Mega Man Battle Network 2 P.A. Guide

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Megaman Battle Network 2: P.A. Guide

by Zidanet_129

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1. Prologue (^1)

The P.A.s, or Program Advances, are one of the best features in the
world of Megaman Battle Network 2. The Program Advances are usually
composed of 3 Battle Chips selected in a preset order. For methods of
getting the Chips, please refer to other Guides.
To find the part you need help with, hit Ctrl + F to open the Find...
Window, and type in "^x" and replace the "x" with the desired number
of topic that you need help with. For example, to find ways of
composing Zeta Series of P.A.s, you can type in "^2" and then look
for the desired P.A..
The Program Advances Guide will be in the following format:

Program Advance Shown Name / Translated Name | Program Advance Number
Chips Required
Damage per Hit
Number of Hits
Description
Range of Hit (in diagram)

Here's the legend for the Range of Hit:
M = Megaman
E = Enemies that could be hit
P = Empty Panels

Alright, here we go.

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2. Zeta Series (^2)

Zeta Series: Composed of 3 Identical Chips with Chip Codes put into
seriea. They (with the exception of H-Burst) grant Megaman 5 seconds of
```

Invisibility and also unlimited use of the certain P.A. that Megaman
Executed within the Limited Time.

Z-Canon1 / Zeta-Cannon1 | Program Advance #01
Cannon A-B-C / Cannon B-C-D / Cannon C-D-E
Damage per Hit: 40
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds
of Invisibility and also unlimited uses of Z-Canon1 (three linked Shots
of Cannon, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
          PPPPPP
          PMEEEE
          PPPPPP
```

The Cannon can hit only one enemy though.

Z-Canon2 / Zeta-Cannon2 | Program Advance #02
HiCannon C-D-E / HiCannon D-E-F / HiCannon E-F-G
Damage per Hit: 60
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds
of Invisibility and also unlimited uses of Z-Canon2 (three linked Shots
of HiCannon, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
          PPPPPP
          PMEEEE
          PPPPPP
```

The Cannon can hit only one enemy though.

Z-Canon3 / Zeta-Cannon3 | Program Advance #03
M-Cannon E-F-G / M-Cannon F-G-H / M-Cannon G-H-I
Damage per Hit: 80
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds of
Invisibility and also unlimited uses of Z-Canon3 (three linked Shots of
M-Cannon, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
          PPPPPP
          PMEEEE
          PPPPPP
```

The Cannon can hit only one enemy though.

H-Burst / Hyper Burst | Program Advance #04
Spreader M-N-O / Spreader N-O-P / Spreader O-P-Q
Damage per Hit: 100
Number of Hits: 5
Description: After executed with the A Button, Megaman fires a 5-hit
Spreader into the Enemy Area. Upon contact with an enemy, the shot will
explode and deal 500 Damage in total to all Enemy Panels.
Range of Hit:

```
          PPPSSS
          PMPSHS
          PPPSSS
```

Special Signs used here:
H = The first Hit
S = Spreaded Area

Z-Ball / Zeta-CannBall | Program Advance #05
CannBall O-P-Q / CannBall P-Q-R / CannBall Q-R-S
Damage per Hit: 150
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds of
Invisibility and also unlimited uses of Z-Ball (three linked Throws of
CannBall, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
              PPPPPP
              PMPPEP
              PPPPPP
```

Z-Raton1 / Zeta-Ratton1 | Program Advance #06
Ratton1 H-I-J / Ratton1 I-J-K / Ratton1 J-K-L
Damage per Hit: 70
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds of
Invisibility and also unlimited uses of Z-Raton1 (three linked Throws of
Ratton1, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
              PPEEEE
              PMEEEE
              PPEEEE
```

As long as the Ratton can turn to hit the enemy.

