

Mega Man Network Transmission FAQ

by MegaBoy

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MEGAMAN BATTLE NETWORK TRANSMISSION

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By Mega Boy

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RANT

Be sure you have the latest version of this file and to read everything before e-mailing me, otherwise I will ignore you. I may have missed some secret places, if so, contact me and explain me in detail. I will update my maps and give credit to the first one.

INTRODUCTION

What do you get when you mix MegaMan Battle Network elements with the old MegaMan NES games: A winner! This guide goes with the maps for this game. I did not thought I would be doing maps for a 2D side-scroller, but since there are many hidden areas and sprites were easy to see, I chose to do them anyway. You will find all Internet areas with their items, obstacles, etc.

QUICK WALKTHROUGH

Scenario 1: Den 1 (Lan's house), Den 2, Net on Fire -> FireMan
Scenario 2: Den 3 (Mayl's house), Global 1, OuterNet, Global 2 -> GutsMan
Scenario 3: Garden (Yai's house) / Water Works (Subway) /
Shopping (Subway) / Bank (Bus Stop)
Scenario 4: Arcade (Bus Stop) / Power Plant (Subway)
Scenario 5: Global 2 (Dex's house), Global 3, Old area
Scenario 6: Global 3 (Lan's house), Strange Grav area
Scenario 7: Global 3 (Lan's house), No Grav area
Scenario 8: Global 3 (Lan's house), Zero Account
Scenario 9: Global 3 (Lan's house), Dark Navi -> ProtoMan
Scenario 10: Global 2 (Dex's house), OuterNet, Legendary WWW / Vacant WWW (School)
Scenario 11: Global 3 (Lan's house), Undernet

FOLDER & LIBRARY

In this game, you have 20 chips in your folder, no more letters, but some have restrictions. Some names are temporary.

#	Name	Dmg	Type	Limit	Restr.	Description

001	Cannon	40	None	30	None	Hi-powered shot
002	HiCannon	80	None	20	None	Hi-powered shot
003	M-Cannon	120	None	10	None	Hi-powered shot
004	ShotGun	40	None	20	None	Hi-powered shot that affects also behind the hit
005	V-Gun	50	None	20	None	Like ShotGun, but the blast effect is larger
006	CrossGun	60	None	20	None	Like V-Gun, with greater effect
007	Spreader	70	None	10	None	Even greater effect than CrossGun
008	Bubbler	50	Aqua	30	None	Like Shotgun
009	Bub-V	60	Aqua	20	None	Like V-Gun
010	BubCross	70	Aqua	20	None	Like CrossGun
011	BubSprd	80	Aqua	10	None	Like Spreader
012	HeatShot	50	Heat	30	None	Like Shotgun
013	Heat-V	60	Heat	20	None	Like V-Gun
014	HeatCros	70	Heat	20	None	Like CrossGun
015	HeatSprd	80	Heat	10	None	Like Spreader
016	MiniBomb	50	None	30	None	Throws a bomb
017	LilBomb	50	None	20	None	Like MiniBomb, larger explosion
018	CrosBomb	60	None	20	None	Like LilBomb, larger explosion
019	BigBomb	80	None	10	None	Like CrosBomb, larger explosion
020	TreeBom1	100	Wood	20	None	Throws a wooden spike
021	TreeBom2	120	Wood	20	None	Throws a wooden spike
022	TreeBom3	140	Wood	20	None	Throws a wooden spike
023	Sword	80	None	20	None	Short horizontal sword attack
024	WideSwrđ	80	None	20	None	Short vertical sword attack
025	LongSwrđ	80	None	20	None	Long horizontal sword attack
026	FireSwrđ	100	Heat	10	None	Like WideSwrđ
027	AquaSwrđ	100	Aqua	10	None	Like WideSwrđ
028	ElecSwrđ	100	Elec	10	None	Like WideSwrđ
029	FireBlde	90	Heat	10	None	Like LongSwrđ
030	AquaBlde	90	Aqua	10	None	Like LongSwrđ
031	ElecBlde	90	Elec	10	None	Like LongSwrđ
032	SonicBld	80	None	5	Ground	Shockwave attack, both sides
033	Z-Saber	80	None	1	Ground	Multiple slash attack
034	Kunai1	50	None	20	None	Short range shuriken attack
035	Kunai2	60	None	20	None	Short range shurikens attack
036	Kunai3		None	20	None	Short range shurikens attack
037	CustSwrđ	X	None	10	None	Sword with damage depending on Custom Gauge
038	Muramasa	X	None	5	None	Sword with damage depending on damage you received
039	VarSwrđ	X	None	5	Ground	Sword with buttons combo
040	Slasher	180	None	10	Ground	Counter-attack sword
041	ShockWav	40	None	30	Ground	Wave attack
042	SonicWav	70	None	20	Ground	Faster wave attack
043	DynaWave	100	None	10	Ground	Fastest wave attack
044	FireArm	30	Heat	5	Ground	Flame thrower attack
045	FootStmp	90	None	10	Ground	Stomping attack
046	DoubJump		None	10	Jump	Double jump, use when your are at your maximum jumping height
047	GutPunch	100	None	5	Ground	Punch attack, piercing attack
048	ColdPnch	80	Aqua	10	Ground	Punch attack, piercing attack
049	BrnzFist	80	None	15	Ground	Punch attack, piercing attack
050	SilvFist	120	None	10	Ground	Punch attack, piercing attack
051	GoldFist	160	None	5	Ground	Punch attack, piercing attack
052	IceSlshr	100	Aqua	5	None	Straight icicle attack
053	QuikBmrg	60	None	5	None	Throws multiple boomerangs

