToadMan	ToadManV2	Marine Harbor (Ribitta)
228	ToadManV2	ToadManV3	Marine Harbor (Ribitta)
229	ToadManV3	ToadManV3	Marine Harbor (RIbitta)
230	ThunMan	ThunManV2	Netopia Underground (Raoul)
231	ThunManV2	ThunManV3	Netopia Underground (Raoul)
232	ThunManV3	ThunManV3	Netopia Underground (Raoul)
233	SnakeMan	SnakeMnV2	Netopia City (Mrs. Millions)
234	SnakeMnV2	SnakeMnV3	Netopia City (Mrs. Millions)
235	SnakeMnV3	SnakeMnV3	Netopia City (Mrs. Millions)
236	GateMan	GateManV2	Official Center Lobby (Mr. Famous)
237	GateManV2	GateManV3	Official Center Lobby (Mr. Famous)
238	GateManV3	GateManV3	Official Center Lobby (Mr. Famous)
239	PharoMan	PharoMnV2	WWW Area 1
240	PharoMnV2	PharoMnV3	WWW Area 1
241	PharoMnV3	PharoMnV3	WWW Area 1
242	NapalmMn	NaplmMnV2	WWW Area 2
243	NaplmMnV2	NaplmMnV3	WWW Area 2
244	MaplmMnV3	NaplmMnV3	WWW Area 2
245	PlanetMn	PlnetMnV2	WWW Area 3
246	PlnetMnV2	PlnetMnV3	WWW Area 3
247	PlnetMnV3	PlnetMnV3	WWW Area 3
248	Bass	RealBass	WWW Area 1 (Beat RealBass for the first time)
249	BassV2	BassDelux	WWW Area 3
250	BassV3	BassDelux	WWW Area 3
251	BgRedWave	-	S-bust friend in Netbattle
252	FreezBomb	-	S-bust friend in Netbattle
253	Sparker	-	S-bust friend in Netbattle
254	GaiaSword	-	S-bust friend in Netbattle

- 255 BlkBomb - S-bust friend in Netbattle
- 256 FtrSword - S-bust friend in Netbattle
- 257 KngtSwrd - S-bust friend in Netbattle
- 258 HeroSwrd - S-bust friend in Netbattle
- 259 Meteors - S-bust friend in Netbattle
- 260 Poltrgst - S-bust friend in Netbattle

- 261 GateSP - Capcom's Special Events
- 262 AquaGspl - Capcom's Special Events
- 263 ElecGspl - Capcom's Special Events
- 264 FireGspl - Capcom's Special Events
- 265 WoodGspl - Capcom's Special Events

- 266 Sanctuary - Beat Hard Mode

If you know any chip locations that aren't listed, please e-mail them to me!
 You'll be credited properly and your information will help a lot. Thanks.

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 18. Item Locations

 A. HPMemory

HPMemory raises MegaMan.EXE's HP by 20. There are a total of 45 HPMemories.

- Den Area 1 (Netdealer) x3
- Den Area 3 (Netdealer) x3
- The Square (Netdealer) x3
- Gas Comp 2 (Blue Mystery Data)
- Guardian Statue (Okuden) (Blue Mystery Data)
- Bomb Comp2 (Blue Mystery Data)
- KotoSquare (Netdealer) x3
- Mother Comp 1 (Blue Mystery Data)
- Curtains (Airplane Business room)
- Airplane Comp 2 (Blue Mystery Data)
- Airplane Comp 4 (Blue Mystery Data)
- NetSquare (Netdealer) x3
- Netopia Area 3 (Blue Mystery Data)
- Castle Compl (Blue Mystery Data)
- Undernet 1 (Netdealer) x3
- Undernet 2 (Blue Mystery Data)
- UnderSquare (Netdealer) x3
- UnderKoto (Netdealer) x3
- Apart Comp2
- Yai's PC (Blue Mystery Data)
- Mayl's Piano (Blue Mystery Data)
- Defeat Mr. Famous
- Defeat Mr. Match
- Complete Request 2
- Complete Request 5
- Complete Request 12
- Trade #3
- Reward of Quiz #2
- Hotel Refrigerator
- Apartment9F (Left-most door)

B. PowerUps

PowerUps can raise MegaMan.EXE's buster attack power, speed, or charge by 1. There are a total of 12 PowerUps.

