

Mega Man Network Transmission FAQ/Walkthrough

by MetroidMoo

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--                MegaMan Network Transmission (GameCube)                --
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BY THE YEAR 200X...

PETS AND NET NAVIS

VIRUS BUSTING

ZERO ATTACKS!

OUR HEROES GET AN S.O.S.!

What dangers lurks behind Roll's disappearance? Can Lan and MegaMan stop its wild rampage?

[illegible]

Control Pad -> Move cursor

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Start      ->  Display PET menu
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A Button -> Confirm

B Button -> Cancel

L Button -> Previous page

R Button -> Next Page

[illegible]

While Lan starts out with his own set of 20 chips at the outset of the game, you will need to switch out old chips for newer, more powerful ones sooner or later. You could simply toss any ordinary chip just to fill up space, of course, but a strategy is crucial for tackling many bosses!

Your chip folder can be thought of as a "deck" of 20 cards. If you've played a game like Magic: The Gathering, you know that no one deck is completely unstoppable (perhaps that's debatable, but moving along...), and it must be edited based on your opponent, assuming you have an idea of what he/she will use. The same applies here. If you know you are going to battle a fire-element enemy, you should have some water-element chips, as an example. For those who don't know, here are the elemental weaknesses:

```
Fire beats Wood
Wood beats Electricity
Electricity beats Water
Water beats Fire
```

To make a decent folder, you should include a mix of cannons, bombs, swords, and support chips. Filling a folder with only a couple types creates problems for you somewhere down the line. Be sure to have some elemental attacks, too, as you never know what you might encounter!

An optional strategy is to set a default chip (use the Z button on the Folder screen), and this default chip always appears on your Custom screen every time you open it. Some chips, such as Invis3, are invaluable for boss fights! Collect RegUPs so you can set a more powerful chip as your default!

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<<< [5.3] OBTAINING CHIPS >>>
```

Chips can be acquired in a variety of ways, including the following...

Defeating Enemies

Whenever you destroy a virus, it may leave behind energy, Zenny, or a chip. However, in order for this to happen, you must score a high enough virus busting level. The game does not tell you what your level is (except for bosses), so you kinda need to guess at it.

Generally, your virus busting level works off two criteria: how fast you delete the virus and how much damage (if any) you take from the fight. In other words, the better you fight, the better your chances are at netting a chip! Use your own chips to help defeat enemies more quickly.

Opening Data Cubes

Throughout your adventures in the Cyberworld, MegaMan encounters types of Data Cubes that hold items. Some of these may contain chips!

Shopping

Only two shops (Higsby's and NumberMan's) are found in Network Transmission, and both sell a variety of battle chips. Save up your Zenny!

[illegible]

Program Advances Offer powerful and invaluable abilities that you usually will not find on a single chip. However, the likelihood you will have all 3 chips required on the Custom screen at once is rare, so these attacks should be reserved when battling bosses or extremely tough enemies.

Still don't get it? Follow this example for the Z-Canon PA:

-

Element: Neutral

Description: Lets you turn invisible and fire Rattons.

03 - GigaDeth

Chips Required: Spreader + BubSprd + HeatSprd
MP Cost: 8
Restrictions: None

Effect: 300 HP damage
Element: Neutral

Description: A devastating shot; explodes on impact.

04 - Arrows

Chips Required: DoubNdl + TripNdl + QuadNdl
MP Cost: 8
Restrictions: None

Effect: 100 HP damage
Element: Neutral

Description: A devastating arrow attack. Shoots 10 arrows.

05 - UltraBmb

Chips Required: LilBomb + CrosBomb + BigBomb
MP Cost: 8
Restrictions: None

Effect: 200 HP damage
Element: Neutral

Description: Most powerful bomb with a huge explosion.

06 - LifeSrd1

Chips Required: Sword + WideSword + LongSword
MP Cost: 8
Restrictions: None

Effect: 200 HP damage
Element: Neutral

Description: A giant sword with a powerful attack.

07 - LifeSrd2

Chips Required: FireSword + AquaSword + ElecSword
MP Cost: 8
Restrictions: None

Effect: 300 HP damage
Element: Neutral

Description: A giant sword with a powerful attack.

08 - LifeSrd3

Chips Required: FireBlde + AquaBlde + ElecBlde
MP Cost: 8
Restrictions: None

Effect: 400 HP damage
Element: Neutral

Description: A giant sword with a powerful attack.

09 - Punch

Chips Required: GutPunch + ColdPnch + DashAtk
MP Cost: 8
Restrictions: Ladder, Bar, Jump

Effect: 100 HP damage
Element: Neutral

Description: Three forward punches, like a machinegun.

10 - Meteors

Chips Required: SonicBld + GrvtyHld + StrArrow
MP Cost: 8
Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage
Element: Neutral

Description: Zillions of meteors from above.

11 - BigHeart

Chips Required: Repair + Recov300 + Roll
MP Cost: 8
Restrictions: Ladder, Bar, Jump

Effect: 200 HP damage and restores all HP
Element: Neutral

Description: Roll attacks, then heals you to maximum.

12 - GtsShoot

Chips Required: Guard + DashAtk + GutsMan
MP Cost: 8
Restrictions: Ladder, Bar, Jump

Effect: 300 HP damage
Element: Neutral

Description: GutsMan throws MegaMan at enemy.

13 - 2xHero

Chips Required: CustSwrd + VarSwrd + ProtoMan

MP Cost: 8

Restrictions: Ladder, Bar, Jump

Effect: 70 HP damage

Element: Neutral

Description: A wide attack by ProtoMan and MegaMan.

14 - ZerCntr

Chips Required: HiGuard + Z-Saber + Zero

MP Cost: 8

Restrictions: Ladder, Bar, Jump

Effect: 300 HP damage

Element: Neutral

Description: Double counter attack by Zero and MegaMan.

=~ 6) ITEMS

This section covers the functions of items.

<<< POWER-UPS

PowerUP

Increases one of MegaMan's attributes (Attack, Rapid, and Charge) by one unit (up to a maximum of 5). I would recommend upgrading Attack, Charge, and Rapid in that order.

HPMemory

Increases MegaMan's maximum HP by 20 (up to 1,000 HP).

MemUP

Increases MegaMan's maximum MP by 8 (up to 256 MP).

ReqUP

Increases the capacity of the default chip by 8 MB (up to 64 MB).

BckupChp

NormArmr

AquaArmr

ElecArmr

```
-----
HeatArmr
-----
```

WoodArmr

[illegible]

MiniEnerg

```
-----
HalfEnrg
-----
```

```
-----
FullEnerg
-----
```

MPCharge

FstGauge

FullCust

Instantly fills the Custom Gauge.

Unlocker

Unlocks valuable items hidden in Purple Data Cubes.

<<< KEY ITEMS

PET

Location: N/A

Lan's handheld terminal with "MegaMan.EXE" installed inside.

Lv11Code

Location: Den Area 1

A text file with the pass code for releasing security level 1 in Den Area.

Lv12Code

Location: Den Area 2

A text file with the pass code for releasing security level 2 in Den Area.

Lv13Code

Location: Dex's E-mail in Outer Net

A text file with the pass code for releasing security level 3 in Global Area.

Lv14Code

Location: Higsby's E-mail after defeating ColorMan and ElecMan

A text file with the pass code for releasing security level 4 in Global Area.

Lv15Code

Location: Dex's E-mail after talking with ProtoMan in Undernet

A text file with the pass code for releasing security level 5 in Outer Net.

LnkCodeX

Location: Defeat SwordMan in Old Area 2

A text file with the pass code X for connecting the link in Global Area 3.

LnkCodeY

Location: Defeat GravityMan in Strange Grav Area 2

A text file with the pass code Y for connecting the link in Global Area 3.

LnkCodeZ

Location: Defeat StarMan in No Grav Area 2

A text file with the pass code Z for connecting the link in Global Area 3.

WtwkCode

Location: Waterworks Comp 3

A text file with the pass code for releasing security inside the Waterworks.

FireCode

Location: Arcade Comp 1

A text file with the pass code for releasing Fire security in the Arcade.

AquaCode

Location: Arcade Comp 1

A text file with the pass code for releasing Aqua security in the Arcade.

MystData

Location: Global Area 3

The source file for a program with a lot of puzzles.

OldData

Location: Defeat PharaohMan in Legendary WWW Area 2

Data for a mysterious, useless, and old program.

DstrdDat

Location: Defeat ShadowMan in Vacant WWW Comp 2

Data for a partially corrupted, useless program.

AuthCode

Location: AcquireOldData and DstrdDat

Allows you to use a link to the Undernet.

ExCdHnt1

Location: Bank Comp 2

Extra Code Hint: The last place you first went to; Repair from high up.

ExCdHnt2

Location: Zero Account

Extra Code Hint: Area with Roll; Repair on continuous spikes area.

ExCdHnt3

Location: Undernet 1

Extra Code Hint: Where the fire started; Repair after you arrive there.

[illegible]

Zenny

Zenny is the unit of currency, as used in Capcom's MegaMan Battle Network and Breath of Fire series. Collect as much as you can to buy items in Higsby's and NumberMan's shops! Zenny comes in three delicious varieties: copper (50Z/100Z), silver (150Z/200Z), and gold (500Z).

Energy Capsules

Energy capsules recover some of MegaMan's energy, as with every other game featuring the Blue Bomber. Of course, larger capsules replenish larger amounts of energy!

Green Data Cube

Even if you already collected it previously, Green Data Cubes always return to Cyberspace. Their contents are somewhat "random," ranging from Zenny to different chips.

Blue Data Cube

Blue Data Cubes are one-time only item boxes. However, they usually contain better items compared to the Green Data Cube.

Purple Data Cube

* - The price doubles for every time you purchase this item.

(After Defeating NeedleMan, BrightMan, IceMan, And QuickMan)
 SilvFist.....1,250Z

```
(After Defeating Zero Virus)
RockCube.....2,500Z
```

NOTE: Check the Boss Strategies section for tips on the bosses! You will not find them in this walkthrough!

[illegible]

In the game's opening cutscene, MegaMan battles the LifeVirus and then eliminates it from Cyberspace, ruining the WWW's plan for domination. We now find our two young heroes taking a much needed rest...

During their conversation, Lan is interrupted with 4 E-mails sent by Dex, Mayl, Higsby, and Mail News. Mayl has somehow lost Roll, so Lan jumps at the chance to skip his homework and help his best friend! Open up the Map screen, and jack in at Lan's House!

[illegible]

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Bunny	Lvl1Code	None	HPMemory
Canodumb			
Mettaur			

In case you have not played any of the Battle Network games, MegaMan presents a quick rundown of how chips are used. Follow his instructions to defeat the three Mettaurs at the beginning of this area! But, before you take a flying leap down the opening, hop over to the Green Data Cube.

Jump down, and MegaMan alerts Lan of the security cube blocking the path

that leads further into the Den. You need a LvllCode to deactivate security, and it can be found by heading left! At the split, move down and right and battle through the two Canodumbs to reach another Green Data Cube.

Backtrack, and delete the Mettaur perched up on the lone platform. Take the high road, continue west, and drop down to find yourself the security code locked in a Yellow Data Cube. Return to the security block, open it, and advance to the right.

Watch out for the Mettaur! After that hard hat, MegaMan goes into an explanation of how to slide to pass through narrow spots. Slide through to gain some Zenny. On the other side, there is a Bunny that shoots paralyzing rings of electricity. This goes without saying, but DO NOT touch the ring!! If you do, you are vulnerable to taking even more damage!

Ascend the towering ladder, and leap from platform to platform to reach an alcove with two Canodumbs and a Blue Data Cube containing an HPMemory. Return to where the ladder is, and proceed to the cyberbar...

Lan warns his Net Navi of the multiple viruses ahead, and consequently, MegaMan determines hitching a ride on the bar would be the best solution to avoid being deleted. Grab the Zenny, if you want; then drop down to the warp. There is another Green Data Cube located on the far right before you head to the next area.

Walk over the warp to reach Den Area 2!

[illegible]

Spring over the gap to spot another Canodumb waiting for you. If you do not have it in your current selection, grab the Wrecker chip from the Custom screen, and use the heavy wrecking ball to demolish the block in the middle of the column. Proceed to a room with spike traps.

An easy method I have found to avoid taking any damage from the spikes is to slide and then immediately jump up once MegaMan slides under an opening. Slide, jump, repeat! Now hop down. If you slide to the left, there is a Purple Data Cube; however, you do not have any Unlockers at this point, so don't bother wasting your time! Instead, slide onto the tiny hovering platform, slide again to the left to reach a PowerUP stashed in a Blue Data Cube.

Drop down on the left side of where the PowerUP was to discover a Mettaur crouched on a neighboring platform. If you are feeling up to the task, equip a Sword-type chip, drop onto the platform with the Canodumb, and quickly turn the turret into scrap with your sword. Then you can bounce up to some extra Zenny and a HiCannon chip.

There are a few more items you can pick up; however, you would either need to die or jack out to start at the warp in this area. If you do, fall down the

hole by the warp (instead of going across to the Canodumb), grab onto the bar, and nab some quick cash. When you jump down into the next gap, hug the right wall to land on another ledge.

In this alcove, you can collect a LongSword and a MemUP from the data cubes. To reach the one on the left, you must slide underneath that single block and jump as soon as MegaMan passes through. This gives MegaMan enough air to reach the LongSword chip!

Once you are done with treasure hunting, proceed east, and MegaMan eventually comes across another annoying security block, this one requiring the Lvl2Code. Walk to your left, and climb the ladder. Be careful when dealing with the Canodumbs here! Wait until their targeting crosshair passes by, unless you want to be blasted right off the ladder!

Continue past the Mettaur, and then cross over the spikes to acquire a BckupChp and your security code. Unlock the block, delete the two Bunnies, and find Roll lying on the ground! Roll warns MegaMan of a fire up ahead, and it's blocking her way home! Handing over a HeatArmr, she suggests to her blue buddy to put it on for extra protection from the flames.

Equip the armor, and step on the warp!

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<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<    [8.3]     WE DIDN'T START THE FIRE!  (NET ON FIRE)                                >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Enemies          Yellow Data Cube                Purple Data Cube                Blue Data Cube
-----          -
Bunny            None                            None                           FullCust
Canodumb
FireDog
Mettaur
```

Upon entering the fiery landscape, MegaMan sights FireMan using his flame cannons to incinerate Cyberspace! Oh, the horror!

On a nostalgic note, the beginning of this area and the music are from Fire Man's stage from the first Mega Man game. Capcom has included several things like this in Network Transmission. Try to see how many you can find!

Pass through the ladder segment at the start, and MegaMan notes the ladder to Mayl's PC has been sealed off with FireMan's reign of flames. Dodge the fireballs spewing out of the ground, and ascend the ladders guarded by the Canodumbs. At the top, dropping down the first gap leads you to a cyberbar residing over some Zenny. The second gap is a bit trickier but offers a Blue Data Cube. The first portion is composed of a column of four blocks that alternate spikes on their left and right sides. Dodge a couple more spikes, and hop (carefully!) to the cube with the FullCust subchip.

Backtrack to the top, bypass the myriad of Canodumbs, and then Lan warns of an energized fire virus down below. Leap down to discover a FireDog and a chain of moving platforms. One MiniBomb should be enough to smack down the hammer on the dog! Descend the ladders; now Lan informs MegaMan of the weakened terrain up ahead. Run forward, don't stop, and you should be all right!

At this point, those fireballs come out of the abyss and start to follow you around the screen. If things become too dicey, scale the ladder, and hide until they dissipate. Proceed to the right to find the warp to FireMan!

Defeat FireMan, and Match makes an appearance. He informs Lan that his Navi went berserk after giving him a vaccine to supposedly protect FireMan from the rapidly spreading Zero Virus.

[illegible]

After doing some speedy research, Lan's dad learns that this new vaccine actually infects Navis with the Zero Virus instead of preventing infection. As usual, Lan doesn't want to sit around all day and decides to do something about it! Lan's E-mail notification rings, before he can begin to go off.

Mayl's message includes Roll's chip since you did save her, after all! This also opens up a gate to the Net from Mayl's house on the Map screen. A note from the Battle Mailing List informs Lan and MegaMan of a NetBattle Simulator that has been set up in ACDC Town's Park. You can use this to fight past bosses to gain their chips, if you so desire. Higsby notifies Lan of new items he has in stock, and the Mail News offers a tip on default chips.

