

Mega Man Battle Network 2 Virus Guide

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MegaMan Battle Network 2

~~*~VIRUS GUIDE~*~*~*

By Desdaemona

Version 1.4

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~~*~INTRO~*~*~*

Liked the game, had some time, so this guide is born... Hope it's helpful :)

This guide is all about the cute little viruses of Megaman Battle Network 2, where to find them, what you can get from them, their relevant stats, etc.

If anything in here is wrong or you think should be added or what not, email me at desdaemona@mailhaven.com. Please don't sent me attachments that requires installing, though, I simply won't and can't open those. Btw, if you are getting emails from a desdaemona@canada.com dating later than December 2002, it's not from me; that account has been giving me lots of grief and I've abandoned it.

V1.0 (22/07/2002) First draft done. No one is going to see this draft because I'm too embarassed by its lack of stuff, but at least I got the majority of the formatting and basic info done.

V1.1 (23/07/2002) Presentable draft. Yes, I'm pretending Koto Mansion and most of the WWW areas don't exist.

V1.2 (25/07/2002) Finished Koto Mansion and WWW areas plus a couple of other virus updates. Practically done now!

V1.3 (05/08/2002) Big update! Finished all HP, damage and element info. Added a chip list for easy reference. Plus included navi viruses and Gosp Server1 and a little bit of reformatting. Phew...

V1.4 (28/12/2002) A minor update to polish this thing up a little. Added a FAQ section and changed my email, too.

~~*~ABOUT VIRUSES AND THIS GUIDE~*~*~*

Viruses and virus families are listed in this guide in alphabetical order.

For viruses in a virus family, they are listed from the wimpiest version to the strongest. Each upgrade in a virus version equals more HP and damage, faster movement and increased attack frequency. I don't feel like typing that out again and again, so assume that if the virus is a tougher version, it means **at the very least** more HP, more damage, faster movement and increased

attack rate than the previous version. Sometimes the upgraded version also gets a new ability, which I'll run by in the Comments.

The Comments section is where I'll talk about viral movement and attacking behavior. E.g., having the Airshoes ability means that the virus floats above panels, allowing it to travel over squares that are empty or broken through. Viruses not having the Airshoes ability is confined to travelling upon filled-in panels, therefore they can be trapped to one square by using panel-breaking attacks. When I talk about rows and columns, I mean:

```
if this below is the battle field
# # # | % % % <- row
# # # | % % %
# # # | % % %      | = front line
^                   % = Virus' panels
|                   # = Megaman's panels
column
```

Element is the special element that the virus is aligned with. There are five elemental categories in the game: Water, Fire, Wood, Electric and None. None has no elemental weaknesses while Water is weak to Electric, Fire is weak to Water, Wood is weak to Fire, and Electric is weak to Wood. Viruses take twice as much damage from attacks of the element it is weak to.

Damage is the amount of HP the virus's main attack takes away from Megaman in normal Style on a normal panel. Beside the damage I'll give the element of the attack. NA stands for not applicable. All virus HP and damage values stated are for normal mode.

The 'What' section refers to what chips you can expect to get from them. If I don't specify busting level, it usually means that you need around 10 (more like S) to get it. The '~' symbol is my abbreviation for 'around', give or take a maximum of 2 busting levels. There are no guarantees that you will receive a chip; there's about a roughly 50% chance you could get some lousy zennies instead. When Megaman is fighting a group of different viruses, the chip you receive at the end is random; however, one virus's chip may be more common than the other viruses' at a specific busting level.

The 'Where' section refers to where the virus can be found.

--*--VIRUS LIST--*-*-*

Beetank Family

Comments: Very annoying, especially when combined with some other viruses, like Windboxes, like they usually are. Though the bombs are slow, they do damage to an area when they land. Plus, you see them too often. Beetank types always stay within their column, with no Airshoes ability. They stop briefly to launch their bomb, a projectile attack; they aim for the panel Megaman is on, and their range is unlimited.

-Beetank 80HP

Element: None; Damage: 15 None

Comments: launches LilBombs (column area of effect)

What: LilBomb O, LilBomb T, MiniBomb E (~6)

Where: Lan's Control Panel, Yai's Telephone, Yai's Statue, Dex's

Computer, Okuden Guardian, Okuden Gas Stove, Gas Comp1, Gas Comp2

-Beetank2 120HP

Element: None; Damage: 40 None

Comments: launches CrosBombs (cross area of effect)

What: CrosBomb J, CrosBomb O

Where: Yai's Statue, Flight Board, Airplane Television, Netopia 2,

Netopia 3, Castle Comp2, Castle Comp4

-Beetank3 160HP

Element: None; Damage: 80 None

Comments: launches BigBombs (3x3 area of effect)

What: BigBomb O, BigBomb V (~7)

Where: Undernet 4, WWW Area 1, WWW Area 2

BlueDemon: See Shadow Family.

BlueUFO: See RedUFO Family.

Brushman Family

Comments: makes holy panels on the virus side and lava, ice, magnet and/or poison panels on your side. They warp randomly on the entire battle field, including Megaman's side, and never appears alone.

-Brushman 100HP

Element: None; Damage: NA

What: HolyPanl L, HolyPanl R (~8)

Where: Undernet 4

-Brushman2 100HP

Element: None; Damage: NA

Comments: easily mistaken for Brushman, but there *is* a slight color shift to justify the '2' :p

What: NA

Where: WWW Area 1

-Brushman3 200HP

Element: None; Damage: NA

What: NA

Where: WWW Area 3

Buffy: See Puffy Family.

Bunny Family

Comments: A very proliferate family of viruses, as they can be seen in many, many places. Their only annoyance is the zap ring's stun, which, if you get hit, locks you in place for a couple of seconds for some other virus's cheap shots.

Bunny types hop instantaneously and erratically on all squares; have no Airshoes ability. They stop and charge their projectile shot before firing; the shot travels down the row and can be blocked by obstacles.

-Bunny 40HP

Element: Electric; Damage: 15 Electric

What: ZapRing1 A, ZapRing1 M, ZapRing1 Q

Where: Lan's Control Panel, Okuden Guardian, Den Area 2, Den Area 3, Yumland 1, Yumland 2

-TuffBunny 80HP

Element: Electric; Damage: 60 Electric

What: ZapRing2 B, ZapRing2 R (~8)

Where: Flight Board, Ameroupe Castle Goddess, Netopia 1, Netopia 2, Netopia 3

-MegaBunny 120HP

Element: Electric; Damage: 90 Electric

What: ZapRing3 E (~9), ZapRing3 Z

Where: Kotobuki Vending Machine

CanDevil Family

Comments: A weird virus backed by a candle which can be destroyed independent of the virus. The candle heals the virus over time, with each upgraded candle healing the upgraded virus faster (and harder to destroy).

