

# RockMan EXE 4.5 Real Operation (Import) FAQ/Walkthrough

by grayfox\_2510

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Version 1.5

Rockman EXE 4.5: Real Operation

(So... Anyone wanna take a shot at ASCII...?)

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Ok, so let us go over a few basic things...

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- 4) I try, but perhaps my efforts alone are not enough and thus I end up missing something here or there. Contributions are of course welcome, but be sure to be looking at the latest version, which is always found here: <http://www.gamefaqs.com/features/recognition/8373.html>  
Or just to be sure, hit Ctrl+F5 while viewing this file to ensure it's not a cached version. Also, be sure to put "Rockman EXE 4.5: RO" or the like as the subject of your mail. If you wish for me to put you under a special name, include so. I normally also include e-mails just for reference, but if you want otherwise, then please let me know.

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Mailing, Inquires, etc.:

- 1) Ok, first of all, go to the TOC (Table of Contents). Then look at it again, and again a third time. Sorry for stressing that out, but most often the answers to your questions can be found in a particular section of the guide. Make sure you are also viewing the latest version, which will always be found at:  
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 Hit Ctrl+F5 to make sure you aren't seeing a cached version. That aside, if you still need to contact me for an inquire, then put a subject relevant to the game such as, but not limited to "Rockman EXE 4.5: RO."  
 (No Subject) mails will be deleted 99% of the time, so...
- 2) In addition to the previous point, I reserve the right to answer or not, and as such, I will only answer questions that I missed to detail here at all, or extreme cases. Mails asking about information that is already found here might, and probably will end up in the trash can on my mail account.
- 3) A few things though, use proper grammar and spelling for all that is holy. Even if the answer can be found here, the odds of me answering a mail like those will raise if you took the time to write properly. Now, I understand not everyone knows English, heck, even mine ain't that good, but if so, say so. Is that so much to ask?
- 4) Lastly, I check my mail around twice a day. Some times even more, but on the rare occasion, allow up to two business days for a reply. If they are gone and you haven't heard back from me, then either the mail got lost, both mine or yours. That, or I ignored your mail for X reason, such as, but not limited to: Crappy grammar, inquires already answered here, etc.

So what if it's a long TOS, it needs to be done nowadays... \*Rolls eyes\*

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BE SURE TO USE THE [ ] WHILE SEARCHING WITH THE KEY, OTHERWISE YOU MIGHT, AND PROBABLY WILL LAND IN ANOTHER PLACE.

| ##. Section                    | [Key] Status      | Updated? |
|--------------------------------|-------------------|----------|
| 00. To Do, Updates & Forewords | [000] Updated     | V 1.5    |
| 01. Story                      | [001] Done        | V 0.1    |
| 02. User Manual                | [002] Updated     | V 0.3    |
| 03. NAVIs                      | [003] Nothing new | V 1.1    |
| 04. Walkthrough                | [004] Done        | V 1.0    |

|                              |                |       |
|------------------------------|----------------|-------|
| 05. Extras                   | [005] Updated  | V 1.5 |
| 06. Chip List                |                |       |
| 06.01. Standard Chip Library | [061] Updated  | V 1.5 |
| 06.02. Mega Chip Library     | [062] Later... |       |
| 06.03. Giga Chip Library     | [063] Later... |       |
| 07. Program Advance List     | [007] Later... |       |
| 08. NAVI Fights              | [008] Updated  | V 1.4 |
| 09. Thanks/Copyright         | [008] Done     | V 1.5 |

[000]-----00. To Do, Updates & Forewords-----

~~~~~

To Do:

- > Some NAVI info perhaps.
- > The Chip and PA lists obviously...
- > Add some more stuff to Extras I suppose...
- > Changed 'Enemy NAVIs' to 'NAVI Fights' section, seeing how not exactly all of them are enemies... I also need the V2/V3 of those that can have them...

Updates:

- > 1.5: Some chips and stuff on Extras.
- > 1.4: Standard Chip Library done... And a few NAVI HP updates.
- > 1.3: Again, Chips...
- > 1.2: More Chips...
- > 1.1: Started the Chip List section, and added some info to the NAVIs section.
- > 1.0: Finished walkthrough and NAVI Fights.
- > 0.5: Updated walkthrough and NAVIs...
- > 0.3: Updated walkthrough, NAVI Fights and added Gold Tournament to Extras.
- > 0.1: Started it all... Walkthrough up to the 3rd Darkloid defeated. And added how to get the Silver License. And a few other stuff.

[001]-----01. Story-----

~~~~~

Ok, Rockman EXE 4.5: Real Operation doesn't really has much of a story... Seriously, in fact, the point of the game, as noted by the name of Real Operation, is that you are the Operator, and as such, it's pretty much your story to play around with...

So yeah...

[002]-----02. User Manual-----

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(Done in the way of an actual manual of a product.. Or attempting to.)

First of all, thank you for purchasing your new PET. We hope you enjoy the vast world that has been created in the Internet and the adventures you and your NAVI might share.

For a quick look at any of the following sections, please search for the desired key:

- Getting Started [GST]
- Controls of Operation [COP]
- Calendar Function [CFT]
- Main Screen [MSC]
- Customizing [CTM]
- Navigating the Internet [NTI]
- Virus Busting [VBT]
- Getting Acquainted with your NAVI [GAN]

~~~~~

Getting Started [GST]

First of, make sure your PET is fully charged. The initial charge should take no more than a day before your PET will be fully functionable.

As you first start up your PET, be advised it will stay on. The PET has no option to be turned off and the only way that can happen is by the battery running out, which can cause severe damage to your information. So be sure to always charge your PET.

The first screen you will see will ask you for the current date. If you make a mistake, or wish to change the settings in the future, an option for this particular task will be available.

You will be asked for your name next. You can use Hiragana, Katakana or Romaji to input your name.

Next, your sex. Male (Otoko) or Female (Onna). Followed by your age.

The next screen asks for your profession, if any:

|                      |                  |
|----------------------|------------------|
| Kindergarten Student | Failed Student   |
| Elementary Student   | Free Lancer      |
| Junior High Student  | Company Employee |
| High School Student  | Self Employed    |
| College Student      | Housewife        |

Lastly, you will get a confirmation screen. Should you need to make any changes, be sure to do them now.

The PET comes with several NAVIs, each designed for your own style. Currently, the NAVIs included are Rockman, Roll, Gutsman and Numberman. We plan to include several new NAVIs over time to include: Fireman, Woodman, Windman, Searchman, Aquaman, Thunderman, Metalman, Junkman, Blues, Starman, Napalmman, Iceman, Elecman, Plantman, Knightman, Shadowman and Forte. (Check 03. NAVIs for more info on each)

Select the NAVI you wish to have installed and after a few moments you'll be introduced to each other. Remember that NAVIs are sentient beings and not only data, treat them like any other person.

~~~~~  
Controls of Operation [COP]

Your NAVI, being a sentient being can orientate himself/herself while on the net, or with directions you provide. If you wish to do the latter, you can use the directional pad provided in the PET.

To confirm messages, or scroll through text being displayed, use the button labeled as A. Whereas to cancel options or move back, use B. Pressing L will open a direct voice communication with your NAVI so you can communicate. This only applies when the NAVI is on the net however. The R button is the equivalent of telling your NAVI to plug out of the net and return to the PET.

The Start button will open the main menu of your PET. You can perform several options in here. The Select button is mostly unused.

For controls while Virus Busting, please refer to its own section.

~~~~~  
Calendar Function [CFT]

In the main screen of your PET and while your NAVI is not currently in the net, if you press right you will switch to the calendar view. Remember your

PET can also function as a personal organizer and your NAVI can provide help by bringing important dates or posts to your attention.

[Add]

The first option will let you add a note to a particular day. After selecting a particular day, you will have two options:

- Schedule: Allows adding minor notes, such as alarms.
- Holidays: Important dates, such as birthdays, anniversaries, and such.

[Add - Schedule]

Using the Schedule option you will be asked for the time (Hour:Minute) in which you want your NAVI to tell you. Followed by how many times you want him/her to remind you: 1 Time, Every Day, Every Week, Every Month, or Every Year.

Next, you are asked for the type of alarm.

- TV Show: You can enter the name of the show or the channel as a remainder.
- Friend Arrangement: This falls into several options, more will open up as your NAVI knows more about you.
  - > Etc: You will be asked to input the name of who you are seeing.
- Meal: No further input needed.
- School Lessons: No further input needed.
- Etc.: You will be asked to input the matter or subject.

[Add - Holidays]

If you select Holidays however, you will have three choices:

- Birthday: No further input needed.
- Another Holiday: No further input needed.
- Etc.: Input the name of the holiday.

[View]

The second option simply lets you check the holidays/alarms on a day of your preference.

[Delete]

Like Add, you have the option to delete Alarms or Holidays you've set up, regardless of the date.

~~~~~  
Main Screen [MSC]

The main screen will only appear when your NAVI is inside your PET. If your NAVI is currently on the net, you will have a view of its surroundings instead, so plug out in case you need to access your organizer and such. Pressing Right will show you the Calendar/Organizer, pressing Left will display your current income, bug frags collected, and records in friendly battles. You can also view information on important items here.

There are several options (In order from top to bottom)

[Tournament] (Toonamento)

If a tournament is scheduled for the current day and you are clear to participate, be sure to select this option so your NAVI can plug in into the stadium.

[Plug In] (Puragu In)

This allows your NAVI to plug in into the net from any port that accepts the infra-red optical signal your PET emits. Be warned that Viruses can attack

your NAVI while on the net, so be sure to have your battle chips nearby.

[Equipment] (Soubi)

This screen allows you to customize the battle abilities of your NAVI. The first option lets you modify your current chip folder. Due to safety limitations, you can only use up to 30 chips per battle. Failure of deletion will render your NAVI to use its own trademark attack, or the use of external chip usage.

The next two options assign a specific action to the shoulder buttons of your PET. Be wary they will override any action your NAVI is doing at the time, and as such should be used with extreme caution.

For more information, please check the Customizing section.

[Data Library] (Deeta Raiburari)

There are several types of chips. They are classified into Standard Chips, Mega Class Chips and Giga Class Chips. Each time you use a new chip, your PET will record its information in the Data Library.

Try to use them all!

Several combinations of chips, paired up with the synchronization of the operator can result in rare and devastating attacks known as Program Advances. If you are able to unlock one, it will be recorded for the future.

[E-Mail] (E Meeru)

You have to inboxes for your mail.

Common Mail: Mail from anyone, friends, officials, etc.

Entry Confirmation: Mail used for Tournaments confirmations, entries, etc.

Be sure to empty your mail every so often and to back up important information.

[Communication] (Tsuushin)

You can connect your PET with your friends or acquaintances in order to exchange Data in your Libraries, or to engage in a friendly net battle to see who has a stronger bond with their NAVIs.

(In reality, you can hook up with another RMEXE 4.5 or RMEXE 4 to fight...)

[Save] (Seebu)

Always be sure to make a back up copy of your NAVI in case an accident were to occur. While NAVIs are sentient beings, you can make a copy of enough of the information to preserve its memories and such. This information is critical and should be only handled by experts if the need arises.

It also saves the information in your Library and Organizer.

(When you play again, as you select Continue, you can change NAVIs. Whatever you have with one NAVI will be saved if you were to resume using it later on, so don't worry.)

~~~~~  
Customizing [CTM]

The equipment screen. As stated before, the top option refers to your Chip Folder. Remember you can only equip up to 30 different chips in the memory of your PET for quick use. You can insert chips in the external opening designed for them if you need to use more or don't have the memory of the chip.

The first screen you see are the chips currently equipped in the memory of your PET. If you press right, you will see all the other chips available in memory and ready to be equipped.

A slight description of each chip is given here as well.

Back in the main Equipment Screen. As stated previously, the shoulder buttons

function as override actions as well, and should be used with caution.

Each NAVI comes equipped with a standard Buster (Basutaa). Most NAVIs also have a special Shield (Shiirudo) and a signature move. Some NAVIs however might not have a Shield for defense.

You can also view the current power of your Buster. You can often find upgrades on the internet, or buy them in stores to upgrade the attack power of your NAVI's buster. (No, you can't buy them... I just added that for the sake of making it sound more real...)

Have fun customizing your own NAVI, and remember to listen to his/her advices on this. They will help you function better as a team!

~~~~~  
Navigating the Internet [NTI]

Plugging in is a simple task. Simply direct the infra-red optical laser that your PET can emit into a receiver and your NAVI will upload himself/herself into the server.

Instruct your NAVI with the directions you want to proceed with, or let him/her wander around. Remember that using the L button out of combat opens a direct voice link with your NAVI so you can communicate. The R button sends a signal to plug out. Your NAVI should ask for confirmation.

You can find Mystery Datas in the Internet. They come in various shapes and colors. The most common ones are romboid-shaped. Green ones are wild cards. They can contain chip data, Zeny, or even viruses! Blue however will only contain chips, or Zeny. Purple datas are locked. You need to buy an Unlocker and use them from the SubChip menu (more below) to open them. They often contain chips rarer than those found in Blue datas.

The very rare and inusual Golden/Yellow datas are what every operator strives for, as they will automatically raise the Power of the Buster of your NAVI by one.

Also, some NAVIs can find unusal shaped datas. Such as, but not limited to:  
Starman can find Star-shaped datas.  
Roll can find Heart-shaped datas.  
Etc.

Lastly, the net is populated by strange objects. Some NAVIs can clear this path, such as, but not limited to:  
Metalman can break boulders.  
Windman can clear tornadoes.  
Fireman can eliminate stumps.  
Etc.

As a reminder, you can be attacked by virii, so always be ready. The type of virii that attacks you depends on the day. For example:  
Heat-based virus might attack on Tuesdays. (Tue in Jp is the Kanji of fire.)  
Aqua-based virus might attack on Wednesdays. (Kanji of water.)  
Etc.

Pressing the Start button in the net while open the SubScreen. In order from top to bottom:

[Sub Chip] (Sabu Chippu) (Bear with me, I wrote some names off memory...)  
There are several kind of SubChips.

- Mini Energy (Mini Enerugi): Recovers 50 HP of your NAVI.
- Full Energy (Furu Enerugi): Recovers all HP of your NAVI.
- Untrap (Antorappu): Untraps Green Mystery Datas in case they contain Virus.
- Unlock (Anrokku): Unlocks Purple Mystery Datas.
- Sneak Run (Shinobi Dash): Prevents encountering 'weak' Virus.
- Lock Enemy (Forgot name...): Raises odds of finding the same virus formation.

[Equipment] (Soubi)

Please refer to the Equipment section of the Main Screen section.

[Data Library] (Deeta Raiburari)

Please refer to the Data Library section of the Main Screen section.

[E-Mail] (E Meeru)

Please refer to the E-Mail section of the Main Screen section.

[Key Items] (Kii Aitemu)

This list shows all imporant items that you currently posses.

[Save] (Seebu)

Please refer to the Save section of the Main Screen section.

