

# RockMan EXE 4.5 Real Operation (Import) Chip/P.A List

by Shift Breaker

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( )Rockman.EXE 4.5 Real Operation:() () (  
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By Shift Breaker

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## 1. Introduction (Intro)

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Hi All!! The Names' Shift Breaker. This is My Rockman.EXE 4.5 FAQ, if you haven't noticed. Why do this? Well there isn't a Rockman.EXE 4.5 FAQ and all those who want to see the Chip Library....Can!! Also, I'll explain the Basics

about the game, as this is the first FAQ for this game. Just for the people new to this game.

Don't you feel special?

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2. Rockman.EXE 4.5 Basics (Bscs)

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---2.1. YOU are the Operator!! (Oper)---

Yes, that is EXE 4.5. The answer to some of your prayers, you get to play as some of your favourite Navis in this game. Also, if you are the operator, that means that Netto is BYE BYE!! Also, this means the end of Jacking in from where ever you can. You have to start from Internet 1, EVERY time. A bit annoying. Anyway, But since you are the operator, you don't decide where your Navi goes to. Outside of Battle. Being the operator also means you slot chips in, and in this game, that is the Case!! There is an accessory you attach into your GBA which Allows you to slot in Chips!! Chips I don't hear you say? Yes, those cheap little chips that come with your Toy PET actually work with this game!!! THERE IS A USE!!

---2.1 Controls (Ctrl)---

Main Menu:

Up/Down:Select Option  
Left:Access Status/Key Item Menu  
Right:View Calendar  
A:Choose Option  
B=Cancel  
L/R:Talk to Navis  
Start:Nothing  
Select:Nothing

As Navi:

D-Pad:Move around  
A:Talk/Look at things  
B:Cancel  
L:Talk to you  
R:Jack Out  
Start:Access Menu  
Select:Nothing

In Battle:

Left/Right:Select Chip  
Up:Choose who to attack  
Down:Choose distance  
A:Choose Chip  
B:Shuffle  
L:Use Skill  
R:Use Skill  
Start:Pause  
Select:Discard Chips/Use P.A's

---2.2 Main Menu (MMenu)---

Jacked Out:

Check for Tournaments

Jack in

Abilities/Folder

Library

E-Mails

Link Up

Save Game

LEFT:Status/Key Item

RIGHT:Calendar

Jacked in:

Sub-Chips

Abilities/Folder

Library

E-Mails

Key Items

Save Game

---2.3 Battling (Btl)---

4.5 is different from the other RM.EXE Games. For one, you don't actually control your navi in battle. No. You are the operator. You choose the chips. There isn't exactly a story in this game. You go around as the navi of your choice, and do jobs for officials. During Battles, you have a choice of who, or what to attack. Example.

[\_][\_][\_][C][\_][M]

[\_][N][\_][M][\_][\_]

[\_][\_][\_][\_][\_][\_]

N=Navi

C=Rock Cube

M=Mettaurs

You choose who to attack. The List would be:

Mettaur

Mettaur

Rock Cube

You attack and destroy the Mettaur at the top of the list, and it automatically moves to the next Mettaur, as it is a Virus. You can choose to attack the Cube, and once it is destroyed it moves to the Mettaur at the top of the list.

Next, after choosing who you want to attack, you choose your distance from the Opponent. Up to 5 Spaces away. 3 is best for bombs, 1 for swords, 2 for Twisters, any for Cannons and Navi Chips.

Now for the Fights. You don't actually control your navi. They move Randomly. You can change who you fight and your distance any time simply with the Up/Down Buttons. At the bottom of the screen is your selection of Chips. At the top is the custom gauge. With a Difference. In this game, instead of using the gauge to make your custom screen appear, it is used to see what chips you can use. 1 third full and you can use Standard Chips. 2 thirds and you can use Mega. When it is full, you can use Giga Chips. Simple. Counter Hitting instantly

fills it up a bit, as there is no full synchro. There is an Ability called shuffle, much like Search Soul from EXE4. Press B to use this. It takes away 1 third of your Custom Gauge though. Press Select and your navi should glow gold. When doing this, select 3 chips and if they're right, you create a Program advance. Look below for the Full List. L and R are the special skills for your Navi. They all have a buster, and 2 special Skills, 1 sometimes is a Shield.

