Mega Man Battle Network 2 Chip/GMD List & Misunderstood Chips Guide

by Bio NeoHazard   Updated to v0.85 on Mar 28, 2003

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FAQ:      Chip List, GMD List, Misunderstood chips Guide
Version:  0.85 as of February 21, 2003
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                         A Few Words in Advanced ( AFWA )
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I wrote this FAQ after constant questions about certain chips on the board. After
analyzing other FAQs and noticing that they do not go into detail of the chips and
their proper function, I decided to write the Chip List section of this guide. I
am also adding a P.A. List so that people wont have to go to a different FAQ just
to see them. I'll try to make this FAQ as easy for you as possible.

I wanted to write a FAQ about the Green Mystery Data because I could not find it
anywhere in the FAQs and only after finishing this FAQ I realized that there was
one In-Depth FAQ that covered the GMD. Sorry thetriforce64. I think I need glasses.
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I will also add the Blue and Purple Mystery Data later on because they contain Chips
and Items that are crucial to the game.

The Misunderstood Chips Guide came from all the questions on the board that kept
coming constantly through numerous new posts all containing the same question. Also
because I had the same problem when I had just started to play the game. Thanks to
the support of all board members for answering all these questions over and over
again and not getting all frustrated over it. Once again, Thanks guys. Hopefully
this FAQ will put an end to those questions.

I wanted to make the Chip Combos Guide to aid you in creating some devastating combos
and to allow you to submit your combo into this FAQ. Come on people, show us what
your made of.

I wanted to make the Enemy and Chip Locations List to complete the information on
the Chip List. Thus helping understand every chip and knowing where to find and get
them.

I added the Secrets and Hints section in the game for those of you who like this
kind of stuff. Personally I like it. Hey! Whatever make the game easier for me, is
a + on my list.

                               Version (VRSN)

Version 0.60 - (Feb. 18, 2003) Finished the FAQ and posted for the first time.
               Included Chip List, Green Mystery Data List, Misunderstood Chips
               Guide.

Version 0.80 - (Feb. 20, 2003) Fixed a few grammar and spelling errors. Added
               this nifty Version Section. Added Quick Man and Gospel to the
               list of enemies that can be hit by Piercing attacks. Added
               Keywords for easy access to all sections. Added the notes on
               Satellite. Added Z-Ball P.A. and O-Ball P.A. to Piercing
               attacks. Added P.A. List. Added Secrets and Hints Section.

Version 0.85 - (Feb. 21, 2003) Fixed some more grammar errors. Added more
               notes. Added the Chip Combos Section. Updated the Words in
               Advanced.

Version 0.88 - (Feb. 22, 2003) Only fixed a few grammar errors. Credited a
               submitted combo to its rightful submitter. Added one more combo.

                               Chip List (CHPL)

Note: You can ALL the chips with a * code, including Navi chips. These can be
      obtained through the chip traders found all over the game.

      The attacks that shoot in a straight line are shown in the diagram with
      the assumption that there is an enemy virus standing in the center square
      of the enemy area.

      The diagrams of the Navi chip attacks try to show the different possible

ways of its attack and do not necessarily attack in the exact way as
shown in the diagram. For ex: Pharaoh Man diagrams show that he can place
down a cube, shoot a Ratton that turns once to attack its enemy, and can
also shoot a powerful laser in a straight line.

#	Chip Name	Real Name	Poss. Codes	Damage	Element	Description	Diagram
1.	Cannon	Cannon	ABCDE*	40	N/A	Shoots a Cannon	OOOEEE OMOEXE OOOEEE
2.	HiCannon	Hi Cannon	CDEFG*	60	N/A	Shoots a Cannon stronger than Cannon	OOOEEE OMOEXE OOOEEE
3.	M-Cannon	M-Cannon	EFGHI*	80	N/A	Shoots a Cannon stronger than HiCannon	OOOEEE OMOEXE OOOEEE
4.	Shotgun	Shotgun	BFHJN*	30	N/A	After contact with enemy, it explodes one sq. behind	OOOEEE OMOEXX OOOEEE
5.	V-Gun	V-Gun	AFGLP*	30	N/A	After contact with enemy, it explodes in two diag. sq. behind	OOOEEX OMOEXE OOOEEX
6.	CrossGun	CrossGun	HJMQS*	30	N/A	After contact with enemy, it explodes in four diag. sq. in front and back	OOOXEX OMOEXE OOOXEX
7.	Spreader	Spreader	MNOPQ*	30	N/A	After contact with enemy, it explodes and hits everything around it	OOOXXX OMOXXX OOOXXX
8.	Bubbler	Bubbler	BGHPR*	40	Aqua	After contact with enemy, it explodes one sq. behind	OOOEEE OMOEXX OOOEEE

#	Name	Full Name	Codes	Power	Element	Description	Pattern
9.	Bub-V	Bubbler-V	CDJNS*	40	Aqua	After contact with enemy, it explodes in two diag. sq. behind	OOOEEX OMOEXE OOOEEX
10.	BubCross	Bubbler Cross	KOPTV*	40	Aqua	After contact with enemy, it explodes in four diag. sq. in front and back	OOOXEX OMOEXE OOOXEX
11.	BubSprd	Bubbler Spreader	EFILM*	40	Aqua	After contact with enemy, it explodes and hits everything around it	OOOXXX OMOXXX OOOXXX
12.	HeatShot	Heat Shot	BGHPR*	50	Fire	After contact with enemy, it explodes one sq. behind	OOOEEE OMOEXX OOOEEE
13.	Heat-V	Heat-V	CDJNS*	50	Fire	After contact with enemy, it explodes in two diag. sq. behind	OOOEEX OMOEXE OOOEEX
14.	HeatCros	Heat	KOPTV*	50	Fire	After contact with enemy, it explodes in four diag. sq. in front and back	OOOXEX OMOEXE OOOXEX
15.	HeatSprd	Heat Spreader	EFILM*	50	Fire	After contact with enemy, it explodes and hits everything around it	OOOXXX OMOXXX OOOXXX
16.	MiniBomb	Mini Bomb	BEGLO*	50	N/A	Throw a bomb 3 sq. ahead that blows up on contact w/ enemy or panel	OOOEEE OMOEXE OOOEEE
17.	LilBomb	Little Bomb	FJOQT*	50	N/A	Throw a bomb 3 sq. ahead that blows up in a line when it hits	OOOEXE OMOEXE OOOEXE
18.	CrosBomb	Cross Bomb	DJOQT*	60	N/A	Throw a bomb 3 sq. ahead that blows up in a cross when it hits	OOOEXE OMOXXX OOOEXE

#	ID	Name	Codes	MB	Element	Description	Pattern
19.	BigBomb	Big Bomb	OQTVY*	70	N/A	Throw a bomb 3 sq. ahead that blows up everything around it when it hits	OOOXXX OMOXXX OOOXXX
20.	TreeBom1	Tree Bomb 1	BGHPR*	100	Wood	Throw a seed 3 sq. ahead that blooms into a row of Wood Spikes. Use water to power the attack	OOOEEE MOOXXX OOOEEE
21.	TreeBom2	Tree Bomb 2	CDJNS*	120	Wood	Throw a seed 3 sq. ahead that blooms into a row of Wood Spikes. Use water to power the attack	OOOEEE MOOXXX OOOEEE
22.	TreeBom3	Tree Bomb 3	KOPTV*	150	Wood	Throw a seed 3 sq. ahead that blooms into a row of Wood Spikes. Use water to power the attack	OOOEEE MOOXXX OOOEEE
23.	Sword	Sword	AKLSY*	80	N/A	Slash at the enemy with a sword	OOOEEE OOMXEE OOOEEE
24.	WideSwrd	Wide Sword	ACLQY*	80	N/A	Slash at a vertical row with a sword	OOOXEE OOMXEE OOOXEE
25.	LongSwrd	Long Sword	AILOY*	80	N/A	Slash horizontally at the enemy row 2 sq. ahead	OOOEEE OOMXXE OOOEEE
26.	FireSwrd	Fire Sword	FHNRU*	100	Fire	Slash at a vertical row with a sword of Fire	OOOXEE OOMXEE OOOXEE
27.	AquaSwrd	Aqua Sword	AHNRW*	100	Aqua	Slash at a vertical row with a sword of Water	OOOXEE OOMXEE OOOXEE
28.	ElecSwrd	Electric Sword	EHNRV*	100	Elec	Slash at a vertical row with a sword of Electricity	OOOXEE OOMXEE OOOXEE

#	Name	Full Name	Codes	Power	Element	Description	Pattern
29.	FireBlde	Fire Blade	FHPRZ*	90	Fire	Slash horizontally at the enemy row 2 sq. ahead with a sword of Fire	OOOEEE OOMXXE OOOEEE
30.	AquaBlde	Aqua Blade	AFJRZ*	90	Aqua	Slash horizontally at the enemy row 2 sq. ahead with a sword of Water	OOOEEE OOMXXE OOOEEE
31.	ElecBlde	Electric Blade	EFMNR*	90	Elec	Slash horizontally at the enemy row 2 sq. ahead with a sword of Lighting	OOOEEE OOMXXE OOOEEE
32.	StepSwrd	Step Sword	DHMQU*	150	N/A	Megaman takes two steps forward and slices the enemy	OOOEXE OmOMXE OOOEXE
33.	Kunai 1	Kunai 1	EILPS*	40	N/A	Creates 2 slicing daggers on 2 diag. sq. from Megaman 1 row ahead	OOOXEE OOMEEE OOOXEE
34.	Kunai 2	Kunai 2	DFJQR*	40	N/A	Creates 2 slicing daggers on 2 diag. sq. from Megaman 2 rows ahead	OOOEXE OOMEEE OOOEXE
35.	Kunai 3	Kunai 3	CGHKN*	40	N/A	Creates 2 slicing daggers on 2 diag. sq. from Megaman 3 rows ahead	OOOEEX OOMEEE OOOEEX
36.	CustSwrd	Custom Sword	BGKQT*	Special	N/A	Sword whose power increases and the custom gauge does	OOOXXE OOMXXE OOOXXE
37.	Muramasa	Muramasa	NOTUW*	Special	N/A	Sword whose power increases with the loss of HP	OOOEEE OOMXEE OOOEEE
38.	VarSwrd	Variable Sword	BLNTZ*	160*~	N/A	Sword with hidden techniques	Varies see notes