Z-Raton2 / Zeta-Ratton2 | Program Advance #07
Ratton2 J-K-L / Ratton2 K-L-M / Ratton2 L-M-N
Damage per Hit: 80
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds of
Invisibility and also unlimited uses of Z-Raton2 (three linked Throws of
Ratton2, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
              PPEEEE
              PMEEEE
              PPEEEE
```

As long as the Ratton can turn to hit the enemy.

Z-Raton3 / Zeta-Ratton3 | Program Advance #08
Ratton3 L-M-N / Ratton3 M-N-O / Ratton3 N-O-P
Damage per Hit: 90
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 5 seconds of
Invisibility and also unlimited uses of Z-Raton3 (three linked Throws of
Ratton3, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
              PPEEEE
              PMEEEE
              PPEEEE
```

As long as the Ratton can turn to hit the enemy.

----

3. Omega Series (^3)

Omega Series: Composed of 5 Identical Chips with Chip Codes put into series.
They (with the exception of M-Burst) grant Megaman 10 seconds of Invisibility
and also unlimited use of the certain P.A. that Megaman Executed within the
Limited Time.

O-Canon1 / Omega-Cannon1 | Program Advance #09
Cannon A-B-C-D-E
Damage per Hit: 40
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Canon1 (three linked Shots of
Cannon, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
            PPPPPP
            PMEEEE
            PPPPPP
```

The Cannon can hit only one enemy though.

O-Canon2 / Omega-Cannon2 | Program Advance #10
HiCannon C-D-E-F-G
Damage per Hit: 60
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Canon1 (three linked Shots of
HiCannon, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
            PPPPPP
            PMEEEE
            PPPPPP
```

The Cannon can hit only one enemy though.

O-Canon3 / Omega-Cannon3 | Program Advance #11
M-Cannon E-F-G-H-I
Damage per Hit: 80
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Canon3 (three linked Shots of
Cannon, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
            PPPPPP
            PMEEEE
            PPPPPP
```

The Cannon can hit only one enemy though.

M-Burst / Mega Burst | Program Advance #12
Spreader M-N-O-P-Q
Damage per Hit: 100

Number of Hits: 10
Description: After executed with the A Button, Megaman fires a 10-hit Spreader
into the Enemy Area. Upon contact with an enemy, the shot will explode and
deal 1000 Damage in total to all Enemy Panels.
Range of Hit:

```
          PPPSSS
          PMPSHS
          PPPSSS
```

Special Signs used here:
H = The first Hit
S = Spreaded Area

O-Ball / Omega-CannBall | Program Advance #13
CannBall O-P-Q-R-S
Damage per Hit: 150
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Ball (three linked Throws of
CannBall, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
          PPPPPP
          PMPPEP
          PPPPPP
```

O-Raton1 / Omega-Ratton1 | Program Advance #14
Ratton1 H-I-J-K-L
Damage per Hit: 70
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Raton1 (three linked Throws of
Ratton1, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
          PPEEEE
          PMEEEE
          PPEEEE
```

As long as the Ratton can turn to hit the enemy.

O-Raton2 / Omega-Ratton2 | Program Advance #15
Ratton2 J-K-L-M-N
Damage per Hit: 80
Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Raton2 (three linked Throws of
Ratton2, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
          PPEEEE
          PMEEEE
          PPEEEE
```

As long as the Ratton can turn to hit the enemy.

O-Raton3 / Omega-Ratton3 | Program Advance #16
Ratton3 L-M-N-O-P
Damage per Hit: 90

Number of Hits: 3
Description: After executed with the A Button, Megaman gains 10 seconds of
Invisibility and also unlimited uses of O-Raton3 (three linked Throws of
Ratton3, paralyzes the enemy) with A Button within the Limited Time.
Range of Hit:

```
            PPEEEE
            PMEEEE
            PPEEEE
```

As long as the Ratton can turn to hit the enemy.

----

4. Special Series (^4)

Special Series: Composed of 3 Different Chips with the same Chip Codes.
These Program Advances usually ultilize the Chips being used to compose the
Program Advance and deal a great deal of damage to the enemies.