Den Area 3 (Netdealer)
Den Area 3 (Purple Mystery Data)
Bomb Comp4 (Blue Mystery Data)
KotoSquare (Netdealer)
NetSquare (Netdealer)
Castle Comp4 (NetCastle)
UnderSquare (Netdealer)
UnderKoto (Netdealer)
Apart Comp3
Dr. Hikari's Lab Coat
Complete Request 14
Hidden Character 5

C. RegUps

RegUps increase you memory in MB (MegaBytes) by 1, 2, 3, or 4. Memory is required to preset chips so that they'll always appear in battle. There are a total of 50 RegUps. All of these are from Blue Mystery Data except the rewards after completing a request and hidden characters.

Receive ZLicense (4)
Gas Comp
Yai's Phone
CoffeeMachine (Official Center)
Okuden Bear
Bomb Comp3 (2)
Yumland 1
Mother Comp 2
Mother Comp 5 (2)
Airplane Comp 1
Airplane Comp 4 (2)
Garbage Dump at Underground (2)
Castle Comp3
Duty-free Shop (2)
Undernet 1 (2)
Undernet 6 (2)
Broken Toy (ACDC Town)
Kotobuki Vending Machine (3)
Apart Comp1 (2)
Gosp Server1
Hidden Character 3 (2)
Complete Request 1
Complete Request 3
Complete Request 9 (2)
Complete Request 12 (2)
Receive BLicense
Receive ALicense (2)
Receive SLicense
Receive SSLicense
Receive SSSLicense

D. SubMemory

SubMemory allows you to hold more of each SubChip. You can hold up to 4 Sub-Chips at the start of the game. There are a total of 4 SubMemories enabling you to carry 8 of one type of SubChip at once.

- Castle Comp 3
- Undernet 3
- WWW Area 3 (Purple Mystery Data)
- Hidden Character 2

E. BugFrag

BugFrag are found all over the net. If you don't dispose of them quickly, they can develop into large bugs. You can trade in BugFrag for chips at the BugFrag Shop in KotoSquare. They're all contained in Blue Mystery Data. Hint: Most of them are located under ramps so you cannot see them.

- Den Area 1
- Den Area 2
- Doghouse
- Dex's Computer
- Statue (Yai's House)
- Gas Comp 2
- Bomb Comp4
- KotoArea
- Yumland 1
- Yumland 2
- Control Panel (Lan's House)
- Mother Comp3
- Flight Board (Den Airport)
- Hotel Refrigerator
- Wide Monitor (Official Center's Conference Room)
- Raoul's Radio
- Netopia 1
- Netopia 2
- Castle Comp 4
- Airplane TV (Economy Class)
- Airplane Comp 2
- Undernet 1
- Undernet 2
- Undernet 3
- Undernet 4
- Undernet 5
- Undernet 6
- UnderKoto
- Autolock (Kotobuki)
- Apart Comp3
- WWW 1
- WWW 3

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19. Obstacles and Terrains

Panels

Normal - No disadvantages. Just normal terrain.

Cracked - Cracked panels, if you leave from one, it becomes a broken panel.

Broken - Empty spot. Nothing will work. Cannot stand unless you have Air-Shoes.

Recovers in about 8 seconds unless you use repair.

Empty - Empty spot. Cannot recover. Cannot stand unless you have AirShoes.

May not repair.

Holy - anyone standing on one will take half damage.

Terrains

Lava - If you go on it, you'll take damage and it'll disappear. (Heat styles take no damage)

Ice - You will always slip to the direction you pressed.

Grass - Heals Wood styles. Double damage with fire attack. Disappears with fire attack.

Magnet - If you're on top or below one, it'll pull you into it.

Poison - If you stand on it, you'll slowly lose HP.

Holy - Anyone who stands on it takes half damage.

