

Mega Man Battle Network 2 Chip Trader FAQ Final

by BSkullX

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Introduction

Megaman Battle Network 2 - Chip Trader FAQ

by BSkullX

GameBoyAdvance

All Battle Chips to can get it from Marine Harbor Lobby Chip Trader, Netopia Chip Trader Special, Marine Harbor Chip Trader Special, and ACDC Station Chip Trader Special. All lists 100% Complete.

TIP: Press CTRL + F to bring up a search box, then type the Battle Chip of your choice.

Basically, the traders will check to see if you have every chip on their list, and they are programmed to help you fill out your library to the extent of their list. Each Chip Trader has a different set of chips available to trade for. When you finalize a trade, the Chip Trader will have to decide what chip to give you. It does not matter what types of chips you put into a Chip Trader.

First, the Chip Trader will compile a list of all its chips, and pick out a list to randomly select from. The first criteria it uses is whether you have the chip in your Library or not. There is a 25% chance that the Trader will choose a chip that is *NOT* in your Library, and a 75% chance that the Trader will pick one that is already in your Library. If it cannot find a chip that meets its chosen requirements, then it will automatically pick the other: for example, if you already have all the Chips available from this Trader in your Library, then it will of course be forced to give you one of those even if you get the 25% chance.

The second criteria is the Rarity of the chip. The Chip Trader will pick a Rarity randomly according to which Chip Trader you're using, and then attempt to choose a random chip of that Rarity from its list. If it cannot find a chip of that Rarity, then it continues with the next lowest Rarity until it has either found a chip or it has exhausted its 1 Star list. If it still cannot find a chip, then it works from the lowest Rarity up until it finds one. For example, if it had chosen to give you a 3 Star chip that you didn't already have, but could not find a 3 Star chip to give you that wasn't already in your library, then it will look in its list of 2 Star chips for one you don't have. If that fails, it checks its 1 Star chips, then its 4 Star chips, and finally its 5 Star chips.

Once it has picked both whether it should give you a chip you do or do not have and the correct Rarity, then it will choose one of the Chips in that Rarity at random.

Finally, it must pick a code for the chip. This is again dependent on the Chip Trader itself, though it usually has a full range of codes for most chips to give out. There is a 75% chance that it will pick a code for a chip that you do not already have, and a 25% chance it will pick one that you do have: the Chip Trader may be stingy with new chips, but it wants to help you complete your codes if it can. Again, if it fails to find a code that matches what it chooses for you, it will be forced to pick from the full list of codes available for the Chip Trader to give you. As an example, if it wanted to give you AreaGrab E/L/R/S/Z and wanted to give you a code you didn't have already, but you already had E, L, R, S and Z, then it would be forced to give you another E, L, R, S or Z already. And even though AreaGrab * exists elsewhere, if the Chip Trader cannot give it to you, then it won't.

(all credits to Terence for the working of trader machines)

Something I have noticed is that the frequency in the appearance of certain codes of a specific chip will depend on the amount of chips you have in the Library.

TIP: The best place to farming chips in whole the game is the CofeeMachine, due here only appears Fishy and Shrimpy, and both enemies always drop chips (not zenny) in S-Busting Lv with 100% chance when Megaman have 75% or more of its HP Max.

There are 11 unique chips that can NOT be found in any Chip Trader.

#054: Trident	#250: Bass V3
#059: Tornado	
#101: Mine	
#102: FrntSnsr	
#103: DbISnsr	
#160: BblWrap	
#168: LifeAur3	
#187: Atk+30 *	
#248: Bass	
#249: Bass V2	

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Marine Harbor Lobby - Chip Trader

Marine Harbor Lobby Chip Trader is available after defeating QuickMan in Bomb Comp4.

74 Battle Chips different in total. 354 Battle Chips in total counting each Code. No Navi chips in this Trader. All chips checked, one by one, 100% confirmed.

Data Library: 74/ 250

4 STARS (1 Battle Chip)

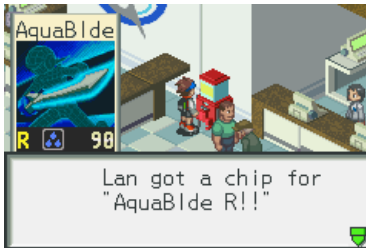
5 Battle Chips counting each Code.



#081: Hammer R/T/U/V/Z

3 STARS (10 Battle Chips)

50 Battle Chips counting each Code.



- #028: ElecSwrd E/H/N/R/V
- #029: FireBlde F/H/P/R/Z
- #030: AquaBlde A/F/J/R/Z
- #031: ElecBlde E/F/M/N/R
- #049: Wrecker O/Q/S/U/W
- #062: Burner A/B/F/L/S
- #085: SilvFist E/I/L/S/V
- #119: Mindbndr D/I/M/N/T
- #130: GrabRvng A/L/P/S/W
- #135: AirShoes A/J/O/V/Z

2 STARS (25 Battle Chips)

117 Battle Chips counting each Code.

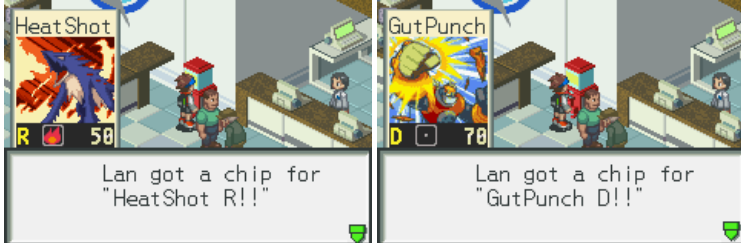


#002: HiCannon C/D/E/F/G	#087: PoisMask D/S/U/W/Z	#134: Escape F/H/J/L/N
#007: Spreader M/N/O/P/Q	#090: Bickhole B/D/F/H/J	#136: Repair A/C/E/L/P

#018: CrosBomb D/J/O/Q/T	#105: Remobit2 B/F/I/R/U	#144: Fan A/G/L/N/Y
#025: LongSwrd A/I/L/O/Y	#116: PanlOut3 C/E/N/R/Y	#146: SloGauge *
#026: FireSwrd F/H/N/R/U	#117: LineOut F/H/J/Q/T	#147: FstGauge *
#027: AquaSwrd A/H/N/R/W	#118: Catcher F/I/J/N/T	
#041: Sonicwav E/I/M/S/W	#122: Recov50 C/E/G/I/N	
#047: ColdPnch B/D/L/P/S	#123: Recov80 D/F/H/J/O	
#052: TripNdl C/I/M/T/V	#129: AreaGrab E/L/R/S/Z	
#084: BrnzFist B/N/O/R/S	#131: Geddon1 C/K/L/Q/S	

