

# Mega Man Battle Chip Challenge Battlechip Navi Codes List

by hardcore rpg gamer

Updated to v1.05 on Aug 4, 2004

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| Battlechip Navi Codes List |
|           For              |
| Megaman Battlechip Challenge |
|           By hardcore rpg gamer |
|   chaosmaelstrom06@yahoo.com |
| Version 1.05   Aug. 4, 2004 |
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## AAA. LEGAL STUFF

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The following web sites have my permission to post this guide:

GameFAQs (<http://www.gamefaqs.com>)  
Neoseeker (<https://www.neoseeker.com>)  
MegaMan Paradise (<http://www.rockmanvortex.com/buzzsaw/main.htm>)

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## CCC. VERSION HISTORY

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Version 1.05 - Released on August 4rd, 2004  
Decided to rewrite ALL the Navi Codes, but the original codes are there for the chips that I havn't done yet.

Created Hub Style Fodder Navis just for this FAQ  
Change in e-mail address

Version 0.95 - Released on July 1st, 2004  
Added more battlechip Navi Codes, almost done...  
Added Navi Code to get HubStyle Navi Chip  
Added "Fight My Navi!" section

Version 0.90 - Released on June 16th, 2004  
First version, no updates

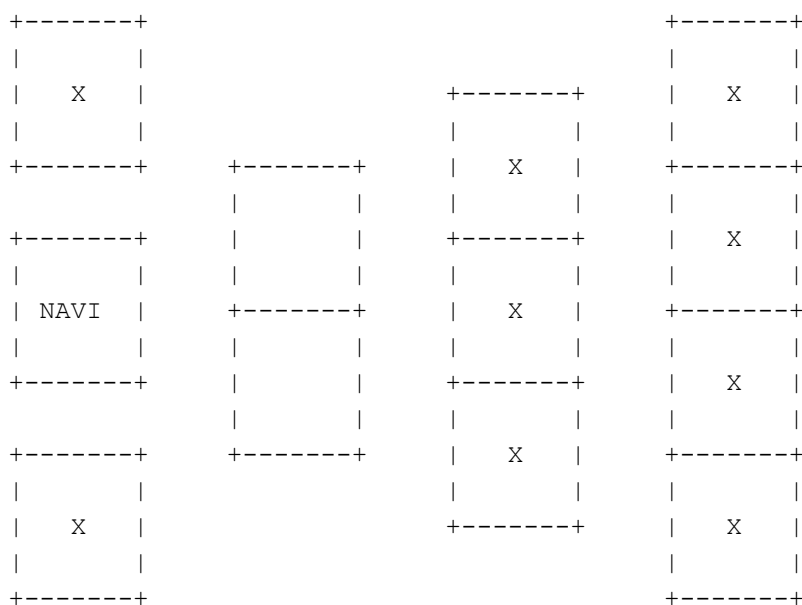
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DDD. INTRODUCTION  
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Hello, my name is hardcore rpg gamer. I've been around the message boards on GameFAQs, and I have seen topics where people are asking for Navi Codes to get certain battlechips. To my surprise, no one has written a guide for Navi Codes to get battlechips, so I decided to write one. I hope you find it useful.

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EEE. BATTLECHIP NAVI CODES  
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In this section, you will find a Navi Code for each individual battlechip in the game, with the exception of Navi Core chips, which you cannot get from an opponent like all the other chips. Below is a diagram of the Program Deck used in BCC. The slots with an "X" are slots that have the battlechip. To increase your chances of getting a specific battlechip, delete the chips and also put Catcher battlechips in your slot-in slots, as they increase your busting level by 2 each if they are still in your Program Deck at the end of a match. To delete battlechips in the slot-in slots, simply use a Jealously battlechip.

Keep in mind that you are NOT guaranteed to receive the battlechip, just that you are guaranteed to receive a specific battlechip if you do get one.



Note: There are some exceptions to this diagram, as in some cases the MB of the chip is too large to put that many of it in the grid. Also, for some chips, the entire grid is filled with them.

The grid is set up this way so that you can make the first move. It is very important that you put an Invisible 1/2/3 chip or Pop Up chip in your first row when going trying to get most of the battlechips. After all, you wouldn't

want to face an onslaught of Hero Swords or Meteors, would you? This way, you won't have to worry about it. Of course, if trying to get a chip that does not do damage, put whatever you want in your first two slots.

