

# Mega Man Battle Chip Challenge FAQ/Walkthrough

by Mogg

Updated to v1.1 on Apr 21, 2005

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|                ROCKMAN EXE BATTLE CHIP CHALLENGE (JP VERSION)                |
|                For the GameBoy Advance                                       |
|                FAQ/Walkthrough Version 1.1                                   |
|                Written By: Mogg 13-42                                        |
|                Email: thaei@yahoo.com                                         |
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WARNING: This FAQ contains japanese characters. Some words will not be
         displayed properly without using the proper software.
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Note to JWPce users: Set the line width of your word processor to 79
characters per line to keep the formatting of this FAQ from getting messed
up.
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E-MAIL POLICY
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- \* Only send questions that are not yet answered in the guide, and please allow at least a day or two (depending on how busy I am) to get a reply back. I'll try to answer all your e-mails whenever possible, so please be patient.
- \* State your questions clearly. I've received a lot of mails before with questions I don't understand. So if I can't make out what you wish to know, then I will ignore your mail.
- \* Make the title/subject of your e-mails obvious. I get so many different e-mails sent to the address above, so there's a pretty good chance that I might overlook your mail.
- \* NO VIRUSES AND/OR SPAM MAILS!!!!

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VERSION HISTORY
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-----  
[Version 1.1 -- 9/13/03]

- Netto's walkthrough and battle guide completed.
  - Added more Chip Types
- 

=====

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=====

Press Ctrl+F and type the [keyword] for the section you're looking for, to get there quickly. The ones that are enclosed in brackets are the keywords.

If you need help on defeating a certain Navi, type the Navi's name in ALL CAPS, with no spaces in between.

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I. INTRODUCTION [01]

=====

Well everyone I'm back! It's been a really long while since my last guide. (nearly 8 months to be exact) But I have several lined up for the next few months (including this one). It feels so good to be able to write again. ^\_^ Another thing, feel free to send questions, comments, suggestions, and contributions. Ok, I'm done talking so let's begin!

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II. GAME BASICS [02]

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>>MENUS<< [02a]

-----

Here are the translations of the options in the PET's menu screen.

Program Deck	Chip Folder	Data Library	
Net Navi	E-mail	Save	Comm.

Now, if you access the Chip Folder sub-menu, you'll see 2 options. They are:

- > Edit
- > Equip

If you happen to choose Edit, and decide to organize your chips, you'll encounter these options:

- ID
- Alphabet
- MB
- AP
- Element

-----

>>CONTROLS<< [02b]

-----

- D-Pad.....Move Cursor/Select Destination
- A..... Confirm
- B.....Cancel
- L.....Slot-in chip (in battle)/Scroll up (Chip Folder sub-menu)
- R.....Slot-in chip (in battle)/Scroll down (Chip Folder sub-menu)
- Start.....Organize chips (Chip Folder sub-menu)
- Select.....View description of battle chip

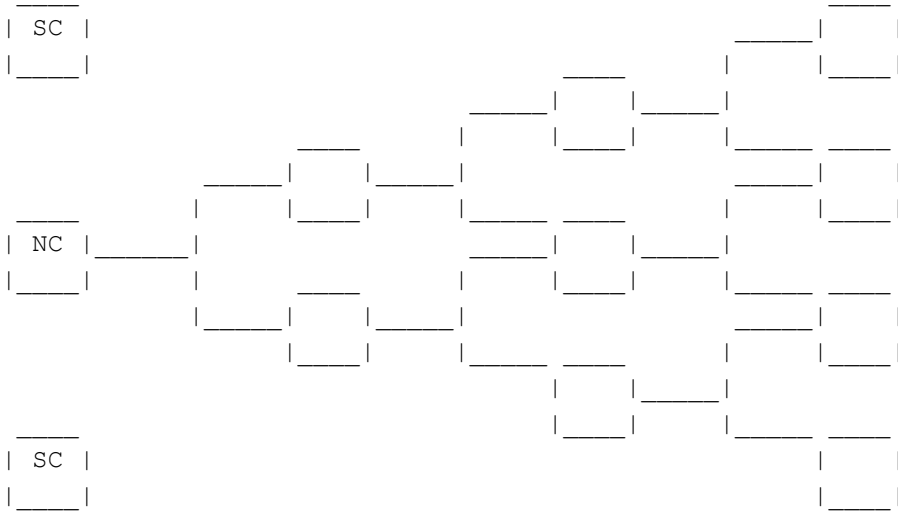
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>>BATTLE SYSTEM<< [02c]

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This is where the game gets a little more complex. So for the sake of clarity, I'll explain every element of the battle system one-by-one.

The Program Deck looks somewhat like this:



The box marked with "NC" is the ONLY spot where you can put in a Navi Chip. While the 2 boxes marked with "SC" are the spots for Slot-In Chips. Now with that said, I'll go back to my explanation on Navi Chips.

Navi Chips affect the overall capacity of your Program Deck. It can either be increased or decreased depending on which Navi chip you use. Also, you can use any Navi chip you want as long as you have it in your Chip Folder.

Now let's talk about Slot-In chips. On the top-right corner of the Program Deck screen, you should see the words SLOT MAX: ??MB. This indicates the maximum allowable size of the battle chip you can use for Slot-Ins. For example, I'll replace the "??" above with 20. In this case, I'll only be able to use chips less than, or exactly 20MB in size for Slot-Ins. That number will increase as you progress through the game.

A battle chip has 4 different parameters, and they are:

HP                 AP  
MB                 Element

Now, some of you might wonder, why there's an HP value. Well, that's because contrary to the other EXE games, battle chips can now be deleted. Once that happens, the chip will be gone for the whole battle. Ok, more on that later.

AP is the amount of damage a battle chip deals on an opponent, or the amount of HP it adds to your Navi. (in the case of a Recovery chip)

MB is obviously the size of a battle chip. And the ELEMENT of a chip can either be FIRE, WATER, WOOD, or LIGHTNING

When an elemental Navi uses a battle chip with the same element as it does, the attack power of the battle chip is increased by nearly twice as much as it's normal strength.

For example if Heatman uses a Flame Sword, this is what happens:

Normal Damage: 80                      Heatman: 130

Also, if a wood-type Navi uses a wood-type chip, the panels on the battlefield will be changed to grass. (only works on METAL panels)

#### Chip Types

-----

Now if you place your cursor on a battle chip, you do see words on a gray background, below the picture of the chip right? What are these for, you ask? Well, I'll explain everything in the list below. Note that this isn't complete yet, but I'm working on it.

-----  
CHIP TYPE: ノーマル (Normal)

EFFECT:      Damages Navi only.

-----  
CHIP TYPE: ツイカ

EFFECT:      Damages Navi chip, and 1 of the 3 battle chips that are available for that turn.

-----  
CHIP TYPE: 全ツイカ

EFFECT:      Damages Navi chip, and ALL 3 of the battle chips that are available for that turn.

-----  
CHIP TYPE: カンツウ (Piercing)

EFFECT:      Penetrates the guard-type chip and damages the Navi. The chip will also take damage.

-----  
CHIP TYPE: ランダム (Random)

EFFECT:      Damages Navi chip. May or may not damage 1 of the 3 battle chips that are available for that turn. Has Piercing ability.

-----  
CHIP TYPE: ブレイク (Break)

EFFECT:      Deletes the guard chip used by your opponent, and damages the Navi. So don't expect guard-type chips to provide any form of protection against battle chips with the Break ability.

-----  
CHIP TYPE: 全ブレイク (Break All)

EFFECT:      Deletes Guard type chips and damages all other forms of battle chips that are available for that turn. Attack also damages the Navi.

-----  
CHIP TYPE: ダブル ?? (Double ??)

EFFECT:      Damage = ??x2 (?? depends on the attack power of the battle chip. (Damages the Navi only.)

-----  
CHIP TYPE: トリプル ?? (Triple ??)

EFFECT:      Damage = ??x3 (?? depends on the attack power of the battle chip. (Damages the Navi only.)

-----  
CHIP TYPE: マヒ (Paralysis)

EFFECT:      Damages and paralyzes Navi. This disables the Navi's basic

weapon.

-----  
CHIP TYPE: マヒボム (Paralysis Bomb)

EFFECT: Deals damage to all battle chips that are available for that turn. Also paralyzes Navi. (I'll say this again: Paralysis disables a Navi's basic weapon.)

-----  
CHIP TYPE: ハンゲキ (Counterattack)

EFFECT: Counterattacks if attacked. The chip will take damage whenever you hit it.

-----  
CHIP TYPE: 全ハンゲキ

EFFECT: Same as above. But this time it will damage the Navi, and all 3 of his battle chips.

-----  
CHIP TYPE: R ハンゲキ

EFFECT: Steals an opponent's turn if he uses a close-range chip. Attack damages Navi and 1 of his 3 battle chips.

-----  
CHIP TYPE: メテオ (Meteor)

EFFECT: Meteors fall from the sky and attacks the Navi multiple times. (either 3, 4, or 5 depending on the number indicated on the chip) Note that the hit rate is random.

-----  
CHIP TYPE: デリト (Delete)

EFFECT: Instantly deletes any 1 of the 3 battle chips that are available for that turn. (Regardless of HP.)

-----  
CHIP TYPE: カイフク (Recovery)

EFFECT: Restores a Navi's HP. (the amount of HP restored depends on the AP of the chip)

-----  
CHIP TYPE: バリア (Barrier)

EFFECT: Nullifies damage from any type of attack once. The barrier will disappear after taking one hit.

-----  
CHIP TYPE: オラ80 (Aura 80)

EFFECT: Nullifies damage from all types of attacks that are equivalent to 80 and below. Doesn't provide immunity from attacks that have the opposing element.

-----  
CHIP TYPE: タメ

EFFECT: Absorbs all the damage from an opponent's attacks, and adds the values together to determine the chip's attack power at the end of the turn. (If it wasn't deleted in the process.) The chip won't receive damage from an attack of the same element.

-----  
CHIP TYPE: ゲージ (Gauge)

EFFECT: Either adds or subtracts 50 from the percentage value of your Slot-In Gauge, depending on the type you use.

-----  
CHIP TYPE: ハンシャ

EFFECT: Counterattacks whenever you hit, but fail to damage it. Shockwave inflicts 40 HP damage.