Flip to the Map screen, and jack in to the Net at Mayl's house.

[illegible]

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
-----	-----	-----	-----
Bunny	None	None	None
Canodumb			
Ratty			

The destructive fire that was previously here has been extinguished, opening up unexplored areas for you to discover! Head right, take out the Ratty, and the path ahead splits in two. If you decide to take the high road, you have less resistance to deal with, but going down below nets you extra Zenny. Whatever your decision, MegaMan ends up near a warp guarded by viruses, so work your way around the Ratties and Canodumbs there to reach the Global Area.

[illegible]

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
-----	-----	-----	-----
Beetank	None	None	018 - CrosBomb
Birdy			HPMemory
Canodumb			MemUP
Swordy			

Immediately fall down to earn some cash and find a Beetank waltzing towards you on your right. In situations such as these, it's easiest to toss a Bomb at the enemy, as it is in a lower position than MegaMan is. Fortunately, the next Beetank is sitting completely exposed on a post, so let him have it!

Continue to reach an unenclosed room. Delete the first Canodumb in your path, and hitch a ride on the flying platforms to a ledge on the left. Don't

fret about the spikes underneath them; they're simply cosmetic and deal no damage to MegaMan! By taking this lil' sidetrip, you can open a Green and Blue Data Cube (with an HPMemory) stashed away up here. There is another cube, if you continue even further west. Return to the ground floor, and drop down on your right to a chain of moving spikes. Mosy on through until you enter another open room with cyberbars.

Traveling on the bars wouldn't be so troubling if wasn't for those birds! If you see one coming at MegaMan, wait until it dives out of your path before pressing forward. Scale up to the very top, and ride the lone bar leading to the right. A MemUP is waiting for you inside a cube! Proceed to the far left, and leap down the gap.

Walk on to encounter a couple Swordies parked on ledges. Needless to say, stick to long-range weaponry, as moving in too closely results in some quick slicin' and dicin'! After the knight duo lies another security cube, but only Dex has the cube, so let's find something else to do! Ascend the ladder, hop onto the warp, and off to the Outer Net you go!

[illegible]

Fight the group of viruses at the outset of this area, and hang onto to the bars in the following room. Watch out for the Beetank's MiniBombs! Keep the joystick held up so MegaMan doesn't take a dive into the abyss after being blasted. There's Zenny and a Green Data Cube amongst the cyberbars.

Exterminate the 3-way-shooting Mettaur, and continue east to encounter two Canodumbs and a Swordy above a pit of spikes. Be careful! You might notice there's a ledge out of your reach; don't be concerned with it now, as later on you will have the DoubJump chip necessary to leap up there! Down below, head down the staircase (more Birdies!) to discover StarMan!

It turns out this Net Navi is the one spreading the vaccine! Of course, before MegaMan can take action, StarMan vanishes and leaves behind a FireDog2 for you to deal with. As with FireMan's dog, one MiniBomb is sufficient to wipe it out. Continue down, and talk with NumberMan. Mr. Discoball Head offers nothing useful to Lan and MegaMan; however, Dex sends a message warning about GutsMan's frantic state and includes the Lvl3Code you needed earlier. Purchase whatever you need from NumberMan, and enter the warp on the far left to return to an earlier segment of the Outer Net.

That Blue Data Cube placed in the corner holds another PowerUP! Leap down, and go onto this warp, leading back to Global Area 1. Unlock the security cube previously mentioned, opening up an entrance to the second Global Area.

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>
<<<    [8.4]      SURFIN' THE NET (GLOBAL AREA 2)                                >>>
```

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
-----	-----	-----	-----
Beetank	None	None	002 - HiCannon
Birdy			MemUP
Canodumb			
Swordy			
GutsMan			

Ah, the joy of conveyor belts! Dodge the robotic birds, and head downward. GutsMan's teleporter is located on the left at the fork, but you can disregard that for the moment. Walk right, climb the ladder, and press forward to uncover a room with a couple Swordies. Nab the MemUP sitting all alone on the ledge (Aww! Poor MemUP!) before deleting the knight rejects, and then take up the HiCannon chip residing in the other item box. It looks like this is the end of line, so you know what that means! Fight Hulk...err, GutsMan! I would recommend running through the Global Areas, etc. again to pick up extra chips and Zenny before the fight. Even a couple times wouldn't hurt!

<<< [8.4] SURFIN' THE NET (LAN'S ROOM) >>>

With his superhuman ability to research in five minutes, Lan's dad gives Lan the rundown on how this vaccine hacks into Net Navis, causing them to go haywire. This can only be cured by jacking out the Navi and shutting it off.

After this lil' harangue, our Boy Wonder receives four more E-mails. Read the messages, and the Map screen opens up four new stages to enter. This is where it really starts to feel the usual Mega Man game: choose a stage, battle your way through it, and take out the boss at the end! You might be itching to get smoked by the lasers in QuickMan's stage, but I would recommend going after NeedleMan in Yai's computer first...

However, before you hit the road, stop at Higsby's shop, and pick up a few Unlockers for 1,500Z each. Remember that Purple Data Cube from Den Area 2? Use your newfound item to unlock the data, and uncover an HPMemory.

<<< [8.5] SUSPICIOUS EVENTS PART I (GARDEN COMP 1) >>>

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
-----	-----	-----	-----
Birdy	None	None	026 - FireSword
KillPlant			HPMemory (x2)
Mettaur			
Mushy			
Popper			

Talking to Lan about her troublesome situation, Yai mentions yet another Net Navi gone berserk---NeedleMan! Because NeedleMan is of the Wood element, most of his lackeys are, naturally, Wood, too! Bring along whatever Fire-element offensive chips you have, and if you happened to purchase the WoodArm from Higsby, equip it now!

Take the Green Data Cube to the right, but watch out before you hop on that ledge! A Mettaur parachutes out of the blue in an attempt to take MegaMan by surprise. Delete the hard hat, and have MegaMan safely shoot the KillPlant

from the ledge to avoid any unnecessary harm. The next mutant plant guards Zenny and an additional data cube. Blaze on through until you come across two wooden ladders...

Descend on the right ladder to discover a Popper with a Blue Data Cube, which holds an HPMemory power-up. Bombs, as with most foes, are rather effective at trashing these aggressive pine cones. Backtrack, and drop down the ladder you passed earlier.

Acquire the FireSword chip from the Blue Data Cube. At this point, you have two options: ride the bar, or take the slightly more dangerous low road. You can collect yet another HP Memory on the bar; however, do what you want. Pass over more falling logs, and step on the warp to the next area.

[illegible]

Thar be 'shrooms in them thar hills!

There's a KillWeed resting on ledge by the start, with a Popper2 hanging right above it. Much of the beginning here is merely fighting virus after virus; then eventually you stumble upon a ladder leading downward. Get the green cube, continue, and use an Unlocker to open up the data cube protected by the SpikeDisc to gain another PowerUP!

Proceed forward. Ignore the Popper2 (unless you want MegaMan to be trashed), and pass through the spikes. Watch their movement before you actually attempt anything! In the room with the logs, wait until AFTER the spike returns, and then leap from platform to platform.

Battle your way through the KillWeed to finally discover NeedleMan's warp! Take a walk behind it, and cautiously drop down on the ledges to gain a Spreader chip and a MemUP. Return up to fight the next boss!

With NeedleMan eliminated, Yai sends a token of her appreciation with a BrnzFist chip. Stop at Higsby's, buy an ElecArmr, and visit the Shopping Comp at the ACDC Station!

[illegible]

Upon entering, Higsby notifies Lan of the disturbance BrightMan is sending throughout ACDC's shopping district, huh! Better go out and search for BrightMan, huh! Break it down now...huh! All right, I'll stop.

Near the outset of this area, the path splits into two, with a green passage and a purple one. Take the green-tile path to acquire an HPMemory; keep an eye out for the Magneaker's bombs, because they both damage AND stun MegaMan for a short time! Despite their annoying attacks, the Magneakers can drop MagBomb chips, a powerful Electric-element bomb. Definitely get some!

The other option, the purple-tile path, is mostly guarded by Bunnies and SpikeDiscs. And you will not find any power-ups down here. In either case, you end up at the warp, which has yet another data cube behind it.

```
<<<[8.5]SUSPICIOUS EVENTS PART I (SHOPPING COMP 2)>>>
```

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
-----	-----	-----	-----
Bunny	None	HPMemory	HPMemory
Magmacker			MemUP
Magneaker			PowerUP
Sparky			
SpikeDisc			
TuffBunny			
BrightMan			

Lights, camera, ACTION!

Before you even hit the road, a TuffBunny attacks you at the teleporter! Delete it, drop down, and slide through the narrow opening to gain Zenny and a PowerUP. A SpikeDisc can be found roaming on the next ledge, along with a bomb-chucking Magneaker. Hop down, and slide into the tight passage (ignore the opposite path for now). Collect the Zenny; just observe the Sparky, so you do not accidentally bump into it. There is a short break in the black tiles, which leads to a MemUP (protected by a Magmacker).

Proceed east, and mantle MegaMan up to the Magmacker on the opposing ledge. Exterminate the insect! Behind it lies a Purple Data Cube carrying an HP Memory power-up. Press on to the laser room. The harmful beams, assuming there is a mirror in their path, bounce off at 45 degrees angles. Take your time, and time your jumps with caution! There's no sense in running the risk of being deleted in order to save a second or two, now is there?

After you are through with that, BrightMan's warp is just ahead! An energy capsule and a second HPMemory can be collected to the rear of it.

The lovable, if annoying, Higsby keeps his promise and sends Lan a Barrier chip for helping him out in the Shopping District. Not too shabby! Pick up the last elemental armor, AquaArmr, from his shop, and move on to IceMan's lair at the Waterworks Comp.

[illegible]

IceBirdy	None	HPMemory	030 - AquaBlde
PolarBear			HPMemory
Shellgeek			
Shellgeek3			
Shrimpy			
Shrimpy3			
SplitBot			

Seeing as how you are in a frigid area, your very first encounter is with the deadly penguin, IceBirdy! Although they might not seem like much, these viruses offer a handy chip--DoubJump, which allows MegaMan to access several places he could not go to previously! You can also find DoubJumps from the green robot found behind the first Shrimpy. Don't leave the Waterworks without obtaining a couple!

Open up the Green Data Cube; then, hop down the passage on the floor. The Shellgeek up ahead shoots off two needles before retreating back to its impenetrable shell, so, obviously, it's best to attack right before it starts firing off. Continue down the next break in the ground.

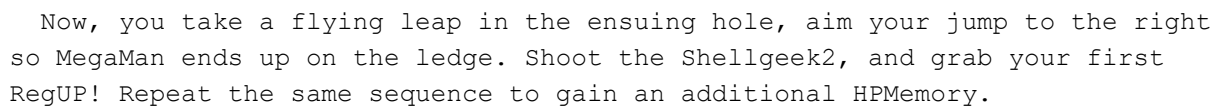
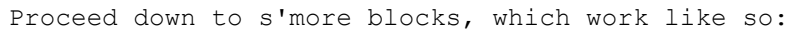
Collect the HPMemory from the cube. Spring down yet another hole to a Shrimpy. This virus has the advantage here, due to the terrain, so you better act fast if you do not want to be overrun by a bunch o' bubbles! Beyond the Shrimpy sits a PolarBear, which can be easily beaten by standing on top of one of its ice cubes and firing away at the robotic bear. Another Blue Data Cube, this one containing an AquaBlde chip, is located right behind it. And, yes, you get to fall down ANOTHER hole in the floor...

...onto snow! If you can manage, spring over the gap to the other side (only activate a DoubJump is absolutely necessary). Higher above reside a Shellgeek3 and a Shrimpy3. They may be tougher than the average bear, but you can deal with them. By going through them, you gain your second HPMemory here at the Waterworks! Your next warp is located further down south.

[illegible]

Why, look! It's MidgetMan! And he's come to create a post-apocalyptic skating rink! Uh-oh!

Delete the advanced forms of Shellgeek and Shrimpy to come upon another break that you spring down into. Remember the disappearing blocks? Remember wasting countless lives watching Mega Man go plummeting into the abyss? Well...THEY'RE BACK! Here's a map showing you when and where they pop up:



Ignoring the nearby warp leads you to a security block (haven't seen those in a while!) requiring the WtwkCode. Head back to the teleporter for the third area at the Waterworks.

Descend the ladders, fight through the nasty viruses, and enter an enclosed area with an overgrown, mutant Puffy. The mega blowfish splits into four medium-sized blowfish, which THEN divide into four smaller blowfish. Quite a mess we have here, eh? Take advantage of attack chips with large areas of effect (NeedleMan, for instance) to help eliminate multiple fish in a single use. Doing so also increases the chance of you getting some goodies, too!

Beyond the blowfish lies the code you need. Bypass the security lock in the second area, and this brings you to IceMan's lair...

Since you now finally have DoubJump, return to the Outer Net where the staircase with the two Birdies is. There is a ledge with two copper Zenny that

is now within your reach. Slide into the narrow opening to gain a BckupChp!

And remember where FireMan's area was? Jack into May1's PC at the Map, and use your DoubJump chips to reach two Blue Data Cubes containing a RegUp and an HPMemory.

To the Bank, old chum! [insert 1960's Batman-esque transition here]

[illegible]

Mayl alerts Lan and MegaMan that Roll is still stuck somewhere in the bank, and the source of the trouble is only right in front of them--QuickMan! And in case you are wondering, yes, he does move that fast when you battle him...

Hugging the right wall at the first gap leads you to a spiked room. Navigate your way to the top, and slide across to the HPMemory in the data cube. Directly underneath that item is another power-up, a MemUP! Escape this place through the narrow passage in the southwest corner.

You should have some DoubJump chips somewhere in your Folder, so use 'em to reach that elevated ledge above MegaMan. Proceed west, and you can pick up a tasty Recov150 battle chip! Drop down and hug left, which leads to a goofy macaroni-generator virus (well, at least it resembles macaroni...plasma macaroni, perhaps?). That cube near it holds an ElecSwrd chip.

Head down south at the next gap to uncover a room with two RedGuards. Continuing along the upper floor nets you a RegUP, while the lower floor takes you further into the level. Roll warns MegaMan of the "security beams" (read: delete-MegaMan-in-one-hit-and-rip-your-hair-out beams) up ahead. Dive down to get a taste of what the pretty, pink 'bot was talking about. Then QUICKLY step on the platform, for if you don't, then MegaMan is gonna be deleted!

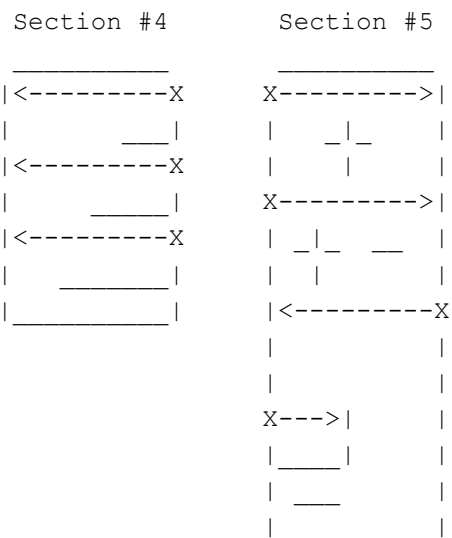
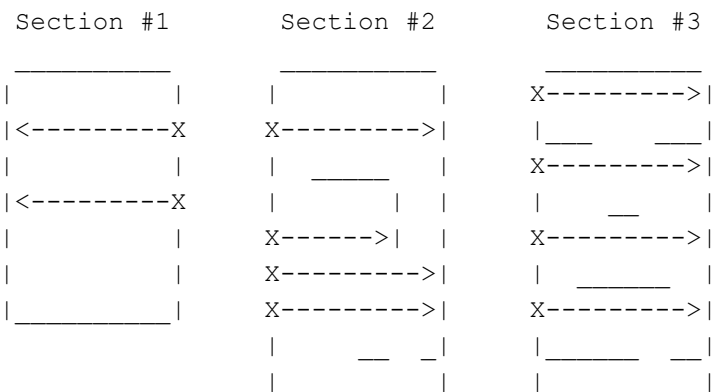
After the two Ratties, you can slide through to gain Zenny and open a green data cube, assuming you pass the security beam, first. Or, if you do not wish to take any risks, take the high road. No worries there! Onward is a SniperJoe ready to take on the Blue Bomber; be patient, and gun down the soldier when he puts his shield behind him. Hop on the teleporter!

[illegible]

SniperJoe
QuickMan

Blaze through the two RedGuards and a SniperJoe, and then ascend the ledges to some cyberbars. The Blue Data Cube in your line of sight possesses a Fire-Blde. Vault down, delete the trigger-happy SniperJoe, and steal the BckupChp from behind him.

Press on to receive a warning from Lan regarding those ungodly security beams. However, this time, Capcom decides to string a whole bunch of the suckers together, and although it's not nearly as hard as the original Mega Man 2 stage, they are still a pain in the ass! So, to help you avoid going nuts over this sequence, here are maps of each "screen." The "X" marks the beam's origin, while the "-" indicates the beam's path. Hopefully, this will give you a rough idea of how to maneuver through this area...



There's a Purple Data Cube (with an HPMemory) in the southwest corner of Section #2 that can be easily reached with a DoubJump. USE CAUTION!! The last thing you want to do is "accidentally" fry MegaMan...

Seeing as you how you have put with enough trouble already, disregard the Flappy, and a FireDog2 is waiting after him. This virus, like the other Fire-Dogs you have fought before, falls to a single MiniBomb! Open up the yellow cube after deleting the dog for the ExCdHnt1.

Clamber up to QuickMan's warp.

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<    [8.6]      SUSPICIOUS EVENTS PART II (LAN'S ROOM)                                >>>
```

With this fourth Navi defeated, Lan heads home for dinner, and in the meantime, StarMan has an ambiguous conversation with an unknown character...