Arrows / Arrows | Program Advance #17
DoubNdl-TripNdl-QuadNdl C/I
Damage per Hit: 100
Number of Hits: 10
Description: After executed with the A Button, Megaman shoots 10 linked shots
of Arrows towards the Enemy. Each hit will deal 100 Damage.
Range of Hit:

```
            PPPPPP
            PMEEEE
            PPPPPP
```

UltraBob / Ultra Bomb | Program Advance #18
LilBomb-CrosBomb-BigBomb O/Q/T
Damage per Hit: 400
Number of Hits: 1
Description: Megaman throws a HUGE Bomb 3 Panels ahead of him. This bomb,
with the range of a BigBomb, can also pierce through enemy armors
(HardHeads' Shells and Dominerds' insanely high defense, for example) and
crack Panels. Best used against Protecto2's in WWW Area 3.
Range of Hit:

```
            PPPEEE
            PMPEEE
            PPPEEE
```

LifeSrd1 / Life Sword 1 | Program Advance #19
Sword-WideSwrd-LongSwrd A/L/Y
Damage per Hit: 400
Number of Hits: 1
Description: Megaman slashes the area of 3x2 in front of him with a huge
Sword.
Range of Hit:

```
            PPEEPP
            PMEEPP
            PPEEPP
```

LifeSrd2 / Life Sword 2 | Program Advance #20
FireSwrd-AquaSwrd-ElecSwrd H/N/R

Damage per Hit: 500
Number of Hits: 1
Description: Megaman slashes the area of 3x2 in front of him with a huge
Sword.
Range of Hit:

```
            PPEEPP
            PMEEPP
            PPEEPP
```

LifeSrd3 / Life Sword 3 | Program Advance #21
FireBlde-AquaBlde-ElecBlde F/R
Damage per Hit: 600
Number of Hits: 1
Description: Megaman slashes the area of 3x2 in front of him with a huge
Sword.
Range of Hit:

```
            PPEEPP
            PMEEPP
            PPEEPP
```

Punch / Punch | Program Advance #22
GutsPnch-ColdPnch-DashAtk B/D
Damage per Hit: 70
Number of Hits: 8
Description: Megaman launches 8 Flying Fists in a line towards the enemy.
Range of Hit:

```
            PPPPPP
            PMEEEE
            PPPPPP
```

Curse / Curse | Program Advance #23
CrsShld1-CrsShld2-CrsShld3 A/O/P
Damage per Hit: 500
Number of Hits: 1
Description: Megaman blocks the enemy attack with a huge CrsShld and then
the Shield goes off to bite the enemy for 500 Damage.
Range of Hit:

```
            PPEEEE
            PMEEEE
            PPEEEE
```

Range still unconfirmed.

TimeBom+ / Time Bomb PLUS | Program Advance #24
TimeBom1-TimeBom2-TimeBom3 G/K/Z
Damage per Hit: 500
Number of Hits: 1
Description: Megaman sets a HUGE TimeBomb in the enemy area. The bomb
explodes after counting down for 3 seconds.
Range of Hit:

```
            PPPEEE
            PMPEEE
            PPPEEE
```