There is a difference to saving on the Net, as this will pinpoint the place you saved at, and you can relog at this place.

~~~~~  
Virus Busting [VBT]

As you go around the net, you will likely be attackd by virii. They come in various shapes and have different attack paterns and AI.

Your NAVI is of course prepared to fend them off. Armed with his/her own signature attack, as well as a standar buster for simple battles. Not to mention the ability to use the data from chips, both from the memory of the PET and from your own in order to increase his/her attack power.

You can't control your NAVI directly, since s/he is a sentient being after all, but you can give several directions to have an easier time and reduce the damage.

When you go into battle you must quickly decide what Virus your NAVI should focus on. Since the battle area is limited, certain strategy is required to leave the fight unscathed. After selecting the virus, or object of focus, you will do well in providing a distance to keep.

Your NAVI will of course use this only as reference and move in accordance to the attacks of the virus to avoid. Be warned that the usage of the override buttons (the shoulder buttons...) will make your NAVI ignore said setting and move to attack, which can cause him/her to get hit.

When you use a chip, your NAVI will drop partly the instructions given beforehand to try to attack, as a chip can only be retained in memory for so long, otherwise it will be wasted. Be sure to be careful when you activate a chip.

Attacking a virus before it attacks will result in a Counter Hit, this basically paralyzes the virus for a moment and supposedly has a good effect on your NAVI (Read: Raises your Custom Bar)...

The rare Program Advances can be activated by pressing the Select button. This will freeze your NAVI in place, be careful!



Then select the correct combination of the three chips listed on-screen and your NAVI, if synchronized with you, will use the Program Advance.

Whenever you finish a battle, you will be awarded an overall rank of your team performance. They go from 1 being the lowest, all the way to S being the highest. The rank is determined by the time of battle, and the damage you took. Always strive for the highest ranks, as you can be awarded chips, Zeny and if you get an S, you will also get Bug Frags.

Your NAVI will be automatically healed when s/he returns to your PET, but in the net, if you need to heal him/her, you need to use SubChips or through a chip while in battle.

~~~~~  
Getting Acquainted with your NAVI [GAN]

Your NAVI, as any other sentient being you establish a bond with will grow to want to know more about you, and will occasionally ask for a couple of personal questions. Be sure to answer truthfully, as they can affect your whole relationship.

If under some circumstance you need to change this information, your NAVI can of course help you (In reality, go to the Home Point of your computer (Just plug in) and talk to the programs).

Questions can be any of the following: (I'm not sure if the Jp that appears varies with NAVI, so... I'll try to post a quick picture for referene later.)

- Older brother name? (Oniichan no namaeha)
- Older sister name? (Oneechan no namaeha)
- Younger brother name? (Otouto no namaeha)
- Younger sister name? (Imouto no namaeha)
- Sweetheart name? (I.e. who you love, if applicable.) (Sukina hitoha)
- What are you weak in? (I.e. School subject, a personal flaw, etc.)  
(Nigateha hitoha)
- Good subject? (I'm not exactly sure as to what it refers..) (Tokuina Kamokuha)
- Weak subject? (I'm not sure what it refers to though...) (Nigatena Kamokuha)
- What do you wish? (Usually asked after winning a special tournament)

(More coming later...)

</manual\_stuff>

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[003]-----03. NAVIs-----

~~~~~  
So... At first you only have Rockman, Roll, Gutsman and Numberman. The legitimate way to unlock more is by using the Battle Chip Gate and the NAVI chip, but since most should be emulating, here...

Codebreaker to unlock them all provided by Labmaster in GameFAQs.com Message Boards.

- 830047E0 E226
- 83004C30 B43F
- 83004C32 2200
- 83004C34 4806
- 83004C36 2320
- 83004C38 4906
- 83004C3A 24E7
- 83004C3C 5C85
- 83004C3E 4065
- 83004C40 548D

83004C42 1C52  
83004C44 429A  
83004C46 DBF9  
83004C48 BC3F  
83004C4A 7943  
83004C4C E5C9  
83004C4E 0000  
83004C50 4800  
83004C52 0200  
83004C54 A270  
83004C56 0200  
82004DC6 FFFF  
82004DC8 FFFF

So yeah...

~~~~~  
Rockman

Starting HP: 100.

Raise HP: You can find some mini-games in Green Mystery Datas on the net.

When you get one, plug out and access the mini-game from the Key

Items section. Clearing each game equals 20 more HP.

Attacks:

-> Rock Buster: Normal Buster. Deals 1 Damage per hit, per Power level.

-> Charged Shot: Charges up and releases the energy like in a normal buster  
shoot. Deals 10 damage per Power level.

-> Shield: Standard defense shield.

General Personality: Well, you know this guy. Overly cheerful in general for  
some reason. His lines are somewhat along the humble part, but you should  
know with him being part of the main cast of al RM EXEs.

Extra Details: None.

~~~~~  
Roll

Starting HP: 100.

Raise HP: Find Heart-shaped datas in the Internet. Some might contain HP  
Memories. Also, some might contain minigames, and GMDs might too. Play them  
as well.

Attacks:

-> Buster: Normal Buster. Deals 1 damage per hit, per Power Level.

-> Roll Arrow: Sends an heart-shaped arrow in a straight line. Does 10  
damage per Power level.

-> Shield: Standard defense shield.

General Personality: "Roll-chan the Lovely Heart," I think that line pretty  
much describes her. Overly cheery and happy. Overly obsessed with hearts  
mind you. I believe you should know her already seeing how she is part of  
the main cast of previous games.

Extra Details: She tends to read your fortune every now and then. Also, she  
begins every battle with a Barrier in place. Since she is floating, several  
panels won't affect her.

~~~~~  
Gutsman

Starting HP: 200.

Raise HP: After several fights, his HP will raise by 10. In short, fight a  
lot.

Attacks:

-> Buster: Normal Buster. Deals 1 damage per hit, per Power level.

-> Guts MachineGun: Activates a barrage of hits that deal 2 damage per  
Power level.

-> Guts Hammer: Cracks three panels and a rock falls on each cracked panel.  
Does 40 damage.

General Personality: Don't mind me, but he always reminded me of things that

can't really speak normally. Adding 'Gattsu' in every line doesn't help.  
He is pretty much straight to the point.

Extra Details:

~~~~~  
Numberman

Starting HP: 100.

Raise HP: Once per day, as you try to plug in, he will want to play a math drill. They are easy and successfully completing it will raise his HP by 20.  
(Thanks to kenshin007 for the daily part)

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Cycle Bomb: Throws a dice 3 squares ahead. Does the damage shown in the dice multiplied by 10. Extra 10 per Power level.
- > Shield: Standard defense shield.

General Personality: He speaks in a very honorific way, adding -sama whenever he calls you and what not. That's about it.

Extra Details: He might ask you to 'play' a mini math drill before plugging in. They are overly easy however. Not to mention it raises his HP.

~~~~~  
Fireman

Starting HP: 300.

Raise HP: If you get a fire chip from a battle, you can sacrifice it to get 50 HP. You can absorb/sacrifice each fire chip twice.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Fire Arm: Creates a fire blast from his arm 3 squares long. Does 30 damage to every virus. Extra 10 per Power level.
- > Shield: Standard defense shield.

General Personality: Hmm, he seemed pretty straightforward but in humble way to me. He doesn't say much, but speaks as if secure of his words.

Extra Details: He can eliminate stumps in the map. Not to mention giant flames.

~~~~~  
Woodman

Starting HP: 300.

Raise HP: You see the patches of grass in the net? Planting a tree will raise your HP. In order to be able to plant a tree, you need a key item from a Yellow Mystery Data first.

(Thanks to kenshin007 for the YMD part)

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Deforest: He sends up wood pikes at random panels. 40 damage per hit and extra 10 per Power level..
- > Tanedeppou: He sends 3 seeds in a straight line. 10 per hit, possibly per power level.

General Personality: ...Erm, couldn't really get an idea.

Extra Details: He jumps from square to square in battle, leading to slower movements and such. He can also eliminate stumps in the map.

~~~~~  
Windman

Starting HP: 100.

Raise HP: Some Green Programs need to move quickly on the net and they will initiate a mini game with Windman. The program is atop a tornado, and when Windman flashes green, quickly press B. Keep doing it until the tornadoe glows red, at which point you should hit A quickly. If done correctly, the Program will land safely somewhere else and you get 50 extra HP.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Toppuu: He creates a wind rift, making enemies get closer to him.
- > Suikomi: He creates a wind rift, pushing enemies all the way back.

General Personality: He's somewhat serious. And speaks too much of wind as expected.

Extra Details: He can clear the tornadoes found in the map.

~~~~~  
Searchman

Starting HP: 200.

Raise HP: Some GMDs have mini-games inside, which are more like target practices. Doing them raises your HP. You can also complete missions from the 3rd inbox for 50 each. (Thanks to kenshin007)

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Scope Gun: He locks onto an enemy and fires 5 times. Each one doing 5 damage per hit, and possibly per Power level.
- > Shield: Standard defense shield.

General Personality: He treats you more as a simple partner in an overall serious way. He also speaks to you with -sama.

Extra Details: I'm sure he had a minigame...

~~~~~  
Aquaman

Starting HP: 100.

Raise HP: Like Fireman, absorbing/sacrificing an aqua chip will raise his HP by 50. Twice per chip at most.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Aqua Hose: He sends a Bubble Shot 2 squares ahead. Does 20 per hit and extra 10 per Power level.
- > Shield: Standard defense shield.

General Personality: Remind you of a little kid. Seriously, he is so damn easygoing... You might end up hating this guy.

Extra Details: He should be able to get rid of flames in the map.

~~~~~  
Thunderman

Starting HP: 200.

Raise HP: You see the panels with electricity flowing on the net? You can create statues of sort of them. Doing so will raise his HP. In order to actually do so, you need to find an item in a Yellow Mystery Data first. (Thanks to kenshin007 for the YMD part)

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Thunder Bolt: Three lightning bolts to a same square targeted with a virus. Each does 40 damage.
- > Shield: Standard defense shield.

General Personality: Didn't found something particular about his speech...

Extra Details: There's a cloud in battle that paralyzes any virus it touches. He can also open doors with about 4 barriers of electricity.

~~~~~  
Metalman

Starting HP: 300.

Raise HP: Once per day, before plugging in, Metalman might want to play a game. Basically destroy all the statues that appear in your path. If done, you will raise his HP by 20. (Thanks to kenshin007 for the daily part)

Attacks:

- > Break Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Metal Blade: He sends a metal blade (like the ones on his back) around the enemy field. First hit takes 20 damage.
- > Metal Fist: Slams the square ahead, breaking it if nothing was on it. Not sure of damage.

General Personality: He's overly quiet...

Extra Details: He can smash boulders found in the map.

~~~~~  
Junkman

Starting HP: 100.

Raise HP: You can feed him Bug Fragments while on the main screen (i.e. when plugged out). Press the L button to do so.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Junk Press: He sends a press in a straight line, hitting everything. 60 damage, and 20 extra per power level.
- > Poltergeist: Every object in the battle field is sent to the enemy. 80 per hit.

General Personality: He speaks only in Katakana for a reason. And he seems fairly insecure of himself.

Extra Details: In battle, he sends debris of junk in a straight line. Each debris, if connects with an enemy, can deal 10 damage.

~~~~~

Blues (Protoman)

Starting HP: 200.

Raise HP: Complete the missions that are given to you for 50 HP each.  
(Thanks to kenshin007, kinda forgot to check if he had a 3rd inbox...>.<)  
They can also play the minigames in GMDs for 20 each.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Long Sword: Same like a Long Sword chip. 80 damage.
- > Shield: Standard defense shield.

General Personality: He speaks in a cordial way of sorts, adding -san to your name. And well, you know this guy, pretty straight-forward.

Extra Details: He has a 3rd mailbox...

~~~~~

Starman

Starting HP: 100.

Raise HP: Find Star-shaped datas in the Internet. Some can raise his HP by 20. Minigames found in them and GMDs can also raise the HP.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > KiraKira Meteor: A star falls on the targeted square. Dealing 30 damage per hit, and extra 10 per Power level. Confuses enemy.
- > Shield: Standard defense shield.

General Personality: He's pretty cool if you ask me. Secure of himself, speaks very humbly and adds 'sound effects' to his dialogues. He has a special charm if you ask me. Besides, come on, he looks cool.

Extra Details: He floats around in battle, avoiding many hazards.

~~~~~

Napalmman

Starting HP: 300.

Raise HP: Complete missions on his 3rd inbox or play GMD mini games for 50 and 20 respectively. (Thanks to kenshin007)

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Napalm Bomb: He sends a bomb that explodes 3 squares ahead in a 3x3 area, dealing 40~50 per hit, not sure.
- > Fire Bomb: He sends two bombs at random. Leaves a fire behind that can hit for 30.

General Personality: He is a little hyper. As he tends to express his dialogues with too much strength as par se.

Extra Details: He can also eliminate stumps in the map.

~~~~~

Iceman

Starting HP: 100.

Raise HP: Sometimes, before plugging in, he might want to play a game.

Each chip has a pattern of attack, and you must use the chips lined up to destroy the frozen Metaurs. If a Metarus isn't destroyed, it'll crack the ice the first time, and break open the second. From there on, it will attack Iceman. If you destroy 10 Metaurs before getting hit 3 times, you will raise Iceman's HP by 20.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Freeze Bomb: Throws a mini bomb that explodes creating 3 ice spikes in the whole vertical row. Hitting for 50 each and freezing the panels affected.
- > Shield: Standard defense shield.

General Personality: He speaks well, in a neutral way so to speak. He refers to you as -kun and is overly happy in general.

Extra Details: He is unaffected by frozen panels.

~~~~~

Elecman

Starting HP: 100.

Raise HP: Like Aquaman and Fireman, he can absorb Elec chips for 50 each.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Thunder Ball: Sends a mini ball of electricity that homes on an enemy, dealing 20, plus 10 per Power level and paralyzes.
- > Shield: Standard defense shield.

General Personality: He is also pretty much quiet and straight to the point.

Extra Details: Hmm...

~~~~~

Plantman

Starting HP: 100.

Raise HP: He can absorb Wood chips for 50 each.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Plant Weed: Sends a vine that clatches on an enemy, doing 20 damage and paralyzing for a few moments. The panel affected turns to grass as well.
- > Shield: Standard defense shield.

General Personality: He, as expected, talks too much about flowers. Other than that, I didn't really find anything noticeable/important in his personality.

Extra Details: Hmm...

~~~~~

Knightman

Starting HP: 300.

Raise HP: Some green NAVIs (The 'normal' ones) are up to something in the Net, and Knightman must stop them. Each time you find one, you can fight, and if you win, your HP raises by 50.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Royal WB: Spins his ball around. Damage of...?
- > King Dam C: Sends his ball in a straight line. Damage of 60.

General Personality: He is pretty blunt. Serious overall as well, and doesn't really talk much.

Extra Details: Like Woodman, he jumps around the battlefield making this one a little tough to handle.

~~~~~

Shadowman

Starting HP: 200.

Raise HP: Check the Assassination Requests mailbox. Completing them will raise your HP.

Attacks:

- > Buster: Normal Buster. Deals 1 damage per hit, per Power level.
- > Shuriken: Jumps and throws a Shuriken at the enemy. Deals 40 damage.

-> Invisible: Acts like the Invisible chip. Only swords can hit you while Invisible.

General Personality: He is overall silent. Doesn't speak much as is quite, well, shadowy, hence the ninja style.

Extra Details: He has an extra mailbox called Assassination Requests. He also floats in battle. He can crack security codes, such as doors with '?' symbols in them.