054	ClrBall	80	None	5	None	Bouncing ball attack
055	ThunBeam	60	Elec	5	None	Like 3-Way
056	GrvtyHld	20	None	5	None	Gravity ball attack
057	StrArrow	40	None	5	None	Arrow attack, can be ridden
058	DashAtk	80	None	10	None	Dashing attack, can be use for accessing far away places.
059	Wrecker	80	None	20	None	Like MiniBomb, piercing attack
060	CannBall	120	None	10	None	Like Wrecker
061	Hammer	160	None	5	None	Like CannBall
062	DoubNdl	50	None	30	None	2 needle shot
063	TripNdl	50	None	20	None	3 needle shot
064	QuadNdl	50	None	10	None	4 needle shot
065	NdlCanon	20	Wood	5	None	Multiple needle shot
066	Ratton1	70	None	10	Ground	Ground moving mine
067	Ratton2	80	None	10	Ground	Ground moving mine
068	Ratton3	90	None	10	Ground	Ground moving mine
069	3-Way	60	None	20	None	Three-way shot
070	RemoPlug	80	Elec	1	None	Shots a remote-controlled outlet
071	Tornado	20	None	15	None	Slow moving tornado
072	Twister	20	Wood	15	None	Immobile tornado
073	Blower	20	Heat	15	None	Like Twister
074	Burner	80	Heat	10	Ground	Fire surrounds you for a second
075	ZapRing1	20	Elec	10	None	Stunning ring attack
076	ZapRing2	30	Elec	10	None	Stunning ring attack
077	ZapRing3	40	Elec	10	None	Stunning ring attack
078	Satelit1	60	Elec	10	None	Waving drone attack
079	Satelit2	80	Elec	10	None	Waving drone attack
080	Satelit3	100	Elec	10	None	Waving drone attack
081	Spice1	40	Wood	10	None	Temporary shield
082	Spice2	60	Wood	10	None	Temporary shield
083	Spice3	80	Wood	10	None	Temporary shield
084	MagBomb1	80	Elec	10	None	Stunning bomb
085	MagBomb2	90	Elec	10	None	Stunning bomb
086	MagBomb3	100	Elec	10	None	Stunning bomb
087	Yo-Yo1	40	None	10	None	Yoyo attack
088	Yo-Yo2	50	None	10	None	Yoyo attack
089	Yo-Yo3	60	None	10	None	Yoyo attack
090	Guard		None	10	Ground	Shield that reflects attacks
091	ShldGard		None	10	Ground	Shield that reflects attacks
092	HiGuard			10		Shield that reflects attacks
093	Repair		None	5	None	Replaces all falling platforms that have already fallen
094	Recov10		None	15	None	Recovers 10 HP
095	Recov30		None	10	None	Recovers 30 HP
096	Recov80		None	5	None	Recovers 80 HP
097	Recov150		None	5	None	Recovers 150 HP
098	Recov300		None	5	None	Recovers 300 HP
099	Candle1		Fire	5	Ground	Recovers 2 HP per second
100	Candle2		Fire	5	Ground	Recovers 2 HP per second
101	Candle3		Fire	5	Ground	Recovers 2 HP per second
102	RockCube	20	None	5	Ground	Drops a rock stone
103	IceCube	20	Aqua	5	Ground	Drops an ice block
104	Anubis		None	5	Ground	Statue inflicts general damage
105	Invis1		None	5	None	Be invincible for a few seconds
106	Invis2		None	5	None	Like Invis1, but longer
107	Invis3		None	5	None	Like Invis2, but longer
108	DropDown		None	5	None	Like Invis3, but longer
109	PopUp		None	5	None	Like Invis3, but longer
110	StoneBod		None	5	Ground	Makes you immobile and protects you for a few seconds