1 STAR (38 Battle Chips)

182 Battle Chips counting each Code.



#001: Cannon A/B/C/D/E	#020: TreeBom1 B/G/H/P/R	#066: Satellit1 G/O/Q/U/W	#121: Recov30 B/D/F/H/M
#004: Shotgun B/F/H/J/N	#023: Sword A/K/L/S/Y	#069: Spice1 A/C/G/Q/T	#128: PanlGrab B/H/K/L/P
#005: V-Gun A/F/G/L/P	#024: WideSwrd A/C/L/Q/Y	#089: Whirlpl A/C/E/G/I	#137: Candle1 C/F/I/M/V
#006: CrossGun H/J/M/Q/S	#040: Shockwav H/J/L/R/U	#091: Meteor9 C/E/L/S/V	#140: RockCube B/D/G/M/V
#008: Bubbler B/G/H/P/R	#043: Quake1 A/M/P/Q/W	#095: TimeBom1 C/G/K/M/Z	#143: Wind G/J/O/Q/T
#009: Bub-V C/D/J/N/S	#046: GutPunch B/D/H/K/N	#098: LilCloud C/G/I/K/N	#149: Invis1 A/F/L/R/U
#012: HeatShot B/G/H/P/R	#048: DashAtk B/D/G/J/L	#104: Remobit1 E/G/J/K/N	#159: Barrier B/E/L/S/T
#013: Heat-V C/D/J/N/S	#051: DoubNdl A/C/F/I/J	#114: Guard *	#185: Atk+10 *
#016: MiniBomb B/E/G/L/O	#055: Ratton1 H/I/J/K/L	#115: PanlOut1 A/B/D/L/S	
#017: LilBomb F/J/O/Q/T	#063: ZapRing1 A/M/P/Q/W	#120: Recov10 A/C/E/G/L	

Miscellaneous - Lobby

Battle Chips Notables

- Hammer Z (for trading sequence)
- SilvFist V (for trading sequence)
- Spreader M/N/O/P/Q
- FireSwrd U (for completing pack)
- ColdPnch B/D/L
- PoisMask D/S/U/W/Z (S for trading sequence; D and Z for completing pack)
- Escape N (for trading sequence)
- Fan G
- FstGauge *
- HeatShot R (for completing pack)
- Meteor9 E/L/V (for completing pack)
- GutPunch B/D (for completing pack)

Battle Chips NOT obtained in battle

- AirShoes O/V
- AquaBlde A/F/J/R/Z
- AreaGrab E/L/R/S/Z
- Atk+10 *
- Barrier B/E/L/S/T
- BrnzFist B/N/O/R/S
- Catcher F/I/J/T
- ColdPnch B/D/L/P/S
- CrossGun H/J/M/Q/S
- ElecBlde E/F/M/N/R
- ElecSwrd E/H/N/R/V
- Escape F/H/J/L/N
- FireBlde F/H/P/R/Z
- FireSwrd U

- FstGauge *
- Geddon1 C/K/L/Q/S
- GrabRvng A/L/P/S/W
- Hammer R/T/U/V/Z
- HeatShot R
- Meteor9 E/L/V
- Mindbndr D/I/M/N/T
- MiniBomb B/G/L/O
- PanlGrab B/H/K/L/P
- PanlOut1 A/B/D/L/S
- PanlOut3 C/E/N/R/Y
- PoisMask D/Z
- Recov10 A/C/E/G/L
- Recov30 B/D/F/M
- Recov50 C/E/I
- Recov80 D/H/J
- Repair A/C/E/L/P
- RockCube B/D/G/M/V
- Satelit1 O/Q/U/W
- Shotgun B/F/H/J/N
- SilvFist E/I/L/S/V
- SloGauge *
- Spreader M/N/O/P/Q
- Sword A/K/L/S/Y
- V-Gun A/F/G/L/P
- WideSwrd A/C/L/Q/Y
- Wrecker O/Q/S/U/W

Netopia - Chip Trader Special

Netopia Chip Trader Special is available as soon as you reach Netopia for the first time.

114 Battle Chips different in total. 492 Battle Chips in total counting each Code. All chips checked, one by one, 100% confirmed.

Data Library: $74 + 62 = 136 / 250$ $13 + 20 + 25 + 4 = 62$

(+): Battle Chips that can be achieved in previous Chip Trader.

4 STARS (14 Battle Chips)

46 Battle Chips counting each Code.



#036: CustSword B/G/K/Q/T	#204: AirMan V2 A
#038: VarSword B/L/N/T/Z	#207: QuickMan V2 Q
#039: Slasher A/D/H/L/Q	#210: CutMan V2 C

#058: FireRat B/F/G/H/R	#237: GateMan V2 G
#081: Hammer R/T/U/V/Z (+)	
#110: Geyser A/B/D/L/S	
#126: Recov200 M/N/U/V/W	
#161: LeafShld A/D/R/S/W	
#195: Roll V2 R	
#198: GutsMan V2 G	

3 STARS (30 Battle Chips)

132 Battle Chips counting each Code.



#003: M-Cannon E/F/G/H/I	#061: Blower P/R/T/W/Z	#132: Geddon2 J/M/R/T/Z
#019: BigBomb O/Q/T/V/Y	#062: Burner A/B/F/L/S (+)	#135: AirShoes A/J/O/V/Z (+)
#028: ElecSword E/H/N/R/V (+)	#085: SilvFist E/I/L/S/V (+)	#141: Prism B/C/L/N/Q
#029: FireBlade F/H/P/R/Z (+)	#088: PoisFace P/Q/U/W/Y	#156: Shadow2 D/E/J/M/T
#030: AquaBlade A/F/J/R/Z (+)	#107: AquaBall A/B/Q/T/W	#194: Roll R*
#031: ElecBlade E/F/M/N/R (+)	#108: ElecBall E/H/J/K/V	#197: GutsMan G*
#032: StepSword D/H/M/Q/U	#119: Mindbndr D/I/M/N/T (+)	#203: AirMan A*
#042: Dynawave G/N/Q/T/V	#124: Recov120 O/Q/S/U/W	#206: QuickMan Q*
#049: Wrecker O/Q/S/U/W (+)	#125: Recov150 N/P/R/T/V	#209: CutMan C*
#060: Twister N/O/T/U/Y	#130: GrabRvng A/L/P/S/W (+)	#236: GateMan G*

2 STARS (45 Battle Chips)

189 Battle Chips counting each Code.



#002: HiCannon C/D/E/F/G (+)	#044: Quake2 B/G/N/Q/W	#087: PoisMask D/S/U/W/Z (+)	#131: Geddon1 C/K/L/Q/S (+)	#188: Fire+40 *
#007: Spreader M/N/O/P/Q (+)	#052: TripNdl C/I/M/T/V (+)	#090: Bkckhole B/D/F/H/J (+)	#136: Repair A/C/E/L/P (+)	#189: Aqua+40 *
#010: BubCross K/O/P/T/V	#056: Ratton2 J/K/L/M/N	#092: Meteor12 A/C/F/J/W	#138: Candle2 A/G/J/L/T	#190: Wood+40 *
#014: HeatCros K/O/P/T/V	#064: ZapRing2 B/G/N/R/S	#096: TimeBom2 F/G/K/O/Z	#144: Fan A/G/L/N/Y (+)	#191: Elec+40 *
#018: CrosBomb D/J/O/Q/T (+)	#067: Satelit2 H/J/K/P/R	#099: MedCloud D/H/J/L/O	#146: SloGauge * (+)	#192: Navi+20 *
#021: TreeBom2 C/D/J/N/S	#070: Spice2 B/E/H/J/N	#105: Remobit2 B/F/I/R/U (+)	#147: FstGauge * (+)	
#026: FireSword F/H/N/R/U (+)	#073: MagBomb2 B/D/I/R/T	#117: LineOut F/H/J/Q/T (+)	#148: FullCust *	
#027: AquaSword A/H/N/R/W (+)	#076: Yo-Yo2 A/G/J/K/N	#118: Catcher F/I/J/N/T (+)	#150: Invis2 B/H/M/Q/V	
#034: Kunai2 D/F/J/Q/R	#079: CrsShld2 A/O/P/T/V	#123: Recov80 D/F/H/J/O (+)	#155: Shadow1 B/G/H/L/R	
#041: Sonicwav E/I/M/S/W (+)	#084: BrnzFist B/N/O/R/S (+)	#129: AreaGrab E/L/R/S/Z (+)	#186: Atk+20 *	