-----  
CHIP TYPE: ラッキー (Lucky)

EFFECT: Increases the probability of getting a chip at the end of a battle.

-----  
CHIP TYPE: ガード (Guard)

EFFECT: Blocks an opponent's attacks. (Will be effective until the chip is deleted, or the until the turn ends.)

---

CHIP TYPE: パネル チェンジ (Panel Change)

EFFECT: Alters the panels on the battlefield.

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Inserting Battle Chips

[02c-iii]

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During battle, you should see a small bar at the bottom of your screen. This is the Slot-In Gauge. It will fill up by 5% after every move you and your opponent make. Once it reaches about 45%, you will be allowed to use your Slot-In chips by pressing either the L or R buttons.

But I strongly recommend that you let the gauge fill up to at least 50-55%, or even 100 if you can. Since the percentage determines the success rate of your attempt in sending a battle chip to your Navi.

If the percentage is too low, then your Slot-In attempt will fail. Once this happens, you'll have to wait for the gauge to fill up again. Now if your attempt succeeds, then the Navi will immediately use the chip you sent.

---

The Battlefield

[02c-iv]

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First off, you should know that, you have no control whatsoever over dodging your opponent's attacks. Your opponent's offensive attempts may miss, but this seems to be totally based on luck.

Now, the program deck will appear at the start of every turn, letting you know which battle chips you can use for that round. The chips that are available will be highlighted, while those that are not will be grayed out. Same thing goes for your opponent.

You can only use a total of 3 battle chips per turn, along with your Navi's basic weapon. Also, all the empty slots in your Program Deck will be marked with an "X". The set of chips that can be used for a turn are randomly chosen. (empty slots included) Thus, it will be a very good idea to spread your chips evenly throughout the Program Deck, since ending up with an empty slot during battle can be a really bad thing.

---

Panel Alterations

[02c-v]

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There are 7 types of panels in this game: Normal, Magma, Ice, Metal, Grass, Poison, and Hole. Here's what each of these panel types do.

Normal: Nothing

Magma: Inflicts 50 HP damage to non-elemental Navis.

Ice: Dramatically increases a Navi's agility. So expect your attacks to miss very often. Also doubles the attack power of electric-type chips.

Metal: Also doubles the attack power of electric-type chips.

Grass: Recovers 50 HP to Wood type Navis. Some wood-type battle chips can only be used on Grass panels. Doubles the attack power of fire-type chips.

Poison: 20 HP damage to Navi and all of the battle chips that are usable for that turn. (Affects both you and your opponent.) The 20 HP thing takes effect every turn.

Hole: Disables all close range hitting chips. (All types of Swords, Bronze/Silver/Gold Fists, etc)

=====

WALKTHROUGH [03]

=====

When you start a new game, you'll have to pick a character that you wish to play as. You can choose either one of these characters: Netto, Enzan, Meiru, Kaita, Dekao or Mary/Marie. But as for this guide, I'll start with Netto.

Also, the timeline of this game is June 200X, with Netto in 6th grade.

#####

WALKTHROUGH --> NETTO [03a]

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A/N: To avoid giving out unnecessary spoilers, I won't discuss anything about the story here. But if really want to know details about the story, then just e-mail me and I'll tell you about it.

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Netto's (Lan) Room

-----

Before you leave for the 1st match of the Battle Chip Grand Prix tournament, you'll get an e-mail from Higure (Higsby) telling you that he sells battle chips that can be used for the program deck.

-----

Area Select

-----

You can now access the Higureya (chip shop). Higure's chips cost 300z each, or you can also choose to buy a set of 10 chips for 3000z. But you definitely wouldn't have enough zenny for that now. So go to the BCGP Building to get the tournament started.

-----

BCGP Building

-----

The tournament consists of classes, where you gradually make your way up to reach the top. Each class also has it's own set of competitions, which you must complete in order to unlock the next class. Well with that said, let's get started.

-----

CLASS E



-----  
This class has 3 tournaments, namely: (\*listed from left to right\*)  
Beginner, Guts, and Iyashi Tournaments. Here are the details for each  
tournament.

Beginner Tournament  
-----

Rewards when completed: 1000z; Normal Navi V2 chip  
Number of Battles: 3

Opponents:

Round 1: Normal Navi  
Round 2: Numberman  
Round 3: Normal Navi V2

Guts Tournament  
-----

Rewards when completed: 1500z; Gutsman's Navi chip  
Number of Battles: 3

Opponents:

Round 1: Normal Navi  
Round 2: Normal Navi V2  
Round 3: Gutsman

Iyashi Tournament  
-----

Rewards when completed: 1500z; Roll's Navi chip  
Number of Battles: 3

Opponents:

Round 1: Normal Navi  
Round 2: Ring  
Round 3: Roll

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

-----  
Area Select  
-----

You've already unlocked the Official Center when you completed your first  
tournament for Class E. Check it out for some free battles. When you're  
through, go back to the BCGP building.

-----  
CLASS D  
-----

This class has 4 tournaments, which are all elemental namely: (\*listed from

left to right\*) Match (Fire), Wakaba (Wood), Shizuku (Water), and Denchi (Electric) tournaments. Here are the details for each tournament.

#### Match Tournament

-----

Rewards when completed: 3000z; Fireman's Navi chip

Number of Battles: 4

Panel Type: Magma

Opponents:

Round 1: Normal Navi

Round 2: Navi Type F

Round 3: Ring

Round 4: Fireman

#### Wakaba Tournament

-----

Rewards when completed: 3000z; Woodman's Navi chip

Number of Battles: 4

Panel Type: Grass

Opponents:

Round 1: Normal Navi V2

Round 2: Navi Type W

Round 3: Gutsman

Round 4: Woodman

#### Shizuku Tournament

-----

Rewards when completed: 3000z; Iceman's Navi chip

Number of Battles: 4

Panel Type: Ice

Opponents:

Round 1: Normal Navi

Round 2: Roll

Round 3: Navi Type A

Round 4: Iceman

#### Denchi Tournament

-----

Rewards when completed: 3000z; Elecman's Navi chip

Number of Battles: 4

Panel Type: Metal

Opponents:

Round 1: Normal Navi V2

Round 2: Navi Type E

Round 3: Normal Navi V3

Round 4: Elecman

-----

A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.

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-----  
Area Select  
-----

Upon completing Class D, a new area has been unlocked at the Official Center. Your slot-in chip size limit has also been increased to 30MB. And finally, a Netopian chip shop called Sunset is now accesible at the Area Select screen.

The battle chips at the Sunset is a bit more expensive. (500z each) You can also buy a set of 10 chips for 5000z.

-----  
CLASS C  
-----

Just like Class E, this class also has 3 tournaments, namely: (\*listed from left to right\*) Sokkou, Block, and Zeppeki tournaments.

Sokkou Tournament  
-----

Rewards when completed: 4000z; Quickman's Navi chip  
Number of Battles: 6  
Panel Type: Poison

Opponents:

Round 1: Normal Navi V2  
Round 2: Normal Navi V3  
Round 3: Fireman  
Round 4: Numberman  
Round 5: Turboman  
Round 6: Quickman

Block Tournament  
-----

Rewards when completed: 4000z; Skullman's Navi chip  
Number of Battles: 6

Opponents:

Round 1: Normal Navi V2  
Round 2: Woodman  
Round 3: Normal Navi V3  
Round 4: Elecman  
Round 5: Roll  
Round 6: Skullman

Zeppeki Tournament  
-----

Rewards when completed: 4000z; Airman's Navi chip  
Number of Battles: 6  
Panel Type: Hole (can be restored by using a Panel Repair chip)

Opponents:

Round 1: Normal Navi V2  
Round 2: Ring  
Round 3: Normal Navi V3  
Round 4: Normal Navi V4  
Round 5: Thunderman  
Round 6: Airman

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

-----  
Area Select  
-----

Once you've completed Class C, your program deck capacity will increase by 20MB. (affects all of your Navis). Also feel free to check out the chip shops, since the matches will be tougher from now on. Once you're ready, return to the BCGP building.

-----  
CLASS B  
-----

Once again, this class is purely elemental. It has 4 tournaments, namely: (\*listed from left to right\*) Hanabi, (Fire) Aoba, (Wood), Ogawa, (Water), and Kaminari (Electric) tournaments.

Hanabi Tournament  
-----

Rewards when completed: 5000z; Heatman's Navi chip  
Number of Battles: 6  
Panel Type: Magma

Opponents:

Round 1: Turboman  
Round 2: Navi Type F  
Round 3: Colorman  
Round 4: Normal Navi V4  
Round 5: Metalman  
Round 6: Heatman

Aoba Tournament  
-----

Rewards when completed: 5000z; Plantman's Navi chip  
Number of Battles: 6  
Panel Type: Grass

Opponents:

Round 1: Snakeman  
Round 2: Normal Navi V3  
Round 3: Woodman

Round 4: Navi Type W  
Round 5: Quickman  
Round 6: Plantman

Ogawa Tournament  
-----

Rewards when completed: 5000z; Sharkman's Navi chip  
Number of Battles: 6  
Panel Type: Ice

Opponents:

Round 1: Iceman  
Round 2: Navi Type A  
Round 3: Beastman  
Round 4: Skullman  
Round 5: Normal Navi V4  
Round 6: Sharkman

Kaminari Tournament  
-----

Rewards when completed: 5000z; Flashman's Navi chip  
Number of Battles: 6  
Panel Type: Metal

Opponents:

Round 1: Airman  
Round 2: Normal Navi V4  
Round 3: Thunderman  
Round 4: Navi Type E  
Round 5: Magnetman  
Round 6: Flashman

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

Area Select  
-----

Your slot-in chip size limit has now been increased to 40 MB.

-----  
CLASS A  
-----

Now unlike the other classes, this one only has 2 tournaments with 8 battles each. The tournaments are (\*listed from left to right\*) East and West tournaments.