They move along one column and pause briefly to toss out a fireball down

Megaman's row which can be blocked by obstacles. No Airshoes ability.

-CanDevil 130HP

Element: Fire; Damage: 60 Fire

What: Candle1 C, Candle1 F

Where: Millions Bag, Castle Comp1, Castle Comp2, Castle Comp3, Castle Comp4, Castle Comp5

-CanDevil2 160HP

Element: Fire; Damage: 100 Fire

What: Candle2 A, Candle2 J, Candle2 L, Candle2 T

Where: Undernet 6

-CanDevil3 300HP

Element: Fire; Damage: 160 Fire

What: Candle3 H, Candle3 N, Candle3 W

Where: WWW Area 2

Canodumb Family

Comments: Stationary, fires an easy-to-dodge cannon down the row only after its sensor hits something. Easy sitting ducks for target practicing?

-Canodumb 50HP

Element: None; Damage: 10 None

What: Cannon A, Cannon B, Cannon C, Cannon D, Cannon E

Where: Lan's Doghouse, Dex's GBA, Dex's Computer, School Blackboard Den Area 1, Den Area 2, Den Area 3, Gas Comp1, Gas Comp2

-Canodumb2 90HP

Element: None; Damage: 50 None

What: HiCannon C, HiCannon D, HiCannon E, HiCannon F, HiCannon G

Where: Dex's Computer, Ameroupe Castle Goddess, Airplane Television Air Comp1, Air Comp3, Air Comp4

-Canodumb3 150HP

Element: None; Damage: 100 None

What: M-Cannon E, M-Cannon F (~9), M-Cannon G, M-Cannon H (~6), M-Cannon I (~6)

Where: Kotobuki Autolock, WWW Area 2, Apart Comp1, Apart Comp3, Apart Comp4, Gosp Server1

Cloudy Family

Comments: Technically, these viruses don't hurt you, they just summon a rainstorm over your head to hurt you instead. The storm cloud moves back and forth in one column, so they are easy to avoid, but they do last for a few seconds.

When they jump up very high they cannot be hurt, so attack them when they are standing still or as they are just beginning their high jump.

Movement is erratic; suspends in high air to summon raincloud.

-Cloudy 80HP

Element: Water; Damage: 30 Water

What: LilCloud I (not S), LilCloud N

Where: Ameroupe Hotel Refrigerator, Netopia 1, Netopia 3

-Cloudy2 140HP

Element: Water; Damage: 80 Water

What: MedCloud L, MedCloud O

Where: Undernet 1, Undernet 2

-Cloudy3 220HP

Element: Water; Damage: 130 Water

What: BigCloud Q, BigCloud R (~9), BigCloud T, BigCloud U (~9)

Where: Undernet 5, Undernet 6

DeathFire: See MettFire Family.

Dominerd Family

Comments: StoneBod when not attacking, i.e. takes only 1 damage, it attacks

by warping into Megaman's face and biting him, the only moment it is vulnerable to regular attacks (they are vulnerable to guard-piercing attacks in StoneBod mode). They have Airshoes and drift slowly along one column when not attacking.

-Dominerd 100HP

Element: None; Damage: 100 None

What: CrShld1 P, CrsShld1 S

Where: Airplane Television

Castle Comp1, Castle Comp3, Castle Comp4, Castle Comp5

-Dominerd2 130HP

Element: None; Damage: 150 None

Comments: if the battle drags on for longer than 10 seconds, they'll use Geddon1 to break up the arena and speed up the carnage

What: CrsShld2 A, CrsShld2 O

Where: UnderKoto

-Dominerd3 200HP

Element: None; Damage: 200 None

Comments: let them live for more than 3 seconds and they'll use Geddon1, cracking all panels

What: CrsShld3 O, CrsShld3 P

Where: Undernet 7

Fishy Family

Comments: A very common virus and a very fast one. Fishy types move quickly up and down their column until they spot you in the same row, then they attack by dashing down the row. It takes a few seconds to charge their dash, perfect time to get out of the way. They have the Airshoes ability but their dash can be blocked by obstacles, including other viruses and the Guardian Statue which they don't activate.

-Fishy 80HP

Element: None; Damage: 50 None

What: DashAtk *, DashAtk B, DashAtk D, DashAtk G (~9), DashAtk J (~7)

Where: Lan's Doghouse, Yai's Telephone, Yai's Statue, Dex's GBA, ACDC Playground Broken Toy, Okuden Guardian, Okuden Bear, Okuden Gas Stove, Flight Board

-Fishy2 150HP

Element: Fire; Damage: 100 Fire

Comments: leaves a trail of burning flames in its wake. If Megaman steps on a flame he takes 150 fire damage. The flames burn for a few seconds, putting the row out of commission for the time being (unless you can stand being burned).

What: Burner A, Burner B (~8), Burner F (~8), Burner L

Where: Flight Board, Undernet 4, Undernet 5, WWW Area 1

-Fishy3 ?HP

Element: ?; Damage: ? None

What: Zennies

Where: License tests and infected ice

Flamey Family

Comments: This virus is somewhat stationary, as in if Megaman is not in the same row, it stays where it is. If it so much as catches a peep of Megaman invading its row, it becomes enraged, shaking with fury for a bit, and then angrily bounces down the row, punching out all of the panels along the way. Megaman takes damage if he was stupid enough to stick around. It has the Airshoes ability.

-Flamey 90HP

Element: Fire; Damage: 20 Fire

What: LineOut Q, LineOut T

Where: Okuden Gas Stove, Bomb Comp2, Bomb Comp4

-Flamey2 ?HP

Element: Fire; Damage: ? Fire

What: NA

Where: License tests and/or message board help requests

-Flamey3 ?HP

Element: Fire; Damage: ? Fire

What: NA

Where: License tests and/or message board help requests

Flappy Family

Comments: These viruses have too many HP, IMO, very annoying when you are trying to bust them at the S level. They hop around on their side of the battlefield erratically and then suddenly disappear and turn into huge anvils above Megaman's head, intending to make some Navi pancake. Their attacks are slow, so easy to avoid, but cracks the panel they land on. They are out of the attack range of many attacks when they are up high in the middle of their hop. They fall through panels that are empty, meaning no 'aftershock'. No Airshoes ability.