~~~~~  
Forte (Bass)

Starting HP: 300.

Raise HP: Find Green 'normal' NAVIs. Some will attempt to attack you.

Defeating them raises your HP by 50.

Attacks:

-> Buster: Normal Buster. Deals 1 damage per hit, per Power level.

-> D Overload: He makes an energy burst in the last two rows. 100 damage.

-> Shooting B: He takes a load of shots at random in the surrounding panels of the targeted enemy. Each hit does 3.

General Personality: As expected, he treats you somewhat like garbage. Don't expect to get on his soft side. It's still freaking odd for him to ask who you like though... >.<

Extra Details: He starts with an aura. Not sure of the damage needed to break it. Also floats around.

---

[004]-----04. Walkthrough-----

~~~~~

Key Points: I don't think the game is long enough to break into smaller segments, so instead use this...

- Getting a License [041]
- First Darklroid [042]
- Second Darklroid [043]
  - Silver Tournament [431]
- Third Darklroid [044]
- Fourth Darklroid [045]
  - Gold Tournament [451]
- Fifth Darklroid [046]
- Sixth Darklroid [047]
- Official Trouble [048]
  - Minus Key [481]
  - Official Tournament [482]
- Aftermath [049]
- Chaos Areas [040]

First of all, make sure the information you enter at the beginning is correct. Refer to the User Manual section for more info on the initial setup. Then, select your NAVI. I provided a Code Breaker code for unlocking them all above in the NAVIs section.

Remind you that whatever you do with a NAVI, sticks only to the NAVI, with the exception of your Money and Chips that aren't used by another NAVI. Stuff like Key Items, missions cleared and such are saved per NAVI. Also, you will have to use most NAVIs if you wish to do everything in the net.

I will play as Starman, not that it changes the storyline though, but I believe the Blue datas are set per NAVI, so I won't list them. Also, if you are emulating, remember that the clock is synchronized with your comp, so changing the date also modifies the game.

Anyway, as you begin, and after the introduction from your NAVI, plug in. It should be the second option, though sometimes between weekdays it will be the first since to Tournament option is available.

Make sure you customize your NAVI's attacks as well.

-[Home Point]-[Battle Tutorial]-

As you begin, your NAVI should teach you the basics of fighting. In this game, unlike any other RMXE, you can't directly control your NAVI. Pressing Up in battle will bring the enemy focus screen. Your NAVI will always move in regard to an object or enemy on the battlefield. Pressing Down will display the distance screen. The lower the number, the closer your NAVI will try to be to the enemy. Pressing L on any screen will ask for confirmation to try to escape. Pressing R will bring up details about the chips.

The Custom bar is what lets you use chips now. You need at least one third to use normal attack chips. Support chips, such as Area Steal and Crack Panel don't need Custom at all. 2 Custom parts will allow you to use Mega chips, which are colored in blue. 3 bars is for Giga chips.

Using a charged attack or hitting the enemy with your NAVI's own attacks will raise the bar a little, whereas getting hit lowers it.

That's about it. Proceed forward to Internet 1.

-[Internet 1]-[In Search for a Meaning...]-[041]-

Proceed forward through the orange path. If you are playing as Metalman, you can smash the boulder here. Though keep moving until you reach a platform. Still, just proceed through the orange path to reach Internet 2.

-[Internet 2]-[Still Searching...]-

Follow the orange path as well into a blue platform. If you are playing as Fireman or Woodman, you can clear the stump here.

Keep going through the orange path while heading northwest. You should spot Numberman. Talk to him and select the first option twice to initiate a math drill. It's very easy to clear this. Go through into...

-[Internet 4]-[Still at it...]-

If you go south and west, you can reach Internet 3. But if you are playing as Windman, you can head north and west to clear a tornado for future passage. I also suggest you try killing a few virus here to get the chip of the statues holding a hammer: "Big Hammer 1", trust me, you'll need it soon.

Now, go into Internet 3.

-[Internet 3]-[License Initiation]-

Head down and into the first platform. If you head left, you can find a chip trader with:

- Spread Gun            800 Zeny
- Energy Bomb        1200 Zeny
- Twin Fang 1        1800 Zeny
- Air Hockey 1       2400 Zeny
- Long Sword         2000 Zeny
- Recovery 80        3000 Zeny

Make your way right through the orange path and then south. Then head northwest ignoring the paths that open up south. When you start heading up, take the 3rd path that opens up to the left.



You should see a NAVI behind a counter, talk to it and buy the Exam Ticket for 690 Zeny.

Either log out and plug in again, but go back to the very beginning of Internet 1.

-[Internet 1]-[Path to exam]-

In the very first platform, right after the warp to your Home Point, take a left and check the barrier/door. Then head up and into the upper level of Internet 2.

-[Internet 2]-[Exam]-

Speak to the NAVI behind the counter. Answer with the first option and we are off into a quiz. I'm too lazy to translate for now, so just go with this:

1. 3rd (Puragu In - Plug In)
2. 2nd (Kauntaa - Counter)
3. 1st (Sapooto Chippu - Support Chip)
4. 3rd (Hitto Pointo - Hit Point)
5. 2nd (Puroguramu Adobansu - Program Advance)
6. 2nd (Konbo - Combo)
7. 3rd (Daburu Deriito - Double Delete)
8. 2nd (S)
9. 3rd (L Botan - L Button)
10. 3rd (690z)

Now, I hope you listened to me and got that Big Hammer 1 Chip, otherwise, you will have to go to Internet 4 and get one. When you have it, come back and talk to the NAVI. Then we have to go to Internet 3 and speak to the NAVI who sold us the Exam Ticket. By the way, make a quick detour to Internet 4 and up the stairs, then speak to the NAVI and buy the Cut Key for 500z. This lets you open a detour between Internet 2 and 3.

-[Internet 3]-[Exam cleared]-[042]-

Speak to the NAVI who sold you the ticket and you will get your License! Plug out and you will get your first official mail.

Basically, there's a Darklroid wreaking havoc in Internet 3, and we must stop it.

Plug in and make your way to Internet 3. Remember the area of the NAVI we just spoke to? And how there are two exactly like that but further below? Step into the first one (It's after the one that has a locked gate) and go to the south-west corner to...

Topman

- HP: 600.
- Attacks:
  - > He can send two mini tops spinning at you.
  - > Jumps while turning into a top and falls on you.
  - > Spins in a straight line.
- Tactics: Well, seeing how this is your first boss with this battle style he might be a bit tough. If your NAVI can use a Shield, you'd do well to have it on a shoulder button. Otherwise, just try to attack him with whatever you have. He should fall eventually.

After he is gone, we are done for now. Plug out.

Read your new mail. We need to head to Internet 5, but, for that we need a

Silver Ticket. Plug in and head to Internet 2.

-[Internet 2]-[Silver Ticket]-[043]-[431]

Head into the first platform, the one that has a program and a stump and take the south path. You should see a warp. Just left of it is the gate you can use the Cut Key by the way.

Go into the warp. Head directly north into the board you see.

Tournaments can only happen at the following times:

9 AM ~ 10 AM

1 PM ~ 2 PM

4 PM ~ 5 PM

8 PM ~ 9 PM

Come back in any of those hours and check the board to enter the tournament.

Possible Navis you can fight are Roll, Numberman, Aquaman, Gutsman, Fireman, Heel NAVI and Normal NAVI. You will be healed after every battle, so don't worry about taking damage.

#### Aquaman

- HP: 500.

- Attacks:

-> He summons two faucets that shoot water constantly.

-> He attacks just like a Bubble Shot chip.

- Tactics: He isn't tough, but the faucets may annoy you. Just try not to use charged attacks when he steps to the front since he is about to use a BubbleShot.

#### Heel Navi

- HP: 400.

- Attacks:

-> He can use the CannonBall chip. Basically, it cracks the panel it hits.

-> Area Steal chip...

-> Long Sword chip...

-> He can summon various types of Virii.

- Tactics: He is easy, really. Though when low on HP he starts to send his horde of virii after you, at which point he can get tedious since he remains there in the back cheering the virii... -\_-

#### Numberman

- HP: 500.

- Attacks:

-> He creates balls with numbers, which act like HP. He creates one per row and if you don't destroy them, you might get hurt.

-> He throws a geometric ruler and spins at you.

-> He throws a dice bomb. Affects a 3x3 area and does damage equal 10 times the number shown.

- Tactics: I hope you have your buster equipped, otherwise this can get on your nerves due to those balls. Either that, or a shield. Otherwise, try to go trigger happy with him to finish him quickly.

#### Gutsman

- HP: 600

- Attacks:

-> He sends a shockwave in a straight line.

-> He slams the floor, cracking some panels and dropping some debris on you.

-> He moves to the front and tries to slam you with his fist.

- Tactics: This guy is easy. His attacks can be easily avoided, even with the AI control. Though you might have problems if he cracks all your panels,

but he shouldn't be too much of a threat.

Roll

- HP: 500.
- Attacks:
  - > Like her chip call, she uses her antennae-whatever to take a few slashes at you.
  - > She can also summon Metaurs...
- Tactics: She often twirls around as she moves from a space, and doing so will simply render your attack useless, provided of course you attacked her at the time... She isn't really hard.

You get a Silver Ticket by winning. This can be used to open that gate at the top of Internet 4, but just once. If you log out, you have to win the tournament again. You can however get an S License (more below) to be able to open the gate at your heart's content.

You also get a Battle Chip Roulette!

I've seen the next chips in this roulette: Air Shot, Heavy Gauge, Circle Gun 3, Roll Arrow 3, Air Hockey 1, Thunder Ball 1, Quick Gauge, Green Wood 1, Element Ice, Lightning 3, Sword, Shirahatori (Sword Cancel), Big Hammer 1, Elec Shock, Meteo Rain 3, Heat Shot, Attack +10, MetalMan 2, Element Life, Deathmatch 3, Big Hammer 2, Bound Note 2, Invisible, Snake, Holy Panel, Panel Shot 1, Side Bamboo 3, Boys Bomb 1, Noise Storm, Discord, Barrier 100, Aqua Up 2, HayabusaGiri 1, Element Sand, Guts Punch 3, Circle Gun 2, Boys Bomb 2, Uddipauta, Blind, Hayabusa Giri 3, Panel Restore, Gun del Sol 2, Copy Damage, Silence, Counter 1, Heat Breath, Super Northern Wind, Mayoismori, Air Hockey 3, Ouenka, and assloads more... >.<

For now, head to Internet 4.

-[Internet 4]-[In pursue of a Darkloid]-

Head up the stairs here and check the gate to open it. The gate will close when you log out, so you will have to go through the tournament again. Check the Extras section on how to get the S License.

-[Internet 5]-[And...]-

Head right. You see the path with the stairs going up? Take the path to the left of it. You should it turns to the left, but don't go left. The Darkloid we are looking for is in this corner.

Sparkman

- HP: 600.
- Attacks:
  - > He sends a mine that explodes in an X of electricity.
  - > He sends a wave of electricity that travels all the panels.
  - > He creates a shadow of you, which tries to slash you.
- Tactics: Just go at him. His attacks are quite to easy to evade most of time. He shouldn't give you a hard time.

Plug out. Read your mail for the next assingment. Then head to Internet 5.

-[Internet 5]-[Path to Internet 6 and 7]-[044]-

Now we need to head to Internet 7. Either get another Silver Ticket or get the S License. Either way, go back to the Internet 5.

Take the purple path you should see a little up and to your left. Follow it

all the way back and you should hit Internet 6.

-[Internet 6]-[Halfway there]-

The general course is again, the purple path. Though you might want to check all those branches for datas or the like. At the end of the purple path lies a '?' door, head left from there. (You can open this door after you've won the Gold Tournament for the G License)

You should find yourself in a purple path again. Follow it and at the end you will see Metalman. You'll have to play his mini-game.

Basically, there are statues showing up as you advance (and you can't stop advancing). You can move up and down, and use B to make a single shot. Hold down B to charge up, as denoted by the bar above. 1 charge will make Metalman slam his fist affecting only the front cell, two charges affect the whole row and three charges are for everything around Metalman.

I suggest you take all Navis with a charged 1. Unless there are several around. At the end, you should find a big statue. Try to shoot at it like crazy first then charge up a single fist quickly. If you fail to destroy this statue, it's all over, regardless of how many lives you have.

He will leave and you can enter Internet 7.

-[Internet 7]-[Third Darkloid]-

Follow the purple path at first and head south-west as most as you can. Eventually, as you keep heading south, you will see a red path, take it, still going as much south-west as you can.

You should be below a platform with a Purple Mystery Data. In the south-eastern corner of this corner/spot is Videoman, the next Darkloid.

I STRONGLY suggest you equip your normal buster for this.

Videoman

- HP: 700.

- Attacks:

-> He creates a shadow of you, which takes a slash at you coincidentally.

-> He can 'fast-forward', enabling him to move faster.

-> He can 'rewind', making his HP recover. >.<

- Tactics: You see those two tapes? You can break them with any hit, and you need to break them in order to be able to hit Videoman, otherwise they might block your attacks. This is why I told you to equip your normal buster, to get rid of them easily, and they come back with time.

This guy might give you some trouble, granted...

You are free to plug out once this guy is down. Now we have to go to Internet 9... Joy... Anyway, head to Internet 7.

-[Internet 7]-[Towards Internet 9]-[045]-

Start by taking the purple path, as if you were going to find Videoman, but instead of taking the red path, keep following the purple one as you head up and right.

-[Internet 8]-[Another Minigame.../Gold Tournament]-[451]-

Follow the path you have, the only one and you will reach a flight of stairs eventually. Keep heading south and you should spot Windman.

This one is odd... Basically, Windman has to help a program reach 'x' area. To do so, he will put the program on top of a tornado. Each time Windman flashes a green color, press B ONCE. Don't go crazy pressing B or it won't work. The tornado will grow bigger, and eventually flash a red color. When it flashes red, hit A to send the program away.

Provided you did correctly, the program will land safely and you can move on. Though this only gets us to the area for the Gold 'Everyday' Tournament. There's a chip trader x3 on the left here!

Oh yeah, you should be able to find a golden data in the middle of this platform. This either appears only once, and as such, only one NAVI can get it, or I don't know...

Anyway, same as with the Silver 'Everyday' Tournament, come in the said times and fight. Here you can expect to fight: Metalman, Elecman, Plantman, Windman, Iceman, Heel Navi and Normal Navi.