111	IronBody		None	5	Ground	Like StoneBod, but can move
112	MetalBod		None	5	Ground	Like StoneBod, but can move
113	Barrier		None	5	None	Protects you from one hit
114	AquaAura		Aqua	5	None	Water shield
115	FireAura		Heat	5	None	Fire shield
116	WoodAura		Wood	5	None	Wooden shield
117	ElecAura		Elec	5	None	Electric shield
118	LifeAur1		None	5	None	Temporary shield that nullifies damage lower than 80
119	LifeAur2		None	5	None	Temporary shield that nullifies damage lower than 100
120	LifeAur3		None	5	None	Temporary shield that nullifies damage lower than 150
121	Roll	80	None	5	Ground	Attack closest enemy and recovers half your health
122	GutsMan	90	None	5	Ground	Shockwave attack
123	ProtoMan	160	None	5	Ground	Sword attack
124	FireMan	40	Heat	5	Ground	Flame thrower attack
125	NeedleMan	80	Wood	5	Ground	Wide area needle attack
126	BrightMan	20	Elec	5	Ground	Stunning attack
127	IceMan	90	Aqua	5	Ground	Wide area ice attack
128	QuickMan	60	None	5	Ground	Boomerang attack
129	ColorMan	100	None	5	Ground	Bouncing ball attack
130	ElecMan	90	Elec	5	Ground	Multiple lightning attack
131	SwordMan	80	None	5	Ground	Sword throwing attack
132	GravityMan	0	None	5	Ground	Dark Hole attack, vanishes enemies
133	StarMan	50	None	5	Ground	Star shower attack
134	Zero	100	None	1	Ground	Multiple long range sword attack
135	PharoahMan	30	None	5	Ground	Laser attack
136	ShadowMan	80	None	5	Ground	Multiple shurikens forward
137	Bass	60	None	1	Ground	Giant bombing attack

PROGRAM ADVANCES

Program Advances are combos of Battle Chips that will create a new effect.

01. Z-Canon: Cannon + HiCannon + M-Cannon = 120 damage + Invis3
02. Z-Raton: Ratton1 + Ratton2 + Ratton3 = 90 damage + Invis3
03. GigaDeth: Spreader + BubSprd + HeatSprd = 300 damage
04. Arrows: DoubNdl + TripNdl + QuadNdl = 100 damage
05. UltraBmb: LilBomb + CrosBomb + BigBomb = 200 damage
06. LifeSrd1: Sword + WideSwrd + LongSwrd = 200 damage
07. LifeSrd2: FireSwrd + AquaSwrd + ElecSwrd = 300 damage
08. LifeSrd3: FireBlde + AquaBlde + ElecBlde = 400 damage
09. Punch: GutPunch + ColdPnch + DashAtk = 100 damage
10. Meteors: SonicBld + GrvtyHld + StrArrow = 80 damage
11. BigHeart: Repair + Recov300 + Roll = 200 damage + Full recovery
12. GtsShoot: Guard + DashAtk + GutsMan = 300 damage
13. 2xHero: CustSwrd + VarSwrd + ProtoMan = 70 damage
14. ZerCntr: HiGuard + Z-Saber + Zero = 300 damage

SUB-CHIPS

MiniEnrg: Refills some of your energy
HalfEnrg: Refills half of your energy

FullEnrg: Refills all your energy
MPCharge: Refills your MP meter
Unlocker: Unlocks purple mystery data
FstGauge: Makes your Custom Gauge fill faster
FullCust: Fills your Custom Gauge instantly

MEGAMAN

HP: MegaMan's health (Max 1000)
MP: MegaMan Battle Chip meter (Max 256 MB)
Lifes: MegaMan's lifes (Max 9)
Zenny: MegaMan's money
Armor: MegaMan's armor (Normal, Fire, Aqua, Wood, Elec)
FireArmr halves Fire-based attacks
AquaArmr halves Aqua-based attacks
WoodArmr halves Wood-based attacks
ElecArmr halves Elec-based attacks
Attack: MegaBuster's power
Rapid: MegaBuster's speed
Charge: MegaBuster's charge level
(1: None, 2: 1st level, 3: 2nd level, 4: Fast charge, 5: Faster charge)

MAP

As you progress in the game, more jack-in sockets will appear on the map.
Some names are temporary.