-Flappy 100HP

Element: None; Damage: 20 None

What: Quake1 A, Quake1 W

Where: Mayl's Computer, Den Area 3

-Flappy2 180HP

Element: None; Damage: 40 None

Comments: attack leaves an 'aftershock' in a column, meaning even if Megaman avoided the attack, he would still take damage if he's in the aftershock range (in this case, the same column)

What: Quake2 B

Where: Ameroupe Hotel Refrigerator, Air Comp2, Air Comp4, Air Comp5

-Flappy3 240HP

Element: None; Damage: 100 None

Comments: attack leaves a cross-shaped 'aftershock'

What: Quake3 Q, Quake3 W

Where: Undernet 1, Undernet 2, Undernet 3

FullFire: See MettFire Family.

Goofball: See Puffball Family.

GreenUFO: See RedUFO Family.

Handy Family

Comments: Its time bomb is not dodgeable, but is destroyable. Also, once the bomb leaves the Handy's hand, it's a separate entity: if you destroy only the virus, its bomb is not automatically destroyed. No Airshoes ability; it warps to the front line to set a time bomb in front of it on Megaman's side.

-Handy 80HP

Element: None; Damage: 50 None

What: TimeBom C, TimeBom M, TimeBom Z

Where: Yumland 1, Yumland 2, Bomb Comp1, Bomb Comp2, Bomb Comp3, Bomb Comp4

-Handy2 120HP

Element: None; Damage: 80 None

What: TimeBom2 F, TimeBom2 Z

Where: Ameroupe Castle Goddess, Air Comp1, Air Comp2, Air Comp4, Air Comp5

-Handy3 200HP

Element: None; Damage: 200 None

What: TimeBom3 E, TimeBom3 Z

Where: Apart Comp1, Apart Comp3, Apart Comp4, Gosp Server1

HardHead Family

Comments: Invincible when its red face is not exposed; only vulnerable to non-guard-piercing attacks when it opens its mouth to attack Megaman. It fires slow cannonballs (at unlimited range) that break the panels they lands on. Stationary.

-HardHead 60HP

Element: None; Damage: 50 None
What: CannBall O, CannBall Q
Where: Center Lab Monitor, Koto Area, UnderKoto

-HardHead2

Element: None; Damage: ? None
What: NA
Where: License tests and/or message board requests

-HardHead3 160HP

Element: None; Damage: ? None
Comments: always appears with lavagon in Apart Comp3
What: NA
Where: Apart Comp3, License tests and/or message board requests

KillPlant Family

Comments: They spit seeds which function like high damage bombs if they land on Megaman; their range is restricted: the seeds can only land on the column closest to the front line in Megaman's field. If the seeds don't hit a target, they become implanted in the panel they land on. In a few secs they turn into target-seeking wooden spikes that can shift a maximum of one row per column travelled, no backtracking. One seed cancels another seed out if they land on the same panel. Stationary, with no Airshoes ability.

-KillPlant 100HP

Element: Wood; Damage: 60 Wood
What: TreeBom1 B, TreeBom1 H, TreeBom1 R (~7)
Where: Mother Comp2, Mother Comp3, Mother Comp4, Mother Comp5

-KillWeed 160HP

Element: Wood; Damage: 100 Wood
What: TreeBom2 J (~7), TreeBom2 S
Where: UnderKoto

-KillFleur 220HP

Element: Wood; Damage: 160 Wood
What: TreeBom3 O (~8), TreeBom3 P
Where: Undernet 5

Lavagon 300HP

Element: Fire; Damage: ? Fire

Comments: Pops in and out of hole panels; every once in a while it does a fire breath attack to one panel. Rarely appears and never alone. There's also an ice version (named aptly icegon) and an electric version which are apparently only used for testing purposes.
What: LavaDrag G, LavaDrag R, LavaDrag Y (Around 8)
Where: Apart Comp3

Magneaker Family

Comments: They have a Fishy-like dash attack and a bomb that stuns, not a pleasant combo. Thankfully, they don't have Fishy-like speed, and the bombs are slow, too. No Airshoes ability, so their dash can be blocked by an empty panel as well as obstacles.

-Magneaker 160HP

Element: Electric; Damage: 80 Electric
Comment: stunning mini bomb (one panel)
What: MagBomb1 *, MagBomb1 F (~7)

Where: Air Comp2, Air Comp3, Air Comp5

-Magmacker 200HP

Element: Electric; Damage: 100 Electric
Comments: stunning lil bomb (column area of effect)
What: MagBomb2 *, MagBomb2 D
Where: Undernet 6

-Magnoid HP

Element: Electric; Damage: 140 Electric
Comments: stunning cross bomb (cross area of effect)
What: MagBomb3 Q (~9), MagBomb3 S
Where: WWW Area 2

Mashy: See Mushy Family.

MegaBunny: See Bunny Family.

Megalian Family

Comments: They warp around randomly, eventually into Megaman's row where they lose their heads, I mean they toss their heads at you yo-yo style. Quite painful, actually... no, not for them, I mean for Megaman.

-MegalianA 100HP

Element: None; Damage: 100 None
Comments: 10HP Water Aura, pierced by electric attacks
What: AquaAura A
Where: Undernet 4

-MegalianH 150HP

Element: None; Damage: 150 None
Comments: 40HP Fire Aura, pierced by water attacks
What: FireAura R
Where: Undernet 4

-MegalianW 200HP

Element: None; Damage: 200 None
Comments: 80HP Wood Aura, pierced by fire attacks
What: WoodAura S
Where: Undernet 7

-MegalianE 250HP

Element: None; Damage: 250 None
Comments: 100HP Electric Aura, pierced by wood attacks
What: ElecAura L
Where: Undernet 7

Mettaur Family

Comments: These viruses must breed faster than bunnies, because they seem to be everywhere. They stay in their columns, with no Airshoes; if trapped to one square, they attack continuously in desperation. Higher versions tend to stay in their shells/shields when not attacking, thus only vulnerable to panel-breaking attacks.

Their wave attacks affect one row and can be blocked by empty panels.

They attack in turns if they are with buddies of the same species.