#### Elecman

- HP: 800.
- > V2: 1100.
- Attacks:
  - > He sends out an electricity ball that crawls through the board. Can paralyze you.
  - > Those two things on the edges will send a surge of electricity. They don't move though.
  - > He dashes with an ElecBlade.
- Tactics: He isn't really tough. Though your NAVI might go nuts and dash directly into an electric surge. If you have a shield equipped, you better use to avoid sudden moves that might mess you up.

#### Iceman

- HP: 700.
- > V2: 1000.
- Attacks:
  - > He creates a line of ice cubes. He can then throw each in a straight line if he wants to.
  - > He throws a mini-bomb that explodes in a row of ice spikes.
  - > He creates a mini-snowman that can explode in a 3x3 area.
- Tactics: If you are playing as Junkman, you will certainly enjoy this battle, as you can play with his mind using Poltergeist. Not to mention creating an easy win. Otherwise, you can hit him back using an Air Shot on an ice cube. Besides that, he is easy.

#### Metalman

- HP: 800.
- Attacks:
  - > He shoots a couple of missiles at you.
  - > He takes a swing at you with his fist.
  - > He sends one of his gears-blades around the edge of the board.
- Tactics: Well, you see those two gears? They are spinning around the middle line, and they can hit you and disappear for a while... Only to reappear later... He can be tricky to fight, especially because of the gears in the middle, but he ain't so tough.

#### Plantman

- HP: 900.
- Attacks:
  - > He sends a couple of thorns in a straight line.

- > Creates a vine below you. Might paralyze you somewhat.
- > He can also create a flower on your side of the board that spews out poison. Just target it and bust it off.
- Tactics: Ok, this guy moves a hell lot! You might find yourself missing quite a lot here. And his attacks are fast to boot. Yes, he is a pain in the ass, but other than that, you have no choice but to try and get him.

#### Windman

- HP: 700.
- > V2: 1000.
- Attacks:
  - > He either pushes you back constantly, or reels you in with his air...
  - > He sends a flock of birds at you.
  - > He lets out two strange mines which pseudo-home on you.
  - > He creates mini-tornadoes that move around randomly.
- Tactics: I strongly suggest you set your distance to 5 to avoid the flock of birds. And when he is reeling you in and drops the mines, you might want to set it close to him.

So, what do we get? Yes, a Golden Ticket, which yes, only lasts once as well... Head over to the Extras section to get the Golden License. Anyway, another chip roulette: Metal Gear 3, Full Custom, Laserman, Long Sword, Bad Medicine, Holy Panel, Boys Bomb 3, Steal Zeri, Bag Chooser, Dark Hole, Green Wood 3, Blues, Wide Blade, Deathmath 2, Gun del Sol 2, Thunderman, Woodman, Element Fire, Gun del Sol 3, Steal Punish, Daikouzui, Moko Rush 3, Topman, Guts Punch 3, Metal Gear 2, Windman, Element Sand, Attack +30, Recovery 200, Sparkman, MagBolt 3, Hiraishin, BubbleSide, Roll, Green Wood 3, Ojizousan, Bug Bomb, Heavy Gauge, Kentoman, Side Bamboo 3, Hayabusa Giri 3, Dark Rain, Searchman 3, and assloads more...

So, where's the gate you ask? We need to backtrack all the way back to Internet 5 for that... If you didn't rad above, I suggest you get the Golden License since we are in Internet 8 already...

But when you are ready, head back to Internet 5.

-[Internet 5]-[Path to Internet 9]-

Remember the flight of stairs near the beginning of the area? Take them up and follow them all the way back. Eventually you'll hit the upper level of Internet 7.

-[Internet 7]-[Short Bridge]-

Just go ahead and open the gate.

-[Internet 9]-[Finally]-

So, like the layout? Anyway, there's a BugFrag Dealer on the right. Just head straight right.

- Bug Bomb                    20 BugFrag
- Bad Medicine                25 BugFrag
- Noise Storm                 32 BugFrag
- Bug Chain                    44 BugFrag
- Chaos Orb Bag..?          70 BugFrag
- Bug Charge                  80 BugFrag
- Black Barrier               100 BugFrag

Anyway, go back to the start and head left. Go as much as north and west as you can. You will see a door with a '?' on it. Keep heading north-west until

you reach the corner of one of those square-shaped-thingies-with-a-hole-in-the-middle paths. You will face Burnerman here.

Burnerman

- HP: 800.
- Attacks:
  - > He makes a flame 3 squares long.
  - > He lights up a flame and sweeps across in a straight line.
- Tactics: He is a pain in the ass, granted. Well, not so much, but he can annoy you with those two burners moving around. You will probably take damage here, or you are quite good. If your NAVI has a shield, you'll do well to have it on. But anyway, besides avoiding those two burners there... Eh, that's all... Just avoid them and go for him.

Plug out and read your next assignment. Now it's off to Internet 10.  
Head to Internet 9 when you are ready to go.

-[Internet 9]-[5th Darkloid]-[046]-

Once you are here, just head up and left, as if you were going for Burnerman again, but once you reach the place you fought him at, start heading right and still up. You should find the exit.

-[Internet 10]-[Wee, panel fun...]-

This place is just full of those one-way panels...

First of all, make your way through the panels. There is no real way to get lost, as you take one direction, and go in a panel, then go backwards, and take another panel... Until you reach the center with the checkered path and what seems like a classroom of sorts.

From there, take any path, as both lead to the same place, but we want to head north-west. You should see Searchman blocking an exit, ignore him for now. But to his left, there should be a platform with a warp. Go behind the warp...

Kendoman

- HP: 900.
- Attacks:
  - > He dashes in a straight line. And no, you can't shield the attack...
  - > He makes two clones and starts to swing at you like crazy from every direction. Don't do anything, and you should evade them.
- Tactics: Just try not to attack like crazy, otherwise he'll kick your tail. Best times to actually attack are after any of his moves, and his attack where he dashes in a straight line is quite easy to counter.

That's it for now. Plug out. Now we have to go to Internet 12. For this, we have to head back to Internet 10.

-[Internet 10]-[Still not tired of so much traveling?]-[047]-

Go to where Searchman was, and talk to him. Mini-game time!

Eh, no wait... He wants us to go to Internet 2 first... So, you heard the guy. And no, you can't plug out and plug in back to Internet 2, you have to WALK.

Once you there, he'll explain things. Basically, you are going to move the aim, finding Mettaurs, and shooting them with A. That's about it, normal Mettaurs will sometimes hide. Just move the aim away and quickly move it and shot as they pop up. The red ones will try to run.

Oh look, at least they had the good will to leave us back in Internet 10...  
Head up to reach one side of Internet 12.

-[Internet 12]-[And...]-

Go to the other side of the panels and up the stairs, down the other side.  
Do not take any of the panels, just head down the other side. Keep heading  
right and you should see a warp. Go behind it for...

Coldman

- HP: 1000.
- Attacks:
  - > Like Iceman, he creates icecubes and flings them to you.
  - > He creates puff of smoke that will try to fly to an end of your board.  
They can be tricky to evade sometimes, but just make sure you move.
  - > He can jump and slam on a panel, cracking it.
- Tactics: Ok, this guy, combined with those puffs, cracking panels and  
blocking some others with those cubes can be one pain... Especially since  
his jumping attack renders him invincible...

Feel free to plug out. Get your next mail, oh finally, no more Darklroids it  
seems. Now the 'Official Center' is in trouble... So yeah, to Internet 9.

-[Internet 9]-[Almost...]-[048]-

Go slightly north and talk to the brown NAVI you should see. He's an 'official  
NAVI', whatever the heck that is... Answer yes to his question (Left answer)  
twice.

He'll explain about the situation, sort of. Suffice to say, we need to head  
into the Ura Internet (Undernet if you wish), where the Official Tournament  
is. The thing is, there's a twin lock in Internet 12, which is the connecting  
area to the UraNet. We need both a Plus Key, and a Minus Key.

He says that the Keys is in hold by some Black NAVIs, and they can be in  
Internet 10, 11 and 12...

So, head to Internet 10, and into 12.

-[Internet 12]-[Just a quick detour...]-[481]

Go as if you where going for Coldman again, but keep heading south instead and  
you should find an exit back to Internet 11.

-[Internet 11]-[Path to First Key]-

See that Heel Navi? Yes, we are fighting it, so get it. Go down and you should  
see another. Dispose of it as well. Yes, there's another one further below...  
Ok, that was the last one, well, of the crappy ones. Here comes one of the  
'black' ones we were talking about.

This is just 2 NAVIs of 500, and the black one with 700, should be easy enough.  
But no, this guy doesn't have it... Instead he sends us with his younger  
brother it seems. Whatever the case is, head back to Internet 9, and  
take the far right exit.

-[Internet 11]-[Still on the key busines...]-

From here, you must head slightly up and left, until you see a panel heading  
up into the blue path. Then head straight left. Eventually you'll see the



floor turn into the yellow/blue checkered one again. Take it and head up to find Iceman.

Another mini-game... On your screen there are 4x3 blocks of ice, some might be bombs though, and some ice might contain Mettaurs. You have 3 chips given to you at random, but not necessarily from your folder. Each chip has a different attack pattern, and when you choose one, the pattern appears and you must select where to use it.

The point of this game is to eliminate 10 Mettaurs, and for each attack a Mettaur is not eliminated, it will break free. The 2nd time it will actually break free, and from there on, it will attack you. If you get attacked 3 times, it's over.

Once you are done, continue into Internet 12.

Side note: There is a warp in the lower right section of this area, that leads to another 'Everyday' tournament. It's not really required to go with the game, but you can find some nice chips from winning.

You can fight: Normal Navi, Heel Navi, Searchman, Knightman, Woodman, Thunderman, Napalmman...

Refer to the NAVI Fights section for their info, as for the chips...

Cannon Mode, Numberman, Blues DS, Kendoman, Topman DS, Searchman, Aquaman SP, Coldman SP, Sword Mode, Videoman, Burnerman SP, Blues SP, Gutsman DS,

-[Internet 12]-[I'm running low on ideas to what to put here...]-

Ok, head up the stairs and go far left, avoiding the panels. At the end you should see a set of stairs heading down, they lead to a path to place of Internet 10 we can't normally reach.

-[Internet 10]-[Still on it...]-

Avoid the panels and follow the only path, in which you should see a black NAVI. Talk to it and...

-> Battle 1: 2 Mettaur EX, Biri EX.

-> Battle 2: Vezusu, Rounder EX.

-> Battle 3: Giant EX, 2 Bomb Boys EX.

-> Battle 4: 2 Marumoko EX.

-> Battle 5: Borukerugia EX, Plumero EX, Heel Navi.

And you get the Minus Key. So head back to the Official in Internet 9.

He will give you the Plus Key!

So, head to Internet 12, through the path of Internet 11.

-[Internet 12]-[Lock one...]-

You should have noticed a warp pad while walking around right? Take the panels going right and go inside the warp to head to the lower floor, then head up and left until you are right next to the red-lock of the twin lock.

Check it and you will deactivate it. Now, head to the other part of Internet 12, the one that is accessed if you come from Internet 10.

Head up the stairs and take the panels going left, so you can go down this other set of stairs and start heading up until you reach the other part of the lock, check it to completely disarm the lock.

There's a desk here. And yes, it's the same crap... Weekdays at 12 PM or 6 PM. Talk to the NAVI behind the desk and he should tell you to head to the Ura Internet 4 and get rid of some stuff there, and open the gate there.

Before we actually proceed, GET THE TWO LICENSES! Otherwise you won't be able to progress any further inside.

-[UraNet 1]-[Not so spooky nowadays]-

You can find one of those Golden Datas on the left side of this area. From there, take the warp that should be nearby and follow the only path. At the intersection, head up (There's a PMD to the right), and into UraNet 2.

-[UraNet 2]-[Having Fun?]-

Right away, you should hit a platform with 3 panels, all going to the outside. The left will take you to possibly a BMD, but we need to take the right or bottom one. In the end, just head south-east to hit a platform with a flight of stairs going down. But don't take them, instead take the south path and reach the gate at the end. You need to have the S License to get through. Not a Silver Ticket, THE S License...

-[UraNet 3]-[Pathway to Oblivion]-

Don't mind the name... Just thought it sounded cool. ^^

At the very first intersection, head up if you can douse flames. Either way, if you head straight ahead and into the warp, you'll end up inside a Pipe Organ. It was Friday when I found this, not sure if it happens for every day, but on the left side of this place, there's another tournament. Not official or anything, just for chips.

You can face every single NAVI from the ones you can choose here, in V3! For chip rewards, I've seen: Shademan DS, Hougan Mode, Windman SP, Forte, Aquaman SP, Shademan SP, Kendoman SP, Black Weapon, NeoVariable, Fireman DS, Roll DS, Marking, Gutsman DS, Signal Red, Woodman DS, more...

Anyway, back to the intersection at UraNet 3... Head south and take the warp to the lower floor. Follow the only path until you reach a platform, keep heading right and down the stairs you see. Then head straight to the left, all the way until you hit the end (Go up if you are Metalman to smash a boulder for a BMD), and go up. At the end, round-around the corner and go up into the UraNet 4.

-[UraNet 4]-[Finally...]-

Head up the steps and immediately go down the other set. In this giant cross-road, you should be able to find a BMD taking the left path past the platform. Anyway, the correct path is up the steps to the north, then take the yellow steps going up as well. In this platform, take the panel heading right.

Head down the steps, but whatever you do, do NOT take the panel.

Now, head down the steps here and if you go all the way right and up the steps there, you can find Shademan's coffin! o.O

Shademan

- HP: 1000

- Attacks:

-> He goes into your area and does a T-shaped ultrasonic wave.

-> Releases two mini-bats that pseudo-home on you.

-> Creates a hand on the back row of your area which tries to swipe at you.

- Tactics: This is sickeningly easy if you ask me. His attacks were easy to

avoid, and he ate lead with the Forte chip I won in the previous tournament. ^^ -- Anyway, no, no cheesy stuff like in RMEXE 4, you can pummel him right off the bat...

Anyway, once he is down, we need to head back to Internet 12 to get clearance into the official tournament, so, head back. The Weekday/6PM-12PM crap doesn't apply this time, he is simply there. Answer yes when asked and you are in! Plug out, check your mail. Then wait for a weekend and enter the Tournament from the option in your menu.