1 STAR (25 Battle Chips)

125 Battle Chips counting each Code.

#001: Cannon A/B/C/D/E (+)	#055: Ratton1 H/I/J/K/L (+)	#137: Candle1 C/F/I/M/V (+)
#004: Shotgun B/F/H/J/N (+)	#066: Satelit1 G/O/Q/U/W (+)	#140: RockCube B/D/G/M/V (+)
#008: Bubbler B/G/H/P/R (+)	#072: MagBomb1 F/G/J/M/N	#143: Wind G/J/O/Q/T (+)

#009: Bub-V C/D/J/N/S (+)	#075: Yo-Yo1 C/E/R/T/V	#149: Invis1 A/F/L/R/U (+)
#012: HeatShot B/G/H/P/R (+)	#078: CrsShld1 A/O/P/S/Z	#159: Barrier B/E/L/S/T (+)
#013: Heat-V C/D/J/N/S (+)	#089: Whirlpl A/C/E/G/I (+)	
#020: TreeBom1 B/G/H/P/R (+)	#091: Meteor9 C/E/L/S/V (+)	
#033: Kunai1 E/I/L/P/S	#095: TimeBom1 C/G/K/M/Z (+)	
#043: Quake1 A/M/P/Q/W (+)	#098: LilCloud C/G/I/K/N (+)	
#051: DoubNdl A/C/F/I/J (+)	#104: Remobit1 E/G/J/K/N (+)	

Miscellaneous - Netopia

Battle Chips Notables

- CustSword B
- VarSword B/L/N (for combo with Prism B/L/N)
- GateMan V2 G
- M-Cannon E/F/G/H/I
- BigBomb O/Q/T (Q for completing pack)
- PoisFace U/W
- Prism B/L/N (for combo with VarSword B/L/N)
- GateMan *
- FullCust *
- Atk+20 *
- Aqua+40 *
- Elec+40 *
- Navi+20 *

Battle Chips NOT obtained in battle

NOTE: NOT counting Battle Chips that can be achieved in previous Chip Trader.

- Aqua+40 *
- Atk+20 *
- BigBomb Q
- Blower P/R/T/W/Z
- CrsShld1 A/Z
- CrsShld2 T/V
- CustSword B/G/K/Q/T
- Elec+40 *
- Fire+40 *
- FireRat B/F/G/H/R
- FullCust *
- Geyser A/B/D/L/S
- MagBomb1 J/M/N
- MagBomb2 B/I/T
- Navi+20 *
- PoisFace P/Q/Y
- Recov120 O/Q/U/W
- Recov150 N/P/R/T/V
- Recov200 M/N/U/V/W
- Satelit2 H/J/K
- Slasher A/D/H/L/Q
- StepSword D/H/M/Q/U
- Twister N/O/T/U/Y
- VarSword B/Z
- Wood+40 *
- Roll V2 R
- Roll R/*
- GutsMan *
- AirMan *
- QuickMan *
- CutMan *
- GateMan *

Marine Harbor - Chip Trader Special

Marine Harbor Chip Trader Special is available after defeating MagnetMan in Air Comp2, then talk with Yai, Dex, Mayl and Lan's mom, and then finish the day.

140 Battle Chips different in total. 656 Battle Chips in total counting each Code. No Navi chips in this Trader. All chips checked, one by one, 100% confirmed.

Data Library: 136 + 59 = 195 / 250 6 + 17 + 36 + 0 + 0

I beat 50 times to BassDelux and I did NOT unlocked the LifeAur3 in the Marine Harbor Chip Trader Special.

(+): Battle Chips that can be achieved in previous Chip Traders.

5 STARS (6 Battle Chips)

30 Battle Chips counting each Code.



#037: Muramasa N/O/T/U/W
#111: LavaDrag F/G/O/R/Y
#112: GodStone E/I/L/Q/U
#113: OldWood C/M/S/T/W
#145: Anubis H/K/M/U/W
#153: PopUp D/I/J/T/W

4 STARS (25 Battle Chips)

121 Battle Chips counting each Code.



#036: CustSwrd B/G/K/Q/T (+)	#126: Recov200 M/N/U/V/W (+)	#175: GrassStg B/D/H/P/R
#038: VarSwrd B/L/N/T/Z (+)	#127: Recov300 O/R/V/W/Z	#177: Jealosity E/J/O/R/U
#039: Slasher A/D/H/L/Q (+)	#133: Geddon3 E/J/N/P/Y	#183: AntiNavi K/L/O/T/X
#050: CannBall O/P/Q/R/S	#142: Guardian O/P/U/V/Z	#184: AntiRecv B/D/M/P/W
#058: FireRat B/F/G/H/R (+)	#152: DropDown A/C/F/Q/S	#193: Navi+40 *
#081: Hammer R/T/U/V/Z (+)	#157: Shadow3 C/F/K/N/V	
#082: ZeusHamr J/K/O/V/Z	#158: UnderSht H/J/N/R/W	
#086: GoldFist D/G/L/O/Z	#161: LeafShld A/D/R/S/W (+)	
#094: Meteor18 B/G/I/K/O	#173: LavaStge D/H/M/U/V	
#110: Geyser A/B/D/L/S (+)	#174: IceStage A/C/E/I/S	