East Tournament  
-----

Rewards when completed: 7000z; Freezeman's Navi chip  
Number of Battles: 8  
Panel Type: Various

Opponents:

Round 1: Normal Navi V3  
Round 2: Airman  
Round 3: Navi Type W  
Round 4: Iceman  
Round 5: Navi Type A  
Round 6: Snakeman  
Round 7: Normal Navi V4  
Round 8: Freezeman

West Tournament  
-----

Rewards when completed: 7000z; Magicman's Navi chip  
Number of Battles: 8  
Panel Type: Various

Opponents:

Round 1: Gutsman  
Round 2: Normal Navi V3  
Round 3: Navi Type E  
Round 4: Navi Type F  
Round 5: Heatman  
Round 6: Elecman  
Round 7: Normal Navi V4  
Round 8: Magicman

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

Area Select  
-----

Your Program Deck capacity will once again be increased by 20MB. (Affects all Navis)

-----  
CLASS S  
-----

This class only has 1 tournament: the Master Tournament. You'll have to win 14 battles... then face Blues at the last round (Round 15)

Master Tournament  
-----

Rewards when completed: 10000z; Blues' Navi chip  
Number of Battles: 15  
Panel Type: Various

Opponents:

Round 1: Flashman  
Round 2: Metalman  
Round 3: Beastman

Round 4: Magnetman  
Round 5: Skullman  
Round 6: Plantman  
Round 7: Knightman  
Round 8: Thunderman  
Round 9: Flameman  
Round 10: Sharkman  
Round 11: Quickman  
Round 12: Magicman  
Round 13: Freezeman  
Round 14: Kingman  
Round 15: Blues

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

-----  
Area Select  
-----

Though you've seen the ending and got your Data Chip, (I'm not sure what it does) the game is far from over. Your slot-in chip size limit has been increased to 50MB. In addition, a new class is now accessible at the BCGP building. This is considered as a "Special Class".

-----  
CLASS X  
-----

This class has only 1 tournament, called the Shadow Tournament. It also has 15 battles.

Rewards when completed: 12000z; Shadowman's Navi chip  
Number of Battles: 15  
Panel Types: Various

Opponents:

Round 1: Numberman  
Round 2: Iceman  
Round 3: Fireman  
Round 4: Elecman  
Round 5: Snakeman  
Round 6: Ring  
Round 7: Woodman  
Round 8: Thunderman  
Round 9: Roll  
Round 10: Turboman  
Round 11: Skullman  
Round 12: Magicman  
Round 13: Gutsman  
Round 14: Toadman  
Round 15: Shadowman

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

-----  
Area Select  
-----

Your program deck capacity has been increased by 40MB. (Affects all Navis)

-----  
CLASS Y  
-----

Class Y has only one tournament -- the Ashura Tournament. It has 15 battles as well.

Rewards when completed: 15000z; Gateman's Navi chip  
Number of Battles: 15  
Panel Types: Various

Opponents:

Round 1: Airman  
Round 2: Woodman  
Round 3: Snakeman  
Round 4: Plantman  
Round 5: Elecman  
Round 6: Thunderman  
Round 7: Flashman  
Round 8: Metalman  
Round 9: Heatman  
Round 10: Quickman  
Round 11: Sharkman  
Round 12: Kingman  
Round 13: Magnetman  
Round 14: Colorman  
Round 15: Gateman

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

-----  
Area Select  
-----

Your slot-in chip size limit has been increased to 80MB.

-----  
CLASS Z  
-----

Like the previous 3 classes, this class also has only 1 tournament called, Kaosu (Chaos) Tournament. You have to win 20 battles to complete it.

Rewards when completed: 30000z; Forte's Navi chip  
Number of Battles: 20  
Panel Types: Various

Opponents:



- Round 1: Colorman
- Round 2: Roll
- Round 3: Flashman
- Round 4: Flameman
- Round 5: Beastman
- Round 6: Plantman
- Round 7: Ring
- Round 8: Sharkman
- Round 9: Metalman
- Round 10: Turboman
- Round 11: Magnetman
- Round 12: Skullman
- Round 13: Gutsman
- Round 14: Knightman
- Round 15: Kingman
- Round 16: Magicman
- Round 17: Shadowman
- Round 18: Gateman
- Round 19: Blues
- Round 20: Forte

-----  
A/N: For tips on how to beat your opponents, check Netto's Battle Guide.  
[03a-i] is the keyword for that section.  
-----

-----  
Area Select  
-----

All the tournaments in the BCGP building are now complete. Your program deck capacity has been increased by 60MB. In addition, you've also unlocked a new area at the Official Center.

#####  
BATTLE GUIDE --> NETTO [03a-i]  
#####

The names are arranged in alphabetical order. Note that this is not complete yet, but I'm working on it.

-----  
AIRMAN Operator: Arashi  
-----

=====  
Class C: Zeppeki Tournament: Round 6  
Special Chip: Tornado  
=====

Once again, the elemental balloons will make your life a lot easier in this battle. Make use of the protection provided by the balloon, and fire away with your powerful long-range battle chips. (Mega Cannons recommended)

=====  
Class B: Kaminari Tournament: Round 1  
Special Chip: Napalm/Tornado  
=====

Use any elemental Navi of your choice and bring battle chips that have an

element similar to that of your Navi. The attack power of electric chips will also be boosted by the panels.

=====  
Class A: East Tournament: Round 2  
Special Chip: Napalm/Tornado  
=====

Short-range chips, such as Swords, Fists, etc. are absolutely useless here, unless you have a Panel Repair chip with you. Otherwise, just stick to your powerful long-range chips like the Mega Cannons.

=====  
Class Y: Ashura Tournament: Round 1  
Special Chip: Panel Out  
=====

First use a Panel Return chip to restore the broken panels. Airman will most likely use a Curse Shield 2 to protect himself, so it's a really good idea to use a fist-type chip, (preferably Gold Fist) to break through the defense and damage him. Taking some YoYo 2s or YoYo 3s will help too, since he might use his Panel Out chip to destroy the panels again, thus disabling your close-range battle chips.

-----  
BEASTMAN

Operator: Takeo  
-----

=====  
Class B: Ogawa Tournament: Round 3  
Special Chip: Kunai 3  
=====

First off let me warn you that this guy is very agile, (thanks to the ice panels) and therefore INCREDIBLY hard to hit. It seems that I had more luck hitting him with short-range chips, like sword and fist types, than long-range ones.

=====  
Class S: Master Tournament: Round 3  
Special Chip: Kunai 3/Navi+20  
=====

Fortunately, there are no ice panels this time, so he's a whole lot easier to hit. Just use any elemental Navi of your choice, and bring battle chips with an element similar to that of your Navi. It is also a good idea to use panel alteration chips to your advantage.

=====  
Class Z: Chaos Tournament: Round 5  
Special Chip: Kunai 3  
=====

There will be grass panels in this match. So use Woodman to take advantage of it's healing feature. Also, be sure to bring some Bad Spice 3 chips -- this should take care of most of Beastman's battle chips. It'll also inflict 120 HP damage on your opponent in one hit.

-----  
BLUES

Operator: Enzan Ijuuin

=====  
Class S: Master Tournament: Round 15  
Special Chip: Slasher  
=====

First off, congratulations for getting this far! There are 2 ways you can beat Blues. The first one is: As you know, he has mostly sword-type chips in his deck, so if you use a Panel Out chip... you know what will happen. But he does have a Panel Return chip though, so just destroy the panels again once he fixes them. Stick to your powerful long-range arsenals if you decide to follow this method.

The second method is: Use an elemental Navi, and well... bring battle chips with an element similar to that of your Navi. (preferably elemental swords/blades) With the attack power boost provided by your Navi, deleting his battle chips shouldn't be much of a problem either.

=====  
Class Z: Chaos Tournament: Round 19  
Special Chip: Slasher  
=====

See above. Remember that if he uses the Slasher chip, just attack with your long-range chips; such as YoYo3s and Mega Cannons. Blues won't counterattack if you do that.

-----  
COLORMAN

Operator: Madoi Iroiya  
-----

=====  
Class B: Hanabi Tournament: Round 3  
Special Chip: YoYo 3  
=====

First off, you must know that it is impossible to hit him with any form of attacks, as long as the magma panels are present. So I recommend that you use a weak aqua-type battle chip to put out the magma. (I don't advice wasting a powerful water-type chip for this, since the attack will miss Colorman anyway.)

Once the magma is out, pummel your opponent with high-powered battle chips. Using elemental swords/blades with an elemental Navi is a good idea. Mega Cannons are also a good choice for an offensive weapon.

=====  
Class Y: Ashura Tournament: Round 14  
Special Chip: YoYo 3  
=====

Another annoying fight. Why on earth does this guy have to be so agile anyway? I recommend using an electric-type navi here, take lots of electric chips (preferably swords), then change the panels to Metal. This will make your elec chips a lot more powerful, and keep you from going insane.

=====  
Class Z: Chaos Tournament: Round 1  
Special Chip: YoYo 3

=====  
His program deck is filled to the brim with YoYo3s. The thing to do here is put 2 Invincibility chips, in the first two slots of your own deck. And since YoYos don't damage battle chips, you'll be invincible all throughout the turn.

-----  
ELECMAN

Operator: Count Elec  
-----

=====  
Class D: Denchi Tournament: Round 4  
Special Chip: Elec Sword  
=====

Don't be fooled by Elecman's low HP. (only 450) He does pack a punch and, is pretty capable of beating you if you're careless. You should know by now which Navi to use here... Woodman. Also be sure to equip a good number of wood-type chips in your program deck. Woody Tower is very effective as well

Ok, now I'll talk about Elecman himself. Let me tell you this: If an elemental Navi uses a battle chip with the same elemental as it does, the damage dealt by that chip increases. Also, remember what I told you about metal panels before? Yes? Good! So beware. Pay special attention to the Elec Sword since it does the most damage. (130 if the panels are not metal, and 180 if otherwise.)

If you have a Forest Bomb 2 (better yet 3) chip, by all means make it delete the Elec Sword. If you don't however, just change the panels to grass. This will reduce the damage from his electric chips somewhat.

=====  
Class C: Block Tournament: Round 4  
Special Chip: Rabiring 2  
=====

Use any elemental Navi of your choice for this match, and fill your deck with battle chips with elements similar to that of your Navi. Woodman is his weakness, but note that Elecman has a lot of battle chips with the Paralysis ability. So it will definitely disable Woodman's basic attack, Woody Tower. I recommend bringing some sword-type chips with you, to take care of those Met Guards.