-[Official Tournament]-[482]-

I've seen Kendoman, Woodman, Knightman, Coldman, Searchman, Thunderman, Napalmmman, Blues... Due to the randomness of this place, simply refer to the NAVI Fights section. You can get Chips here too!

And it's over. You get a shot of your NAVI as it stands inside what I think is the stadium. You get a trophy, and it's time for another roulette! Windman SP, Windman DS, Full Custom, Double Point, Marking, Gun del Sol EX, Shademan DS, Dream Aura, Roll, Fire+40, Fireman, Roll DS, Fireman DS, Searchman, Sword Mode, Dark Rain...

But, there are still some more things to do... Read your mail and go back to Internet 12, to the NAVI who got you in the tournament.

-[Internet 12]-[Aftermath...]-[049]-

Go to the NAVI behind the desk and pay him 1000 Zeny. Now we are into yet another tournament... Towards UraNet 4!

-[UraNet 4]-[Aftermath...]-

Go to where Shademan's coffin was, but go down the ramp you should see there. You should see a panel heading back to where you came from, ignore it and keep going down. You will see a door right away, inspect it and you will be able to clear it now. Step into the warp.

-[Ventilation System 3]-[Still in the Aftermath...]-

Start heading up. Eventually you'll see a NAVI strewn in the floor. Feel free to ignore it and head into the warp.

-[Ventilation System 2]-[Yes, still there...]-

Start heading down. It's basically the same layout as the previous area. You'll find Napalmmman blocking your path. Talk to him. Now we gotta head to Internet 1. And no, you can't plug out either... Starting to hate Capcom yet? \*Smirk\*

-[Internet 1]-[Napalmmman's game...]-

Same stuff as with Searchman, but there are 40 Viruses now! The thing is, Napalmmman attack in area, instead of a single shot. Warning, there are NAVIs walking around. Hitting them will decrease your time. You will be returned to where you first saw him, thankfully.

-[Ventilation System 2]-[Aftermath...]-

He leaves, so go on to...

-[Ventilation System 1]-[And...]-

Go on, follow the same path as usual and you'll reach...

-[Ura Net 1]-[o.O]-

So, what do we get? Well, if you are Elecman, you can open a door, if you are Woodman, you can get some HP... Lesson of the day: Never trust the guy who writes this. ^^

Erm, no, really... Head back to the Ura Net 4 by whatever means.

-[Ura Net 4]-[Ok, this is really the aftermath...]-

Go back to where the portal to the Ventilation System was, but instead keep going down. Eventually you'll hit the Ura Net 3. This is a path to another area of Ura Net 1. You can't really get lost, so head there.

-[Ura Net 1]-[There]-

Head right, and you should be able to head up. You should see a purple barrier with a face on it. Inspect it and you should be able to clear it, go on.

-[Chaos Area 1]-[And here...]-[040]-

As you head up, you face a G License gate, so I hope you have that Golden License ready...

Head up, towards where Metalman is. Time for his minigame again. Except this time is slightly harder. You can get a Recovery 200 from this PMD if you want.

Head left and down the ramp, then move right and down this other ramp as well. Here you should see Numberman. Now you have to do 15 problems, but equally as easy. You can get a Black Weapon from this PMD.

Anyway, start going left, using the only path until you head down twice. Follow the only way, and at the T-junction, head down for more Searchman action. Well, you'll have to head to Internet 7 for this...

Anyway, head up, SAVE and go to the platform...

Laserman

- HP: 1500

- Attacks:

-> He makes a + shaped laser aimed at you.

-> He fires a laser at the ceiling and loads of rocks come down.

-> He creates a strange hole in one of his panels that heals him over time.

- Tactics: Well, I don't know you, but I had my sweet Dream Aura right since the beginning. ^^ -- Anyway, his attacks aren't really hard to evade, even with the AI. You shouldn't really have much trouble after dealing with some other NAVIs before...

Keep going on and reach...

-[Chaos Area 2]-[...?]-

This door asks for 100 Standard Chips. Head through and go up the ramps. Then down the one on the other side. Wee, more Windman fun~ You can get a Poison Anubis from this PMD. Now, head right and up the ramp. Head up this other

ramp as well and you should find Napalmmann, who wants you to go the Ura Net 2.

If you want to, there are 55 now. Anyway, back in Ura Net 2, go left, and if you head up into the platform, you can find a BugFrag Trader. Keep heading left and you will find Iceman. You can get a Dream Aura from this PMD!

Well, go left and down the ramp. Then start heading up the other set of ramps. SAVE when you get to the platform...

Forte

- HP: 2000.
- Attacks:
  - > He shoots several random shots at your panels.
  - > He sends a disc of darkness at you.
  - > He makes a quick swipe at you.
  - > He bursts out the last 2 rows of your area, cracking the panels.
- Tactics: I'm not sure how much damage this guy deals, seeing how my Starman barely has 160 and he got killed in one hit from the darkness disc... Yeah, he was a b\*tch to take down... Thank God for that Attack+30 and Forte chip combo... Anyway, yes, this guy is hard, no doubt about that. You can shield anything except for that burst of energy that takes down the left-most 2 rows. If you can avoid that, you are good.

So... Plug out. If you didn't plug out earlier, you should get another Entry mail. Though only in weekends I think... Anyway, this is basically that you can now fight V2s in the Official Tournament.

And that's it. The only thing you have left to do, is open up everything in the Net, and possibly use every NAVI, you know, stuff like that...

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[005]-----05. Extras-----  
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Silver License:

This nifty item will let you bypass that Silver Gate as many times as you want, of course, only for that NAVI... So, how do you get this little item? Easy.

- > Go to Internet 3. Remember the NAVI that sold us the Exam Ticket? Go one place south and you should see a program in front of a desk.
- > Go in a weekday, at either 6 AM or 12 PM, and speak to the NAVI behind the desk. Pay him 500 Zeny to enter the registration process.
- > Log out and check the Entry Mail, the second inbox.
- > Wait until the weekend, either Saturday or Sunday, both are good. You should receive another mail. Read it and then select the Tournament option in the main screen. Your NAVI will ask if you are ready to plug in and enter the tournament. Select the first choice and you are there.
- > Win the Tournament. In this particular tournament you will face any of the next: Topman, Sparkman, Fireman, Aquaman, Roll, Numberman, Starman, Gutsman...  
Notice that you get ranked here, so you can win Navi Chips.
- > Congrats! Enjoy your Silver License.

Golden License:

This, like the Silver one, will let you bypass the Golden Gate as many times as you want, but again, only for said NAVI. Take note however that you must have cleared the Silver License Tournament already with that NAVI. Thanks to Valtz for this last piece of info.

- > Go to Internet 8. You see the stairs? Go up them and to the right. No, no specific times for now. Just talk to the NAVI and accept to enter the process of qualification.
- > We need to find 3 NAVIs in this area and pass their tests. Head down this

- particular set of stairs and take the left set going down one floor, and start heading left and up all the way. If you find a panel heading right, you are ahead; backtrack a little to a platform with three NAVIs.
- > Talk to the green NAVI. You will fight two Vezaasu and a Giant EX. You need to clear this battle under 30 seconds to pass, if not, you have to repeat the fight. You get the Success Data A.
  - > Talk to the purple NAVI. You need to win the fight against 2 Borukerugias EX and a Beri EX with a Busting Level of 8 or higher. Try to finish with a counter hit, as it will raise your rank through the roof. You get the Success Data B.
  - > Finally, the girl NAVI. You fight 3 Garu EX and you have to get their chip this time. Again, counter-finisher. Otherwise, you are pretty much stuck unless you get some high-end chip in your arsenal at the beginning. And even so, you gotta hurry and take no damage. You get the Success Data C.
  - > Go back to the NAVI behind the desk. And now he wants 20 BugFragS! "OMGZ!" -- Erm, right... Hope you are good at counter-finishers... Anyway, when you have them, give them to him. And you are clear!
  - > Plug out and check your mail, then wait for the weekend to enter.
  - > Win the tournament. You can fight: Burnerman, Iceman, Plantman, Metalman, Windman, Videoman, Elecman... Remember the rank and you can win chips...
  - > Enjoy your Golden License.

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-----06. Chip List-----

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[061]-----06.01. Standard Chip Library-----

- 001. Cannon (Kyanon)  
Rarity: \* / Damage: 40  
Element: None  
Basic Description: Sends a blast in a straight line, hitting the first target.  
Area of Effect: Straight line ahead of your NAVI.
- 002. Hi-Cannon (HaiKyanon)  
Rarity: \*\* / Damage: 80  
Element: None  
Basic Description: Sends a blast in a straight line, hitting the first target.  
Area of Effect: Straight line ahead of your NAVI.
- 003. Mega-Cannon (MegaKyanon)  
Rarity: \*\*\* / Damage: 120  
Element: None.  
Basic Description: Sends a blast in a straight line, hitting the first target.  
Area of Effect: Straight line ahead of your NAVI.
- 004. Air Shot (EaShuuto)  
Rarity: \*\* / Damage: 20  
Element: Wind.  
Basic Description: Quick burst of air that pushed the target one square back.  
Area of Effect: Straight line ahead of your NAVI.
- 005. Vulcan 1 (Barukan 1)  
Rarity: \* / Damage: 10  
Element: None.  
Basic Description: Three burts of fire affecting the target and square behind.  
Area of Effect: Target in a straight line ahead and square behind.
- 006. Vulcan 2 (Barukan 2)  
Rarity: \*\* / Damage: 10

Element: None.

Basic Description: Five burts of fire affecting the target and square behind.

Area of Effect: Target in a straight line ahead and square behind.

007. Vulcan 3 (Barukan 3)

Rarity: \*\*\* / Damage: 10

Element: None.

Basic Description: Seven burts of fire affecting the target and square behind.

Area of Effect: Target in a straight line ahead and square behind.

008. Spread Gun (Suoureddo Gan)

Rarity: \*\* / Damage: 30

Element: None.

Basic Description: Explosive 3x3 burts originating from the target.

Area of Effect: Target of contact and all surrounding panels.

009. Heat Shot (HiitoShotto)

Rarity: \* / Damage: 40

Element: Heat.

Basic Description: Heat burst sent in a straight line, affecting 2x1.

Area of Effect: First enemy on contact, and panel behind.

010. Heat V (HiitoBi)

Rarity: \*\* / Damage: 70

Element: Heat.

Basic Description: Heat burst sent in a straight line, affecting in a < way.

Area of Effect: First enemy on contact, and squares above and below one space behind contact.

011. Heat Side (HiitoSaido)

Rarity: \*\*\* / Damage: 100

Element: Heat.

Basic Description: Heat burst sent in a straight line, affecting 1x3.

Area of Effect: First enemy on contact, plus squares above and below.

012. Bubble Shot (BaburuShotto)

Rarity: \* / Damage: 50

Element: Aqua.

Basic Description: Aqua burst sent in a straight line, affecting 2x1.

Area of Effect: First enemy on contact, and panel behind.

013. Bubble V (BaburuBi)

Rarity: \*\* / Damage: 80

Element: Aqua

Basic Description: Aqua burst sent in a straight line, affecting in a < way.

Area of Effect: First enemy on contact, and squares above and below one space behind contact.

014. Bubble Side (BaburuSaido)

Rarity: \*\*\* / Damage: 110

Element: Aqua.

Basic Description: Aqua burst sent in a straight line, affecting 1x3.

Area of Effect: First enemy on contact, plus squares above and below.

015. Thunder Ball 1 (SandaaBooru 1)

Rarity: \* / Damage: 40

Element: Elec.

Basic Description: Creates a spark that homes on an enemy. Paralyzes.

Area of Effect: Will home on the enemy targeted, but that won't necessarily be the one affected.

016. Thunder Ball 2 (SandaaBooru 2)

Rarity: \*\* / Damage: 60

Element: Elec.

Basic Description: Creates a spark that homes on an enemy. Paralyzes.

Area of Effect: Will home on the enemy targeted, but that won't necessarily be the one affected.

017. Thunder Ball 3 (SandaaBooru 3)

Rarity: \*\*\* / Damage: 80

Element: Elec.

Basic Description: Creates a spark that homes on an enemy. Paralyzes.

Area of Effect: Will home on the enemy targeted, but that won't necessarily be the one affected.

018. Wide Shot 1 (WaidoShotto 1)

Rarity: \* / Damage: 60

Element: Aqua.

Basic Description: Sends a wave of water in a straight line.

Area of Effect: A 1x3 area, indicated by the first enemy on contact.

019. Wide Shot 2 (WaidoShotto 2)

Rarity: \*\* / Damage: 80

Element: Aqua.

Basic Description: Sends a wave of water in a straight line.

Area of Effect: A 1x3 area, indicated by the first enemy on contact.

020. Wide Shot 3 (WaidoShotto 3)

Rarity: \*\*\* / Damage: 100

Element: Aqua.

Basic Description: Sends a wave of water in a straight line.

Area of Effect: A 1x3 area, indicated by the first enemy on contact.

021. Flame Line 1 (FureimuRain 1)

Rarity: \* / Damage: 70

Element: Heat.

Basic Description: Creates a mini-barrier of fire.

Area of Effect: A 1x3 area 2 squares ahead.

022. Flame Line 2 (FureimuRain 2)

Rarity: \*\* / Damage: 120

Element: Heat.

Basic Description: Creates a mini-barrier of fire.

Area of Effect: A 1x3 area 2 squares ahead.

023. Flame Line 3 (FureimuRain 3)

Rarity: \*\*\* / Damage: 170

Element: Heat.

Basic Description: Creates a mini-barrier of fire.

Area of Effect: A 1x3 area 2 squares ahead.

024. Gun del Sol 1 (GanDeruSoru 1)

Rarity: \*\* / Damage: ???

Element: None.

Basic Description: Creates a mini-wave of light that deals constant damage.

Area of Effect: A 1x3 area 2 squares ahead.

025. Gun del Sol 2 (GanDeruSoru 2)

Rarity: \*\*\* / Damage: ???

Element: None.



Basic Description: Creates a mini-wave of light that deals constant damage.  
Area of Effect: A 1x3 area 2 squares ahead.

026. Gun del Sol 3 (GanDeruSoru 3)

Rarity: \*\*\* / Damage: ???

Element: None.

Basic Description: Creates a mini-wave of light that deals constant damage.  
Area of Effect: A 1x3 area 2 squares ahead.

027. Blizzard (Burizaado)

Rarity: \*\* / Damage: 100

Element: Aqua.

Basic Description: T-Shaped area of damage. Turns panels into ice.  
Area of Effect: T-Shaped in a sideways formation to the front.

028. Heat Breath (HiitoBuresu)

Rarity: \*\* / Damage: 90

Element: Heat.

Basic Description: T-Shaped area of damage. Turns panels into magma.  
Area of Effect: T-Shaped in a sideways formation to the front.

029. Elec Shock (ErekiShokku)

Rarity: \*\*\* / Damage: 80

Element: Elec.

Basic Description: T-Shaped area of damage. Resets panels... Sorry, wrote this  
off memory...  
Area of Effect: T-Shaped in a sideways formation to the front.

030. Woody Powder (UddiPaudaa)

Rarity: \*\*\* / Damage: 100

Element: Wood.

Basic Description: T-Shaped area of damage. Turns panels into grass.  
Area of Effect: T-Shaped in a sideways formation to the front.

031. Sand Ring (SandoRingu)

Rarity: \*\* / Damage: None.

Element: None.

Basic Description: Turns a panel into sand.  
