Mega Man Battle Network 2 WWW Area Guide

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Verson 1.25


******CONTENTS******

Introduction
About the WWW Areas
Area Guide
Mystery Data
Thanks
Legal


******Introduction******

This guide is about the WWW areas and getting you through them.

If you find anything wrong with this guide then please e-mail me at
dragonmandx@hotmail.com, but be aware that some e-mails might be deleted.

V0.75 My first draft.
V1.25 Added more on Bass and BassDeluxe also added a mystery data and the thanks
section.

******About the WWW Areas******

The WWW areas quest is long and challenging, but you can't complete the game
without going here. You can't jack out here, so bring FullEnergies along. Some
extremely tough navis and viruses live here, so be prepared.

******Area Guide******

Go to the Undernet4 and go right until you see a teleporter, step on it. You
will be sent to a platform. Take the red teleporter by the black navi, you
should be transported to the WWW area1.

======WWW Area1======

Viruses: BlueDemon, BeeTank3, Spooky3, DeathFire, Mettaur3, Protecto
Navis: PharaohMan, PharaohManV2, PharaohManV3

There's a NetDealer in the top left corner with some very good chips for an
extremely good price considering their rarity and power. There's 2 GMDs in this
area, one in the top right and one in the bottom left. PharaohManV2 lurks in
one of the bottom left corners, but he is protected by protectos. From the
start head up then when the path forks take the left path. You will come across
a door, you must have the yellow star(beat the game and see the ending to get
the yellow star.) for it to open. Beyond the door is PharaohMan, the first of
the three WWW navis. After some talk you engage in
battle.
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==PharaohMan==
HP:1200
Attacks: Laser, Ratton, PharTrap, Anubis, Snake
Strategy: PharaohMan just floats along the back row while his coffins in the
middle row attack. Most of the time the coffins fire lasers, but sometimes they
will fire 3 rattons. The only time PharaohMan 'attacks' is when he 'reads' a
curse and sets a switch. If you step on it a homing snake might come out of it,
or a block will fall on you. Sometimes the switch sets an Anubis on your side
that poisons you fast, so destroy it fast. Bring along some powerful P.A.s and
chips and you should be fine.

==PharaohManV2==
HP:1500
Attacks: same
Strategy: same. He has more HP this time and his attacks hurt more. Winning
will net you a PharaoMan chip.

==PharaohManV3==
HP:1800
Attacks: same
Strategy: same. Wow, 1800 HP and attacks that do over 150 damage. Depending on
your busting level you can get higher PharaohMan chips an the powerful Aunbis.

After you beat PharaohMan you can proceed to the WWW area2.

======WWW Area2======

Viruses: Popper3, Ratty3, (more to come)
Navis: NapalmMan, NapalmManV2, NapalmManV3

This area is hard to navigate with all the conveyors. From the start take the
only conveyor down. From there take the third conveyor from the right. Then
take the first conveyor down. Keep running foreword until you run into a
conveyor going up, take it. Keep going until you find a conveyor going down,
take it and keep running foreword until you reach a teleporter, take it. Once
you take the teleporter go up, and yet again a door blocks your path. You must
have EVERY V3 navi chip except for the WWW navi's. After you do that you will
meet NapalmMan. After some talk you will fight NamalmMan.

==NapalmMan==
HP:1400
Element: Fire
Attacks: Cannon, Napalm Bombs, Bomb
Strategy: A cannon will pop out of the ground facing you and send a sensor down
the row. After NapalmMan moves a bit then he will fire 5 napalm bombs at you,
they crack the panels and set them on fire very nasty. After you deplete his HP
a lot he will send crosshairs into your area, when they land on you he will
fire a 3X3 bomb into your area. The bomb doesn't crack or set panels on fire.
Just pack some good water chips, scene you should have the FreezeManV3 chip put
it into your folder.

==NapalmManV2==
HP:1700
Element: fire
Attacks: same
Strategy: same. He has more HP and his attacks do more damage. You will get the
NapalmMan chip after this.

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==NapalmManV3==
HP:2000
Attacks: same
Element: Fire
Strategy: same. He has more HP now and his attacks do a lot more damage this
time. You can get higher NapalmMan chips.

