

# Mega Man Network Transmission Secrets & Upgrades

by White Blaze

Updated to v2.0 on Jun 28, 2004

MEGAMAN NETWORK TRANSMISSION

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Nintendo GameCube

Secrets & Upgrades FAQ 2.0

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Do not read more than this if you do not want to find out about what's going on later in the game. Read this FAQ only if you don't care or you have already finished the game.

What this FAQ is all about

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I wrote this FAQ to compile a list of all Mystery Data in the game. There is so much data to find and of course, hidden ones that I felt the need to write such a FAQ to help everyone of you out there trying to find the last power up that you need to achieve the maximum level. Also included are Key items list, Chips list, Subchips list and a Cyber Slot Machine list. I've also added a more comprehensive upgrades list. The shops are also covered. What might be the greatest (and confusing) secret in the game, the ExCdHnt are explained in this FAQ. The secret Navi, Bass is also mentioned.

Version History

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1.0 First version 7/10/03

- Completed library of Mystery Data.

1.1 Update 7/26/03

- Added Cyber Slot Machine prizes.
- Added a full list of SubChips.
- Added a full list of Key Items.
- Added a full list of all 137 chips.

1.11 Update 7/30/03

- The format of the FAQ was incorrect, so I've retyped what needed to be fixed.

## 1.2 Update 8/02/03

- Added a list for Higsby's and NumberMan.EXE's Shops.
- Added an Upgrades list and their location.

## 1.3 Update 8/03/03

- Added information about the mysterious Bass.EXE
- Mystery revealed about the ExCdHnt.

## 1.4 Update 8/16/03

- Added more Cyber Slot Machine prizes.

## 2.0 Update 6/01/04

- Changed the FAQ's name from Mystery Data Location FAQ to Secrets and Upgrades FAQ, a catchier title.
- Added more Cyber Slot Machine prizes.

## Mystery Data Description

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Mystery Data are cubes floating in the level that you can grab to earn certain type of powerups, such as key items to help the story progress, battle chips and powerups for megaman himself.

Here are the different types:

### Green Mystery Data:

Data that contain 4 or 5 different objects inside, be there chips or zenny. The reward is a randomly-chosen item. Each data at each location has it's own set of items. This data reappear after you jack out of the net and jack in back again.

### Blue Mystery Data:

This is a one time data only with a greater reward than green data. They can contain upgrades for Megaman or rare chips. They don't reappear, so grab them all.

### Purple Mystery Data:

This is a one time data only with a greater reward than green data. They can contain upgrades for Megaman or rare chips. The catch is that this type of data is locked. You can unlock them with an unlocker from Higsby's Shop. They also don't reappear and don't forget to always carry a few unlockers with you.

### Yellow Mystery Data:

This is a one time data only with a different reward than other data. Most of the time they contain security codes to help you go through the security cubes that block your way. They can contain great secrets so don't miss a single one. They can make a difference between life or death... you'll see.

## List of Mystery Data in each Area

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(Green Mystery Data are still not covered)

- Lvl1Code
- HPMemory

#### Den Area 2

- MemUp
- LongSwrd
- BckupChp
- Lvl2Code
- HeatArmr  
(Not a Mystery Data, Roll give you this one)
- HiCannon
- PowerUp
- GoldFist (Locked)
- HPMemory (Locked)

#### Net On Fire/Den Area 3

- FullCust
- RegUp
- HPMemory
- Slasher
- Link to Bass.EXE  
(Not a Mystery Data, just a "reminder")

#### Global Area 1

- HPMemory
- CrosBomb
- MemUp
- WideSwrd

#### Global Area 2

- MemUp
- HiCannon

#### Global Area 3

- HPMemory
- MystData

#### Outer Net

- NumberMan.EXE's Shop  
(Not a Mystery Data, just an internet-based shop)
- Lvl3Code
- PowerUp
- BckupChp
- Slasher (Locked)

#### Waterworks Comp 1

- HPMemory
- AquaBlde
- HPMemory (Locked)