Area of Effect: Panel ahead of you.

032. Twin Fang 1 (TsuinFangu 1)

Rarity: \* / Damage: 70

Element: None.

Basic Description: Two fangs shot in a line.  
Area of Effect: Two fangs shot in a straight line, one in the line above you,  
and the other in the line below. (Thanks to kenshin007)

033. Twin Fang 2 (TsuinFangu 2)

Rarity: \*\* / Damage: 100

Element: None.

Basic Description: Two fangs shot in a line.  
Area of Effect: Two fangs shot in a straight line, one in the line above you,  
and the other in the line below. (Thanks to kenshin007)

034. Twin Fang 3 (TsuinFangu 3)

Rarity: \*\*\* / Damage: 130

Element: None.

Basic Description: Two fangs shot in a line.  
Area of Effect: Two fangs shot in a straight line, one in the line above you,  
and the other in the line below. (Thanks to kenshin007)

035. Element Flare (ErementoFurea)

Rarity: \*\*\* / Damage: 100

Element: Heat.

Basic Description: Volley of fire in a straight line.

Area of Effect: 3 squares ahead of your NAVI.

036. Element Ice (ErementoAisu)

Rarity: \*\*\* / Damage: 100

Element: Aqua.

Basic Description: Volley of water in a straight line.

Area of Effect: 3 squares ahead of your NAVI.

037. Element Leaf (ErementoRiifu)

Rarity: \*\*\* / Damage: 80

Element: Wood.

Basic Description: Volley of leaves in a straight line.

Area of Effect: 3 squares ahead of your NAVI.

038. Element Sand (ErementoSando)

Rarity: \*\*\* / Damage: 120

Element: None.

Basic Description: Volley of sand in a straight line.

Area of Effect: 3 squares ahead of your NAVI.

039. MagBolt 1 (MaguBoruto 1)

Rarity: \* / Damage: 90

Element: Elec.

Basic Description: Creates a magnetic bolt to attract an enemy.

Area of Effect: First enemy in a straight line.

040. MagBolt 2 (MaguBoruto 2)

Rarity: \*\* / Damage: 110

Element: Elec.

Basic Description: Creates a magnetic bolt to attract an enemy.

Area of Effect: First enemy in a straight line.

041. MagBolt 3 (MaguBoruto 3)

Rarity: \*\*\* / Damage: 130

Element: Elec.

Basic Description: Creates a magnetic bolt to attract an enemy.

Area of Effect: First enemy in a straight line.

042. Tornado (Toruneedo)

Rarity: \*\*\* / Damage: 20

Element: Wind.

Basic Description: Mini-Tornado that hits multiple times.

Area of Effect: Panel 2 squares ahead of your NAVI.

043. Noise Storm (NoizuSutoomu)

Rarity: \*\*\* / Damage: 20

Element: None.

Basic Description: ...?

Area of Effect: Panel 2 squares ahead of your NAVI.

044. MiniBomb (MiniBomu)

Rarity: \* / Damage: 50

Element: None.

Basic Description: Throws a bomb ahead.

Area of Effect: Panel 3 squares ahead of your NAVI.

045. Energy Bomb (EnejiiBomu)

Rarity: \*\*\* / Damage: 40

Element: None.

Basic Description: Throws a bomb ahead that can hit multiple times.

Area of Effect: Panel 3 squares ahead of your NAVI.

046. Mega Energy Bomb (MegaEnejiiBomu)

Rarity: \*\*\*\* / Damage: 60

Element: None.

Basic Description: Throws a bomb ahead that can hit multiple times.

Area of Effect: Panel 3 squares ahead of your NAVI.

047. Hougan (Hougan)

Rarity: \*\*\* / Damage: 140

Element: Metal.

Basic Description: Throws a cannon ball ahead.

Area of Effect: Panel 3 squares ahead of your NAVI.

048. Black Bomb (BurakkuBomu)

Rarity: \*\*\*\* / Damage: 210

Element: Heat.

Basic Description: Throws a bomb ahead that will stay 'dormant' until hit by a heat attack of any type.

Area of Effect: Bomb lands 3 squares ahead. Explosion affects all enemy area.

049. Kanketsusan (Kanketsusan)

Rarity: \*\*\*\* / Damage: 200

Element: Aqua.

Basic Description: Creates a mini-geyser.

Area of Effect: Panel 3 squares ahead of your NAVI.

050. Bug Bomb (BaguBomu)

Rarity: \*\*\* / Damage: ???

Element: None.

Basic Description: ...?

Area of Effect: Panel 3 squares ahead of your NAVI.

051. Bound Note 1 (BaundoNooto 1)

Rarity: \* / Damage: 60

Element: None.

Basic Description: Throws a Note virii to bounce twice on the enemy.

Area of Effect: Panel 2 squares ahead of your NAVI.

052. Bound Note 2 (BaundoNooto 2)

Rarity: \*\* / Damage: 80

Element: None.

Basic Description: Throws a Note virii to bounce twice on the enemy.

Area of Effect: Panel 2 squares ahead of your NAVI.

053. Bound Note 3 (BaundoNooto 3)

Rarity: \*\*\* / Damage: 100

Element: None.

Basic Description: Throws a Note virii to bounce twice on the enemy.

Area of Effect: Panel 2 squares ahead of your NAVI.

054. Sword (Soodo)

Rarity: \* / Damage: 80

Element: Sword.

Basic Description: Quick slash to an enemy.

Area of Effect: Panel ahead of your NAVI.

055. Wide Sword (WaidoSoodo)

Rarity: \*\* / Damage: 80

Element: Sword.

Basic Description: Quick slash to an enemy row.

Area of Effect: Row ahead of your NAVI.

056. Long Sword (RonguSoodo)

Rarity: \*\*\* / Damage: 80

Element: Sword.

Basic Description: Quick slash to next two panels.

Area of Effect: Next two panels in front of your NAVI.

057. Wide Blade (WaidoBureedo)

Rarity: \*\*\*\* / Damage: 130

Element: Sword.

Basic Description: Quick slash to an enemy row.

Area of Effect: Row ahead of your NAVI.

058. Long Blade (RonguBureedo)

Rarity: \*\*\*\* / Damage: 130

Element: Sword.

Basic Description: Quick slash to next two panels.

Area of Effect: Next two panels in front of your NAVI.

059. Custom Sword (KasutamuSoodo)

Rarity: \*\*\* / Damage: ???

Element: Sword.

Basic Description: Quick slash that deals more damage the higher your Custom Gauge is.

Area of Effect: Next two rows ahead of your NAVI.

060. Variable Sword (BariaburuSoodo)

Rarity: \*\*\*\* / Damage: 150

Element: Sword.

Basic Description: Sword that can change its shape according to the user desire.

Input the commands right as you activate it!

Area of Effect:

-> Sword Effect: Do nothing.

-> Long Sword effect: Press Down, Down-Right, and Right.

-> Wide Sword effect: Press Up, Right, and Down.

-> Fighter's Sword: Press Left, Left-Down, Down, Down-Right, Right.  
Affects the next 3 squares ahead of your NAVI.

-> Dream Sword: Press Down, Left, Up, Right, Down.  
Affects the next two rows.

-> Sonic Boom: Left, B, Right, B.  
Affects the first enemy in any row ahead.

-> Elemental Booms: Press B, B, Left, Down, Up.  
Same as Sonic Boom, but 4 times.

061. Iai Form (IaiFoomu)

Rarity: \*\*\* / Damage: 240

Element: Sword.

Basic Description: Retaliates against intruding enemies.

Area of Effect: Enemy that enters your area.

062. Fuujin Racket (FuujinRaketto)

Rarity: \*\*\* / Damage: 100

Element: Wind.  
Basic Description: ...?  
Area of Effect: ...?

063. Air Hockey 1 (EaHokkee 1)

Rarity: \* / Damage: 50

Element: Metal.

Basic Description: Hurls a hockey disc at the enemies.

Area of Effect: Goes in a zig-zag pattern as par se around the enemy area.

064. Air Hockey 2 (EaHokkee 2)

Rarity: \*\* / Damage: 60

Element: Metal.

Basic Description: Hurls a hockey disc at the enemies.

Area of Effect: Goes in a zig-zag pattern as par se around the enemy area.

065. Air Hockey 3 (EaHokke 3)

Rarity: \*\*\* / Damage: 70

Element: Metal.

Basic Description: Hurls a hockey disc at the enemies.

Area of Effect: Goes in a zig-zag pattern as par se around the enemy area.

066. Counter 1 (Kauntaa 1)

Rarity: \*\*\* / Damage: 70

Element: None.

Basic Description: ...?

Area of Effect: You.

067. Counter 2 (Kauntaa 2)

Rarity: \*\*\* / Damage: 110

Element: None.

Basic Description: ...?

Area of Effect: You.

068. Counter 3 (Kauntaa 3)

Rarity: \*\*\* / Damage: 150

Element: None.

Basic Description: ...?

Area of Effect: You.

069. Boomerang 1 (Buumeran 1)

Rarity: \* / Damage: 60

Element: Wood.

Basic Description: Sends a boomerang through the enemy area.

Area of Effect: Covers the bottom line, the very last rown, and the top line  
of the enemy area. It basically shoots from your area into  
theirs.

070. Boomerang 2 (Buumeran 2)

Rarity: \*\* / Damage: 80

Element: Wood.

Basic Description: Sends a boomerang through the enemy area.

Area of Effect: Covers the bottom line, the very last rown, and the top line  
of the enemy area. It basically shoots from your area into  
theirs.

071. Boomerang 3

Rarity: \*\*\* / Damage: 100

Element: Wood.

Basic Description: Sends a boomerang through the enemy area.

Area of Effect: Covers the bottom line, the very last row, and the top line of the enemy area. It basically shoots from your area into theirs.

072. Side Bamboo 1 (SaidoBanbuu 1)

Rarity: \* / Damage: 80

Element: Wood.

Basic Description: Surprise attack to the enemy.

Area of Effect: Targetted virus.

073. Side Bamboo 2 (SaidoBanbuu 2)

Rarity: \*\* / Damage: 110

Element: Wood.

Basic Description: Surprise attack to the enemy.

Area of Effect: Targetted virus.

074. Side Bamboo 3 (SaidoBanbuu 3)

Rarity: \*\*\* / Damage: 140

Element: Wood.

Basic Description: Surprise attack to the enemy.

Area of Effect: Targetted virus.

075. Bamboo Lance (BanbuuRansu)

Rarity: \*\*\*\* / Damage: 130

Element: Wood.

Basic Description: Surprise attack from behind the enemies which pushes them forward if hit.

Area of Effect: The right-most row.

076. White Web 1 (HowaitoUebu 1)

Rarity: \* / Damage: 40

Element: Wood.

Basic Description: Creates spiderwebs that stay for a moment.

Area of Effect: The top line.

077. White Web 2 (HowaitoUebu 2)

Rarity: \*\* / Damage: 40

Element: Wood.

Basic Description: Creates spiderwebs that stay for a moment.

Area of Effect: The middle line.

078. White Web 3 (HowaitoUebu 3)

Rarity: \*\*\* / Damage: 40

Element: Wood.

Basic Description: Creates spiderwebs that stay for a moment.

Area of Effect: The bottom line.

079. Moko Rush 1 (MokoRasshu 1)

Rarity: \* / Damage: 60

Element: None.

Basic Description: Sends a Moko rushing in a straight line.

Area of Effect: Either all 3 lines, or one line thrice...

080. Moko Rush 2 (MokoRasshu 2)

Rarity: \*\* / Damage: 90

Element: None.

Basic Description: Sends a Moko rushing in a straight line.

Area of Effect: Either all 3 lines, or one line thrice...

081. Moko Rush 3 (MokoRasshu 3)

Rarity: \*\*\* / Damage: 120

Element: None.

Basic Description: Sends a Moko rushing in a straight line.

Area of Effect: Either all 3 lines, or one line thrice...

082. Circle Gun 1 (SaakuruGan 1)

Rarity: \* / Damage: 80

Element: None.

Basic Description: ...? Summons one of those Virii to shoot?

Area of Effect: ...?

083. Circle Gun 2 (SaakuruGan 2)

Rarity: \*\* / Damage: 100

Element: None.

Basic Description: ...? Summons one of those Virii to shoot?

Area of Effect: ...?

084. Circle Gun 3 (SaakuruGan 3)

Rarity: \*\*\* / Damage: 120

Element: None.

Basic Description: ...? Summons one of those Virii to shoot?

Area of Effect: ...?

085. Common Snake (KamonSuneeku)

Rarity: \*\*\*\* / Damage: 20

Element: None.

Basic Description: Sends snakes at the enemy. You need to have a cracked and open hole in your area though.

Area of Effect: They follow a random pattern to the enemies.

086. Magnum (Magunamu)

Rarity: \*\*\* / Damage: 130

Element: Ground.

Basic Description: Destroys a row pseudo-randomly selected. You get a cross-air scrolling through the rows. Hit A to stop it and wham! It also cracks panels.

Area of Effect: Row selected.

087. Big Hammer 1 (BigguHammaa 1)

Rarity: \* / Damage: 160

Element: Metal.

Basic Description: Summons the virii in the panel ahead, which slams down, damaging the enemy in front, and cracking some panels.

Area of Effect: Virus appears in panel ahead, but attacks the panel 2 squares ahead of you.

088. Big Hammer 2 (BigguHammaa 2)

Rarity: \*\* / Damage: 220

Element: Metal.

Basic Description: Summons the virii in the panel ahead, which slams down, damaging the enemy in front, and cracking some panels.

Area of Effect: Virus appears in panel ahead, but attacks the panel 2 squares ahead of you.

089. Big Hammer 3 (BigguHammaa 3)

Rarity: \*\*\* / Damage: 280

Element: Metal.

Basic Description: Summons the virii in the panel ahead, which slams down, damaging the enemy in front, and cracking some panels.

Area of Effect: Virus appears in panel ahead, but attacks the panel 2 squares

ahead of you.

090. Boys Bomb 1 (BooizuBomu 1)

Rarity: \* / Damage: 220

Element: Object.

Basic Description: Creates a bomb in the middle panel of the 4th row (counting left-to-right) that explodes in a short time.

Area of Effect: A 3x3 area.

091. Boys Bomb 2 (BooizuBomu 2)

Rarity: \*\* / Damage: 250

Element: Object.

Basic Description: Creates a bomb in the middle panel of the 4th row (counting left-to-right) that explodes in a short time.

Area of Effect: A 3x3 area.

092. Boys Bomb 3 (BooizuBomu 3)

Rarity: \*\*\* / Damage: 280

Element: Object.

Basic Description: Creates a bomb in the middle panel of the 4th row (counting left-to-right) that explodes in a short time.

Area of Effect: A 3x3 area.

093. Count Bomb (KauntoBomu)

Rarity: \*\*\* / Damage: 150

Element: Object.

Basic Description: Creates a bomb in the enemy area that explodes in 3 seconds.

Area of Effect: A 3x3 area.

094. Stealth Mine (SuterusuMine)

Rarity: \*\*\* / Damage: 300

Element: Object.

Basic Description: Places several mines hidden in enemy panels that trigger on contact.

Area of Effect: Random panels.

095. Stone Cube (StoonKyuubu)

Rarity: \* / Damage: None

Element: Object.

Basic Description: Creates a stone cube that can absorb hits and act as an obstacle overall.

Area of Effect: Panel ahead I believe.

096. Toppuu (Toppuu)

Rarity: \*\* / Damage: None

Element: Wind.

Basic Description: Creates a wind blower in your area that constantly pushes enemies away.

Area of Effect: Appears in one of your panels. Affects all enemies.

097. Suikomi (Suikomi)

Rarity: \*\* / Damage: None

Element: Wind.

Basic Description: Creates a vacuum in your area that constantly draws in enemies.

Area of Effect: Appears in one of your panels. Affects all enemies.

098. Rooters' Song (Ouenka)

Rarity: \*\* / Damage: None

Element: Object.



Basic Description: Creates a Rarapappa in your area that makes you invinsible at times. Can be destroyed.

Area of Effect: Appears in one of your panels. Affects you.

099. Discord (Disukoodo)

Rarity: \*\* / Damage: None

Element: Object.

Basic Description: Creates a Rarachuuba in your area that constantly confuses the enemies. Can be destroyed.

Area of Effect: Appears in one of your panels. Affects all enemies.

100. Timpani (Tinpanii)

Rarity: \*\* / Damage: None

Element: Object.

Basic Description: Creates a Raraboon in your area that constantly blinds the enemies. Can be destroyed.

Area of Effect: Appears in one of your panels. Affects all enemies.

101. Silence (Sairensu)

Rarity: \*\* / Damage: None

Element: Object.

Basic Description: Creates a Raramyuto that mutes the enemies.

Area of Effect: Appears in one of your panels. Affects all enemies.

102. Waraningyou

Rarity: \*\*\*\* / Damage: None

Element: Object.

Basic Description: Creates a "Terrible straw doll" that...? o.O

Area of Effect: ...?

103. Metto Guard 1 (MettoGaado 1)

Rarity: \* / Damage: 50

Element: None.

Basic Description: Blocks a direct attack and counters with a wave.

Area of Effect: Enemies in a straight line.

104. Metto Guard 2 (MettoGaado 2)

Rarity: \*\* / Damage: 80

Element: None.

Basic Description: Blocks a direct attack and counters with a wave.

Area of Effect: Enemies in a straight line.

105. Metto Guard 3 (MettoGaado 3)

Rarity: \*\*\* / Damage: 110

Element: None.

Basic Description: Blocks a direct attack and counters with a wave.

Area of Effect: Enemies in a straight line.

106. Crack Out (KurakkuAuto)