After you beat NapalmMan you can go to the WWW area3

======WWW Area3======

Viruses: Scuttle, Scuttler, Scuttzer, Scutz, Scuttlest, RedUFO, BrushMan3,
Snapper3, Yart
Navis: PlanetMan, PlanetManV2, PlanetManV3, Bass Deluxe

Not much to do here. No matter what path you take to the lower section you will
be attacked by protecto2s. After you get here take the left path and go down.
You will run into Protecto2s along the way so pack some good chips. After
you're done with the Protectos keep going until you reach a big staircase going
up to a big platform. Go to the top left corner and follow the path to the
teleporter, take it. Go foreword until you reach another door. You must have
over 200 chips in your library, good luck. Some more talk and you get to fight
the last of the WWW navis.

==PlanetMan==
HP:1600
Element: wood
Attacks: Airplane, Electric Ring, Fireball, and Water Tower
Strategy: PACK FIRE CHIPS!!!! He does nothing while 2 spheres circle him and
attack you with elemental attacks. The spheres can be destroyed, but only by
opposite element attacks. A red sphere will throw a fireball when level with
you. A yellow one will shoot an extremely slow zapring at you. A blue sphere
will summon a homing water tower at you. PlanetMan will summon an airplane that
shoots down 1 row at a time until its destroyed, after summoned no matter how
many you destroy it will come back again. After a while PlanetMan will turn
black and suck you in to the right row while projectiles fly from the left row
at you. After you have depleted most of his HP PlanetMan will summon a green
sphere to heal himself.

==PlanetManV2==
HP:1900
Element: wood
Attacks: same
Strategy: same. After you beat him you will get the PlanetMan chip.

==PlanetManV3==
HP:2200
Element: wood
Attacks: same
Strategy: same. GET A HEAT STYLE!!! You'll want a heat styleV3, and some VERY
powerful heat chips. You can get some better PlanetMan chips from him.

After that go back to the warp that leads to the Undernet4, but before you can
leave you are confronted by the real Bass. After a brief cut scene you fight
him.

==Bass==
HP:2000
Attacks: airburst, Earth breaker, blue shot, red shot
All attacks do 100 damage
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Strategy: He has an aura of 100 that can be regenerated, so bring some powerful chips! He will move around and fire a shot down a row. After moving for a while he will charge yellow and shoot down every row. He will sometimes charge blue or red, if he charges blue he will shoot a blue energy ball that travels in your area that moves like a Sparkler virus except it moves faster. If Bass charges red he will shoot red energy balls that move like the yellow charged shot except they appear in YOUR area and are almost impossible to dodge(note I said ALMOST). After a while he will jump and try to land on you, if he misses then the entire column will be destroyed. A heat style V3 is very helpful in beating him, as you attacks have to do 100+ damage. Use a LifeAura2 if you have it. P.A.s work wonders here, so bring P.A.s like Gater, BodyGaurd, and LifeSword3 will work fine.

After that you get another Star! Then go to the floating chip thing and you will get the powerful Bass chip. I've seen the Bass chip do 500+ damage to an opponent. There's still more to do though, once you've got 247/250 chips recorded in your library then go to the WWW Area3. After a while you should face Bass Deluxe.

==Bass Deluxe==
HP:2000
Attacks: same, they all do 200 damage this time.
Strategy: Put 2 Attack30+ in your folder (one Attack30+ can be replaced by an Attack20+) and the BodyGuard P.A. Any aura on a holypanel will work but they should only be ElecAura, LifeAura1 and 2. Use any means necessary to buy time and get BodyGuard and the 2 Attack+ chips and select them like this: DropDown, AntiDamage, ShadowMan/V2/V3, Attack30+, and attack30+ (or Attack20+). The normal BodyGuard will happen, except no matter what it will delete Bass Deluxe. You can get Bass, BassV2, BassV3, and LifeAura3 from Bass Deluxe, so pack some good chips.

You're done with the WWW Areas now. Congratulations! You've beaten the hardest bosses in the game! With Bass Deluxe you can get another Star to, so good luck S ranking him.

******Mystery Data******

WWW1: FireBlade *, AquaBlade *, and ElecBlade *

WWW2: Old Wood(PMD)

WWW3: Barrier *, Lance Y

******Thanks******
Thanks to Capcom for making this game

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