#### Waterworks Comp 2

- RegUp
- HPMemory

#### Waterworks Comp 3

- WtwkCode

#### Garden Comp 1

- HPMemory
- FireSwrd

- HPMemory

#### Garden Comp 2

- PowerUp (Locked)
- MemUp
- Spreader

#### Bank Comp 1

- HPMemory
- MemUp
- Recov150
- ElecSwrd
- RegUp

#### Bank Comp 2

- FireBlde
- BckupChp
- HPMemory (Locked)
- ExCdHnt1

#### Shopping Comp 1

- HPMemory

#### Shopping Comp 2

- PowerUp
- HPMemory (Locked)
- MemUp
- HPMemory

#### Arcade Comp 1

- FireCode
- AquaCode
- HPMemory
- RegUp

#### Arcade Comp 2

- HPMemory
- MemUp
- HPMemory (Locked)

#### Power Plant Comp 1

- BckupChp
- MemUp (Locked)
- PowerUp
- SilvFist
- HPMemory

#### Power Plant Comp 2

- HPMemory
- Recov150
- PowerUp

#### Old Area 1

- HPMemory
- HPMemory

#### Old Area 2

- MemUp
- HPMemory
- PowerUp

- HPMemory (Locked)
- LnkCodeX (Boss)

#### High Gravity Area 1

- GoldFist (Locked)
- HPMemory (Locked)
- HPMemory
- RegUp

#### High Gravity Area 2

- HPMemory
- Recov80
- MemUp
- LnkCodeY (Boss)

#### Zero Gravity Area 1

- FireBlade
- HPMemory
- BckupChp
- MemUp
- GoldFist (Locked)

#### Zero Gravity Area 2

- HPMemory
- LnkCodeZ (Boss)

#### Zero Account

- HPMemory
- PowerUp
- RegUp (Locked)
- ExCdHnt2
- HPMemory (Locked)
- MemUp
- HPMemory
- BckupChp

#### Vacant WWW Comp 1 (ACDC School)

- HPMemory (Locked)
- Recov150

#### Vacant WWW Comp 2 (ACDC School)

- MemUp (Locked)
- PowerUp (Locked)
- BckupChp
- HPMemory
- DstrdDat (Boss)

#### Legendary WWW Area 1

- Slasher (Locked)
- HPMemory
- GoldFist (Locked)
- BckupChp

#### Legendary WWW Area 2

- RegUp
- MemUp (Locked)
- TreeBom3
- HPMemory
- OldData (Boss)

#### UnderNet

- Recov150
- HPMemory
- MemUp (Locked)
- HPMemory
- MemUp (Locked)
- GoldFist (Locked)
- MemUp
- ExCdHnt3
- HPMemory
- Hammer
- Slasher (Locked)

#### E-Mail

(Not Mystery Data, Items you receive in the mail as rewards)

- Roll
- Lvl3Code
- BrnzFist
- Roll
- FstGauge
- Barrier
- Lvl4Code
- Zero
- Z-Saber
- Lvl5Code

#### Upgrades List

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Here is a comprehensive list of all upgrades and where to find them.  
Each upgrades will give you 1 Level point for a top Level of 100.

-HPMemory locations 46 to find (Max 1000 HP)

- NumberMan.EXE's Shop [x7]
- Den Area 1
- Den Area 2
- Net On Fire/Den Area 3
- Global Area 1
- Global Area 3
- Waterworks Comp 1 [x2]
- Waterworks Comp 2
- Garden Comp [x2]
- Bank Comp 1
- Bank Comp 2
- Shopping Comp 1
- Shopping Comp 2 [x2]
- Arcade Comp 1
- Arcade Comp 2 [x2]
- Power Plant Comp 1
- Power Plant Comp 2
- Old Area 1 [x2]
- Old Area 2 [x2]
- High Gravity Area 1 [x2]
- High Gravity Area 2
- Zero Gravity Area 1
- Zero Gravity Area 2
- Zero Account [x3]
- Vacant WWW Comp 1 (ACDC School)

- Vacant WWW Comp 2 (ACDC School)
- Legendary WWW Area 1
- Legendary WWW Area 2
- UnderNet [x3]

-MemUP locations 22 to find (Max 256 MP)

- NumberMan.EXE's Shop [x5]
- Den Area 1
- Global Area 1
- Global Area 2
- Garden Comp 2
- Bank Comp 1
- Shopping Comp 2
- Arcade Comp 2
- Power Plant Comp 1
- Old Area 2
- High Gravity Area 2
- Zero Gravity Area 1
- Zero Account
- Vacant WWW Comp 2 (ACDC School)
- Legendary WWW Area 2
- UnderNet [x3]