#	Name	Full Name	Codes	Power	Element	Description	Pattern
39.	Slasher	Slasher	ADHLQ*	180	N/A	If button's held the sword will attack any enemy that enters the area of Megaman	XXXEEE XMXEEE XXXEEE
40.	ShockWav	Shock Wave	HJLRU*	40	N/A	Sends a wave down one row	OOOEEE MXXXXX OOOEEE
41.	SonicWav	Sonic Wave	EIMSW*	60	N/A	Send a wave down one row faster than ShockWav	OOOEEE MXXXXX OOOEEE
42.	DynaWave	Dynamic Wave	GNQTV*	90	N/A	Send a wave down one row faster than SonicWav	OOOEEE MXXXXX OOOEEE
43.	Quake 1	Quake 1	AMPQW*	90	N/A	Throws a weight 3 sq. ahead that cracks the panel it lands on	OOOEEE OMOEXE OOOEEE
44.	Quake 2	Quake 2	RGNQW*	110	N/A	Throws a weight 3 sq. ahead that cracks the panel it lands on and attacks vertically	OOOEXE OMOEXE OOOEXE
45.	Quake 3	Quake 3	CEOQW*	130	N/A	Throws a weight 3 sq. ahead that cracks the panel it lands on and attacks in a cross	OOOEXE OMOXXX OOOEXE
46.	GutPunch	Guts Punch	BDHKN*	|70|	N/A	Punches directly in front of Megaman and can be used to push some objects	OOOEEE OOMXEE OOOEEE
47.	ColdPnch	Cold Punch	BDLPS*	|70|	Aqua	Punches directly in front of Megaman and can be used to push some objects	OOOEEE OOMXEE OOOEEE
48.	DashAtk	Dash Attack	BDGJL*	90	N/A	Attack that dashes right through an enemy row	OOOEEE MXXXXX OOOEEE

#	Name	Full Name	Codes	Price	?	Description	Pattern
49.	Wrecker	Wrecker	OQSUW*	|80|	N/A	Throws a ball 3 sq. ahead that breaks the panel if no enemy is there	OOOEEE OMOEXE OOOEEE
50.	Cannball	Cannon Ball	OPQRS*	|150|	N/A	Throws a ball 3 sq. ahead that breaks the panel if no enemy is there	OOOEEE OMOEXE OOOEEE
51.	DoubNdl	Double Needle	ACFIJ*	50	N/A	Shoots 2 needles straight ahead on the row	OOOEEE MXXXXX OOOEEE
52.	TripNdl	Triple Needle	CIMTV*	50	N/A	Shoots 3 needles straight ahead on the row	OOOEEE MXXXXX OOOEEE
53.	QuadNdl	Quadruple Needle	CHIPU*	50	N/A	Shoots 4 needles straight ahead on the row	OOOEEE MXXXXX OOOEEE
54.	Trident	Trident	EIKOT*	60	N/A	Shoots 3 spears straight ahead on enemy row	OOOEEE MXXXXX OOOEEE
55.	Ratton1	Ratton 1	HIJKL*	70	N/A	Puts down a mouse that can turn once when it detects an enemy	OOOXEE MXXXEE OOOEEE
56.	Ratton2	Ratton 2	JKLMN*	80	N/A	Puts down a mouse that can turn once when it detects an enemy	OOOEEE MXXXXE OOOEXE
57.	Ratton3	Ratton 3	LMNOP*	90	N/A	Puts down a mouse that can turn once when it detects an enemy	OOOEEX MXXXXX OOOEEE
58.	FireRat	Fire Rat	BFGHR*	200	N/A	Puts down a mouse and when hit w/ a Fire attack, will shoot out at an incredible speed	OOOEEE MXXXXX OOOEEX

#	Name	Full Name	Code	MB	Element	Description	Pattern
59.	Tornado	Tornado	EJLMQ*	20	N/A	Creates a Tornado 2 sq. ahead that can hit the enemy up to 8 times	OOOEEE OMOXEE OOOEEE
60.	Twister	Twister	NOTUY*	20	Wood	Creates a Twister 2 sq. ahead that can hit the enemy up to 8 times	OOOEEE OMOXEE OOOEEE
61.	Blower	Blower	PRTWZ*	20	Fire	Creates a Cyclone 2 sq. ahead that can hit the enemy up to 8 times	OOOEEE OMOXEE OOOEEE
62.	Burner	Burner	ABFLS*	150	Fire	Fire shoots out from the floor in a cross from Megaman's body	OXOEEE XMXEEE OXOEEE
63.	ZapRing1	Zap Ring 1	AMPQW*	20	Elec	Shoots a ring that can paralyze the enemy if hits	OOOEEE OMOEXE OOOEEE
64.	ZapRing2	Zap Ring 2	BGNRS*	30	Elec	Shoots a ring that can paralyze the enemy if hits	OOOEEE OMOEXE OOOEEE
65.	ZapRing3	Zap Ring 3	CEOTZ*	40	Elec	Shoots a ring that can paralyze the enemy if hits	OOOEEE OMOEXE OOOEEE
66.	Satelit1	Satellite 1	GOQUW*	60	Elec	Floating electric ball that can hit everywhere & can stay revolving around an object	OOXXXX OMXXXX OOOXXX
67.	Satelit2	Satellite 2	HJKPR*	80	Elec	Floating electric ball that can hit everywhere & can stay revolving around an object	OOXXXX OMXXXX OOOXXX
68.	Satelit3	Satellite 3	LSTYZ*	100	Elec	Floating electric ball that can hit everywhere & can stay revolving around an object	OOXXXX OMXXXX OOOXXX

#	Name	Full Name	Codes	MB	Element	Description	Pattern
69.	Spice1	Spice 1	ACGQT*	100	Wood	Poison powder comes out from all grass panels and damages if enemy is standing on panel	XXXXXX XMXXXX XXXXXX
70.	Spice2	Spice 2	BEHJN*	120	Wood	Poison powder comes out from all grass panels and damages if enemy is standing on panel	XXXXXX XMXXXX XXXXXX
71.	Spice3	Spice 3	DKMPQ*	140	Wood	Poison powder comes out from all grass panels and damages if enemy is standing on panel	XXXXXX XMXXXX XXXXXX
72.	MagBomb1	Magnet Bomb 1	FGJMN*	80	Elec	Throws a bomb 3 sq. ahead that stops the enemy on that panel if hit	OOOEEE OMOEXE OOOEEE
73.	MagBomb2	Magnet Bomb 2	BDIRT*	100	Elec	Throws a bomb 3 sq. ahead that blows up in a vertical row and stops enemy in that panel if hit	OOOEXE OMOEXE OOOEXE
74.	MagBomb3	Magnet Bomb 3	HKOQS*	120	Elec	Throws a bomb 3 sq. ahead that blows up in a cross and stops the enemy in that panel if hit	OOOEXE OMOXXX OOOEXE
75.	Yo-Yo 1	Yo-Yo 1	CERTV*	40	N/A	Shoots a wheel w/ spikes 3 sq. ahead and returns, can hit the enemy multiple times	OOOEEE OMXXXE OOOEEE
76.	Yo-Yo 2	Yo-Yo 2	AGJKN*	50	N/A	Shoots a wheel w/ spikes 3 sq. ahead and returns, can hit the enemy multiple times	OOOEEE OMXXXE OOOEEE
77.	Yo-Yo 3	Yo-Yo 3	DIMSY*	60	N/A	Shoots a wheel w/ spikes 3 sq. ahead and returns, can hit the enemy multiple times	OOOEEE OMXXXE OOOEEE
78.	CrsShld1	Curse Shield 1	AOPSZ*	130	N/A	Megaman blocks the attack and then the shield counters w/ a bite, no matter where the enemy is	OOOXXX OMOXXX OOOXXX

#	Chip	Name	Codes	Damage	Element	Description	Grid
79.	CrsShld2	Curse Shield 2	AOPTV*	170	N/A	Megaman blocks the attack and then the shield counters w/ a bite, no matter where the enemy is	OOOXXX OMOXXX OOOXXX
80.	CrsShld3	Curse Shield 3	AOPUW*	210	N/A	Megaman blocks the attack and then the shield counters w/ a bite, no matter where the enemy is	OOOXXX OMOXXX OOOXXX
81.	Hammer	Hammer	RTUVZ*	|100|	N/A	Attacks with a hammer 1 sq. ahead of Megaman	OOOEEE OOMXEE OOOEEE
82.	ZeusHamr	Zeus Hammer	JKOVZ*	|200|	N/A	Attacks with a hammer that hits all enemies and Megaman if there is a panel, destroys objects too	XXXXXX XMXXXX XXXXXX
83.	Lance	Lance	OPTVY*	90	Wood	3 wooden spikes come out of the back row and impale the enemy	OOOEEX OMOEEX OOOEEX
84.	BrnzFist	Bronze Fist	BNORS*	|100|*~	N/A	Hits 1 sq. in front of Megaman, has a special technique: see notes below	OOOEEE OOMXEE OOOEEE
85.	SilvFist	Sliver Fist	EILSV*	|140|*~	N/A	Hits 1 sq. in front of Megaman, has a special technique: see notes below	OOOEEE OOMXEE OOOEEE
86.	GoldFist	Gold Fist	DGLOZ*	|180|*~	N/A	Hits 1 sq. in front of Megaman, has a special technique: see notes below	OOOEEE OOMXEE OOOEEE
87.	PoisMask	Poison Mask	DSUWZ*	Special	N/A	When A-Button is held, it creates a mask that shields attacks and poisons 1 sq. in front of it	OOOEEE OOMmXE OOOEEE
88.	PoisFace	Poison Face	PQUWY*	Special	N/A	When A-Button is held, it creates a mask that shields attacks and poisons the area around it	OOOXXE OOMmXE OOOXXE

#	ID	Name	Code	Power	Element	Description	Pattern
89.	WhirlPl	Whirl Pool	ACEGI*	Special	N/A	Throws a ball 3 sq. ahead and creates a whirl pool that can kill enemies if they WALK into it	OOOEEE OMOEXE OOOEEE
90.	BlckHole	Black WholePool	BDFHJ*	Special	N/A	Throws a ball 3 sq. ahead and creates a black hole that can kill almost any enemy if it WALKS into it	OOOEEE OMOEXE OOOEEE
91.	Meteor9	Meteor 9	CELSV*	60	Fire	Summons a staff that creates a rain of 9 meteors that fall randomly on the enemy area	OOOXXX OMsXXX OOOXXX
92.	Meteor12	Meteor 12	ACFJW*	80	Fire	Summons a staff that creates a rain of 12 meteors that fall randomly on the enemy area	OOOXXX OMsXXX OOOXXX
93.	Meteor15	Meteor 15	DGHRZ*	100	Fire	Summons a staff that creates a rain of 15 meteors that fall randomly on the enemy area	OOOXXX OMsXXX OOOXXX
94.	Meteor18	Meteor 18	BGIKO*	150	Fire	Summons a staff that creates a rain of 18 meteors that fall randomly on the enemy area	OOOXXX OMsXXX OOOXXX
95.	TimeBom1	Time Bomb 1	CGKMZ*	70	N/A	Creates a bomb on the front enemy row randomly that counts down 3 seconds and explodes all enemy area	OOOXXX OMOXXX OOOXXX
96.	TimeBom2	Time Bomb 2	FGKOZ*	120	N/A	Creates a bomb on the front enemy row randomly that counts down 3 seconds and explodes all enemy area	OOOXXX OMOXXX OOOXXX
97.	TimeBom3	Time Bomb 3	EGKPZ*	200	N/A	Creates a bomb on the front enemy row randomly that counts down 3 seconds and explodes all enemy area	OOOXXX OMOXXX OOOXXX
98.	LilCloud	Little Cloud	CGIKN*	70	Aqua	Creates a cloud that rains up and down 1 row on the first enemy it detects	OOOXEE OMOXEE OOOXEE