=====  
Class A: West Tournament: Round 6  
Special Chip: Elec Balloon  
=====

Let Woodman take care of this match, and bring some powerful wood-type chips. I suggest having these chips in your deck: Forest Bomb 3, Bad Spice 3, Forest Bomb 2. Using any wood-type chip with a wood-type Navi will turn the panels into grass -- this will somewhat weaken the attack power of your opponent's electric chips; and at the same time enable you to recover 50 HP at the end of every turn.

The 3 wood-type chips that I mentioned above are very effective in deleting his battle chips, as well as in damaging him. The Bad Spice 3 can only be used if there are grass panels. It's very important that you remember this, to avoid wasting a very powerful chip. (160 HP worth of

damage on your opponent, and all his battle chips) Even Woodman's basic attack inflicts 130 HP damage on him.

=====  
Class X: Shadow Tournament: Round 4  
Special Chip: Elec Sword/Elec Blade  
=====

This one is easy. Use any electric-type Navi of your choice, the bring some powerful and long-range electric chips, (Sattelite 3, Rabiring, etc) along with a Panel Out. Your opponent has mostly sword-type chips... so if you destroy the panels he'll be pretty much helpless. He does have a Panel Return chip for slot-in though.

=====  
Class Y: Ashura Tournament: Round 5  
Special Chip: Elec Sword/Elec Blade  
=====

See Class A West Tournament tip. But this time replace the Forest Bomb 2 with another Bad Spice 3 chip

-----  
FIREMAN

Operator: Kenichi Hino  
-----

=====  
Class D: Match Tournament: Round 4  
Special Chip: Flame Sword/Flame Blade  
=====

Iceman is without a doubt the best Navi to use for this battle. Just bring a good number of aqua-type chips. I recommend having these chips in your deck if you have them: Aqua Sword, Aqua Blade and, Bubble Cross. Don't forget to bring some Recovery chips too, just in case you run low on HP.

The Aqua Sword will deal 180 HP worth of damage if you use Iceman. The Aqua Blade on the other hand will deal 230 HP worth of damage if you use the same Navi. The Bubble Cross will prove to be a constant weapon in deleting Fireman's battle chips.

=====  
Class C: Sokkou Tournament: Round 3  
Special Chip: Flame Sword/Flame Blade  
=====

Use Iceman here and bring lots of aqua-type chips. Fireman has these chips in his deck: Flame Swords, Heat Shot, Heat Vs and some Heat Cross. So I suggest having some multi-hit aqua-type chips in your deck, to delete his fire chips.

=====  
Class X: Shadow Tournament: Round 3  
Special Chip: Aqua Balloon  
=====

Again use any water-type Navi of your choice, and bring powerful water-type chips. Use a battle chip with the Break ability (Bronze/Silver/Gold Fists, etc) to penetrate the defense of the Balloons, and delete them at the same time.

-----  
FLAMEMAN

Operator: Kenichi Hino  
-----

=====  
Class S: Master Tournament: Round 9  
Special Chip: Candle 3  
=====

The strategy here is similar to those of Fireman and Heatman. Well... use a water-type Navi and bring some powerful water chips, such as the Aqua Blade and Aqua Sword. That's all.

=====  
Class Z: Chaos Tournament: Round 4  
Special Chip: Candle 3  
=====

See above. Delete the balloon with a Fist-type chip. (Gold Fist recommended)

-----  
FLASHMAN

Operator: Rei  
-----

=====  
Class B: Kaminari Tournament: Round 6  
Special Chip: Remobit 3  
=====

Let Woodman take care of this match, and bring some powerful wood-type chips. I suggest having these chips in your deck: Forest Bomb 3, Bad Spice 3, Forest Bomb 2. Using any wood-type chip with a wood-type Navi will turn the panels into grass -- this will somewhat weaken the attack power of your opponent's electric chips; and at the same time enable you to recover 50 HP at the end of every turn.

The 3 wood-type chips that I mentioned above are very effective in deleting his battle chips, as well as in damaging him. The Bad Spice 3 can only be used if there are grass panels. It's very important that you remember this, to avoid wasting a very powerful chip. (160 HP worth of damage on your opponent, and all his battle chips) Even Woodman's basic attack inflicts 130 HP damage on him.

=====  
Class S: Master Tournament: Round 1  
Special Chip: Remobit 3  
=====

Once again, use Woodman for this match, and bring some powerful multi-hit wood chips. Preferably Forest Bomb 3s, since in addition to the formidable 90 HP damage on him; these would take care of most of his battle chips. The Woody Tower is really useful as well -- it deals 130 HP worth of damage.

=====  
Class Y: Ashura Tournament: Round 7  
Special Chip: Remobit 3  
=====

See Class B Kaminari Tournament tip. Replace Forest Bomb 2 with another Bad

Spice 3 chip.

=====  
Class Z: Chaos Tournament: Round 3  
Special Chip: Remobit 3  
=====

His program deck Remobit 3s and nothing else. So use Woodman here and turn the panels to grass using a Forest Bomb 3. Use your Bad Spice 3 chips afterwards. The Bad Spice ignores the defense provided by the Remobit 3.

-----  
FORTE  
-----

=====  
Class Z: Chaos Tournament: Round 20  
Special Chip: Dream Aura  
=====

Like Knightman, he also has 700 HP. You can break through his Dream Aura if, you use a battle chip with the Break ability. I would once again recommend that you use Gold Fist for this, since it does the most damage on Forte.

He also has a good number of Navi+20 chips -- which adds 20 to the attack power of his basic weapon. Just use an electric chip with the Paralysis ability, to keep him from using his basic attack.

Attack him with your strongest battle chips, such as YoYo3, Mega Cannons, Gold Fists, etc. Don't forget to bring some Recovery chips too, just in case.

-----  
FREEZEMAN Operator: Shun Obihiro  
-----

=====  
Class A: East Tournament: Round 8  
Special Chip: Heavy Gauge (Slow Gauge)  
=====

Now this battle can be tough. My advice is to use an electric-type Navi for this match, even if its vulnerable to the Aqua Blade that Freezeman has. And bring a good number of powerful electric chips, as well as Recovery chips. Your opponent carries multi-elemental sword chips, so altering the panels may be dangerous. You can use a Panel Out chip to neutralize the threat from the elemental swords though. If you decide to do this, just stick to your powerful, long-range electric chips and trusty cannon-type chips to get the job done.

=====  
Class S: Master Tournament: Round 13  
Special Chip: Heavy Gauge (Slow Gauge)  
=====

See above.

-----  
GATEMAN Operator: Meijin Eguchi  
-----

=====  
Class Y: Ashura Tournament: Round 15  
=====

This battle can be tough. I recommend putting these chips in your program deck, if you have them: 2 Panel Returns, Zeus Hammer, Gold Fist, YoYo 3, YoYo 2. As you can see, all these chips are large, so use Rockman or Blues as your Navi.

I don't advice fighting with long-range chips here. (except for your first move of the turn) YoYo 3 is the best chip to use. Now Gateman will use a Stone Cube and immediately follow it up with Panel Out. Use the Panel Repair to restore the panels, then on your next turn use the Zeus Hammer to break the Stone Cube and delete the Panel Out. The Gold Fist can also be used to break his other guard-type chips

Gateman's basic attack, the Gate Cannon inflicts 100 HP damage in a single hit... so beware. Be sure to have some Recovery chips in your deck too.

=====  
Class Z: Chaos Tournament: Round 18  
=====

All of Gateman's arsenal won't damage any of your battle chips, so just use an Invincibility chip to keep from receiving any damage from his attacks. Then fire away with your strongest battle chips afterwards.

-----  
GUTSMAN Operator: Dekao Oyama  
-----

=====  
Class E: Guts Tournament: Round 3  
Special Chip: Guts Punch/Mega Cannon  
=====

Now, this battle can be pretty tough. Gutsman has some powerful chips in his deck, such as Mega Cannon, Guts Punch, and Hi-Cannons. Even his basic weapon Guts Hammer inflicts 70 HP worth of damage. My advice is you take some recovery chips with you (Recov 50 or 80 is a good choice) Also, if you have any Barrier-type chips, I say you take those as well. Since they are very useful defense against the deadly Mega Cannon.

As for attack chips, I recommend Hi-Cannons, Cannons, especially Mega Cannons (if you have them). Swords can help in deleting Gutsman's battle chips. Remember that you can always retry if you lose. Good luck!!!

=====  
Class D: Wakaba Tournament: Round 3  
Special Chip: Forest Bomb 1  
=====

First and foremost, I suggest having Gutsman in for this fight. And, be sure to take a fire-based chip with you. (Flame Sword or Burning Body recommended) During battle, take advantage of the double damage effect provided by the grass panels, using your fire chip. Also, be sure to bring in a well-balanced Program Deck containing powerful attack and recovery chips alike.



=====  
Class A: West Tournament: Round 1  
Special Chip: Earthquake 2  
=====

Thankfully, he's not that tough anymore. Use any elemental Navi of your choice, and bring battle chips with an element similar to that of your Navi. It's also a good idea to use a Panel Out chip to disable his close-range battle chips, If you ever decide to do this, then just stick to your long-range elemental chips. Oh before I forget, the panels for this match are poisonous.

=====  
Class X: Shadow Tournament: Round 13  
Special Chip: Bronze Fist  
=====

Use either Rockman, Blues, or Skullman here, since they have the largest program deck capacity. Now take your strongest battle chips and start smashing Gutsman.

=====  
Class Z: Chaos Tournament: Round 13  
Special Chip: Guts Punch  
=====

His program deck consists of Guts Punch and Mega Cannons, none of which can damage your battle chips. Use an Invincibility chip and pummel Gutsman with whatever you have until he logs out.

-----  
HEATMAN Operator: Kenichi Hino  
-----

=====  
Class B: Hanabi Tournament: Round 6  
Special Chip: Heat Spread  
=====

You'll definitely own this guy if you use Iceman for this match. The Aqua Sword inflicts 180 HP worth of damage on your opponent, and the Aqua Blade inflicts 200 HP damage. Iceman's Freeze Tower also deals a formidable 100 HP damage on him. So this battle will be over pretty quickly.

=====  
Class A: West Tournament: Round 5  
Special Chip: Heat Spread  
=====

See above. The only difference is you can choose to use either Freezeman, or Sharkman besides Iceman for this match.