Higsby's shop

Not really a stage, just a shop

Lan's house

Access to Den area 1 & Global area 3

Mayl's house

Access to Den area 3

Yai's house

Access to Garden area

Dex's house

Access to Global area 2

Metroline Subway

Access to Shopping, Water Works and Power Plant areas

Bus Stop

Access to Bank & Arcade areas

School

Access to Vacant WWW area

STAGES & BOSSES

Den Areas (Lan's and Mayl's houses)

In the area 2, you will see a glass block that can be destroyed with a piercing attack, like a Punch chip or CannBall.

Right after, you will have some spikes you need to slide under, jump when you are over a free space.

The third area will be completely accessible after FireMan.

You can go to the last segment from FireMan's stage with some double jumps to access the secret boss.

Global areas & OuterNet (Dex's house)

Much like the Den areas...

Net on Fire area (Den area 3 later)

Some bits of this stage are like the old NES FireMan's stage in MM1. Be careful on the falling blocks and do not fall in the lava.

Boss strategy: Use Bubbler, Aqua Sword and the DreamSword1 PA combo. Slide under FireMan's flamethrower.

GutsMan (via Global area 2)

Boss strategy: Use Invis1 and Recov chips. Jump at any GutsMan's attacks.

NeedleMan (Yai's house - Garden areas)

Quite simple stage, but be careful with the mechanical needles.

Boss strategy: Use fire-based chips (FireMan). Slide under NeedleMan's attack.

IceMan (Subway - Water Works areas)

The second area has the disappearing blocks from the NES IceMan's stage.

In the third area, you have to fight a giant boss, so prepare wide attack chips.

Boss strategy: Shoot IceMan and jump over him.

BrightMan (Subway - Shopping areas)

This stage is pretty easy, just take your time with the lasers.

Boss strategy: Shoot BrightMan to lower his shield, then immediately use a TreeBomb.

QuickMan (Bus Stop - Bank areas)

Argh! The killing lasers are back from MM2! Check the maps and try to figure out the best way out of this place.

Boss strategy: Slide under QuickMan as he get close. Use Invis1 chips.

ColorMan (Bus Stop - Arcade areas)

There is a funny pinball-like place in the second area. There is also a secret warp that leads to a slot machine with prizes.

Boss strategy: Attack ColorMan's head.

ElecMan (Subway - Power Plant areas)

This time, you will travel on high voltage wires, just be sure not to touch the wires and the ground at the same time. (Just kidding ;)

Boss strategy: Shoot ElecMan, slide away, turn and attack for real. Repeat.

SwordMan (Old area via Global area 3)

Keep the rythm and the swords will not touch you.

Boss strategy: Slide away at any attack.

GravityMan (Strange Grav area via Global area 3)

Some blocks are multiplying the gravity there: the dark ones two times and the light ones four times. In the second area, the gravity will be reversed, try not to jump too high when crossing the bands.

Boss strategy: Aim at his head. Jump at the ceiling or floor when surrounded.

StarMan (No Grav area via Global area 3)

Low-gravity area, have fun. :D

Boss strategy: StarMan teleports often, do not give up.

Zero Account (via Global area 3)

Only one area there, but that's enough.

Boss strategy: Shoot, slide under Zero, turn and attack.

PharaohMan (via OuterNet area - Legendary WWW areas)

Many traps there, just keep on your toes.

At the end of the first area, there is a little dog that can be defeated with 10 hits. After five times, a new dog will appear with 150 hits!

It will give you the PopUp Battle Chip.

Boss strategy: Destroy the Anubis statues as soon as you can if they appear.

ShadowMan (School - Vacant WWW areas)

The first area has some bolts platforms with holes in the middle, be careful.

The second area will remind you of the NES GutsMan stage with the flipping platforms, jump at the last moment.

Cross the subway gates in the good direction or ghost will attack you.

Boss strategy: Be stealthy as a ninja: use Invis chips.

ProtoMan (Undernet warp via Global area 3)

Boss strategy: Same as Zero. Using Invis chips helps.

Last Boss (Undernet via Global area 3)

You need powerful elemental attacks (100+) to defeat the Bits with their auras. Do not destroy the Aqua Bits, their ice blocks help you reach items. The warp is a point of no return, so if you want to save all the items you got there (there are a lot of them), jack-out before the warp and return after.

Do not be afraid to use all your chips against the first boss, they will return right after that battle.

Boss strategy: Destroy one of the cannon so the lasers stops, destroy the other, then take care of the giant beam. Don't panic.

Next, you will have to fight most of the previous bosses one right after the other, so prepare a good deck. Do not worry if you die, you will continue with the last boss you fought. Again, all your chips will be resplendished after for the final battle.