3 STARS (60 Battle Chips)

300 Battle Chips counting each Code.



#003: M-Cannon E/F/G/H/I (+)	#035: Kunai3 C/G/H/K/N	#068: Satelit3 L/S/T/Y/Z	#100: BigCloud Q/R/T/U/W	#135: AirShoes A/J/O/V/Z (+)	#169: MagLine A/E/I/M/Q
#011: BubSprd E/F/I/L/M	#042: Dynawave G/N/Q/T/V (+)	#071: Spice3 D/K/M/P/Q	#106: Remobit3 A/L/M/T/Y	#139: Candle3 B/E/H/N/W	#170: LavaLine A/F/J/M/R
#015: HeatSprd E/F/I/L/M	#045: Quake3 C/E/O/Q/W	#074: MagBomb3 H/K/O/Q/S	#107: AquaBall A/B/Q/T/W (+)	#141: Prism B/C/L/N/Q (+)	#171: IceLine B/E/J/N/Q
#019: BigBomb O/Q/T/V/Y (+)	#049: Wrecker O/Q/S/U/W (+)	#077: Yo-Yo3 D/I/M/S/Y	#108: ElecBall E/H/J/K/V (+)	#151: Invis3 C/G/K/P/W	#172: GrassLne B/F/I/N/R
#022: TreeBom3 K/O/P/T/V	#053: QuadNdl C/H/I/P/U	#080: CrsShld3 A/O/P/U/W	#109: HeatBall C/F/R/S/U	#154: StoneBod C/E/S/T/W	#176: HolyPanl C/E/H/L/R
#028: ElecSwrd E/H/N/R/V (+)	#057: Ratton3 L/M/N/O/P	#083: Lance O/P/T/V/Y	#119: Mindbndr D/I/M/N/T (+)	#156: Shadow2 D/E/J/M/T (+)	#178: AntiFire F/K/L/P/T
#029: FireBlde F/H/P/R/Z (+)	#060: Twister N/O/T/U/Y (+)	#085: SilvFist E/I/L/S/V (+)	#124: Recov120 O/Q/S/U/W (+)	#162: AquaAura A/E/I/M/Q	#179: AntiElec E/H/N/U/Y
#030: AquaBlde A/F/J/R/Z (+)	#061: Blower P/R/T/W/Z (+)	#088: PoisFace P/Q/U/W/Y (+)	#125: Recov150 N/P/R/T/V (+)	#163: FireAura B/F/J/N/R	#180: AntiWatr A/D/Q/W/Z
#031: ElecBlde E/F/M/N/R (+)	#062: Burner A/B/F/L/S (+)	#093: Meteor15 D/G/H/R/Z	#130: GrabRvng A/L/P/S/W (+)	#164: WoodAura C/G/K/O/S	#181: AntiDmg C/J/M/R/S
#032: StepSwrd D/H/M/Q/U (+)	#065: ZapRing3 C/E/O/T/Z	#097: TimeBom3 E/G/K/P/Z	#132: Geddon2 J/M/R/T/Z (+)	#165: ElecAura D/H/L/P/T	#182: AntiSwrd D/H/I/M/T

2 STARS (43 Battle Chips)

179 Battle Chips counting each Code.

#002: HiCannon C/D/E/F/G (+)	#044: Quake2 B/G/N/Q/W (+)	#084: BrnzFist B/N/O/R/S (+)	#136: Repair A/C/E/L/P (+)	#190: Wood+40 * (+)
#007: Spreader M/N/O/P/Q (+)	#047: ColdPnch B/D/L/P/S (+)	#087: PoisMask D/S/U/W/Z (+)	#138: Candle2 A/G/J/L/T (+)	#191: Elec+40 * (+)
#010: BubCross K/O/P/T/V (+)	#052: TripNdl C/I/M/T/V (+)	#090: Bckhole B/D/F/H/J (+)	#144: Fan A/G/L/N/Y (+)	#192: Navi+20 * (+)
#014: HeatCros K/O/P/T/V (+)	#056: Ratton2 J/K/L/M/N (+)	#092: Meteor12 A/C/F/J/W (+)	#146: SloGauge * (+)	
#018: CrosBomb D/J/O/Q/T (+)	#064: ZapRing2 B/G/N/R/S (+)	#096: TimeBom2 F/G/K/O/Z (+)	#147: FstGauge * (+)	
#021: TreeBom2 C/D/J/N/S (+)	#067: Satelit2 H/J/K/P/R (+)	#099: MedCloud D/H/J/L/O (+)	#148: FullCust * (+)	
#026: FireSwrd F/H/N/R/U (+)	#070: Spice2 B/E/H/J/N (+)	#105: Remobit2 B/F/I/R/U (+)	#150: Invis2 B/H/M/Q/V (+)	
#027: AquaSwrd A/H/N/R/W (+)	#073: MagBomb2 B/D/I/R/T (+)	#117: LineOut F/H/J/Q/T (+)	#186: Atk+20 * (+)	
#034: Kunai2 D/F/J/Q/R (+)	#076: Yo-Yo2 A/G/J/K/N (+)	#118: Catcher F/I/J/N/T (+)	#188: Fire+40 * (+)	
#041: Sonicwav E/I/M/S/W (+)	#079: CrsShld2 A/O/P/T/V (+)	#129: AreaGrab E/L/R/S/Z (+)	#189: Aqua+40 * (+)	

1 STAR (6 Battle Chips)

26 Battle Chips counting each Code.

#046: GutPunch B/D/H/K/N (+)
#089: Whirlpl A/C/E/G/I (+)
#140: RockCube B/D/G/M/V (+)
#143: Wind G/J/O/Q/T (+)
#159: Barrier B/E/L/S/T (+)
#185: Atk+10 * (+)

Miscellaneous - Marine Special

Battle Chips Notables

- LavaDrag O (for completing pack)
- Anubis U/W
- PopUp D/J (D for trading sequence; J for completing pack)
- ZeusHamr J/K/O/V/Z
- GoldFist D/G/L/O/Z
- Meteor18 B/G/I/K/O
- Recov300 R (for trading sequence)
- Jealousy E/J/O/R/U
- AntiNavi X
- Navi+40 *
- AquaAura A (for trading sequence)
- FireAura R (for trading sequence)
- WoodAura S (for trading sequence)
- ElecAura L (for trading sequence)
- GrassLne B/F/I/N/R
- HolyPanl H/R (H for completing pack; R for program advance)

Battle Chips NOT obtained in battle

NOTE: NOT counting Battle Chips that can be achieved in previous Chip Traders.

- AntiDmg C/J/M/R/S
- AntiElec E/H/N/U/Y
- AntiFire F/K/L/P/T
- AntiNavi K/L/O/T/X
- AntiRecv B/D/M/P/W
- AntiSwrd D/H/I/M/T
- AntiWatr A/D/Q/W/Z
- Anubis H/K/M
- AquaAura E/I/M/Q
- CrsShld3 U/W
- DropDown A/C/F/Q
- ElecAura D/H/P/T
- FireAura B/F/J/N
- Geddon3 E/J/N/P/Y
- GodStone E/I/L/Q/U
- GoldFist D/G/L/O/Z
- GrassLne B/F/I/N/R
- GrassStg B/D/H/P/R
- Guardian O/P/U/V/Z
- HolyPanl H
- IceLine B/E/J/N/Q
- IceStage A/C/E/I/S
- Jealousy E/J/O/R/U
- Lance O/P/T/V/Y
- LavaDrag O
- LavaLine A/F/J/M/R
- LavaStge D/H/M/U/V
- MagBomb3 K/O
- MagLine A/E/I/M/Q
- Meteor18 I/O
- Muramasa N/T/U/W
- Navi+40 *
- OldWood C/M/S/T/W
- PopUp J
- Quake3 C/E/O
- Recov300 O/R/V/W/Z
- Satelit3 T/Y/Z
- StoneBod T/W

- UnderSht H/J/N/R/W
- WoodAura C/G/K/O
- ZeusHamr J/K/O/V/Z

ACDC Station - Chip Trader Special

ACDC Station Chip Trader Special is available after defeating FreezeMan in Gospel HQ, then talk to Lan's mom, and then finish the day.

193 Battle Chips different in total. 727 Battle Chips in total counting each Code. All chips checked, one by one, 100% confirmed.

Data Library: 195 + 44 = 239 / 250 24 + 11 + 9 + 0 + 0

(+): Battle Chips that can be achieved in previous Chip Traders.