Chaud, with his Navi ProtoMan, shows up and orders Lan to stay out of his way. Of course, Lan jumps at the chance to put down Chaud's egotistical attitude by deciding to go out and search for clues on the Zero Virus himself. Two rewards, a FstGauge subchip and another Roll chip, are waiting inside Lan's incoming E-mails, along with a couple messages revealing two additional stages on the Map screen. Shove off to the Arcade Comp at the Bus Stop!

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>
<<<   [8.6]    SUSPICIOUS EVENTS PART II (ARCADE COMP 1)                                >>>
```

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Beetank2	AquaCode	None	HPMemory
Buffy	FireCode		RegUP
Canodumb2			
FireBirdy			
Mettaur2			
Puffy			

If you notice in this area, many of the enemies MegaMan tackles are tougher versions of past viruses, such as the Mettaur and Canodumb. And, while they may be more difficult, it also means better chips!

Trek past the Beetank2 and Mettaur2 until you reach a vertical passage; then hop down to discover twin security cubes, each requiring a different passcode. In the subsequent room, move from platform to platform to the top. Continuing west leads you to the "Aqua" (blue) area of the Arcade Comp. Slide through the openings, so you can proceed further to the left.

When you encounter the Canodumb2 in the tunnel, there is an opening leading upwards. Take that path, and double-jump to reach an HPMemory. Because there is barely enough space for MegaMan to fit, it's not difficult to fumble up. Backtrack to the Canodumb2 in the previous tunnel, slide on through, and climb the ladder, assuming MegaMan isn't skewered by the spikes. To the rear of the Puffy is one of the security codes you need, the AquaCode.

Proceed east of the ladder to do s'more platform jumping. This sequence leads you to a Blue Data Cube with a RegUP, again, scrunched in a corner. Walk to the right of the two security cubes, head up again, but this time take a right to enter the "Fire" (red) area. There isn't much to this section; progress downwards, and collect the FireCode. Now you can bypass security, and enter the second area!

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<    [8.6]      SUSPICIOUS EVENTS PART II (ARCADE COMP 2)                                >>>
```

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
BallRider	None	HPMemory	HPMemory
Beetank2			MemUP
Mettaur2			

The starting portion of Arcade Comp 2 involves hopping from platform to platform across a pit of spikes. Nothin' difficult! Battle the two BallRiders, and you end up in a giant, open room filled with bumpers and items! Bounce your way into the northeast corner to obtain another HPMemory. Nearby is a roaming yellow platform. If you can manage to get on it, slide through the passage it leads you to. The ensuing room holds a Purple Data Cube (with yet another HPMemory) and a warp to the slot machine.

Towards the southeast corner lies a MemUP sitting all by itself on a lonely ledge attached to the right wall. When you are completely finished ransacking this place, the exit is found underneath that MemUP. Fight through the tunnel to uncover ColorMan's warp.

Jack in the final area, the Power Plant, following the defeat of ColorMan.

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>
<<<   [8.6]    SUSPICIOUS EVENTS PART II (POWER PLANT COMP 1)                                >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>
Enemies          Yellow Data Cube                    Purple Data Cube                Blue Data Cube
-----          -
Birdy2           None                               MemUP                           050 - SilvFist
MegaBunny                                     BckupChp
Mettaur                                                  HPMemory
SpikeDisc2                                           PowerUP
```

From the starting link, go forward past the Mettaur, and backtrack using the metallic catwalks. This leads you to your fourth BckupChp! At the two cyber-bars, the upper trail leads to a Green Data Cube, but you should take the low road to progress further into the Power Plant. Grab the silver Zenny!

This bar takes MegaMan to an open room and with even more bars! So, work your way towards, and be sure to open up the Green Data Cube, too! You can find a few SpikeDisc2s up there---just use bombs to take 'em out. Slide through the tiny passage to pick up four more silver Zenny coins. If you can manage to pull it off, have MegaMan jump out of the passage's exit and onto the metal ledge. This leads to a Purple Data Cube containing a MemUP.

Down below lies a Blue Data Cube that gives you a PowerUP! And right under that is a SilvFist chip! Huzzah! We're not done yet! Double-jump up to the catwalk, proceed east, and enter to a spacious room with an HPMemory! The chamber directly underneath this HPMemory possesses your next warp.

[illegible]

To your right is the Stomper, an oldschool enemy from the original Mega Man game on the NES. Bomb chips work nicely to score multiple hits and eliminate it quickly! Clamber up the ladder attached to the wall, and then, if you want, double-jump onto the platform with an HPMemory. Keep on going west and up a second ladder.

Here, you face SpikeDisc2s on rather cramped ledges. I would sticking to your MegaBuster to deal with them, as you will going back through this section again in a short while! There's no point in wasting valuable chips right now! At the top, look to your right to see a sidepath with a spiked ceiling, and going that route nets you a Recov150 and whatever's inside the green cube. You can also collect that HPMemory, if you did not do so already, anyway. Retreat back to where you first saw that sidepath.

Ascend the ladder, and hop left. These ladders are booby-trapped with electric currents that jet out at regular intervals (which is, yet another piece of Mega Man nostalgia!). You must time your climbing precisely, as you are given barely enough time between each current's appearance. Once you pass that, there's more disappearing blocks...but don't fret! They only form a simple line!

The following is another high-voltage current sequence---with a new twist! This time, MegaMan must fall off a ladder and be able to grab onto the nearby ladder! Always wait for the electricity to disappear before you even attempt to do anything. Of course, if you want to "cheat" around this, activate a couple DoubJump chips to reach your destination. The uppermost point of this area carries an additional PowerUP and ElecMan's link.

[illegible]

Before Lan and MegaMan can learn anything from ElecMan, he jacks out and exits without a trace, leaving the duo with no leads on the Zero Virus. Returning home, Lan discovers his Navi is behaving abnormally, and his dad informs him MegaMan is infected with the virus but can be temporarily cured.

The all-knowing Mr. Hikari divulges information on the so-called "Zero Account," an area in Cyberworld where Dr. Wily manufactured the Zero Virus. Despite the fact this account was abandoned, the destructive virus still managed to wreak havoc around the electronic world, so Lan sends a message to the ex-WWW member, Higsby!

Higsby is not too well versed in the Zero Account; however, he does offer a Lvl4Code that allows Lan access to an lesser known area of the Net, which can be reached from Dex's PC. Enter Global Area 2, proceed east, ascend the ladder, and continue until you reach the security block...

[illegible]

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Beetank	MystData	None	HPMemory
Bunny			
FireDog3			
Mettaur			

The clever MegaMan "bookmarks" this place, so you can now enter Global Area 3 anytime through Lan's house on the Map screen! Blow up the FireDog3 with a bomb to discover ProtoMan analyzing the place with Chaud. Ignore the red 'bot for the moment, and head south to the "data graveyard." Hop, skip, and jump your way across the speedy conveyor belts, and be sure to fetch the HPMemory from the Blue Data Cube!

Up above resides the *MystData* in the Yellow Data Cube, after you work through the rotating platform bit. Retreat to the corridor ProtoMan ran down previously, and step on the link leading to Old Area 1, SwordMan's domain.

[illegible]

The initial section of this stage is battling a few viruses, including a brand new one, CanDevil! After you clear them out, MegaMan comes upon a series of swords that poke out of the ground, and an HPMemory is stashed in a corner that can be easily reached with DoubJump. Continue to battle a couple enemies, and collect the green cube on the ledge by the CanDevil, if you so desire.

Towards the end of the line, you are forced to move up and then left. This part is more of the same spike-dodging material you saw earlier; keep the rhythm going, and MegaMan won't get hurt! Be forewarned, as it is very easy to drop down at the area's start due to some tight jumps (a couple DoubJumps can fix that, though). Right before the MegalianA sits a second HPMemory! A simple method to delete the water head is with Electric elemental chips. If you can inflict enough harm, its protective barrier falls and leaves the head completely vulnerable (or kill the entire thing altogether)! Proceed forward to the warp...

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>
<<< [8.7] THE ZERO ACCOUNT (OLD AREA 2) >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>
Enemies          Yellow Data Cube           Purple Data Cube       Blue Data Cube
-----
AquaSwordy      None                               HPMemory              HPMemory
Beetank2                                     MemUP
Canodumb2                                             PowerUP
FireSwordy
MegaliantA
Mettaur2
Swordy
SwordMan
```

Attack the viruses until you encounter a Canodumb2 positioned between two

Mettaur3
Sparkler
GravityMan

There's more silver Zenny for the taking! Behind the cash lies another ball-and-chain-chucking HammerJoe, who guards two columns of arrows. The way this gravity changer works is simple: whenever MegaMan jumps into an arrow column, he travels in the direction the arrows are pointing. If the arrows point upward, MegaMan flips upside-down and attaches himself to the ceiling, and vice versa for down arrows. However, of course, this is not as easy as it may sound! It takes VERY little effort to screw things up!

To bypass this first gravity hazard, let MegaMan freefall *A LITTLE* before sending him into the up arrow column. If you do this correctly, MegaMan is given enough space to safely land on the ceiling without being thrown into the unknown. Take the time now to practice controlling MegaMan in his...unusual orientation! Jump up (or down, in this case) from the Canodumb3 to gain your third HPMemory in this area.

Here's another hazard! Vault from the ceiling slightly, and land on the floor to continue on. To the rear of this Canodumb3 is a Recov80 chip. Slide through the narrow opening right of the HammerJoe, collect a MemUP and another item from the data cubes in this room, and pass through another opening!

In an attempt to test your ability to withstand extreme pain, Capcom places a whole series of arrow columns! It's not much different from their earlier appearances, so just take your time with your jumping when you try to cross the columns. If you do manage to reach the end, you find GravityMan's warp.

As before with SwordMan, open the next security block in Global Area 3 with your newly acquired code.

[illegible]

As the area name suggests, this place has no gravity, allowing MegaMan to jump MUCH higher than ever before! Head left beyond the warp to collect two data cubes, one of which has a FireBlde. Past the several Sparknoids is a MegalianW guarding a hole MegaMan needs to enter. Battle with it, if you wish, and drop down.

The odd spaceship enemy you encounter here tosses a spinning blade that arcs back towards the virus. You will find two other variants of it in this No Grav area, so get used to 'em! Above the first Yort is an HPMemory stuck inside a Blue Data Cube, and you can grab it after landing on the first column. Skip by another Yort to dive down another gap.

This straightaway is mostly viruses; however, there is a hidden cache that can be found if you pay attention to the floor and look for a break. Your

rewards for this sidetrip include a BckupChp and a MemUP! Climb up up the platforms found beyond the MegalianW.

Considering you are dealing with spikes here, WATCH YOUR JUMPS!! Ride the hovering platforms, and spring over any spike traps in your path. If you successfully live through this sequence, you can unlock the data cube on the ledge to gain another GoldFist chip! Ride the cyberbar to the No Grav Area 2 link (again, watch the spikes!).

[illegible]

Passing the Sparknoids, you should notice the silver Zenny placed in between the columns, so hop down to uncover a few items and viruses. If you want to gain an additional HPMemory (and just make things easier for yourself), climb back out to the top, vault from column to column, ride the spinning star wheels, and collect the power-up from the Blue Data Cube. Tackle the annoying Yart, and proceed to a mini-boss!

This oversized virus is protected by three spinning metal blades and always has two homing rockets flying around the room. Be sure to destroy one missile, and let the other one alone! While avoiding the rocket, concentrate your offensive moves at the central "core" of the virus; aim carefully since the opening is incredibly narrow! You make this battle easier by using chips such as BubCross and BigBomb that do their damage over a larger area. Once the virus has been deleted, drop down to the warp leading to the next boss fight!

Defeat StarMan, and deactivate the final security block to the Zero Account!

[illegible]

Dig the groovy grid background, man! Before you even start doing anything, I would recommend having the DoubJump chip in your current inventory because

you will be needin' it for a few extras in this area. Drop down, and head right onto the conveyor belt.

Leap over the spikes, grab the Green Data Cube, and tackle the CanDevil2 in your path. Double-jump up into a secluded room guarded by two WallGuns. Rob them of the HPMemory and PowerUP stashed in the data cubes! Proceed to a gap; yet, do not hop down! Instead, jump over (another DoubJump may be required) the hole and into a room with a FireBirdy. Carefully travel through the spiked floors to a Purple Data Cube hording a RegUP, and press on to a yellow cube with ExCdHnt2 and another locked cube, this one containing a second HPMemory!

Now, rather than wasting any more DoubJump chips, you could send MegaMan on a suicidal mission, but the choice is yours! Whatever you do, return to that gap in the floor, and go down to the MeglianA (there's a green cube west of the virus). Continue on to encounter a Fire-element Megalian. Take it out with a powerful chip, and vault onto the block platform.

If you have not jacked out already, chances are your DoubJump stockpile is beginning to run low. So, at this part in the stage, it would in your best interest to avoid enemy fire, preventing MegaMan from falling 50 feet. Following the two WallGuns is another hidden cache with a MemUP and a random item from a green cube. Backtrack a bit, and dive down to s'more conveyor belts!

Pay attention above MegaMan's head after the belts, as there is a ledge you can double-jump up to. It takes you to a BckupChp, Popper3, and the third HPMemory! The Popper3 virus is prone to dropping the DropDown chip, which grants our blue hero invincibility for 7 seconds (very valuable!). Return west slightly, and plop down to the boss warp.

```
<<< [8.7] THE ZERO ACCOUNT (LAN'S ROOM) >>>
```

With the Zero Virus now rendered as an ordinary Navi, the Cyberworld is safe--that is until the Professor decides to make a mysterious appearance. The mad man announces he has revived the LifeVirus, the powerful final boss from MegaMan Battle Network (as shown in Network Transmission's opening movie). As always, Lan believes there's something he can do...

Check Lan's E-mail inbox for a few messages regarding the Professor and the "Undernet," an area of the Cyberworld where the LifeVirus is being stored. Showing his gratitude for the help, Zero also includes his other chip that you did not receive from the tough battle with him shortly ago.

Access the Map screen, and jack into Global Area 3 at Lan's house!

[illegible]

Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Beetank	None	None	None
Bunny			
FireDog3			
Mettaur			

Deviate from the same ol' path to the Zero Account, and head south to the

Anyhow, when you attempt to step onto the purple warp, Lan and MegaMan warn you that if you enter, you cannot jack out. So, if you wish to save all of the goodies you have collected so far, exit, and save the game now! Activate the link when you feel are you are ready to engage with the Firewall...