Despite where Megaman is, the Bomb hits the whole Enemy Area.

```
HvyStamp / Heavy Stamp | Program Advance #25
Quake1-Quake2-Quake3 Q/W
Damage per Hit: 800
Number of Hits: 1
Description: Megaman flattens the closest enemy with his legs transformed
to a huge Stamp.
Range of Hit:


                PPEEEE
                PMEEEE
                PPEEEE


Hits the Closest Enemy.

PoisPhar / Poison Pharoah | Program Advance #26
PoisMask-PoisFace-Anubis U/W
Damage per Hit: 1
Number of Hits: Unlimited as long as the Pharoah Statue stays active and
enemies stays alive.
Description: A HUGE Purple PharoMan Statue drops in front of Megaman and
poisons the enemies twice as fast as the Anubis Statue. The effect will
keep on until the enemies are deleted OR until the Purple PharoMan Statue
was destroyed.
Range of Hit:


                EEEEEE
                EMEEEE
                EEEEEE


Hits EVERYONE on the Battlefield except for Megaman.

-----------------------------

5. Navi Program Advances (^5)

Navi Program Advances: These Program Advances need a Navi Chip in order
to be completed. Though they might cost a lot, the Damages and Side Effects
of these Program Advances are the best among all the Program Advances in
this game.

Gater / Gater | Program Advance #27
Wind-Fan-GateMan V1/V2/V3 (any one of them) G
Damage per Hit: 100
Number of Hits: 9
Description: One of the cheapest, yet most highly-recommended, Program
Advances in this game. GateMan appear in front of Megaman, Megaman punches
GateMan's back three times, and some flying projectiles in this game simply
fly out to strike the enemies. These projectiles are locked onto the
enemies and are evenly distributed among all the enemies.
Range of Hit:


                EEEEEE
                EMEEEE
                EEEEEE

(YES, it DOES hit the enemies behind Megaman and I tested it myself.)

GtsShoot / Guts Shoot | Program Advance #28
Guard *-DashAtk-GutsMan V1/V2/V3 (any one of them) G
```

```
Damage per Hit: 400
Number of Hits: 1
Description: GutsMan appears behind Megaman, grabs Megaman and throws Megaman
(who opened up a shield in front of him) straight into an enemy.
Range of Hit:

                PPPPPP
                PMEEEE
                PPPPPP

The Attack can hit only one enemy though.

BigHeart / Big Heart | Program Advance #29
Recov300-HolyPanl-Roll V1/V2/V3 (any one of them) R
Damage per Hit: 500
Number of Hits: 1
Description: Roll appears to attack the enemy as usual, then recovers
Megaman's HP to FULL wit a HUGE Heart AND grant him a few moments of
Invisibility.
Range of Hit:

                PPEEEE
                PMEEEE
                PPEEEE

It can't hit anything behind Megaman.

BodyGrd / Body Guard | Program Advance #30
DropDown-AntiDmg-ShadoMan V1/V2/V3 (any one of them) S
Damage per Hit: 100
Number of Hits: 18
Description: ShadowMan appears, disappears into the ceiling, and the Battle
continue as usual, but with ShadowMan shooting Shurikens from above the
ceiling that chases after the enemies for 18 times.
Range of Hit:

                PPEEEE
                PMEEEE
                PPEEEE

Not sure if it'll hit behind Megaman. Hits are evenly distributed if there
is more than one enemy.

2xHero / Double Hero | Program Advance #31
CustSwrd-VarSwrd-ProtoMan V1/V2/V3 (any one of them) B
Damage per Hit: 70
Number of Hits: 8
Description: Megaman and ProtoMan appear and attack together to deal 560
(Basic) Damage to all Enemy Panels.
Range of Hit:
                PPPEEE
                PMPEEE
                PPPEEE

Despite where Megaman is, the P.A. hits the whole Enemy Area.

Darkness / Darkness | Program Advance #32
BassV3-AntiNavi-Fire/Aqua/Elec/WoodGspl (any one of them) X
Damage per Hit: 3000 (!!!)
Number of Hits: 1
```

Description: Known as the cheapest attack EVER. Bass and Gospel appears and
Gospel breathes into the first two columns of the Enemy's Area (and the first
column of Megaman's Area), then Bass charges up his Punch to hit the last
column of the Enemy's Area, as the work of finishin ght edirty work that
Gospel started. This PA CAN'T be achieved without Cheating Devices (such as
GameShark or CodeBreaker) or participating the Capcom Special Events in Japan
(which, as we believe on the Message Boards, only WhizKid participated
before). If a friend of yours used this P.A. during your NetBattles, call him
a cheater immediately unless you're absolutely sure he's been to Japan and
participated the Tournament or Special Events!
Range of Hit:

```
                PPPGGB
                PMGGGB
                PPPGGB
```

Special legend for this PA:
G = Areas that Gospel hits.
B = Areas that Bass hits. Panels will be cracked by Bass's Attack.
----

6. Version Updates (^6)

V 1.4 (January 2, 2003): Correctd some Range of Hittings.

V 1.2 (December 23, 2002): Added some necessary parts. Range of Hits for
                           every P.A. was added.

V 1.0 (December 21, 2002): Completed the format of the Guide.

V 0.9 (December 21, 2002): Completed Guide. Formats are checked and completed
later.

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7. Legal Stuff & Credits

Well, since I composed this P.A. Guide without helps from anyone else, I
believe this Guide belongs to me ONLY. If you want to use this Guide on
whichever purpose you want to use it, please E-mail me at:
zidanet_129@hotmail.com
and I will give you authorizations after understanding your purposes.