Boss strategy: Use attacks with an attack of 100 or higher to take down the aura.

ITEMS AND OBSTACLES

Here is a short description of every icon you'll find on the maps.

Zenny: Currency in the MMBN world. They are red, silver and gold ones.

Mystery Data: Those crystals are found in the cyberspace and contain zennies, items or Battle Chips. There are four kinds:

Green: Random items that return each time you jack-in.

Blue: One-time item.

Purple: One-time locked item. You need an UnLock to get them.

Yellow: One-time story-driven item.

Battle Chips: They give you special attacks.

Energy pellet: Refills your health. There are small and big ones.

BckupChp: Adds one life to your maximum life count.

Spikes: Take a big chunk out of your health. Can be lethal if you do not have much health.

Security Cube: Obstacle that will prevent you of going any further, you need either a Passcode or a certain condition to get rid of them. They are represented as big grey blocks marked "LOCK"

Warp: A teleporter that will transport you to another area.

Dash icon: Shows a place where you have to use the Dash chip.

DoubJump icon: Shows a place where you have to use an DoubJump chip.
Cyberbars: You can hang and travel on them by pressing UP.
Number blocks: Shows the order of appearance of the vanishing blocks.
Conveyor belt: Some move slowly, but others speeds up.
Rotating bolt: A small round platform that rotates.

GENERAL TIPS AND STRATEGIES

- It is a personal preference, but when installing Buster Up, fill Attack, Charge, then Rapid.
- You can stop a slide by jumping.
- If you are sliding toward an edge, you can jump after the slide, this can be VERY useful!
- You can also jump on a platform directly above you if you get on the very edge and turn back as you jump.
- Many places might look like you need to use a DashAtk or DoubJump, but most of the time, it's not the case. Check the maps to be sure.
- The Invis or Dash chip can be useful if you want to get through spikes.
- The Repair chip replaces the fallen blocks.
- In a battle, don't panic, and use the "Standby" button often to switch Battle Chips.
- While on a wire, always press "UP", you will not fall if knocked off.
- Try to recognize an enemy by the sounds it makes.
- The faster you delete an enemy, the better the reward.
- Do not give up, the bosses may be difficult at first, but as strange as it could seem, the bosses will get easier as you progress. If you are stuck, collect and buy as many upgrades as you can, use PA combos, etc.
- Remember the element loop: Water -> Fire -> Wood -> Elec -> Water. This applies also to your armor, so be careful.
- Enemies return if you get far enough and turn back, so filling the maximum capacity of Battle Chips can be easy.
- Your normal shots go farther than the screen edge, so use that to your advantage.
- Try to have a balanced folder with shots, swords, bombs, recovery and Navis.
- You should buy as many Unlocks as you can before entering a new stage.
- If you collected many items in a stage, you might want to jack-out and save before fighting the boss. Just to be on the safe side.
- Wait until you have the chips you want and to have a full custom meter before entering a boss room. To be sure to have the chips you want, use up all the others. :)
- You can slide between bosses legs without getting hit. :)
- If you want a cheap, easy victory, use the Z-Canon PA to beat most of the toughest enemies.
- Even if you use up all of one chip, you can still have more by collecting the chip again from the enemy. For example: Let's suppose you used up all your "Cannon" chips and you collect one other from a Cannon enemy, you will be able to use it once more, even if you reached the maximum limit of that chip.
- Strange fact that needs to be confirmed: Some power-ups can be either bought or found. For example, if you buy a HPMemory in a shop, a specific one will disappear from an area if you did not get it. I noticed that when I did not find a specific crystal in QuickMan the first time I got there.

*** Spoiler ***

- There is a secret boss in Den area 3. You can access its warp if you have all the Navi chips. Don't be fooled by its energy meter, it is not accurate.

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Usual stuff

V 0.8 Updates:

- First version that contains:
 - This guide and maps.
 - Some item and obstacle locations.
 - Description of the items and obstacles.

V 0.9 Updates:

- Missed some little things here and there...
- Put the good set of sprites in Global area 3
- Added remaining items.
- Converted the Japanese names to English.

V 1.0 Wish-list:

- Add location of each Battle Chips.

For those who are interested to know, I have made those maps with MS-Paint with 10X10 pixels sprites.

Those maps are copyrighted (2003) to MegaBoy.

You can put them on your web site, unmodified and with proper credit but contacting me would be appreciated to keep track and to send you updates when new versions are available.

Special thanks to GameFAQs MMNT forum people for all the useful information.

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