

# Mega Man Battle Network FAQ/Walkthrough

by Girorogochou

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Mega Man Battle Network  
Battle Network Rockman EXE  
FAQ/Walkthrough  
Version 0.27  
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*****
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This FAQ/Walkthrough can only appear on the following site(s):

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>
- <http://www.supercheats.com>

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=====  
1. Introduction MME01  
=====

Welcome to my guide for Mega Man Battle Network. I started writing these guides to help all of you out with my passion for this series. This is one of my favorite Mega Man series and I have fond memories playing this during my childhood. This guide is designed to help you get to the end of the story as well as getting through the end game content. If you would like to contribute anything, feel free to Email me anything or have some requests. Enjoy!

=====  
2. Story MME02  
=====

The year is 200X...  
Every Electric device is managed by the network...  
But that convenience held a big problem...  
The advent of computer viruses and network crimes.

In the Sci-Lab, researchers are continually working hard every day to counter this problem. And...

=====  
2A. Story - Characters  
=====

MME02A

+-----  
| Good Characters \  
+-----

\*\*\*\*\*  
Lan Hikari and MegaMan.EXE  
\*\*\*\*\*

Lan is the main protagonist living in DenTown. He is a 5th grader at the local school, ACDC Elementary School. Although he does not like to study too much, his Virus busting is top-notch.

MegaMan.EXE is the other main protagonist that you control. He acts almost like a big brother to Lan. He is sincere and very honest. He has some secrets lurking in him.

\*\*\*\*\*  
Mayl Sakurai and Roll.EXE  
\*\*\*\*\*

Mayl is your neighbor and childhood friend. She is lively and kind. You'll have to do some errands for her during the game.

Roll.EXE is kind like Mayl. Although, she doesn't like fighting.

\*\*\*\*\*  
Dex Oyama and GutsMan.EXE  
\*\*\*\*\*

Lan's good friend at school. He'll put his life on the line for his friends. However, his Virus busting may need some work.

GutsMan.EXE is a typical power type NetNavi. And he has a lot of similarities with Dex.

\*\*\*\*\*  
Yai Ayanokoji and Glyde.EXE  
\*\*\*\*\*

She is 8 and already in 5th grade, that should tell you something. She is the daughter of a rich family and can be described as a rich spoiled brat sometimes.

Glyde.EXE is practically a butler NetNavi. He uses gorgeous/rare chips to fight and win battles.

+-----  
| Enemy Characters \  
+-----

\*\*\*\*\*  
Dr. Wily  
\*\*\*\*\*

A robotics expert that worked at SciLab. His research was pushed aside in favor of further developing the internet. So, he established the NetCrime syndicate World Three abbreviated as WWW. He plans for the destruction of the worldwide network.

\*\*\*\*\*  
Mr. Match and FireMan.EXE  
\*\*\*\*\*

Mr. Match wanted to ruin society, so he joined the WWW. Perhaps he needed a little more fire in his life. His partnership with FireMan.EXE isn't the greatest.

\*\*\*\*\*  
Mr. Higsby and NumberMan.EXE  
\*\*\*\*\*

The fact that Mr. Higsby loves rare chips was used for him to become a member of the WWW. NumberMan.EXE is good at calculating and loves solving codes.

\*\*\*\*\*  
Ms. Madd and ColorMan.EXE  
\*\*\*\*\*

Ms. Madd loves causing trouble towards other people. ColorMan.EXE is always smiling especially when he deletes another NetNavi.

\*\*\*\*\*  
Count Zap and ElecMan.EXE  
\*\*\*\*\*

Count Zap wants the world to go back to electricity and machines. Therefore, he joins the WWW. ElecMan.EXE as his name suggests specializes in electricity.

\*\*\*\*\*  
Mr. Yahoot and MagicMan.EXE  
\*\*\*\*\*

Mr. Yahoot is Wily's right-hand man who is also good at yoga and programming. It is unknown where he came from and why he is a part of the WWW. MagicMan.EXE is known to be the toughest Navi of WWW.

\*\*\*\*\*  
StoneMan.EXE  
\*\*\*\*\*

StoneMan.EXE is a NetNavi without an operator. He doesn't have a personality.

\*\*\*\*\*  
BombMan.EXE  
\*\*\*\*\*

BombMan.EXE also does not have an operator. He is responsible for guarding the WWW Network entrance.