Upon entering the second area, MegaMan executes a "system recovery," restoring all of his health and battle chips. Continue right to an orange link leading to a series of skirmishes against past bosses (Yeah, you probably see that one comin', didn't you?). This is the fight order:

- ```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< [8.9] THE FINAL DESTINATION (UNDERNET 3) >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Enemies Yellow Data Cube Purple Data Cube Blue Data Cube
----- -
None None None None
```

```

=====
= 9) BOSS STRATEGIES =
=====
This section contains tips for the bosses.

```

[illegible]





for him to count, his sheer size and immense strength are to his advantage. But, as we all know, muscle power comes at a price: speed! GutsMan is insanely slow; unfortunately, this battle is difficult enough as it is, so you probably won't even pay that much attention to it.

For your first-time skirmish against GutsMan, I found shot-type chips (Bubbler, etc.) are quite helpful, even if they do not cause as much as damage when compared to other chips like AquaSword. Naturally, you should have plenty of those chips since running out in the middle of battle would kinda hurt, no?

Staying as far away as possible from GutsMan is crucial here. As mentioned earlier here, this Navi is rather sluggish, so you do have SOME time to react to whatever his attack may be. You can evade his earthquake abilities by jumping into the air right before GutsMan's fist or body comes in contact with the ground, and dodging his fist is easy enough: keep your distance from him!

Despite his leisurely pace, GutsMan often corners MegaMan, which allows Gutsy to knock MegaMan into next week without breakin' a sweat. To counteract this, shoot GutsMan with a shot-type chip. Enough damage should be inflicted to him so he is stunned temporarily, giving you sufficient time to slide underneath this oversized muscleman. After you cleared GutsMan, continue blasting with those chips, and repeat!

[illegible]

## Abilities

1. NeedleCannon (60 HP) - NeedleMan fires off a set of six needles at MegaMan.
2. NeedleSpin (60 HP) - The Navi spins into the air, releasing six or so needles in the direction he is facing.
3. NeedleSkewer (60 HP) - This melee attack juts out the needles on the Navi's armor.
4. NeedleGeddon (80 HP) - NeedleMan flips out and sends a firestorm of needles everywhere on the screen.

## Strategy

Well, it's look like SOMEONE forgot to take his Ritalin today! Just look at the way he shakes when he walks! "Heh heh! Chop! Slice! Sharper! SHARPER!"

In comparison to FireMan and GutsMan, NeedleMan is a piece of cake, as he often spends the fight walking back and forth instead of beating you into oblivion. NeedleMan, being of the Wood element, takes severe damage from Fire chips, such as Heat-V and FireArm. Using them makes this Net Battle even quicker!

MegaMan can avoid the NeedleCannon in one of ways: jumping or sliding. In both cases, timing is everything because either method is effective, as long as you jump/slide at the last possible moment. His melee attack is nothing to be concerned with, due to the fact its range doesn't come close to GutsMan's fist. Step up to Mr. Needles in between his attacks, and scorch him with your Fire-element chips (Heat-V works best; you can buy them from Higsby for 700Z

The real kicker here is NeedleMan's homemade recipe for Armageddon. Flipping around in the air, this boss unleashes an ungodly firestorm of spikes all over the screen! But, conveniently for you, NeedleMan leaves an area under him completely devoid of needles. Simply scurry over there when he starts shooting off.

-----  
Abilities  
-----

- Strategy  
-----

The self-centered Navi with volleyball-sized eyes focuses much of his difficulty in his BrightShield, which blocks nearly everything and also stops you from sliding underneath him at the same time. But, once you discover how to bypass his protection, defeating BrightMan is effortless!

Simply fire a single MegaBuster round above BrightMan (DO NOT HIT HIM!), and BrightMan does his own taunt at MegaMan. Wait at least one second before you toss a TreeBom in the boss's direction. His BrightShield will not block it, causing him fatal harm. Repeat this until Light Bulb is out of juice. If you intend to make use of NeedleMan's chip, there is no need to fire your buster! Just activate it whenever you want, and watch him do all the work for ya! Like many fights in Network Transmission, this one appears more troublesome than it actually is.

-----  
Abilities

1. IceSlasher (100 HP) - IceMan throws a bolt of ice forward.
2. IceCube (80 HP) - IceMan creates, on occasion, a block of ice if you engage him too closely.
3. IceSpikes (160 HP) - Throwing snowflakes into the air, IceMan creates spikes that rise from the ground.

EskimoMan is, well, pitiful, despite the "power" he tells MegaMan to behold.

Once he loses the majority of his HP, IceMan busts a move with IceSpikes, pointy icicles that pop out of the floor after a snowflakes lands. Simply direct MegaMan in between two flakes, and he'll be all right. This ability is surprisingly harmful, so do NOT get hit!

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< QUICKMAN.EXE - "Think you can keep up with me?" >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location: Bank Comp 2
HP: 500
Element: Neutral
```

1. QuickShield (0 HP) - This defensive barrier blocks all attacks, including those from Navi chips.
2. QuickBoomerang (40 HP) - QuickMan throws a boomerang that arcs back to him.

QuickMan is one speedy Net Navi, and that's no joke!

Recall that MegaMan can slide between boss's legs, so take advantage of that to avoid absorbing any damage from QuickMan's dashes across the room. Every so often the boss tosses a QuickBoomerang (while on the ground or in the air) in MegaMan's direction. Try to position yourself as far away from him as you can so you are not within striking distance of the boomerang.

will not be too many opportunities to use any swords, either. Bring along recovery chips and subchips because it is very easy to make fatal mistakes in this particular Net Battle!

[illegible]

Location: Arcade Comp 2

HP: 700

Element: Neutral

## Abilities

1. ColorBall (60 HP) - ColorMan either rolls or bounces his polka-dot ball at MegaMan.
2. ColorFire (80 HP) - ColorMan sends out multiple columns of fire that slowly appear out of the ground one by one.

## Strategy

Definitely the wittiest opening taunt. Ever.

While slightly more challenging in comparison to IceMan, this Navi turns out to be another pushover. ColorMan almost never moves from his starting position and when he does, it's only a couple feet. And considering how he is usually on that polka-dot ball, ColorMan is an incredibly easy target for your chips.

This boss switches between two techniques through the battle. To evade his ColorBall, put MegaMan at the far left side of the screen, and then jump when the ball reaches that point. This works regardless if ColorMan bounces or rolls it! His ColorFire is not quite as simple. There is a slight delay between the appearance of each fire column, so you barely have adequate time to hop above the flames. Sliding *\*might\** work, but you run a great risk of being burned.

As mentioned earlier, ColorMan is a sitting duck, so utilize whatever offensive chips you want! It doesn't really matter!

[illegible]

Location: Power Plant Comp 2

HP: 700

Element: Electric

## Abilities

1. ElecHold (120 HP) - ElecMan stuns MegaMan with an electric field.
2. ElecStorm (120 HP) - ElecMan summons a batch of clouds that strike down lightning.

## Strategy

Pure annoyance!

For every time MegaMan hits ElecMan, the boss teleports behind the Blue Bomber and shocks him with ElecHold, which is very damaging to say the least! All is not lost, for, as always, there is a simple solution to a problem! To counter the ElecHold, shoot ElecMan with a single buster shot, and then slide in the direction you are currently facing. This safely puts MegaMan away from any harm!

At various times, ElecMan summons a few dusky clouds to send down lightning in hopes of electrocuting MegaMan. Just avoid ElecMan for the time being, and slide your way out of any lightning bolts until the clouds finally dissipate.

Remember using TreeBom chips against BrightMan? Do the same here! However, for them to actually score a hit against this boss, you should throw the bomb after you position MegaMan up close and personal with ElecMan; otherwise, your bomb goes sailing into the air, and chances are ElecMan will run over it and shock MegaMan afterwards. Spice chips are a superb (and more fun) alternate method of disposal against ElecMan.

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< SWORDMAN.EXE - "Come and see if you can defeat my sword!" >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location: Old Area 2
HP: 700
Element: Neutral
```

## Abilities

1. SwordQuake (100 HP) - SwordMan hovers in the air and strikes down on MegaMan's head.
2. SwordSpin (80 HP) - Two colossal swords are sent spinning at MegaMan.
3. SwordWave (50 HP) - SwordMan's weapon hurls a wave of energy.

## Strategy

En garde !

While his attacks may be somewhat difficult to evade, much of SwordMan's offensive power leaves a bit to be desired. Stick with shot-type chips, or use charged MegaBuster shots, as moving up too close would not be the smartest thing to do against someone named SWORDMan. Besides, you need time to react to this SwordWave technique!

To dodge his SwordQuake, have MegaMan slide back and forth, and try to jump right before the boss makes contact with the ground. If you fail to do that, the resulting shockwave temporarily stuns MegaMan, and SwordMan then slashes with his oversized knife. His SwordSpin is not quite as easy... The Navi summons the two huge blades off his back and sends them one at a time at MegaMan in a twirling motion. SwordMan gives a signal when he does this, so get ready to slide, slide, slide! And to deal with his third maneuver, simply slide underneath the energy wave. It is way too towering to just hop over it!

[illegible]

Element: Neutral

1. GravityHold (100 HP) - GravityMan sends a slow-moving gravity bolt (or bolts) that home in on MegaMan.
2. GravityHole (90 HP) - GravityMan deploys a black hole-like effect, sucking in MegaMan.

Typically, this fight takes a lot more time to complete than other Navi battles, due to the fact GravityMan's circling arms often block any attack you try to throw at him. So, you may face some difficulty in trying to earn his Navi chip, unless you bust out with powerful attacks that knock off large chunks of his HP.

Throughout the entire Net Battle, MegaMan can switch between the floor and the ceiling simply by jumping high enough into the air. Take advantage of this abnormal gravity to evade the bolts this Navi releases! GravityMan can sometimes send out multiple bolts in the room, and things do become kinda dicey if you just stick to one piece of ground. His GravityHole is not something to be concerned about, as sliding is enough to keep MegaMan away from danger.

Ambush GravityMan with your attacks once his arms circle away from his head. M-Cannons are an excellent choice for this, but remember to jump accordingly so your shot actually hits the correct spot! Chips with large areas of effect, such as BigBomb, can possibly score a hit against GravityMan, regardless if his arms are shielding him or not. Go that route if you are encountering great trouble harming the boss.

Location: No Grav Area 2

Element: Neutral

1. StarArrow (90 HP) - StarMan shoots out 8 arrows that travel in multiple directions.
2. StarCrash (120 HP) - StarMan summons a meteor shower. Can appear in small or large swarms, depending on the boss's HP.

SparklyFairyMan is a [insert expletive here].

This Net Navi is always found flying in the air, so do not bother going into battle with chips like DynaWave 'cause they don't serve any purpose here. StarMan, who enjoys making your life a pain, also frequently teleports in random spots around the room, which then in turn makes it rather difficult for you to hit him!

As he floats, StarMan uses his signature weapon, the StarArrow. Simply position MegaMan in between two arrows, and he will be all right. However, the real kicker in this Net Battle is his StarCrash. Now, at first, only a few star meteors come crashing down to Earth, and it's rather easy to avoid taking any hits, but... When StarMan has lost much of his HP, the StarCrash can bring down several DOZEN meteors! And the worst part is it's nearly impossible (take note of the word "nearly") to dodge it, unless you are lucky enough that the shower dissipates before it reaches MegaMan's feet.

What I have noticed about StarMan is he tends to teleport if MegaMan and him cross "paths," so to speak. In other words, when MegaMan jumps into StarMan's line of sight, he warps away! By trying to remain on the ground as much as possible, the boss might not attack with StarCrash as often! Granted, this does not guarantee MegaMan will not be blown away with meteors, but a lesser chance can mean the difference between winning and losing this match.

If you decide to stick to the floor, utilize bomb chips, and throw them at StarMan AFTER he executes a teleport to help avoid missing and wasting a chip or two. Another effective strategy is to use M-Cannons. Do the same thing as you would with the bombs; attack StarMan once he warps back into the room!

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>
<<< ZERO VIRUS - "My name...is Zero." >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>
Location: Zero Account
HP: 750
Element: Neutral
```

## Abilities

1. ZeroShield (0 HP) - This barrier protects Zero from all attacks.
2. ZeroSaber (100 HP) - Zero slices with his sword; usually in a three-hit combo.
3. ZeroStrike (300 HP) - When his HP runs low, Zero unleashes an incredible wave of energy that cannot be avoided.

## Strategy

Geez, Capcom! Maybe we should throw in Vile or Sigma while we're at it!

This blatant rip-off of a Navi is comparable to ElecMan, with his tendency to teleport behind MegaMan each time he blocks a hit with his shield. While you may try the previous strategy of shoot, slide, and shoot, Zero's saber can sometimes put a hole in that plan, as it can be very challenging to dodge.

Program Advances are helpful aids here, so it would be a good idea to prepare a LifeSrd3 or Z-Canon PA ahead of time before the fight. Considering its temporary invincibility and 120 HP damage a pop, Z-Canon is beyond awesome here! And if you let the Custom Gauge refill again right before you battle, you may be able to pull off 2 Z-Canon PAs against Zero!

If the Program Advances are no longer available to you in the heat of battle MegaMan should stick to attacking with M-Cannons, or some other quick, hard-hitting chip. DropDown chips from the Zero Account's Popper3 virus allow you to stay in the ring a little bit longer, though at a steep cost of 64 MP per use. Ouch!

Deciding to up the ante considerably, Zero may initiate his ZeroStrike after losing much of his health. No matter what you try to do, there is NO way to avoid the energy wave!! So, MegaMan will need to be able to withstand 300 HP damage and not die from it. Typically, Zero's HP is almost gone at this point, meaning you should act quickly unless you want Zero to do it again!

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< PHARAOHMAN.EXE - "All those who disturb my sleep...must pay!" >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location: Legendary WWW Area 2
HP: 1,000
Element: Neutral
```

## Abilities

1. PharaohLaser (120 HP) - PharaohMan drops a coffin that fires a laser.
2. PharaohAnubis (40 HP) - PharaohMan summons a statue that slowly damages MegaMan for a length of time.
3. PharaohSummon (0 HP) - The Navi drops a coffin, releasing a Ratty.

## Strategy

1,000 HP! Ouch!

Despite his insane amount of health, PharaohMan is not incredibly difficult, although things can become hectic later in the fight. Again, as with StarMan, this Navi floats constantly, so ShockWav-esque chips are not of any use against him! M-Cannons and BigBombs are the right sort of weaponry here.

While he flies around the room, PharaohMan summons coffins that do either one of two things; however, because they always look exactly the same, there is no way of knowing the attack ahead of time! These ancient coffins may shoot a laser at MegaMan, dealing 120 HP damage, or drop a feeble Ratty virus. Although a single Ratty is nothing to be concerned about, PharaohMan can bring out multiple viruses, creating a huge problem for you! Toss BigBombs to help quickly eliminate the rodents.

As if that wasn't enough, this boss has another trick up his sleeve...an Anubis statue! This legendary figurine gradually harms MegaMan, causing an HP loss of 40 for about every second. So, if you fail to destroy it soon enough, MegaMan's done for! Simply firing your MegaBuster at the statue seems to be effective in deleting it.

