

Mega Man Battle Network 2 Shop List

by Rwave

Updated to vFinal on Jan 4, 2003

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MegaMan Battle Network 2 Shop List
For GameBoy Advance
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FINAL Version

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1. Version History

Version 1.0 (7/25/02) - First version of shop list. Includes all items/chips sold at shops, subchip peddlers, and the BugFrag shop.

Version 2.0 (7/26/02) - Added Chip/Items Descriptions section. Submitted guide to Neoseeker. Changed separation formats.

Version 2.0a (7/26/02) - Added UnderKoto Netdealer and updated credits section.

Version 2.0b (7/27/02) - Submitted guide to CheatingPlanet. Added one question to FAQ.

FINAL Version (1/4/03) - Removed CheatingPlanet from list of sites able to host this guide. Corrected a few grammatical errors. Found out there were a few HPMemory missing at The Square. Finished the FAQ.

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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 sen/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 FAQ/Guide lists all the items that you can buy from Netdealers all around the net as well as SubChip peddlers in the real world as well as the Internet. This should help answer many questions as those of "Where can I buy _____?" The shop list is also in complete English and focuses only on the American version of the game. Enjoy!

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3. 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

1 HPMemory 2000Z
1 HPMemory 4000Z
1 HPMemory 8000Z
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 ZapRingl * 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 2000Z
3 Tornado E 2000Z
3 Mine S 2000Z
3 FrntSnsr R 2000Z
3 DblSnsr E 2000Z
3 BublWrap R 2000Z
3 GodStone Q 5000Z

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

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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4. Chip/Item Decriptions

A. Chips

These are the descriptions of all the chips you can buy from Netdealers and the BugFrag shop.

| ID# | Chip Name | Dmg | Element | Rarity | Chip Description |
|-----|-----------|-----|---------|--------|--------------------------------|
| 004 | ShotGun | 30 | Norm | * | Explodes 1 square behind |
| 006 | CrossGun | 30 | Norm | * | Explodes 4 diagonal squares |
| 007 | Spreader | 30 | Norm | ** | Creates a large explosion |
| 017 | LilBomb | 50 | Norm | * | Bomb that explodes vertically |
| 024 | WideSword | 80 | Norm | * | Cut enemy in front! Range is 3 |
| 027 | AquaSword | 100 | Water | ** | Water sword cuts 3 vertical |
| 029 | FireBlade | 90 | Fire | *** | Flame sword cuts 2 horiz. |
| 030 | AquaBlade | 90 | Water | *** | Water sword cuts 2 horiz. |
| 031 | ElecBlade | 90 | Elec | *** | Electric sword cuts 2 horiz. |