=====  
Class Y: Ashura Tournament: Round 9  
Special Chip: Heat Spread  
=====

See Class B Hanabi Tournament tip.  
-----

=====  
 Class D: Shizuku Tournament: Round 4  
 Special Chip: Aqua Sword  
 =====

Once again, the damage from all his aqua-type chips will be doubled... so just imagine the damage you'll receive from the Aqua Sword, if he gets a chance to use it... So have Elecman take care of this match, and customize your own electric-type deck to end this match quickly. I recommend putting these chips in there if you have them: Elec Sword, Elec Blade, and Magnet Bomb 2. Be sure to bring some Recovery chips too.

The Elec Sword will deal 180 HP worth of damage if you use Elecman. The Elec Blade on the other hand will deal 230 HP worth of damage if you use the same Navi. As you can see, it's possible to defeat Iceman in a single turn, provided that all your attacks hit him.

=====  
 Class B: Ogawa Tournament: Round 1  
 Special Chip: Aqua Blade  
 =====

Use Elecman or Flashman for this match, and bring lots of electric type chips. Also, the attack power of Iceman's water-type chips will be doubled just like before, so watch out. Using both the Elec Blade and Elec Sword against him will end this match quickly.

=====  
 Class A: East Tournament: Round 4  
 Special Chip: Aqua Blade  
 =====

Use any electric-type Navi (Elecman or Flashman) for this match, and make your own electric-based program deck. It's also a good idea to use a Panel Out chip and destroy the panels, to render all of his close-range chips useless.

=====  
 Class X: Shadow Tournament: Round 2  
 Special Chip: Silver Fist  
 =====

See above. He does have Whirlpool chips though, so watch out.

=====  
 Class S: Master Tournament: Round 14  
 Special Chip: Zeus Hammer  
 =====

Use any elemental Navi of your choice (except Iceman, this will increase the damage from his Rabiring 3 chips) If you decide to use a fire-type Navi, be sure to bring a Burning Body chip, since it proves to be very effective in deleting some of Kingman's battle chips in a single hit. (Effective

against his Stone Body and Zeus Hammer chips.

=====  
Class Y: Ashura Tournament: Round 12  
Special Chip: Zeus Hammer  
=====

Use an electric-type Navi, bring Elec Swords/Blades, then change the panels to Metal. Break through his guard chips using a Fist. (Gold Fist recommended)

=====  
Class Z: Chaos Tournament: Round 15  
Special Chip: Zeus Hammer  
=====

Delete his Stone Cubes with your Gold Fist chip/s, or better yet Zeus Hammer so that his other chips will also take damage. Hit him with your strongest battle chips and you'll win in no time.

-----  
KNIGHTMAN Operator: Princess Pride  
-----

=====  
Class S: Master Tournament: Round 7  
Special Chip: Earthquake 3  
=====

Of all the Navis you've fought so far, he has the most HP. (700) Use an elemental Navi of your choice, and err... you know what to do. Also be sure to bring chips that have the Piercing ability, to penetrate through the defense provided by the Stone Cube chip, when he uses it. His Stone Body ability lasts throughout the turn, and you won't be able to actually damage him until it wears off. You can damage his shield though.

=====  
Class Z: Chaos Tournament: Round 14  
Special Chip: Stone Body  
=====

Use an electric type Navi, bring lots of electric chips and turn the panels to Metal. Zeus Hammers or other powerful "hit all" battle chips should help in deleting the stuffs in Knightman's program deck.

-----  
MAGICMAN Operator: Mahajarama  
-----

=====  
Class A: West Tournament: Round 8  
Special Chip: Meteor 5  
=====

First off, let me warn you... this battle isn't easy! Although he only has 350 HP, he's darned deadly. I recommend using Iceman or Freezeman for this match, and bring lots of powerful water chips. Be sure to put out the magma panels ASAP to lower the attack power of his Meteor chips. It's hit rate is random though. In addition, he's pretty agile too, so hitting him may be a challenge.

=====  
Class S: Master Tournament: Round 12  
Special Chip: Meteor 5  
=====

See above.

=====  
Class X: Shadow Tournament: Round 12  
Special Chip: Meteor 5  
=====

There will be Hole panels for this match. I recommend using Heatman here, since his basic weapon has the Piercing ability. Using a Panel Return chip will make your life a whole lot easier. A battle chip with the Break ability should take care of your opponent's Stone Cube. Attack him with your powerful water-type chips.

=====  
Class Z: Chaos Tournament: Round 16  
Special Chip: Meteor 5  
=====

Use a water-type Navi and bring lots of water chips. Delete his Aqua Balloon with a Fist chip. (Gold Fist recommended) I also found Magicman a lot easier to hit when the magma panels are out.

-----  
MAGNETMAN

Operator: Midas Gauss  
-----

=====  
Class B: Kaminari Tournament: Round 5  
Special Chip: Bronze Fist  
=====

Let Woodman take care of this match, and bring some powerful wood-type chips. I suggest having these chips in your deck: Forest Bomb 3, Bad Spice 3, Forest Bomb 2. Using any wood-type chip with a wood-type Navi will turn the panels into grass -- this will somewhat weaken the attack power of your opponent's electric chips; and at the same time enable you to recover 50 HP at the end of every turn.

The 3 wood-type chips that I mentioned above are very effective in deleting his battle chips, as well as in damaging him. The Bad Spice 3 can only be used if there are grass panels. It's very important that you remember this, to avoid wasting a very powerful chip. (160 HP worth of damage on your opponent, and all his battle chips) Even Woodman's basic attack inflicts 130 HP damage on him.

=====  
Class S: Master Tournament: Round 4  
Special Chip: Bronze Fist  
=====

See above.

=====  
Class Y: Ashura Tournament: Round 13

Special Chip: Bronze Fist

=====  
See Class B Kaminari Tournament tip. Replace the Forest Bomb 2 with another Bad Spice 3 chip.

=====  
Class Z: Chaos Tournament: Round 11  
Special Chip: Bronze Fist

=====  
See above.

-----  
METALMAN

Operator: Tamako  
-----

=====  
Class B: Hanabi Tournament: Round 5  
Special Chip: Gold Fist

=====  
This battle is going to be tough if you don't know the trick to it. As you can see, most of Metalman's battle chips are fist-type, which are only effective in CLOSE-RANGE combat. So if you use a Panel Out chip to destroy the panels... your opponent will be totally helpless! But remember that he has a Panel Repair chip with him, so be sure to use a multi-hit battle chip to delete it first, before using the Panel Out.

Once you've done that, just use your powerful long-range chips and pummel him until he's dead.

=====  
Class S: Master Tournament: Round 2  
Special Chip: Gold Fist

=====  
His Program Deck consists of Bronze, Silver and Gold Fists. So if you use a Panel Out chip... he'll be completely helpless. You can just use powerful long-range battle chips afterwards.

If you don't have a Panel Out chip, then just use any elemental Navi of your choice, and bring battle chips with an element similar to that of your Navi. Preferably elemental swords/blades, since these can delete his fist chips in one hit.

=====  
Class Y: Ashura Tournament: Round 8  
Special Chip: Gold Fist

=====  
Use an electric-type Navi, bring electric chips and change the panels to Metal. I recommend taking Elec Blades/Swords. Break through Metalman's guard-type chips with a Fist chip. (Gold Fist recommended) Taking a Rabiring chip is a good idea, since this will disable your opponent's basic attack.

=====  
Class Z: Chaos Tournament: Round 9  
Special Chip: Gold Fist

=====  
His program deck contains Gold Fists and nothing else. Use Panel Out and stick to your powerful long-range battle chips, such as YoYo3s and Mega Cannons throughout the battle.

-----  
NAVI TYPE A  
-----

=====  
Class D: Shizuku Tournament: Round 3  
Operator: Jyunko  
Special Chip: Bubble Cross  
=====

This can be tough. Your opponent is an aqua-type Navi, and has mostly Bubble Cross chips in his deck. So what does this mean? Well, since he's an aqua-type Navi the attack power of all his aqua-type chips will be doubled. What you should do here is, bring a lot of powerful electric-type chips. (Elec Sword, Elec Blade and Sattelite 2 are good choices) I also recommend having at least one barrier-type chip in your deck. (Leaf Shield will do) This is very useful defense against his Bubble Cross chips. Don't forget to bring some Recovery chips too.

=====  
Class B: Ogawa Tournament: Round 2  
Operator: Kimie  
Special Chip: Bubble Cross  
=====

Once again use Elecman and bring lots of electric-type chips. The attack power of your opponent's water-type chips will be doubled as well. Using powerful electric chips, such as the Elec Sword and Elec Blade will make this an easy battle.

=====  
Class A: East Tournament: Round 5  
Operator: Apple  
=====

See above.

-----  
NAVI TYPE E  
-----

=====  
Class D: Denchi Tournament: Round 2  
Operator: Micheal  
Special Chip: Sattelite 2  
=====

There's one thing you should know: Metal panels double the amount of damage dealt by electric-type attacks, and Navi Type E has lots of electric chips. Fortunately though, Woodman's Woody Tower will change all those metal panels to grass. Remember that your wood-type attacks also have the same double damage effect on Navi Type E, so be sure to take advantage of this. In fact Woodman's basic attack alone inflicts 130 HP worth of damage on him in a single hit. And with the grass panels activated, HP recovery is not a

problem.

=====  
Class B: Kaminari Tournament: Round 4  
Operator: Minako  
Special Chip: Sattelite 2  
=====

Let Woodman take care of this match, and bring some powerful wood-type chips. I suggest having these chips in your deck: Forest Bomb 3, Bad Spice 3, Forest Bomb 2. Using any wood-type chip with a wood-type Navi will turn the panels into grass -- this will somewhat weaken the attack power of your opponent's electric chips; and at the same time enable you to recover 50 HP at the end of every turn.

The 3 wood-type chips that I mentioned above are very effective in deleting his battle chips, as well as in damaging him. The Bad Spice 3 can only be used if there are grass panels. It's very important that you remember this, to avoid wasting a very powerful chip. (160 HP worth of damage on your opponent, and all his battle chips) Even Woodman's basic attack inflicts 130 HP damage on him.

=====  
Class A: West Tournament: Round 3  
Operator: Hakase (Doctor)  
=====

See above.