-Mettaur 40HP

Element: None; Damage: 10 None
What: Shockwave J, Shockwave R, Guard * (~6)
Where: Lan's Control Panel, Lan's Doghouse, Mayl's Computer, Yai's Computer, Yai's Telephone, School Blackboard, Okuden Guardian, Okuden Bear, Okuden Gas Stove, Center Lab Monitor, Den Area 1, Den Area 2, Den Area 3, Gas Comp1, Gas Comp2, Bomb Comp1, Bomb Comp2, Bomb Comp3, Bomb Comp4

-Mettaur2 80HP

Element: None; Damage: 40 None
What: SonicWave E, SonicWave I, SonicWave W (~9), Guard * (~6)

Where: Yai's Statue, Okuden Guardian, Okuden Bear, Ameroupe Hotel
Refrigerator, Center Lab Monitor, Koto Area, Yumland 1, Yumland 2,
Netopia 1, Netopia 2, Netopia 3, Mother Comp1, Mother Comp2

-Mettaur3 100HP

Element: None; Damage: 80 None

What: Dynawave N, Dynawave Q, Dynawave T (~8)

Where: Kotobuki Autolock, Netopia 1, Undernet 3, WWW Area 1, Air Comp1,
Air Comp3, Air Comp5

MettFire Family

Comments: It doesn't do much, just erratically warps around on its side of
the battle field and then, suddenly, squishes its body into the floor
(in the back row and/or behind obstacles whenever possible) and summons
a barrage of meteors to incinerate Megaman in a fireball frenzy. Higher
versions summon more fireballs per volley. The panel where a fireball
will land on flashes yellow.

Ironically enough, the highest version of their chip (Meteor18) is not
from them.

-MettFire 100HP

Element: Fire; Damage: 30 Fire

What: Meteor9 C (~8), Meteor9 S

Where: Yai's Statue, Bomb Comp4, Mother Comp2, Mother Comp3, Mother
Comp4, Mother Comp5

-FullFire 150HP

Element: Fire; Damage: 80 Fire

What: Meteor12 C, Meteor 12 W (Not S)

Where: Ameroupe Airport Gift Shop, Kotobuki Vending Machine, Castle
Comp3, Castle Comp4, Castle Comp5

-DeathFire 200HP

Element: Fire; Damage: 120 Fire

What: Meteor15 G, Meteor15 H (~9), Meteor 15 Z

Where: Undernet 1, Undernet 2, Undernet 3, Undernet 6, WWW Area 2

Mole Family

Comments: Whack-a-mole or rather shoot-a-mole, except you can't ever miss.
If you do, the mole runs away. Random movement, always alone, does no
damage whatsoever on Megaman. Appears rarely.

-Mole 10HP

Element: None; Damage: NA

Comments: StoneBod; takes only 1 damage per attack.

What: PopUp D, PopUp I, PopUP T

Where: Undernet 6

-Mole2 800HP

Element: None; Damage: NA

What: Airshoes A (~9), Meteor18 K (~7), VarSword K, VarSword L,
VarSword N

Where: WWW Area 3.

Moshy: See Mushy Family.

Mushy Family

Comments: A funny-look mushroom popping out of the grass randomly... any
grass, even grass on Megaman's side. Their weakness is that they can't
travel on non-grass squares and their attack don't work on non-grass
squares. If you destroy all the grass panels, forcing them to stand on
a non-grass panel, they tremble with fear or grass withdrawal and do
nothing. They have no Airshoes ability. Spicel/2/3 is good against them
because they always appear on plenty of grass.

-Mushy 90HP

Element: Wood; Damage: 20 Wood

What: Spice1 A

Where: Millions Bag, Mother Comp3, Mother Comp4

-Mashy 140HP

Element: Wood; Damage: 40 Wood

What: Spice2 B (~9), Spice2 H

Where: Ameroupe Airport Gift Shop

-Moshy 200HP

Element: Wood; Damage: 80 Wood

What: Spice3 M, Spice3 P (~8)

Where: Ameroupe Airport Gift Shop, WWW Area 3

Null Family

Comments: It shuffles around sluggishly on its side of the battlefield, looking slow and stupid, but suddenly springs in front of Megaman to punch him, knocking him back. If Megaman is behind an obstacle (e.g. ice cubes, rock cubes), it pushes the obstacle into him to injure him. And That's just its direct attack...
It heals itself magically over time and is too heavy to be blown around by Fan and Wind. No Airshoes ability.

-Null 100HP

Element: Water; Damage: 40 Water

Comments: conjures 2 whirlpools (damage: 200) on random panels (as far as I can tell anyway) in Megaman's field

What: Whirlpl A, Whirlpl G (~9)

Where: Undernet 1, Undernet 2, Undernet 3

-Void 160HP

Element: Water; Damage: 60 Water

Comments: conjures 2 whirlpools (damage: 200) on Megaman's field.

What: Blckhole F

Where: Undernet 7

-Null&Void

Element: Water; Damage: ? Water

Comments: conjures 2 whirlpools (damage: 200) on Megaman's field.

What: NA

Where: ?

Octon Family

Comments: Stationary octopi-like viruses that blow bubble bombs out into the battlefield. A bubble starts at a set damage; any attack you do on the bubble increases its damage by the amount of damage you did on it. When the bubble hits something (anything, including obstacles), it blows up and damages all panels on the side it blew up in.
These viruses are super rare, appearing once in a blue moon and never ever alone. This sucks because there's a very good chance you'll get the chip its companions drop instead of its chip.

-Octon 120HP

Element: Water; Damage: Varies Water

Comments: balloon starts at 50 damage

What: AquaBall A, AquaBall T

Where: Center Wide Monitor

-Octor 200HP

Element: Electric; Damage: Varies Electric

Comments: balloon starts at 100 damage

What: ElecBall E

Where: Ameroupe Castle Goddess

-Octovian 320HP

Element: Fire; Damage: Varies Fire

Comments: balloon starts at 150 damage

What: HeatBall F, HeatBall S

Where: Undernet 7

Poofball: See Puffball Family.

Popper Family

Comments: Invincible unless they dropped down from where ever it is they were hiding to attack Megaman. They attack with target-seeking wooden spikes that shift a maximum of one row per column travelled. Rarely appears and never alone.

-Popper

Element: Wood; Damage: ? Wood

What: NA

Where: License tests and message board help requests

-Popper2 150HP

Element: Wood; Damage: 80 Wood

What: LeafShld R, LeafShld W

Where: Undernet 5

-Popper3 200HP

Element: Wood; Damage: ? Wood

What: DropDown S

Where: WWW Area 2

Protecto Family

Comments: Kill them all in one shot or you can't scratch them at all.

