Mega Man Network Transmission FAQ/Walkthrough

by MetroidMoo

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	MegaMan Network Transmission (GameCube) -=
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VERSION HISTORY 1)

VERSION 1.06 - SEPTEMBER 9, 2003

Tweaked the format of the guide slightly.

VERSION 1.05 - SEPTEMBER 1, 2003

Added more maximum chip limits, chip locations, and information on ExCdHnt2 in the Secrets section.

VERSION 1.0 - AUGUST 20, 2003

First (and complete!) version of the guide. It's still missing a few odds and ends such as chip locations, but the important parts are finished.

2) INTRODUCTION

The Blue Bomber makes his first appearance on Nintendo's GameCube!

The WWW crime organization has put forth a Zero Virus (care to take a guess at what it looks like? *cough*Zero*cough*) capable of infecting Net Navis across the globe. It's now up to Lan and MegaMan. EXE to save the world..again!

MegaMan Network Transmission combines the battle-style of Battle Network with the classic side-scrolling action of Mega Man games from the past. Utilizing data called "battle chips," MegaMan. EXE tackles the bad guys on the Internet with his real world pal Lan, as they try to foil the WWW's plan for domination of the electronic world.

Part of what makes MMNT so entertaining is all of the nostalgia Capcom has included from the NES Mega Man games, including the lovable instant-death beams featured in Quick Man's stage from Mega Man 2. In fact, many of the bosses that you encounter are from the past! Their appearances might have been slightly/grossly formatted for the Battle Network universe, but they are still the same ole 'bot. Unfortunately, if you haven't touched on the NES games, you will be missing out on a lot of what is inside Network Transmission!

Overall, MegaMan Network Transmission is an excellent game, although I have a few major complaints with it. At the beginning, MegaMan. EXE's buster is nigh worthless, requiring you to shoot an enemy 6+ times before it vanishes into cyberdust. Yes, you do have chips to attack with, but they do not last forever! But, once you manage to collect a few PowerUPs, enemies become much more manageable, and that's when MMNT is truly fun!

One more thing...

Why does Capcom insist on using MegaMan.EXE to celebrate the Blue Bomber's 15th anniversary? Why not just use the original Mega Man?

STORY 3)

Network Transmission's storyline, from the instruction manual...

BY THE YEAR 200X...

The rapid development of the Internet has brought about the "network era." Everyone carries personal handheld terminals known as PETs.

PETS AND NET NAVIS

PETs are the evolved version of a cell phone. You can use them to make calls and send e-mail, and also to load and read books and newspapers. But the most incredible advancement is that each PET contains an artificial robot, called a Net Navi, that you can send through cyberspace to explore the Internet and perform various tasks online.

VIRUS BUSTING

Electronic living makes life very convenient. But it's not all perfect. Computer viruses spread like wildfire through cyberspace. People must equip their Net Navis with fighting programs known as battle chips to combat these evil viruses. Fighting computer viruses is called "virus busting."

ZERO ATTACKS!

It's been a month since MegaMan and Lan foiled the evil plans of the WWW crime organization. The grateful citizens thought they were at last free of computer viruses. But in the last few days the Zero virus has run rampant through cyberspace, causing massive damage!

OUR HEROES GET AN S.O.S.!

Right now, the little hero who stopped WWW is blowing off his homework, while MegaMan is reminding him to get cracking. Just as it seems there are no more excuses, Lan gets an urgent e-mail from his friend Mayl. Her Net Navi is missing! Lan jumps at the chance to escape his homework, and quickly heads out to search for Roll.

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

=~ 4) CONTROLS

~=

This section describes the basic controls.

<<<<<<<<<<<<<<<><<<<>REAL WORLD >>>

Control Stick -> Move cursor

Control Pad -> Move cursor

Start -> Display PET menu

A Button -> Confirm

B Button -> Cancel

L Button -> Previous page

R Button -> Next Page

Control Stick -> Move MegaMan

Control Pad -> Move MegaMan

Start -> Display PET menu

A Button -> Jump

B Button -> Fire MegaBuster (Hold to charge, if applicable)

X Button -> De/Activate Standby mode

Y Button -> Use chip

Z Button -> Open Custom screen

L Button -> Switch to previous chip

R Button -> Switch to next chip

=~ 5) CHIP BATTLE SYSTEM

~=

This sections provides an overview of Network Transmission's chip system.

MegaMan's arm cannon alone doesn't make the grade when it comes to battling viruses in Cyberspace, so Lan transmits data of weapons and abilities to our blue hero in the form of "battle chips." Chips can do a colossal variety of things, including recovering lost health, throwing bombs, or even summoning Navis to come to your aid!

If you have played any of the Battle Network games on the GBA, you already know how this works! At the top of the screen is the Custom Gauge, and when this meter fills up the entire way, press the Z button to open up the Custom Screen. This is where you choose the chips you want to use.

You can only select up to 5 different chips to send to MegaMan at one time. However, unlike the Battle Network series, there are no letter codes to keep track of here, so pick whatever ya like! Once you have confirmed your picks, the Custom Gauge empties and slowly starts to refill, and when it is full once again, you can throw together another batch of chips for MegaMan.

After leaving the Custom screen, it's time to put those chips to good use! You can switch between your current chips with L and R, and use Y to activate the desired chip. Activating a chip depletes some of MegaMan's MP, and it also removes one chip from your stockpile. While MP gradually regenerates, the only way to restore chips is to jack out. Keep that in mind! Use chips when it is necessary! You will not fare too well against a boss if nearly all of your chips are gone!

 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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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!

Slot Machine

In the second part of ColorMan's area (Arcade Comp 2), there is a warp that takes you to a slot machine, and by paying a fee of 500Z a try, you have the chance at winning a brand new chip!

Special Events

On rare occasions, a chip is handed to you on completing a particular part of the game (be it defeating a boss, or whatever).

</col>
Choosing a specific combination of chips activates a "Program Advance," and
you will know you picked the correct combo, as MegaMan will say, "I can feel
an advance coming on!" At that point, you can choose to use the Program

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.

Remember, the order you select the chips is key! The chips must be chosen in the order specified here on the Custom screen. Otherwise, nothing happens!

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

1. Open Custom screen.

Advance or cancel it.

- 2. Select "Cannon," "HiCannon," and "M-Cannon" in that order. As an extra tip, other chips can be placed before or after them.
- 3. Choose "OK."
- 4. Confirm the choice "Activate" when MegaMan asks about the Program Advance.
- 5. Press the Y button to use the PA, just like any ordinary chip.

-----01 - Z-Canon

Chips Required: Cannon + HiCannon + M-Cannon

MP Cost: 8

Restrictions: None

Effect: 120 HP damage and temporary invincibility

Element: Neutral

Description: Lets you turn invisible and fire cannons.

02 - Z-Raton

Chips Required: Ratton1 + Ratton2 + Ratton3

MP Cost: 8

Restrictions: Ladder, Bar, Jump

Effect: 90 HP damage and temporary invincibility

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 + WideSwrd + LongSwrd MP Cost: 8 Restrictions: None Effect: 200 HP damage Element: Neutral Description: A giant sword with a powerful attack. -----07 - LifeSrd2 Chips Required: FireSwrd + AquaSwrd + ElecSwrd 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
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
```

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.
This section covers the functions of items.
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).
RegUP
 Increases the capacity of the default chip by 8 MB (up to 64 MB).
_____
BckupChp
-----
```

```
Increases MegaMan's maximum Backups by 1 (up to 9 Backups).
-----
NormArmr
 Default armor. Offers no damage reductions.
_____
AquaArmr
-----
 Decreases damage taken from water-based atacks by 50%.
_____
ElecArmr
-----
 Decreases damage taken from electric-based atacks by 50%.
_____
HeatArmr
_____
 Decreases damage taken from fire-based atacks by 50%.
WoodArmr
_____
 Decreases damage taken from wood-based atacks by 50%.
<<< SUBCHIPS
                                                              >>>
MiniEnrg
_____
 Instantly restores ~20% of MegaMan's maximum Hit Points.
HalfEnrg
 Instantly restores 50% of MegaMan's maximum Hit Points.
-----
FullEnrg
 Instantly restores all of MegaMan's Hit Points.
_____
MPCharge
 Instantly restores all of MegaMan's Memory Points.
_____
FstGauge
 Increases the rate at which the Custom Gauge fills for a length of time.
_____
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.
_____
Lvl1Code
_____
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.
_____
LnkCode7
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: Acquire OldData 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. <<< MISCELLANEOUS >>> 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

While the purple variety have the best items, you can only open it if you have at least one Unlocker in your Subchip inventory. ALWAYS carry a supply of them with you when visiting a new area!! Yellow Data Cube -----These oversized cubes contain key items necessary to advance the plot. 7) SHOPS _______ This section lists the items sold at Higsby's and NumberMan's shops. HIGSBY'S SHOP Location: ACDC Town _____ Name Cost _____ MiniEnrg......500Z Bubbler......300Z AquaSwrd......1,000Z StoneBod.....150Z (After Defeating FireMan) AquaArmr.....2,500Z (After Defeating GutsMan) Spice1.....500Z ElecBlde......1,000Z (After Defeating NeedleMan, BrightMan, IceMan, And QuickMan) FullEnrg...........5,000Z ColdPnch......500Z Barrier.....500Z (After Defeating Zero Virus) FstGauge.....500Z FullCust......3,000Z CustSwrd......2,500Z <>< NUMBERMAN'S SHOP Location: Outer Net

Name

Cost

HPMemory500Z*	
MemUP1,000Z*	
PowerUP2,000Z*	
Recov80500Z	
BrnzFist500Z	

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

(After Defeating NeedleMan, BrightMan, IceMan, And QuickMan)

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

=~ 8) WALKTHROUGH

~=

This section guides you through Network Transmission.

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

<<<<<<<<<<<<<<<<<<<<<<<><<< [8.1] PEACE AT LAST...? >>>

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!

Enemies Yellow Data Cube Purple Data Cube Blue Data Cube

Bunny LvllCode 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!

<<<<<<	.<<<<<<<<	<>>>>>>>>>>>>>>	>>>>>>>>>>
<<< [8.2]	WHERE'S ROLL? (DEN AREA	2)	>>>
<<<<<<	.<<<<<<<<	<>>>>>>>>>>>>>	·>>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Bunny	Lv12Code	None	002 - HiCannon
Canodumb			025 - LongSwrd
Mettaur			BckupChp
			MemUP
			PowerUP

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 LongSwrd 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 LongSwrd chip!

Once you are done with treasure hunting, proceed east, and MegaMan eventually comes across another annoying security block, this one requiring the Lv12Code. 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!

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 beserk after giving him a vaccine to supposedly protect FireMan from the rapidly spreading Zero Virus.

<<<<c><<<c>(8.3] WE DIDN'T START THE FIRE! (LAN'S ROOM) >>>
</</pre>

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.

<<<<<<<<<<<<<<<<><< SURFIN' THE NET (DEN AREA 3) [8.4] >>> 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.

SURFIN' THE NET (GLOBAL AREA 1) Yellow Data Cube Purple Data Cube Enemies Blue Data Cube -----_____ ----------None 018 - CrosBomb Beetank None HPMemory Birdv 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!

<<<<<<<	<<<<<<<<<<<<	<<>>>>>>>>>>>>>>>	>>>>>>>>
<<< [8.4]	SURFIN' THE NET (OUTER N	JET)	>>>
<<<<<<<	<<<<<<<<<<<	<>>>>>>>>>>>	>>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Beetank	None	None	PowerUP
Birdy			
Bunny			
Canodumb			
FireDog2			
Swordy			

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 Lv13Code 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.

<					
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!

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 - FireSwrd	
KillPlant			HPMemory (x2)	
Mettaur				
Mushy				
Popper				

Talking to Lan about her troublesome situation, Yai mentions yet another Net Navi gone beserk---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 WoodArmr 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 FireSwrd 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 HPMemory on the bar; however, do what you want. Pass over more falling logs, and step on the warp to the next area.