| | | | | | |
|-----|-----------|-----|-------|-------|----------------------------------|
| 036 | CustSwrd | ??? | Norm | **** | Cust Gauge= Attack Strength |
| 047 | ColdPnch | 70 | Water | ** | Ice punch pushes 1 square |
| 054 | Trident | 60 | Norm | **** | 3 volleys of spears |
| 059 | Tornado | 20 | Norm | **** | 8-hit tornado 2 ahead |
| 063 | ZapRing1 | 20 | Elec | * | Paralyzing electric rings! |
| 081 | Hammer | 100 | Norm | **** | Hammer for smashing things! |
| 082 | ZuesHamr | 200 | Norm | **** | Damage all if panel |
| 101 | Mine | 300 | Norm | **** | Place mine in enemy area |
| 102 | FrntSnsr | 100 | Norm | **** | Automatic dynamite device |
| 103 | DblSnsr | 100 | Norm | **** | Diagonal dynamite device |
| 112 | GodStone | 150 | Norm | ***** | Summons a God Stone! |
| 118 | Catcher | - | Norm | ** | Sends UFO to steal a chip |
| 119 | Mindbndr | - | Norm | *** | Enemy loses control |
| 120 | Recov10 | - | Norm | * | Recovers 10HP |
| 121 | Recov30 | - | Norm | * | Recovers 30HP |
| 123 | Recov80 | - | Norm | ** | Recovers 80HP |
| 124 | Recov120 | - | Norm | *** | Recovers 120HP |
| 128 | PanelGrab | - | Norm | * | Steals 1 enemy square! |
| 129 | AreaGrab | - | Norm | ** | Steals left edge from enemy |
| 130 | GrabRvng | - | Norm | *** | Punishes for stolen panels! |
| 131 | Geddon1 | - | Norm | ** | Cracks all panels! |
| 132 | Geddon2 | - | Norm | *** | Breaks all empty squares! |
| 135 | AirShoes | - | Norm | *** | Stand on empty square |
| 136 | Repair | - | Norm | ** | Fixes your side's panels |
| 140 | RockCube | - | Norm | * | Places a stone cube in front |
| 143 | Wind | - | Norm | * | WindBox blows at enemy area |
| 144 | Fan | - | Norm | ** | VacuumFan sucks from enemy area |
| 146 | SloGauge | - | Norm | ** | Cust Gauge slows down for battle |
| 147 | FstGauge | - | Norm | ** | Cust Gauge speeds up for battle |
| 148 | FullCust | - | Norm | ** | Cust Gauge is always full! |
| 159 | Barrier | - | Norm | * | Nullify damage one time! |
| 160 | BblWrap | - | Norm | **** | Water barrier reforms |
| 169 | MagLine | - | Norm | *** | Changes your line to magnet |
| 170 | LavaLine | - | Norm | *** | Changes your line to lava |
| 171 | IceLine | - | Norm | *** | Changes your line to ice |
| 172 | GrassLne | - | Norm | *** | Changes your line to grass |
| 177 | Jealousy | - | Norm | **** | More chips means more damage |
| 178 | AntiFire | 200 | Fire | *** | Punishes enemy for using fire |
| 179 | AntiElec | 200 | Elec | *** | Punishes enemy for using elec |
| 180 | AntiWatr | 200 | Water | *** | Punishes enemy for using aqua |
| 185 | Atk+10 | - | Norm | * | +10 to selected AtkChip! |
| 186 | Atk+20 | - | Norm | ** | +20 to selected AtkChip! |
| 187 | Atk+30 | - | Norm | *** | +30 to selected AtkChip! |
| 188 | Fire+40 | - | Norm | ** | Adds 40 to Fire AttackChip |
| 191 | Elec+40 | - | Norm | ** | Adds 40 to Elec AttackChip |

B. SubChips

MiniEnrg - Heals 50HP!

FullEnrg - Heals HP to the max!

Unlocker - Unlocks mystery data that is security-protected

SneakRun - For a short while, you will encounter no weak viruses

LocEnemy - Makes it easier to encounter the enemy you just encountered

Untrap - Removes traps on mystery data

PowerUps

HPMemory - Raises HP by 20!
PowerUp - Raises buster by one!

5. FAQ

Why did you make this FAQ/guide?

After seeing so many topics on "Where can I buy ____?" or "Where can I get ____?" on GameFAQs, I decided to make a guide on it. Normally the chip/item that the person wants can be easily bought from shops, so I made this guide. I hope many people will find this guide useful and hopefully it'll stop those repetitive topics.

6. Credits/Thanks

Cloudstrife815 - For notifying me of missing HPMemory at The Square.
Paratroopa1 - For notifying me that UnderKoto was missing.
Rezzman - For the prices of the HPMemory in The Square.
Zosh - For telling me the prices of each HPMemory at UnderKoto.
CJayC - For spending countless hours to create the great site, GameFAQs. And for providing a place to put this FAQ/guide.
Neoseeker - For placing my guide on their site.

7. Copyright Information

This document is copyright © Michael Duong. All rights reserved. This document was created all by me unless otherwise noted. This document shall only be at the sites listed below:

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

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8. Contact

If you have any questions regarding this guide or any questions about the shops, please feel free to e-mail me at rwavefx@yahoo.com. 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.

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