Basically the game is trying to force you to learn some PAs. Once they are gone they are gone for good. They attack everytime the timer goes to zero and you can't avoid it.

-Protecto

Element: None; Damage: ? None

What: Zennies

Where: WWW Area 1

-Protecto2

Element: None; Damage: ? None

What: Zennies

Where: WWW Area 2

-Protecto3

Element: None; Damage: ? None

What: Zennies

Where: WWW Area 3

PuffBall Family

Comments: Their masks protect them from all regular attacks from the front and all non-piercing attacks when they have the mask on. They attack by planting themselves along the front line and sticking their masks into Megaman's side of the battle field to inject poison into the panels around the mask (including diagonal). If you let the battle drag they'll use Areagrab to get closer.

-Puffball 160HP

Element: Wood; Damage: Varies

What: PoisMask S, PoisMask W (~8)

Where: Ameroupe Airport Gift Shop, Mother Comp4, Mother Comp5

-Poofball 220HP

Element: Wood; Damage: Varies

What: PoisFace U (~8), PoisFace W

Where: WWW Area 2, Apart Comp2

-Goofball 3?0HP

Element: Wood; Damage: Varies

What: NA

Where: License tests and/or message board requests

Puffy Family

Comments: Big stationary puffer fish that blows out a bubble which bounces around the field until it hits something and explodes, damaging a 3x3 area. Bubble can be blocked by an empty panel. Never alone.

-Puffy 100HP

Element: Water; Damage: 50 Water

What: BubSprd F, BubSprd I

Where: Undernet 7

-Buffy 200HP

Element: Fire; Damage: 100 Fire

What: HeatSprd D, HeatSprd L, HeatSprd M (~9)

Where: Undernet 5

-Poofy ?HP

Element: Water; Damage: ?

What: NA

Where: License tests and/or message board help requests.

Ratty Family

Comments: Speedy rats that warp around randomly at the blink of an eye. They emit smaller rats which can turn once to seek their target. No Airshoes ability and never alone (swarm/pack mentality).

-Ratty 60HP

Element: None; Damage: 50 None

What: Ratton1 H, Ratton1 I, Ratton1 J, Ratton1 K, Ratton1 L

Where: Kotobuki Vending Machine, Netopia 2, Netopia 3, Air Comp4

-Ratty2 100HP

Element: None; Damage: 80 None

What: Ratton2 J, Ratton2 K (~8), Ratton2 (L), Ratton2 M (~8), Ratton2 N

Where: Kotobuki Autolock, Apart Comp1, Apart Comp2, Apart Comp3, Apart Comp4, Gosp Server1

-Ratty3 160HP

Element: None; Damage: 120 None

What: Ratton3 L, Ratton3 M (~8), Ratton3 N (~6), Ratton3 O, Ratton3 P

Where: WWW Area 2

RedDevil: See Shadow Family.

RedUFO Family

Comments: This virus doesn't hurt you... it does something more annoying: it charges at Megaman to steal his chips, leaving him to face its buddies with the wimpy buster. Never appears alone; has the Airshoes ability.

-RedUFO 80HP

Element: Electric; Damage: NA

What: Catcher N

Where: Undernet 7, WWW Area 3, Air Comp3, Air Comp4, Air Comp5

-BlueUFO

Element: Electric; Damage: NA

What: NA

Where: License tests

-GreenUFO

Element: Electric; Damage: NA

What: NA

Where: License tests

Scut Types, Elemental

Comments: 200 HP and 100HP non-pierceable Aura, confined to crawling alone one column; no Airshoes ability. Anatomically incorrect spiders.

What: LifeAur1 B, LifeAur1 G, LifeAur1 I, LifeAur1 O

Where: WWW Area 1, WWW Area 2, WWW Area 3

-Scuttle

Element: Water; Damage: 100 Water

Comments: blue, shoots ice cubes that can slide down a row to attack if there are no obstacles and/or stay where they are and become obstacles. Prefers to be in the same row as Megaman.

-Scuttler

Element: Electric; Damage: 100 Electric

Comments: yellow, emits a target-seeking spark that can turn unlimited times and backtrack; only lasts for about 5 secs. If hit, Megaman gets stunned multiple times. Prefers to be in Megaman's row.

-Scuttzer

Element: Wood; Damage: 160 Wood

Comments: green, attacks with target-seeking wooden spikes that can only shift one row per column travelled. Prefers not to be in the same row as Megaman.

-Scutz

Element: Fire; Damage: 120 Fire

Comments: red, attacks by launching a fire bomb that cracks the panel it lands on and leaves a burner flame (damage: 60 fire); bomb has unlimited range.

Scuttlest 300HP

Element: None; Damage: 160 None

Comments: 150HP non-pierceable Aura and attacks with a hyperbeam down one row. Confined to movement in one column; needs to be in the same row as Megaman for attack to work; no Airshoes ability; pale grey spider.

What: LifeAur2 J, LifeAur2 R

Where: WWW Area 3

Shadow Family

Comments: Sinister dark viruses that are invincible to all but the bite of a blade. They seem immobile for a while, but then they warp to Megaman's side of the battlefield, changing into daggers (from the sides), axes (from the back) and polearms (from the front) to mince Megaman to bits. Use sword/blade (including shurikens, scissors, etc.) type chips only, don't bother with anything else.

-Shadow 80HP

Element: None; Damage: 90 None

What: Shadow1 H, Shadow1 L, Shadow1 R (~9)

Where: Castle Comp3, Castle Comp4, Castle Comp5

-RedDevil 160HP

Element: None; Damage: 140 None

What: Shadow2 E, Shadow2 M (~9)

Where: Apart Comp3, Apart Comp4

-BlueDemon 200HP

Element: None; Damage: 190 None

What: Shadow3 C, Shadow3 F, Shadow3 V (~8)

Where: WWW Area 1

Shellgeek Family

Comments: Protected by hard shells, they are vulnerable to non-guard-piercing attacks only when they emerge from their shells to attack. Stationary, they attack by shooting a volley of needles down the row they reside.