```
<<< [8.5] SUSPICIOUS EVENTS PART I (GARDEN COMP 2)</pre>
Yellow Data Cube
                   Purple Data Cube
-----
       -----
                   -----
                                _____
                                007 - Spreader
KillPlant
       None
                   PowerUP
KillWeed
                                MemUP
Mushy
Popper2
SpikeDisc
NeedleMan
```

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!

<<<<<<<	:<<<<<<<	<>>>>>>>>>>>>>>	>>>>>>>
<<< [8.5]	SUSPICIOUS EVENTS PART I	(SHOPPING COMP 1)	>>>
<<<<<<<	.<<<<<<<<	<>>>>>>>>>>>>>>	>>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Bunny	None	None	HPMemory
Magneaker			
Sparky			
SpikeDisc			

Upon entering, Higsby notifies Lan of the disturbance BrightMan is sending throughout ACDC's shopping district, huh! Better go out and search for Bright-Man, 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 HPMemory 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.

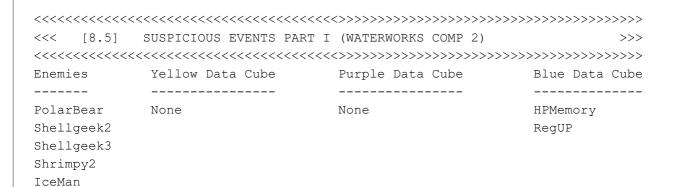
IceBirdy	None	HPMemory	030 - AquaBlde
PolarBear			HPMemory
Shellgeek			
Shellgeek3			
Shrimpy			
Shrimpy3			
SplitBot			

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 overun 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.



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:

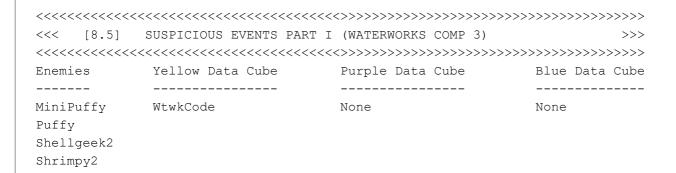
I	6		
 	_	_ 5	1
 	3	4	
 	<u>-</u> 1	2	

Proceed down to s'more blocks, which work like so:

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		_ 8	
 6	1	 7 5	_
_	<u> </u>	_ 3	4
1	 		l

Now, you take a flying leap in the ensuing hole, aim your jump to the right so MegaMan ends up on the ledge. Shoot the Shellgeek2, and grab your first RegUP! Repeat the same sequence to gain an additional HPMemory.

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 Mayl'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]

<<<<<<<	<<<<<<<<<<	<>>>>>>>>>>>>>>>	>>>>>>>
<<< [8.5]	SUSPICIOUS EVENTS PART I	(BANK COMP 1)	>>>
<<<<<<<	<<<<<<<<<	<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Ratty	None	None	028 - ElecSwrd
RedGuard			097 - Recov150
SniperJoe			HPMemory
			MemUP
			RegUP

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!

<<<<<<<	<<<<<<<<<<	:<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>
<<< [8.5]	SUSPICIOUS EVENTS PART	'I (BANK COMP 2)	>>>
<<<<<<<	<<<<<<<<<<	<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
FireDog2	ExCdHnt1	HPMemory	029 - FireBlde
FireSwordy			BckupChp
Flappy			
Ratty			
RedGuard			

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...

Section #1	Section #2	Section #3
		X>
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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 FireDogs 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.

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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) 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 I	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 I	I (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 cyberbars, 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.

<<<<<<<	<<<<<<<<<	<>>>>>>>>>>>>>	>>>>>>>>>
<<< [8.6]	SUSPICIOUS EVENTS PART I	I (POWER PLANT COMP 2)	>>>
<<<<<<<	<<<<<<<<<<	<>>>>>>>>>>>>>	>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Birdy2	None	None	097 - Recov150
Magnoid			HPMemory
Sparkler			PowerUP
SpikeDisc2			
Stomper			
WallGun			
ElecMan			

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.

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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 Lv14Code 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...

<>< [8.7] THE ZERO ACCOUNT (GLOBAL AREA 3) >>> 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.

<>< [8.7] THE ZERO ACCOUNT (OLD AREA 1) Enemies Yellow Data Cube Purple Data Cube Blue Data Cube _____ _____ -----Beetank2 None None HPMemory (x2) CanDevil Canodumb2 FireSwordy MegalianA Swordy

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 ACC	COUNT (OLD AREA 2)		>>>
<<<<<<<<<<	<<<<<<<>>>>>>	>>>>>>>	>>>>>>>
Enemies Yellow Data	a Cube Purple 1	Data Cube I	Blue Data Cube
AquaSwordy None	HPMemory	À	HPMemory
Beetank2		ľ	MemUP
Canodumb2]	PowerUP
FireSwordy			
MegalianA			
Mettaur2			
Swordy			
SwordMan			

mini sets of spikes. See that data cube up there? Double-jump up to gain a MemUP! Fall down through the spiked walls, tackle the FireSwordy, and look... more swords! As before, they move alternatively every second or so, so keep the beat to pass through with being deleted.

If you take a gander behind the Canodumb2, there is a narrow spot MegaMan can slide to, leading to an AquaSwordy. Spring over to the Blue Data Cube (for an HPMemory), and spring yet again for a PowerUP! Backtrack, and clamber up the ladder surrounded by spikes on both sides.

This next sequence is mostly jumping from column to column without being knocked off by any viruses' attacks. At the end, MegaMan finds a crippled ProtoMan, who has just battled a mysterious Navi, kneeling on the ground. Once he jacks out, continue on, grab the HPMemory from the locked cube, and challenge SwordMan.

With the newly acquired code, unlock the security block below the link to Old Area 1. This takes you to your next destination...

<<<<<<<	<<<<<<<<<	<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>
<<< [8.7]	THE ZERO ACCOUNT (STRANG	E GRAV AREA 1)	>>>
<<<<<<<	<<<<<<<<<<	<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Canodumb3	None	051 - GoldFist	HPMemory
HammerJoe		HPMemory	RegUP
MegaBunny			
Mettaur3			
Sparkler			

Being GravityMan's lair and all, portions of this area have abnormal gravity that affect MegaMan by limiting his jumping power or flipping his sense of direction upside-down! Keep an eye out on your surroundings to anticipate these tricky obstacles.

East of the starting link shows a Purple Data Cube, this one holding a Gold-Fist battle chip. Take note that the purple floor panel greatly restricts MegaMan's jump! After tackling the Canodumb3, hop from platform to platform to reach an additional purple cube, but this contains an HPMemory this time. Continue on through the viruses until you come upon a ladder...

Ascend the cyberladder to the HammerJoe, an enemy that has not been seen since Mega Man 3 on the NES! Ambush him in between his hammer attacks, and add a second HPMemory to your inventory from the data cube. Fall back down, slip past the moving sawblades, and proceed east to the next warp. Before you mosey on, be sure to nab the RegUP behind the teleporter!

<<<<<<	<<<<<<<<<<	<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>
<<< [8.7]	THE ZERO ACCOUNT (STRAN	IGE GRAV AREA 2)	>>>
<<<<<<<	<<<<<<<<	<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Beetank3	None	None	096 - Recov80
Canodumb3			HPMemory
HammerJoe			MemUP
MegaBunny			
MegalianH			

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.

[8.7] THE ZERO ACCOUNT (NO GRAV AREA 1) >>> Yellow Data Cube Enemies Purple Data Cube Blue Data Cube ----_____ -----_____ MegalianW None 051 - GoldFist 029 - FireBlde Sparknoid BckupChp SpikeDisc3 HPMemory Yort. MemUP Yurt

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!).

<<< [8.7] THE ZERO ACCOUNT (NO GRAV AREA 2)</pre> Yellow Data Cube Purple Data Cube --------------------MegalianW None None HPMemory MegaYort Sparknoid Yart Yort Yurt StarMan

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!

<<<<<<	<<<<<<<<	<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>
<<< [8.7]	THE ZERO ACCOUNT (ZERO A	CCOUNT)	>>>
<<<<<<<	<<<<<<<<	<>>>>>>>>>>>>>>>	>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
CanDevil2	ExCdHnt2	HPMemory	BckupChp
FireBirdy		RegUP	HPMemory (x2)
MegalianA			MemUP
MegalianE			PowerUP
MegalianH			
MegalianW			
Popper3			
WallGun			
Zero Virus			

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 suidical 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.

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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!

<< [8.8] THE DARK SIDE OF THE 'NET (GLOBAL AREA 3)</pre> Enemies Yellow Data Cube Purple Data Cube Blue Data Cube _____ _____ _____ _____ Beetank None None None Bunny FireDog3 Mettaur

two Navis (a green one and a purple/black one). Talk to the more evil looking Navi. MegaMan makes a half-assed attempt at being mean and nasty, but the guard lets the Blue Bomber on through to the UnderNet. Enter the link!

You encounter ProtoMan in this bizarre environment, and after listening to Lan and Chaud's ramblings, the next crucial item you need to locate is the AuthCode, a key to the Undernet. Lan returns to his bedroom and is interrupted with a message from Dex containing a Lvl5Code, and with some thinking, Lan believes other clues might be found at the Vacant WWW Comp at ACDC School and at the Legendary WWW Area in the Outer Net.

Shove off to the Outer Net!

<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>				
<<< [8.8]	THE DARK SIDE OF THE 'NE	T (OUTER NET)	>>>	
<<<<<<<	<<<<<<<<<<	<>>>>>>>>>>>>>>	·>>>>>>>>>	
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube	
Beetank	None	040 - Slasher	None	
Birdy				
Bunny				
Canodumb				
FireDog2				
Swordy				

Trek all the way to NumberMan's shop, head left, and unlock the security block near the Swordy. The Legendary WWW Area's link is in this room, but if only getting there was that easy! Guarding the myriad of ladders are invincible robots that snap shut, knocking MegaMan back down to the ground floor and thus forcing him to start all over again. If you don't mind a little cheating, just double-jump you way to the top! You can take the Slasher battle chip from the Purple Data Cube stashed high above the warp.

<<<<<<<	<<<<<<<<<<<	<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>
<<< [8.8]	THE DARK SIDE OF THE 'NE	ET (LEGENDARY WWW AREA 1)	>>>
<<<<<<	<<<<<<<<<<	<<>>>>>>>>>>>>>>>	>>>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
DrillBit	None	040 - Slasher	BckupChp
Spooky2		051 - GoldFist	HPMemory
KillFleur			
Mole			
Mole2			
Ratty			
Ratty3			

Ah, my favorite stage! Naturally, being an Egyptian pyramid, you can expect to find various traps placed around the area. Ascend the ladders past the Ratty, and MegaMan encounters a collapseable bridge--which sends you into a pit of spikes if you stride too slowly, obviously. And above is everyone's favorite obstacle: vanishing blocks! Fortunately, their path is rather straightforward this time around. The Purple Data Cube on the left contains another Slasher chip.

Drop down into the low tunnel guarded by a DrillBit. You must strike hard and fast; otherwise, MegaMan is going to be skewered! Hop down again, open up

the green cube in the western end of the tunnel, and proceed east. A second DrillBit and two KillFleurs are your enemies in this next room. The plant viruses may leave behind TreeBom3s, so pick up a couple! Clamber up the ladder by the Green Data Cube.

Slide into the hideaway underneath the couple of Ratty3s to gain an HPMemory power-up. Backtrack, and advance through the rat enemies again until you come across a group of platforms levitating leisurely up and down. Ride the central spiked platform up to a cache concealing a GoldFist and BckupChp. See that ladder? In that room, you encounter either a Mole (brown) or a Mole2 (pink). While receiving a Recov300 from a Mole may sound all well and good to you, the REAL prize is netting a PopUp chip from its pink counterpart. The only catch (of course there's a catch!) is that defeating the virus takes a *long* time to do, and if you do not hit quickly enough, it runs away! Keep in mind all of your attacks do the same amount of damage, so don't think the fight will be over faster because you used M-Cannons, or whatever it may be. If the Mole2 does not appear, simply step on the link leading to the second area, warp back, and backtrack to the room. Repeat, if necessary.

<<<<<<><<<<<<><<><<<<<><<><<<><<>>>>>>>			
<<< [8.8]	THE DARK SIDE OF THE	NET (LEGENDARY WWW AREA	2) >>>
<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>			
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
Flappy	None	MemUP	022 - TreeBom3
KillFleur			HPMemory
Ratty			RegUP
Ratty3			
Stomper			
PharaohMan			

Ascend the ladder located above the Ratty to uncover a room containing a collapseable bridge over spikes. Because you have to return using this same bridge, have MegaMan jump from coin to coin instead of simply running straight across, and then nab the RegUP at the end. If you followed my suggestion, MegaMan can safely return without having to land on the spikes!

Beyond the Ratty3 is the ever-so-annoying Stomper. Defeat it, if you so desire, and hop onto the ledge. This tricky puzzle requires incredibly precise timing with your jumps! What you are to do here is slide through the opening, and then jump out of the end and onto the next ledge. And repeat until you manage to reach the top, which has a MemUP. If you wish to bend the rules, use up some DoubJumps!

Proceed on to s'more viruses, collect the TreeBom3 from the data cube, and next, MegaMan comes upon a Flappy. Once you are finished dealing with that monster, descend the ladder to enter a large, open area filled with viruses. Towards the right lies gold Zenny and a treasure from a green cube, but you should head left if you want to continue further into the stage.

After the several tiny cyberbars, double-jump up the blocks to collect the HPMemory from the Blue Data Cube. And PharaohMan's link is down below!

Visit ACDC School from the Map screen once PharaohMan is out of commission.

<<<<<<<	<<<<<<<<<<<	<>>>>>>>>>>>>>>>>	>>>>>>>
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube
CanDevil3	None	HPMemory	097 - Recov150
Canodumb3			
Mashv			

Immediately drop down through the nut, and head past the two Canodumb3s. Spring from bolt to bolt to encounter a CanDevil3 along with some gold Zenny. You gotta hit this virus hard; otherwise, all of the CanDevil3's HP will be restored with its damn candle! Finish him off, and then descend the ladder located by the 'shroom virus, Mashy.

Carefully hop onto the conveyor belt with the Purple Data Cube holding an HPMemory. Now, proceed forward until you encounter several more floating bolts placed above spiked balls. If you want to take the quick route, ride a bolt down; if not, continue to the other side, and rob the data cube of its Recov150 battle chip. Step onto the link to end this rather short area...

<<<<<<<	<<<<<<<<<<<	<>>>>>>>>>>>>>	>>>>>>>>		
<<< [8.8]	THE DARK SIDE OF THE 'NE	ET (VACANT WWW COMP 2)	>>>		
<<<<<<<<<<<<<<<><<>>>>>>>>>>>>>>>>>>>>>					
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube		
CanDevil3	None	MemUP	BckupChp		
Mashy			HPMemory		
Moshy			PowerUP		
Ratty2					
Snapper					
Snapper2					
Snapper3					
Spooky3					
ShadowMan					

Take a ride on the SSSSOOOUUUULLLLLL train!

Your first encounter is with the green, midget-ninja Snapper. It can be easily deleted with weapons that arc (bombs, etc.) over his kunais. At this next portion, you notice two subway gates: one with a right arrow and the other with a left arrow. If MegaMan passes through a gate correctly (for example, if you are going right, enter the gate with the right arrow), a pretty chime is emitted, and if you decide to disregard the arrows, a Spooky3 pops out and attacks MegaMan. Not too fun, eh?