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< SHADOWMAN.EXE - "Ha ha ha. ShadowMan is on the scene!" >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location: Vacant WWW Comp 2
HP: 700
Element: Neutral
```

## Abilities

1. ShadowStrike (140 HP) - ShadowMan creates two copies of himself; the "real" one attacks MegaMan with his sword.





here, even if the effect only lasts for a brief moment. If you use chips such as PopUp, stick to attacking ProtoMan with MegaMan's arm cannon to help conserve any MP you may need to activate another chip when it runs out.

[illegible]

Location: Undernet 1

HP: ???

Element: Neutral

## Abilities

1. WallSpikes (1,000 HP) - The spiked cylinders on the back wall instantly send MegaMan into cyberheaven.
2. WallLaser (120 HP) - One of the Firewall's cannons shoots laser that can adjust its path.
3. WallGun (70 HP) - The Firewall's other cannon fires a tiny pellet.
4. WallBlast (150 HP) - The central cannon charges up and deploys a huge blast across the screen.
5. WallMissile (80 HP) - Once a cannon is destroyed, the remaining one fires a series of homing missiles.

## Strategy

There's a lot going on here, so ya gotta pay close attention! The immediate danger are the two rotating cylinders laced with spikes behind MegaMan. Couple that with the always-moving conveyor belt, and you have got yourself an easy deathtrap! Thankfully, MegaMan's normal walking speed is enough to overcome the conveyor belt.

Take notice of the two cannons around the central eye: the top one attacks with a laser, while the bottom prefers small pellets. Concentrate your heavy attacks on the upper cannon, as its attack does more damage and is more difficult to evade. M-Cannons, Hammers, whatever! Destroying one causes the other to start firing a line of homing missiles, which can be simply eliminated with an arm cannon shot.

Now, while all of THAT is going on, you have to put up with the center cannon's humongous beam that it charges up and fires every so often. Just keep your eye on that eye, and move out of the way when its energy starts to build up. Once MegaMan has destroyed the Firewall's two cannons, shoot the eye when it reveals itself, and if you have Mega's Charge attribute at the maximum, you can pop in about 3 fully charged shots before it closes. Repeat this 3 more times.

[illegible]

Location: Undernet 3

HP: 1,000 (First Form) / 800 (Second Form)

Element: Neutral

## Abilities (First Form)

1. LifeAura (0 HP) - This aura negates attacks less than 100 HP damage.
2. LifeIce (150 HP) - A wave of icicles approaches MegaMan.
3. LifeFire (150 HP) - A flamethrower spews out of LifeVirus's mouth.
4. LifeWood (150 HP) - Wooden towers jut from the ground.
5. LifeElec (150 HP) - The LifeVirus summons thunderstorm clouds to send down lightning strikes.

Hey, look! It's Godzilla!

Though evading his attacks is one thing, the LifeVirus's aura is a whole other problem! In the same way as his Scutz underlings, this LifeAura can only be penetrated with powerful assaults that inflict at least 100 HP damage. Anything less than that is simply negated entirely! Check out the coloring of his aura, as it indicates its current element (use your own elemental chips to help bring down the barrier!).

## Abilities (Second Form)

I mean, really, did you honestly NOT expect to see a second form?

[illegible]

Element: Neutral

-----  
Abilities  
-----

1. BassAura (0 HP) - This barrier guards Bass from attacks weaker than 100 HP damage.
2. BassBall (300 HP) - Bass throws a homing ball that explodes upon impact. Dissipates after a while if it does not hit anything.
3. BassBall2 (300 HP) - Bass tosses two balls at the ground that release an explosion upwards.
4. BassLaser (300 HP) - Bass fires a laser that can move at 90 degree angles.

-----  
Strategy  
-----

If there was a god in the Battle Network universe, Bass would be it!

Despite his ungodly powers, Bass is truly not as hard as you might be led to believe. Before you actually head into battle, I would suggest bringing the following: Cannon, HiCannon, and M-Cannon. Now, use up all of the chips you have stashed in your folder when MegaMan is at Bass's warp. By doing this, you are guaranteed to have those 3 chips in your selection everytime you open up the Custom screen! Also, purchase several subchips from Higsby, including FullEnrg, and FullCust. Having these eliminates the need for having any other support chip. My last tip is to wait for the Custom bar to fill up BEFORE you enter the fighting ring.

This cape-wearing Navi is protected much in the same way as the LifeVirus, with an aura negating anything less than 100 HP damage. But, the one thing you notice in this Net Battle is that anything you throw at Bass seems to barely put even a dent in his energy meter. Don't be discouraged by that! It is NOT necessary to completely deplete his life to win!

If you followed my suggestions from earlier, immediately start attacking Bass with a Z-Canon. Once it runs out, open the Custom Screen, and do the same thing again! Simply use up a FullCust subchip whenever you need to activate another Program Advance. And if MegaMan takes a few hits, a FullEnrg is in order! Keep repeating this pattern...

You will know when MegaMan has won the battle when Bass's cape is torn apart, and he says, "...how did you withstand my attack..." Being the nice, evil Navi that he is, Bass decides to spare MegaMan from ultimate destruction and instead hands over his Navi chip!