Rarity: \* / Damage: None

Element: Ground.

Basic Description: Cracks a panel.

Area of Effect: Panel ahead of your NAVI.

107. Double Crack (DaburuKurakku)

Rarity: \* / Damage: None

Element: Ground.

Basic Description: Cracks two panels.

Area of Effect: Next two panels ahead of your NAVI.

108. Triple Crack (ToripuruKurakku)

Rarity: \* / Damage: None

Element: Ground.

Basic Description: Cracks a row.

Area of Effect: Row ahead of your NAVI.

109. Recovery 10 (Rikabarii 10)

Rarity: \* / Damage: None

Element: Health.

Basic Description: Restores 10 HP to your NAVI.

Area of Effect: Your NAVI.

110. Recovery 30 (Rikabarii 30)

Rarity: \* / Damage: None

Element: Health.

Basic Description: Restores 30 HP to your NAVI.

Area of Effect: Your NAVI.

111. Recovery 50 (Rikabarii 50)

Rarity: \* / Damage: None

Element: Health.

Basic Description: Restores 50 HP to your NAVI.

Area of Effect: Your NAVI.

112. Recovery 80 (Rikabarii 80)

Rarity: \*\* / Damage: None

Element: Health.

Basic Description: Restores 80 HP to your NAVI.

Area of Effect: Your NAVI.

113. Recovery 120 (Rikabarii 120)

Rarity: \*\* / Damage: None

Element: Health.

Basic Description: Restores 120 HP to your NAVI.

Area of Effect: Your NAVI.

114. Recovery 150 (Rikabarii 150)

Rarity: \*\*\* / Damage: None

Element: Health.

Basic Description: Restores 150 HP to your NAVI.

Area of Effect: Your NAVI.

115. Recovery 200 (Rikabarii 200)

Rarity: \*\*\* / Damage: None

Element: Health.

Basic Description: Restores 200 HP to your NAVI.

Area of Effect: Your NAVI.

116. Recovery 300 (Rikabarii 300)

Rarity: \*\*\*\* / Damage: None

Element: Health.

Basic Description: Restores 300 HP to your NAVI.

Area of Effect: Your NAVI.

117. Repair (Ripeaa)

Rarity: \* / Damage: None

Element: Health.

Basic Description: Recovers the HP of Object chips in play...?

Area of Effect: Object chips in use...?

118. Panel Steal (PaneruSuchiiru)

Rarity: \* / Damage: None

Element: None.

Basic Description: Steals an enemy panel. If an Virii is on it, it deals 10 damage instead.

Area of Effect: The left most panel of the enemy area ahead of you.

119. Area Steal (EriaSuchiiru)

Rarity: \* / Damage: None

Element: None.

Basic Description: Steals an enemy row. If Virii are on top of it, it deals 10 to each of them and the panel won't be stolen.

Area of Effect: Left most enemy row.

120. Steal Jelly (SuchiiruGerii)

Rarity: \*\*\*\* / Damage: 120

Element: Aqua.

Basic Description: Summons of a Gelly that goes around stealing some of the enemy panels. And hits for 120 if an enemy is on it.

Area of Effect: Moves randomly I think.

121. Steal Punish (SuchiiruPanishu)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Retaliates for stolen panels.

Area of Effect: Have no friggin idea...

122. Steal Revenge (SuchiiruRebenji)

Rarity: \*\*\*\* / Damage: None

Element: None.

Basic Description: Retaliates for stolen panels.

Area of Effect: Have no friggin idea...

123. Panel Return (PaneruRitaan)

Rarity: \*\* / Damage: None

Element: None.

Basic Description: Returns all the panels in your area to normal.

Area of Effect: All your panels.

124. Deathmatch 1 (Desumacchi 1)

Rarity: \*\*\* / Damage: None

Element: Ground.

Basic Description: Cracks all panels.

Area of Effect: ALL panels. Both enemy and yours.

125. Deathmatch 2 (Desumacchi 2)

Rarity: \*\*\* / Damage: None

Element: Ground.

Basic Description: Some panels are randomly destroyed.

Area of Effect: ALL panels can be affected.

126. Deathmatch 3 (Desumacchi 3)

Rarity: \*\*\*\* / Damage: None

Element: None.

Basic Description: Makes ALL panels poisonous.

Area of Effect: ALL panels.

127. Heavy Gauge (HebiiGeeji)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Slows down the rate at which the Custom Gauge fills.

Area of Effect: Your Custom Gauge.

128. Quick Gauge (KuikkuGeeji)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Speeds up the rate at which the Custom Gauge fills.

Area of Effect: Your Custom Gauge.

129. Blind (Buraindo)

Rarity: \*\* / Damage: None

Element: None.

Basic Description: Blinds the opponent, making it impossible for it to see you.

Area of Effect: All Enemies.

130. Super Northern Wind (Super Kitakaze - SuupaaKitakaze)

Rarity: \*\*\* / Damage: None

Element: Wind.

Basic Description: Automatically disables all enemy barriers.

Area of Effect: All enemies.

131. Holy Panel (HooriiPaneru)

Rarity: \*\* / Damage: None

Element: None.

Basic Description: Turns one of your panels into Holy, reducing damage by half.

Area of Effect: Panel ahead of you it seems.

132. Dark Hole (DaakuHooru)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Opens a Dark Hole...

Area of Effect: Panel ahead it seems.

133. Invisible (Inbijirubu)

Rarity: \*\*\* / Damage: None

Element: Stealth.

Basic Description: Makes you invisible for some time. At which point, only swords can hurt you.

Area of Effect: Your NAVI.

134. Yukashita (Underground...? - Yukashita)

Rarity: \*\*\* / Damage: None

Element: Stealth.

Basic Description: ...?

Area of Effect: ...?

135. Barrier (Baria)

Rarity: \*\* / Damage: None

Element: None.

Basic Description: Creates a barrier that can absorb 10 HP before collapsing.

Area of Effect: Your NAVI.

136. Barrier 100 (Baria 100)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Creates a barrier that can absorb 100 HP before collapsing.

Area of Effect: Your NAVI.

137. Barrier 200 (Baria 200)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Creates a barrier that can absorb 200 HP before collapsing.

Area of Effect: Your NAVI.

138. Kakigenkin (Kakigenkin)

Rarity: \*\*\* / Damage: 200

Element: Heat.

Basic Description: ...?

Area of Effect: ...?

139. Daikouzui (Daikouzui)

Rarity: \*\*\* / Damage: 200

Element: Aqua.

Basic Description: ...?

Area of Effect: ...?

140. Hiraishin (Electric Needle...? - Hiraishin)

Rarity: \*\*\* / Damage: 200

Element: Elec.

Basic Description: ...?

Area of Effect: ...?

141. Mayoinomori (Mayoinomori)

Rarity: \*\*\* / Damage: 200

Element: Wood.

Basic Description: ...?

Area of Effect: ...?

142. Kawarimi (Kawarimi)

Rarity: \*\*\* / Damage: 120

Element: None.

Basic Description: Whenever you are about to get hit, you will jump up and send down a Shuriken at the enemy.

Area of Effect: Your NAVI.

143. Shirahadori (Shirahadori)

Rarity: \*\*\* / Damage: 100

Element: Sword.

Basic Description: Cancels sword attacks and retaliate...?

Area of Effect: Your NAVI.

144. NAVI Scout (NabiSukauto)

Rarity: \*\*\*\* / Damage: None

Element: None.

Basic Description: Steals the NAVI chip the enemy used. Only useful in two-player battles of course.

Area of Effect: Sort of your NAVI. Or the enemy's NAVI chip used.

145. Bad Medecine (BaddoMedisin)

Rarity: \*\*\* / Damage: None

Element: None.

Basic Description: Deals damage to the one who uses a healing chip.

Area of Effect: Anyone who uses a healing chip.

146. Copy Damage (KopiiDamaaji)

Rarity: \*\* / Damage: None

Element: None.

Basic Description: Adds a cross-hair to the virus in front, and the damage dealt to any other virii is dealt to the targeted one too.

Area of Effect: Enemy targeted in a straight line.

147. Life Syncro (RaifuShinkuro)

Rarity: \*\* / Damage: None

Element: None.

Basic Description: Makes the other Virus have the same life as the virus affected.

Area of Effect: Virus in a straight line...?

148. Attack +10 (Atakku +10)

Rarity: \* / Damage: None

Element: Modifier.

Basic Description: Adds 10 points of damage/recovery to the next chip.

Area of Effect: Next chip.

149. Navi +20 (Nabi +20)

Rarity: \*\*\* / Damage: None

Element: Modifier.

Basic Description: Adds +20 damage/recovery to the next NAVI chip.

Area of Effect: Next NAVI chip.

150. Color Paint (KaraaPainto)

Rarity: \*\* / Damage: None

Element: Modifier.

Basic Description: ...?

Area of Effect: ...?

151. Roll Arrow 1 (RooruAroo 1)

Rarity: \*\* / Damage: 50

Element: None.

Basic Description: Summons Roll to fire an arrow. It also breaks any chip the enemy has atop it. Thanks to Valtz for the latter.

Area of Effect: First enemy straight ahead.

152. Roll Arrow 2 (RooruAroo 2)

Rarity: \*\*\* / Damage: 70

Element: None.

Basic Description: Summons Roll to fire an arrow. It also breaks any chip the enemy has atop it. Thanks to Valtz for the latter.

Area of Effect: First enemy straight ahead.

153. Roll Arrow 3 (RooruAroo 3)

Rarity: \*\*\*\* / Damage: 90

Element: None.

Basic Description: Summons Roll to fire an arrow. It also breaks any chip the enemy has atop it. Thanks to Valtz for the latter.

Area of Effect: First enemy straight ahead.

154. Guts Punch 1 (GattsuPanchi 1)

Rarity: \*\* / Damage: 100

Element: None.

Basic Description: Summons Gutsman to punch ahead.

Area of Effect: Panel ahead.

155. Guts Punch 2 (GattsuPanchi 2)

Rarity: \*\*\* / Damage: 140

Element: None.

Basic Description: Summons Gutsman to punch ahead.

Area of Effect: Panel ahead.

156. Guts Punch 3 (GattsuPanchi 3)

Rarity: \*\*\*\* / Damage: 180

Element: None.

Basic Description: Summons Gutsman to punch ahead.

Area of Effect: Panel ahead.

157. Propeller Bomb 1 (PuroperaBomu 1)

Rarity: \*\* / Damage: 120

Element: None.

Basic Description: Summons Windman to drop a bomb with a propeller.

Area of Effect: Pseudo-homing on targeted enemy.

158. Propeller Bomb 2 (PuroperaBomu 2)

Rarity: \*\*\* / Damage: 160

Element: None.

Basic Description: Summons Windman to drop a bomb with a propeller.

Area of Effect: Pseudo-homing on targeted enemy.

159. Propeller Bomb 3

Rarity: \*\*\*\* / Damage: 200

Element: None.

Basic Description: Summons Windman to drop a bomb with a propeller.

Area of Effect: Pseudo-homing on targeted enemy.

160. Search Bomb 1 (SaachiBomu 1)

Rarity: \*\* / Damage: 80

Element: None.

Basic Description: Throws a bomb 3 panels ahead.

Area of Effect: The bomb explodes in a '+' way, with it at the center.

161. Search Bomb 2 (SaachiBomu 2)

Rarity: \*\*\* / Damage: 110

Element: None.

Basic Description: Throws a bomb 3 panels ahead.

Area of Effect: The bomb explodes in a '+' way, with it at the center.

162. Search Bomb 3 (SaachiBomu 3)

Rarity: \*\*\*\* / Damage: 140

Element: None.

Basic Description: Throws a bomb 3 panels ahead.

Area of Effect: The bomb explodes in a '+' way, with it at the center.

163. Meteo Rain 1 (MeteoRein 1)

Rarity: \*\* / Damage: 50

Element: Heat.

Basic Description: Summons 5 meteors to drop down.

Area of Effect: Panel in which the targetted enemy was.

164. Meteo Rain 2 (MeteoRein 2)

Rarity: \*\*\* / Damage: 60

Element: Heat.

Basic Description: Summons 5 meteors to drop down.

Area of Effect: Panel in which the targetted enemy was.

165. Meteo Rain 3 (MeteoRein 3)

Rarity: \*\*\*\* / Damage: 70

Element: Heat.

Basic Description: Summons 5 meteors to drop down.

Area of Effect: Panel in which the targetted enemy was.

166. Lightning 1 (Raitoningu 1)  
Rarity: \*\* / Damage: 100  
Element: Elec.  
Basic Description: Sends a burst of lightning.  
Area of Effect: ...?

167. Lightning 2 (Raitoningu 2)  
Rarity: \*\*\* / Damage: 130  
Element: Elec.  
Basic Description: Sends a burst of lightning.  
Area of Effect: ...?

168. Lightning 3 (Raitoningu 3)  
Rarity: \*\*\*\* / Damage: 160  
Element: Elec.  
Basic Description: Sends a burst of lightning.  
Area of Effect: ...?

169. Hayabusagiri 1 (Hayabusagiri 1)  
Rarity: \*\* / Damage: 80  
Element: Sword.  
Basic Description: Summons Blues to do a Wide and Long slash.  
Area of Effect: ...?

170. Hayabusagiri 2 (Hayabusagiri 2)  
Rarity: \*\*\* / Damage: 90  
Element: Sword.  
Basic Description: Summons Blues to do a Wide and Long slash.  
Area of Effect: ...?

171. Hayabusagiri 3 (Hayabusagiri 3)  
Rarity: \*\*\*\* / Damage: 100  
Element: Sword.  
Basic Description: Summons Blues to do a Wide and Long slash.  
Area of Effect: ...?

172. Number Ball 1 (NanbaaBooru 1)  
Rarity: \*\* / Damage: ???  
Element: None.  
Basic Description: Creates two balls that use the last two digits of your HP  
to determine damage. Thanks to Valtz for this.  
Area of Effect: ...?

173. Number Ball 2 (NanbaaBooru 2)  
Rarity: \*\*\* / Damage: ???  
Element: None.  
Basic Description: Creates two balls that use the last two digits of your HP  
to determine damage. Thanks to Valtz for this.  
Area of Effect: ...?

174. Number Ball 3 (NanbaaBooru 3)  
Rarity: \*\*\*\* / Damage: ???  
Element: None.  
Basic Description: Creates two balls that use the last two digits of your HP  
to determine damage. Thanks to Valtz for this.  
Area of Effect: ...?

175. Metal Gear 1 (MetaruGia 1)



Rarity: \*\* / Damage: 100

Element: Metal.

Basic Description: Summons Snake... Ok, bad joke... Places a gear in the middle enemy line that goes back and forth.

Area of Effect: Middle enemy line.

176. Metal Gear 2 (MetaruGia 2)

Rarity: \*\*\* / Damage: 130

Element: Metal.

Basic Description: Places a gear in the middle enemy line that goes back and forth.

Area of Effect: Middle enemy line.

177. Metal Gear 3

Rarity: \*\*\*\* / Damage: 160

Element: Metal.

Basic Description: Places a gear in the middle enemy line that goes back and forth.

Area of Effect: Middle enemy line.

178. Panel Shot 1 (PaneruShuuto 1)

Rarity: \*\* / Damage: 100

Element: Ground.

Basic Description: ...?

Area of Effect: ...?

179. Panel Shot 2 (PaneruShuuto 2)

Rarity: \*\*\* / Damage: 60

Element: Ground.

Basic Description: ...?

Area of Effect: ...?

180. Panel Shot 3 (PaneruShuuto 3)

Rarity: \*\*\*\* / Damage: 80

Element: Ground.

Basic Description: ...?

Area of Effect: ...?

181. Aqua Up 1 (AkuaAppaa 1)

Rarity: \*\* / Damage: 110

Element: Aqua.

Basic Description: Summons Aqua Towers... Not sure how...

Area of Effect: ...?

182. Aqua Up 2 (AkuaAppaa 2)

Rarity: \*\*\* / Damage: 140

Element: Aqua.

Basic Description: Summons Aqua Towers... Not sure how...

Area of Effect: ...?

183. Aqua Up 3 (AkuaAppaa 3)

Rarity: \*\*\*\* / Damage: 170

Element: Aqua.

Basic Description: Summons Aqua Towers... Not sure how...

Area of Effect: ...?

184. Green Wood 1 (GuriinUddo 1)

Rarity: \*\* / Damage: 120

Element: Wood.

Basic Description: Summons Woody Towers... Now sure how...

Area of Effect: ...?

185. Green Wood 2 (GuriinUddo 2)

Rarity: \*\*\* / Damage: 140

Element: Wood.

Basic Description: Summons Woody Towers... Now sure how...

Area of Effect: ...?

186. Green Wood 3 (GuriinUddo 3)

Rarity: \*\*\*\* / Damage: 160

Element: Wood.

Basic Description: Summons Woody Towers... Now sure how...

Area of Effect: ...?

187. Marking (Maakingu)

Rarity: \*\*\*\*\* / Damage: None

Element: None.

Basic Description: Makes your NAVI invincible for a small amount of time.

Area of Effect: Your NAVI.

188. Cannon Mode (KyanonMoodo)

Rarity: \*\*\*\*\* / Damage: None

Element: None.

Basic Description: Constantly fires at the enemies. Can not exceed 3 shots per virii, otherwise, it'll move on.

Area of Effect: Random virii.

189. Hougan Mode (HouganMoodo)

Rarity: \*\*\*\*\* / Damage: None

Element: None.

Basic Description: Constantly throws Cannonballs at the enemy. Can not exceed 3 throws per virii, otherwise, it'll move on.

Area of Effect: Random virii.

190. Sword Mode (SoodoMoodo)

Rarity: \*\*\*\*\* / Damage: None

Element: None.

Basic Description: Swings a Sword, Wide Sword or Long Sword at the enemy, depending on the situation. Can not exceed 3 swings per virii, otherwise, it'll move on.

Area of Effect: Random virii.

[062]-----06.02. Mega Chip Library-----  
~~~~~