99. MedCloud	Medium Cloud	DHJLO*	90	Aqua	Creates a cloud that rains up and down 1 row on the first enemy it detects	OOOEXE OMOEXE OOOEXE
100.BigCloud	Big Cloud	QRTVW*	110	Aqua	Creates a cloud that rains up and down 1 row on the first enemy it detects	OOOEEX OMOEEX OOOEEX
101.Mine	Mine	LNRSV*	300	N/A	Places a Mine on any random empty panel on the enemy side and detonates when stepped on	OOO??? OMO??? OOO???
102.FrntSnsr	Front Sensor	HMQRT*	100	N/A	Places a bomb 1 sq. ahead of Megaman that detects any enemy in front of it and blows up when it does	OOOEEE MgXXXX OOOEEE
103.DblSnsr	Double Sensor	EJPWY*	100	N/A	Places a bomb 1 sq. ahead of Megaman that detects any enemy diag. of it and blows up when it does	OOOXEE OMgEEE OOOXEE
104.Remobit1	Remobit 1	EGJKN*	80	Elec	Places a Remobit that controls a lightning craft that slowly breaks all panels	OOOXXX OMrXXX OOOXXX
105.Remobit2	Remobit 2	BFIRU*	80	Elec	Places a Remobit that controls a lightning craft that slowly breaks all panels	OOOXXX OMrXXX OOOXXX
106.Remobit3	Remobit 3	ALMTY*	80	Elec	Places a Remobit that controls a lightning craft that slowly breaks all panels	OOOXXX OMrXXX OOOXXX
107.AquaBall	Aqua Ball	ABQTW*	10*	Aqua	Creates an Aqua based balloon that floats forward and absorbs damage taken and explodes at impact	OOOXXX OMOXXX OOOXXX
108.ElecBall	Electric Ball	EHJKV*	10*	Elec	Creates an Electric based balloon that floats forward and absorbs damage taken and explodes at impact	OOOXXX OMOXXX OOOXXX

#	Name	Code	Power	Element	Description	MB
109.HeatBall	Heat Ball	CFRSU*	10*	Fire	Creates a Fire based balloon that floats forward and absorbs damage taken and explodes at impact	OOOXXX OMOXXX OOOXXX
110.Geyser	Geyser	ABDLS*	200	Aqua	Thrown 3 sq. ahead into a broken panel it created a Geyser that attacks all around it	OOOXXX OMOXGX OOOXXX
111.LavaDrag	Lava Dragon	FGORY*	200	Fire	Summoned from a broken panel in front of Megaman and uses a Fire attack on all enemies	OOOXXX MDOXXX OOOXXX
112.GodStone	God Stone	EILQU*	150	N/A	Summoned from a broken panel in front of Megaman and pounds top and bottom to make stones fall	OpOXXX MGOXXX OpOXXX
113.OldWood	Old Wood	CMSTW*	100	Wood	Summoned from a broken panel in front of Megaman and attack all enemy area with spikes	OOOXXX MWOXXX OOOXXX
114.Guard	Guard	*	N/A[40]	N/A	Protects one attack and shoots a Shock Wave immediately after the block	OOOEEE OMXXXX OOOEEE
115.PanlOut1	Panel Out 1	ABDLS*	N/A[10]	N/A	Breaks one panel in front of Megaman	OOOEEE OM EEE OOOEEE
116.PanlOut3	Panel Out 3	CENRY*	N/A[10]	N/A	Breaks three panels in front of Megaman	OO EEE OM EEE OO EEE
117.LineOut	Line Out	FHJQY*	40	Fire	Breaks the row in front of Megaman	OOOEEE OMO OOOEEE
118.Catcher	Catcher	FIJNT*	N/A	N/A	Steals the hip that the opponent has selected	N/A

119.MindBndr	Mind Bender	DIMNT*	N/A	N/A	Reverses controls of opponent	N/A
120.Recov10	Recover 10	ACEGL*	N/A	N/A	Recover 10 HP	N/A
121.Recov30	Recover 30	BDFHM*	N/A	N/A	Recover 30 HP	N/A
122.Recov50	Recover 50	CEGIN*	N/A	N/A	Recover 50 HP	N/A
123.Recov80	Recover 80	DFHJO*	N/A	N/A	Recover 80 HP	N/A
124.Recov120	Recover 120	OQSUW*	N/A	N/A	Recover 120 HP	N/A
125.Recov150	Recover 150	NPRTV*	N/A	N/A	Recover 150 HP	N/A
126.Recov200	Recover 200	MNUVW*	N/A	N/A	Recover 200 HP	N/A
127.Recov300	Recover 300	ORVWZ*	N/A	N/A	Recover 300 HP	N/A
128.PanlGrab	Panel Grab	BHKLP*	N/A[10]	N/A	Steals panel if front of Megaman	OOOEEE OMOOEE OOOEEE

129.AreaGrab	Area Grab	ELRSZ*	N/A[10]	N/A	Steals a row of panels	OOOOEE OMOOEE OOOOEE
130.GrabRvng	Grab Revenge	ALPSW*	50 Per Panel Stolen	N/A	Punishes opponent for stealing your panels	OOEEEE OMEEEE OOEEEE
131.Geddon1	Geddon 1	CKLQS*	N/A	N/A	Causes every unoccupied panel to crack	N/A
132.Geddon2	Geddon 2	JMRTZ*	N/A	N/A	Causes every unoccupied panel to break	N/A
133.Geddon3	Geddon 3	EJNPY*	N/A**	N/A	Turns all panels into a poisonous swamp	N/A
134.Escape	Escape	FHJLN*	N/A	N/A	Allows you to escape a battle easier	N/A
135.AirShoes	Air Shoes	AJOVZ*	N/A	N/A	Allows you to walk on broken panels for 1 turn	N/A
136.Repair	Repair	ACELP*	N/A	N/A	Restores all your panels from any condition	N/A
137.Candle1	Candle 1	CFIMV*	N/A	N/A	Creates a candle in front of Megaman that recovers HP slowly	OOOEEE OMcEEE OOOEEE
138.Candle2	Candle 2	AGJLT*	N/A	N/A	Creates a candle in front of Megaman that recovers HP faster than Candle1	OOOEEE OMcEEE OOOEEE

139.Candle3	Candle 3	BEHNW*	N/A	N/A	Creates a candle in front of Megaman that recovers HP faster than Candle2	OOOEEE OMcEEE OOOEEE
140.RockCube	Rock Cube	BDGMV*	N/A[200]	N/A	Creates a stone block in front of Megaman that can be for offensive or defensive purposes	OOOEEE OMrEEE OOOEEE
141.Prism	Prism	BCLNQ*	N/A[10]	N/A	Throws a Prism 3 sq. ahead of Mega man that hits everything around it when hit itself	OO***E MO*p*E OO***E
142.Guardian	Guardian	OPUVZ*	|200|	Elec	Creates a guardian statue that counter attacks with a lightning bolt when hit, even by Megaman	OOOEEE OMsEEE OOOEEE
143.Wind	Wind	GJOQT*	N/A	N/A	Creates a fan that blows enemies to the last row	OOO>>> OMf>>> OOO>>>
144.Fan	Fan	AGLNY*	N/A	N/A	Creates a fan that sucks enemies to the first row	OOO<<< OMf<<< OOO<<<
145.Anubis	Anubis	HKMUW*	Special	N/A	Creates a statue that poisons the enemy area causing them to lose HP slowly	OOOEEE OMsEEE OOOEEE
146.SloGauge	Slow Gauge	*	N/A	N/A	Makes your custom gauge fill slower	N/A
147.FstGauge	Fast Gauge	*	N/A	N/A	Makes your custom gauge fill faster	N/A
148.FullCust	Full Custom	*	N/A	N/A	Instantly fills your custom gauge	N/A

```
149.Invis1     Invisible 1 AFLRU*  N/A       N/A      Makes you invisible
                                                      for 3 seconds          N/A


150.Invis2     Invisible 2 BHMQV*  N/A       N/A      Makes you invisible
                                                      for 5 seconds          N/A


151.Invis3     Invisible 3 CGKPW*  N/A       N/A      Makes you invisible
                                                      for 7 seconds          N/A


152.DropDown   Drop Down   ACFQS*  N/A       N/A      Makes you invisible
                                                      for 20 seconds         N/A


153.PopUp      Pop Up      DIJTW*  N/A       N/A      Makes you invisible
                                                      for 20 seconds         N/A


154.StoneBod   Stone       CESTW*  N/A       N/A      Turns your body to
               Body                                   to stone and all       N/A
                                                      damage will be
                                                      reduced to 1
                                                      for 20 seconds

155.Shadow1    Shadow 1    BGHLR*  N/A<80>   N/A      Turns Megaman into     OOOEXE
                                                      a shadow for 6 sec.    OmOMXE
                                                      only damaged by        OOOEXE
                                                      sword attacks, charged
                                                      shots become StepSwrd

156.Shadow2    Shadow 2    DEJMT*  N/A<80>   N/A      Turns Megaman into     OOOEXE
                                                      a shadow for 9 sec.    OmOMXE
                                                      only damaged by        OOOEXE
                                                      sword attacks, charged
                                                      shots become StepSwrd

157.Shadow3    Shadow 3    CFKNV*  N/A<80>   N/A      Turns Megaman into     OOOEXE
                                                      a shadow for 12 sec.   OmOMXE
                                                      only damaged by        OOOEXE
                                                      sword attacks, charged
                                                      shots become StepSwrd

158.UnderSht   Under       HJNRW*  N/A       N/A      If hit by a lethal
               Shirt                                   attack, HP will only  N/A
                                                      reduce to 1 and
                                                      Megaman will not die
```