\*\*\*\*\*  
Life Virus  
\*\*\*\*\*

The last boss of the game made up of the four elemental programs to destroy the planet.

\*\*\*\*\*  
PharaohMan.EXE  
\*\*\*\*\*

A legendary NetNavi lurking deep in the internet.

\*\*\*\*\*  
ShadowMan.EXE  
\*\*\*\*\*

Another mysterious NetNavi that lurks deep in the internet. A rumor says he fights like a ninja.

\*\*\*\*\*  
Bass.EXE  
\*\*\*\*\*

A NetNavi that lurks deep in the Undernet. His power is feared by everyone. He desires more power to become the strongest NetNavi. He has a grudge against human beings.

+-----  
| Other Characters \  
+-----

\*\*\*\*\*  
Eugene Chaud and ProtoMan.EXE  
\*\*\*\*\*

Chaud is an official NetBattler helping the NetPolice fight against Net-crime. ProtoMan.EXE takes down missions quickly and easily. He has a cool character.

\*\*\*\*\*  
Dr. Froid and IceMan.EXE  
\*\*\*\*\*

Dr. Froid works at the Waterworks. He cares about his family dearly and that was taken advantage of in this story. IceMan.EXE was a present from his family.

\*\*\*\*\*  
Sal and WoodMan.EXE  
\*\*\*\*\*

Sal sells obento at the lunch stand in front of the Government Complex. She cares about nature. WoodMan.EXE does not talk much but fights bravely with the viruses that invade Sal's Homepage.

\*\*\*\*\*  
Miyu and SkullMan.EXE  
\*\*\*\*\*

Miyu is a fortune teller that also sells antiques in DenTown. She does not like being the center of attention and only talks about her feelings with SkullMan.EXE.

\*\*\*\*\*

Masa and SharkMan.EXE  
\*\*\*\*\*

Masa is the guy that sells fish in front of the Government Complex right next to Sal's lunch stand. SharkMan.EXE goes to the market to get the best fish for Masa in the mornings.

\*\*\*\*\*  
Yuichiro Hikari  
\*\*\*\*\*

He is a scientist working at SciLab making the world a better place! He is also, the creator of MegaMan.EXE. He is also Lan's father.

\*\*\*\*\*  
Haruka Hikari  
\*\*\*\*\*

She takes care of the house when Yuichiro is not home. And she is also Lan's mother.

\*\*\*\*\*  
Ms. Mari  
\*\*\*\*\*

Ms. Mari is Lan's teacher at ACDC Elementary School. It is her first year teaching but she does a good job making her students learn hard. She also has a twin sister.

=====

3. Game Mechanics MME03

=====

Before starting the Walkthrough, it is good to understand a few of the basic Game Mechanics of the game including:

- Basic Controls
- Two Worlds
- Virus Busting
- Battle Chips
- Sub Screen
- Network

=====

3A. Game Mechanics - Basic Controls MME03A

=====

o-----o	o-----o
Field Screen	Sub Screen
o-----+-----+-----o	o-----+-----+-----o
A button - Talk/Examine	A button - Confirm option
B button - Hold to Dash	B button - Cancel
D-Pad - Move Character	D-Pad - Move cursor
L bumper - Talk to Lan/MegaMan	L bumper - Scroll up one page
R bumper - Jack in/Jack out	R bumper - Scroll down one page
Start - Display Sub Screen	Start - Sort (Folder/Library)
Select - Not used	Select - Not used
o-----o	o-----o

o-----o

```

| Battle Screen |
o-----+-----+-----o
| A button - Use Battle Chips |
| B button - Buster |
| D-Pad - Move MegaMan |
| L bumper - Open Custom Window (When Battle Gauge is full) |
| R bumper - Open Custom Window (When Battle Gauge is full) |
| Start - Pause |
| Select - Not used |
o-----o

```

```

o-----o
| Custom Window |
o-----+-----+-----o
| A button - Confirm a selection |
| B button - Cancel a selection |
| D-Pad - Move cursor |
| L bumper - Not used |
| R bumper - Display Battle Chip description |
| Start - Put cursor on OK |
| Select - Not used |
o-----o