Following this first set of gates is a traveling rail cart, which is homage to Guts Man's stage from the first Mega Man game. Like the original, the cart tilts downward everytime it rolls over a break in the railroad, sending our blue man into whatever lies down below! Double-jump to the purple cube placed above the next gate to gain a MemUP.

Further east is more cart-riding! Have your DoubJump handy as a safety net incase MegaMan takes an accidental fall. After the cart sequence, delete the Snapper3, and unlock the data cube for a PowerUP! Head east, and when you come across the Snapper2 by the gate, double-jump into the tight opening, and grab the final BckupChp! Slide to the right after the gate to acquire another power-up, an HPMemory. ShadowMan's teleporter is found to the far right...

Dr. Hikari manages to salvage the AuthCode from the pieces of data Lan and MegaMan acquired from PharaohMan and ShadowMan, and now the gate to the Undernet is open at last!

Trek to the Undernet warp in Global Area 3. There, Lan gives you the choice to tango with ProtoMan, or shove off to the Undernet. It wouldn't hurt to challenge him; besides, if you want to fight the hidden boss, you need ProtoMan's Navi chip anyway! Enter the Undernet through the same warp after that Net Battle.

<					
<<< [8.9]	THE FINAL DESTINATION (U	JNDERNET 1)	>>>		
<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>					
Enemies	Yellow Data Cube	Purple Data Cube	Blue Data Cube		
Scuttle	ExCdHnt3	051 - GoldFist	040 - Slasher		
Scuttler		MemUP (x2)	061 - Hammer		
Scuttlest			097 - Recov150		
Scuttzer			HPMemory (x3)		
Scutz			MemUP		

This is it, folks! The final area! And, while you may notice there is not too many enemies here, the Scut-type viruses are protected by a 100 HP aura, meaning MegaMan needs to bust out some powerful moves to even defeat one. But, these guys drop the LifeAur chips that cannot be found anywhere else!

Walk to your right to encounter a Scutz (Fire-element). If MegaMan is forced to battle enemies like these, stick to plentiful chips such as TreeBom3 that deal enough harm to disrupt their auras. There's another Scutz up above the ladder.

Continue west, and watch out for the Scuttlers (Electric-element) guarding the ladder! Evade their attacks, collect the Recov150 from the data cube, and head skyward. And here is another powerful virus, Scuttzer (Wood-element)! Delete the dynamic duo by launching your attacks in between their wood wave charges.

The fourth Scut-type enemy, Scuttlest, is found further right. This foe, unlike its brothers, has no elemental weaknesses and also possesses a VERY damaging hyper beam! Either fight or flee the enemies, and proceed eastward to a Scuttle (Water-element) dropping ice cubes down a shaft. Cautiously jump off one of its cubes onto the ledge containing an HPMemory and a MemUP.

If you are feeling slightly adventurous, hitch a ride on an ice block, and travel down the shaft until you spy a Blue Data Cube (MemUP). Ascend the ladder to MegaMan's left (don't fall in the pit!) to uncover a total of FOUR data cubes! Yummay! Opening all of them nets you the following: ExCdHnt3, HPMemory, Hammer, and Slasher. Unfortunately, the only way out from here is to double-jump, or fall into a pit.

Take notice of another Scuttle dropping cubes down the right side of the purple warp, and double-jump on top of the ledge above it. Just like that other ledge you visited earlier, this one holds another HPMemory and MemUP! Clamber up the ladder to acquire a GoldFist battle chip. I think Capcom

decided to stuff as many items as they possibly could in this area!

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...

<<<<c><<<c><<<c>(8.9] THE FINAL DESTINATION (UNDERNET 2)

</<><<<c><<<<c><<<c><<<c><<<c><<<<<<<<<><<<<><<<<><<<<><<<<>Data Cube

Purple Data Cube

Blue Data Cube

Purple Data Cube

None

Non

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:

- 1. FireMan
- 2. GutsMan
- 3. NeedleMan
- 4. BrightMan
- 5. IceMan
- 6. QuickMan
- 7. ColorMan
- 8. ElecMan

<<<<c><<<c><<<c>(8.9] THE FINAL DESTINATION (UNDERNET 3)

</<><</c>
Enemies Yellow Data Cube Purple Data Cube Blue Data Cube

None None None None None None

After strolling along the catwalk, MegaMan is ambushed by a gang of Scuttlests, but, as always, his friends show up out of nowhere and save his sorry butt. Roll fully restores Mega's health and chips, allowing you to now travel down the shaft, and fight the final boss, LifeVirus... Have fun!

=~ 9) BOSS STRATEGIES

~=

This section contains tips for the bosses.

NOTE: If the game does not give a boss's HP value, I did my best to estimate the amount. It might not be exact, but it will give you a rough idea.

Location: Net on Fire

HP: 400

Element: Fire

-----Abilities

- 1. FireArm (50 HP) FireMan uses his arm cannons to shoot a lengthy stream of fire.
- 2. FireAura (50 HP) Standing too close to FireMan results in him unleashing a limited explosion of flames around him.
- 3. FireBlast (120 HP) After losing much of his HP, FireMan releases a huge column of fire into the air.

Strategy

Burn, Mega, burn! FireMan inferno!

Considering how weak MegaMan is at the beginning of the game, FireMan may prove to be a tough cookie to beat. However, Lan is given a couple Bubbler chips (which can also be bought at Higsby's), which do double damage to FireMan (that makes it 100 HP a shot!). I would recommend sticking to both Bubbler and Cannon chips to attack FireMan and also pitch in Recov chips when Mega's life starts to take a beating. It wouldn't hurt to purchase some Mini-Enrgs and AquaSwrds from Higsby, too.

This boss's FireArm is probably where most of your damage comes from, as the stream of flame is enormous. You can evade it by sliding, but you must do so at the VERY last second! Otherwise, you're burned! Blast FireMan with your Bubbler and Cannon chips in between attacks.

If FireMan manages to corner MegaMan, remember you can slide between his legs without taking any damage! Once you do that, retreat to the far side of the arena, and continue shooting the virus.

Timing your slides is what this Net Battle is all about! If you can pull off slides and not take any hits from his FireArm, this fight is not that hard. Just remember to use any recovery items when things get tough!

Location: Global Area 2

HP: 600

Element: Neutral

Abilities

1. GutsQuake (0 HP) - After executing a jump, GutsMan sends out an earthquake once he returns to the ground. Stuns MegaMan.

2. GutsPunch (50 HP) - If MegaMan gets in GutsMan's face, he punches Mega's lights out with a massive fist.

3. GutsSlam (40 HP) - GutsMan slams his fist into the ground, creating another quake.

-----Strategy

AAAAHHHHH!! HULK CRUSH MEGAMAN INTO MEGA BITS!!!

Although it may appear as though GutsMan failed English class too many times

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 AquaSwrd. 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!

<<<<<<<<<<<<<<<<<<<<<<<<<<><<< NEEDLEMAN.EXE - "Hehehe! Care for some needles?" >>>

Location: Garden Comp 2

HP: 600 Element: Wood

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

each, and they deal 120 HP damage at the low cost of 8 MP!).

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

HP: 500

Element: Electric

Abilities

 BrightShield (0 HP) - This barrier guards the Navi from any incoming attack.

 BrightBeam (80 HP) - BrightMan launches a laser whose angle can be adjusted.

3. BrightSpark (60 HP) - BrightMan deploys a spark that slowly follows MegaMan.

Strategy

I wish I had a neon sign with MY name on it!

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!

Utilize whatever Wood-element attack chips you may have in this battle. TreeBom2s are fantastic, inflicting 240 HP damage a hit! That translates into only using *3* bombs to delete BrightMan! NeedleMan's Navi chip also works out nicely here, too.

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.

<///>
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ICEMAN.EXE - "And now, you shall behold IceMan's power!" >>>

Logation: Waterworks Comp 2

Location: Waterworks Comp 2

HP: 500

Element: Water

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.

Strategy

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

Contrasting with GutsMan, IceMan is tiny, yet somewhat speedy. For at least half of the Net Battle, this icy Navi constantly runs back and forth while firing his IceSlasher on occasion. Yep, that's it! Wait, he also.....jumps! Can't forget that!

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!

IceMan is a Water-element boss, making him susceptible to Electricity. Dealing 160+ HP damage a pop, those Magneakers/Magmackers' MagBombs from BrightMan's area are perfect here for dealing with IceMan. This boss is effortless enough already, so why not make it even easier?

Location: Bank Comp 2

HP: 500

Element: Neutral

Abilities

- 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.

-----Strategy

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

Unfortunately, his insane speed is not going to be your main problem--his shield is, because, unlike the barrier used by BrightMan, this one also guards QuickMan from assaults by Navi chips! The only possible way to damage QuickMan is to smack him while he is attacking with his boomerangs.

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.

From my experiences, shot-type chips, such as HiCannon, are an excellent choice of weaponry here. QuickMan is too fast for bombs, and there probably

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!

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!

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 Mega-Man'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!

Location: Strange Grav Area 2

HP: 700

Element: Neutral

Abilities

- 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.

Strategy

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 sends 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.

<<< STARMAN.EXE - "Haha. And you think you can beat me?" >>>

Location: No Grav Area 2

HP: 700

Element: Neutral

Abilities

- 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.

Strategy

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 Star-Man'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 blantant 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, hardhitting 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 $64\ \mathrm{MP}$ 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. Pharaoh
Anubis (40 HP) Pharaoh
Man summons a statue that slowly damages ${\tt MegaMan\ for\ a\ length\ of\ time.}$
- 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.

Location: Vacant WWW Comp 2

HP: 700

Element: Neutral

Abilities

- 2. ShadowShuriken (120 HP) The Navi tosses a small ninja star.
- 3. ShadowShuriken2 (140 HP) The Navi tosses a gigantic ninja star.

-----Strategy

C'mon, can't we have a Ninja Turtle boss? Please? Maybe...?

Similarly to the Shadow Man from the olden days, this boss is no slowpoke! ShadowMan starts things off by warping out and then returning with two copies of himself. The fake ones are slightly lighter, while the real ShadowMan is his usual colorful self. And the real boss attempts to chop at MegaMan with his sword, regardless of where he might be at the time. Stick towards the center of the room, and slide away from ShadowMan, if it's necessary.

Upon landing on the ground, this boss tosses two small shurikens and backs off to the other side. At this point, ShadowMan throws more ninja stars--but he may pitch an oversized one that homes in on MegaMan! You can evade it by jumping into the air (causing the star to travel upwards), and then immediately sliding underneath it.

By this stage in the game, you should have plenty of chips and Program Advances to choose from, so use whatever you want!

<<<<<<<<<<<<<<<<<<<<<<<<><<<<>PROTOMAN.EXE - "ProtoMan is on the prowl!" >>>

Location: Global Area 3

HP: 800

Element: Neutral

Abilities

- ProtoShield (40 HP) ProtoMan deflects any incoming attacks and sends a shockwave in return.
- 2. ProtoSword (60/70 HP) ProtoMan slashes at MegaMan with his sword.
- 3. ProtoStrike (120 HP) The Navi attacks with a LifeSwrd-esque technique, unleashing an airborne energy wave and another wave along the ground.

Strategy

Unless you plan to bring Invis/DropDown/PopUp chips to this fight, you are practically doomed from the very beginning. The devious ProtoMan instantly warps near MegaMan and swipes his sword at him, leaving you nearly no time at all to dodge his attacks! Sliding does not help at all here, as this boss is too damn fast for that.

However, another area of concern is his ProtoShield, a barrier that blocks anything you throw at it. The resulting shockwave deals 40 HP damage, if MegaMan just so happens to be in its path. Remember, you must assault the boss RIGHT BEFORE or DURING his attacks; any other time your efforts are crushed!

And just to turn up the heat later in the battle, ProtoMan busts out a destructive sword strike, similarly to Zero, that cannot be avoided! So, if you cannot tell already, invincibility chips are an absolutely must 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.

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.

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.

Strategy (First Form)

Hey, look! It's Godzilla!

Needless to say, the LifeVirus is a HUGE boss! And considering he is composed of all elements, this monster possesses various elemental attacks at his disposal, which all deal the same amount of harm to MegaMan. You have seen these abilities before in one form or another (ElecMan's ElecStorm, for example), so you should not encounter too much difficult in dodging them.

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!).

Using the Z-Canon Program Advance, like with every other boss, tears this virus to shreds, considering you can shoot him once to break the shield and then fire several more times to knock off his energy meter. If that is not your cup of tea, TreeBom3s are a helpful alternate.

Abilities (Second Form)

 LifeBubble (Varies) - This poisonous bubble sets MegaMan's HP to 1, regardless of his current status.

Strategy (Second Form)

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

The LifeVirus morphs into a bubble-wielding demon from hell and flies around the room dropping his destructive bubbles that send Mega's HP all the way down to 1. Yowza! Obviously, this leaves MegaMan completely vulnerable! Dodging the LifeVirus's attacks is easy enough since he slowly drops bubbles one at a time. So, you should certainly have sufficient time to get out of their path!

Other than his bubbles, there is nothing else to be concerned about in this final match. Assault the boss with heavier attacks (M-Cannons are always a fine choice to use), and stay away from the bubbles. There's really not much else to say...

<<<c><<<c><</t>BASS.EXE - "You are nothing..." >>>

Location: Den Area 3

HP: ???

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

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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.

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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 - WideSwrd
_____
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 - LongSwrd
-----
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 - FireSwrd
_____
Maximum Amount: 10
MP Cost: 24
Restrictions: None
Effect: 100 HP damage
Element: Fire
Rarity: 2/5
Description: A vertically wide flame sword.
_____
027 - AquaSwrd
_____
Maximum Amount: 10
MP Cost: 24
```