-----  
NAVI TYPE F  
-----

=====  
Class D: Match Tournament: Round 2  
Operator: Harumaki  
Special Chip: Heat Cross  
=====

Let Iceman take care of this match. Bring in a good number of aqua-type chips, since this Navi is weak against water. Even Iceman's basic attack, Freeze Tower deals a considerable 100 HP worth of damage against this guy.

=====  
Class B: Hanabi Tournament: Round 2  
Operator: Miki  
Special Chip: Flame Blade  
=====

Once again, use Iceman here and bring some high-powered aqua-type chips, such as the Aqua Sword and Aqua Blade. Their chip sizes may be large, but these are the most effective offensive weapon here. Your opponent is fire-elemental, and has a good number of fire chips with him... In this case, I believe you know what will happen to the attack power of those fire chips. So be sure to bring some Recovery chips too.

=====  
Class A: West Tournament: Round 4  
Operator: Aya  
Special Chip: Elec Blade

=====  
See above.

-----  
NAVI TYPE W  
-----

=====  
Class D: Wakabe Tournament: Round 2  
Operator: Tetsu  
Special Chip: Forest Bomb 2  
=====

I strongly recommend that you customize your own fire-based program deck here, since your opponent is a wood-type Navi. The panels of the battle field will have grass on them as well. Remember that wood-type Navis recover 50 HP every turn when stepping on grass panels. So use your fire chips to burn away the grass. And since wood is weak against fire, have fun watching Rockman beat up Navi Type W with your fire chips.

=====  
Class B: Aoba Tournament: Round 4  
Operator: Yokiko  
=====

Well, use either Fireman or Heatman here, and customize your own fire-based deck. This battle will be over pretty quickly.

=====  
Class A: East Tournament: Round 3  
Operator: Sylvia  
Special Chip: Bad Spice 1  
=====

See above.

-----  
NORMAL NAVI  
-----

=====  
Class E: Beginner Tournament: Round 1  
Operator: Kenji  
Special Chip: Cannon  
=====

This is a relatively easy match. Just equip a good amount of Cannon chips, along with Shotguns. Since the Shotgun also damages your opponent's battle chips, you should be able to delete a good amount of them throughout the match. You can also take some recovery chips with you, just to be safe.

=====  
Class E: Guts Tournament: Round 1  
Operator: Koetsu  
Special Chip: Hi-Cannon  
=====

This is another easy fight. There's nothing particularly interesting in this Navi's Program Deck. So as usual, fill up your deck with Cannons or Hi-



Cannons (if you have them), take some Shotgun and Sword chips too. Since these work pretty well in deleting your opponent's battle chips. When the battle begins, just watch Rockman smash this Navi to bits.

=====  
Class E: Iyashi Tournament: Round 1  
Operator: Anna  
Special Chip: Cannon/Hi-Cannon  
=====

This battle may take a little longer than usual, since Mr. Navi has a good load of Recovery chips to boot. But don't worry though, he's not hard at all. I recommend that you change your Navi chip to Gutsman to make this match somewhat shorter -- Guts Hammer does more damage than the Charged Shot. Another thing, Mr. Navi's Program Deck contains mostly Cannons, not intimidating at all, so I'm giving you the liberty to equip whatever chip you like.

=====  
Class D: Shizuku Tournament: Round 1  
Operator: Mii-chan  
Special Chip: Bubble Shot  
=====

With Elecman as your Navi, this match is a piece of cake. Take advantage of the ice panels, by bringing in electric-type chips. The Magnet Bomb 2 works very well here, since your opponent will have mostly Bubble Shots in his deck. The Magnet Bomb 2 should delete the Bubble Shot chips in one hit, and paralyze your opponent at the same time. Overall, Mr. Navi will be pretty much helpless in this match.

=====  
Class D: Match Tournament: Round 1  
Operator: Yoshirou  
Special Chip: V-Gun/Heat Shot  
=====

This Navi is non-elemental... so it won't have any weaknesses. Use any elemental Navi of your choice, and fill your program deck with battle chips that have an element similar to that of your Navi. This will give you the advantage of "double damage" effect against your opponent. Using a water-type chip will clear away the magma on the panels.

-----  
NORMAL NAVI V2  
-----

=====  
Class E: Beginner Tournament: Round 3  
Operator: Mariko-sensei  
Special Chip: Hi-Cannon  
=====

This Navi has 550 HP, and also has some Hi-Cannons with him. Edit your Program Deck, and put 2 Cannons and a Sword next to each other. This combo, provides great offensive power, if you get to use it during battle. Next, be sure to spread other attack and recovery chips evenly in your Deck.

=====  
Class E: Guts Tournament: Round 2

Operator: Kazuki  
Special Chip: Hi-Cannon

=====  
This one doesn't provide much of a challenge either. This Navi's deck contains some Hi-Cannons. But even that doesn't make this battle difficult. Alright here I go again: Put some Swords and Cannons/Hi-Cannons in your Deck and be sure to spread them out evenly. You can also bring some recovery chips, just in case you run low on HP.

=====  
Class D: Wakaba Tournament: Round 1  
Operator: Haruka  
Special Chip: Forest Bomb 1

=====  
Ms. Navi doesn't have an element, but there will be grass panels at the beginning of the battle. Now I suggest that you bring at least 1 fire-based chip with you. (Burning Body or Flame Sword recommended)

The fire chip will burn away the grass on the panels, BUT it will deal nearly twice as much damage as normal. If you use Burning Body, you'll deal 70 HP worth of damage to Ms. Navi and all the chips she has available for that turn. Once the grass on the panels are gone, the damage dealt by your fire chips will return to normal. Overall, this battle won't be much of a problem.

=====  
Class D: Denchi Tournament: Round 1  
Operator: Takahito  
Special Chip: Small Bomb

=====  
This is another relatively easy fight. Just fill up your program deck with wood-type battle chips. And since you'll be using Woodman, the damage dealt by your wood-type chips will be doubled... well almost. In addition, Woodman's basic attack, the Woody Tower, changes all the panels to grass. Thus, he'll recover 50 HP every turn.

=====  
Class C: Sokkou Tournament: Round 1  
Operator: Takahiro  
Special Chip: Double Needle

=====  
This battle isn't hard at all. Just bring in some powerful battle chips like Mega Cannons, any kind of sword, etc. His program deck doesn't contain anything that is worthwhile... Just some Cannons and Hi-Cannons, along with Double Needle chips. The panels can get pretty annoying though, since it inflicts 20 HP damage on your Navi and all your usable battle chips every turn. Good thing is, this also affects your opponent.

=====  
Class C: Block Tournament: Round 1  
Operator: Tom  
Special Chip: Met Guard/Mega Cannon

=====  
It is highly recommended that you use Fireman for this match. Your opponent doesn't really have that much fire-power in terms of attack-

related battle chips. But the Met Guard could mean trouble if you don't know what to do. Remember that you can delete those Met Guards using a multi-hit battle chip.

If it so happened that your opponent managed to use the guard-type chip, hit the shield with any chip that has the piercing ability. Or you can just let Fireman's basic weapon, Fire Arm delete the Met Guard chip in a single hit. Any type of Sword Chips can also delete the Met Guard.

Note that every time you attack the shield but fail to damage it, it counters with Shockwave, which will inflict 40 HP worth of damage on you.

```
=====  
Class C: Zeppeki Tournament: Round 1  
Operator: Miho  
Special Chip: Elec Blade  
=====
```

This Navi's operator is definitely an idiot -- making her Navi bring lots of sword-type chips. Didn't she know that there will be hole-type panels in this tournament? Oh well... Just bring in all your high-powered long range chips and pummel this guy to oblivion. ^\_^

Oh by the way, your opponent has a panel repair chip available for slot-in... but what good will that do? Mr. Navi will be pretty much dead before his dumb operator gets to use the chip.

```
-----  
NORMAL NAVI V3  
-----
```

```
=====  
Class D: Denchi Tournament: Round 3  
Operator: Gen  
Special Chip: Magnet Bomb 2  
=====
```

This one is a non-elemental Navi. So obviously he won't be weak to anything. You can use whichever Navi you want, but I would choose Woodman for his Woody Tower's auto-heal feature. All you have to do here is use your strongest chips, and this match will be over in no time.

```
=====  
Class C: Sokkou Tournament: Round 2  
Operator: Yoshio  
Special Chip: Whirlpool  
=====
```

Another somewhat average fight. Once again, just bring the most powerful chips you have available, and fire away! He has a Whirlpool chip that will delete any 1 of your 3 chips, once he uses it. So watch out.

```
=====  
Class C: Block Tournament: Round 3  
Operator: Larry  
Special Chip: Earthquake 2  
=====
```

Use any elemental Navi of your choice for this match, (preferably Fireman) and fill your deck with battle chips with elements similar to that of your

Navi. Bringing in elemental sword chips will really help as well.

Note that all of your opponent's battle chips are of "Hit-all" type. Meaning, they will damage you and all your chips. (those that are usable for that turn) The most powerful one is the Earthquake 2 -- inflicts 40 HP damage on you and all your chips. So watch out. Now when he uses the Met Guard, use a sword-type chip, or Fireman/Woodman's basic attack to delete it.

=====  
Class C: Zeppeki Tounament: Round 3  
Operator: Sarah  
Special Chip: Cross Gun  
=====

Not hard either. Use either Rockman or Skullman for this match, since they have the largest program deck capacity. I don't advice bringing any sword-type chips here -- they'll be useless anyway, unless you have Panel Repair. So bring some Mega-Cannons and other long-range battle chips instead.

=====  
Class B: Aoba Tournament: Round 2  
Operator: Minarai  
Special Chip: Bubble Cross  
=====

I suggest using a powerful fire chip to take advantage of the attack boost provided by the grass panels. Once you've done that, just fire away using your powerful battle chips.

=====  
Class A: East Tournament: Round 1  
Operator: Dennis  
Special Chip: Elec Blade  
=====

Pretty simple battle. Just use an elemental Navi of your choice, and take battle chips with an element similar to that of your Navi. This should double the attack power of your chips.

=====  
Class A: West Tournament: Round 2  
Operator: Ogata  
Special Chip: Mega Cannon  
=====

This is no different from the first round of the East Tournament. So just look there for my tip. :)

-----  
NORMAL NAVI V4  
-----

=====  
Class C: Zeppeki Tournament: Round 4  
Operator: Takashi  
Special Chip: Triple Needle  
=====

Not much strategy here. Now unless you have a Panel Repair chip with you, I

suggest leaving out all the sword-type chips and stick to your high-powered long-range arsenal, like the Mega Cannon.