Obstacles

All obstacles can be destroyed.

Rock - Just a regular rock

RockCube - Just a basic rock that can block your way or defend you.

IceCube - Similar to rockcube, just made of ice.

Bomb - Explodes if fire attack hits it. Explodes on whichever side it's on.

TimeBom - Regular time bomb generated by TimeBom chips.

TimeBom+ - Large time bomb created with TimeBom+ P.A.

Prism - Created with prism chip. If hit, it'll spread the attack all over the side it's on. Disappears in about 10 seconds.

BlackBlock - Created with PharoMan chip.

Anubis - Created with Anubis chip. Spreads poison along the side it's facing.

Pharaoh Statue - self-explanatory. Created with PoisPhar P.A.

Staff - Generates meteors to fall on enemy side. Created with Meteor chips.

Candle - Heals the person that made it. Created with Candle chips.

WindBox - WindBox blows forward and makes enemies go back. Created with Wind chip.

VacuumFan - Fan sucks in enemies. Created with Fan chip.

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20. Extras

A. The 5 Stars

Yellow Star - Beat Gospel, saw ending

Green Star - Defeated hidden navis (PharoMan, NapalmMn, PlanetMn, Bass)

Red Star - Collected all 250 chips

Purple Star - Got all the secret chips (Chips 251-260)

Blue Star - Completed P.A. Memo (Darkness not required)

B. The Folders

Fldr1 - You started with this.

Fldr2 - Beat Mr. Famous in a netbattle when he e-mails you.

Fldr3 - Trade a BigBomb * with the black lady in the Mother Computer room.

(Refer to the "Chip Trading" section of this FAQ)

C. Chip Traders

There are numerous amounts of chip traders throughout the MegaMan Battle Network 2 world. They vary from 3-chip chip traders, to 10-chip chip traders, and retro chip traders.

Marine Harbor Chip Trader

The Marine Harbor Chip Trader is located inside the Official Center's Lobby. To use it, you must have 3 chips. The chips given to you are only 3 star chips or lower.

Netopia Chip Trader Special

The Netopia Chip Trader is conveniently located in Netopia City just outside of the hotel. To use this one, you must insert 10 chips. The chips you receive vary from 4-star chips and under.

Marine Harbor Chip Trader Special

The Marine Harbor Chip Trader SPECIAL is located in Marine Harbor. To use it, you have to insert 10 chips. The chips you receive are 5-star chips and under. This chip trader is best for 5-star, non-navi chips.

ACDC Metroline Chip Trader Special

the ACDC Metroline Chip Trader SPECIAL is located in ACDC Town's Metroline Station. You must also insert 10 chips in this one. The chips you receive are 5-star chips and under. This chip trader is known to give out numerous V3 navi chips.

Retro Chip Traders -----

To use these you must have 2 GameBoy Advances, a GameBoy Advance link cable, MegaMan Battle Network, and MegaMan Battle Network 2. First connect the two GameBoys then insert the gamepaks into each one. Turn on the GameBoy and wait for the game to start. Then on the GameBoy Advance with MegaMan Battle Network 2, go to a Retro Chip trader (locations below) and use it.

Note: You may only use the Retro Chip Traders ONCE. The chip you trade from MegaMan Battle Network will not be the chip you receive in MegaMan Battle Network 2.