Restrictions: None Effect: 100 HP damage Element: Water Rarity: 2/5 Description: A vertically wide water sword. _____ 028 - ElecSwrd _____ Maximum Amount: 10 MP Cost: 24 Restrictions: None Effect: 100 HP damage Element: Electric Rarity: 3/5 Description: A vertically wide electric sword. 029 - FireBlde -----Maximum Amount: 10 MP Cost: 24 Restrictions: None Effect: 90 HP damage Element: Fire Rarity: 3/5 Description: A horizontally long flame sword. _____ 030 - AquaBlde -----Maximum Amount: 10 MP Cost: 24 Restrictions: None Effect: 90 HP damage Element: Water Rarity: 3/5 Description: A horizontally long water sword. _____ 031 - ElecBlde _____ 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 - CustSwrd _____ 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 - VarSwrd _____ 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 - SonicWay -----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!

	:<<<<<<>>>>>	·>>>>>>>>>>>
Location 	Name	Description
Den Area 1	Green Data Cube	
Den Area 1	Canodumb	Green turret
en Area 2	11	п
en Area 3	"	п
et on Fire	"	п
Global Area 1	11	11
Global Area 2	11	п
Outer Net	u	"
	<<<<<<<>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 002 - HICANNON</pre>		>>
:<<<<<<<<	:<<<<<<>>>>>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
ocation	Name	Description
 Oen 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	"	"
	:<<<<<	·>>>>>>>>
<>< 003 - M-CANNON <>>>	······································	:< :<<<<<<<<<
Location	Name	Description
 Global Area 3	 Green Data Cube	
	Canodumb3	Red turret
trange Grav Area 1	Carrodulibs	
-	"	11
trange Grav Area 2		"
trange Grav Area 2 acant WWW Comp 1	11	"
Strange Grav Area 2 Vacant WWW Comp 1 CONTROL OF THE STREET STRE	" " <<<<<<<>>>>>>>	
Strange Grav Area 2 Vacant WWW Comp 1 SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS	" " <<<<<<<<<<<<>>>>>>>>	" >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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trange Grav Area 2 Vacant WWW Comp 1 CONTROL OF THE TRANSPORT OF THE TR	" " <<<<<<<<<<<<>> <<<<<<>> <<<<<<<>> <<<<<<	" >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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<pre><< 004 - SHOTGUN <<<<<<<<<<<<<<<<< <</pre>	" " <<<<<<<<<<<<<<>> <<<<<<<>> <<<<<<<>> <<<<<<	" >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Den Area 1 Den Area 2	Cross Data Cuba	
Don 7 200 7	Green Data Cube	
	11	
Outer Net	"	
Garden Comp 1	"	
Arcade Comp 2		Cat 2 Matterna / Dunana
Arcade Comp 2	Slot Machine	Get 3 Mettaurs/Bunnys
<<< 006 - CROSSGUN		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
		>>>>>>>>>>
Location	Name	Description
 Shopping Comp 1	Green Data Cube	
Bank Comp 2	11	
Arcade Comp 1	II .	
Arcade Comp 2	Slot Machine	Get 3 Mettaurs/Bunnys
<<<<<<< <> 007 - SPREADER	<<<<<<>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<	<<<<<<<>>>>>>	>>>>>>>>>>>>>>>>
Location	Name	Description
 Garden Comp 2	Blue Data Cube	
-	Green Data Cube	
	<<<<<<>>>>>	>>>>>>>
<<< 008 - BUBBLER		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 008 - BUBBLER		>>> >>>>>>>>
<<< 008 - BUBBLER		>>>
<<< 008 - BUBBLER <<<<<<<<<<<< < Location	<<<<<<<>>>>>>> Name	>>> >>>>>> Description
<< 008 - BUBBLER <<<<<<<<<<< Location Higsby's Shop	<<<<<<<>>>>>> Name Higsby	>>> >>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<< <</pre>	<<<<<<<>>>>>>> Name	>>> >>>>>> Description
<< 008 - BUBBLER <<<<<<<<<<<< Location Higsby's Shop Garden Comp 1 Waterworks Comp 1	<<<<<<<<<>>>>>>> Name Higsby Green Data Cube	>>> >>>>>>>>>>> Description Buy for 300Z
<<< 008 - BUBBLER	<<<<<<<>>>>>>> Name Higsby Green Data Cube	>>> >>>>>>> Description
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<< <</pre>	Name Higsby Green Data Cube " Slot Machine MiniPuffy	>>> >>>>>>> Description Buy for 300Z Get 3 Mettaurs/Bunnys Small, red blowfish
<<< 008 - BUBBLER <<<<<<<<<<<> Location Higsby's Shop Garden Comp 1 Waterworks Comp 1 Arcade Comp 2 Waterworks Comp 3	Name Higsby Green Data Cube " Slot Machine MiniPuffy	>>> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<< <</pre>	<pre>Name Name Higsby Green Data Cube " Slot Machine MiniPuffy </pre>	>>> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> << 008 - BUBBLER <<<<<<<<<<<<<<<< Location Higsby's Shop Garden Comp 1 Waterworks Comp 1 Arcade Comp 2 Waterworks Comp 3 </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	<pre>Name Name Higsby Green Data Cube " Slot Machine MiniPuffy </pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<<<<< <</pre>	<pre><<<<<<<<<<<<<<<<<><>><<<<<<<<>>>>>></pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<<<<< Location Location Higsby's Shop Garden Comp 1 Waterworks Comp 1 Arcade Comp 2 Waterworks Comp 3 </pre> <pre><<<<<</pre> <pre><<<<<< <pre><<<<<< Location </pre> <pre>Waterworks Comp 1</pre> <pre>Waterworks Comp 3</pre></pre>	<pre>Name Higsby Green Data Cube " Slot Machine MiniPuffy </pre> <pre> MiniPuffy Shrimpy</pre>	Description Buy for 300Z Get 3 Mettaurs/Bunnys Small, red blowfish >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<< <</pre>	<pre><<<<<<<<<<<<<<<<<><>><<<<<<<<>>>>>></pre>	>>> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<<<<<<<<< Location</pre>	<pre>Name Higsby Green Data Cube " Slot Machine MiniPuffy <>>>>>>> Name Name Shrimpy MiniPuffy Slot Machine Slot Machine Shrimpy MiniPuffy Slot Machine</pre>	Description Buy for 300Z Get 3 Mettaurs/Bunnys Small, red blowfish >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<<<<<<<<< <</pre>	<pre>Name Higsby Green Data Cube " Slot Machine MiniPuffy <>>>>>>> Name Name Shrimpy MiniPuffy Slot Machine Slot Machine Shrimpy MiniPuffy Slot Machine</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 008 - BUBBLER <<<<<<<<<<<<<<<<<<<<<<<<<</pre>	<pre><<<<<<<<<<<<<<<<<<<>><<<<<<<<>>>>>></pre>	Description Buy for 300Z Get 3 Mettaurs/Bunnys Small, red blowfish Description Description Red, blue shrimp Small, red blowfish

Waterworks Comp 2 Waterworks Comp 3	Shrimpy2 "	Yellow, green shrimp "
<<<<<<<<	·<<<<<<>>>>>	>>>>>>>>>>
<> 011 - BUBSPRD		>>>
<<<<<<<<	<<<<<<<<<>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Waterworks Comp 1	Shrimpy3	Purple shrimp
Vaterworks Comp 3	Puffy	Blue blowfish
Arcade Comp 1	п	II
.<<<<<<<<	·<<<<<<>	»»»»»»»»»»»»»
<- 012 - HEATSHOT		>>>
:<<<<<<<	<<<<<<<<>>	>>>>>>>>>>>>
Location	Name	Description
	Green Data Cube	
Waterworks Comp 2		G + 2 M + 4 / D
=	Slot Machine	Get 3 Mettaurs/Bunnys
Arcade Comp 2 Bank Comp 2	Slot Machine FireDog2	Get 3 Mettaurs/Bunnys Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	Slot Machine FireDog2	Large, purple dog
Arcade Comp 2 Bank Comp 2 <	Slot Machine FireDog2	Large, purple dog
Arcade Comp 2 Bank Comp 2 CONTROL OF THE ART OF THE A	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2	Slot Machine FireDog2	Large, purple dog
Arcade Comp 2 Sank Comp 2 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Sank Comp 2 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 Sank Comp 2 Sank Comp 2 Sank Comp 2 Sank Comp 2 Arcade Comp 2 Global Area 3 Sank Comp 2	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 SACCOME	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 SACK SACK SACK SACK SACK SACK SACK SACK	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Bank Comp 2 SANK Comp 3 SANK COMP 2 SANK COMP 3 SAN	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Sank Comp 2 Location Location Location Slobal Area 3 Sank Comp 2 Slobal Area 3 Sank Comp 2 Slobal Area 3	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Arcade Comp 2 Sank Comp 2 Location Location Location Slobal Area 3 Sank Comp 2 Slobal Area 3 Sank Comp 2 Slobal Area 3	Slot Machine FireDog2	Large, purple dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

<<<<<<<<<<<<<<<<><<

Higsby Green Data Cube " Beetank " " *********************************	Buy for 150Z Red, peach tank " " Description
" Beetank " " <<<<<<<<>>>>>>>> Name Green Data Cube " Beetank	" " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Beetank " " <<<<<<<<>>>>>>> Name Green Data Cube " Beetank	" " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
" " <<<<<<<>> <<<<<>>> </ Beetank "	" " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
" <<<<<<<<>> <<<<<<>>> <<<<<<<>>> <<<<<<<	" >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre>Name Green Data Cube " Beetank</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Name Green Data Cube " Beetank	Description
" Beetank	
" Beetank	
Beetank	
**	Red, peach tank
	"
п	11
Beetank3	Black, gray tank
.<<<<	> >>>>>>>
Name	Description
Blue Data Cube	
Green Data Cube	
Beetank2	Blue tank
11	TI .
11	TI .
п	п
Beetank3	Black, gray tank
	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	> >>>>>>>>> Description
	<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>