~~~~~  
=~ 10) CHIP LIBRARY =~  
~~~~~  
This section lists the effects and other data on every chip.

-----  
001 - Cannon  
-----

Maximum Amount: 20  
MP Cost: 8  
Restrictions: None

Effect: 40 HP damage  
Element: Neutral

Rarity: 1/5

Description: A cannon with a powerful forward attack.

-----  
002 - HiCannon  
-----

Maximum Amount: 20

MP Cost: 16

Restrictions: None

Effect: 80 HP damage

Element: Neutral

Rarity: 2/5

Description: A cannon with a powerful forward attack.

-----  
003 - M-Cannon  
-----

Maximum Amount: 10

MP Cost: 32

Restrictions: None

Effect: 120 HP damage

Element: Neutral

Rarity: 3/5

Description: A cannon with a powerful forward attack.

-----  
004 - Shotgun  
-----

Maximum Amount: 30

MP Cost: 8

Restrictions: None

Effect: 40 HP damage

Element: Neutral

Rarity: 1/5

Description: Explosion spreads forward after hitting.

-----  
005 - V-Gun  
-----

Maximum Amount: 20

MP Cost: 8

Restrictions: None

Effect: 50 HP damage

Element: Neutral

Rarity: 1/5

Description: Spreads diagonally in two directions.

-----  
006 - CrossGun  
-----

Maximum Amount: 20

MP Cost: 16

Restrictions: None

Effect: 60 HP damage

Element: Neutral

Rarity: 1/5

Description: Spreads forward, up, and down.

-----  
007 - Spreader  
-----

Maximum Amount: 10

MP Cost: 20

Restrictions: None

Effect: 70 HP damage

Element: Neutral

Rarity: 2/5

Description: Explosion spreads widely after hitting.

-----  
008 - Bubbler  
-----

Maximum Amount: 30

MP Cost: 8

Restrictions: None

Effect: 50 HP damage

Element: Water

Rarity: 1/5

Description: Explosion spreads forward after hitting.

-----  
009 - Bub-V  
-----

Maximum Amount: 20

MP Cost: 8

Restrictions: None

Effect: 60 HP damage

Element: Water

Rarity: 1/5

Description: Spreads diagonally in two directions.

-----  
010 - BubCross  
-----

Maximum Amount: 20  
MP Cost: 16  
Restrictions: None

Effect: 70 HP damage  
Element: Water

Rarity: 2/5

Description: Spreads forward, up, and down.

-----  
011 - BubSprd  
-----

Maximum Amount: 10  
MP Cost: 20  
Restrictions: None

Effect: 80 HP damage  
Element: Water

Rarity: 3/5

Description: Explosion spreads widely after hitting.

-----  
012 - HeatShot  
-----

Maximum Amount: ???  
MP Cost: 8  
Restrictions: None

Effect: 50 HP damage  
Element: Fire

Rarity: 1/5

Description: Explosion spreads forward after hitting.

-----  
013 - Heat-V  
-----

Maximum Amount: 20  
MP Cost: 8  
Restrictions: None

Effect: 60 HP damage  
Element: Fire

Rarity: 1/5

Description: Spreads diagonally in two directions.

-----  
014 - HeatCros  
-----

Maximum Amount: ???  
MP Cost: 16  
Restrictions: None

Effect: 70 HP damage  
Element: Fire

Rarity: 2/5

Description: Spreads forward, up, and down.

-----  
015 - HeatSprd  
-----

Maximum Amount: 10  
MP Cost: 20  
Restrictions: None

Effect: 80 HP damage  
Element: Fire

Rarity: 3/5

Description: Explosion spreads widely after hitting.

-----  
016 - MiniBomb  
-----

Maximum Amount: 30  
MP Cost: 8  
Restrictions: None

Effect: 50 HP damage  
Element: Neutral

Rarity: 1/5

Description: Throws bombs forward in a parabola.

-----  
017 - LilBomb  
-----

Maximum Amount: 20  
MP Cost: 16  
Restrictions: None

Effect: 50 HP damage  
Element: Neutral

Rarity: 1/5

Description: Throws bombs forward that explode sideways.

-----  
018 - CrosBomb  
-----

Maximum Amount: 20  
MP Cost: 20  
Restrictions: None

Effect: 60 HP damage  
Element: Neutral

Rarity: 2/5



Description: Throws bombs that explode in a cross pattern.

-----  
019 - BigBomb  
-----

Maximum Amount: 10  
MP Cost: 24  
Restrictions: None

Effect: 80 HP damage  
Element: Neutral

Rarity: 3/5

Description: Throws large bombs forward.

-----  
020 - TreeBom1  
-----

Maximum Amount: 20  
MP Cost: 24  
Restrictions: None

Effect: 100 HP damage  
Element: Wood

Rarity: 1/5

Description: Throws tree seeds forward.

-----  
021 - TreeBom2  
-----

Maximum Amount: 20  
MP Cost: 28  
Restrictions: None

Effect: 120 HP damage  
Element: Wood

Rarity: 2/5

Description: Throws tree seeds forward.

-----  
022 - TreeBom3  
-----

Maximum Amount: 20  
MP Cost: 32  
Restrictions: None

Effect: 140 HP damage  
Element: Wood

Rarity: 3/5

Description: Throws tree seeds forward.

-----

023 - Sword

-----

Maximum Amount: 20

MP Cost: 8

Restrictions: None

Effect: 80 HP damage

Element: Neutral

Rarity: 1/5

Description: Cuts the enemy in front of you.

-----

024 - WideSword

-----

Maximum Amount: 20

MP Cost: 16

Restrictions: None

Effect: 80 HP damage

Element: Neutral

Rarity: 1/5

Description: Cuts the enemy in front of you. Vertically wide.

-----

025 - LongSword

-----

Maximum Amount: 20

MP Cost: 16

Restrictions: None

Effect: 80 HP damage

Element: Neutral

Rarity: 1/5

Description: Cuts the enemy in front of you. Long to the side.

-----

026 - FireSword

-----

Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 100 HP damage

Element: Fire

Rarity: 2/5

Description: A vertically wide flame sword.

-----

027 - AquaSword

-----

Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 100 HP damage

Element: Water

Rarity: 2/5

Description: A vertically wide water sword.

-----  
028 - ElecSword

-----  
Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 100 HP damage

Element: Electric

Rarity: 3/5

Description: A vertically wide electric sword.

-----  
029 - FireBlade

-----  
Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 90 HP damage

Element: Fire

Rarity: 3/5

Description: A horizontally long flame sword.

-----  
030 - AquaBlade

-----  
Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 90 HP damage

Element: Water

Rarity: 3/5

Description: A horizontally long water sword.

-----  
031 - ElecBlade

-----  
Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 90 HP damage

Element: Electric

Rarity: 3/5

Description: A horizontally long electric sword.

-----  
032 - SonicBld  
-----

Maximum Amount: ???

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage

Element: Neutral

Rarity: 4/5

Description: A sword attack with a shockwave to the left and right.

-----  
033 - Z-Saber  
-----

Maximum Amount: 1

MP Cost: 48

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage

Element: Neutral

Rarity: 4/5

Description: A powerful three stage sword attack.

-----  
034 - Kunai1  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 50 HP damage

Element: Neutral

Rarity: 1/5

Description: Shoots spinning kunais diagonally and up.

-----  
035 - Kunai2  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 60 HP damage

Element: Neutral

Rarity: 2/5

Description: Shoots spinning kunais diagonally, up, and down.

-----  
036 - Kunai3  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 70 HP damage

Element: Neutral

Rarity: 3/5

Description: Shoots spinning kunais in an X pattern.

-----  
037 - CustSword  
-----

Maximum Amount: 10

MP Cost: 32

Restrictions: None

Effect: Damage based on how full Custom Gauge is

Element: Neutral

Rarity: 4/5

Description: Attack's power is based on Custom Gauge level.

-----  
038 - Muramasa  
-----

Maximum Amount: ???

MP Cost: 64

Restrictions: None

Effect: Damage based on how much HP lost

Element: Neutral

Rarity: 5/5

Description: Cursed sword that gains power as you lose HP.

-----  
039 - VarSword  
-----

Maximum Amount: ???

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: HP damage varies

Element: Neutral

Rarity: 4/5

Description: A kaleidoscopic, technical sword.

-----  
040 - Slasher  
-----

Maximum Amount: ???

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 180 HP damage

Element: Neutral

Rarity: 4/5

Description: Cut the enemy with perfect stance and timing.

-----  
041 - ShockWav  
-----

Maximum Amount: 30

MP Cost: 8

Restrictions: Ladder, Bar, Jump

Effect: 40 HP damage

Element: Neutral

Rarity: 1/5

Description: Smashes blocks with a pickax for a shockwave attack.

-----  
042 - SonicWav  
-----

Maximum Amount: 20

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 70 HP damage

Element: Neutral

Rarity: 2/5

Description: Smashes blocks with a pickax for a shockwave attack.

-----  
043 - DynaWave  
-----

Maximum Amount: 10

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 100 HP damage

Element: Neutral

Rarity: 3/5

Description: Smashes blocks with a pickax for a shockwave attack.

-----  
044 - FireArm  
-----

Maximum Amount: ???

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 30 HP damage  
Element: Fire

Rarity: 4/5

Description: Flamethrower attack that pierces obstacles.

-----  
045 - FootStmp  
-----

Maximum Amount: 10  
MP Cost: 24  
Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage  
Element: Neutral

Rarity: 3/5

Description: Jumps onto and crushes the enemy.

-----  
046 - DoubJump  
-----

Maximum Amount: 10  
MP Cost: 24  
Restrictions: Running, Ladder, Bar

Effect: Jump a second time in the air.  
Element: Neutral

Rarity: 3/5

Description: Use this in the air to jump even higher.

-----  
047 - GutPunch  
-----

Maximum Amount: ???  
MP Cost: 16  
Restrictions: Ladder, Bar, Jump

Effect: 100 HP damage  
Element: Neutral

Rarity: 4/5

Description: Punches what is in front of you to push forward.  
(Hooray for Engrish!)

-----  
048 - ColdPnch  
-----

Maximum Amount: 10  
MP Cost: 16  
Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage  
Element: Water

Rarity: 2/5

Description: Cold air punch that pushes things forward.

-----  
049 - BrnzFist  
-----

Maximum Amount: 15

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage

Element: Neutral

Rarity: 2/5

Description: A mystical fist of power.

-----  
050 - SilvFist  
-----

Maximum Amount: 10

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 120 HP damage

Element: Neutral

Rarity: 3/5

Description: A mystical fist of power.

-----  
051 - GoldFist  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 160 HP damage

Element: Neutral

Rarity: 4/5

Description: A mystical fist of power.

-----  
052 - IceSlshr  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: None

Effect: 100 HP damage

Element: Water

Rarity: 4/5

Description: Slashes the enemy with a blade of ice.



-----  
053 - QuikBmrg  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: None

Effect: 60 HP damage

Element: Neutral

Rarity: 4/5

Description: A boomerang attack that arcs out and returns.

-----  
054 - ClrBall  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: None

Effect: 80 HP damage

Element: Neutral

Rarity: 4/5

Description: Throws small bouncing balls.

-----  
055 - ThunBeam  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: None

Effect: 60 HP damage

Element: Electric

Rarity: 4/5

Description: An electric attack moving in 3 directions.

-----  
056 - GrvtyHld  
-----

Maximum Amount: ???

MP Cost: 20

Restrictions: None

Effect: 20 HP damage

Element: Neutral

Rarity: 4/5

Description: A slow gravity bolt that pierces the terrain.

-----  
057 - StrArrow  
-----

Maximum Amount: ???

MP Cost: 32  
Restrictions: None

Effect: 40 HP damage  
Element: Neutral

Rarity: 4/5

Description: A shining arrow that you can even ride.

-----  
058 - DashAtk  
-----

Maximum Amount: 10  
MP Cost: 16  
Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage  
Element: Neutral

Rarity: 1/5

Description: A dashing attack in the direction you are facing.

-----  
059 - Wrecker  
-----

Maximum Amount: 20  
MP Cost: 16  
Restrictions: None

Effect: 80 HP damage  
Element: Neutral

Rarity: 2/5

Description: An attack that throws wrecking balls.

-----  
060 - CannBall  
-----

Maximum Amount: ???  
MP Cost: 24  
Restrictions: None

Effect: 120 HP damage  
Element: Neutral

Rarity: 3/5

Description: An attack that throws cannonballs.

-----  
061 - Hammer  
-----

Maximum Amount: ???  
MP Cost: 32  
Restrictions: None

Effect: 160 HP damage

Element: Neutral

Rarity: 4/5

Description: An attack that throws hammers.

-----  
062 - DoubNdl  
-----

Maximum Amount: 30

MP Cost: 12

Restrictions: None

Effect: 50 HP damage

Element: Neutral

Rarity: 1/5

Description: Fires off two needles.

-----  
063 - TripNdl  
-----

Maximum Amount: 20

MP Cost: 16

Restrictions: None

Effect: 50 HP damage

Element: Neutral

Rarity: 2/5

Description: Fires off three needles.

-----  
064 - QuadNdl  
-----

Maximum Amount: 10

MP Cost: 20

Restrictions: None

Effect: 50 HP damage

Element: Neutral

Rarity: 3/5

Description: Fires off four needles.

-----  
065 - NdlCannon  
-----

Maximum Amount: ???

MP Cost: 20

Restrictions: None

Effect: 20 HP damage

Element: Wood

Rarity: 4/5

Description: Fires off eight needles.

-----  
066 - Ratton1  
-----

Maximum Amount: 10

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 70 HP damage

Element: Neutral

Rarity: 1/5

Description: A rat missile that crawls along the ground.

-----  
067 - Ratton2  
-----

Maximum Amount: 10

MP Cost: 18

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage

Element: Neutral

Rarity: 2/5

Description: A rat missile that crawls along the ground.

-----  
068 - Ratton3  
-----

Maximum Amount: 10

MP Cost: 20

Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage

Element: Neutral

Rarity: 3/5

Description: A rat missile that crawls along the ground.

-----  
069 - 3-Way  
-----

Maximum Amount: ???

MP Cost: 16

Restrictions: None

Effect: 60 HP damage

Element: Neutral

Rarity: 1/5

Description: Fires busters in three directions.

-----  
070 - RemoPlug

-----  
Maximum Amount: ???

MP Cost: 16

Restrictions: None

Effect: 80 HP damage

Element: Electric

Rarity: 4/5

Description: A remote-control plug attack.

-----  
071 - Tornado  
-----

Maximum Amount: 15

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 20 HP damage

Element: Neutral

Rarity: 2/5

Description: Forms a tornado in front of you.

-----  
072 - Twister  
-----

Maximum Amount: 15

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 20 HP damage

Element: Wood

Rarity: 2/5

Description: Forms a tornado in front of you.

-----  
073 - Blower  
-----

Maximum Amount: 15

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 20 HP damage

Element: Fire

Rarity: 2/5

Description: Forms a tornado in front of you.

-----  
074 - Burner  
-----

Maximum Amount: ???

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage  
Element: Fire

Rarity: 2/5

Description: Surrounds you in flames.

-----  
075 - ZapRing1  
-----

Maximum Amount: 10  
MP Cost: 12  
Restrictions: None

Effect: 20 HP damage  
Element: Electric

Rarity: 1/5

Description: Electric ring attack that paralyzes.

-----  
076 - ZapRing2  
-----

Maximum Amount: 10  
MP Cost: 16  
Restrictions: None

Effect: 30 HP damage  
Element: Electric

Rarity: 2/5

Description: Electric ring attack that paralyzes.

-----  
077 - ZapRing3  
-----

Maximum Amount: 10  
MP Cost: 20  
Restrictions: None

Effect: 40 HP damage  
Element: Electric

Rarity: 3/5

Description: Electric ring attack that paralyzes.

-----  
078 - Satelit1  
-----

Maximum Amount: 10  
MP Cost: 20  
Restrictions: None

Effect: 60 HP damage  
Element: Electric

Rarity: 2/5

Description: Bobbing satellite, spins off obstacles.

-----  
079 - Satelit2  
-----

Maximum Amount: 10

MP Cost: 26

Restrictions: None

Effect: 80 HP Damage

Element: Electric

Rarity: 2/5

Description: Bobbing satellite, spins off obstacles.

-----  
080 - Satelit3  
-----

Maximum Amount: 10

MP Cost: 32

Restrictions: None

Effect: 100 HP damage

Element: Electric

Rarity: 3/5

Description: Bobbing satellite, spins off obstacles.

-----  
081 - Spice1  
-----

Maximum Amount: 10

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: 40 HP damage

Element: Wood

Rarity: 1/5

Description: Attacks with dangerous powder on body.

-----  
082 - Spice2  
-----

Maximum Amount: 10

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 60 HP damage

Element: Wood

Rarity: 2/5

Description: Attacks with dangerous powder on body.

-----  
083 - Spice3  
-----

Maximum Amount: 10  
MP Cost: 32  
Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage  
Element: Wood

Rarity: 3/5

Description: Attacks with dangerous powder on body.

-----  
084 - MagBomb1  
-----

Maximum Amount: 10  
MP Cost: 16  
Restrictions: None

Effect: 80 HP damage  
Element: Electric

Rarity: 1/5

Description: Stops the enemy's attack for a moment.

-----  
085 - MagBomb2  
-----

Maximum Amount: 10  
MP Cost: 20  
Restrictions: None

Effect: 90 HP damage  
Element: Electric

Rarity: 2/5

Description: Stops the enemy's attack for a moment.

-----  
086 - MagBomb3  
-----

Maximum Amount: 10  
MP Cost: 24  
Restrictions: None

Effect: 100 HP damage  
Element: Electric

Rarity: 3/5

Description: Stops the enemy's attack for a moment.

-----  
087 - Yo-Yo1  
-----

Maximum Amount: 10



MP Cost: 16

Restrictions: None

Effect: 40 HP damage

Element: Neutral

Rarity: 2/5

Description: A yo-yo attack that pierces and returns back.

-----  
088 - Yo-Yo2  
-----

Maximum Amount: 10

MP Cost: 20

Restrictions: None

Effect: 50 HP damage

Element: Neutral

Rarity: 2/5

Description: A yo-yo attack that pierces and returns back.

-----  
089 - Yo-Yo3  
-----

Maximum Amount: 10

MP Cost: 24

Restrictions: None

Effect: 60 HP damage

Element: Neutral

Rarity: 3/5

Description: A yo-yo attack that pierces and returns back.

-----  
090 - Guard  
-----

Maximum Amount: 10

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: Shields attack and sends a shockwave in return

Element: Neutral

Rarity: 1/5

Description: Can be used to convert attacks into shockwaves.

-----  
091 - ShldGard  
-----

Maximum Amount: 10

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: Shields attack and sends a shockwave in return

Element: Neutral

Rarity: 2/5

Description: Can be used to convert attacks into shockwaves.

-----  
092 - HiGuard  
-----

Maximum Amount: 10

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: Shields attack and sends a shockwave in return.

Element: Neutral

Rarity: 3/5

Description: Can be used to convert attacks into shockwaves.

-----  
093 - Repair  
-----

Maximum Amount: 5

MP Cost: 8

Restrictions: Ladder, Bar, Jump

Effect: Restores any fallen platforms

Element: Neutral

Rarity: 1/5

Description: Restores terrain. Can save fading footholds.

-----  
094 - Recov10  
-----

Maximum Amount: 15

MP Cost: 8

Restrictions: None

Effect: Restores 10 HP

Element: Neutral

Rarity: 1/5

Description: Replenishes 10 HPs.

-----  
095 - Recov30  
-----

Maximum Amount: 10

MP Cost: 8

Restrictions: None

Effect: Restores 30 HP

Element: Neutral

Rarity: 1/5

Description: Replenishes 30 HPs.

-----  
096 - Recov80  
-----

Maximum Amount: 5  
MP Cost: 16  
Restrictions: None

Effect: Restores 80 HP  
Element: Neutral

Rarity: 2/5

Description: Replenishes 80 HPs.

-----  
097 - Recov150  
-----

Maximum Amount: 5  
MP Cost: 20  
Restrictions: None

Effect: Restores 150 HP  
Element: Neutral

Rarity: 3/5

Description: Replenishes 150 HPs.

-----  
098 - Recov300  
-----

Maximum Amount: 5  
MP Cost: 32  
Restrictions: None

Effect: Restores 300 HP  
Element: Neutral

Rarity: 4/5

Description: Replenishes 300 HPs.

-----  
099 - Candle1  
-----

Maximum Amount: 5  
MP Cost: 16  
Restrictions: Ladder, Bar, Jump

Effect: Gradually restores HP (for 10 seconds)  
Element: Neutral

Rarity: 2/5

Description: Places a candle that gradually restores HPs.

-----  
100 - Candle2

-----  
Maximum Amount: 5

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: Gradually restores HP (for 10 seconds)

Element: Neutral

Rarity: 3/5

Description: Places a candle that gradually restores HPs.

-----  
101 - Candle3  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: Gradually restores HP (for 10 seconds)

Element: Neutral

Rarity: 4/5

Description: Places a candle that gradually restores HPs.

-----  
102 - RockCube  
-----

Maximum Amount: 5

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: Creates block that can withstand 20 HP damage (for 10 seconds)

Element: Neutral

Rarity: 2/5

Description: Places a stone cube in front of you.

-----  
103 - IceCube  
-----

Maximum Amount: 5

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: Creates block that can withstand 20 HP damage (for 10 seconds)

Element: Water

Rarity: 2/5

Description: Places an ice cube in front of you.

-----  
104 - Anubis  
-----

Maximum Amount: ???

MP Cost: 64

Restrictions: Ladder, Bar, Jump

Effect: 20 HP damage (for 10 seconds)  
Element: Neutral

Rarity: 5/5

Description: Places Anubis that steals the enemy's energy.

-----  
105 - Invis1  
-----

Maximum Amount: 5  
MP Cost: 12  
Restrictions: None

Effect: Provides temporary invincibility (for 3 seconds)  
Element: Neutral

Rarity: 1/5

Description: For a short time, you are invisible and invulnerable.

-----  
106 - Invis2  
-----

Maximum Amount: 5  
MP Cost: 24  
Restrictions: None

Effect: Provides temporary invincibility (for 5 seconds)  
Element: Neutral

Rarity: 2/5

Description: For a short time, you are invisible and invulnerable.

-----  
107 - Invis3  
-----

Maximum Amount: 5  
MP Cost: 36  
Restrictions: None

Effect: Provides temporary invincibility (for 7 seconds)  
Element: Neutral

Rarity: 3/5

Description: For a short time, you are invisible and invulnerable.

-----  
108 - DropDown  
-----

Maximum Amount: 5  
MP Cost: 64  
Restrictions: None

Effect: Provides temporary invincibility (for 7 seconds)  
Element: Neutral

Rarity: 4/5

Description: For a set time, you are invisible and invulnerable.

-----

109 - PopUp

-----

Maximum Amount: 5

MP Cost: 64

Restrictions: None

Effect: Provides temporary invincibility (for 20 seconds)

Element: Neutral

Rarity: 5/5

Description: For a set time, you are invisible and invulnerable.

-----

110 - StoneBod

-----

Maximum Amount: 5

MP Cost: 8

Restrictions: Ladder, Bar, Jump

Effect: Cannot move, jump, attack, or be attacked (for 6 seconds)

Element: Neutral

Rarity: 1/5

Description: For a set time, you can't move or be attacked.

-----

111 - IronBody

-----

Maximum Amount: 5

MP Cost: 12

Restrictions: Ladder, Bar, Jump

Effect: Cannot jump, attack, or be attacked (for 6 seconds)

Element: Neutral

Rarity: 2/5

Description: You can't shoot, but the enemy can't hurt you.

-----

112 - MetalBdy

-----

Maximum Amount: 5

MP Cost: 16

Restrictions: Ladder, Bar, Jump

Effect: Cannot jump, attack, or be attacked (for 6 seconds)

Element: Neutral

Rarity: 3/5

Description: You can't shoot, but the enemy can't hurt you.

-----  
113 - Barrier  
-----

Maximum Amount: 5  
MP Cost: 16  
Restrictions: None

Effect: Generates a shield that can withstand one attack  
Element: Neutral

Rarity: 2/5

Description: You take no damage from one attack.

-----  
114 - AquaAura  
-----

Maximum Amount: 5  
MP Cost: 32  
Restrictions: None

Effect: Blocks all attacks under 40 HP damage (for 10 seconds)  
Element: Water

Rarity: 4/5

Description: Attacks under 40 have no effect; weak vs. electric.

-----  
115 - FireAura  
-----

Maximum Amount: 5  
MP Cost: 32  
Restrictions: None

Effect: Blocks all attacks under 40 HP damage (for 10 seconds)  
Element: Fire

Rarity: 4/5

Description: Attacks under 40 have no effect; weak vs. aqua.

-----  
116 - WoodAura  
-----

Maximum Amount: 5  
MP Cost: 32  
Restrictions: None

Effect: Blocks all attacks under 80 HP damage (for 10 seconds)  
Element: Wood

Rarity: 4/5

Description: Attacks under 80 have no effect; weak vs. fire.

-----  
117 - ElecAura  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: None

Effect: Blocks all attacks under 80 HP damage (for 10 seconds)

Element:

Rarity: 4/5

Description: Attacks under 80 have no effect; weak vs. wood.

-----  
118 - LifeAur1  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: None

Effect: Blocks all attacks under 80 HP damage (for 10 seconds)

Element: Neutral

Rarity: 5/5

Description: Repels attacks less than 80; has no weaknesses.

-----  
119 - LifeAur2  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: None

Effect: Blocks all attacks under 100 HP damage (for 10 seconds)

Element: Neutral

Rarity: 5/5

Description: Repels attacks less than 100; has no weaknesses.

-----  
120 - LifeAur3  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: None

Effect: Blocks all attacks under 150 HP damage (for 10 seconds)

Element: Neutral

Rarity: 5/5

Description: Repels attacks less than 150; has no weaknesses.

-----  
121 - Roll  
-----

Maximum Amount: 5

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage and restores HP



Element: Neutral

Rarity: 2/5

Description: Attacks one enemy and replenishes HPs.

-----  
122 - GutsMan  
-----

Maximum Amount: 5

MP Cost: 24

Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage

Element: Neutral

Rarity: 4/5

Description: Smashes the ground, causing a shockwave.

-----  
123 - ProtoMan  
-----

Maximum Amount: 5

MP Cost: 48

Restrictions: Ladder, Bar, Jump

Effect: 160 HP damage

Element: Neutral

Rarity: 5/5

Description: Hunts the enemy down and cuts it.

-----  
124 - FireMan  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 40 HP damage

Element: Fire

Rarity: 4/5

Description: Emits flames that pierce walls horizontally.

-----  
125 - NeedleMan  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 80 HP damage

Element: Wood

Rarity: 4/5

Description: Fires needle cannon all over from air.

-----  
126 - BrightMan  
-----

Maximum Amount: 5

MP Cost:

Restrictions: Ladder, Bar, Jump

Effect: 20 HP damage

Element: Electric

Rarity: 4/5

Description: Emits blinding flash of light to stun enemies.

-----  
127 - IceMan  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage

Element: Water

Rarity: 4/5

Description: Grows pillars of ice to attack the enemy.

-----  
128 - QuickMan  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 60 HP damage

Element: Neutral

Rarity: 4/5

Description: Throws a Quick Boomerang that pierces terrain.

-----  
129 - ColorMan  
-----

Maximum Amount: 5

MP Cost: 32

Restrictions: Ladder, Bar, Jump

Effect: 100 HP damage

Element: Neutral

Rarity: 4/5

Description: Generates large balls to throw at enemy.

-----  
130 - ElecMan

-----  
Maximum Amount: 5  
MP Cost: 32  
Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage  
Element: Electric

Rarity: 4/5

Description: Calls storm clouds to shoot off lightning.

-----  
131 - SwordMan  
-----

Maximum Amount: 5  
MP Cost: 48  
Restrictions: Ladder, Bar, Jump

Effect: 60 HP damage  
Element: Neutral

Rarity: 4/5

Description: Unleashes a devastating sword attack.

-----  
132 - GravityMan  
-----

Maximum Amount: 5  
MP Cost: 48  
Restrictions: Ladder, Bar, Jump

Effect: Instantly destroys all weak enemies  
Element: Neutral

Rarity: 4/5

Description: Uses gravity to wipe out small viruses.

-----  
133 - StarMan  
-----

Maximum Amount: 5  
MP Cost: 48  
Restrictions: Ladder, Bar, Jump

Effect: 50 HP damage  
Element: Neutral

Rarity: 4/5

Description: Calls a swarm of meteors from outer space.

-----  
134 - Zero  
-----

Maximum Amount: 1  
MP Cost: 64  
Restrictions: Ladder, Bar, Jump

Effect: 100 HP damage  
Element: Neutral

Rarity: 5/5

Description: A three-stage attack using the Z-Saber.

-----  
135 - PharaohMan  
-----

Maximum Amount: 5  
MP Cost: 56  
Restrictions: Ladder, Bar, Jump

Effect: 30 HP damage  
Element: Neutral

Rarity: 5/5

Description: Calls forth a laser coffin; adjusts angle.

-----  
136 - ShadowMan  
-----

Maximum Amount: 5  
MP Cost: 56  
Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage  
Element: Neutral

Rarity: 5/5

Description: Appears out of the darkness to throw shurikens.

-----  
137 - Bass  
-----

Maximum Amount: 1  
MP Cost: 64  
Restrictions: Ladder, Bar, Jump

Effect: 60 HP damage  
Element: Neutral

Rarity: 5/5

Description: Covers whole screen with an air burst.