159.Barrier	Barrier	BELST*	N/A	N/A	Creates a barrier around Megaman that will protect from 1 hit	N/A
160.BblWrap	Bubble Wrap	IJQRW*	N/A	Aqua	Creates a barrier that takes one hit then after taking damage, the barrier reforms	N/A
161.LeafShld	Leaf Shield	ADRSW*	N/A	Wood	Creates a shield around Megaman that absorbs the damage of the attack and converts it to HP	N/A
162.AquaAura	Aqua Aura	AWIMQ*	N/A	Aqua	Barrier that protects from any damage under 10, if hit by an Elec attack, aura is cancelled no matter what the damage	N/A
163.FireAura	Fire Aura	BFJNR*	N/A	Fire	Barrier that protects from any damage under 40, if hit by an Aqua attack, aura is cancelled no matter what the damage	N/A
164.WoodAura	Wood Aura	CGJOS*	N/A	Wood	Barrier that protects from any damage under 80, if hit by a Fire attack, aura is cancelled no matter what the damage	N/A
165.ElecAura	Electric Aura	DHLPT*	N/A	Elec	Barrier that protects from any damage under 100, if hit by a Wood attack, aura is cancelled no matter what the damage	N/A
166.LifeAur1	Life Aura 1	BGIOQ*	N/A	N/A	Barrier that protects from any damage under 100, has no elemental weakness	N/A
167.LifeAur2	Life Aura 2	DFJNR*	N/A	N/A	Barrier that protects from any damage under 150, has no elemental weakness	N/A
168.LifeAur3	Life Aura 3	EHKMT*	N/A	N/A	Barrier that protects from any damage under 200, has no elemental weakness	N/A

169.MagLine	Magnet Line	AEIMQ*	N/A	/Elec\	Turns the row that Megaman is standing on into a Magnet Line	OOOEEE mMmmmm OOOEEE
170.LavaLine	Lava Line	AFJMR*	N/A(50)	/Fire\	Turns the row that Megaman is standing on into a Lava Line	OOOEEE OOOEEE LMLLLL
171.IceLine	Ice Line	BEJNQ*	N/A	/Aqua\	Turns the row that Megaman is standing on into an Ice Line	IIMIII OOOEEE OOOEEE
172.GrassLne	Grass Line	BFINR*	N/A	/Wood\	Turns the row that Megaman is standing on into a Grass Line	OOOEEE MGGGGG OOOEEE
173.LavaStge	Lava Stage	DHMUV*	N/A(50)	/Fire\	Turns all panels into lava	LLLLLL LMLLLL LLLLLL
174.IceStage	Ice Stage	ACEIS*	N/A	/Aqua\	Turns all panels into ice	IIIIII IMIIII IIIIII
175.GrassStg	Grass Stage	BDHPR*	N/A	/Wood\	Turns all panels into grass	GGGGGG GMGGGG GGGGGG
176.HolyPanl	Holy Panel	CEHLR*	N/A	N/A	Turns the panel in front of Megaman into a Holy Panel when you stand on it you will take half damage	OOOEEE MhOEEE OOOEEE
177.Jealousy	Jealousy	EJORU*	50 Per Chip	N/A	Deals 50 damage per chip that your opponents have selected	N/A
178.AntiFire	Anti Fire	FKLPT*	200	Fire	Punishes your opponent for using a Fire attack	N/A

#	Name		Codes	Dmg	Elem	Description	
179.AntiElec	Anti Electric		EHNUY*	200	Elec	Punishes your opponent for using an Electric attack	N/A
180.AntiWatr	Anti Water		ADQWZ*	200	Aqua	Punishes your opponent for using an Aqua attack	N/A
181.AntiDmg	Anti Damage		CJMRS*	100	N/A	A dummy takes a hit for Megaman and Megaman jumps and throws shurikens at all enemies	N/A
182.AntiSwrd	Anti Sword		DHIMT*	100	N/A	Punishes your opponents for using sword attacks	N/A
183.AntiNavi	Anti Navi		KLOTX*	N/A	N/A	If active when opponent uses a Navi, the Navi is stolen and is used against him	N/A
184.AntiRecv	Anti Recovery		BDMPW*	200	N/A	Punishes your opponent for using a Recovery chip	N/A
185.Atk+10	Attack + 10		*	N/A{+10}	N/A	Adds 10 damage to any other Attack Chip	N/A
186.Atk+20	Attack + 20		*	N/A{+20}	N/A	Adds 20 damage to any other Attack Chip	N/A
187.Atk+30	Attack + 30		*	N/A{+30}	N/A	Adds 30 damage to any other Attack Chip	N/A
188.Fire+40	Fire + 40		*	N/A{+40}	N/A	Adds 40 damage to any other Fire attack Chip	N/A

```
189.Aqua+40    Aqua        *    N/A{+40} N/A    Adds 40 damage to
               + 40                             any other Aqua
                                                attack Chip          N/A


190.Wood+40    Wood        *    N/A{+40} N/A    Adds 40 damage to
               + 40                             any other Wood
                                                attack Chip          N/A


191.Elec+40    Electric    *    N/A{+40} N/A    Adds 40 damage to
               + 40                             any other Electric   N/A
                                                attack Chip


192.Navi+20    Navi        *    N/A{+20} N/A    Adds 20 damage to
               + 20                             any Navi Chip         N/A


193.Navi+40    Navi        *    N/A{+40} N/A    Adds 40 damage to
               + 40                             any Navi Chip         N/A


194.Roll       Roll        R*    60      N/A    Roll comes out
                                                and attacks the       N/A
                                                nearest enemy,
                                                then heals 30 HP


195.RollV2     Roll        R*    80      N/A    Roll comes out
               Version 2                        and attacks the       N/A
                                                nearest enemy,
                                                then heals 50 HP


196.RollV3     Roll        R*    100     N/A    Roll comes out
               Version 3                        and attacks the       N/A
                                                nearest enemy,
                                                then heals 80 HP


197.GutsMan    Guts Man    G*    50      N/A    Guts Man comes out    OXXXXX
                                                and attacks and       GXXXXX
                                                cracks all rows       OXXXXX
                                                with a DynaWave


198.GutsManV2  Guts Man    G*    70      N/A    Guts Man comes out    OOXXXX
               Version 2                        and attacks and       OGXXXX
                                                cracks all rows       OOXXXX
                                                with a DynaWave
```

199.GutsManV3	Guts Man Version 3	G*	90	N/A	Guts Man comes out and attacks and cracks all rows with a DynaWave	OOOXXX OOGXXX OOOXXX
200.ProtoMan	Proto Man	B*	120	N/A	Proto Man comes out and Slashes every enemy that he can move in front of	N/A
201.ProtoMnV2	Proto Man Version 2	B*	160	N/A	Proto Man comes out and Slashes every enemy that he can move in front of	N/A
202.ProtoMnV3	Proto Man Version 3	B*	200	N/A	Proto Man comes out and Slashes every enemy that he can move in front of	N/A
203.AirMan	Air Man	A*	40	N/A	Air Man comes out and creates one twister in each row that attack forward	OXXXXX AXXXXX OXXXXX
204.AirManV2	Air Man Version 2	A*	70	N/A	Air Man comes out and creates one twister in each row that attack forward	OOXXXX OAXXXX OOXXXX
205.AirManV3	Air Man Version 3	A*	100	N/A	Air Man comes out and creates one twister in each row that attack forward	OOOXXX OOAXXX OOOXXX
206.QuickMan	Quick Man	Q*	50	N/A	Quick Man comes out and attacks one row with a boomerang that returns and can do multiple hits	QXXXXX OQOEEE OOOEEE
207.QuickMnV2	Quick Man Version 2	Q*	70	N/A	Quick Man comes out and attacks one row with a boomerang that returns and can do multiple hits	OOOEEE OQXXXX OOOEEE
208.QuickMnV3	Quick Man Version 3	Q*	100	N/A	Quick Man comes out and attacks one row with a boomerang that returns and can do multiple hits	OOOEEE OOOEEE OOQXXX

209.CutMan	Cut Man	C*	150	N/A	Cut Man comes out and attack the sq. in front of him w/ a scissor snip	OOCXEE OOOEEE OOOEEE
210.CutManV2	Cut Man Version 2	C*	200	N/A	Cut Man comes out and attack the sq. in front of him w/ a scissor snip	OOOEEE OOCXEE OOOEEE
211.CutManV3	Cut Man Version 3	C*	300	N/A	Cut Man comes out and attack the sq. in front of him w/ a scissor snip	OOOEEE OOOEEE OOCXEE
212.ShadoMan	Shadow Man	S*	60	N/A	ShadowMan comes out splits into 3 on back row and shoots 3 shurikens at the enemies	SOOXEE SOOXXE SOOEEE
213.ShadoMnV2	Shadow Man Version 2	S*	70	N/A	ShadowMan comes out splits into 3 on back row and shoots 3 shurikens at the enemies	SOOEEX SOOXEE SOOEXE
214.ShadoMnV3	Shadow Man Version 3	S*	80	N/A	ShadowMan comes out splits into 3 on back row and shoots 3 shurikens at the enemies	SOOEEE SOOEXE SOOXEX
215.KnightMn	Knight Man	K*	|160|	N/A	KnightMan comes out and swing his giant mace around his body	XXOEEE KXOEEE XXOEEE
216.KnghtMnV2	Knight Man Version 2	K*	|210|	N/A	KnightMan comes out and swing his giant mace around his body	XXXEEE XKXEEE XXXEEE
217.KnghtMnV3	Knight Man Version 3	K*	|260|	N/A	KnightMan comes out and swing his giant mace around his body	OXXXEE OXKXEE OXXXEE
218.MagnetMn	Magnet Man	M*	130	Elec	MagnetMan comes out and summons his opposite force and crushes the enemy with a tackle	OOMXXX OOOEEE OOOEEE