-PowerUP locations 12 to find (Max 15 points)

- NumberMan.EXE's Shop [x3]
- Den Area 2
- Outer Net
- Garden Comp 2
- Shopping Comp 2
- Power Plant Comp 1
- Power Plant Comp 2
- Old Area 2
- Zero Account
- Vacant WWW Comp 2 (ACDC School)

-RegUP locations 7 to find (Max 64 Mb)

- Net On Fire/Den Area 3
- Waterworks Comp 2
- Bank Comp 1
- Arcade Comp 1
- High Gravity Area 1
- Zero Account
- Legendary WWW Area 2

-BackUP locations 8 to find (Max 9 backups)

- Den Area 2
- Outer Net
- Bank Comp 2
- Power Plant Comp 1
- Zero Gravity Area 1
- Zero Account
- Vacant WWW Comp 2 (ACDC School)
- Legendary WWW Area 1

-Armor locations 4 to find (Max 4 Armors)

- Den Area 2 (Given by Roll)
- Higsby's Shop [x3]

#### Higsby's and NumberMan.EXE's Shops

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Please note that the shops doesn't carry everything at the beginning of the game. New items keep appearing as you progress through the game.

| -Higsby's Shop | Zenny | NumberMan.EXE's Shop |       |
|----------------|-------|----------------------|-------|
| -MiniEnrg      | 500   | -HPMemory            | 500   |
| -HalfEnrg      | 1000  |                      | 1000  |
| -FullEnrg      | 5000  |                      | 2000  |
| -Unlocker      | 1500  |                      | 4000  |
| -MPCharge      | 5000  |                      | 8000  |
| -FstGauge      | 500   |                      | 16000 |
| -FullCust      | 3000  |                      | 32000 |
| -AquaArmr      | 2500  | -MemUP               | 1000  |
| -WoodArmr      | 2500  |                      | 2000  |
| -ElecArmr      | 2500  |                      | 4000  |
| -Bubbler       | 300   |                      | 8000  |
| -MiniBomb      | 150   |                      | 16000 |
| -AquaSword     | 1000  | -PowerUP             | 2000  |
| -StoneBod      | 150   |                      | 4000  |
| -Spice1        | 500   |                      | 8000  |
| -ElecBlde      | 1000  | -Recov80             | 500   |
| -Heat-V        | 700   | -BrnzFist            | 500   |
| -ColdPnch      | 500   | -Tornado             | 500   |
| -Barrier       | 500   | -Twister             | 500   |
| -CustSword     | 2500  | -Blower              | 500   |
|                |       | -Wrecker             | 500   |
|                |       | -Repair              | 500   |
|                |       | -SilvFist            | 1250  |
|                |       | -RockCube            | 2500  |

#### Cyber Slot Machine Prizes (Arcade Comp 2)

=====

- Mettaur / Bunny (They give the same chips) 29 chips
  - Cannon -Recov10 -Recov30 -ZapRing1 -Kunai1 -Spice1
  - Ratton1 -ShockWav -Sword -Heat-V -WideSword -MiniBomb
  - Invis1 -Guard -DoubNdl -HeatShot -CrossGun -StoneBod
  - TreeBom1 -V-Gun -LilBomb -Bub-V -Bubbler -ShotGun
  - LongSword -DashAtk -Repair -3-Way -MagBomb1
- Roll "bar" 35 chips
  - Roll -HiCannon -Kunai2 -IronBody -Yo-Yo1 -Yo-Yo2
  - TreeBom2 -Twister -Blower -Tornado -Satelit1 -Satelit2
  - FireSword -AquaSword -BubCross -HeatCros -ZapRing2 -Spice2
  - CrosBomb -Wrecker -MagBomb2 -Invis2 -ShldGard -ColdPnch
  - Candle1 -Recov80 -IceCube -RockCube -TripNdl -Burner
  - SonicWav -Spreader -Ratton2 -BrnzFist -Barrier
- Lucky 7 / MegaMan Head (They give the same chips) \*\*Incomplete\*\*



-HiGuard    -FootStmp    -SilvFist    -Ratton3    -CannBall    -DoubJump  
-Candle2    -BigBomb    -Recov150    -Spice3    -AquaBlde    -FireBlde  
-TreeBom3    -Kunai3    -Satelit3    -MagBomb3    -ElecSwrd    -DynaWave  
-M-Cannon    -Invis3    -ZapRing3    -HeatSprd

- Lucky 7 only (MM Head might give the same too) to be confirmed  
  -Yo-Yo3    -MetalBdy
- MegaMan Head only (Lucky 7 might give the same too) to be confirmed  
  -BubSprd    -ElecBlde    -QuadNdl

From what I've found in the CSM, it doesn't reward you with any NaviChips and all their special attack chips, except for Roll. Also you won't seem to find any "Aura" chips. That leaves me with only 8 chips to confirm. I'll find more later about this and add them in a future update.