=====  
Class B: Hanabi Tournament: Round 1  
Operator: John  
Special Chip: Curse Shield  
=====

Not much strategy here either. Just have an elemental Navi of your choice take care of this match. And bring battle chips with an element similar to that of your Navi. Now just take advantage of the double damage effect done by your chips. Use the elemental swords/blades to delete the guard chips that your opponent uses in one hit.

=====  
Class B: Ogawa Tournament: Round 5  
Operator: Nancy  
Special Chip: Kage Bushin (Shadow Clone)  
=====

Use Elecman or Flashman again and take lots of electric chips. It's also a good idea to bring Piercing chips, to damage your opponent if he uses a guard-type chip.

=====  
Class B: Kaminari Tournament: Round 2  
Operator: Osamu  
Special Chip: Triple Needle  
=====

I suggest using Elecman for this match, and bringing lots of electric chips. Remember that the metal panels also boost the attack power of your electric chips.

=====  
Class A: East Tournament: Round 7  
Operator: Betty  
=====

Use any elemental Navi of your choice, and bring battle chips with an element similar to that of your Navi. It's also a good idea to bring some panel-altering chips, and then use them to boost your battle chip's attack power even more.

=====  
Class A: West Tournament: Round 7  
Operator: Yuji  
=====

See above.

-----  
NUMBERMAN Operator: Yamitaro Higure  
-----

=====  
Class E: Beginner Tournament: Round 2  
Special Chip: Prism  
=====

Numberman isn't that tough either. Just like you did in the first match, bring some Cannon and Sword chips. The only thing you have to watch out for is his Dice Bomb, which is quite formidable if he gets lucky. Here's how it works: If he gets a 1, you'll receive 10 HP worth of damage. If he gets a 2, you'll receive 20 HP worth of damage, and so on... So what's formidable about that? Well, this attack also damages a random number of your battle chips that are usable for that turn. (all 3 most of the time) Other than that, just pummel him with your Cannon and Sword chips and you'll win in no time.

=====  
Class C: Sokkou Tournament: Round 4  
Special Chip: Triple Needle  
=====

Umm... Numberman has lots of Triple Needle Chips. But he's still quite easy though. Do I really have to say this again? Ah... well I guess so. Here goes... Bring the strongest chips you have available. (multi-hit ones recommended for deleting your opponent's Triple Needles) That's all.

=====  
Class X: Shadow Tournament: Round 1  
Special Chip: Prism  
=====

Your opponent decided to bring a lot of guard-type chips this time. (a couple of Prisms and a Stone Cube) So take some Piercing chips with you, (ShockWave/SonicWave/DynaWave) to penetrate the defensive wall provided by those guard-type chips.

-----  
PLANTMAN Operator: Anetta  
-----

=====  
Class B: Aoba Tournament: Round 6  
Special Chip: Trident  
=====

Use either Fireman or Heatman for this match, and bring lots of fire chips. Especially powerful ones such as the Flame Blade and Flame Sword. They inflict 260 HP damage (if there are grass panels), and 180 HP damage respectively. Overall, this is another easy match.

=====  
Class S: Master Tournament: Round 6  
Special Chip: Trident  
=====

See above.

=====  
Class Y: Ashura Tournament: Round 4  
Special Chip: Trident  
=====

See Class B Aoba Tournament tip. The only difference is, he now has a Stone Cube and LOTS of Trident chips. Use a fist-type chip to delete the Stone Cube in one hit.

=====  
Class Z: Chaos Tournament: Round 6  
Special Chip: Trident  
=====

See Class B Aoba Tournament tip.

-----  
QUICKMAN Operator: Daisuke Hayami  
-----

=====  
Class C: Sokkou Tournament: Round 6  
Special Chip: Quick Gauge  
=====

You might get the impression that this guy is going to be hard to hit. Well yes and no. I seem to have had a hard time hitting him with swords, but not with long-range chips like Mega-Cannons. So I suggest that you stick to using long-range battle chips when fighting Quickman. Also, the Quick Gauge chip will add 50 to the percentage of your opponent's slot-in gauge. But don't fret, since his slot-in chips are not what I'll consider threats.

=====  
Class B: Aoba Tournament: Round 5  
Special Chip: Quick Gauge  
=====

I suggest using either Rockman or Skullman here, since they have the largest program deck capacity. Be sure to have a powerful fire chip in your deck, to take advantage of the damage boost from the grass panels. As for other chips, put Mega Cannons.

=====  
Class S: Master Tournament: Round 11  
Special Chip: Quick Gauge  
=====

Somehow I found this battle so much easier than previous 2. Use any elemental Navi of your choice, and well... as usual. Be sure to bring some long-range chips as well, if you're having a hard time hitting him.

=====  
Class Y: Ashura Tournament: Round 10  
Special Chip: Mind Bender  
=====

Use an electric-type Navi, bring Elec Swords/Blades, then change the panels to Metal. Start tearing your opponent apart.

-----  
RING Operator: Marie Towa  
-----

=====  
Class E: Iyashi Tournament: Round 2  
Special Chip: Jealousy  
=====

I would recommend using Gutsman here, and be sure to take more powerful

offensive chips with you, to make this battle short. Watch out though, Ring-chan has a Jealousy chip available for Slot-In. Once she uses this, it will DELETE any 1 of the 3 battle chips you have usable for that turn.

=====  
Class D: Match Tournament: Round 3  
Special Chips: Aqua Blade/Jealousy  
=====

Just use any elemental Navi of your choice, and fill your program deck with battle chips that have an element similar to that of your Navi. This will give you the advantage of "double damage" effect against your opponent. To end this fight even quicker, take some Mega-Cannons. (if you have them) She still has that Jealousy chip available for slot-in though, so watch out.

=====  
Class C: Zeppeki Tournament: Round 2  
Special Chip: Jealousy  
=====

There's nothing particularly interesting in her program deck. Besides the... well... Jealousy chip. (again!) You should know by now what exactly that battle chip does. Simply use your powerful long-range battle chips and blow her away.

=====  
Class X: Shadow Tournament: Round 6  
Special Chip: Jealousy  
=====

Just use any elemental Navi of your choice, and... you know what to do. That's all. As always, the Jealousy chip is still there. (2 of them)

=====  
Class Z: Chaos Tournament: Round 7  
Special Chip: Jealousy  
=====

See above. The Jealousy chip will DELETE both your slot-in chips, so try to have a powerful "hit all" battle chip delete that thing, before she gets a chance to use it.

-----  
ROLL Operator: Meiru Sakurai  
-----

=====  
Class E: Iyashi Tournament: Round 3  
Special Chip: Recovery 30  
=====

In my opinion, Roll is the queen of Recovery chips. I mean just look at how many she has in her Deck... and even her basic attack, Heart Flash heals her! Fortunately though, a Recov 30 chip has very little HP. So your best bet here is to bring a Burning Body chip. (You can get it from Turboman by fighting him on a free battle at the Official Center.) This should delete her Recov 30 chips in one hit. If you don't have the chip, then just stick to your trusty Shotguns (a Recov 30 chip will be gone in 2 hits)

There's no way you can prevent her Heart Flash though. So just inflict as



much damage as you can with every attack, by bringing stronger chips into battle.

=====  
Class D: Shizuku Tournament: Round 2  
Special Chip: Recovery 120  
=====

Once again, have Elecman take care of this. Bring in a number of Magnet Bomb 2s (these are very effective in terms of attack power, and size, which is only 20 MB) Also take some other electric-type chips and Mega Cannons (if you have them) The Magnet Bomb should delete most of Roll's recovery chips (except the Recov50 and Recov80), in one hit. In addition, the Magnet Bomb will also paralyze Roll; thus disabling her Heart Flash. She's kind of agile though, so it takes some luck for your attacks to hit.

=====  
Class C: Block Tournament: Round 5  
Special Chip: Recovery 120  
=====

First, you might want to consider deleting her Recovery chips, to make this battle somewhat shorter. Then just bring in some chips that have the Paralysis ability, to prevent her from using Heart Flash. Now, as to what battle chips you want to use for attacking her... That's all up to you.

=====  
Class X: Shadow Tournament: Round 9  
Special Chip: Stone Body  
=====

Use any elemental Navi of your choice, and do what you usually do. A battle chip that has the Paralysis ability, is very useful in stopping your opponent's Heart Flash.

=====  
Class Z: Chaos Tournament: Round 2  
Special Chip: Candle 2  
=====

The "mine thingy" (I forgot the name) guard-type chip will not attack you, as long as you keep your distance by hitting Roll with long-range battle chips. It's also a good idea to use an electric chip, with the Paralysis ability to stop her Heart Flash. Lastly, break through the Remobot 3 defense with a Gold Fist.

-----  
SHADOWMAN Operator: Dark Miyabi  
-----

=====  
Class X: Shadow Tournament: Round 15  
Special Chip: Muramasa  
=====

This battle isn't that tough. Use either Rockman, Skullman or Blues, since they have the largest program deck capacity. Now I recommend that you bring the following chips (if you have them) YoYo 2/YoYo 3, Gold Fist, DynaWave, Recovery 120s.

Use the Gold Fist to break through whatever guard-type chip Shadowman uses. The YoYos are incredibly accurate, so you won't miss your target. The Recovery 120s are much safer as slot-in chips.

=====  
Class Z: Chaos Tournament: Round 17  
Special Chip: Muramasa  
=====

Now if you have a Jealousy chip, by all means use it to delete Shadowman's Muramasa chip. (it's very powerful... you really wouldn't want to see how much damage it can do) I also recommend that you use a "hit all" battle chip to delete his Shadow guard-type chip. (You'll be wasting a lot of battle chips if he gets to use it.)

-----  
SHARKMAN Operator: Masa  
-----

=====  
Class B: Ogawa Tournament: Round 6  
Special Chip: Bubble Spread  
=====

Use Elecman or Flashman again, combined with lots of electric chips. With the electric element being Sharkman's weakness... combined with the attack power boost provided by your Navi and the ice panels to your chips, this battle will be over really quickly.

=====  
Class S: Master Tournament: Round 10  
Special Chip: Bubble Spread  
=====

See above.