<< 021 - TREEBOM2 >>>

Location	Name	Description
 Old Area 1	Green Data Cube	
Garden Comp 2	KillWeed	Blue plant
-		
<<<<<<<	<<<<<<>>>>>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 022 - TREEBOM3	<<<<<<>>>>>>	<<
 Location	Name	Description
Legendary WWW Area 2		
-	KillFleur "	Gray plant
Legendary WWW Area 2		
	<<<<<<>>>>>>	·>>>>>>>>>>
<<< 023 - SWORD <<<<<<<<<	<<<<<<>>>>>>	<<
 Location	Name	Description
		-
Power Plant Comp 1	Green Data Cube	
Arcade Comp 2	Slot Machine	
Global Area 1	Swordy	Gray knight
Global Area 2	"	"
Outer Net	"	"
Old Area 1 Old Area 2	"	"
<<<<<<<	<<<<<<>>>>>>	·>>>>>>>>>
<<< 024 - WIDESWRD		>>
<<<<<<<<<<<<<<	<<<<<<<<>>>>>>	·>>>>>>>>
Location	Name	Description
Shopping Comp 2	Green Data Cube	
Arcade Comp 2	11	
Global Area 1	Swordy	Gray knight
Global Area 2	"	"
Outer Net	"	"
Old Area 1	"	11
Old Area 2	"	"
Bank Comp 2	FireSwordy	Yellow knight
Old Area 1	"	"
Old Area 2	"	11
Old Area 2	AquaSwordy	Blue knight
<<<<<<<<	<<<<<<>>>>>>	.>>>>>>>>>>>
<< 025 - LONGSWRD	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	>>
<<<<<<<<<<		·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
 Den Area 2	Blue Data Cube	
Deli Alea 2		

Old Area 2	Green Data Cube	
Arcade Comp 2	Slot Machine	Get 3 Mettaurs/Bunnys
Global Area 1	Swordy	Gray knight
Global Area 2	"	11
Outer Net	"	п
Old Area 1	"	"
Old Area 2	11	II
Bank Comp 2	FireSwordy	Yellow knight
Old Area 1	11	п
Old Area 2	11	11
Old Area 2	AquaSwordy	Blue knight
<<< 026 - FIRESWRD		<pre> <pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>
Location	Name	Description
Garden Comp 1	Blue Data Cube	
Bank Comp 2	FireSwordy	Yellow knight
Old Area 1	"	"
Old Area 2	11	11
< 027 - AQUASWRD	·<<<<<<>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Higsby's Shop	Higsby	Buy for 1,000Z
	AquaSwordy	-
Old Alea 2	Aquasworuy	brue knrynt
<<<<<<<	·<<<<<<>>>>>	>>>>>>>>>>
<< 028 - ELECSWRD		>>
<<<<<<<<	.<<<<<<>>>>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Bank Comp 1	Blue Data Cube	
Dank Comp 1	blue bata cube	
<<<<<<<		·>>>>
<-< 029 - FIREBLDE		>>
	:<<<<<<	>>>>>>>
Location	Name	Description
Bank Comp 2	Blue Data Cube	
No Grav Area 1	11	
Global Area 3	Green Data Cube	
	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
	.、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、、	·>>>>>
<<< 030 - AQUABLDE <<<<<<<<	.<<<<<<>>>>>	<<
	Name	Description
Location	naille	Description

Waterworks Comp 1 Old Area 2	Blue Data Cube Green Data Cube	
<<< 031 - ELECBLDE		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Higsby's Shop Global Area 3	Higsby Green Data Cube	Buy for 1,000Z
<<< 032 - SONICBLD		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Old Area 2 Net Battle Simulator	SwordMan "	Stage boss
<<< 033 - Z-SABER		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Zero Account	Zero Virus	Stage boss
<<< 034 - KUNAI1		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Arcade Comp 2 Vacant WWW Comp 2	Slot Machine Snapper	Get 3 Mettaurs/Bunnys Short, green ninja
<<< 035 - KUNAI2		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	>>>>>>>>>> Description
 Vacant WWW Comp 2	Snapper2	Short, pink ninja
<<< 036 - KUNAI3		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description

<<< 037 - CUSTSWRD	((((((()))	>>>>>>>>>>
Location	Name	Description
Higsby's Shop	Higsby	Buy for 2,500Z
<<<<<<<<	<<<<<<<>>>	·>>>>
<>< 038 - MURAMASA		
·····	<<<<<<<>>>:	>>>>>>>>>>>>>>>>
Location	Name	Description
 Vacant WWW Comp 2	ShadowMan	Stage boss
Net Battle Simulator	II	"
		>>>>>>>>>
<<< 039 - VARSWRD		
	<<<<<<<>>>:	>>>>>>
Location	Name	Description
Global Area 3	ProtoMan	Stage boss
Global Area 3 Net Battle Simulator	ProtoMan "	
Global Area 3 Net Battle Simulator <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	ProtoMan " <<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator <	ProtoMan " <<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator	ProtoMan " <<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator <	ProtoMan " <<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator <<<<<<<<<><<<<><<<<>040 - SLASHER <<<<<<<<<<>><Location Outer Net Legendary WWW Area 1	ProtoMan " <<<<<<<<>>> Name Purple Data Cul	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator	ProtoMan " <<<<<<<<<>> Name Purple Data Cul	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<>>>> Name Purple Data Cul " " Blue Data Cube	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<>>>> Name Purple Data Cul " " Blue Data Cube	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 040 - SLASHER <<<<<<<<<<<<<<<<<< Location Outer Net Legendary WWW Area 1 Undernet 1 Den Area 3 </pre>	ProtoMan " <<<<<<<<<<<>>> Name Purple Data Cul " Blue Data Cube	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator	ProtoMan " <<<<<<<<<<<<>>> Name Purple Data Cul " Blue Data Cube <<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<>>> Name Purple Data Cul " Blue Data Cube <<<<<<<>>> Name	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<>>> Name Purple Data Cul " " Blue Data Cube <<<<<<<>>> Name	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<<<>>> Name Purple Data Cul " Blue Data Cube <<<<<<<<>>>> Name	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<<>>> Name Purple Data Cul " " Blue Data Cube <<<<<<<<<>>> Name Mettaur	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<<>>> Name Purple Data Cul " " Blue Data Cube <<<<<<<<<>>> Name Name Mettaur "	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<<>> Name Purple Data Cul " Blue Data Cube <<<<<<<<<<<>>>>> Name Mettaur " "	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Global Area 3 Net Battle Simulator CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	ProtoMan " <<<<<<<<<<<>>> Name Purple Data Cul " " Blue Data Cube <<<<<<<<<>>> Name Mettaur " " " "	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

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<<< 042 - SONICWAV

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Location	Name	Description
	Arcade Comp 1	Mettaur2	Red hard hat
	arcade Comp 2	11	11
CACC 043 - DYNAWAVE CACCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	old Area 2	"	TI .
Accession Name Description Accent WWW Comp 2 Green Data Cube Strange Grav Area 1 Mettaur3 Purple hard hat Strange Grav Area 2 " CONCOCCOMMENT OF THE PROPERTY OF THE PROPERT		<<<<<<>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Description Name		<<<<<<<<<<>><	<<
### Accant WWW Comp 2			
### Strange Grav Area 1	Gocation 		
### ##################################	acant WWW Comp 2	Green Data Cube	
### State State Stage St	Strange Grav Area 1	Mettaur3	Purple hard hat
CCC 044 - FIREARM >> CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Strange Grav Area 2	"	π
Name	:<<<<<<	<<<<<<>>>>>>	>>>>>>
Description Name Description Descrip			>>>
Net on Fire			
## Battle Simulator	Location	Name	Description
### Sattle Smurator #### Sattle Smurator ###################################	Net on Fire	FireMan	Stage boss
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Net Battle Simulator	II .	11
### Power Plant Comp 2	<-< 045 - FOOTSTMP		>>
### Power Plant Comp 2	<<< 045 - FOOTSTMP	<<<<<<<>>>>>>	>>
Power Plant Comp 2 Stomper Huge, red robot Legendary WWW Area 2 " " Coccompany WWW Area 2 " Coccompany WWW	<-< 045 - FOOTSTMP <	<<<<<<<<>>>>>>> Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Contain Name Description Naterworks Comp 1 IceBirdy Penguin with propeller Green robot Contain SplitBot Green robot Contain Name Description Naterworks Comp 1 SplitBot Green robot	<pre><<< 045 - FOOTSTMP <!--</--> Continuous 2 FOOTSTMP FOOTSTMP</pre>	<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
C 046 - DOUBJUMP > C	<pre>4<</pre> <pre>6<</pre> <pre>6</pre> <pre>6</pre> <pre>6</pre> <pre>6</pre> <pre>6</pre> <pre>6</pre> <pre>6</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>8</pre> <pre>7</pre> <pre>7 <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7 <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7 <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7 <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7</pre> <pre>7<td><<<<<<<<> Name Flappy "</td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></pre></pre></pre></pre></pre>	<<<<<<<<> Name Flappy "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
3000 Name Description 3000 Name Description 3000 Jaterworks Comp 1 IceBirdy Penguin with propeller 3000 Jaterworks Comp 1 SplitBot Green robot 3000 Jaterworks Comp 1 SplitBot Description 3000 Jaterworks Comp 1 Jaterworks Comp 2 Jaterworks Co	<pre>c<< 045 - FOOTSTMP c<<<<<<<<<<<<<<< constraints description d</pre>	<<<<<<<<<<><><<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Cocation Name Description Description Naterworks Comp 1 IceBirdy Penguin with propeller Naterworks Comp 1 SplitBot Green robot Cocation O47 - GUTPUNCH State of the control	CCC 045 - FOOTSTMP CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	<<<<<<<<<<<> Name Flappy Stomper "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Vaterworks Comp 1 IceBirdy Penguin with propeller Vaterworks Comp 1 SplitBot Green robot Vacedary SplitBot Green robot Vac	COMMENT OF THE CONTROL OF THE COMMENT OF THE COMMEN	<<<<<<<<<<<> Name Flappy Stomper "	Description Huge, gray weight Huge, red robot "
Waterworks Comp 1 SplitBot Green robot C<	COME TO THE CONTRACT	<<<<<<<<> <<<<<<> Name Flappy Stomper " <<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
C<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>	<pre> <<< 045 - FOOTSTMP <<<<<<<<<<<<<<<<<<<<< compare the comp of the comp o</pre>	<<<<<<<<<<> <<<<<<> Name Flappy Stomper " <<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> <<< 047 - GUTPUNCH <!--<--><<<<<<<<<<<<<<<><<<>> Location Name Description </pre>	<pre>c<< 045 - FOOTSTMP c<<<<<<<<<<<<<<<<<c>Cocation Cocation Cocation Comp 2 Comp 2 Comp Plant Comp 2 Comp Plant Comp 2 Comp Comp Comp Comp Comp Comp Comp Comp</c></pre>	<<<<<<<<<<<<> <<<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> <<< 047 - GUTPUNCH <!--<--><<<<<<<<<<<<<<<><<<>> Location Name Description </pre>	<pre>%<< 045 - FOOTSTMP %<<<<<<<<<<<<<<<< compare the comp of the</pre>	<pre><<<<<<<<<<<<<<<><><<<<<<<>>Name</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location Name Description	Cocation Bank Comp 2 Legendary WWW Area 2 Power Plant Comp 2 Legendary WWW Area 2 Cocation Cocation Cocation Cocation Cocation Waterworks Comp 1 Waterworks Comp 1	<pre><<<<<<<<<<<<<<<><><<<<<<<>>><Name Flappy " Stomper " <<<<<<<<<>><<<<<<>>><Name IceBirdy SplitBot</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	<pre> << 045 - FOOTSTMP <<<<<<<<<<<<<<<<<<<<<< color="final-red"> <<<<<<<<<<<<<<<<<color="final-red"> Cocation Bank Comp 2 Legendary WWW Area 2 Power Plant Comp 2 Legendary WWW Area 2 Cocation Cocation Waterworks Comp 1 Waterworks Comp 1</color="final-red"></pre>	<pre><<<<<<<<<<<<<<<><><<<<<<<>>><Name Flappy " Stomper " <<<<<<<<<>><<<<<<>>><Name IceBirdy SplitBot</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	COCATION Bank Comp 2 Legendary WWW Area 2 Power Plant Comp 2 Legendary WWW Area 2 COCATION	<pre><<<<<<<<<<<<<<<<<>><<<<<<<>><<<<<<>><<<<</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	<pre> <!-- 045 - FOOTSTMP <//--> <!--/--> Cocation Bank Comp 2 Degendary WWW Area 2 Power Plant Comp 2 Degendary WWW Area 2 Cocation Cocation Waterworks Comp 1 Waterworks Comp 1 Cocation Cocati</pre>	<pre><<<<<<<<<<<<<<<<<>>><<<<<<<>>><</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	<pre><< 045 - FOOTSTMP <<<<<<<<<<<<<<<<<<<<<<<<<</pre>	<pre><<<<<<<<<<<<<<<<<>>><<<<<<<>>><</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