#### ---2.4. Power Ups (Pwr)---

Yes, they're back from EXE1/2, The Powerups upgrade your buster and Charge strength, and are Scattered about the Net Behind some gates only certain Navis can open them. I'll get to that later. You can Already Upgrade your HP, but in this game it is Different. Not just finding and buying HP Memories, but instead there are different methods for different Navis. You'll see

#### ---2.5. Out of Battle (Map)---

As You'd expect, The Out of battle system is still here, but the real world has.....GONE!! Remember, You are the Operator!!! The look of the paths are different, as you'd expect. All of the BBS's have returned in this game, giving Helpful Information, but as you look around, you'll notice another board with a navi next to it. This is a tournament board. Yes, a Tournament, again.

(OH NOES!!) Tournaments are Back from EXE4, and again are vital for the story, until a certain point anyway. The first thing you'd notice is that the Chibi Graphics have returned, no problem there. Another thing is the lack of Jack in Points. As I said earlier, you have to start from point 1, and every time you want to get further, you have to do another tournament to get the Key. And with certain times when it starts, you are quite limited for tournaments per day. No worries, you can get used to the BCG while you wait. Another thing has returned in this game which you are familiar of. The Chip traders. Weird, that chips only exist in the real world, yet you can trade and buy them in the net. Anyway, they still have the 2 Varieties of Chip Traders, and the elusive Bug Frag Trader for you to enjoy.

#### ---2.6. New and Old (N/O)---

From Past EXE Games:

- Chips (Duh!)
- Buster
- Multiple Playthroughs
- EXE4 Library
- Shuffle
- Bug Frags
- Replay Value
- Row Locking
- DS Chips
- Countering
- Chibi Look

Taken out:

- Navi Customiser
- Codes
- Custom Screen
- Netto
- A Big Story (Basically EXE4 again)
- Souls/Styles
- Chip Order
- Loss of Control

Full Synchro  
Chip Order System

New in EXE4.5:

Real Time Clock  
Choice of Navis  
FINAL GUN!!! (New-ish)  
Strategic Battle System  
Full Battle Chip Gate Compatability  
EXE4 Library merged into 1 (Secret into Std/Mega Library, Both Giga Libraries together)  
New Chips!!

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3. Rockman.EXE 4.5 Navis (Nves)

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---3.1 Choice of Navi (Chc)---

You start off with 4 Navis and through tournaments you get up to 13 altogether. The rest (Last Row) are only recieved through getting the Battle Chip Gate. ONLY through the Battle Chip Gate. Or Cheating. Your Choice. So there's 21 Playable navis altogether.

From each of the Rows....

TOP ROW:

These are the first ones you should get. You start off with a choice of Rockman, Roll, Gutsman and Numberman.

[Rockman] [Roll] [Gutsman] [Numberman] [Fireman] [Woodman]

MIDDLE ROW:

[Windman] [Searchman] [Aquaman] [Thunderman] [Metalman] [Junkman] [Blues]

LAST ROW:

These are only obtained trough the battle chip gate. You should get a Starman chip with the BCG, the rest have to be bought or Modified.

[Starman] [Napalmman] [Iceman] [Elecman] [Plantman] [Knightman] [Shadowman] [Forte]

---3.2 Navi Skills (Skls)---

Rockman: Buster, Shield, Charge Shot  
Roll: Buster, Roll Arrow, Barrier  
Gutsman: Buster, Guts Machine Gun, Guts Hammer  
Numberman: Buster, Shield, Dice Bomb  
Fireman: Buster, Shield, Fire Arm  
Woodman: Buster, Seed Gun, Wood Tower  
Windman: Buster, Wind, Fan  
Searchman: Buster, Shield, Lock On  
Aquaman: Buster, Shield, Aqua Hose  
Thunderman: Buster, Shield, Thunderbolt  
Metalman: Break Buster, Metal Fist, Metal Blade

Junkman: Buster, Poltergiest, Junk Press  
Blues: Buster, Shield, Long Sword  
Starman: Buster, Shield, Star Rain  
Napalmman: Buster, Triple Fire Bomb, Napalm Bomb  
Iceman: Buster, Shield, Freeze Bomb  
Elecman: Buster, Shield, Thunderball  
Plantman: Buster, Shield, Plant Vine  
Knightman: Buster, Kingdom Come, Royal Wrecking Ball  
Shadowman: Buster, Invisible, Shruikens  
Forte: Buster, Shooting Buster, Darkness Overload

---3.3. Gates (Gtes)---

Certain Navis can only Open Certain Gates on the Net. Here are the Gates and the navis who open them:

Rock: Gutsman, Metalman, Knightman  
? Firewall: Numberman, Shadowman, Blues  
Tree Stump: Woodman, Plantman, Fireman, Napalmman  
Fire Tower: Fireman, Napalmman, Aquaman, Iceman  
Twister: Windman, Forte  
Electric Gate: Thunderman, Elecman

None: Rockman, Junkman, Searchman, Roll, Starman

---3.4. Obtaining HP (HitPt)---

COMING SOON!!!

