

8th Pack: 2400z
9th Pack: 3000z
10th Pack: 4000z
11th Pack: 5000z
12th Pack: 6000z
13th Pack: 7500z
14th Pack: 10000z
15th Pack: 12500z
16th Pack: 15000z
17th Pack: 17500z
All extras: 20000z***

*NOTE: MegaMan begins with a Life Gauge with 5 pieces already installed.

**NOTE: The Energy Canteen comes with 3 Extra Packs already installed.

***NOTE: You can buy up to 96 Extra Packs, for a total of 1,727,100z.

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PARTS

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Power Raiser ALPHA 520z (ATK:+2 Increases Attack)
Range Booster ALPHA 400z (RNG:+2 Increases Range)
Turbo Charger ALPHA 320z (ENG:+2 Increases Energy)
Range Booster 160z (RNG:+1 Increases Range)
Turbo Charger 120z (ENG:+1 Increases Energy)

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ENERGY CANTEEN REFILL 100z per pack

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AFTER DEFENDING CITY HALL FROM THE PIRATES

ITEMS

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(all items previously available)

Flak Jacket 9500z (Reduces damage by 1/4)

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PARTS

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(all parts previously available)

Blast Unit 960z (ATK:+1 ENG:+2 Increases Attack and Energy)

Sniper Unit 860z (ENG:+1 RNG:+2 Increases Energy and Range)

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AFTER DEFEATING TEISEL'S MARLWOLF

ITEMS

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(all items previously available)

Kevlar Jacket 36000z (Reduces damage by 1/2)

Kevlar Jacket OMEGA 120000z (Reduces damage by 3/4)

Hyper Cartridge 3000z (Recharges Special Weapons)

Chameleon Net 5000z (Camouflages user for limited time)

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PARTS

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(all parts previously available)

Laser 9600z (ATK:+4 Increases Attack)

Sniper Range 7800z (RNG:+4 Increases Range)

Turbo Battery 7200z (ENG:+4 Increases Energy)