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Cocation	Name	Description
Higsby's Shop	Higsby	Buy for 500Z
	<<<<<<>>>>>>	·>>>>>>>>>>>>>>
<<< 049 - BRNZFIST <<<<<<<<<	<<<<<<>>>>>	<<
Location	Name	Description
	NumberMan	Buy for 500Z
····	<<<<<<>>>>>	>>>>>>>>>>
<-< 050 - SILVFIST		>>
		·>>>>
Location	Name	Description
Outer Net	NumberMan	Buy for 1,250Z
Power Plant Comp 1	Blue Data Cube	-
Location	Name	Description
Den Area 2	Purple Data Cuk	 pe
Strange Grav Area 1	"	pe
Strange Grav Area 1 No Grav Area 1	11	 pe
Den Area 2 Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Undernet 1	"	pe
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1	" "	 De
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Undernet 1	" " " "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Jndernet 1 <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	" " " <<<<<<<>>>>>>>	
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Jndernet 1 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" " " <<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Jndernet 1 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" " " <<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Undernet 1 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" " " <<<<<<<<>> </ Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Undernet 1 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" " " <<<<<<<<<<<>> <<<<<>>> Name IceMan "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Jndernet 1 <	" " " " " <<<<<<<<<<<<>>> Name IceMan " <<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Jndernet 1 <	" " " " " <<<<<<<<<<<<>>> Name IceMan " <<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Strange Grav Area 1 No Grav Area 1 Legendary WWW Area 1 Jndernet 1 <	" " " " " " " " " " " " " " " " " " "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Net Battle Simulator	"	п
<<< 054 - CLRBALL		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Arcade Comp 2 Net Battle Simulator	ColorMan "	Stage boss
<<< 055 - THUNBEAM		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Power Plant Comp 2 Net Battle Simulator	ElecMan "	Stage boss
<<< 056 - GRVTYHLD		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Strange Grav Area 2 Net Battle Simulator	GravityMan "	Stage boss
<<< 057 - STRARROW		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
No Grav Area 2 Net Battle Simulator	StarMan "	Stage boss
<<< 058 - DASHATK		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Arcade Comp 2 Global Area 1 Global Area 2 Outer Net Garden Comp 1	Slot Machine Birdy " "	Get 3 Mettaurs/Bunnys Green, yellow bird " "
Power Plant Comp 1 Power Plant Comp 2	Birdy2	Green, purple bird

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Location	Name	Description
Power Plant Comp 1	Green Data Cube	
		>>>>>>
<<< 060 - CANNBALL		:<< :<<<<<<<<
Location	Name	Description
Strange Grav Area 1 Strange Grav Area 2	HammerJoe "	Green soldier
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	:<<<<<<<>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<	·<-<-	>>>>>>>>>>
Location	Name	Description
Strange Grav Area 1 Strange Grav Area 2	HammerJoe "	Green soldier
<<< 062 - DOUBNDL		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Waterworks Comp 1	Green Data Cube	
Waterworks Comp 2	"	
Arcade Comp 2 Waterworks Comp 1	Slot Machine Shellgeek	Get 3 Mettaurs/Bunnys Purple, blue clam
<<<<<<<<	:<<<<<<<>>>>>	>>>>>>>>>>>
<<< 063 - TRIPNDL	· ·<<<<<<<>>>>>	>>> >>>>>>
 Location	Name	Description
Arcade Comp 2	Green Data Cube	
Waterworks Comp 2 Waterworks Comp 3	Shellgeek2 "	Yellow, green clam
<<< 064 - QUADNDL		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Arcade Comp 2	Slot Machine	Get 3 MegaMan7s
Waterworks Comp 1	Shellgeek3	Purple, orange clam
Waterworks Comp 1	II .	11

<<<<<<<<<		
Location	Name	Description
Garden Comp 2	NeedleMan	Stage boss
Net Battle Simulator	п	"
····	<<<<<<>>	>>>>>>>
<< 066 - RATTON1		>
		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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	Naccy	"
-		
Bank Comp 2	"	"
Legendary WWW Area 1	"	"
Legendary WWW Area 2	"	"
Location 	Name	Description
5 1	Green Data Cube Ratty2	Blue, brown rat
<<< 068 - RATTON3		>
<<< 068 - RATTON3		>
<<< 068 - RATTON3		>
<<< 068 - RATTON3 <<<<<<<<<<< Location	<<<<<<<<>>>>>>> Name	> >>>>>>>
<< 068 - RATTON3 <<<<<<<<<<<< Location Location Location Area 2	<<<<<<<<>>>>>>> 	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< 068 - RATTON3 <<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1	<<<<<<<<>>>>>>> 	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< 068 - RATTON3 <<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1	<<<<<<<<>>>>>>>> Name Green Data Cube Ratty3	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 068 - RATTON3 <<<<<<<<<<<< < Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2	<<<<<<<<<<<> Name Green Data Cube Ratty3	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 068 - RATTON3 <<<<<<<<<<<< < Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2	<<<<<<<<<<<> Name Green Data Cube Ratty3	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre><<<<< </pre> <pre><<<<< </pre> <pre><<<< </pre> <pre><</pre> <pre><<<< </pre> <pre><</pre> <pre><</pre> <pre>< <pre>< <pre>< <pre>< <pre>< <pre>< <pre></pre> <pr< td=""><td><<<<<<<<<<<<<<><<<<<<<>>>>>>>></td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></pr<></pre></pre></pre></pre></pre></pre>	<<<<<<<<<<<<<<><<<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre><<<<<<pre><<<<<< </pre> <pre><<<<< </pre> <pre><<<< </pre> <pre>Location</pre></pre>	<<<<<<<<<<<<><<<<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre><<<<<<<pre><<<<<<<<<<<<<<<<<<<<<<<<</pre></pre>	<<<<<<<<<<<<><<<<<<<<>>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre><<<<< </pre> <pre><<<<<< </pre> <pre><<<<<< <pre><<<<<<<<<<<<<<<<<<<<<<><<<<<<<<<<><<<<<</pre></pre>	<pre><<<<<<<<<<<<<<<<<>>><<<<<<<>>><Name</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<<<<<< Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre><<<<<<<pre><<<<<<<<<<<<<<<<<<<<<<<<</pre></pre>	<pre><<<<<<<<<<<<<<<<<<>>><<<<<<<>>><</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<<<<< Location Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre><<<<<<<><<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	<pre> <!--/--> Name Green Data Cube Ratty3 " <!--/--> The proper Popper 2 </pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <<<<<<<<<<<<<<<<<<< Location Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	<pre><<<<<<<<<<<<<<<<<<>>><<<<<<<>>><</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 068 - RATTON3 <!--<--><!--</--> Location Legendary WWW Area 2 Legendary WWW Area 1 Legendary WWW Area 2 </pre> <pre></pre> <pre><</pre> <pre><</pre> <pre></pre> <pre></pre> <pre>Location</pre> <pre></pre> <pre>Location</pre>	<pre> <!--/--> Name Green Data Cube Ratty3 " <!--/--> Mame Green Data Cube Cube Cube Cube Cube Cube Cube Cube</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

<<< 070 - REMOPLUG <<<<<<<<<	<<<<<<>>>>>	>>>>>>>>>>>>
Location	Name	Description
Shopping Comp 2 Jet Battle Simulator	BrightMan "	Stage boss
<-< 071 - TORNADO		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
		>>>>>>
Location	Name	Description
Outer Net	NumberMan	Buy for 500Z
<-< 072 - TWISTER		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
<<<<< << 073 - BLOWER		Buy for 500Z >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<>>>>>	- >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	<<<<<<<<<<<>><<<<<<>><<<<<>><<<<<>><<<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<>><<><<>><<>><<>><>	- >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre></pre> <pre>Cocation</pre>	<<<<<<<<<<<<<<<><<<<<<<>><<<<<<>><<<<<>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre></pre> <pre>Location</pre>	<<<<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<>>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> <!-- color</td--><td><<<<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<>>><<<<</td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></pre>	<<<<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<>>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre>Cocation Arcade Comp 2 Duter Net Cocation Arcade Comp 2 Duter Net Cocation Arcade Comp 1</pre>	<<<<<<<<<<<<<<<><<<<<<<>><<<<<<<>><<<<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> <!-- color</td--><td><<<<<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<<>>><<<<</td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></pre>	<<<<<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<<>>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> <pre> <pre> <pre> </pre> <pre> <p< td=""><td><pre> <<<<<<<<<<<<<<<<<>><<<<<<<>><<<<<<>>><<<<</pre></td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></p<></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	<pre> <<<<<<<<<<<<<<<<<>><<<<<<<>><<<<<<>>><<<<</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Cocation Arcade Comp 2 Outer Net Cocation Arcade Comp 1	<pre> <<<<<<<<<<<<<<<<>>><<<<<<<>>><<<<<<>>><<<<</pre>	Description Get 3 Rolls Buy for 500Z Description Description Description Description Description Red, white bunny
<pre> </pre> <pre> <pre> </pre> <pre> <</pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<<>>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 073 - BLOWER <<<<<<<<<<<<<<<<<<<<</pre>	<pre> <<<<<<<<<<<<<<<<<>><<<<<<<<>>><<<<<<>>><<<<</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Outer Net " " Shapping Comp 1 " " Shapping Comp 2 " " CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	Global Area 2	11	п	
Shopping Comp 2	Outer Net	II .	11	
<pre> </pre> <pre> </pre> <pre> <pre< td=""><td>Shopping Comp 1</td><td>"</td><td>п</td></pre<></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	Shopping Comp 1	"	п	
<	Shopping Comp 2	II .	11	
< 076 - ZAPRING2 >>> >>>>>>>>>>>>>>>>>>>>>>>>>>>>				
<		·<<<<<<<<<<<>>>>>>	***********	
Coccession Name Description Old Area 1 Green Data Cube Legendary WWW Area 1 " Shopping Comp 2 TuffBunny Blue, white bunny CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC				
Description		<<<<<<<<<<<>>		
Description Comp 1 Green Data Cube Description				
Legendary WWW Area 1	Location	Name	Description	
Shopping Comp 2 TuffBunny Blue, white bunny	Old Area 1	Green Data Cube		
<pre> </pre> <pre> <pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	Legendary WWW Area 1	11		
<	Shopping Comp 2	TuffBunny	Blue, white bunny	
<				
<	<<<<<<<<	.<<<<<<<>>	·>>>>>>>>>>>>>>	
Description				
Strange Grav Area 1	<<<<<<<<	.<<<<<<>>>>>>	·>>>>>>>>>	
Strange Grav Area 1				
Strange Grav Area 1	Location	Name		
Power Plant Comp 1 MegaBunny Yellow, white bunny	Strange Cray Area 1	Croop Data Cubo		
Strange Grav Area 1 " " Strange Grav Area 2 " "	3		Vallow white hunny	
Strange Grav Area 2 " " " </td <td>=</td> <td></td> <td></td>	=			
<pre> </pre> <pre> </pre> <pre> <pre< td=""><td></td><td>"</td><td>п</td></pre<></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>		"	п	
<	belange drav med z			
Coccess Name Description Shopping Comp 1 Green Data Cube Shopping Comp 2 " Shopping Comp 1 Sparky Green, white ball Shopping Comp 2 " Shopping Comp 2 " " " Shopping Comp 1 Sparky Green, white ball " Coccess Purple, white ball Sparked Sp	<<<<<<<<	<<<<<<>>>>>>	·>>>>>>>>>>	
Location Name Description Shopping Comp 1 Green Data Cube Shopping Comp 2 " Shopping Comp 1 Sparky Green, white ball Shopping Comp 2 " " " **Comparison of the comparison	<>< 078 - SATELIT1		>>>	
Shopping Comp 1	<<<<<<<<	<<<<<<<>>	·>>>>>>>>	
Shopping Comp 2	Location	Name	Description	
Shopping Comp 2				
Shopping Comp 1	Shopping Comp 1	Green Data Cube		
Shopping Comp 2 " " <pre> </pre> <pre> <p< td=""><td>Shopping Comp 2</td><td>"</td><td></td></p<></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	Shopping Comp 2	"		
<pre> <!--/--> <!--/--> <!--/--> </pre> <pre> </pre> <pre> </pre> <pre> <pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	Shopping Comp 1	Sparky	Green, white ball	
<pre> </pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> <p< td=""><td>Shopping Comp 2</td><td>"</td><td>"</td></p<></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>	Shopping Comp 2	"	"	
<				
<pre> <!--/--> Cocception Description Power Plant Comp 2</pre>	<<<<<<<<	<<<<<<<<>>	·>>>>>>>>>	
Location Name Description Power Plant Comp 2 Sparkler Purple, yellow ball Strange Grav Area 1 " " Strange Grav Area 2 " " <pre> </pre> <pre> </pre> <pre> </pre> <pre> Coccurrence Comp 2 Sparkler Purple, yellow ball ** ** ** ** ** ** ** ** **</pre>	<<< 079 - SATELIT2		>>>	
Power Plant Comp 2 Sparkler Purple, yellow ball Strange Grav Area 1 " " " " " " " " " " " " " " " " " "	<<<<<<<<	<<<<<<<<>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
Strange Grav Area 1 " " Strange Grav Area 2 " " <<< <td><</td> " " <	<	Location	Name	Description
Strange Grav Area 1 " " Strange Grav Area 2 " " <<< <td><</td> " " <	<			
Strange Grav Area 2 " " " <	-	=		
<pre>%</pre>				
<pre><< 080 - SATELIT3</pre>	Strange Grav Area 2	11	"	
<pre><< 080 - SATELIT3</pre>				
<pre> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<>> Location</pre>	<<<<<<<	<<<<<<<>>>>>>	·>>>>>>>>>>	
Location Name Description No Grav Area 1 Sparknoid Orange, blue ball	<<< 080 - SATELIT3		>>>	
No Grav Area 1 Sparknoid Orange, blue ball	<<<<<<<<	<<<<<<<>>	·>>>>>>>>>>	
No Grav Area 1 Sparknoid Orange, blue ball	Togetion	Nama	Daggintica	
	LOCATION	Name	pescription	
	No Grav Area 1	Sparknoid	Orange, blue ball	