#	Name		Code	Power	Type	Description	Pattern
219.MagntMnV2	Magnet Man Version 2	M*	140	Elec	MagnetMan comes out and summons his opposite force and crushes the enemy with a tackle	OOOEEE OMXXXX OOOEEE
220.MagntMnV3	Magnet Man Version 3	M*	150	Elec	MagnetMan comes out and summons his opposite force and crushes the enemy with a tackle	OOOEEE OOOEEE MXXXXX
221.FreezeMn	Freeze Man	F*	50	Aqua	FreezeMan comes out and makes icicles fall from the roof that land on the enemy	N/A
222.FrzManV2	Freeze Man Version 2	F*	60	Aqua	FreezeMan comes out and makes icicles fall from the roof that land on the enemy	N/A
223.FrzManV3	Freeze Man Version 3	F*	70	Aqua	FreezeMan comes out and makes icicles fall from the roof that land on the enemy	N/A
224.HeatMan	Heat Man	H*	100	Fire	Heat Man comes out and makes Fire come out of the ground in front of him	OOXXEE HXXXEE OOXXEE
225.HeatManV2	Heat Man Version 2	H*	130	Fire	Heat Man comes out and makes Fire come out of the ground in front of him	OOOXXE OHXXXE OOOXXE
226.HeatManV3	Heat Man Version 3	H*	160	Fire	Heat Man comes out and makes Fire come out of the ground in front of him	OOOEXX OOHXXX OOOEXX
227.ToadMan	Toad Man	T*	100	Elec	Toad Man comes out and shoots an Elec homing attack that can stun the enemy	OOOXXX OOXEEE TXOEEE
228.ToadManV2	Toad Man Version 2	T*	140	Elec	Toad Man comes out and shoots an Elec homing attack that can stun the enemy	OOOEEE OOOXXX TXXEEE

#	Name				Description	Pattern
229.ToadManV3	Toad Man Version 3	T*	180	Elec	Toad Man comes out and shoots an Elec homing attack that can stun the enemy	OTXEEE OOOXEE OOOEXX
230.ThunMan	Thunder Man	T*	80	Elec	ThunderMan comes out and attacks the row 3 sq. ahead and also breaks those panels	OOOEXE OTOEXE OOOEXE
231.ThunManV2	Thunder Man Version 2	T*	130	Elec	ThunderMan comes out and attacks the row 3 sq. ahead and also breaks those panels	OOOEEX OOTEEX OOOEEX
232.ThunManV3	Thunder Man Version 3	T*	180	Elec	ThunderMan comes out and attacks the row 3 sq. ahead and also breaks those panels	OOOXEE TOOXEE OOOXEE
233.SnakeMan	Snake Man	S*	30	Wood	Snake Man comes out and summons snakes from any broken panels, then does his head but attack	OO EEE OSOEEE O OEEE
234.SnakeMnV2	Snake Man Version 2	S*	40	Wood	Snake Man comes out and summons snakes from any broken panels, then does his head but attack	OO EEE OS EEE OO EEE
235.SnakeMnV3	Snake Man Version 3	S*	50	Wood	Snake Man comes out and summons snakes from any broken panels, then does his head but attack	O EEE OS EEE O EEE
236.GateMan	Gate Man	G*	40	N/A	Gate Man comes out and opens his chest and 3 little soldiers come out and hit the enemy	GXXXXX OOOEEE OOOEEE
237.GateManV2	Gate Man Version 2	G*	40	N/A	Gate Man comes out and opens his chest and 4 little soldiers come out and hit the enemy	OOOEEE OGXXXX OOOEEE
238.GateManV3	Gate Man Version 3	G*	40	N/A	Gate Man comes out and opens his chest and 5 little soldiers come out and hit the enemy	OOOEEE OOOEEE OOGXXX

#	Name	Full Name	Class	MB	Element	Description	Codes
239.	PharoMan	Pharaoh Man	P*	240	N/A	PharaohMan comes out and summons a coffin either makes a cube, shoots a ratton, or shoots a laser	OOOEEE OPCcEE OOOEEE
240.	PharoMnV2	Pharaoh Man Version 2	P*	270	N/A	PharaohMan comes out and summons a coffin either makes a cube, shoots a ratton, or shoots a laser	OOOEXE OPCXXE OOOEEE
241.	PharoMnV3	Pharaoh Man Version 3	P*	300	N/A	PharaohMan comes out and summons a coffin either makes a cube, shoots a ratton, or shoots a laser	OOOEEE OPCXXX OOOEEE
242.	NapalmMn	Napalm Man	N*	|220|	Fire	NapalmMan comes out and throws 5 napalm bombs randomly that can break panels in the enemy area	OOOXXE ONOEEX OOOXEX
243.	NaplmMnV2	Napalm Man Version 2	N*	|240|	Fire	NapalmMan comes out and throws 5 napalm bombs randomly that can break panels in the enemy area	OOOEXE ONOXXE OOOEXX
244.	NaplmMnV3	Napalm Man Version 3	N*	|260|	Fire	NapalmMan comes out and throws 5 napalm bombs randomly that can break panels in the enemy area	OOOXEE ONOEXX OOOEXX
245.	PlanetMn	Planet Man	P*	70	Wood	PlanetMan comes out and summons planets around 1 enemy to crush him	OOOEpE OPOpXp OOOEpE
246.	PlnetMnV2	Planet Man Version 2	P*	80	Wood	PlanetMan comes out and summons planets around 1 enemy to crush him	OOOEEE OPOpEE OOpXpE
247.	PlnetMnV3	Planet Man Version 3	P*	90	Wood	PlanetMan comes out and summons planets around 1 enemy to crush him	OOOEpX OPOEEp OOOEEE
248.	Bass	Bass	F*	50	N/A	Bass comes out and fires off 18 shots randomly that move forward across all rows	OXXXXX BXXXXX OXXXXX

```
249.BassV2      Bass           F*   60   N/A    Bass comes out and    OOXXXX
                Version 2                       fires off 18 shots    OBXXXX
                                                randomly that move    OOXXXX
                                                forward across all
                                                rows

250.BassV3      Bass           X*   70   N/A    Bass comes out and    OOOXXX
                Version 3                       fires off 20 shots    OOBXXX
                                                randomly that move    OOOXXX
                                                forward across all
                                                rows
```

251-266. I have currently asked for permission from another FAQ author to let
         me use the info on his FAQ. Since I know nothing at all on these
         chips, It is the only hope I have to completing the list for you.
         Sorry for the inconvenience.

Notes: * = As the ball gets attacked, the number increases and it will do that
           amount of damage.

       ** = Panels will turn to Purple Swamp and will drain enemy's HP slowly if
            they stand on it.

       [ ]= Support chip will do the amount of damage in brackets if it hits
            enemy.

       < >= Charged attack will deal damage displayed between the brackets
            instead of the regular charged attack.

       ( )= Lava Panels will deal damage displayed in parenthesis per panel.

       { }= If used with correct chip combinations, damage in parenthesis will
            be added to the original attack damage.

       / \= The stage is elemental but the chips themselves do not posses this
            element.

       *~ = Special Button Combinations can be used to unleash secret attacks.
            The A-Button must be held down at all times while entering the code.

            BrnzFist - Down, Down/Right, Right.   Rocket Punch
            SilvFist - Right, Up, Left, Down, Right. 1 Rocket Punch on each Row
            GoldFist - B, Down, Down/Right, Right, B 3 Rocket Punch on each Row

            VarSword - Variable Sword has different techniques that could be
                       used to you advantage in battle. No matter what the
                       technique, the damage is still the same. Tri-Slash deals
                       160 damage per hit, so its the only exception. Another
                       thing is that Tri-Slash, although its a shooting attack,
                       is still considered to be a sword attack. Thus can be
                       countered with AntiSwrd and can also kill the virus
                       Shadow 1-3. Remember, the A-Button must be held at all
                       times.

                                                                 OOOEEE
                       LongSword - Down, Down/Right, Right.   OOMXXE
                                                                 OOOEEE

                                                                 OOOXEE

```
              WideSword - Up, Right, Down.                     OOMXEE
                                                               OOOXEE


                                                               OOOEEE
              FighterSword - Left, Down, Right.                OMXXXE
                                                               OOOEEE


                                                               OOOXXE
              DreamSword - Down, Left, Up, Right, Down.        OOMXXE
                                                               OOOXXE


                                                               OXXXXX
              Tri-Slash - Left, B, Right, B.                   MXXXXX
                                                               OXXXXX



Piercing Chips: This chips are marked by the | | around the damage. I decided
                to make this little special section for them as they are
                crucial in the game to defeat enemies with an S-Rank.


              GutPunch        ColdPnch        Wrecker        CannBall

              Hammer          ZeusHamr        BrnzFist       SilvFist

              GoldFist        Guardian        KnightManV1-3  NapalmManV1-3

              Fire Gospel     Aqua Gospel     Elec Gospel    Wood Gospel

              Z-Ball P.A.     O-Ball P.A.     UltraBom P.A.  Punch P.A.


              That is all I have for now, please send me any if you have
              some. One that I had in mind was Jealousy. If your Net Battling
              a friend and he is currently using Stone Body and has chips
              selected, will Jealousy still do 50 damage per chip, or will
              those attacks also be reduced to 1?  Please contact me if you
              find the answer to this question.

              Piercing chips are used to destroy armored enemies without the
              restriction of whatever protects them from regular attacks. For
              ex: HardHead can only be killed when they open their mouth. If
              you use a Piercing attack, the attack will deal full damage no
              matter what the enemy is doing.

              Enemies that Piercing chips work on are the following.


              Hardhead1-3   Dominerd1-3   PuffBall      PoofBall

              Shellman1-3   Mettaur2-3    Quick Man     Gospel

              NapalmMan(Auto-Turrets)     KnightMan(Stonebody)

              GateMan(RemoGate)


              If you know of any other enemies that can be damaged by
              Piercing attacks, please let me know so I can list them here.
```

```
Special Attacks: Custom Sword - The more the Custom Gauge, the more damage it
                               will deal. If the Custom Gauge fills
                               completely, the attack will do 0 damage. Hint:
                               You can actually see the damage go up on the
                               bottom left of the screen, it can go up to 250
                               damage.

                Muramasa - It does damage equivalent to missing HP from you
                           MAX HP. EX: If your MAX HP is 800 and you currently
                           have 350 HP, Muramasa will deal 450 damage. Hint:
                           You can actually join a battle with low HP, you
                           don't necessarily have to lose the HP in that
                           battle. If you join a Battle with 1 HP and your MAX
                           HP is 1000, Muramasa will deal 999 damage.

                PoisMask, PoisFace, & Anubis - They all do poison damage. As
                                               long as the enemy is standing
                                               on a panel that is poisoned,
                                               they will slowly lose HP.

                Whirlpool & Black Hole - The enemy must WALK into the vortex
                                         for the attack to work properly.
                                         Simply throwing it at the enemy will
                                         just deal 10 damage and the vortex
                                         will be cancelled. This attack is
                                         actually quite strong if used
                                         correctly and can eliminate almost
                                         every enemy with a single hit
                                         regardless of their HP.


Other Notes:    PanlGrab can be used to steal panels from the NEXT row where
                AreaGrab would fail because of a broken Panel.

                If you use an Aqua attack on a TreeBom1-3, the seed will bloom
                immediately and the Spikes will travel forward faster than
                normal and the attacks damage will double. Also mentioned in
                Misunderstood Chips section.

                Rock Cube does 200 damage if punched at someone. Also placing
                a Rock Cube in front of a Megalian will kill him instantly if
                he rams his head into the cube.

                Satellite1-3 all travel in a wave pattern going from top to
                bottom. Satellites can get stuck on objects such as boulders,
                Rock Cubes, Guardians, Anubis, etc. and they revolve around
                the object for a short time. Also Satellite1 & 2 blow up as
                soon as they hit an enemy, but Satellite3 will keep traveling
                through the virus.


-------------------------------------------------------------------------------
                              P.A. List ( PA.L )
-------------------------------------------------------------------------------


Program Advances are very powerful chip combinations that can be used to quickly
take out an enemy or Navi. Most P.A.'s consist of similar chips with different codes,
or different chips with the same code. I separated the P.A.'s into 3 different series.
```

Chip Type, Code Type, and Navi Type P.A.'s. All P.A.'s can be found very easily,
with the exception of the Navi P.A.'s, if you know the locations of the chips in
the Chip Library and if you know all the possible codes for all the chips.