Okuden
Den Airport

D. Key Items

PET - Lan's portable terminal with MegaMan.EXE
HeroData - This data is proof of a Navi's heroism
HopeData - This data is proof of a Navi's hopefulness
Fan - One of the fans in Yai's collection
ExamCard - ExamCard for taking the BLicense test
NiceData - This data is proof of a Navi's niceness
Binocs - Binoculars you found behind a waterfall
Balloon - A balloon sent from Yumland
BadDataA - Data containing the nasty attitude of a bad guy
BadDataB - Data containing the nasty attitude of a bad guy
YumKey - A key to the door that guards the treasure of Yumland
Chng.bat - Program necessary for bringing out MegaMan's full power
Passport - An Electopian passport, stored as data in you PET
MiniPET - A limited PET that can only read mail etc. and has no Navi
PilotCap - A cool-looking pilot's cap. Kinda big...
Chopstck - A pair of chopsticks that used to belong to Grandma.
Whiskey - A famous whiskey, very fragrant
Thread - A strong thread for sewing
RedCure - Can break red ice
YeloCure - Can break yellow ice
BluFragA - Ingredient for a cure that can break blue ice
BluFragB - Ingredient for a cure that can break blue ice
GospelID - Proof that the bearer is a member of Gospel
KotoPass - A pass that lets you go from Marine Harbor to Kotobuki
MagSuit - Wear this to withstand intense radiation
ElBit042 - A fragment of the EM control program for room 042
ElBit082 - A fragment of the EM control program for room 082
ElBit093 - A fragment of the EM control program for room 093
ElBit201 - A fragment of the EM control program for room 201
ElBit232 - A fragment of the EM control program for room 232
ElBit243 - A fragment of the EM control program for room 243
ElBit253 - A fragment of the EM control program for room 253
ElBit271 - A fragment of the EM control program for room 271
ElBitEV - A fragment of the EM control program for elevator
ArmyData - "Strive for promotion, soldier is inscribed on it
ZLicense - Info about the BLicense test, only for NetBattlers
BLicense - A license given to NetBattlers of the B rank
ALicense - A license given to NetBattlers of the A rank
SLicense - A license given to NetBattlers of the S rank
SS Lic - A license given to NetBattlers of the SS rank
SSS Lic - A license given to NetBattlers of the SSS rank
FreePass - A ticket for unlimited flying to Electopia & Netopia
GateKeyA - A key to the gate at the entrance of the Square
GateKeyB - A key to the gate at the entrance of Yumland Square
GateKeyC - A key to the gate at the entrance of Netopia Square
GateKeyD - A key to the gate at the entrance of Kotobuki Square
BugFrag - Junk data that will evolve into a bug (You have:#)
MaylCode - File containing the passcode to get from Mayl's PC to the Net
DexCode - File containing the passcode to get from Dex's PC to the Net
YaiCode - File containing the passcode to get from Yai's PC to the Net
RibiCode - File containing the passcode to get from Ribitta's PC to Net
RaulCode - File containing the passcode to get from Raoul's PC to Net
MiliCode - File containing the passcode to get from Millions' PC to Net
ONBACode - Opens a cube run by Netopia's Official NetBattlers
GospCode - Opens a cube run by a mysterious organization

E. The Licenses

ZLicense - First license. Exam taken at The Square. You must surf the net w/o getting deleted. You also must find Hope Data and Hero Data.

BLicense - Exam taken at the Official Center. Five survival battles. Have NiceData by helping a navi retrieve his "WalkProg" back and another 5 survival battles.

ALicense - Exam taken at The Square. Complete 3 requests on the requests board. Five survival battles then acquire BadDataA and BadDataB. After that, you'll have another 5 survival battles....

SLicense - Exam taken at The Square. Complete all requests on the requests board. Complete 10 survival battles without recovery after each battle. (You can use recovery chips though).

SSLicense - Exam taken at The Square. Retrieve "ArmyData," demolish 4 "Black Navis" which are located at, and in this order: Yumland 2, Netopia 2, Undernet 6, and UnderKoto. After you defeat all 4 "Black Navis", return to The Square and complete 20 survival battles.

SSSLicense - (Must have 200 chips or more). Exam taken at The Square. Find the "Navi Master" by following these instructions: First read the cafe sign just outside Marine Harbor's Metroline Station and it'll give you another clue. Then go to Okuden Dam and talk to the scientist next to some trees. After that he'll tell you "Big Bird Brain." Now go to the Airplane and talk to the big screen in the cockpit. Then go to NetCastle and talk to the Official-looking lady there. She'll give you another clue. Now head to Netopia Underground and press A when you see the 2nd dumpster from the left (the one with the teddy bear) to get another clue. After that, go to YumSquare and talk to the orange navi at the place where you got change.bat. He'll give you another clue. Once you have that clue head to ACDC Town and into Mayl's house. Jack into her piano and talk to a navi there. After that go back to Marine Harbor and talk to your Dad. I'd recommend that you save before you talk to your Dad since he's the Navi Master. Defeat him and fight 30 survival battles in a row!!