Location	Name	Description
Garden Comp 1 Garden Comp 2	Mushy "	Red mushroom
<<< 082 - SPICE2		<pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre> <pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>
Location	Name	Description
Vacant WWW Comp 1 Vacant WWW Comp 2	Mashy "	Yellow mushroom
<<<<<<<<<<<<<<<<<<<<	<<<<<<>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	<<<<<<<>>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Vacant WWW Comp 2	Moshy	Purple mushroom
<>< 084 - MAGBOMB1		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< 084 - MAGBOMB1 <<<<<<<<<< Location	<<<<<<<>>>	>> >>>>>>>>>> Description
<pre><< 084 - MAGBOMB1 <<<<<<<<<<<< Location Shopping Comp 2 Shopping Comp 1</pre>	<<<<<<<>>>> Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 084 - MAGBOMB1 <<<<<<<<<<<<<<<<<<< < Location Shopping Comp 2 Shopping Comp 1 Shopping Comp 2 <!--</pre--> <pre><<<<<</pre> <pre><</pre> </pre> <pre></pre> <pre><td><<<<<<<<<<>><<<<<<<>>><<<<<>>>>>>> Name </td><td>Description Green, yellow insect</td></pre>	<<<<<<<<<<>><<<<<<<>>><<<<<>>>>>>> Name 	Description Green, yellow insect
<pre><< 084 - MAGBOMB1 <<<<<<<<<<<<<<< < Location</pre>	<<<<<<<<<<>><<<<<<<>>><<<<<>>>>>>> Name 	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre> << 084 - MAGBOMB1 <<<<<<<<<<<<<<<<< Composition Shopping Comp 2 Shopping Comp 1 Shopping Comp 2 <!--</pre--> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> </pre> <pre> </pre></pre></pre></pre></pre>	<<<<<<<<<<<<<<>><<<<<<<>>><<<<<<>>><<<>>><<<>>><	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 084 - MAGBOMB1 <<<<<<<<<<<<<<<<<<<<<<<< Location</pre>	<<<<<<<<<<<<<<<<<<<>><<<<<<<>><<<<<<>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 084 - MAGBOMB1 <<<<<<<<<<<<<<<<<<<<<<<< Location</pre>	<<<<<<<<<<<<<<<<<<<>><<<<<<<>><<<<<<>><<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Location	Name	Description
o Grav Area 1	Yort	Purple, white ship
o Grav Area 2	"	TI
	<<<<<<>>>>>>	>>>>>>>>
<< 088 - Y0-Y02 <<<<<<<<<	<<<<<<>>>>>>	< <<<<<<<
ocation	Name	Description
o Grav Area 1	Yurt	Blue, gold ship
o Grav Area 2 o Grav Area 2	 MegaYort	Stage mini-boss
<<<<<<<<<	<<<<<<>>>>>>	>>>>>>>>>
<< 089 - YO-YO3		>
·		>>>>>>
ocation	Name	Description
o Grav Area 2	Yart	Gold, white ship
<< 090 - GUARD		>>>>>>>>>> < <
<< 090 - GUARD		>
<pre><< 090 - GUARD <!--</</--> <pre>cocation</pre></pre>	<<<<<<<<<>>>>>>>> Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< 090 - GUARD <><<<<<<<>> ocation rcade Comp 2	Name Slot Machine	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< 090 - GUARD <<<<<<<<<<<< <cc>coation rcade Comp 2 en Area 1</cc>	<<<<<<<<<>>>>>>>> Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<	Name Slot Machine Mettaur	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
< 090 - GUARD <><><< >><	<<<<<<<<<> Name Slot Machine Mettaur	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< 090 - GUARD <<<<<<<<<<<<<< <cc>coation rcade Comp 2 en Area 1 en Area 2 et on Fire uter Net</cc>	<	Description Get 3 Mettaurs/Bunnys Yellow hard hat
<< 090 - GUARD <<<<<<<<<<<< <cccccccccccccccccccccccc< td=""><td>Name Slot Machine Mettaur "</td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></cccccccccccccccccccccccc<>	Name Slot Machine Mettaur "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<< colspan="2">Coation</pre>	<<<<<<<<<<> Name Slot Machine Mettaur " " "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<< compare to the comp of the comp</pre>	<pre>Name Slot Machine Mettaur " " " " " Mettaur2</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre>d<< 090 - GUARD <<<<<<<<<<<<<<<< constraints cocation crcade Comp 2 den Area 1 den Area 2 det on Fire cuter Net clobal Area 3 darden Comp 1 cower Plant Comp 1 crcade Comp 2</pre>	<<<<<<<<<<<<<<><><<<<<<<>>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<<<<<< constraint of the constrain</pre>	<pre>Name Name Slot Machine Mettaur " " " " " Mettaur2 " "</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<<<<< compose</pre>	<pre>Name Name Slot Machine Mettaur " " " " Mettaur2 " Mettaur3</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<<<<< compare to the comp of the c</pre>	<pre>Name Name Slot Machine Mettaur " " " " " Mettaur2 " "</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<<< <</pre>	Name Slot Machine Mettaur " " " Mettaur2 " Mettaur3	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 090 - GUARD <<<<<<<<<<<<<<<<< <coded by="" control="" of="" td="" the="" the<=""><td><pre> <<<<<<<<<<<<><><<<<<<<>>>>>>></pre></td><td>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></td></coded></pre>	<pre> <<<<<<<<<<<<><><<<<<<<>>>>>>></pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre>300 - GUARD 300 - GUARD 3</pre>	<pre> <<<<<<<<<<<<<<<>>><<<<<<<>>>< Name Slot Machine Mettaur " " " " " Mettaur2 " " Mettaur3 " </pre> <pre> </pre> <pre> Name</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre>C<< 090 - GUARD C<<<<<<<<<<<<<<<<<<<<<<<<<<<c>Control Control Contr</c></pre>	<pre> <<<<<<<<<<<<<<<>>><<<<<<<>>>< Name Slot Machine Mettaur " " " " " Mettaur2 " " Mettaur3 " </pre> <pre> </pre> <pre> Name</pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

<<< 092 - HIGUARD	<<<<<<>>>>>	:<< :<<<<<<<<<<
 Location	Name	Description
Bank Comp 1	SniperJoe "	Green soldier
Bank Comp 2	"	"
	<<<<<<	>>>>>>>>>
<<< 093 - REPAIR <<<<<<<<<<	<<<<<<>>>>>	>>> >>>>>>>>>>>>
Location	Name	Description
Arcade Comp 2	Slot Machine	Get 3 Mettaurs/Bunnys
Arcade Comp 2	BallRider	Clown on ball
<< 094 - RECOV10		<pre> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>></pre>
Location 	Name	Description
2 7 2		
en Area Z	Green Data Cube	
	Green Data Cube	
Outer Net Den Area 3	" Spooky	Purple, white ghost
Outer Net Den Area 3	" Spooky <<<<<<<>>>>>>>	- >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Den Area 3	" Spooky <<<<<<<<>>> Name	
Outer Net Den Area 3	" Spooky <<<<<<<<>>> Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Oen Area 3	" Spooky <<<<<<<<>>> Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky < Name Green Data Cube	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<>>> Name Green Data Cube "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<>>> Name Green Data Cube " Slot Machine	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<>>> Name Green Data Cube " Slot Machine Spooky	Description Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<>>> Name Green Data Cube " Slot Machine Spooky CanDevil	Sysysysysysysysysysysysysysysysysysysys
<<< 095 - RECOV30 <<<<<<<<<<< 	" Spooky <<<<<<<<<<<<>>> Name Green Data Cube " Slot Machine	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Outer Net Den Area 3 <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	" Spooky <<<<<<<<<<<<<<>>><<<<<<<>>><<<<<<>>><<<<	Description Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle
Outer Net Oen Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<<>>><<<<<<>>>>>> Name Green Data Cube " Slot Machine Spooky CanDevil CanDevil2 CanDevil3 "	Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle Skull monster with red candle
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<<>>><<<<<<>>>>>> Name Green Data Cube " Slot Machine Spooky CanDevil CanDevil2 CanDevil3 "	Set 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle Skull monster with red candle "
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<>>> Spooky < </ / Name Green Data Cube " Slot Machine Spooky CanDevil CanDevil2 CanDevil3 " <<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>	Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle Skull monster with red candle ""
Outer Net Den Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<<>>><<<<<<>>><<<<<<>>><<<<<>>><<<<	Secription Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle Skull monster with red candle ""
Outer Net Oen Area 3 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	" Spooky <<<<<<<<<<<<<>>><<<<<<>>>>>> Name Green Data Cube " Slot Machine Spooky CanDevil CanDevil2 CanDevil3 " <<<<<<<<<<<<<>>>>>> Name	Description Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle Skull monster with red candle ""
Outer Net Den Area 3 CACCACCACCACCACCACCACCACCACCACCACCACCA	" Spooky <<<<<<<<<<<<<>>><<<<<<>>>>>> Name Green Data Cube " Slot Machine Spooky CanDevil CanDevil2 CanDevil3 " <<<<<<<<<<<<<>>>>>> Name	Description Get 3 Mettaurs/Bunnys Purple, white ghost Skull monster with white candle Skull monster with purple candle Skull monster with red candle ""