-Shellgeek 100HP

Element: Water; Damage: 30x2 None

What: DoubNdl A, DoubNdl F (~7), DoubNdl I, DoubNdl J

Where: Mayl's Piano, Ribitta's Van, Mother Comp4, Mother Comp5

-Shellnerd 140HP

Element: Water; Damage: 50x2 None

What: TripNdl I, TripNdl M, TripNdl T (~9)

Where: Millions Bag

-Shellman 180HP

Element: Water; Damage: 100x2 None
What: QuadNdl I, QuadNdl P
Where: Ameroupe Airport Gift Shop

Shrimpy Family

Comments: Giant shrimps that spit bubbles at you; shrimp saliva is not too healthy for Megaman, apparently. They are confined to swimming along one column and have no Airshoes ability. Their bubble attack can be blocked by obstacles and empty panels.

-Shrimpy 100HP

Element: Water; Damage: 50 Water
Comments: shoots Bubblers (one behind target)
What: Bubbler B, Bubbler P, Bubbler R (~7)
Where: Mayl's Piano, Ribitta's Van, Center Coffee Machine, Center Wide Monitor, Mother Comp2, Mother Comp3, Mother Comp4, Mother Comp5

-Shrimpy2 130HP

Element: Water; Damage: 100 Water
Comments: shoots Bub-V (two diagonally behind target)
What: Bub-V C, Bub-V D, Bub-V J (~6)
Where: Center Wide Monitor, Castle Comp1, Castle Comp2, Castle Comp3, Castle Comp4, Castle Comp5

-Shrimpy3 160HP

Element: Water; Damage: 150 Water
Comments: shoots BubCross (four diagonally around target)
What: BubCross P, BubCross V
Where: Undernet 1, Undernet 2, Undernet 3

Snapper Family

Comments: They always hide behind an obstacle when not attacking. If you destroy that obstacle, they warp around on the battle field frantically like a chicken with its head cut off. They have no Airshoes ability.

-Snapper 120HP

Element: Grass; Damage: 40+80 None
What: Kunail E, Kunail P (~8), Kunail S
Where: Apart Comp2, Apart Comp3, Apart Comp4, Gosp Server1

-Snapper2 180HP

Element: Grass; Damage: 60+120 None
What: Kunai2 D (~8), Kunai2 F
Where: Undernet 5

-Snapper3 250HP

Element: Grass; Damage: 80+160 None
What: Kunai3 C, Kunai3 G
Where: WWW Area 3

Sparky Family

Comments: They zigzag down the field at super speeds, incredibly hard to dodge. When they encounter an obstacle in the middle row, they circle around the obstacle twice and then disappear to start the process all over again. They have the Airshoes ability.

-Sparky 100HP

Element: Electric; Damage: 40 Electric
What: Satellitel G
Where: Flight Board, Ameroupe Castle Goddess, Raoul's Radio, Yumland 1, Yumland 2, Mother Comp2, Mother Comp4, Mother Comp5

-Sparkler 120HP

Element: Electric; Damage: 80 Electric
What: Satellite2 R
Where: Yai's Statue, Airplane Television, Air Comp1, Air Comp2

-Sparknoid 150HP

Element: Electric; Damage: 120 Electric

What: Satellite3 L (~8), Satellite3 S

Where: Kotobuki Autolock, WWW Area 1, Apart Comp1, Gosp Server1

Spikey Family

Comments: Very canine-looking and big viruses that cough up fiery hairballs at Megaman. They warp around randomly, briefly pausing at Megaman's row to aim and fire. They have no Airshoes.

-Spikey 90HP

Element: Fire; Damage: 20 Fire

Comments: shoots Heatshots (one behind target)

What: Heatshot B, Heatshot G, Heatshot P

Where: ACDC Playground Broken Toy, Ameroupe Airport Gift Shop, Bomb Comp1, Bomb Comp2, Bomb Comp3, Bomb Comp4

-Spikey2 120HP

Element: Fire; Damage: 60 Fire

Comments: shoots Heat-V (two diagonally behind target)

What: Heat-V D (~9), Heat-V J, Heat-V N, Heat-V S

Where: ACDC Playground Broken Toy, Ameroupe Airport Gift Shop, Kotobuki Vending Machine, Mother Comp1, Mother Comp2

-Spikey3 200HP

Element: Fire; Damage: 120 Fire

Comments: shoots HeatCros (four diagonally around target)

What: HeatCros P, HeatCros V

Where: Apart Comp2

Spooky Family

Comments: A ghostly virus you should kill in one shot; otherwise they'll use recov# and be back at full health pronto. They loathe being in the same row as Megaman and would warp as many times as necessary to ensure that Megaman is in a different row. They attack after a lengthy disappearance act by reappearing in front of Megaman and licking him. They have the Airshoes ability; warps along one column.

-Spooky 50HP

Element: None; Damage: 30 None

What: Invis1 *, Invis1 R, Invis1 U, Recov30 H (~6), Recov50 N (~8)

Where: Yai's Computer, Dex's GBA, Okuden Guardian, Yumland 1, Yumland 2

-Spooky2 80HP

Element: None; Damage: 80 None

What: Invis2 *, Invis2 H, Invis2 V (~8), Recov80 F (~8)

Where: Castle Comp3, Mother Comp2, Mother Comp3, Mother Comp4, Mother Comp5

-Spooky3 120HP

Element: None; Damage: 140 None

What: Invis3 *, Invis3 K (~7), Invis3 P, Invis3 W, Recov80 O (~7), Recov120 S (~8)

Where: Undernet 2, Undernet 3, WWW Area 1, Castle Comp1, Castle Comp3, Castle Comp4

StormBox ?HP

Element: None; Damage: NA

What: NA

Where: License tests and/or message board help requests

Swordy Family

Comments: Knights in tarnished armor eager to dice Megaman into little pieces with their Longswrds and Wideswrds; they'll slash at the air if they can't reach him. If they continually can't reach Megaman, they'll use Areagrab to fix that.

-Swordy 90HP

Element: None; Damage: 40 None

What: LongSword A, LongSword I (~7)

Where: Yai's Computer, Yai's Telephone, Koto Area, Castle Comp3, Castle Comp4

-Swordy2 140HP

Element: Fire; Damage: 50 Fire

What: FireSword N

Where: Koto Area, Mother Comp1

-Swordy3 200HP

Element: Water; Damage: 100 Water

What: AquaSword A, AquaSword N, AquaSword W (~8)

Where: WWW Area 1, Castle Comp3, Castle Comp4, Castle Comp5, Mother Comp1

TuffBunny: See Bunny Family.

Twisty Family

Comments: This family comprises of stationary viruses hiding in the back row, using some remote device to control a thingamajig which leisurely roams above your side of the battlefield, zapping the area below it once in a while. The zap completely destroys the panel and damages Megaman if he didn't scoot out of the line of fire. The zapper thing is only destroyed if the Twisty virus is destroyed.