-GoldFist    -Hammer    -Candle3    -CustSwrd    -Recov300  
-DropDown    -Slasher    -PopUp

## SubChips

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You need to buy subchips at Higsby's Shop and you can use them only once. Except for FstGauge and FullCust that you can find in Mystery Data. They don't recharge like the regular chips once you jack out of Cyberworld. You can carry a maximum of 5 of each.

-MiniEnrg    500 Zenny  
  Replenishes 20% of your total amount of HPs.

-HalfEnrg    1000 Zenny  
  Replenishes 50% of your total amount of HPs.

-FullEnrg    5000 Zenny  
  Replenishes 100% of your HPs.

-MPCharge    5000 Zenny  
  Replenishes 100% of your MPs.

-FstGauge    500 Zenny  
  Custom Gauge recovers faster for a set time after you use it.

-FullCust    3000 Zenny  
  Custom Gauge instantly fills to maximum.

-Unlocker    1500 Zenny  
  Unlock Mystery Data that are protected by a security code.

## Key Items

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-PET  
  Lan's hand-held terminal with MegaMan.EXE installed inside.

-LvllCode

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

-Lvl2Code

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

-Lvl3Code

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

-Lvl4Code

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

-Lvl5Code

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

-LnkCodeX

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

-LnkCodeY

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

-LnkCodeZ

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

-WtwkCode

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

-FireCode

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

-AquaCode

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

-MystData

The source file for the Zero virus and the key to save him.

-OldData

Data for a mysterious, useless and old program.  
Combine with DstrdDat.

-DstrdDat

Data for a partially corrupted, useless program.  
Combine with OldData.

-AuthCode

Allows you to use a link to the Undernet.

-ExCdHnt1

Extra Code Hint:

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

-ExCdHnt2

Extra Code Hint:

Area with Roll; Repair on continous spikes area.

-ExCdHnt3

Extra Code Hint:

Where the fire started; Repair atfer you arrive there.

Mysterious Navi, Bass.EXE

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To find Bass.EXE, a series of events must be performed.

First, later in the game, just before you take on the Zero Account, you must find the MystData, located in Global Area 3. This is the key to save Zero after the battle with him as you will need him alive.

Second, you will need to S-Rank every Navis in the NetBattle Simulator. Once you managed to find every NaviChips, chips #121 to #136, you will receive an e-mail from Mayl telling you about a mysterious Navi located in Den Area 3. In Den Area 3, from the portal that lead you to Global Area 1, use two DoubJump to go over the wall to your right to a platform with a ladder. Continue to Doubjump up to reach a passage blocked by a Security Cube. With every NaviChips collected, the Cube will unlock, letting you pass to reach the link to Bass.EXE.

ExCdHnt, Extra Code Hint revealed

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-ExCdHnt1 (Found in Bank Comp 2)

Extra Code Hint:

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

In Den Area 1, at the end where is the link to Den Area 2, there is a short cyberbar you can reach over your head linked by two small platforms and Zenny just over it. Jump on the right side platform using a Doubjump and use Repair while standing on the platform, the following code will appear:

D M G E I O ? W

? is a weird glasses like symbol

-ExCdHnt2 (Found in Zero Account)

Extra Code Hint:

Area with Roll; Repair on continous spikes area.

In Den Area 2, from the beginning, jump over the pit to your right and go to what seems to be a dead-end. Get rid of the Canodumb and you'll notice that a section of the wall is different colored. Use any kind of punches, GutPunch, BrnzFist, etc... to break the wall. Slide under the first spiked platform and Doubjump to reach the top of the series of platform. Find the biggest one, the one with three "columns" space and use Repair on it, the following code will appear:

K T E I U E ? D

? is lowercase q look-alike on it's side

-ExCdHnt3 (Found in UnderNet)

Extra Code Hint:

Where the fire started; Repair atfer you arrive there.