Chip Type P.A.'s consist of 3 or 5 chips of the same chip (For ex: Cannon) that have
codes made of consecutive letters of the alphabet (For ex: A, B, C, D, E). In other
words, if you see a chip that has consecutive letters, it's a P.A.

Code Type P.A.'s consist of 3 different chips with the same Code. These chips are
usually somehow related (For ex: All swords, or same kind of attack but at a different
power [1, 2, or 3]). If you look at a complete Chip Library, you will find that these
chips are all right next to each other in number, (with the exception of Poison
Pharaoh, which is determined because of the poison damage on the chips) and have
more than one code that matches. So keep in mind that if you see 3 different chips
right next to each other on the Library and they all happen to have multiple chip
codes that are the same, then chances are they can be used to form a P.A.

Navi Type P.A.'s consist of different types of chips and a Navi chip. Figuring these
out is tough, real tough. All chips in the P.A. have the same Chip Code as the Navi
Chip used in the P.A. This type of P.A. is probably by far the most Devastating attacks
in the game. Some have different results than others and usually are required to
take out the toughest opponents.

	Real	Chips Used to	Damage		
P.A. Name	Name	Create the P.A.	Per Hit	Description	Diagram

--------------------------- Chip Type P.A.'s ----------------------------

Note: All * coded chips can be used to complete the P.A., but only one * coded chip,
can be used per P.A. and it must be placed in the spot where the missing code would
fall under (For ex: Missing Cannon C, use Cannon, A, B, *, D, E). Also keep in mind
that the P.A. do multiple hits in one (For ex: M-Burst does 100 damage, but hits
10 time in one hit for a total of 1000 damage).

P.A. Name	Real Name	Chips Used to Create the P.A.		Damage Per Hit	Description	Diagram
Z-Canon1	Zeta Cannon 1	Cannon	A, B, C	40	Shoots a cannon	OOOEEE
		Cannon	B, C, D		that hits 3x in	OMOEXE
		Cannon	C, D, E		one shot and	OOOEEE
					makes you invis.	
					Lasts 5 seconds	
Z-Canon2	Zeta Cannon 2	HiCannon	C, D, E	60	Shoots a cannon	OOOEEE
		HiCannon	D, E, F		that hits 3x in	OMOEXE
		HiCannon	E, F, G		one shot and	OOOEEE
					makes you invis.	
					Lasts 5 seconds	
Z-Canon3	Zeta Cannon 3	M-Cannon	E, F, G	80	Shoots a cannon	OOOEEE
		M-Cannon	F, G, H		that hits 3x in	OMOEXE
		M-Cannon	G, H, I		one shot and	OOOEEE
					makes you invis.	
					Lasts 5 seconds	
H-Burst	Hyper Burst	Spreader	M, N, O	100	Shoots 1 shot that	OOOXXX
		Spreader	N, O, P		explodes after	OMOXXX
		Spreader	O, P, Q		contact with enemy	OOOXXX
					and hits all panels	

around it. Hits 5x

Code	Name	Type	Coords	Power	Description	Pattern
Z-Ball	Zeta CannonBall	CannBall CannBall CannBall	O, P, Q P, Q, R Q, R, S	150	Throws a ball 3 sq. ahead that hits 3x and can break the panel and makes you invis. Lasts 5 seconds	OOOEEE OMOEXE OOOEEE
Z-Raton1	Zeta Ratton 1	Ratton1 Ratton1 Ratton1	H, I ,J I ,J, K J, K, L	70	Puts down 3 Rattons that can turn once and hit the enemy and also makes you invis. Lasts 5 seconds	OOOEEE OMXXXE OOOEXE
Z-Raton2	Zeta Ratton 2	Ratton2 Ratton2 Ratton2	J, K, L K, L, M L, M, N	80	Puts down 3 Rattons that can turn once and hit the enemy and also makes you invis. Lasts 5 seconds	OOOXEE OMXXEE OOOEEE
Z-Raton3	Zeta Ratton 3	Ratton3 Ratton3 Ratton3	L, M, N M, N, O N, O, P	90	Puts down 3 Rattons that can turn once and hit the enemy and also makes you invis. Lasts 5 seconds	OOOEEE OMXXXX OOOEEX
O-Canon1	Omega Cannon 1	Cannon	A, B, C, D, E	40	Shoots a cannon that hits 3x in one shot and makes you invis. Lasts 10 seconds	OOOEEE OMOEXE OOOEEE
O-Canon2	Omega Cannon 2	Cannon	C, D, E, F, G	60	Shoots a cannon that hits 3x in one shot and makes you invis. Lasts 10 seconds	OOOEEE OMOEXE OOOEEE
O-Canon3	Omega Cannon 3	Cannon	E, F, G, H, I	80	Shoots a cannon that hits 3x in one shot and makes you invis. Lasts 10 seconds	OOOEEE OMOEXE OOOEEE
M-Burst	Mega Burst	Spreader	M, N, O, P, Q	100	Shoots 1 shot that explodes after contact with enemy and hits all panels around it. Hits 10x	OOOXXX OMOXXX OOOXXX
O-Ball	Omega CannonBall	CannBall	O, P, Q, R, S	150	Throws a ball 3 sq. ahead that hits 3x and can break the panel and makes you invis. Lasts 10 seconds	OOOEEE OMOEXE OOOEEE
O-Raton1	Omega Ratton 1	Ratton1	H, I ,J, K, L	70	Puts down 3 Rattons that can turn once and hit the enemy and also makes you	OOOEEE OMXXXE OOOEXE

```
                                                      invis. Lasts 10 seconds

O-Raton2      Omega        Ratton2           80      Puts down 3 Rattons OOOXEE
              Ratton 2       J, K, L, M, N           that can turn once  OMXXEE
                                                     and hit the enemy   OOOEEE
                                                     and also makes you
                                                     invis. Lasts 10 seconds

O-Raton3      Omega        Ratton3           90      Puts down 3 Rattons OOOEEE
              Ratton 3       L, M, N, O, P           that can turn once  OMXXXX
                                                     and hit the enemy   OOOEEX
                                                     and also makes you
                                                     invis. Lasts 10 seconds


----------------------------- Code Type P.A.'s -------------------------------


Note: Chips with a * code can be used to complete a P.A. (For ex: LilBomb O, CrosBomb
*, BigBomb O). All of these P.A. can be activated if all of the chips needed to create
the P.A. have a * code as well (For Ex: DoubNdl *, TripNdl *, QuadNdl *).

Arrows        Arrows       DoubNdl  C or I   100     Shoots 10 needles   OOOEEE
                           TripNdl  C or I           straight ahead on   OMXXXX
                           QuadNdl  C or I           the row             OOOEEE



UltraBmb      Ultra        LilBomb   All O   400     Throws a giant      OOOXXX
              Bomb         CrosBomb  All Q           bomb 3 sq. ahead    OMOXXX
                           BigBomb   All T           that blows up       OOOXXX
                                                     everything around
                                                     it and cracks panels

LifeSrd1      Life         Sword    All A    400     Attacks a real big  OOOXXE
              Sword 1      WideSwrd All L            area with a sword   OOMXXE
                           LongSwrd All Y            slash               OOOXXE



LifeSrd2      Life         FireSwrd All H    500     Attacks a real big  OOOXXE
              Sword 2      AquaSwrd All N            area with a sword   OOMXXE
                           ElecSwrd All R            slash               OOOXXE



LifeSrd3      Life         FireBlde F or R   600     Attacks a real big  OOOXXE
              Sword 3      AquaBlde F or R           area with a sword   OOMXXE
                           ElecBlde F or R           slash               OOOXXE



Punch         Punch        GutPunch B or D   70      Megaman punches 8   OOOEEE
                           ColdPnch B or D           times in one hit    OOMXEE
                           DashAtk  B or D           dealing BIG damage  OOOEEE
                                                     to the enemy in
                                                     front of him

Curse         Curse        CrsShld1 All A    500     Megaman blocks 1    OOOXXX
                           CrsShld2 All O            attack with a big   OMOXXX
                           CrsShld3 All P            shield, then the    OOOXXX
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                                                          shield bites the
                                                          enemy that attacked

TimeBom+       Time Bomb     TimeBom1  All G    500        Creates a bomb on    OOOXXX
               Plus          TimeBom1  All K               the front enemy row  OMOXXX
                             TimeBom1  All Z               that counts down 3   OOOXXX
                                                           sec. and explodes
                                                           all enemy area


HvyStamp       Heavy         Quake1    Q or W   800        Megaman's feet
               Stamp         Quake2    Q or W               morph into a big       N/A
                             Quake3    Q or W               weight that will
                                                            randomly stomp
                                                            a close enemy


PoisPahr       Poison        PoisMask  U or W  Special     A Pharaoh statue     OOOXXX
               Pharaoh       PoisFace  U or W              falls and poisons    OMsXXX
                             Anubis    U or W              the enemy area       OOOXXX
                                                           causing the enemy
                                                           to lose HP very quick


---------------------------- Navi Type P.A.'s -----------------------------

Note: All Navi P.A.'s can use any Navi chip version from V1, V2 or V3. Any chip can
be replaced with a * coded chip to use the P.A. (For ex: Wind *, Fan *, GateMan V3,
and also as shown in GtsShoot).

Gater          Gater         Wind      G        100        GateMan falls in     XXXXXX
                             Fan       G                   front of Megaman &   XMGXXX
                             GateMan   G                   shoots 3 times, 3    XXXXXX
                                                           hits each for a total
                                                           of 9 hits to the enemies


GtsShoot       Guts          Guard     *        400        GutsMan falls        OOOEEE
               Shoot         DashAtk   G                   behind Megaman and   GMXXXX
                             GutsMan   G                   throws him straight  OOOEEE
                                                           ahead, and with
                                                           shield Megaman hits enemy


BigHeart       Big           HolyPanl  R        500        Roll comes out and
               Heart         Recov300  R                   attacks the nearest   N/A
                             Roll      R                   enemy, then fully
                                                           heals Megaman


BodyGrd        Body          DropDown  S        100        ShadowMan jumps to
               Guard         AntiDmg   S                   the roof and throws   N/A
                             ShadoMan  S                   18 shurikens that
                                                           follow the enemy


2xHero         Double        CustSwrd  B        70         ProtoMan & Megaman   OOOXXX
               Hero          VarSword  B                   Charge their Buster  OMOXXX
                             ProtoMan  B                   and attack the       OOOXXX
                                                           enemy area with
                                                           8 hits


Other Notes: P.A.'s in conjunction with + Attack chips can cause them to become very
lethal attacks. Since the P.A.'s form of attack was designed to hit multiple times,
```

the + Attack would be added to a single hit, not the total damage, therefore
increasing their damage to a very high amount (For ex: Gater does 100 damage per
hit, and hits 9 times for a total of 900 damage. If you add two + 30 Attack chips,
the attack will do 160 damage for 9 hits giving it a total of 1440 damage.)