5 STARS (24 Battle Chips)

27 Battle Chips counting each Code.

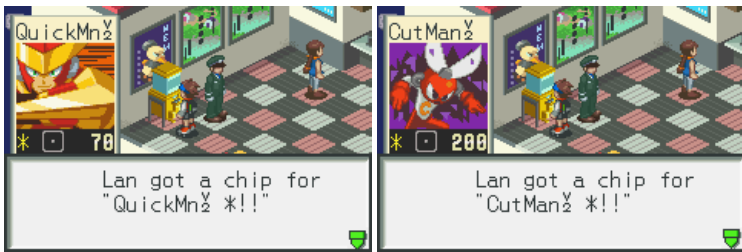


#196: Roll V3 R	#226: HeatMan V3 H	#244: NaplmMn V3 N
#199: GutsMan V3 G	#229: ToadMan V3 T	#245: PlanetMn P
#202: ProtoMn V3 B	#232: ThunMan V3 T	#246: PinetMn V2 P
#205: AirMan V3 A/*	#235: SnakeMn V3 S	#247: PinetMn V3 P
#208: QuickMan V3 Q/*	#238: GateMan V3 G	
#211: CutMan V3 C/*	#239: PharoMan P	
#214: ShadoMn V3 S	#240: PharoMn V2 P	
#217: KnightMn V3 K	#241: PharoMn V3 P	
#220: MagntMn V3 M	#242: NapalmMn N	
#223: FrzMan V3 F	#243: NaplmMn V2 N	

4 STARS (23 Battle Chips)

59 Battle Chips counting each Code.





#050: CannBall O/P/Q/R/S (+)	#201: ProtoMn V2 B	#231: ThunMan V2 T
#081: Hammer R/T/U/V/Z (+)	#204: AirMan V2 A (+)*	#234: SnakeMn V2 S
#126: Recov200 M/N/U/V/W (+)	#207: QuickMan V2 Q (+)*	#237: GateMan V2 G (+)
#127: Recov300 O/R/V/W/Z (+)	#210: CutMan V2 C (+)*	
#157: Shadow3 C/F/K/N/V (+)	#213: ShadoMn V2 S	
#161: LeafShld A/D/R/S/W (+)	#216: KnghtMn V2 K	
#166: LifeAur1 B/G/I/O/Q	#219: MagntMn V2 M	
#167: LifeAur2 D/F/J/N/R	#222: FrzMan V2 F	
#195: Roll V2 R (+)*	#225: HeatMan V2 H	
#198: GutsMan V2 G (+)	#228: ToadMan V2 T	

3 STARS (55 Battle Chips)

230 Battle Chips counting each Code.

#003: M-Cannon E/F/G/H/I (+)	#049: Wrecker O/Q/S/U/W (+)	#085: SilvFist E/I/L/S/V (+)	#125: Recov150 N/P/R/T/V (+)	#194: Roll R/* (+)	#224: HeatMan H/*
#019: BigBomb O/Q/T/V/Y (+)	#053: QuadNdl C/H/I/P/U (+)	#088: PoisFace P/Q/U/W/Y (+)	#135: AirShoes A/J/O/V/Z (+)	#197: GutsMan G/* (+)	#227: ToadMan T/*
#022: TreeBom3 K/O/P/T/V (+)	#057: Ratton3 L/M/N/O/P (+)	#093: Meteor15 D/G/H/R/Z (+)	#139: Candle3 B/E/H/N/W (+)	#200: ProtoMan B/*	#230: ThunMan T/*
#028: ElecSwrd E/H/N/R/V (+)	#062: Burner A/B/F/L/S (+)	#097: TimeBom3 E/G/K/P/Z (+)	#151: Invis3 C/G/K/P/W (+)	#203: AirMan A/* (+)	#233: SnakeMan S/*
#029: FireBlde F/H/P/R/Z (+)	#065: ZapRing3 C/E/O/T/Z (+)	#100: BigCloud Q/R/T/U/W (+)	#154: StoneBod C/E/S/T/W (+)	#206: QuickMan Q/* (+)	#236: GateMan G/* (+)
#030: AquaBlde A/F/J/R/Z (+)	#068: Satelit3 L/S/T/Y/Z (+)	#106: Remobit3 A/L/M/T/Y (+)	#156: Shadow2 D/E/J/M/T (+)	#209: CutMan C/* (+)	
#031: ElecBlde E/F/M/N/R (+)	#071: Spice3 D/K/M/P/Q (+)	#107: AquaBall A/B/Q/T/W (+)	#162: AquaAura A/E/I/M/Q (+)	#212: ShadoMan S/*	
#035: Kunai3 C/G/H/K/N (+)	#074: MagBomb3 H/K/O/Q/S (+)	#108: ElecBall E/H/J/K/V (+)	#163: FireAura B/F/J/N/R (+)	#215: KnightMn K/*	
#042: Dynawave G/N/Q/T/V (+)	#077: Yo-Yo3 D/I/M/S/Y (+)	#109: HeatBall C/F/R/S/U (+)	#164: WoodAura C/G/K/O/S (+)	#218: MagnetMn M/*	
#045: Quake3 C/E/O/Q/W (+)	#080: CrsShld3 A/O/P/U/W (+)	#124: Recov120 O/Q/S/U/W (+)	#165: ElecAura D/H/L/P/T (+)	#221: FreezeMn F/*	

2 STARS (49 Battle Chips)

209 Battle Chips counting each Code.

#002: HiCannon C/D/E/F/G (+)	#041: Sonicwav E/I/M/S/W (+)	#079: CrsShld2 A/O/P/T/V (+)	#118: Catcher F/I/J/N/T (+)	#148: FullCust * (+)
#007: Spreader M/N/O/P/Q (+)	#044: Quake2 B/G/N/Q/W (+)	#084: BrnzFist B/N/O/R/S (+)	#122: Recov50 C/E/G/I/N (+)	#150: Invis2 B/H/M/Q/V (+)
#010: BubCross K/O/P/T/V (+)	#047: ColdPnch B/D/L/P/S (+)	#087: PoisMask D/S/U/W/Z (+)	#123: Recov80 D/F/H/J/O (+)	#155: Shadow1 B/G/H/L/R (+)
#014: HeatCros K/O/P/T/V (+)	#052: TripNdl C/I/M/T/V (+)	#090: Blckhole B/D/F/H/J (+)	#129: AreaGrab E/L/R/S/Z (+)	#186: Atk+20 * (+)
#018: CrosBomb D/J/O/Q/T (+)	#056: Ratton2 J/K/L/M/N (+)	#092: Meteor12 A/C/F/J/W (+)	#134: Escape F/H/J/L/N (+)	#188: Fire+40 * (+)
#021: TreeBom2 C/D/J/N/S (+)	#064: ZapRing2 B/G/N/R/S (+)	#096: TimeBom2 F/G/K/O/Z (+)	#136: Repair A/C/E/L/P (+)	#189: Aqua+40 * (+)
#025: LongSwrd A/I/L/O/Y (+)	#067: Satelit2 H/J/K/P/R (+)	#099: MedCloud D/H/J/L/O (+)	#138: Candle2 A/G/J/L/T (+)	#190: Wood+40 * (+)
#026: FireSwrd F/H/N/R/U (+)	#070: Spice2 B/E/H/J/N (+)	#105: Remobit2 B/F/I/R/U (+)	#144: Fan A/G/L/N/Y (+)	#191: Elec+40 * (+)
#027: AquaSwrd A/H/N/R/W (+)	#073: MagBomb2 B/D/I/R/T (+)	#116: PanlOut3 C/E/N/R/Y (+)	#146: SloGauge * (+)	#192: Navi+20 * (+)
#034: Kunai2 D/F/J/Q/R (+)	#076: Yo-Yo2 A/G/J/K/N (+)	#117: LineOut F/H/J/Q/T (+)	#147: FstGauge * (+)	