~~~~~  
=~ 11) CHIP LOCATIONS ~=  
~~~~~

This section lists the locations of the chips.

NOTE: Since I do not know all of the official enemy names, a short description of each enemy is included so you actually know what I am referring to. If I do not have the official name for an enemy, I made one up!

Each time you see quotation marks, it means "same as above." I'm sure most of you already know what they mean, but I know SOMEONE out there will e-mail me asking about it!

[illegible]

| Location      | Name            | Description  |
|---------------|-----------------|--------------|
| Den Area 1    | Green Data Cube |              |
| Den Area 1    | Canodumb        | Green turret |
| Den Area 2    | "               | "            |
| Den Area 3    | "               | "            |
| Net on Fire   | "               | "            |
| Global Area 1 | "               | "            |
| Global Area 2 | "               | "            |
| Outer Net     | "               | "            |

[illegible]

| Location      | Name            | Description |
|---------------|-----------------|-------------|
| Den Area 2    | Blue Data Cube  |             |
| Arcade Comp 1 | Green Data Cube |             |
| Global Area 2 | "               |             |
| Arcade Comp 1 | Canodumb2       | Blue turret |
| Old Area 1    | "               | "           |
| Old Area 2    | "               | "           |

[illegible]

| Location            | Name            | Description |
|---------------------|-----------------|-------------|
| Global Area 3       | Green Data Cube |             |
| Strange Grav Area 1 | Canodumb3       | Red turret  |
| Strange Grav Area 2 | "               | "           |
| Vacant WWW Comp 1   | "               | "           |

[illegible]

| Location   | Name            | Description |
|------------|-----------------|-------------|
| Den Area 1 | Green Data Cube |             |

[illegible]

| Location | Name | Description |
|----------|------|-------------|
|----------|------|-------------|

|               |                 |                       |
|---------------|-----------------|-----------------------|
| Den Area 1    | Green Data Cube |                       |
| Den Area 2    | "               |                       |
| Outer Net     | "               |                       |
| Garden Comp 1 | "               |                       |
| Arcade Comp 2 | "               |                       |
| Arcade Comp 2 | Slot Machine    | Get 3 Mettaurs/Bunnys |

[illegible]

| Location        | Name            | Description           |
|-----------------|-----------------|-----------------------|
| Shopping Comp 1 | Green Data Cube |                       |
| Bank Comp 2     | "               |                       |
| Arcade Comp 1   | "               |                       |
| Arcade Comp 2   | Slot Machine    | Get 3 Mettaurs/Bunnys |

[illegible]

| Location            | Name            | Description |
|---------------------|-----------------|-------------|
| Garden Comp 2       | Blue Data Cube  |             |
| Strange Grav Area 2 | Green Data Cube |             |

[illegible]

| Location          | Name            | Description           |
|-------------------|-----------------|-----------------------|
| Higsby's Shop     | Higsby          | Buy for 300Z          |
| Garden Comp 1     | Green Data Cube |                       |
| Waterworks Comp 1 | "               |                       |
| Arcade Comp 2     | Slot Machine    | Get 3 Mettaurs/Bunnys |
| Waterworks Comp 3 | MiniPuffy       | Small, red blowfish   |

[illegible]

| Location          | Name         | Description           |
|-------------------|--------------|-----------------------|
| Waterworks Comp 1 | Shrimpy      | Red, blue shrimp      |
| Waterworks Comp 3 | MiniPuffy    | Small, red blowfish   |
| Arcade Comp 2     | Slot Machine | Get 3 Mettaurs/Bunnys |

[illegible]

| Location | Name | Description |
|----------|------|-------------|
|----------|------|-------------|

[illegible]

|                   |          |               |
|-------------------|----------|---------------|
| Waterworks Comp 1 | Shrimpy3 | Purple shrimp |
| Waterworks Comp 3 | Puffy    | Blue blowfish |
| Arcade Comp 1     | "        | "             |

[illegible][illegible][illegible][illegible][illegible]





| Location      | Name            | Description |
|---------------|-----------------|-------------|
| Old Area 1    | Green Data Cube |             |
| Garden Comp 2 | KillWeed        | Blue plant  |

| Location             | Name           | Description |
|----------------------|----------------|-------------|
| Legendary WWW Area 2 | Blue Data Cube |             |
| Legendary WWW Area 1 | KillFleur      | Gray plant  |
| Legendary WWW Area 2 | "              | "           |

| Location           | Name            | Description           |
|--------------------|-----------------|-----------------------|
| Power Plant Comp 1 | Green Data Cube |                       |
| Arcade Comp 2      | Slot Machine    | Get 3 Mettaurs/Bunnys |
| Global Area 1      | Swordy          | Gray knight           |
| Global Area 2      | "               | "                     |
| Outer Net          | "               | "                     |
| Old Area 1         | "               | "                     |
| Old Area 2         | "               | "                     |

| Location        | Name            | Description   |
|-----------------|-----------------|---------------|
| Shopping Comp 2 | Green Data Cube |               |
| Arcade Comp 2   | "               |               |
| Global Area 1   | Swordy          | Gray knight   |
| Global Area 2   | "               | "             |
| Outer Net       | "               | "             |
| Old Area 1      | "               | "             |
| Old Area 2      | "               | "             |
| Bank Comp 2     | FireSwordy      | Yellow knight |
| Old Area 1      | "               | "             |
| Old Area 2      | "               | "             |
| Old Area 2      | AquaSwordy      | Blue knight   |

| Location   | Name           | Description |
|------------|----------------|-------------|
| Den Area 2 | Blue Data Cube |             |

|               |                 |                       |
|---------------|-----------------|-----------------------|
| Old Area 2    | Green Data Cube |                       |
| Arcade Comp 2 | Slot Machine    | Get 3 Mettaurs/Bunnys |
| Global Area 1 | Swordy          | Gray knight           |
| Global Area 2 | "               | "                     |
| Outer Net     | "               | "                     |
| Old Area 1    | "               | "                     |
| Old Area 2    | "               | "                     |
| Bank Comp 2   | FireSwordy      | Yellow knight         |
| Old Area 1    | "               | "                     |
| Old Area 2    | "               | "                     |
| Old Area 2    | AquaSwordy      | Blue knight           |

[illegible]

| Location      | Name           | Description   |
|---------------|----------------|---------------|
| Garden Comp 1 | Blue Data Cube |               |
| Bank Comp 2   | FireSwordy     | Yellow knight |
| Old Area 1    | "              | "             |
| Old Area 2    | "              | "             |

[illegible]

| Location      | Name       | Description    |
|---------------|------------|----------------|
| Higsby's Shop | Higsby     | Buy for 1,000Z |
| Old Area 2    | AquaSwordy | Blue knight    |

[illegible]

| Location    | Name           | Description |
|-------------|----------------|-------------|
| Bank Comp 1 | Blue Data Cube |             |

[illegible]

| Location       | Name            | Description |
|----------------|-----------------|-------------|
| Bank Comp 2    | Blue Data Cube  |             |
| No Grav Area 1 | "               |             |
| Global Area 3  | Green Data Cube |             |

[illegible]

| Location | Name | Description |
|----------|------|-------------|
|----------|------|-------------|

|                   |                 |
|-------------------|-----------------|
| Waterworks Comp 1 | Blue Data Cube  |
| Old Area 2        | Green Data Cube |

[illegible]

| Location      | Name            | Description    |
|---------------|-----------------|----------------|
| Higsby's Shop | Higsby          | Buy for 1,000Z |
| Global Area 3 | Green Data Cube |                |

[illegible]

| Location             | Name     | Description |
|----------------------|----------|-------------|
| Old Area 2           | SwordMan | Stage boss  |
| Net Battle Simulator | "        | "           |

[illegible]

| Location     | Name       | Description |
|--------------|------------|-------------|
| Zero Account | Zero Virus | Stage boss  |

[illegible]

| Location          | Name         | Description           |
|-------------------|--------------|-----------------------|
| Arcade Comp 2     | Slot Machine | Get 3 Mettaurs/Bunnys |
| Vacant WWW Comp 2 | Snapper      | Short, green ninja    |

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 035 - KUNAI2 >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>
```

| Location          | Name     | Description       |
|-------------------|----------|-------------------|
| Vacant WWW Comp 2 | Snapper2 | Short, pink ninja |

[illegible]

| Location          | Name     | Description       |
|-------------------|----------|-------------------|
| Vacant WWW Comp 2 | Snapper3 | Short, blue ninja |

[illegible][illegible][illegible][illegible][illegible]<<< 042 - SONICWAV >>>

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

| Location             | Name    | Description |
|----------------------|---------|-------------|
| Global Area 2        | GutsMan | Stage boss  |
| Net Battle Simulator | "       | "           |

|             |          |            |
|-------------|----------|------------|
| Bank Comp 2 | QuickMan | Stage boss |
|-------------|----------|------------|

VV

| Location             | Name     | Description |
|----------------------|----------|-------------|
| Arcade Comp 2        | ColorMan | Stage boss  |
| Net Battle Simulator | "        | "           |

| Location             | Name    | Description |
|----------------------|---------|-------------|
| Power Plant Comp 2   | ElecMan | Stage boss  |
| Net Battle Simulator | "       | "           |

| Location             | Name       | Description |
|----------------------|------------|-------------|
| Strange Grav Area 2  | GravityMan | Stage boss  |
| Net Battle Simulator | "          | "           |

| Location             | Name    | Description |
|----------------------|---------|-------------|
| No Grav Area 2       | StarMan | Stage boss  |
| Net Battle Simulator | "       | "           |

| Location           | Name         | Description           |
|--------------------|--------------|-----------------------|
| Arcade Comp 2      | Slot Machine | Get 3 Mettaurs/Bunnys |
| Global Area 1      | Birdy        | Green, yellow bird    |
| Global Area 2      | "            | "                     |
| Outer Net          | "            | "                     |
| Garden Comp 1      | "            | "                     |
| Power Plant Comp 1 | Birdy2       | Green, purple bird    |
| Power Plant Comp 2 | "            | "                     |

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 059 - WRECKER >>>
```

| Location           | Name            | Description |
|--------------------|-----------------|-------------|
| -----              |                 |             |
| Power Plant Comp 1 | Green Data Cube |             |

| Location            | Name      | Description   |
|---------------------|-----------|---------------|
| Strange Grav Area 1 | HammerJoe | Green soldier |
| Strange Grav Area 2 | "         | "             |

| Location            | Name      | Description   |
|---------------------|-----------|---------------|
| Strange Grav Area 1 | HammerJoe | Green soldier |
| Strange Grav Area 2 | "         | "             |

| Location          | Name            | Description           |
|-------------------|-----------------|-----------------------|
| Waterworks Comp 1 | Green Data Cube |                       |
| Waterworks Comp 2 | "               |                       |
| Arcade Comp 2     | Slot Machine    | Get 3 Mettaurs/Bunnys |
| Waterworks Comp 1 | Shellgeek       | Purple, blue clam     |

| Location          | Name            | Description        |
|-------------------|-----------------|--------------------|
| Arcade Comp 2     | Green Data Cube |                    |
| Waterworks Comp 2 | Shellgeek2      | Yellow, green clam |
| Waterworks Comp 3 | "               | "                  |

| Location          | Name         | Description         |
|-------------------|--------------|---------------------|
| Arcade Comp 2     | Slot Machine | Get 3 MegaMan7s     |
| Waterworks Comp 1 | Shellgeek3   | Purple, orange clam |
| Waterworks Comp 1 | "            | "                   |



[illegible]

| Location             | Name      | Description |
|----------------------|-----------|-------------|
| Garden Comp 2        | NeedleMan | Stage boss  |
| Net Battle Simulator | "         | "           |

[illegible]

| Location             | Name            | Description           |
|----------------------|-----------------|-----------------------|
| Den Area 2           | Green Data Cube |                       |
| Arcade Comp 2        | Slot Machine    | Get 3 Mettaurs/Bunnys |
| Den Area 3           | Ratty           | Brown rat             |
| Bank Comp 1          | "               | "                     |
| Bank Comp 2          | "               | "                     |
| Legendary WWW Area 1 | "               | "                     |
| Legendary WWW Area 2 | "               | "                     |

[illegible]

| Location             | Name            | Description     |
|----------------------|-----------------|-----------------|
| Legendary WWW Area 1 | Green Data Cube |                 |
| Vacant WWW Comp 2    | Ratty2          | Blue, brown rat |

[illegible]

| Location             | Name            | Description |
|----------------------|-----------------|-------------|
| Legendary WWW Area 2 | Green Data Cube |             |
| Legendary WWW Area 1 | Ratty3          | Gray rat    |
| Legendary WWW Area 2 | "               | "           |

[illegible]

| Location           | Name            | Description             |
|--------------------|-----------------|-------------------------|
| Den Area 2         | Green Data Cube |                         |
| Garden Comp 1      | Popper          | Brown pine cone         |
| Garden Comp 2      | Popper2         | Green pine cone         |
| Power Plant Comp 2 | WallGun         | Turret attached to wall |
| Zero Account       | "               | "                       |
| Zero Account       | Popper3         | Red pine cone           |



|   |   |
|---|---|
| " | " |
| " | " |
| " | " |
| " | " |

[illegible]

| Location             | Name            | Description       |
|----------------------|-----------------|-------------------|
| Old Area 1           | Green Data Cube |                   |
| Legendary WWW Area 1 | "               |                   |
| Shopping Comp 2      | TuffBunny       | Blue, white bunny |

[illegible]

| Location            | Name            | Description         |
|---------------------|-----------------|---------------------|
| Strange Grav Area 1 | Green Data Cube |                     |
| Power Plant Comp 1  | MegaBunny       | Yellow, white bunny |
| Strange Grav Area 1 | "               | "                   |
| Strange Grav Area 2 | "               | "                   |

[illegible]

| Location        | Name            | Description       |
|-----------------|-----------------|-------------------|
| Shopping Comp 1 | Green Data Cube |                   |
| Shopping Comp 2 | "               |                   |
| Shopping Comp 1 | Sparky          | Green, white ball |
| Shopping Comp 2 | "               | "                 |

[illegible]

| Location            | Name     | Description         |
|---------------------|----------|---------------------|
| Power Plant Comp 2  | Sparkler | Purple, yellow ball |
| Strange Grav Area 1 | "        | "                   |
| Strange Grav Area 2 | "        | "                   |

[illegible]

| Location       | Name      | Description       |
|----------------|-----------|-------------------|
| No Grav Area 1 | Sparknoid | Orange, blue ball |
| No Grav Area 2 | "         | "                 |

|                    |         |                     |
|--------------------|---------|---------------------|
| Power Plant Comp 2 | Magnoid | Brown, white insect |
|--------------------|---------|---------------------|



[illegible]

| Location    | Name      | Description   |
|-------------|-----------|---------------|
| Bank Comp 1 | SniperJoe | Green soldier |
| Bank Comp 2 | "         | "             |

[illegible]

| Location      | Name         | Description           |
|---------------|--------------|-----------------------|
| Arcade Comp 2 | Slot Machine | Get 3 Mettaurs/Bunnys |
| Arcade Comp 2 | BallRider    | Clown on ball         |

[illegible]

| Location   | Name            | Description         |
|------------|-----------------|---------------------|
| Den Area 2 | Green Data Cube |                     |
| Outer Net  | "               |                     |
| Den Area 3 | Spooky          | Purple, white ghost |

[illegible]

| Location          | Name            | Description                      |
|-------------------|-----------------|----------------------------------|
| Bank Comp 1       | Green Data Cube |                                  |
| Arcade Comp 2     | "               |                                  |
| Arcade Comp 2     | Slot Machine    | Get 3 Mettaurs/Bunnys            |
| Den Area 3        | Spooky          | Purple, white ghost              |
| Old Area 1        | CanDevil        | Skull monster with white candle  |
| Zero Account      | CanDevil2       | Skull monster with purple candle |
| Vacant WWW Comp 1 | CanDevil3       | Skull monster with red candle    |
| Vacant WWW Comp 2 | "               | "                                |

[illegible]

| Location            | Name           | Description   |
|---------------------|----------------|---------------|
| Strange Grav Area 2 | Blue Data Cube |               |
| Bank Comp 1         | SniperJoe      | Green soldier |
| Bank Comp 2         | "              | "             |

[illegible][illegible][illegible][illegible]