                        Green Mystery Data List (GMDL)

Note: This List shows how many GMDs are in all the internet areas and what
      items you can obtain from them.

      I got every single Green Mystery Data in here myself, and I've seen the
      items that you can get from them with my own eyes. So this list is 100%
      correct as far as I'm concerned. As you can see from this list, all areas
      contain 4 chips and 4 different amounts of Zenny with the exception of
      Undernet 5 and 7. In Undernet 4 however, I got all 4 chips and only 1
      Zenny amount. If you know of any other amounts that may be in that
      location please let me know, or if you are absolutely 100% positive that
      there is only that in Undernet 4 please let me know as well. Also keep in
      mind that as you go deeper into the net, the chances of encountering a
      virus in a GMD increases.

Name of Area in Net: # of GMD in that area

Items that can be obtained in that area

Den Area 1: GMD = 0

N/A

Den Area 2: GMD = 2

 200 Zenny
 400 Zenny
 800 Zenny
1500 Zenny
V-Gun P
MiniBomb B
Sword S
ShockWav U

Den Area 3: GMD = 1

 300 Zenny
 600 Zenny
1000 Zenny
2000 Zenny
Spreader O
WideSwrd Y
LongSwrd Y

```
ColdPnch D


Koto Area: GMD = 1

 400 Zenny
 800 Zenny
1200 Zenny
2000 Zenny
Spreader N
LilBomb Q
ZapRing1 P
Recov30 F


UnderKoto: GMD = 2

 2000 Zenny
 3000 Zenny
 5000 Zenny
10000 Zenny
ElecSwrd N
ElecBlde N
DynaWave G
Quake2 W


Yumland 1: GMD = 1

 500 Zenny
1000 Zenny
1500 Zenny
2000 Zenny
Spreader P
Heat-V N
Wrecker O
RockCube B


Yumland 2: GMD = 2

 600 Zenny
 800 Zenny
1000 Zenny
3000 Zenny
HiCannon E
CrosBomb T
SonicWav I
Recov50 I


Netopia 1: GMD = 1

 500 Zenny
 800 Zenny
1000 Zenny
4000 Zenny
Bub-V N
BubCross K
TreeBom1 R
```

```
Repair L


Netopia 2: GMD = 2

  100 Zenny
  200 Zenny
  300 Zenny
10000 Zenny
Heat-V C
BrnzFist N
PanlOut3 *
Recov80 D


Netopia 3: GMD = 2

 300 Zenny
1000 Zenny
1200 Zenny
2000 Zenny
HiCannon G
SonicWav W
CannBall Q
Guard *


Undernet 1: GMD = 2

 900 Zenny
1200 Zenny
2000 Zenny
3000 Zenny
Sword A
WideSwrd A
LongSwrd A
StepSwrd Q


Undernet 2: GMD = 2

 1000 Zenny
 2000 Zenny
 7000 Zenny
10000 Zenny
HiCannon C
HiCannon D
HiCannon F
HiCannon G


Undernet 3: GMD = 2

 500 Zenny
 800 Zenny
1000 Zenny
4000 Zenny
M-Cannon I
HeatCros O
Twister N
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```
MedCloud D


Undernet 4: GMD = 3

2000 Zenny
DynaWave V
DoubNdl A
MindBndr I
Fan G


Undernet 5: GMD = 3

  100 Zenny
50000 Zenny


Undernet 6: GMD = 2

1000 Zenny
2000 Zenny
3000 Zenny
4000 Zenny
Recov200 W
Wind G
RockCube *
Invis3 K


Undernet 7: GMD = 2

VarSword B
CannBall P
CannBall R
CannBall S


WWW Area 1: GMD = 2

1000 Zenny
2000 Zenny
3000 Zenny
4000 Zenny
BigBomb O
FireBlde *
AquaBlde *
ElecBlde *


WWW Area 2: GMD = 2

1000 Zenny
1500 Zenny
2000 Zenny
5000 Zenny
Ratton1 *
Ratton2 *
Ratton3 *
FireRat F
```

```
WWW Area 3: GMD = 3


  500 Zenny
 1000 Zenny
 3000 Zenny
 8000 Zenny
 Lance Y
 FullCust *
 Barrier *
 AquaAura M



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                        Misunderstood Chips Guide ( MUCG )
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Note:   All of these are chips that people in the Message Boards have been
        asking about, or chips that I personally had trouble figuring out. If
        there is any other chips that you may have had trouble in and think
        that others may have trouble with too, please E-mail me the info at
        BioNeoHazard@Hotmail.com and I will post it in here for other people's
        sake.


Chip Name:              Purpose:

Tree Bomb 1-3           Tree Bombs are thrown just like any other bomb attack
                        and after a while, blooms into a Wooden Spike that
                        travels forward on that row. If hit by a water attack,
                        the seed will Bloom immediately and the Spikes will
                        shoot out at a faster speed than normal and do twice
                        the damage.



Slasher                 Slasher is a sword attack that works by holding down
                        the A-Button. The attack is then activated when an
                        enemy virus enters Megaman's battle area.  Slasher
                        works great with Dominerd, Shadow, Sparky, Fishy,
                        Spooky, Proto Man, and any other enemy that enters
                        your area when they attack. Remember, it attacks every
                        panel in Megaman's area, even behind Megaman or ON the
                        panel that Megaman is currently standing in



WhirlPool               When thrown at the enemy area and if it doesn't hit an
                        enemy, a Whirlpool will be created and any enemy that
                        WALKS into it will by destroyed. This attack can kill
                        many different types of viruses.



BlckHole                Same as Whirlpool but stronger. It can kill some of the
                        much tougher enemies like Megalian even if they have an
                        aura. They must walk into the vortex. The head hitting
                        the vortex does not count.



Geyser                  Geyser must be thrown at a broken panel 3 squares
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                               ahead. If done right, A Geyser will come out and attack
                               the area around it with an Aqua based attack.

                                   OOOEEE  |  OOOEXE  |  OOOXEX  |  OOOEEE
                                   OMOE E  |  OMOXGX  |  OMOEGE  |  OMOE E
                                   OOOEEE  |  OOOEXE  |  OOOXEX  |  OOOEEE


   LavaDrag                    Lava Dragon is summoned from a broken panel directly in
                               front of Megaman. Lava Dragon will attack all Viruses
                               on the area with a Fire attack from under their toes.

                                   OOOEvE  |  OOOEvE  |  OOOEXE  |  OOOEEE
                                   OM EEE  |  OMLEEE  |  OMLEEE  |  OM EEE
                                   OOOvEv  |  OOOvEv  |  OOOXEX  |  OOOEEE


   GodStone                    Summoned from a broken panel directly in front of
                               Megaman. God Stone requires at least one panel above or
                               below it to attack. God Stone pounds the floor with his
                               "hands" and makes 3-5 stones fall randomly on the enemy
                               area 3 times.

                                OOOEEE | OOpEEE | OOpEXX | OOpXEE | OOpEXE | OOOEEE
                                OM EEE | OMGEEE | OMGXEE | OMGEEX | OMGEXX | OM EEE
                                OOOEEE | OOpEEE | OOpXXE | OOpEEX | OOpXEE | OOOEEE

                               Keep in mind that God Stone REQUIRES at least one panel
                               above or below him where the "p" marks in the diagram.
                               If there is no panels for God Stone to hit, then no
                               stones will fall form the sky.

                                   OO EEE  |  OO EEE  |  OO EEE
                                   OM EEE  |  OMGEEE  |  OM EEE
                                   OO EEE  |  OO EEE  |  OO EEE


   OldWood                     Old Wood is also summoned from a broken panel directly
                               in front of Megaman. Old Wood will then unleash an
                               attack on the enemy area, randomly hitting every panel.
                               Old Wood also get +20 damage if he attack someone on a
                               Grass panel.

                                OOOEEE | OOOEEE | OOOEXE | OOOEEX | OOOXEE
                                OM EEE | OMWEXX | OMWXEE | OMWEEE | OMWEEE
                                OOOEEE | OOOEEE | OOOEEE | OOOXEX | OOOEXX


   Catcher                     Catcher CAN be used on some viruses to stop them from
                               doing an attack, but catcher was mainly designed to be
                               used when Net Battling with a friend. What catcher does
                               is steals all the chips they have currently selected
                               and takes them away to never be used in that battle
                               again.


   MindBndr                    Mind Bender only works on Net Battles with friends.
                               Mind Bender reverses you opponents controls: up is
                               down, down is up, left is right, right is left. You get
```

the picture. This does not work on viruses as they AI
controlled and can easily move wherever they want.

AirShoes   Air Shoes allows you to walk on broken panels. What
                 people find themselves doing is using Air Shoes just
                 for later to complain "My Air Shoes doesn't work, I
                 can't walk on broken panels anymore." Well, Air Shoes
                 last for 1 Turn. If you press a the L or R-Button and
                 enter the custom screen, then the effects of Air Shoes
                 will be cancelled. I still do not know if Air Shoes is
                 Time based or not, so please E-mail me if you find out.

Prism   Prism is a crystal rock that deflects attacks causing
                 it to hit everything around it. Kind of like the
                 Spreader. Prism will deflect just about any attack
                 making it a great tool for creating high damaging
                 combos.