Bank Comp 2	Flappy	Huge, gray weight
Legendary WWW Area 2	п	"
Arcade Comp 2	BallRider	Clown on ball
Zero Account	CanDevil2	Skull monster with purple candle
Vacant WWW Comp 1	CanDevil3	Skull monster with red candle
Vacant WWW Comp 2	"	"
<<<<<<<	·<<<<<<>>>>	>>>>>>>>>>
<<< 097 - RECOV150 <<<<<<<<	.<<<<<<>>>>	<> <>>>>>>>
 Location	Name	Description
Bank Comp 1	Blue Data Cube	
Power Plant Comp 2	п	
Vacant WWW Comp 1	п	
Undernet 1	11	
Power Plant Comp 2	Stomper	Huge, red robot
Legendary WWW Area 2	"	II
Vacant WWW Comp 2	Spooky3	White ghost
<<<<<<<<	·<<<<<<>>>>	>>>>>>>>>
<<< 098 - RECOV300		
/// 030 - KECO/300		>>
	:<<<<<<>>>>>	<< <<<<<<<<<<<
	.<<<<<<	
<<<<<<<	Name	
<<<<<<<<<<<< Location	Name	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	Name Mole	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	Name Mole	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	Name Mole	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<>Location	Name Mole < Mole	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<>Location</pre>	Name Mole < Mole < Name Green Data Cube	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<>Color of the second representation and the second representation are second representation. The second representation are second representation. The second representation representation represen</pre>	Name Mole <	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<>Location	Name Mole < Mole < Name Green Data Cube	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	Name Mole	Description Brown dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	Name Mole Mole	Description Brown dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
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<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	Name Mole Secondary Seco	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre>Cocolor Location Legendary WWW Area 1 Cocolor Cocolor Location Location Bank Comp 1 Arcade Comp 1 Old Area 1 Cococococococococococococococococococo</pre>	Name Mole Mole Mole Mole Mole Cancer Data Cube CanDevil	Description Brown dog >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Location	Name	Description
Vacant WWW Comp 1	CanDevil3	Skull monster with red candle
Vacant WWW Comp 2	11	"
<<< 102 - ROCKCUBE		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
		>>>>>>>>
Location	Name 	Description
Outer Net	NumberMan	Buy for 2,500Z
<<< 103 - ICECUBE		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
	·<<<<<<>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Waterworks Comp 1 Waterworks Comp 2	PolarBear "	White bear with blue hat
<<< 104 - ANUBIS		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Legendary WWW Area 2	Name PharaohMan "	Description Stage boss
Legendary WWW Area 2 Net Battle Simulator <<<<<< >>< 105 - INVIS1	PharaohMan " <<<<<<>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Legendary WWW Area 2 Net Battle Simulator <><<<< >>< 105 - INVIS1 <<<<>>>< >>< >>< >>< >>< >>< >>< >>< >	PharaohMan " <<<<<<<<>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Legendary WWW Area 2 Net Battle Simulator <	PharaohMan " <<<<<<<>>> Name	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 105 - INVIS1	PharaohMan " <<<<<<<<>>>>>>	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Legendary WWW Area 2 Net Battle Simulator <	PharaohMan " <<<<<<<<<>>> <<<<<<>>> <<<<<<>>> <<<<<>>> <<<<>>> Name Spooky Spooky2	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Legendary WWW Area 2 Net Battle Simulator <<<<<<<<105 - INVIS1 <<<<<<<<<<<<<<<<<<<<>Location	PharaohMan " <<<<<<<<<>>> <<<<<<>>> <<<<<<>>> <<<<<>>> <<<<>>> Name Spooky Spooky2	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Legendary WWW Area 2 Net Battle Simulator <	PharaohMan " <<<<<<<<<>>> <<<<<<>>> <<<<<<>>> <<<<<>>> <<<<>>> Name Spooky Spooky2 <<<<<<<>>> <<<<<<>>> <<<<<>>> <<<<<<>>> <<<<>>> <<<<<<	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Legendary WWW Area 2 Net Battle Simulator <	PharaohMan " <<<<<<<<<<<>>><<<<<<<>>>> Name Spooky Spooky2 <<<<<<<<<<<>>>> Name Spooky3 Spooky3	Stage boss " >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Vacant WWW Comp 2	Spooky3	White ghost
	· · · · · · · · · · · · · · · · · · ·	>>>>>>>>>>
<<< 108 - DROPDOWN <>><<<<<<<>>	· · · · · · · · · · · · · · · · · · ·	<<
Location	Name	Description
Zero Account	Popper3	Red pine cone
<<< 109 - POPUP		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Legendary WWW Area 1	Mole2	Pink dog
<-< 110 - STONEBOD		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Cocation	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	II	11
Shopping Comp 1	"	"
Shopping Comp 2	II	п
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<<<>>>>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
		>>>>>>>>
Cocation	Name	Description
Power Plant Comp 1 Power Plant Comp 2	SpikeDisc2	Orange, white disc
Legendary WWW Area 1	DrillBit	Purple drill
<	· · · · · · · · · · · · · · · · · · ·	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Gocation	Name	Description
No Grav Area 1	SpikeDisc3	Orange, teal disc
<-< 113 - BARRIER		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Location	Name	Description
Old Area 1	MegalianA	Head with blue aura
Old Area 2	"	n
Zero Account	"	п
Strange Grav Area 2	MegalianH	Head with red aura
Zero Account	II .	п
No Grav Area 1	MegalianW	Head with green aura
No Grav Area 2	11	п
Zero Account	11	II .
Zero Account	MegalianE	Head with yellow aura
Zero Account	Popper3	Red pine cone
<<<<<<<<	<<<<<<>>>>>	>>>>>>>>>>>>>>>
<<< 114 - AQUAAURA		>>>
<<<<<<<<<<<<		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Old Area 1	MegalianA	Head with blue aura
Old Area 2	"	"
Zero Account	"	"
<< 115 - FIREAURA <<<<<<<<<< 		>>> >>>>>>>> Description
Strange Grav Area 2 Zero Account	MegalianH "	Head with red aura
<<< 116 - WOODAURA		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
No Grav Area 1	MegalianW	Head with green aura
No Grav Area 2 Zero Account	"	"
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<		
<<< 117 - ELECAURA <<<<<<<<		>>>
		>>> >>>>>>>>
<<<<<<<<<<<<<<<<<	<<<<<<<<>>>>>> Name	>>> >>>>>>>>> Description
	<<<<<<<<>>>>>> Name	>>> >>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<<<<>>>>>> Name MegalianE	>>> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	<<<<<<<<<> Name MegalianE <<<<<<>>>>>>	>>> >>>>>>>>> Description

Undernet 1	Scuttzer	Spider with green aura
Jndernet 1	Scutz	Spider with red aura
	<<<<<<>>>>>	.>>>>>>>>>
<<< 119 - LIFEAUR2 <<<<<<<<<	<<<<<<>>>>>	:< :<<<<<<<<<<
 Location	Name	Description
Jndernet 1	Scuttlest	Spider with white aura
<-< 120 - LIFEAUR3		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
 Location	Name	Description
Jndernet 1	Scuttlest	Spider with white aura
<-< 121 - ROLL		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Lan's Room	Mayl	Defeat FireMan to receive
Lan's Room	Mayl	chip in e-mail Defeat NeedleMan, BrightMan, IceMan, and QuickMan to receive chip in e-mail
<-< 122 - GUTSMAN		
Location	Name	Description
Global Area 2 Net Battle Simulator	GutsMan "	Stage boss
<-< 123 - PROTOMAN		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Global Area 3 Net Battle Simulator	ProtoMan "	Stage boss
<<<<<<<	<<<<<<>>>>>	·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Location	Name 	Description
Net on Fire Net Battle Simulator	FireMan "	Stage boss
<<< 125 - NEEDLEMAN		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Location	Name	Description
Garden Comp 2 Net Battle Simulator	NeedleMan "	Stage boss
<<< 126 - BRIGHTMAN		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Location	Name	Description
Shopping Comp 2	BrightMan	Stage boss
Net Battle Simulator		" -
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<<<>>>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<		·>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	Name IceMan "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	Name IceMan "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 127 - ICEMAN <<<<<<<<<<<<<<<<<<<<<<< td>Location	Name IceMan "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	Name IceMan " <<<<<<<<<<<<<<>>> Name IceMan " <<<<<<<<<<<><<<<<>>> Name QuickMan "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<</pre>	Name IceMan " <<<<<<<<<<<<<<>>> Name IceMan " <<<<<<<<<<<><<<<<>>> Name QuickMan "	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

<<<<<<<<<<<<<<<<><<

Location	Name 	Description
Power Plant Comp 2 Net Battle Simulator	ElecMan "	Stage boss
<>< 131 - SWORDMAN		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Old Area 2 Net Battle Simulator	SwordMan "	Stage boss
<>< 132 - GRAVITYMAN		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Strange Grav Area 2 Net Battle Simulator	GravityMan "	Stage boss
<<< 133 - STARMAN		>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 133 - STARMAN <<<<<<<<<<<< Location No Grav Area 2	<<<<<<<>>	>> >>>>>>
<pre><< 133 - STARMAN <<<<<<<<<<<<<<<<<< < Location No Grav Area 2 Net Battle Simulator <!--<--></pre>	<<<<<<<<<<<>>><<<<<<>>>>>> Name StarMan "	>> >>>>>>> Description Stage boss
<pre><< 133 - STARMAN <<<<<<<<<<<<<<<<<< <</pre>	<pre> <<<<<<<<<> <<<<<<>>>>></pre>	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><< 133 - STARMAN <<<<<<<<<<<<<<<<<< Location</pre>	<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<pre><<</pre>	<pre>Name</pre>	Description Stage boss Description Stage boss Collect the MystData, and defeat Zero Virus to receive
<pre><<</pre>	<pre>Name</pre>	Description Stage boss Description Stage boss Description Collect the MystData, and defeat Zero Virus to receive chip in e-mail

>>>

<<< 136 - SHADOWMAN

<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>		
Location	Name	Description
Vacant WWW Comp 2 Net Battle Simulator	ShadowMan	Stage boss

<<<<<<<<	<<<<<<<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<< 137 - BASS		>>>
<<<<<<<<	<<<<<<<<<	>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Location	Name	Description
Den Area 3	Bass	Stage boss

=~ 12) POWER-UP LOCATIONS

9

NOTE: As best as I can figure out, these items are placed in the order that you can actually access them in the game.

If an item's number is marked with "(Lckd)," that indicates you need an Unlocker subchip to access it.

	Stage	Location
	Den Area 2	By the Canodumb at the start, smash the weak column with a Wrecker or fist chip to destroy it Avoid the spike traps, step onto the tiny moving platform, and slide left.
2	Outer Net	From NumberMan's shop, jump over the Swordy, and enter the warp. You then enter a room with the PowerUP.
3 (Lckd)	Garden Comp 2	Near the beginning. It's in a corner secured by a SpikeDisc.
4	Shopping Comp 2	A few slides' distance away from the warp, pass through the narrow opening on the ledge to land on the PowerUP.
5	Power Plant 1	Southwest of MemUP #8 on a ledge.
6	Power Plant 2	Near ElecMan's link.
7	Old Area 2	Double-jump to the left of HPMemory #22.
8	Zero Account	In the room above the CanDevil2 near the start.

Vacant WWW 2 Right after the Snapper3.

Arcade Comp 2

17 (Lckd) Arcade Comp 2

<pre><<!--!! <pre--></pre>		
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.

Bounce into the northeast corner of the room

Near HPMemory #15. Take the yellow platform lead-

filled with bumpers and Zenny.

		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.

Number	Stage	Location
1	Den Area 2	Drop down the gap at the start, and hug the right wall to land on a ledge. One of the data cubes in the room above you contains a MemUP.
2	Global Area 1	In the open room with the cyberbars, go up as high as possible, and you find a bar that leads right. Follow it.
3	Global Area 2	Climb the ladder at the fork near GutsMan's warp. The MemUP is found on a ledge by the Swordies.
4	Garden Comp 2	On the second ledge behind NeedleMan's warp.
5	Shopping Comp 2	Slide through the opening on the left at the first split. Drop through a break in the floor to find the MemUP.
6	Bank Comp 1	Directly underneath HPMemory #12.
7	Arcade Comp 2	The MemUP can be found on a ledge in the southeast of the room filled with bumpers and Zenny.
8 (Lckd)	Power Plant 1	Go to the end of the narrow passage with the four silver Zenny coins. Either jump out of the slide or double-jump to the ledge with the cube.
9	Old Area 2	Trek to the Canodumb2 set between two spiked patches. Jump to the data cube up above it.
10	Strange Grav 2	In a Blue Data Cube near the second HammerJoe.
11	No Grav Area 1	East of the first Yurt. Look at the floor for an opening leading to the power-up.
12	Zero Account	Follow the block platforms west of the MegalianH until you come upon a room with the MemUP.
13	Legendary WWW 2	In a high room above the Stomper virus.
14 (Lckd)	Vacant WWW 2	After the first rail cart, double-jump onto the ledge with the data cube.
15 (Lckd)	Undernet 1	On a ledge above the first Scuttle.
16	Undernet 1	Ride an ice block down the shaft where the first Scuttle resides.
17	Undernet 1	On a ledge above the second Scuttle.
18-22	Outer Net	Buy them from NumberMan's shop.

<<<<<<<<<<<<<<<<<<<<<<><<< [12.4] REGUP >>>

<<<<<<<<<<<<<<<><<<<><<<<<><<>>>>>>>>>>		
Number	Stage	Location
1	Waterworks Comp 2	After the second disappearing block sequence. Jump in a downright fashion to drop onto a ledge. The opposing side holds the RegUP.
2	Den Area 3	Near some collapseable terrain in FireMan's area after the flames have been extinguished. Use DoubJump to reach it easily.
3	Bank Comp 1	Above Roll's location. Use a DoubJump chip to step up to the ledge.
4	Arcade Comp 1	Head southeast of the ladder leading to the AquaCode. Vault from block to block until you reach the data cube.
5	Strange Grav 1	East of the teleporter leading to Strange Grav Area 2.
6 (Lckd)	Zero Account	Jump over the gap near the CanDevil2, and continue west to a Purple Data Cube.
7	Legendary WWW 2	Near the start, climb the ladder by the Ratty. The RegUP is found at the end of the bridge.

<<<<<<<<<<<<<<<<<<<<<<<><<< [12.5] BCKUPCHP >>>

	Stage	Location
	Den Area 2	
2	Outer Net	Head above the staircase with the two Birdies. Double-jump to the ledge, and slide left.
3	Bank Comp 2	At the first split, ascend the ledges to enter a room with a SniperJoe and the BckupChp.
4	Power Plant 1	Directly above the starting warp. Take the path of metal platforms to reach it.
5	No Grav Area 1	East of the first Yurt. Look at the floor for an opening leading to the power-up.
6	Zero Account	Soon after the several conveyor belts, double-jump onto a ledge taking you to the item.
7	Legendary WWW 1	Ride the middle spiked platform up into a smalle room with the item.
8	Vacant WWW 2	Double-jump into the opening near the gate with the Snapper2.

13) SECRETS

This section contains various secrets found in Network Transmission.

NAVI 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

<<< EXTRA CODE HINTS >>>

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...

anything!

ExCdHnt1

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 doublejumping 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 FAQ.

15) CONTACT / LEGAL INFORMATION

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