Legend: h = Heart  
 s = Spade  
 c = Club/Clover  
 d = Diamond  
 \* = Star

What is this list, you ask? These are Hub Style fodder navi codes. With only 200 HP, you can beat them in the tournament rather quickly, and the main reason that I made them was to ensure that any navi with the battlechips could win without any problems, even those with battlechips that don't do anything by themselves, such as Wood +40. In cases like that, the Navi with the battlechip doesn't have any choice but to win using only it's own attack. Hub Style's low HP makes this easy.

Also, you may notice that you will see some navi codes, yet no navi listed beside them. It is a Megaman navi with only 4 copies of the chip of which I have not changed to have a total of 9 copies of the chip, or even 11 copies. This is because I do not yet possess that amount of that chip.

If you're curious as to why I chose the navis that you see to have the chips, I chose them because of their HP, which is easy for you to deplete near the beginning of the game and is also above Hub Style's, and specifically Elec Team because of its attack's Stun ability. Hub Style was mainly used for its huge MB capacity.

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*****
S001 / dF0Q DWPL sVWZ LKPH c*JD 4M50
S002 / 5dB5 21LG DsJS 822S GTXT 7LJ0
S003 / DPVG 1ZVM D*dP VZ5V W10Y hDV0
S004 / Y1Z5 HGP4 hGPc *hdV KP5Y J911
S005 / VhN5 BSWC GhTZ dTsJ Nsv4 ZcZ0
S006 / 9*Ss 6ZLD GFxc QDTS LQSP *HY0
S007 / NWCY K*LY RGTH FR97 GD5K 41Y0
S008 / KhLX QY93 44Ps T8sc PDTW PSX0
S009 / 3D66 69QJ 917h 7DYX Z*N5 N*X0
S010 / N7*V 44dY CK** JTbc MhQR L990
S011 / sSTK c06S J7V9 RVKG ZC47 1SN1
S012 / MSZ* sVPh QsBs Xh5C *dPY d3D0
S013 / XHCT D*L7 6B6D *7cX 9*MY P4S0
S014 / T7sG Q83Q NLTd 5VL3 CFG6 Ndd0
*****
```

Remember, it's essential to input these Navi Codes before trying to get battlechips. There are enough here for you to the 16 person tournament, including the battlechip navi. Also if you want to do the 128 person tournament, 14 down!

Battlechip	Name	Navi Code	Navi
001 Cannon	SNB6	1PZ7 P6Ph 568Q Xs5Z GZX* Z161	Elec Team
002 Hi-Cannon	SNB6	9BKs WZc1 7X52 0Q51 X6RB GSY1	Elec Team
003 M-Cannon	SNB6	50JS 67CN 74s4 RNLV XX*s d5P1	Elec Team
004 Shotgun	SNB6	XHxc 4NDT dMG9 1YTD ZMsh WGD0	Elec Team
005 V-Gun	SNB6	XDWW cdsF VTKB SVM7 0c8H sd30	Elec Team
006 Cross-Gun	SNB6	50HZ LN0Y WKhN dsN9 GL14 RKW0	Elec Team
007 Spreader	SNB6	1PFH WdXJ XRMP L834 HCZ2 5YMO	Elec Team
008 Bubbler	SNB6	YWJC DDSX X*NF ZSMW XZYM CZF1	Aqua Custom









MegaBuster Attack, 5 hits, does not attack Program Deck

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GGG. Fight My Navi!  
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This section is just for fun. Think you can beat my Navi? He's tough!

Navi: HubStyle

+-----+-----+  
| SNB6 | 5R0M s4S3 BDQZ cKF1 6hCZ Y3T1 |  
+-----+-----+

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HHH. CONTACT INFO  
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Questions? Comments? Corrections? You can contact me at my e-mail address at the top of this guide. Please make the subject of the e-mail "Megaman BCC"  
If you have any questions, please make sure that they are not answered within this guide. I generally check my e-mail once a day, but don't be surprised if I don't respond right away. I do have a life in the real world and things to do.

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III. CREDITS  
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Capcom

They made this game.

Nintendo

For making the GameBoy Advance SP.

GameFAQs

For hosting this guide.

Neoseeker

For hosting this guide.

MegaMan Paradise

For hosting this guide.

Me

For writing this guide.

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-End of Document-

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