                             OOOEEE | OOOEEE | OOO***
                             OMOEEE | OMOEpE | OMO*p*
                             OOOEEE | OOOEEE | OOO***

UnderSht   Under Shirt is a life saver. If you have low HP and you
                 take a hit that would mortally wound you, then you HP
                 will only be reduced to 1 HP and you will continue to
                 stay in the fight. In ex: you have 10 HP and Proto Man
                 slices you.

HolyPanl   Yes I know, the description on the game says that it
                 will make ALL panels holy but it is wrong. It will only
                 make the panel in front of Megaman holy. So make sure
                 you're not standing on the front row, or you will end up
                 aiding the enemy instead. If you stand on a holy panel
                 the damage that you receive will be halved. This goes
                 for Auras too, making them twice as strong and requiring
                 twice the damage shown to destroy them.

Jealousy   Jealousy was mainly made for Net Battling with a friend.
                 Although it can be used against viruses. Jealousy will
                 deal 50 damage per every chip that your opponent has
                 currently selected, so if your enemy has selected 5
                 chips, then you will deal 250 damage for them.

                 Jealousy is known to work on the following enemies.

                    Dominerd2-3   Mushy   Mashy   Moshy   Popper2-3

                     PuffBall   PoofBall   Spooky1-3   NapalmMan

                              Shadow Man   Guts Man

AntiNavi   Anti Navi is designed for Net Battling with friends. It
                 cannot be used in battles with viruses or other Navis.

If Anti Navi is active, when your opponent uses a Navi
                              Chip, then you will steal his Navi and use it against
                              him. Not compatible with Navi Based P.A.'s.

SnakeMan   If Snake Man is used when there are broken panels on
                              your side of the field, then Snake Man will summon
                              little snakes from them to attack the enemy. Then, if
                              the enemy is not dead, then Snake Man will do a final
                              headbutt attack that deals the same damage as 1 Snake.
                              Remember, more holes = more damage.

FstGauge   All of those chips do just what they say, but if you are
SloGauge   Net Battling a friend, then the effect will take place
FullCust   for both Players no matter who uses it.

                            Chip Combos Guide (CHCG)

Note: I have taken most of these Combos from the Boards, ONLY in the Topics that
I created. This way I see them as people contributing them to me. I did not surf
other boards to find any combos and I will only post the combos from now on if you
E-mail them to me at BioNeoHazard@Hotmail.com
Also, some combos are not in here yet because I do not have any info on the chips
needed for them (Secret Chips). I will include those after I get the info on them.
I gave credit to the first person that posted the combo. There were a few people
repeating combos as I can see that they are quite easy to find out. I edited the
combos to better aid people to execute them. If you don't understand a combo, E-mail
me and let me know so I can reword it to make it more understandable.

--- If you use a Wood Style and use Grass Stage and Under Shirt, you will practically
be invincible. Since using Under Shirt requires you to be hit when you have 1 HP
in order to die, and Wood Style and Grass Stage lets you regenerate HP, this
combination would make you Invincible to almost anything in the game.

                                        Submitted By SoloSaint

--- Use a Poison Pharaoh P.A. and Geddon 3 for a real quick HP draining poison attack.

                                        Submitted By Knight of Mneu

--- First really useful combo I discovered: GrassStage H + HeatManV3. This is the
easiest way to do over 300 damage without using a P.A. Attach Atk+30, Fire+40, etc.
or use on Wood-element enemies for extra fun. Maximum single-turn damage, assuming
the enemy's element is Wood: 1120. Not bad for something that isn't even a P.A.,
eh? (If you use GrassStage, and then select HeatManV3 and four Fire+40s on your next
turn, you can manage 1280. It takes a bit longer, though.) GrassLine will work too,
of course, but then the enemy can just move away from your grass. Oh, you can use
NapalmManV3, too. It'll do even more damage, but of course NapalmMan's aim is a good
bit worse.

There's a similar combo possible involving the electric Navis and IceStage, but then
you have to deal with the stage being full of ice

                              Submitted By Andrusi

--- Use 2 or 3 AreaGrab's (* code help best), then use Geddon 2, and a Full Custom
if you have one. Next use Snake Man V3 with as many + 40 Navi or Wood Attack for
TONS of damage to the enemy.

                              Submitted By SnakeMan
Trainer56

--- Use a Prism followed by the Tri-Slash of a VarSword when the enemy is behind
the Prism. The Wave of the Tri-Slash will hit the Prism 5 times and the enemy once
OR you can NOT let the Wave hit the enemy and let all 3 Waves hit the Prism 3 times
for a Max Total of 2400 Damage. The reason why this happens is because when the Wave
hit the enemy, it stuns him and makes him go into the temporary invisible period.
The damage of the waves deflected from the Prism DO NOT stun the enemy thus can
continue to do more damage to the enemy. To not allow the waves to hit the enemy
can easily be done by throwing the Prism in the middle of the enemy area. Then just
move to the top or bottom and attack when the enemy is on the opposite diagonal
position from where you are.

        OOOEEE | OOOEEE | OMOEEE | OMOEEE
        OMOEEV | OMOEpV | OOOEpV | OOOEpE Use Tri-Slash at that point.
        OOOEEE | OOOEEE | OOOEEE | OOOEEV

                              Submitted By Vash27

--- Use a Prism and a Shadow1-3 and attack the Prism with a charged shot to do 80
damage to all enemies. Use an Aqua Style for quick Charged attacks for best results.

                              Submitted By Vash27

--- Use Geddon 1 or 2(Recommended) and use Bodyguard P.A. That will stop enemies
from moving and all Shurikens will make contact.

                              Submitted By snakeman550

--- Throw a WhirlPool or Black in front or behind the enemy (depending on their
position), then use Wind * or Fan * to push or pull the enemy into it. It works like
a charm.

                              Submitted By Masamunex0

--- Use 2 Area Grabs and then Freeze Man V3 to pin down the enemy and do 8 hits.
Add some + Attack chips for more damage.

                              Submitted By Metoo21

--- Use Ice Stage when standing in the center panel of your area to make moving enemies
slide up and down and not allowing them to hit you. If you want to add more to this,
just use Area Grabs to pin the enemy in the corners and use a Remobit on the middle
row, that way enemies can hit it, and Remobit will attack them dealing double damage
for the Ice Stage.

                    Enemy and Chip Locations List (ECLL)

This will also be coming soon to help locate all the chips in the game. I will try
to stick as many chips as I can in here so I will require LOTS and LOTS of assistance
with this. So please send me you info at BioNeoHazard@Hotmail.com

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                          Secrets and Hints (SCAH)

Gospel Dupe Trick: Note: This trick requires you beating the game, so if you
                   want to dupe an item, just leave it until you do so, then
                   return to the item for duplication.

                   With this trick you can duplicate GMD, BMD, PMD, and Items
                   from Net Dealers. However, you can not duplicate Power Ups,
                   RegUps, Bug Frags, or HP Memories, so don't waste you time.

                   Go to the item or dealer that has the item you want to
                   duplicate and save. DO NOT GET THE ITEM YET. After you save
                   get the item, and from this point forward you can not, I
                   repeat, CAN NOT Save. Once you get the item make sure it
                   stays in you Pack, Do Not put it in you folder. Then just go
                   to Kotobuki and beat Gospel. After the credits, return to
                   your game and you will be standing in the last place you
                   save (which should be in front of the item), and you will
                   have the item still in you Pack. This trick can be used to
                   create a bigger arsenal of those one time only chips.

Easy Items and Zenny: You can get some easy items or some easy and quick Zenny
                   from the GMD found all over the Internet. Just stand in
                   front of the GMD and save, then simply get the data and
                   if it is not what you wanted just press Start+Select+A+B
                   to reset you game to the Title screen. Then just try
                   again until you get what you desire. Refer to the GMD
                   List to see all the items you can get.

Easy and Quick chips
for the Chip Trader: This requires the Gospel Dupe Trick. I found this one
                   myself after my second time trough the game. I just
                   waited until I beat the game and I didn't buy any items
                   from the Net Dealer in WWW Area 1. I stocked up with
                   Zenny from Undernet 5 and then for the trick. Save in
                   front of the Net Dealer in WWW Area 1, then buy all his
                   chips (21 chips in total) and leave through the nearby
                   portal. Jack out and go kill Gospel. Reload and repeat.
                   By the time you beat Gospel 5 times, you'll have 105
                   chips to spare. If you ask me this is a lot quicker than
                   just walking around and killing viruses, because they
                   don't always drop chips. This is the easiest and quickest
                   method I can think of. If you have a better one, please

E-mail me it at BioNeoHazard@Hotmail.com

                              Credits (CRDT)

I would like to say thanks to the following people for supporting me and aiding me
in creating this FAQ with the correct information to make it easier for you to read.
And I apologize if I forgot to mention something you might of told me. I know I talked
to some people through MSN and I can't remember any info they may have given me.
Once again I apologize.

SnakeMan Trainer56 - for the info on how much damage Panel Revenge does per
                     panel, info on Anti Navi stealing and using opponents Navi
                     against him. Info on Panel Grab and its ability to go to
                     steal from the next row unlike AreaGrab. Info on some
                     combos that I have yet to post here. Info on MindBndr
                     reversing opponents controls. Info on LavaLine and Lava
                     Stage doing 50 damage per panel. Info on AntiDamage doing
                     100 damage to every opponent. Info on AntiRecov doing 200
                     damage although it may not be correct (Please E-mail me
                     with correct info if not).

WhizKid, Protomanexe21, Shadows Heir - for the info on Fast Gauge, Slow Gauge,
                     and Full Custom affecting BOTH players in a Net Battle.

TreppidX - Info on how GodStone attacks.

Shinobi DASH - For Verifying and assuring me the answer of being able to get
               all Navi chips with a * Code. Yes, I didn't know, it IS why I
               wrote the FAQ after all.

Metoo21 - For the info on the damage of PanlOut1 & 3, and PanlGrab.

Vash27 - For the confirming that all Shadow chips do 80 damage on with their
         charged attack.

Cloud Strife765 - For info of Treebomb's damage doubling when watered. I did
                  not know that one, I only knew about the speed. Also for all
                  the info on the Piercing chips. I would not of thought about
                  doing that part if it wasn't for your post. Info on the known
                  enemies that Jealousy works on. For the info on how much
                  damage Rock Cube does when punched at an enemy. For the
                  correction of the proper name of Under Shirt.

JadenGuy Exe - For the correct amount of shots that Bass shoots when you use
               his attack.

Mister X - For adding that the Gospel Chips (if you have any, cheater. Just
           kidding) also do Piercing damage.

SoloSaint - For offering to help with the FAQ although I didn't ask him for
            help. But hey, it's the thought that counts.

Luminar - For moral support.