
If you have any questions about what you find in this FAQ, or if you would like me to rate your folder and give you suggestions, please send me an email to protomanexe07@gmail.com with "EXE 2 Folder FAQ" in the subject. As a general rule of thumb, I do not open email from people I don't know unless they have made it clear in the subject that they are emailing me regarding an FAQ I've written.

IV. FOLDER DO'S AND DON'TS

Here we are, folks. The meat of this FAQ. This section deals mainly with what you should and shouldn't do when making a folder. The next section, however, will get a little more into the technical stuff.

DO: -Plan out your strategy BEFORE you begin working on a folder. To be successful in this game, you cannot just throw 30 chips together and call it a folder. You actually have to do some PLANNING.

-Preset FstGauge in your folder. Fast Gauge speeds up the custom gauge in battle, meaning it will only take about 4 seconds before you can use your next chips as opposed to the standard 8 seconds.

-Use more than one type of defense. By type, I don't mean Mole1 and Mole2. You should use 2 ENTIRELY different chips. I personally tend to use Invis3, Shadow3, and LifeAura3/BubWrap, but I've also used LifeAura.

-Keep different chip codes to a minimum. No matter how good your strategy may be, it's useless unless you can use it quickly. Try to keep your folders to one or two codes. Note that the * code is a wildcard, and is not included in code counting.

-Use Areagrab. You've got to be able to move, so keep an Areagrab or Metagel chip in your folder.

-Keep a few FullCust chip in your folder. FullCust helps you utilize your folder much faster, as it instantly refills the custom gauge. However, keeping too many of these in a folder can cause you to run out of chips too quickly. Unless you're building a folder that's meant to kill quickly, don't keep more than two or three FullCust chips in your folder at once.

DON'T: -Have more than 3 codes. 3 is the HIGHEST acceptable number of different codes in a folder. Anything more than that, and your folder becomes slow and pathetic. Besides, when many good chips come in the * code, there's no reason why your folder should even have more than one code

-Use a folder without defenses. Even if you have Shield Style, you can't avoid everything. Keeping different defenses in your folder help to keep you safe from more attacks.

-Leave Areagrab out of your folder. Sword folders (along with many other folders) rely on Areagrab to make it harder for their attacks to miss. Keeping a couple of Areagrab chips in your folder will keep your opponent from gaining a heavy field advantage.

V. FOLDER CHECKLIST

Selecting a strategy and getting the chips for it is just the first part of making a good folder. You still have to choose chips to finish your folder. This section is a list of questions you should ask yourself to help you with finishing your folder.

1. Do you have defense chips?

If you don't, add them. Plain and simple. Don't keep more than 3 different types, though, unless your folder is meant to be a stall folder to monopolize with one deadly combo.

2. Do you have good support chips?

Having a theme to your folder and having good defense chips doesn't mean your folder is good. Support chips play a huge role in building a good folder. If your folder is built around multi-hit program advances or combos, then chances are you'll want to add in some Atk+30 chips (or, if it's a multi-hit navi chip that's the basis of your folder [ie. Roll], then Navi+40 chips work well) to help maximize your damage potential. Support chips also tend to provide a good source or backup damage in the event that your main strategy fails (ie. VarSwrd chips in a Snake folder).

3. Is your folder in a single code?

Two codes (NOTE: the * code is not included in code counting) is the maximum that a good folder should have, when most of the chips are available in the * code from the various chip traders located throughout the game. One code should be your main goal.

If you answered yes to all three of these questions, then you're good to go. However, you might want to read the next section for some tips on support chips.

VI. SUPPORT CHIPS

If you're having trouble finding good support chips for your folder, then this section might be able to help you.

-Support chips enhance your theme. Remember this one. Support chips are meant to optimize your theme and ensure that it works, or to maximize the damage potential in folders built around multi-hit program advances or combos.

-Support chips provide a good source of backup damage. If you've already maxed out the damage potential and made sure your strategy can't fail except by a folder meant to counter it, added in your defense chips, and still need to fill the last few spots in your folder, look for support chips that come in the same code that work well with the other chips in your folder, and can provide a good source of backup damage if your opponent is still standing after you've used up your main strategy or if your strategy fails.

-Support chips should be in the same code as the rest of your folder or in the * code. This is very important. If a support chip is in a code completely different from the rest of your folder and you can't find it in the * code, then chances are you need to find a different support chip that does fit these descriptions. This point is the precursor to fluidity.

-Support chips don't hurt the overall fluidity of a folder. This is a big one. If the support chips you've chosen don't work well together with the rest of your

folder, get different chips. Having a folder that only has one code and has a central theme, defenses, and support chips isn't enough. If the chips don't work well together, then you're asking for trouble in a netbattle. Fluidity refers to the speed of a folder and the compatibility of the chips in it. Good fluidity is essential to a great folder. Poor fluidity will bring your folder down.

VII. HALL OF FAME FOLDERS

This section is dedicated to the few folders that have received an 8 on a 10 point scale or higher from me. I saw few because I am VERY tough when it comes to folder ratings. Note that my folders have the name of the person (or people) that gave the folder the best rating.

2xHero Folder

1 FstGauge * [regular]
5 CustSword B
5 VarSword B
5 ProtoMn v3 B
5 FullCust *
1 LifeAura3 *
1 BubWrap *
5 Atk+30 *
2 Shadow3 *

Style: AquaCust

Built by: Chaos Swordsman

Strategy: This is one of the easiest folders in the game to get used to. Start off the battle by using FstGauge to speed up your Custom Gauge. Use the 2xHero P.A. to cause massive damage to your opponent (700 to begin with, 1,000 once you add on an Atk+30). Wait for the Custom Gauge to fill. Use 2xHero with an Atk+30 followed by FullCust. Repeat until the opponent's deleted. Use LifeAura3, BubWrap, and Shadow3 to defend yourself when necessary.