[063]-----06.03. Giga Chip Library-----  
~~~~~

[007]-----07. Program Advance List-----  
~~~~~

[008]-----08. NAVI Fights-----  
~~~~~

For reference on finding the NAVI you want, just type the first four letters of its name between []s and you'll be there.

Aquaman - [AQUA]

- HP: 500.
- > V2: 900.
- > V3: 1300.

- Attacks:
  - > He summons two faucets that shoot water constantly.
  - > He attacks just like a Bubble Shot chip.
- Tactics: He isn't tough, but the faucets may annoy you. Just try not to use charged attacks when he steps to the front since he is about to use a BubbleShot.

~~~~~

Burnerman - [BURN]

- HP: 800.
- Attacks:
  - > He makes a flame 3 squares long.
  - > He lights up a flame and sweeps across in a straight line.
- Tactics: He is a pain in the ass, granted. Well, not so much, but he can annoy you with those two burners moving around. You will probably take damage here, or you are quite good. If your NAVI has a shield, you'll do well to have it on. But anyway, besides avoiding those two burners there... Eh, that's all... Just avoid them and go for him.

~~~~~

Elecman - [ELEC]

- HP: 800.
- > V2: 1100.
- Attacks:
  - > He sends out an electricity ball that crawls through the board. Can paralyze you.
  - > Those two things on the edges will send a surge of electricity. They don't move though.
  - > He dashes with an ElecBlade.
- Tactics: He isn't really tough. Though your NAVI might go nuts and dash directly into an electric surge. If you have a shield equipped, you better use to avoid sudden moves that might mess you up.

~~~~~

Forte - [FORT] - [BASS]

- HP: 2000.
- Attacks:
  - > He shoots several random shots at your panels.
  - > He sends a disc of darkness at you.
  - > He makes a quick swipe at you.
  - > He bursts out the last 2 rows of your area, cracking the panels.
- Tactics: I'm not sure how much damage this guy deals, seeing how my Starman barely has 160 and he got killed in one hit from the darkness disc... Yeah, he was a b\*tch to take down... Thank God for that Attack+30 and Forte chip combo... Anyway, yes, this guy is hard, no doubt about that. You can shield anything except for that burst of energy that takes down the left-most 2 rows. If you can avoid that, you are good.

~~~~~

Iceman - [ICEM]

- HP: 700.
- > V2: 1000.
- > V3: 1300. Found on Wednesdays, in Internet 8, just slightly west from the entrance to the Gold 'Everyday' Tournament area.
- Attacks:
  - > He creates a line of ice cubes. He can then throw each in a straight line if he wants to.
  - > He throws a mini-bomb that explodes in a row of ice spikes.
  - > He creates a mini-snowman that can explode in a 3x3 area.
- Tactics: If you are playing as Junkman, you will certainly enjoy this battle, as you can play with his mind using Poltergeist. Not to mention creating an easy win. Otherwise, you can hit him back using an Air Shot on an ice cube. Besides that, he is easy.

~~~~~

Laserman - [LASE]

- HP: 1500
- Attacks:
  - > He makes a + shaped laser aimed at you.
  - > He fires a laser at the ceiling and loads of rocks come down.
  - > He creates a strange hole in one of his panels that heals him over time.
- Tactics: Well, I don't know you, but I had my sweet Dream Aura right since the beginning. ^^ -- Anyway, his attacks aren't really hard to evade, even with the AI. You shouldn't really have much trouble after dealing with some other NAVIs before...

Numberman - [NUMB]

- HP: 500.
- Attacks:
  - > He creates balls with a numbers, which act like HP. He creates one per row and if you don't destroy them, you might get hurt.
  - > He throws a geometric ruler and spins at you.
  - > He throws a dice bomb. Affects a 3x3 area and does damage equal 10 times the number shown.
- Tactics: I hope you have your buster equipped, otherwise this can get on your nerves due to those balls. Either that, or a shield. Otherwise, try to go trigger happy with him to finish him quickly.

Gutsman - [GUTS]

- HP: 600
- Attacks:
  - > He sends a shockwave in a straight line.
  - > He slams the floor, cracking some panels and dropping some debris on you.
  - > He moves to the front and tries to slam you with his fist.
- Tactics: This guy is easy. His attacks can be easily avoided, even with the AI control. Though you might have problems if he cracks all your panels, but he shouldn't be too much of a threat.

Knightman - [KNIG]

- HP: 1200.
- Attacks:
  - > He sends his ball in a straight line.
  - > He shoots his ball at the ceiling, make several pieces of debris fall at random.
  - > Not exactly an attack, but whenever he moves, debris falls and panels are cracked at random.
  - > If he is near you, he can rotate his ball around him.
- Tactics: I seriously hope your NAVI can float, avoiding cracked panels, otherwise this guy might make you go crazy with all the constant cracking of panels. Besides that, he is hella slow...

Metalman - [META]

- HP: 800.
- Attacks:
  - > He shoots a couple of missiles at you.
  - > He takes a swing at you with his fist.
  - > He sends one of his gears-blades around the edge of the board.
- Tactics: Well, you see those two gears? They are spinning around the middle line, and they can hit you and disappear for a while... Only to reappear later... He can be tricky to fight, especially because of the gears in the middle, but he ain't so tough.

Napalmmman - [NAPA]

- HP:
  - > V2: 1200.

- Attacks:
  - > He has two mini-machine guns that constantly bother you...
  - > He sends two bombs down on you, leaving a ring of fire on the panel for some time.
  - > He locks up on you and... (Sorry, cancelled it out and never used it again...)
- Tactics:

~~~~~  
Plantman - [PLAN]

- HP: 900.
- Attacks:
  - > He sends a couple of thorns in a straight line.
  - > Creates a vine below you. Might paralyze you somewhat.
  - > He can also create a flower on your side of the board that spews out poison. Just target it and bust it off.
- Tactics: Ok, this guy moves a hell lot! You might find yourself missing quite a lot here. And his attacks are fast to boot. Yes, he is a pain in the ass, but other than that, you have no choice but to try and get him.

~~~~~  
Roll - [ROLL]

- HP: 500.
- Attacks:
  - > Like her chip call, she uses her antennae-whatever to take a few slashes at you.
  - > She can also summon Metaurs...
- Tactics: She often twirls around as she moves from a space, and doing so will simply render your attack useless, provided of course you attacked her at the time... She isn't really hard.

~~~~~  
Searchman - [SEAR]

- HP: 900.
- > V2:
- > V3: 1400.
- Attacks:
  - > He suddenly disappears and tosses 2 grenades at you.
  - > He aims, and then fires a couple of times.
  - > V3: (Well, only noticed it on this version) He goes underground and a cross-hair starts going around your panels. It locks on you and fires.
- Tactics: He... Well, if you stuff that collides with the panel, like bombs, or attacks such as Starman's KiraKira Meteor, then you can get him while he throws you a grenade... Besides that, he isn't really tough.

~~~~~  
Sparkman - [SPAR]

- HP: 600.
- Attacks:
  - > He sends a mine that explodes in an X of electricity.
  - > He sends a wave of electricity that travels all the panels.
  - > He creates a shadow of you, which tries to slash you.
- Tactics: Just go at him. His attacks are quite to easy to evade most of time. He shouldn't give you a hard time.

~~~~~  
Starman - [STAR]

- HP: 600.
- > V2: 900.
- > V3: 1200.
- Attacks:
  - > He can do the KiraKira Meteor, which basically sends a star down. You will get confused if hit.
  - > He can also shoot arrows with a star at the end. So... Roll-like...

\*shudder\*

-> He can create a moon that spins around.

- Tactics: Heh, fighting my favorite NAVI... Man, he really moves a lot is constantly attacking... >.< -- No wonder he's my favorite. ^^  
Erm, yeah. He will probably give you a hard time. Make good use of the override (shoulder) buttons, as they tend to move your NAVI away sometimes so you might be able to avoid some attacks.

~~~~~  
Thunderman - [THUN]

- HP: 1000.
  - > V2: 1200.
  - > V3: 1300.
- Attacks:
  - > He sends a burst of electricity in a straight line.
  - > He summons 4 thunders to rain down in random panels.
- Tactics: Well, you see that cloud? Yes, it will be bothering you for the whole battle, as it's constantly going around the edge. And if it hits you, not only you take damage, but you are paralyzed for a moment. This guy is somewhat hard to counter with his electric burst thingy, but overly not THAT hard...

~~~~~  
Topman - [TOPM]

- HP: 600.
- Attacks:
  - > He can send two mini tops spinning at you.
  - > Jumps while turning into a top and falls on you.
  - > Spins in a straight line.
- Tactics: Well, seeing how this is your first boss with this battle style he might be a bit tough. If your NAVI can use a Shield, you'd do well to have it on a shoulder button. Otherwise, just try to attack him with whatever you have. He should fall eventually.

~~~~~  
Videoman - [VIDE]

- HP: 700.
- Attacks:
  - > He creates a shadow of you, which takes a slash at you coincidentally.
  - > He can 'fast-forward', enabling him to move faster.
  - > He can 'rewind', making his HP recover. >.<
- Tactics: You see those two tapes? You can break them with any hit, and you need to break them in order to be able to hit Videoman, otherwise they might block your attacks. This is why I told you to equip your normal buster, to get rid of them easily, and they come back with time.  
This guy might give you some trouble, granted...

~~~~~  
Windman - [WIND]

- HP: 700.
  - > V2: 1000.
- Attacks:
  - > He either pushes you back constantly, or reels you in with his air...
  - > He sends a flock of birds at you.
  - > He lets out two strange mines which pseudo-home on you.
  - > He creates mini-tornadoes that move around randomly.
- Tactics: I strongly suggest you set your distance to 5 to avoid the flock of birds. And when he is reeling you in and drops the mines, you might want to set it close to him.

~~~~~  
Woodman - [WOOD]

- HP: 1200.
  - > V2: 1500.
  - > V3: 1800.



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<http://www.gamefaqs.com/features/recognition/8373.html>  
Hit Ctrl+F5 to make sure you aren't seeing a cached version. That aside, if you still need to contact me for an inquire, then put a subject relevant to the game such as, but not limited to "Rockman EXE 4.5: RO."  
{No Subject} mails will be deleted 90% of the time, so...
- 2) In addition to the previous point, I reserve the right to answer or not, and as such, I will only answer questions that I missed to detail here at all, or extreme cases. Mails asking about information that is already found here might, and probably will end up in the trash can on my mail account.
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- 4) Lastly, I check my mail around twice a day. Some times even more, but on the rare occasion, allow up to two business days for a reply. If they are gone and you haven't heard back from me, then either the mail got lost, both mine or yours. That, or I ignored your mail for X reason, such as, but not limited to: Crappy grammar, inquires already answered here, etc.

So what if it's a long TOS, it needs to be done nowadays... \*Rolls eyes\*

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