1 STAR (42 Battle Chips)

202 Battle Chips counting each Code.

#001: Cannon A/B/C/D/E (+)	#020: TreeBom1 B/G/H/P/R (+)	#063: ZapRing1 A/M/P/Q/W (+)	#104: Remobit1 E/G/J/K/N (+)	#159: Barrier B/E/L/S/T (+)
#004: Shotgun B/F/H/J/N (+)	#023: Sword A/K/L/S/Y (+)	#066: Satelit1 G/O/Q/U/W (+)	#114: Guard * (+)	#185: Atk+10 * (+)
#005: V-Gun A/F/G/L/P (+)	#024: WideSwrd A/C/L/Q/Y (+)	#069: Spice1 A/C/G/Q/T (+)	#115: PanlOut1 A/B/D/L/S (+)	
#006: CrossGun H/J/M/Q/S (+)	#033: Kunai1 E/I/L/P/S (+)	#072: MagBomb1 F/G/J/M/N (+)	#120: Recov10 A/C/E/G/L (+)	
#008: Bubbler B/G/H/P/R (+)	#040: Shockwav H/J/L/R/U (+)	#075: Yo-Yo1 C/E/R/T/V (+)	#121: Recov30 B/D/F/H/M (+)	
#009: Bub-V C/D/J/N/S (+)	#043: Quake1 A/M/P/Q/W (+)	#078: CrsShld1 A/O/P/S/Z (+)	#128: PanlGrab B/H/K/L/P (+)	
#012: HeatShot B/G/H/P/R (+)	#046: GutPunch B/D/H/K/N (+)	#089: Whirlpl A/C/E/G/I (+)	#137: Candle1 C/F/I/M/V (+)	
#013: Heat-V C/D/J/N/S (+)	#048: DashAtk B/D/G/J/L (+)	#091: Meteor9 C/E/L/S/V (+)	#140: RockCube B/D/G/M/V (+)	
#016: MiniBomb B/E/G/L/O (+)	#051: DoubNdl A/C/F/I/J (+)	#095: TimeBom1 C/G/K/M/Z (+)	#143: Wind G/J/O/Q/T (+)	
#017: LilBomb F/J/O/Q/T (+)	#055: Ratton1 H/I/J/K/L (+)	#098: LilCloud C/G/I/K/N (+)	#149: Invis1 A/F/L/R/U (+)	

Miscellaneous - ACDC Station

Battle Chips Notables

- Roll V3 R
- ProtoMn V3 B
- AirMan V3 *
- ShadoMn V3 S
- FrzMan V3 F
- ToadMan V3 T
- GateMan V3 G
- LifeAur1 Q (for completing pack)
- LifeAur2 D/F/J/N/R
- Roll V2 R *
- ProtoMn V2 B
- AirMan V2 *
- ShadoMn V2 S
- FrzMan V2 F

Battle Chips NOT obtained in battle

NOTE: NOT counting Battle Chips that can be achieved in previous Chip Traders.

- AirMan V2 *
- AirMan V3 *
- CutMan V2 *
- CutMan V3 *
- FreezeMn *
- HeatMan *
- KnightMn *
- LifeAur1 Q
- MagnetMn *
- ProtoMan *
- QuickMan V2 *
- QuickMan V3 *
- Roll V2 *
- ShadoMan *
- SnakeMan *
- ThunMan *
- ToadMan *

Extra

Missables

- 1.- **First E-mail:** Subject "More viruses!", from a girl the first time in the school classroom.
- 2.- **Bubbler G:** from a scientist in "Camp" - Okuden.
- 3.- **Recov50 *:** from the Official at the counter in "Lic. Office" - Marine Harbor.
- 4.- **FireBlde R:** from the old man Official in front of the Host Computer in "Lobby" - Marine Harbor.
- 5.- **SilvFist I:** read note of PC in Dad's lab.
- 6.- **The money stolen** from a blonde-haired man in Net Airport.
- 7.- **Quake2 W, TreeBom1 *, and Sonicwav I:** from Mr.Higsby in Netopia Town.
- 8.- **30x Guard *:** from Electopian girl outside Netopia Castle when you need to pay Jim. Immediately after defeating [2x HeadHead2, FullFire] from evil Navis in Netopia 3, you have to talk to the drunken man in the alleyway who'll tell you that any Electopian tourist carries them. Now talk to the Electopian girl and she give you the reward.
- 9.- **Broach, RoboX, and GoldRing:** from a black guy with sunnies in Netopia Town.

10.- **Repair L**: from Netopian blonde man in "Economy" aboard the plane.

11.- **20x Guard ***: from a boy behind of a house who is running in ACDC Town.

12.- **10000 z, GutPunch D and Recov150 P**: from Yai, Dex and Mayl respectively when exchanging Broach, RoboX, and GoldRing respectively from them.

Green Mystery Data

Den Area 2: (2 crystals) V-Gun P, Sword S, MiniBomb B, Shockwav U, 200 z, 400 z, 800 z, 1500 z.

Den Area 3: (1 crystal) ColdPnch D, WideSwrd Y, Spreader O, LongSwrd Y, 300 z, 600 z, 1000 z, 2000 z.

Koto Area: (1 crystal) Spreader N, Recov30 F, LilBomb Q, ZapRing1 P, 400 z, 800 z, 1200 z, 2000 z, Virus battle.

Yumland 1: (1 crystal) Wrecker O, RockCube B, Spreader P, Heat-V N, 500 z, 1000 z, 1500 z, 2000 z, Virus battle.

Yumland 2: (2 crystals) M-Cannon E, Recov50 I, CrosBomb T, Sonicwav I, HiCannon E, 600 z, 800 z, 1000 z, 3000 z, Virus battle.

Netopia 1: (1 crystal) BubCross K, Repair L, Bub-V N, TreeBom1 R, 500 z, 800 z, 1000 z, 4000 z, Virus battle.

Netopia 2: (2 crystals) PanlOut3 *, BrnzFist N, Recov80 D, Heat-V C, 100 z, 200 z, 300 z, 10 000 z, Virus battle.

Netopia 3: (2 crystals) CannBall Q, Sonicwav W, HiCannon G, Guard *, 300 z, 1000 z, 1200 z, 2000 z, Virus battle.

Undernet 1: (2 crystals) StepSwrd Q, WideSwrd A, Sword A, LongSwrd A, 900 z, 1200 z, 1500 z, 2000 z, 3000 z, Virus battle.

Undernet 2: (2 crystals) HiCannon C, HiCannon D, HiCannon F, HiCannon G, 1000 z, 2000 z, 7000 z, 10000 z, Virus battle.

Undernet 3: (2 crystals) Twister N, HeatCros O, M-Cannon I, MedCloud D, 500 z, 800 z, 1000 z, 4000 z, Virus battle.

Undernet 4: (3 crystals) Mindbndr I, Dynawave V, Fan G, DoubNdl A, 2000 z, Virus battle.