Kyros rating: 10/10

ToadSword3

1 FstGauge *[regular]
5 ToadMan V3 T
2 Ice Stage *
2 Repair *
5 FireBld *
5 AquaBld *
5 ElecBld *
2 Shadow3 *
1 BubWrap *
1 LifeAura3 *
3 Areagrab *

Style: ElecCust

Built by: Chaos Swordsman

Strategy: This one's a little harder to grasp than 2xHero. While not as easy to build, it's still pretty powerful, and can be very annoying when it's used against you properly. Start out by using Ice Stage to double the damage from Electric attacks. Use Repair to keep yourself from taking double damage and to keep from slipping. Areagrab, and then use ToadMn V3 to paralyze the opponent (his attack uses the electric element, so your opponent will take twice the damage

from the ice panels, and four times the damage if they're an aqua style...). Follow up with LifeSword3 to cause massive damage.

Kyros rating: 10/10

Gater

1 FstGauge * [regular]
5 Wind *
5 Fan *
5 GateMan v3
5 Atk+30 *
5 FullCust *
3 Invis3 *
1 Shadow3 *

Style: HeatShld

Built by: Kyros

Strategy: This folder monopolizes the cheapness of Gater. Simply use the Gater P.A. and attach an Atk+30 to it to cause insane damage. Follow up with a FullCust chip, and repeat until your rival's deleted (it shouldn't take more than one Gater with an Atk+30 attached to it to delete them, unless they used a defense chip right before you used it).

My rating: 10/10

LifeSword

1 FstGauge * [regular]
5 FireBld *
5 AquaBld *
5 ElecBld *
2 Sword L
2 WideSword L
2 LongSword L
3 Areagrab *
2 Invis3 *
3 Shadow3 *

Style: HeatCust

Built by: Kyros

Strategy: This folder actually uses two different LifeSword Program Advances: LifeSword3 and LifeSword1. I would have used LifeSword2 instead of 1, but I didn't want to make this folder TOO powerful. Areagrab one time, and a LifeSword CAN'T miss. Just pound the opponent with LifeSword3 and LifeSword1 until they're deleted. Enough said.

My rating: 8/10

QuickMagnet

5 QuickmanV3 Q
4 Navi+40 *
5 Magnet Line Q
4 Full Custom *
4 Cannon Ball *
3 Shadow3 *
2 Invis3 *
1 FstGauge * [regular]

Style: HeatShld/HubStyl

Built by: Zero_Omega

Strategy: The "way to play" QuickMagnet, is to use magnetline, then 2 cannon balls on most of the opponents far-most field, then use fullcustom, then select the "5 chips of destruction," namely QuickmanV3+Navi+40+Navi+40+Navi+40+Navi+40. which makes for a nice 260 damage with just the navi+40's.

Now... Quickman's boomerang hits the row *TWICE* unless your in the back row, but we killed the back row so... $200+260=460$ damage!!!

Forte's Revenge

1 FstGauge * [regular]

5 BassV3 X

5 Navi+40 *

5 Atk+30 *

5 Navi+20 *

2 LifeAur3 *

5 Areagrab *

2 VarSwrd *

Preferred Style: HubStyl

Built By: Kyros and Chaos Swordsman

Strategy: Forte's back, and he's extremely pissed off at you for kicking his ass so many times. Well, unfortunately for him, he's fighting on your side instead of against you. Panel lock the opponent, and let loose with a souped up Bass V3 with all the Navi+40 chips you can gather, which will hopefully be four. Since BassV3 fires 20 shots that are random on the opponent's area. Well, since they're panel locked, it's not really random is it? Anyway, do the math. Four Navi+40 chips will give BassV3 a nice 160 damage boost, in addition to the 70 base damage, giving a single hit the total of 230. $230 \times 20 = 4600$ damage, and that's from a single chip! Anyway, now that you've used up all but one of your Navi+40 chips, the next possible BassV3 can deal 200 damage, and $200 \times 20 = 4000$ damage total. The damage will now start to decline, giving the next Forte assault a possible total of 170 damage per hit. $170 \times 20 = 3400$ damage. The fourth BassV3 can now deal only 130 damage per hit, making the damage 2600 ($130 \times 2 = 2600$). Now that you've used up the last of your attack boosters, if for some reason the opponent hasn't been deleted by one of the first assaults, just fire off your final BassV3 at normal strength, which is 70 per hit. You'll wind up with a total of 1400 damage. The folder's potential damage is 16,320, and that's not something that should be ignored.

Agram's rating: 10/10

Rainbow Twister

1 FstGauge * [regular]

5 Twister *

3 Atk+30 *

5 Wood+40 *

2 LifeAura3 *

2 Invis3 *

4 Areagrab *

5 Prism *

3 FullCust *

Built By: Kyros and Chaos Swordsman

Preferred Style: WoodCustV3

Strategy: This should be obvious. Throw a Prism in the middle of the opponent's field, and unleash a Twister powered up with as many Wood+40 chips as you can get. Prism will reflect the damage to every panel surrounding

it, making it nearly impossible to miss with Twister. The maximum damage one Twister chip can deal is 1440. The good thing about this folder is that support damage comes from the WoodGutsV3 Twister charged buster attack, and when you combine it with a Prism, you're making the opponent's place a deadly place to be.

Want your folder in the Hall of Fame? See section III to find out how!

VIII. FREQUENTLY ASKED QUESTIONS

Have a question for me? If it's been asked enough times, I'll post it (and the answer) up in this section!

SECTION UNDER CONSTRUCTION. PLEASE CHECK BACK LATER

IX. LEGAL DISCLAIMER

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