=====  
Class Y: Ashura Tournament: Round 11  
Special Chip: Bubble Spread  
=====

Use an electric-type Navi, bring Elec Swords/Blades, then change the panels to Metal. Start tearing your opponent apart.

=====  
Class Z: Chaos Tournament: Round 8  
Special Chip: Bubble Spread  
=====

See above.

-----  
SKULLMAN Operator: Miyuki Kuroi  
-----

=====  
Class C: Block Tournament: Round 6  
Special Chip: Curse Shield 3  
=====

Use any elemental Navi of your choice, and fill your deck with battle chips with elements similar to that of your Navi. Bringing some electric chips with the Paralysis ability is also a good idea -- this will prevent him from ever using Bone Stalker. He also has Whirlpool chips -- these can delete any of your 3 battle chips, regardless of HP. Don't forget your Recovery chips, since you might need them.

=====  
Class B: Ogawa Tournament: Round 4  
Special Chip: Curse Shield 3  
=====

Another agile and therefore annoying opponent. I recommend using Elecman or Flashman here, and at the same time bringing lots of electric chips. Because even though Skullman is a non-elemental Navi, you can still take advantage of the boost provided by both your Navi and the ice panels, to the attack power of electric chips.

It's also a good idea to bring battle chips with the Piercing ability, to damage him even if he uses a guard-type chip.

=====  
Class S: Master Tournament: Round 5  
Special Chip: Curse Shield 3  
=====

See above. (or any elemental Navi will do) The only difference this time around is there are unaltered panels here, so I suggest bringing a panel alteration chip and use it to your advantage. If you decide to follow the tips above, then bring a Metal Stage chip. DO NOT use Ice Stage, since this will just increase your opponent's evasion rate.

=====  
Class X: Shadow Tournament: Round 11  
Special Chip: Dyna Wave  
=====

The strategy here, is pretty much the same as those in your previous meetings. So refer to the tips above for details. Use battle chips with the Break ability, to delete those Curse Shields in one hit.

=====  
Class Z: Chaos Tournament: Round 12  
Special Chip: Curse Shield 3  
=====

Use an electric-type Navi, bring Elec Swords/Blades, then change the panels to Metal. Use Gold Fist to delete his guard-type chips.

-----  
SNAKEMAN Operator: Ms. Millionaire  
-----

=====  
Class B: Aoba Tournament: Round 1  
Special Chip: Bad Spice 3  
=====

This is an incredibly easy fight. Snakeman is a wood-type navi, so use Fireman here and bring lots of fire chips. Now if you use a Fire Blade on

your first turn, the chip will inflict as much as 260 HP worth of damage on your opponent. Snakeman will only be able to use his Bad Spice chip if there are grass panels.

=====  
Class A: East Tournament: Round 6  
Special Chip: Bad Spice 3  
=====

This battle is pretty much the same as when you first fought him. So again use whichever Fire-type Navi you want, and bring lots of fire chips. The nasty Bad Spice 3 chip is still there, so be sure that you keep the panels free of grass, to prevent him from ever using the said chip.

=====  
Class X: Shadow Tournament: Round 5  
Special Chip: Bad Spice 3  
=====

See above. The only difference this time is, he has some elemental Balloon chips. Delete them using a chip with the Break ability.

=====  
Class Y: Ashura Tournament: Round 3  
Special Chip: Bad Spice 3  
=====

Take a multi-hit fire chip with you, (Burning Body recommended) to delete Snakeman's Grass Stage chips (if you're using a fire-type Navi) and prevent him from using his nasty Bad Spice 3 chips. As for the Heat Balloons, just delete them using a battle chip with the Break ability.

-----  
THUNDERMAN Operator: Raoul  
-----

=====  
Class C: Zeppeki Tournament: Round 5  
Special Chip: Sattelite 3  
=====

Now remember that Thunderman is an electric-type Navi, so the attack power of all his electric-based chips will be doubled. I strongly recommend bringing an Elec Balloon chip into this battle, if you have it. Because that's pretty much all you need to protect yourself against your opponent's attacks. Not only that... the Elec Balloon also inflicts a LOT of damage on Thunderman at the end of each turn. (160-240 HP)

As for other battle chips, I suggest bringing Mega Cannons, and some recovery chips. (for slot-in) Actually, I was able to win this battle without taking a single damage.

=====  
Class B: Kaminari Tournament: Round 3  
Special Chip: Sattelite 3  
=====

Let Woodman take care of this match, and bring some powerful wood-type chips. I suggest having these chips in your deck: Forest Bomb 3, Bad Spice 3, Forest Bomb 2. Using any wood-type chip with a wood-type Navi

will turn the panels into grass -- this will somewhat weaken the attack power of your opponent's electric chips; and at the same time enable you to recover 50 HP at the end of every turn.

The 3 wood-type chips that I mentioned above are very effective in deleting his battle chips, as well as in damaging him. The Bad Spice 3 can only be used if there are grass panels. It's very important that you remember this, to avoid wasting a very powerful chip. (160 HP worth of damage on your opponent, and all his battle chips) Even Woodman's basic attack inflicts 130 HP damage on him.

=====  
Class S: Master Tournament: Round 8  
Special Chip: Sattelite 3  
=====

See above.

=====  
Class X: Shadow Tournament: Round 8  
Special Chip: Sattelite 3  
=====

See Class B: Kaminari Tournament strategy.

=====  
Class Y: Ashura Tournament: Round 6  
Special Chip: Sattelite 3  
=====

Same as above. Replace Forest Bomb 2 with another Bad Spice 3.

-----  
TOADMAN Operator: Kero Midorikawa  
-----

=====  
Class X: Shadow Tournament: Round 14  
Special Chip: Aqua Balloon  
=====

I strongly recommend that, you take any form of panel altering chip with you, to reduce your opponent's evasion rate. Bring some electric chips too. As for Toadman's balloons, use any chip with the Break ability to delete them.

-----  
TURBOMAN Operator: Kaita Todoroki  
-----

=====  
Class C: Sokkou Tournament: Round 5  
Special Chip: Burning Body  
=====

The only formidable chip he has is the Burning Body, which inflicts 40 HP worth of damage on your Navi and all 3 of your usable battle chips. So I suggest that you let an elemental Navi of your choice handle this match. Then bring battle chips that have an element similar to that of your Navi. An elemental sword should delete the Burning Body chip in one hit. Once you've done that, Turboman is pretty much a sitting duck.

=====  
Class B: Hanabi Tournament: Round 1  
Special Chip: Burning Body  
=====

Let any elemental Navi of your choice take care of this match. As for battle chips, bring the ones with an element similar to that of your Navi. With the double damage feature in effect, this match won't take long.

=====  
Class X: Shadow Tournament: Round 10  
Special Chip: Invincibility 1  
=====

Make sure you take some powerful multi-hit battle chip with you, to delete his Invincibility chip. You'll be wasting your chips if you attack him when the said chip is in effect, since you won't hurt him anyway.

=====  
Class Z: Chaos Tournament: Round 10  
Special Chip: Burning Body  
=====

Use an elemental Navi of your choice and, bring battle chips with an element similar to that of your Navi. Whoever you choose, be sure to bring powerful fire chips, (Flame Sword/Blade) because Turboman changes the panels to grass once in a while. So I suggest you take advantage of it.

-----  
WOODMAN Operator: Saloma  
-----

=====  
Class D: Wakaba Tournament: Round 4  
Special Chip: Forest Bomb 3  
=====

You might want to have Gutsman in for this battle, but somehow I found Rockman more effective in terms of Program Deck capacity and deleting Woodman's battle chips. Once again, customize your own fire-based deck. Equip Burning Body, (it's the most effective weapon if you intend to delete at least 2 of your opponent's battle chips in a single blow.) Flame Sword is also a smart choice since this will inflict 130 HP worth of damage to Woodman in one swipe. Also put in some Recovery chips (much safer as Slot-In chips.) Only bring battle chips that have high HP (at least 90) into the fight.

Woodman's deadliest chip is the Forest Bomb 3. It inflicts 70 HP worth of damage to your Navi and ALL the battle chips that you can use for that turn. This is the main reason why I told you to only bring chips that have high HP. The grass panels recover 50 HP to Woodman, so be sure to burn them off at once.

=====  
Class C: Block Tournament: Round 2  
Special Chip: Forest Bomb 3/Earthquake 1  
=====

Using Fireman for this match is a very smart choice. As for battle chips,

fill your deck with fire-type ones. This battle should end very quickly.

=====  
Class B: Aoba Tournament: Round 3  
Special Chip: Forest Bomb 3  
=====

Once again use Fireman, or better yet Heatman. Bring lots of fire chips. Taking advantage of the grass panels will enable you to deal as much as 260 HP against your opponent in one hit. Also, burning away the grass panels will prevent him from recovering 50 HP at the end of each turn.

=====  
Class X: Shadow Tournament: Round 7  
Special Chip: Heat Balloon  
=====

See above. The only difference this time is, he has a couple of Heat Balloon chips. Use a battle chip with the Break ability to delete it.

=====  
Class Y: Ashura Tournament: Round 2  
Special Chip: Forest Bomb 3  
=====

Use the fist-type chip to delete the Heat Balloons in a single hit. Your other battle chips should be Flame Swords/Blades. Taking a Grass Stage chip will boost the attack power of your fire chips.

#####  
WALKTHROUGH --> ENZAN [03b]  
#####

#####  
BATTLE GUIDE --> ENZAN [03b-i]  
#####

#####  
WALKTHROUGH --> KAITA [03c]  
#####

#####  
BATTLE GUIDE --> KAITA [03c-i]  
#####

#####  
WALKTHROUGH --> MEIRU [03d]  
#####

#####  
BATTLE GUIDE --> MEIRU [03d-i]  
#####

#####  
WALKTHROUGH --> DEKAO [03e]  
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#####  
BATTLE GUIDE --> DEKAO [03e-i]  
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#####  
WALKTHROUGH --> MARIE [03f]  
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BATTLE GUIDE --> MARIE [03f-i]  
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IV. GAME LIST [04]  
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BATTLE CHIPS LIST [04a]  
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V. EXTRA STUFF [05]  
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FREQUENTLY ASKED QUESTIONS [05a]  
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CREDITS [05b]  
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