Undernet 5: (3 crystals) 100 z, 50000 z, Virus battle.

Undernet 6: (2 crystals) RockCube *, Recov200 W, Invis3 K, Wind G, 1000 z, 2000 z, 3000 z, 4000 z, Virus battle.

Undernet 7: (2 crystals) VarSwrd B, CannBall P, CannBall R, CannBall S, Virus battle.

UnderKoto: (2 crystals) ElecBlde N, ElecSwrd N, Quake2 W, Dynawave G, 2000 z, 3000 z, 5000 z, 10000 z, Virus battle.

WWW Area 1: (2 crystals) FireBlde *, AquaBlde *, ElecBlde *, BigBomb O, 1000 z, 2000 z, 3000 z, 4000 z, Virus battle.

WWW Area 2: (2 crystals) FireRat F, Ratton1 *, Ratton2 *, Ratton3 *, 1000 z, 1500 z, 2000 z, 5000 z, Virus battle.

WWW Area 3: (3 crystals) Barrier *, Lance Y, AquaAura M, FullCust *, 500 z, 1000 z, 3000 z, 8000 z, Virus battle.

Virus Locations

1. **School Blackboard**: Mettaur, Canodumb

2. **Lan's Doghouse**: Mettaur, Canodumb, Fishy

3. **Den Area 1**: Mettaur, Canodumb

4. **Den Area 2**: Mettaur, Canodumb, Bunny

5. **Den Area 3**: Mettaur, Canodumb, Bunny, Flappy

6. **Mayl's PC**: Mettaur, Flappy

7. **Dex's PortableGame**: Canodumb, Fishy, Spooky

8. **Dex's PC**: Canodumb, Beetank, Canodumb2

9. **Gas Comp 1**: Mettaur, Canodumb, Beetank

10. **Gas Comp 2**: Mettaur, Canodumb, Beetank, WindBox

11. **Yai's Telephone**: Mettaur, Fishy, Beetank, WindBox, Swordy

12. **Yai's PC**: Mettaur, Spooky, Swordy

13. **Ribitta's Van**: Shrimpy, Shellgeek

14. **Center Coffee Machine**: Fishy, Shrimpy

15. **Okuden Guardian**: Mettaur, Bunny, Fishy, Spooky, Beetank, Mettaur2

16. **Okuden Bear**: Mettaur, Fishy, Mettaur2

17. **Okuden Gas Stove**: Mettaur, Fishy, Beetank, Flamey

18. **Bomb Comp 1**: Mettaur, Spikey, Handy

19. **Bomb Comp 2**: Mettaur, Flamey, Spikey, Handy

20. **Bomb Comp 3**: Mettaur, Flamey, Spikey, Handy

21. **Bomb Comp 4**: Mettaur, Flamey, Spikey, Handy, Mettfire

22. **Lan's Control Panel**: Mettaur, Canodumb, Bunny, Fishy, Beetank, WindBox

23. **ACDC Playground Broken Toy**: Fishy, Spikey, Spikey2

24. **Koto Area**: Beetank, Swordy, Mettaur2, Swordy2, HardHead

25. **Yumland 1**: Bunny, Spooky, Mettaur2, Handy, Sparky

26. **Yumland 2**: Bunny, Spooky, Mettaur2, Handy, Sparky

27. **Center Lab Monitor**: Mettaur, Mettaur2, HardHead

28. **Center Wide Monitor**: Shrimpy, Shrimpy2, Octon

29. **Mother Comp 1**: Swordy, Mettaur2, Spikey2, Swordy2, Swordy3, VacuumFan

30. **Mother Comp 2**: Mettaur2, MettFire, Shrimpy, Spikey2, Sparky, Spooky2, KillPlant

31. **Mother Comp 3**: MettFire, Shrimpy, Sparky, Spooky2, KillPlant, Mushy

32. **Mother Comp 4**: Shrimpy, Shellgeek, MettFire, Sparky, Spooky2, KillPlant, Mushy, Puffball

33. **Mother Comp 5**: Shrimpy, Shellgeek, MettFire, Sparky, Spooky2, KillPlant, Mushy, Puffball

34. **Flight Board**: Fishy, Beetank, Sparky, TuffBunny, Beetank2, Fishy2

35. **Ameroupe Castle Goddess**: Canodumb2, Sparky, TuffBunny, Octor, Handy2

36. **Raoul's Radio**: WindBox, Sparky, VacuumFan, TuffBunny, Twisty

37. **Netopia 2**: Mettaur2, TuffBunny, Beetank2, Ratty

38. **Millions Bag**: Mushy, Shellnerd, CandDevil

39. **Netopia 3**: Mettaur2, TuffBunny, Beetank2, Ratty, Cloudy

40. **Ameroupe Hotel Refrigerator**: Mettaur2, Cloudy, Flappy2

41. **Netopia 1**: Mettaur2, TuffBunny, Cloudy, Mettaur3

42. **Castle Comp 1**: Shrimpy2, CanDevil, Spooky3, Dominerd

43. **Castle Comp 2**: Shrimpy2, Beetank2, CanDevil, Spooky3, Dominerd

44. **Castle Comp 3**: Swordy, Shrimpy2, Swordy3, Spooky2, CanDevil, Spooky3, Dominerd, Shadow, FullFire

45. **Castle Comp 4**: Swordy, Shrimpy2, Swordy3, Beetank2, CanDevil, Spooky3, Dominerd, Shadow, FullFire

46. **Castle Comp 5**: Shrimpy2, Swordy3, Beetank2, CanDevil, Spooky3, Dominerd, Shadow, FullFire

47. **Undernet 1**: Spooky3, Shrimpy3, Cloudy2, Null, DeathFire, Flappy3

48. **Undernet 2**: Spooky3, Shrimpy3, Cloudy2, Null, DeathFire, Flappy3

49. **Undernet 3**: Mettaur3, Spooky3, Shrimpy3, Cloudy2, Null, DeathFire, Flappy3

50. **Undernet 4**: Fishy2, Twisty2, BrushMan, MegalianA, MegalianH, Beetank3

51. **Undernet 5**: Fishy2, Spooky3, Snapper2, Popper2, Cloudy3, Buffy, KillFleur

52. **Undernet 6**: DeathFire, Cloudy3, CanDevil2, Yurt, Magmacker, Mole

53. **Ameroupe Airport Gift Shop**: Spikey, Spikey2, Puffball, FullFire, Mashy, Moshy, Shellman