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4. Chip List (CList)

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Well here we are. The Chips. What you're all here for. On the left is the Japanese Names, on the right is the English Names. I Present...THE CHIPS!!

---4.1 Standard Chips (Std)---

Standard Chips:

1. Cannon
2. Hi-Cannon
3. Mega Cannon
4. Air Shot
5. Vulcan 1
6. Vulcan 2
7. Vulcan 3
8. Spread Gun - Spreader
9. Heat Shot
10. Heat Buoy - Heat-V
11. Heat Side
12. Bubble Shot - Bubbler
13. Bubble Buoy - Bub-V
14. Bubble Side - Bub Side
15. Thunderball 1
16. Thunderball 2
17. Thunderball 3
18. Wide Shot 1

19. Wide Shot 2
20. Wide Shot 3
21. Flame Line 1
22. Flame Line 2
23. Flame Line 3
24. Gun Del Sol 1
25. Gun Del Sol 2
26. Gun Del Sol 3
27. Blizzard
28. Heat Breath
29. Elec Shock
30. Woody Powder
31. Sand Ring
32. Twin Fang 1
33. Twin Fang 2
34. Twin Fang 3
35. Element Flare
36. Element Ice
37. Element Leaf
38. Element Sand
39. Mag Bolt 1
40. Mag Bolt 2
41. Mag Bolt 3
42. Tornado
43. Noise Storm - Static
44. Mini Bomb
45. Energy Bomb
46. Mega Energy Bomb
47. Hougan - Cannonball
48. Black Bomb
49. Kanketsusan - Geyser
50. Bug Bomb
51. Bound Note 1 - Binder 1
52. Bound Note 2 - Binder 2
53. Bound Note 3 - Binder 3
54. Sword
55. Wide Sword
56. Long Sword
57. Wide Blade
58. Long Blade
59. Custom Sword
60. Variable Sword
61. Iai Form - Slasher
62. Fuujin Racket - Air Racket
63. Air Hockey 1
64. Air Hockey 2
65. Air Hockey 3
66. Counter 1
67. Counter 2
68. Counter 3
69. Boomerang 1
70. Boomerang 2
71. Boomerang 3
72. Side Bamboo 1
73. Side Bamboo 2
74. Side Bamboo 3
75. Bamboo Lance - Lance
76. White Web 1
77. White Web 2
78. White Web 3

79. Moko Rush 1
80. Moko Rush 2
81. Moko Rush 3
82. Circle Gun 1
83. Circle Gun 2
84. Circle Gun 3
85. Common Snake - Snake
86. Magnum
87. Big Hammer 1
88. Big Hammer 2
89. Big Hammer 3
90. Boy Bomb 1
91. Boy Bomb 2
92. Boy Bomb 3
93. Count Bomb - Time Bomb
94. Stealth Mine - Mine
95. Stone Cube - Rock Cube
96. Toppuu - Wind
97. Suikomi - Fan
98. Ouenka - Fanfare
99. Discord
100. Timpani
101. Silence
102. Waraningyou - Voodoo Doll
103. Met Guard 1
104. Met Guard 2
105. Met Guard 3
106. Crack Out
107. Double Crack
108. Triple Crack
109. Recover 10
110. Recover 30
111. Recover 50
112. Recover 80
113. Recover 120
114. Recover 150
115. Recover 200
116. Recover 300
117. Repair
118. Panel Steal - Panel Grab
119. Area Steal - Area Grab
120. Steal Jelly - Meta Gel
121. Steal Punish - Grab Back
122. Steal Revenge - Grab Revenge
123. Panel Return
124. Deathmatch 1 - Geddon 1
125. Deathmatch 2 - Geddon 2
126. Deathmatch 3 - Geddon 3
127. Heavy Gauge - Slow Gauge
128. Quick Gauge - Fast Gauge
129. Blinder
130. Super Kitakaze - North Wind
131. Holy Panel
132. Dark Hole
133. Invisible
134. Yukashita - Pop Up
135. Barrier
136. Barrier 100
137. Barrier 200
138. Kakigenkin - Anti Fire