-Twisty 80HP

Element: Electric; Damage: 30 Electric

What: Remobit1 G, Remobit1 K

Where: Raoul's Radio, Air Comp2, Air Comp3, Air Comp4,

-Twisty2 100HP

Element: Electric; Damage: 50 Electric

What: Remobit2 R, Remobit2 V (Around 8)

Where: UnderKoto, Undernet 4

-Twisty3 300HP

Element: Electric; Damage: 70 Electric

What: Remobit3 L, Remobit3 T

Where: Kotobuki Autolock

VacuumFan 90HP

Element: None; Damage: NA

Comments: This virus inflicts no damage, just sucks Megaman towards it, which can really ruin your defensive maneuvers against the other viruses accompanying it. Stationary, never appears alone.

What: Fan Y

Where: Raoul's Radio, Mother Comp1

Void: See Null Family.

Windbox 60HP

Element: None; Damage: NA

Comments: This virus inflicts no damage, just blows Megaman away from it, screwing with your movement so that other viruses can beat the parity bits out of Megaman. Stationary, never appears alone.

What: Wind G, Wind T

Where: Lan's Control Panel, Yai's Telephone, Raoul's Radio, UnderKoto

Yort Family

Comments: These viruses have some mean looking yo-yos. Avoid being in the same row as them. Quote Manx O'Mega "Beware, their spiked yo-yo's, once launched, can deflect your attacks" unquote. They glide along one column and send their yo-yos down the row the moment they spot you. Yo-yo range is 3 panels.

-Yort 120HP

Element: None; Damage: 20 None

Comment: On the third column from the virus, damage is 20+40

What: Yo-Yo1 E, Yo-Yo1 R, Yo-Yo1 T (~8), Yo-Yo1 V (~8)

Where: Apart Comp1, Apart Comp2, Apart Comp3, Apart Comp4

-Yurt 180HP

Element: None; Damage: 40 None

Comment: On the third column from the virus, damage is 40+80

What: Yo-Yo2 A, Yo-Yo2 K (~9)

Where: Undernet 6

-Yart 240HP

Element: None; Damage: 80 None

Comment: On the third column from the virus, damage is 80+160

What: Yo-Yo3 I, Yo-Yo3 M

Where: WWW Area 3

--*NAVI VIRUSES-*-*-*

I've decided to include the V3 navis because the game treats them like any other viruses, meaning you encounter them randomly in an area, you can use Loc Enemy on them and you can find them in Green Mystery Data. They just happen to be stronger and higher leveled viruses than the garden variety.

AirManV3 700HP

Element: None

What: AirMan A, AirManV2 A, AirManV3 A

Where: Den Area 1

BassDelux 2000HP

Element: None

What: Bass F, BassV2 F, BassV3 X, LifeAur3 E (S), LifeAur3 K (S)

Where: WWW Area 3

CutManV3 1000HP

Element: None

What: CutMan C, CutManV2 C, CutManV3 C

Where: Yumland 2

FreezeMnV3 1400HP

Element: Water

What: FreezeMn F, FrzManV2 F, FrzManV3 F

Where: Undernet 7

KnightMnV3 1500HP

Element: None

What: KnightMn K, KnghtMnV2 K, KnghtMnV3 K, StoneBod S (8, 9)

Where: Netopia 1

MagnetMnV3 1800HP

Element: Electric

What: MagnetMn M, MagntMnV2 M, MagntMnV3 M

Where: Undernet 2

NapalmanV3 2000HP

Element: Fire

What: NapalmMn N, NaplmMnV2 N, NaplmMnV3 N

Where: WWW Area 2

PharoManV3 1800HP

Element:

What: PharoMan P, PharoMnV2 P, PharoMnV3 P, Anubis U (S), Anubis W (S)

Where: WWW Area 1

PlanetMnV3 2200HP

Element: Wood

What: PlanetMn P, PlnetMnV2 P, PlnetMnV3 P

Where: WWW Area 3

QuickManV3 800HP

Element: None

What: QuickMan Q, QuickMnV2 Q, QuickMnV3 Q

Where: Koto Area

ShadoManV3 1600HP

Element: None

What: ShadoMan S, ShadoMnV2 S, ShadoMnV3 S, Muramasa O (10, S)

Where: Undernet 5

---CHIP LIST-*--*

All chips dropped by viruses are listed here, for the convenience of chip hunters. Chips are listed by ID.

001.	Cannon	ABCDE	: Canodumb
002.	HiCannon	CDEFG	: Canodumb2
003.	M-Cannon	EFGHI	: Canodumb3
008.	Bubbler	BPR	: Shrimpy
009.	Bub-V	CDJ	: Shrimpy2
010.	BubCross	VP	: Shrimpy3
011.	BubSprd	FI	: Puffy
012.	HeatShot	BGP	: Spikey
013.	Heat-V	DJNS	: Spikey2
014.	HeatCros	PV	: Spikey3
015.	HeatSprd	ELM	: Buffy
016.	MiniBomb	E	: Beetank
017.	LilBomb	OT	: Beetank
018.	CrosBomb	JO	: Beetank2
019.	BigBomb	OV	: Beetank3
020.	TreeBom1	BHR	: KillPlant
021.	TreeBom2	JS	: KillWeed
022.	TreeBom3	OP	: KillFleur
025.	LongSword	AI	: Swordy
026.	FireSword	N	: Swordy2
027.	AquaSword	ANW	: Swordy3
033.	Kunai1	EPS	: Snapper
034.	Kunai2	DF	: Snapper2
035.	Kunai3	CG	: Snapper3
037.	Muramasa	O	: ShadomnV3
038.	VarSword	KLN	: Mole2
040.	Shockwav	JR	: Mettaur
041.	Sonicwav	EIW	: Mettaur2
042.	Dynawave	NQT	: Mettaur3
043.	Quake1	AW	: Flappy
044.	Quake2	BW	: Flappy2
045.	Quake3	QW	: Flappy3
048.	DashAtk	*BDGJ	: Fishy
050.	CannBall	OQ	: HardHead
051.	DoubNdl	AIJ	: Shellgeek
052.	TripNdl	IMT	: Shellnerd
053.	QuadNdl	IP	: Shellman
055.	Ratton1	HIJKL	: Ratty