54. Airplane Television: Canodumb2, Beetank2, Dominerd, Sparkler
55. Air Comp 1: Canodumb2, Handy2, Twisty, Mettaur3, Sparkler
56. Air Comp 2: Canodumb2, Handy2, Twisty, Flappy2, Mettaur3, Sparkler, Magneaker
57. Air Comp 3: Canodumb2, Handy2, Twisty, Mettaur3, Sparkler, Magneaker, RedUFO
58. Air Comp 4: Canodumb2, Handy2, Twisty, Ratty, Flappy2, Mettaur3, Sparkler, RedUFO
59. Air Comp 5: Canodumb2, Handy2, Ratty, Flappy2, Mettaur3, Sparkler, Magneaker, RedUFO
60. Mayl's Piano: Shrimpy, Shellgeek
61. Yai's Statue: Fishy, Beetank, Mettaur2, MettFire, Beetank2, Sparkler
62. Undernet 7: RedUFO, Dominerd3, Puffy, Octovian, Void, MegalianW, MegalianE
63. UnderKoto: WindBox, HardHead, Twisty2, KillWeed, Dominerd2 **64. Kotobuki Vending Machine:** Spikey2, Ratty, FullFire, MegaBunny
65. Kotobuki Autolock: Mettaur3, Ratty2, Twisty3, Canodumb3, Sparknoid
66. Apart Comp 1: Ratty2, Canodumb3, Handy3, Yort
67. Apart Comp 2: Ratty2, Yort, Spikey3, Snapper, Poofball
68. Apart Comp 3: Ratty2, Canodumb3, Handy3, Yort, Snapper, RedDevil, Lavagon, HardHead3 **69. Apart Comp 4:** Ratty2, Canodumb3, Handy3, Yort, Snapper, RedDevil, Sparknoid
70. Gosp Server 1: Ratty2, Canodumb3, Handy3, Yort, Snapper, Sparknoid
71. Gosp Server 2: Ratty2, Canodumb3, Handy3, Yort, Snapper, Sparknoid
72. WWW Area 1: Swordy3, Fishy2, Mettaur3, Spooky3, Beetank3, Sparknoid, BrushMan2, BlueDemon, Scutz, Scuttle, Scuttzer, Scuttler
73. WWW Area 2: DeathFire, Beetank3, Canodumb3, Poofball, CanDevil3, Ratty3, Magnoid, Popper3, Scutz, Scuttle, Scuttzer, Scuttler
74. WWW Area 3: Moshy, RedUFO, BrushMan3, Yart, Snapper3, Mole2, Scutz, Scuttle, Scuttzer, Scuttler, Scuttlest

LV minimum for guaranteed run away

LV to guaranteed run away of random viruses at start of the battle from Custom Bar Screen (L button): - **School Blackboard:** LV 3+ - **Lan's Doghouse:** LV 4+ - **Den Area 1:** LV 2+ - **Den Area 2:** LV 2+ - **Den Area 3:** LV 3+ - **Mayl's PC:** LV 3+ - **Dex's PortableGame:** LV 8+ - **Dex's PC:** LV 3+ - **Gas Comp 1:** LV 2+ - **Gas Comp 2:** LV 2+ - **Yai's Telephone:** LV 8+ - **Yai's PC:** LV 4+ - **Ribitta's Van:** LV 8+ - **Center Coffee Machine:** LV 8+ - **Okuden Guardian:** LV 11+ - **Okuden Bear:** LV 11+ - **Okuden Gas Stove:** LV 11+ - **Bomb Comp 1:** LV 6+ - **Bomb Comp 2:** LV 6+ - **Bomb Comp 3:** LV 6+ - **Bomb Comp 4:** LV 6+ - **Lan's Control Panel:** LV 8+ - **ACDC Playground Broken Toy:** LV 3+ - **Koto Area:** LV 11+ - **Yumland 1:** LV 13+ - **Yumland 2:** LV 13+ - **Center Lab Monitor:** LV 16+ - **Center Wide Monitor:** LV 16+ - **Mother Comp 1:** LV 20+ - **Mother Comp 2:** LV 20+ - **Mother Comp 3:** LV 32+ - **Mother Comp 4:** LV 32+ - **Mother Comp 5:** LV 32+ - **Flight Board:** LV 24+ - **Ameroupe Castle Goddess:** LV 27+ - **Raoul's Radio:** LV 27+ - **Netopia 2:** LV 30+ - **Millions Bag:** LV 27+ - **Netopia 3:** LV 30+ - **Ameroupe Hotel Refrigerator:** LV 20+ - **Netopia 1:** LV 30+ - **Castle Comp 1:** LV 30+ - **Castle Comp 2:** LV 30+ - **Castle Comp 3:** LV 40+ - **Castle Comp 4:** LV 40+ - **Castle Comp 5:** LV 40+ - **Undernet 1:** LV 54+ - **Undernet 2:** LV 54+ - **Undernet 3:** LV 54+ - **Undernet 4:** LV 67+ - **Undernet 5:** LV 80+ - **Undernet 6:** LV 94+ - **Ameroupe Airport Gift Shop:** LV 24+ - **Airplane Television:** LV 30+ - **Air Comp 1:** LV 34+ - **Air Comp 2:** LV 47+ - **Air Comp 3:** LV 47+ - **Air Comp 4:** LV 47+ - **Air Comp 5:** LV 47+ - **Mayl's Piano:** LV 8+ - **Yai's Statue:** LV 14+ - **UNDERNET 7:** no LV 100. Not chance!! - **UnderKoto:** LV 47+ - **Kotobuki Vending Machine:** LV 54+ - **Kotobuki Autolock:** LV 54+ - **Apart Comp 1:** LV 67+ - **Apart Comp 2:** LV 67+ - **Apart Comp 3:** LV 67+ - **Apart Comp 4:** LV 67+ - **Gosp Server 1:** LV 67+ - **Gosp Server 2:** LV 67+ - **WWW AREA 1:** no LV 100. Not chance!! - **WWW AREA 2:** no LV 100. Not chance!! - **WWW AREA 3:** no LV 100. Not chance!!

Chips used by enemies and bosses

Enemies - Spooky: has 1 chip (Recov50, he uses it when someone on his team loses 40 HP or more). - Swordy: 2x AreaGrab. - Swordy2: 2x AreaGrab. - Swordy3: 2x AreaGrab. - Spooky2: has 2 chips (2x Recov80, he uses it when someone on his team loses 60 HP or more). - Puffball: 3x AreaGrab. - Spooky3: has 1 chip (Recov150, he uses it when someone on his team loses 100 HP or more). - Moshy: has 15+ chips per battle (GrassStg). Jealousy only inflict him 100 HP damage, despite he having many chips. It is a unique case. - Dominerd2: 1x Geddon1. - Dominerd3: 1x Geddon1. - Poofball: 3x AreaGrab. - Popper3: has 5 chips (5x Recov200, he uses only himself when he loses 100 HP or more).

- Goofball: 3x AreaGrab.

NOTE: Mole, Mole2, ShadowMan V2 and ShadowMan V3 are not affected by Jealousy.

Bosses

- KnightMan v1, v2 and v3: 3x PanlGrab.
- MagnetMan v1, v2 and v3: 5x MagLine.
- FreezeMan v1, v2 and v3: 3x IceStage.
- "Fake" Bass: has 3 chips (via Jealousy). I don't know what they are and if he uses it in battle.
- Gospel: has 3 chips (via Jealousy). Same situation as Fake Bass.
- GutsMan V2: has 2 chips. The first is AreaGrab, and I don't know what is the second chip and if he uses it in battle.
- ProtoMan V2: has 3 chips (via Jealousy). Same situation as Fake Bass.
- GutsMan V3: has 3 chips (2x AreaGrab, 1x Recov200).
- ProtoMan V3: 3x AreaGrab.
- NapalmMan v1, v2 and v3: has 3 chips (via Jealousy). Same situation as Fake Bass.
- "Real" Bass and Bass Deluxe: has 3 chips (via Jealousy). Same situation as Fake Bass.