F. GateKeys

GateKeys are required to open the warps in Den Area 1. There are 4 GateKeys.

GateKeyA - Women near tent in Okuden. Once you have NoteData, she'll give you the GateKey.

GateKeyB - Receive by completing Request 7.

GateKeyC - Complete Quiz Master's quiz.

GateKeyD - Keymaker at NetSquare.

G. The PassCodes

PassCodes are required to open Security Cubes. There are certain PassCodes for certain Security Cubes.

MaylCode - She should e-mail you it.
DexCode - Beat Dex for the first time.
YaiCode - On Yai's pillow after the ventilation incident.
RibiCode - Beat Ribitta for the first time.
RaulCode - Beat Raoul for the first time.
MiliCode - Beat Mrs. Millions for the first time.
ONBACode - Get it from the scientist in the Official NetBattlers Secret Meeting place after you resolve the weather problems.
GospCode - Receive by completing Request 13.

H. The Quizzes

Quiz - 5 questions - Located by the Duty-free shop in the Netopia Airport Departure Lobby. Reward: Cannon *

What animal does the ACDC Town Park Slide look alike? Elephant
What distinguishes the Marine Station kiosk? The Selection
How many tents are in Okuden Valley Campground? 3
Where did the Marine Harbor Cafe waitress work before? Restaurant
Choose Cannons A, B, and C order, and what do you get? Zeta Cannon

Quiz Master - 10 questions - Located in the Official NetBattlers secret meeting place. Reward: GateKeyC, HPMemory

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

Quiz King - 15 questions - Located in the first trap room (arrow trap) of Net Castle. I think he appears when there's ice on the net. Reward: RegUp3
Either that or after you beat FreezeMan.exe. (Someone confirm this if you will).

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

I. Chip Moves

VarSwrds and fist chips can do many other things if you press the right buttons at the right time. Here is the list of things you can do:

VarSwrd

Press and hold A, then enter these moves:

LongSwrd: down, down-right, right

WideSwrd: up, right, down

FtrSwrd: left, down, right

DreamSwrd: down, left, up, right, down

TriSlashWave: left, B, right, B

Fists

Press and hold A, then enter these moves:

BrnzFist: down, down-right, right (Rocket Punch)

SilvFist: right, up, left, down, right (Rocket Punch each row)

GoldFist: B, down, down-right, right, B (3 Rocket Punch each row)

J. Hard Mode

In Hard Mode, all enemies are beefed up and have about 50% more HP. The license exams are also nearly impossible!

To access hard mode you must have all 5 stars and on the Main Screen, highlight "New Game" a press: Left, Left, Right, Left, Right, Left, Right, Right. The "New Game" option should turn ORANGE. Select "New Game" and start from scratch! The network ability is also disabled in Hard Mode. Once you beat it though, you'll receive a "Sanctuary" battlechip in your normal file.

Note: The Hard Mode file is a whole different file. It DOES NOT overwrite your normal file.

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21. FAQ

1. Where can I find a ZapRing2 B?

You'll have to delete TuffBunny2s in Netopia Areas 1 or 2. To get them as a B code, you must S bust the TuffBunny2s. Your best bet would be either a Guts-ManV3 or a multi-hitting P.A.

2. Where can I get a Satelit1 G?

You'll have to delete the Sparkler in the Airplane's TV. To get them as a G code, you must S bust the Sparklers.

3. Where can I find a LavaDrag chip?

You'll have to delete the LavaDrag in the 24th floor's server of the Apartment

Complex. It is really rare and is accompanied by a HardHead so be patient. Be sure you're carrying some LocEnemys with you just in case.

4. How do I use the Slasher chip?

The Slasher chip only works if you hold the A button and the enemy comes to your side. When the enemy comes to your side while you're holding A, Slasher will automatically attack them without miss. Slasher works on enemies such as Mosh, Moshy, Mushy, ProtoMan, etc.