```
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>
<<< 101 - CANDLE3 >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>
```

| Location                                     | Name       | Description                   |
|----------------------------------------------|------------|-------------------------------|
| Vacant WWW Comp 1                            | CanDevil3  | Skull monster with red candle |
| Vacant WWW Comp 2                            | "          | "                             |
| <<< 102 - ROCKCUBE >>>                       |            |                               |
| Location                                     | Name       | Description                   |
| Outer Net                                    | NumberMan  | Buy for 2,500Z                |
| <<< 103 - ICECUBE >>>                        |            |                               |
| Location                                     | Name       | Description                   |
| Waterworks Comp 1                            | PolarBear  | White bear with blue hat      |
| Waterworks Comp 2                            | "          | "                             |
| <<< 104 - ANUBIS >>>                         |            |                               |
| Location                                     | Name       | Description                   |
| Legendary WWW Area 2<br>Net Battle Simulator | PharaohMan | Stage boss                    |
| <<< 105 - INVIS1 >>>                         |            |                               |
| Location                                     | Name       | Description                   |
| Den Area 3                                   | Spooky     | Purple, white ghost           |
| Legendary WWW Area 1                         | Spooky2    | Red, white ghost              |
| <<< 106 - INVIS2 >>>                         |            |                               |
| Location                                     | Name       | Description                   |
| Vacant WWW Comp 2                            | Spooky3    | White ghost                   |
| <<< 107 - INVIS3 >>>                         |            |                               |
| Location                                     | Name       | Description                   |



|        |     |        |         |             |
|--------|-----|--------|---------|-------------|
| Vacant | WWW | Comp 2 | Spooky3 | White ghost |
|--------|-----|--------|---------|-------------|

[illegible]

| Location     | Name    | Description   |
|--------------|---------|---------------|
| Zero Account | Popper3 | Red pine cone |

[illegible]

| Location             | Name  | Description |
|----------------------|-------|-------------|
| -----                |       |             |
| Legendary WWW Area 1 | Mole2 | Pink dog    |

[illegible]

| Location        | Name         | Description           |
|-----------------|--------------|-----------------------|
| Arcade Comp 2   | Slot Machine | Get 3 Mettaurs/Bunnys |
| Garden Comp 1   | Popper       | Brown pine cone       |
| Garden Comp 1   | SpikeDisc    | Yellow, white disc    |
| Garden Comp 2   | "            | "                     |
| Shopping Comp 1 | "            | "                     |
| Shopping Comp 2 | "            | "                     |

[illegible]

| Location             | Name       | Description        |
|----------------------|------------|--------------------|
| Power Plant Comp 1   | SpikeDisc2 | Orange, white disc |
| Power Plant Comp 2   | "          | "                  |
| Legendary WWW Area 1 | DrillBit   | Purple drill       |

[illegible]

| Location       | Name       | Description       |
|----------------|------------|-------------------|
| No Grav Area 1 | SpikeDisc3 | Orange, teal disc |

[illegible]



Table with 3 columns: Location, Name, Description. Rows include Undernet 1, Scuttler, Spider with yellow aura; Undernet 1, Scuttzer, Spider with green aura; Undernet 1, Scutz, Spider with red aura.

119 - LIFEAUR2

Table with 3 columns: Location, Name, Description. Rows include Undernet 1, Scuttlest, Spider with white aura.

120 - LIFEAUR3

Table with 3 columns: Location, Name, Description. Rows include Undernet 1, Scuttlest, Spider with white aura.

121 - ROLL

Table with 3 columns: Location, Name, Description. Rows include Lan's Room, Mayl, Defeat FireMan to receive chip in e-mail; Lan's Room, Mayl, Defeat NeedleMan, BrightMan, IceMan, and QuickMan to receive chip in e-mail.

122 - GUTSMAN

Table with 3 columns: Location, Name, Description. Rows include Global Area 2, GutsMan, Stage boss; Net Battle Simulator, "", "".

123 - PROTOMAN

Table with 3 columns: Location, Name, Description. Rows include Global Area 3, ProtoMan, Stage boss; Net Battle Simulator, "", "".

124 - FIREMAN

| Location                                  | Name           | Description     |
|-------------------------------------------|----------------|-----------------|
| Net on Fire<br>Net Battle Simulator       | FireMan<br>"   | Stage boss<br>" |
| <<< 125 - NEEDLEMAN >>>                   |                |                 |
| Location                                  | Name           | Description     |
| Garden Comp 2<br>Net Battle Simulator     | NeedleMan<br>" | Stage boss<br>" |
| <<< 126 - BRIGHTMAN >>>                   |                |                 |
| Location                                  | Name           | Description     |
| Shopping Comp 2<br>Net Battle Simulator   | BrightMan<br>" | Stage boss<br>" |
| <<< 127 - ICEMAN >>>                      |                |                 |
| Location                                  | Name           | Description     |
| Waterworks Comp 2<br>Net Battle Simulator | IceMan<br>"    | Stage boss<br>" |
| <<< 128 - QUICKMAN >>>                    |                |                 |
| Location                                  | Name           | Description     |
| Bank Comp 2<br>Net Battle Simulator       | QuickMan<br>"  | Stage boss<br>" |
| <<< 129 - COLORMAN >>>                    |                |                 |
| Location                                  | Name           | Description     |
| Arcade Comp 2<br>Net Battle Simulator     | ColorMan<br>"  | Stage boss<br>" |
| <<< 130 - ELECMAN >>>                     |                |                 |

| Location             | Name    | Description |
|----------------------|---------|-------------|
| Power Plant Comp 2   | ElecMan | Stage boss  |
| Net Battle Simulator | "       | "           |

```
<<< 131 - SWORDMAN >>>
~~~~~
```

| Location             | Name     | Description |
|----------------------|----------|-------------|
| Old Area 2           | SwordMan | Stage boss  |
| Net Battle Simulator | "        | "           |

```
<<< 132 - GRAVITYMAN >>>
```

| Location             | Name       | Description |
|----------------------|------------|-------------|
| Strange Grav Area 2  | GravityMan | Stage boss  |
| Net Battle Simulator | "          | "           |

[illegible]

| Location             | Name    | Description |
|----------------------|---------|-------------|
| No Grav Area 2       | StarMan | Stage boss  |
| Net Battle Simulator | "       | "           |

[illegible]

| Location   | Name | Description                                                           |
|------------|------|-----------------------------------------------------------------------|
| Lan's Room | Zero | Collect the MystData, and defeat Zero Virus to receive chip in e-mail |

[illegible]

| Location             | Name       | Description |
|----------------------|------------|-------------|
| Legendary WWW Area 2 | PharaohMan | Stage boss  |
| Net Battle Simulator | "          | "           |

```
<<<      136 - SHADOWMAN      >>>
```



|       |           |                                 |
|-------|-----------|---------------------------------|
| 10-12 | Outer Net | Buy them from NumberMan's shop. |
|-------|-----------|---------------------------------|

[illegible]

| Number    | Stage             | Location                                                                                                                                 |
|-----------|-------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| 1         | Den Area 1        | Climb the ladder by the Bunny, and jump from platform to platform to reach a room with the HPMemory.                                     |
| 2         | Global Area 1     | Jump on top of the flying chips near the start warp. Proceed left to come across a cube with the power-up.                               |
| 3 (Lckd)  | Den Area 2        | Near PowerUP #1. Slide through a narrow passage leading to the stash with the HPMemory.                                                  |
| 4         | Garden Comp 1     | At the two ladders, climb down the right one. It leads to a Popper and the power-up.                                                     |
| 5         | Garden Comp 1     | On top of the cyberbar soon after HPMemory #4.                                                                                           |
| 6         | Shopping Comp 1   | Walk the green-tile path at the start. The power-up is on a platform with one Sparky.                                                    |
| 7 (Lckd)  | Shopping Comp 2   | East of MemUP #5. Head past the Magmacker sitting on the extending ledge.                                                                |
| 8         | Shopping Comp 2   | Directly to the right of BrightMan's warp.                                                                                               |
| 9         | Waterworks Comp 1 | After the first Shellgeek. Drop down the hole to discover the data cube.                                                                 |
| 10        | Waterworks Comp 1 | Once MegaMan lands on the patch of snow, jump across the gap, and continue upwards to the item.                                          |
| 11        | Waterworks Comp 2 | Directly beneath RegUP #1 on another ledge.                                                                                              |
| 12        | Den Area 3        | After FireMan's area is extinguished, head above the ladder near the green Navi. Double-jump onto the ledge with the power-up.           |
| 13        | Bank Comp 1       | Drop onto the right ledge down the first hole. Advance past the spikes to the top where the HPMemory is located.                         |
| 14 (Lckd) | Bank Comp 2       | At the end of the second screen of the beam sequence. Use a DoubJump, if necessary.                                                      |
| 15        | Arcade Comp 1     | Head northeast of the ladder leading to the AquaCode. At the end of the tunnel with the Canodumb2 lies the HPMemory stuffed in a corner. |
| 16        | Arcade Comp 2     | Bounce into the northeast corner of the room filled with bumpers and Zenny.                                                              |
| 17 (Lckd) | Arcade Comp 2     | Near HPMemory #15. Take the yellow platform lead                                                                                         |

ing to a passage. Slide, and find the data cube.

|           |                 |                                                                                                                    |
|-----------|-----------------|--------------------------------------------------------------------------------------------------------------------|
| 18        | Power Plant 1   | Double-jump onto the metal platforms southeast of PowerUP #5. Walk on to the data cube.                            |
| 19        | Power Plant 2   | Climb the ladder beyond the Stomper at the start. The HPMemory sits on a lone, metal platform.                     |
| 20        | Global Area 3   | Take the southern passage behind the FireDog3. Work through the conveyors to the power-up at the end of the line.  |
| 21        | Old Area 1      | At the first section of sword spikes, double-jump to the corner with the HPMemory.                                 |
| 22        | Old Area 1      | Right before the MegalianA. Can't miss it!                                                                         |
| 23        | Old Area 2      | Head left of the AquaSwordy, and double-jump over to a platform with the power-up.                                 |
| 24 (Lckd) | Old Area 2      | Directly right of SwordMan's warp.                                                                                 |
| 25 (Lckd) | Strange Grav 1  | Jump from platform to platform after the first Canodumb3 to reach the cube.                                        |
| 26        | Strange Grav 1  | Left of the HammerJoe after climbing the ladder.                                                                   |
| 27        | Strange Grav 2  | From the first Canodumb3, jump.                                                                                    |
| 28        | No Grav Area 1  | Above the first Yort on a short platform.                                                                          |
| 29        | No Grav Area 2  | Head directly west of the area's mini-boss.                                                                        |
| 30        | Zero Account    | In the room above the CanDevil2 near the start.                                                                    |
| 31 (Lckd) | Zero Account    | Jump over the gap near the CanDevil2, and continue west until you reach a dead end room with the Purple Data Cube. |
| 32        | Zero Account    | Soon after the several conveyor belts, double-jump onto a ledge taking you to the item.                            |
| 33        | Legendary WWW 1 | Slide into the tiny stash beneath the Spooky2 and two Ratty3 viruses.                                              |
| 34        | Legendary WWW 2 | Double-jump up the blocks near PharaohMan's link.                                                                  |
| 35 (Lckd) | Vacant WWW 1    | Descend the ladder by the Mashy.                                                                                   |
| 36        | Vacant WWW 2    | Near BckupChp #8.                                                                                                  |
| 37        | Undernet 1      | On a ledge above the first Scuttle.                                                                                |
| 38        | Undernet 1      | Ascend the ladder near MemUP #16.                                                                                  |
| 39        | Undernet 1      | On a ledge above the second Scuttle.                                                                               |
| 40-47     | Outer Net       | Buy them from NumberMan's shop.                                                                                    |







=====

=~ 13) SECRETS ~=

This section contains various secrets found in Network Transmission.

```
<<< NAVEI FIGURINES >>>
```

For every time Lan and MegaMan defeat a boss, his figurine is added to a particular spot in Lan's room. Although it looks nice at first, Lan's room turns into an absolute mess with so many statues at the end of the game!

```
<<<      ZERO'S NAVI CHIP      >>>  
~~~~~
```

While defeating the Zero Virus automatically gives you his Z-Saber chip, it is very easy to miss out on Zero's Navi chip. Visit Global Area 3, and take the MystData from the Yellow Data Cube BEFORE battling Zero. This seemingly useless item plays a crucial role in his defeat! With this MystData, the Zero Virus is "transformed" into an ordinary Net Navi, and Zero sends his chip to Lan as a token of his appreciation. Without the MystData, you do not receive anything!

[illegible]

There are three ExCdHnts hidden throughout the Cyberworld, and while they are useless in Network Transmission, the codes you gain from these hints are for MegaMan Battle Network 3 on the GameBoy Advance (I don't own the game, so don't ask me what they're exactly for!). Moving along, here are the locations for the passcodes...

ExCdHnt.1

Hint: "The last place you first went to; Repair from high up."

Jack into Den Area 1 through Lan's house, and proceed east until MegaMan discovers a cyberbar placed above several viruses. Double-jump onto the tiny block on the right of the bar, and activate the Repair chip.

ExCdHnt2

Hint: "Area with Roll; Repair on continuous spikes area."

In Den Area 2, crush the weakened pillar near the starting link by using a fist chip. Slide, and then double-jump to the top of the second set of floating spikes. Activate Repair at this spot.

ExCdHnt3

Hint: "Where the fire started; Repair after you arrive there."

Return to Den Area 3 by Mayl's house on the Map screen, and double-jump onto the ledge by the link leading to Global Area 1. Continue using DoubJump chips

to reach where FireMan's warp was previously at the start of the game. Use Repair at this spot.

```
<<< THE "REAL" FINAL BOSS >>>
```

Capcom pitches in another Mega Man character cameo into MMNT! Before you can even catch a glimpse the true final boss, you must collect all of the Navi chips, which would be the following...

- ```
121 - Roll
122 - GutsMan
123 - ProtoMan
124 - FireMan
125 - NeedleMan
126 - BrightMan
127 - IceMan
128 - QuickMan
129 - ColorMan
130 - ElecMan
131 - SwordMan
132 - GravityMan
133 - StarMan
134 - Zero
135 - PharaohMan
136 - ShadowMan
```

Whew! Got all of that? If you have actually obtained all of those chips, Mayl sends Lan a message about a "rumor" in the Den Area. Jack into the Net at Mayl's house, and proceed east until you reach the link leading to Global Area 1. Instead of stepping onto the warp, use your DoubJump chips, and hop in a northeast direction, taking MegaMan to a hidden ledge. Continue double-jumping upwards to discover a neon green warp.

This link sends MegaMan into battle with...BASS! Have fun! ^ ^

(By the way, check the Boss Strategies section for any help you may need!)

```

=====
~ 14) CREDITS ~
=====
This section is here to recognize those who have contributed to this FAQ.

```

Desdaemona - For most of the enemy names from his MMBN2 Virus FAQ.

MegaBoy - For the Program Advances from his MMNT FAO.

```

=====
=~      15)      CONTACT / LEGAL INFORMATION                                     ~=
=====

```

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