139. Daikouzui - Anti Water
140. Hiraishin - Anti Electric
141. Mayoinomori - Anti Water
142. Kawarimi Magic - Anti Damage
143. Shirahadori - Anti Sword
144. Navi Scout - Anti Navi
145. Bad Medicine - Anti Recover
146. Copy Damage
147. Life Synchro
148. Attack + 10
149. Navi + 20
150. Colour Point
151. Roll Arrow 1
152. Roll Arrow 2
153. Roll Arrow 3
154. Guts Punch 1
155. Guts Punch 2
156. Guts Punch 3
157. Propellor Bomb 1
158. Propellor Bomb 2
159. Propellor Bomb 3
160. Search Bomb 1
161. Search Bomb 2
162. Search Bomb 3
163. Meteors 1
164. Meteors 2
165. Meteors 3
166. Lightning 1
167. Lightning 2
168. Lightning 3
169. Hayabusa giri 1 - Hawk Cut 1
170. Hayabusa giri 2 - Hawk Cut 2
171. Hayabusa giri 3 - Hawk Cut 3
172. Number Ball 1
173. Number Ball 2
174. Number Ball 3
175. Metal Gear 1
176. Metal Gear 2
177. Metal Gear 3
178. Panel Shoot 1
179. Panel Shoot 2
180. Panel Shoot 3
181. Aqua Upper 1
182. Aqua Upper 2
183. Aqua Upper 3
184. Green Wood 1
185. Green Wood 2
186. Green Wood 3
187. Marking
188. Cannon Mode
189. Hougan Mode
190. Sword Mode

---4.2 Mega Chips (Mga)---

1. Super Vulcan
2. Neo Variable Sword
3. Meteo Rain - Meteors
4. God Hammer
5. Ojizousan - Guardian

6. Jealousy
7. Bug Chain
8. Bug Shousei - Bug Fix
9. Full Custom
10. Dream Aura - Life Aura
11. Sanctuary
12. Attack +30
13. Double Point
14. Muramasa Blade
15. Poison Anubis
16. Element Dark
17. Black Wing
18. Dark Line
19. Roll
20. Roll SP
21. Roll DS
22. Gutsman
23. Gutsman SP
24. Gutsman DS
25. Windman
26. Windman SP
27. Windman DS
28. Searchman
29. Searchman SP
30. Searchman DS
31. Fireman
32. Fireman SP
33. Fireman DS
34. Thunderman
35. Thunderman SP
36. Thunderman DS
37. Blues - Protoman
38. Blues SP - Protoman SP
39. Blues DS - Protoman DS
40. Numberman
41. Numberman SP
42. Numberman DS
43. Metalman
44. Metalman SP
45. Metalman DS
46. Junkman
47. Junkman SP
48. Junkman DS
49. Aquaman
50. Aquaman SP
51. Aquaman DS
52. Woodman
53. Woodman SP
54. Woodman DS
55. Topman
56. Topman SP
57. Topman DS
58. Coldman
59. Coldman SP
60. Coldman DS
61. Sparkman
62. Sparkman SP
63. Sparkman DS
64. Shademan
65. Shademan SP

66. Shademan DS
67. Burnerman
68. Burnerman SP
69. Burnerman DS
70. Laserman
71. Laserman SP
72. Laserman DS
73. Kendoman
74. Kendoman SP
75. Kendoman DS
76. Videoman
77. Videoman SP
78. Videoman DS
79. Gun Del Sol EX
80. Z-Saber
81. Fire+40
82. Elec+40
83. Aqua x2
84. Wood x2
85. Black Weapon

---4.3 Giga Chips (Gga)---

Giga Chips:

1. Meteo Red Sun
2. Holy Dream
3. Forte - Bass
4. Bug Charge
5. Black Barrier
6. Blue Moon Ray
7. Signal Red
8. Forte Another - Bass Anomaly
9. Curse of Bug
10. Delta Ray Edge
11. Final Gun

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5. Program Advances (P.A)

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Here they are!! The Program Advances!! These use the Japanese names for Chips.  
Enjoy...