5. How do I defeat the Shadows, BlueDemons, and RedDevils?

Shadows, BlueDemons, and RedDevils are only effected by chips that have are sharp (e.g. FireBlde, Sword, Kunai, etc.)

6. What is the Star ID and where can I get it?

The Star ID is the Yellow Star that appears after you beat Gospel and complete the game once. So what you have to do to get it is just beat Gospel. It is required to access the WWW Areas.

7. How do I beat the Protectos in the WWW Areas?

(The Ultimate Protecto Guide) Thanks to Diablo Defender!

General Tip

Use Bubblewrap. This handy chip will make you INVINCIBLE against Protectos. Nothing they can do will hurt you. This will give you time to keep adding chips until you get the chips mentioned below.

Protectos 1

Method 1

All you need is a ZuesHammer. If you don't want to take damage, use an aura or Invisible before using it to kill them off.

Method 2

Use ProtoManV3 to kill them off in a swipe.

Protectos 1/2

Method 1

LifeSword3. All you need are the AquaBlade, ElecBlade, and FireBlde. All can be found with a * code in a GMD in WWW area 1. Using this P.A. you can kill them all. However, if they are in the back row, use a fan to suck them towards you, then use LifeSword3. If you cannot do this, use a prism then hit it with the LifeSword3 to deal damage to them.

Method 2

To do this, you need 2 chips: Guardian, and IceStage. Keep adding chips until you get them then use IceStage to turn the entire stage into Ice and then set When the Protectos explode they'll set off the guardian who then does double damage from the ice.

Method 3

UltraBomb. This P.A. requires 3 easily obtained chips to make: LilBomb+Cross-Bomb+BigBomb. You can find these from Beetanks 1, 2, and 3.

Protectos 3

Method 1

Just use Atk+30/20 and use method LifeSword3 to beat them!

Protectos 1/2/3

Method 1

You'll need 2 chips along with the Bubblewrap. Icestage and ElecBall. Using the Bubblewrap for protection, let the Protectos explode on you. Right before exploding, use the ElecBall. The explosion will power up the ball making it deal more damage. With Icestage active, you'll do DOUBLE the damage, thus killing them all.

Please send in your questions to: rwave@verizon.net.

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22. Credits/Thanks

Largest Contributors:

Diablo Defender - Gave me permission to use his "Ultimate Protecto Guide."

Darth Roy 500 - Told me that ShadowManV3's Muramasa doesn't kill in one hit. Also for submitting strategies for the following navis: AirMan/V2, QuickMan, GutsMan/V2/V3, PharoahMan, ProtoMan, ShadowMan, and CutMan. He also submitted the locations of: V-Gun, Sword, MiniBomb, Remobit1, PanlOut1, Recov50, and Navi+20.

Other Contributors:

Paratroopal - Notified me that UnderKoto Shop was missing.

Zosh - Told me the prices of each HPMemory at UnderKoto and correcting my mistakes.

PharoahManexe - Submitted me the damage of Aqua style's bubbler.

Takeru - Told me that FreezeMan.exe was missing from the Characters list.

Cactus Boy - Told me when the hidden characters appear.

MannouPai - Submitted a description of the Marine Harbor hidden character.

Dark Lord Seifer - Notified me the damage of Gater: 100x9, not 900.

Kiana Kyoka - Submitted the quote of the "Return my gem!" request.

megamaniac - Submitted a ProtoMan strategy.

NecroLink - Submitted NapalmMan and PlanetMan strategies.

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24. Contact

If you have any questions regarding this guide or any questions about the game, please feel free to e-mail me at rwave@verizon.net. Do not send me spam or hate/threat mail or you're e-mail address will be blocked. If you find any mistakes or would like to contribute something to this guide, feel free to e-mail it to me and I might add it and I will give you full and proper credit for whatever you contributed. This is also the e-mail to contact me if you want to have this guide on your site or if someone has broken the copyright. I can also be found on GameFAQs forums as Rwave. I'm barely around so try to look for my posts as they come! =P

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