In Den Area 3, from the portal that lead you to Global Area 1, use two DoubJump to go over the wall to your right to a platform with a ladder. Jump on the lone platform again to the right and from there, use all your remaining DoubJump to go right (not up) to reach the platform with the portal for the battle with Fireman. (Now it's an exit)

You can also use a StarArrow instead of double jumping.

Now that you've reached the place mentioned in the ExCdHnt3, stand on left side of this platform and use Repair, the following code will appear:

Z N ? U D O I Q

? is a weird glasses like symbol

Now that you've find the codes, what is their purpose ?

Unfortunately, their use is not for this game. You must own the game MegaMan Battle Network 3 White or Blue to use these codes.

Using the new Navi Customizer, you can input codes with errors and upgrade MegaMan so he can acquire new powers.

#### Complete list of all 137 Chips

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|               |               |               |               |
|---------------|---------------|---------------|---------------|
| 001 Cannon    | 002 HiCannon  | 003 M-Cannon  | 004 ShotGun   |
| 005 V-Gun     | 006 CrossGun  | 007 Spreader  | 008 Bubbler   |
| 009 Bub-V     | 010 BubCross  | 011 BubSprd   | 012 HeatShot  |
| 013 Heat-V    | 014 HeatCros  | 015 HeatSprd  | 016 MiniBomb  |
| 017 LilBomb   | 018 CrosBomb  | 019 BigBomb   | 020 TreeBom1  |
| 021 TreeBom2  | 022 TreeBom3  | 023 Sword     | 024 WideSword |
| 025 LongSword | 026 FireSword | 027 AquaSword | 028 ElecSword |
| 029 FireBlade | 030 AquaBlade | 031 ElecBlade | 032 SonicBld  |
| 033 Z-Saber   | 034 Kunai1    | 035 Kunai2    | 036 Kunai3    |
| 037 CustSword | 038 Muramasa  | 039 VarSword  | 040 Slasher   |
| 041 ShockWave | 042 SonicWave | 043 DynaWave  | 044 FireArm   |
| 045 FootStamp | 046 DoubJump  | 047 GutPunch  | 048 ColdPunch |
| 049 BrnzFist  | 050 SilvFist  | 051 GoldFist  | 052 IceSlshr  |
| 053 QuikBmrgr | 054 ClrBall   | 055 ThunBeam  | 056 GrvtyHld  |
| 057 StrArrow  | 058 DashAtk   | 059 Wrecker   | 060 CannBall  |
| 061 Hammer    | 062 DoubNdl   | 063 TripNdl   | 064 QuadNdl   |
| 065 NdlCanon  | 066 Ratton1   | 067 Ratton2   | 068 Ratton3   |
| 069 3-Way     | 070 RemoPlug  | 071 Tornado   | 072 Twister   |
| 073 Blower    | 074 Burner    | 075 ZapRing1  | 076 ZapRing2  |
| 077 ZapRing3  | 078 Satelit1  | 079 Satelit2  | 080 Satelit3  |
| 081 Spice1    | 082 Spice2    | 083 Spice3    | 084 MagBomb1  |
| 085 MagBomb2  | 086 MagBomb3  | 087 Yo-Yo1    | 088 Yo-Yo2    |
| 089 Yo-Yo3    | 090 Guard     | 091 ShldGard  | 092 HiGuard   |
| 093 Repair    | 094 Recov10   | 095 Recov30   | 096 Recov80   |
| 097 Recov150  | 098 Recov300  | 099 Candle1   | 100 Candle2   |
| 101 Candle3   | 102 RockCube  | 103 IceCube   | 104 Anubis    |
| 105 Invis1    | 106 Invis2    | 107 Invis3    | 108 DropDown  |
| 109 PopUp     | 110 StoneBod  | 111 IronBody  | 112 MetalBod  |
| 113 Barrier   | 114 AquaAura  | 115 FireAura  | 116 WoodAura  |
| 117 ElecAura  | 118 LifeAur1  | 119 LifeAur2  | 120 LifeAur3  |
| 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  
137 Bass

#### Contacting Me

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If you wish to contact me for help with MMNT here is my e-mail:  
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