1. Giga Cannon 1: Attack+10 + Cannon + Cannon
2. Giga Cannon 2: Attack+10 + Hi-Cannon + Hi-Cannon
3. Giga Cannon 3: Attack+10 + Mega Cannon + Mega Cannon
4. Hyper Burst: Energy Bomb + Mega Energy Bomb + Spread Gun
5. Heat Spread: Heat Shot + Heat Buoy + Heat Side
6. Bub Spread: Bubbler + Bub Buoy + Bub Side
7. Super Wide 1: Wide Sword + Wide Blade + Wide Shot 1
8. Super Wide 2: Wide Sword + Wide Blade + Wide Shot 2
9. Super Wide 3: Wide Sword + Wide Blade + Wide Shot 3
10. Flame Cross 1: Heat Breath + Heat Breath + Flame Line 1
11. Flame Cross 2: Heat Breath + Heat Breath + Flame Line 2
12. Flame Cross 3: Heat Breath + Heat Breath + Flame Line 2
13. Mad Fang 1: Vulcan 1 + Vulcan 1 + Twin Fang 1
14. Mad Fang 2: Vulcan 2 + Vulcan 2 + Twin Fang 2

15. Mad Fang 3: Vulcan 3 + Vulcan 3 + Twin Fang 3
16. Mag Shock 1: Elec Shock + Elec Shock + Mag Bolt 1
17. Mag Shock 2: Elec Shock + Elec Shock + Mag Bolt 2
18. Mag Shock 3: Elec Shock + Elec Shock + Mag Bolt 3
19. Jigoku Hockey 1: Air Hockey 1 + Air Hockey 1 + Hougan
20. Jigoku Hockey 2: Air Hockey 2 + Air Hockey 2 + Hougan
21. Jigoku Hockey 3: Air Hockey 3 + Air Hockey 3 + Hougan
22. Hell Boomerang 1: White Web 1 + White Web 1 + Boomerang 1
23. Hell Boomerang 2: White Web 2 + White Web 2 + Boomerang 2
24. Hell Boomerang 3: White Web 3 + White Web 3 + Boomerang 3
25. Dream Sword: Sword + Wide Sword/Blade + Long Sword/Blade
26. Giga Count Bomb: Mini Bomb + Boy Bomb 1/2/3 + Count Bomb
27. Bodyguard: Kawarimi Magic + Navi Scout + Muramasa Blade
28. Poison Pharoah: Dark Hole + Dark Line + Poison Anubis
29. Pile Driver: Gun Del Sol 1 + Gun Del Sol 2 + Gun Del Sol 3
30. Dark Messiah Neo: Dark Line + Bug Chain + Forte/Forte Another

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## 6. Version History (Hstry)

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### Version 0.9:

Made the FAQ. Done all of the Giga Chips and P.A's, also the Japanese names. Just a few chips left which I don't know the names of. Then I'll Submit it.

### Version 1.0:

Finished it!! All Chips and P.A's. Japanese and English Names, All Chips, ready to be Sent in!!

### Version 1.05:

Got Rid of E-Mail. Spam. Sorry. Sign up to help me.

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## 7. Thanks (Thk)

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Me, for writing the guide.  
You, for Reading the Guide.  
Planet Megaman, as their site had the japanese names of the chips on it.  
chaosgene and Highbank, as they helped me when I uh....Screwed up in the topic.  
Also chaosgene again for chip Standard chip 177 and Mega Chip 85.  
Chibi Soma, as his Little Guide helped me through the game.  
labmaster, for the All Navi Cheat to find out the Navis.  
Everyone else on the Rockman.EXE 4.5 boards.  
Capcom, for making this brilliant game.

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## 8. Copyright/Outro (Cpyrght)

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This FAQ is only Allowed on these Websites:

GameFAQ's:www.gamefaqs.com

Neoseeker:www.neoseeker.com

Mind Shift:www.freewebs.com/mind\_shift

Everyone, Hope you get all the info you need from this. Enjoy it. If you need to contact me about anything I've done wrong, forgot to put in. etc, Join GameFAQ's Message boards and ask for me.

Copyright (c) 2004 by Shift Breaker. The chip names listed are Copyrighted by Capcom. You may not use this FAQ on your site without asking permission. Putting it simply:

You take, you die. See Ya!!!

IT'S OVER NOW!!!

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