056. Ratton2 JKLMN : Ratty2
057. Ratton3 LMNOP : Ratty3
063. ZapRing1 AMQ : Bunny
064. ZapRing2 BR : TuffBunny
065. ZapRing3 EZ : MegaBunny
066. Satelit1 G : Sparky
067. Satelit2 R : Sparkler
068. Satelit3 LS : Sparknoid
069. Spice1 A : Mushy
070. Spice2 BH : Mashy
071. Spice3 MP : Moshy
072. MagBomb1 *F : Magneaker
073. MagBomb2 *D : Magmacker
074. MagBomb3 QS : Magnoid
075. Yo-Yo1 ERTV : Yort
076. Yo-Yo2 AK : Yurt
077. Yo-Yo3 IM : Yart
078. CrsShld1 PS : Dominerd
079. CrsShld2 AO : Dominerd2
080. CrsShld3 OP : Dominerd3
087. PoisMask SW : Puffball
088. PoisFace UW : Poofball
089. Whirlpl AG : Null
090. Blckhole F : Void
091. Meteor9 CS : MettFire
092. Meteor12 CW : FullFire
093. Meteor15 GHZ : DeathFire
094. Meteor18 K : Mole2
095. TimeBom1 CMZ : Handy
096. TimeBom2 FZ : Handy2
097. TimeBom3 EZ : Handy3
098. LilCloud IN : Cloudy
099. MedCloud LO : Cloudy2
100. BigCloud QRTU : Cloudy3
104. Remobit1 GK : Twisty
105. Remobit2 RV : Twisty2
106. Remobit3 TL : Twisty3
107. AquaBall AT : Octon
108. ElecBall E : Octor
109. HeatBall FRSU : Octavian
111. LavaDrag GRY : Lavagon
114. Guard * : Mettaur, Mettaur2
117. LineOut QT : Flamey
118. Catcher N : RedUFO
121. Recov30 H : Spooky
122. Recov50 N : Spooky
123. Recov80 FO : Spooky2, Spooky3
124. Recov120 S : Spooky3
135. Airshoes A : Mole2
137. Candle1 CF : CanDevil
138. Candle2 ATL : CanDevil2
139. Candle3 HNW : CanDevil3
143. Wind GT : WindBox
144. Fan Y : VacuumFan
145. Anubis UW : PharoMnV3
149. Invis1 *RU : Spooky
150. Invis2 *HV : Spooky2
151. Invis3 *KP : Spooky3
152. DropDown S : Popper3
153. PopUp DIT : Mole

154. StoneBod S : KnghtMnV3
 155. Shadow1 HLR : Shadow
 156. Shadow2 EM : RedDevil
 157. Shadow3 CFV : BlueDemon
 161. LeafShld RW : Popper2
 162. AquaAura A : MegalianA
 163. FireAura R : MegalianH
 164. WoodAura S : MegalianW
 165. ElecAura L : MegalianE
 166. LifeAur1 BGIO : Scuttle, Scuttler, Scutz, Scutzer
 167. LifeAur2 JR : Scuttlest
 168. LifeAur3 EK : BassDelux
 176. HolyPanl LR : Brushman
 203. AirMan A : AirManV3
 204. AirManV2 A : AirManV3
 205. AirManV3 A : AirManV3
 206. QuickMan Q : QuickMnV3
 207. QuickMnV2 Q : QuickMnV3
 208. QuickMnV3 Q : QuickMnV3
 209. CutMan C : CutManV3
 210. CutManV2 C : CutManV3
 211. CutManV3 C : CutManV3
 212. ShadoMan S : ShadoMnV3
 213. ShadoMnV2 S : ShadoMnV3
 214. ShadoMnV3 S : ShadoMnV3
 215. KnightMn K : KnghtMnV3
 216. KnightMnV2 K : KnghtMnV3
 217. KnightMnV3 K : KnghtMnV3
 218. MagnetMn M : MagntMnV3
 219. MagntMnV2 M : MagntMnV3
 220. MagntMnV3 M : MagntMnV3
 221. FreezeMn F : FrzManV3
 222. FrzManV2 F : FrzManV3
 223. FrzManV3 F : FrzManV3
 239. PharoMan P : PharoMnV3
 240. PharoMnV2 P : PharoMnV3
 241. PharoMnV3 P : PharoMnV3
 242. NapalmMn N : NaplmManV3
 243. NaplmMnV2 N : NaplmManV3
 244. NaplmMnV3 N : NaplmManV3
 245. PlanetMn P : PlnetMnV3
 246. PlnetMnV2 P : PlnetMnV3
 247. PlnetMnV3 P : PlnetMnV3
 248. Bass F : BassDelux
 249. BassV2 F : BassDelux
 250. BassV3 X : BassDelux

--*-FAQ-*-*-*

Q: What's Ameroupe?

A: It's the place with the castle and back alley ghetto, also Electopia.

Q: I can't find ****V3. Where is it?

A: They are in the locations I've written above in the Navi Viruses section.

However, it's completely random whether you'll ran into them or not. All I can suggest for you to find them is to just wander around in that general location and maybe you'll get lucky (or unlucky if you weren't looking for them, murphy's law and all). You can use LocEnemy on those viruses.

Q: How do you beat protectos?

A: There are lots of ways to do it, but the most effective-for-all-protecto-layouts solution I've found is the UltraBomb PA. The chips for this PA are very easy to find, for Beetank#s (which drop them) are very common, and if you S rank them, they all drop the 0 code one.

Now in your folder you should have 5 BigBomb 0, 5 CrosBomb 0, 5 LilBomb 0 and 5 FullCust * (to help you assemble the PA easier) and whatever else you want. The PA is LilBomb+CrosBomb+BigBomb and has a blast radius of 3x3 panels around the bomb's landing point, provided that the panel it landed on isn't empty. It won't work if it landed in an empty panel.

Q: How do I S rank ****V3?

A: This depends totally on your playing style, but an all purpose method that I can suggest is this setup: 5 FireBlad *, 5 AquaBlad *, 5 ElecBlad *, some panel stealing chips (for bosses that prefer to stay in the back row), a couple of FullCust * (to make the fight go faster) and 4/5 invincibility type cards (for most bosses, I suggest Shadow3, but obviously it won't work for some, like ShadowmnV3).

The chips are easy to get, DreamSword does a nice 600 per slice and the Shadow3 chips allow you ignore the virus' attack for a while. It may not be the uber method, but it's easy to setup and easy to execute. If nothing else, this may give you some ideas on how to find a better method.

--*-EXTRA NOTES-*-*-*

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