```

\* Software Reset - Press Start/Select/A/B at the same time

=====  
3B. Game Mechanics - Two Worlds  
=====

MME03B

In this game, you get to control two characters: Lan and MegaMan

```

+-----+
| Real World | | Cyber World |
|
| You control Lan living in a | | You control MegaMan in the |
| world that may look like our |Jack In>>>| Cyber World where NetCrimes |
| own future. Most electronics | | occur due to Viruses and the |
| are maintained by a computer | | WWW. NetNavis are responsible |
| system. Everyone has a PET |<<Jack Out| for fighting and deleting these|
| that contains a NetNavi, who | | Viruses to bring peace back to |
| delivers mail and manages any | | the real world! |
| repairs. | |
+-----+

```

=====  
3B. Game Mechanics - Virus Busting  
=====

MME03C

-----  
Busting Level  
-----

The game will rank you on how well you fought against the enemies, which can range from 1~10 as well as an S rank with 1 being the lowest and S being the highest. The higher the rank, the more Zennys you can obtain as well as data for a new Battle Chip! The Busting Level is based on 4 criteria giving you a specific amount of points based on how you did. The total points you get decide what rank you are awarded with.

o-----o

```

      | Rank System |
o+-----+o
      | Points | Rank |
      | 11+  |  S  |
      | 10   | 10  |
      | 9    | 9   |
      | 8    | 8   |
      | 7    | 7   |
      | 6    | 6   |
      | 5    | 5   |
      | 4    | 4   |
      | 3    | 3   |
      | 2    | 2   |
      | 1    | 1   |
o-----o

```

Virus Delete Time		NetNavi Delete Time	
00:01~5:00	7 points	00:01~30:00	10 points
05:01~12:00	6 points	30:01~40:00	8 points
12:01~36:00	5 points	40:01~50:00	6 points
36:01~	4 points	50:01~	4 points

The time it takes for you to defeat Viruses/NetNavi dictates how many points you get. As you can see, the faster you defeat your enemies, the more points you are able to get.

```

      o-----o
      | Getting Hit |
o---+-----+---o
      | 0 hits | +1 points |
      | 1 hits | 0 points |
      | 2 hits | -1 points |
      | 3 hits | -2 points |
      | 4+ hits | -3 points |
o-----o

```

The number of times you get hit in battle dictates how many points you gain or lose. As you can see, if you do not get hit in battle, you are able to gain 1 point. On the other hand, if you get hit more than once, you start losing points.

```

      o-----o
      | Movement |
o-----+-----+---o
      | 0~2 Spaces | +1 points |
      | 3+ Spaces | 0 points |
o-----o

```

The number of spaces you move during the battle can also add an extra point. If you move only 0~2 spaces in a battle, you are able to gain 1 point.

```

      o-----o
      | Delete Multiple Viruses |
o+-----+o
      | Two Viruses | +2 points |
      | Three Viruses | +4 points |
o-----o

```



If you defeat multiple Viruses at once, you will get yourself a nice bonus! If you defeat two Viruses at the same time, you gain 2 extra points. If you defeat three Viruses at the same time, you gain 4 extra points!

=====

3B. Game Mechanics - Battle Chips

=====

MME03D

Battle Chips are used in combat to aid the NetNavi during battle. It is important to understand how a specific Battle Chip works and how to use it with other Battle Chips to defeat your enemies.

There are 175 Battle Chips in this game. Most of these Battle Chips will let MegaMan perform a specific attack. While some Battle Chips will support you in various ways such as healing, placing obstacles, and improving your movement capabilities.

You start out with 30 Battle Chips in your Folder. You will be able to obtain more Battle Chips by:

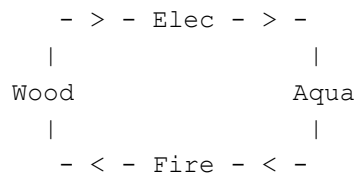
1. Finding Battle Chips in the Real World
2. Opening Mystery Data in the Cyber World
3. Obtaining Battle Chips from Viruses/NetNavis
4. Buying Battle Chips from NetMerchants
5. Trade Battle Chips with other people
6. Chip Trader at Higsby's

-----

Elemental Battle Chips

-----

There are a few Battle Chips that have a specific Element. When you use these Battle Chips against Viruses/NetNavis that has an Element that is weak against your Elemental Battle Chip, that Battle Chip will inflict double the damage!



-----

Chip Codes

-----

Every Battle Chip has a Chip Code that is a letter of the alphabet. Most Battle Chips have five different Chip Codes. During battle, you can choose as many Battle Chips that you would like that has the same Code. This opens up a variety of ways that you can fight in battle with different combinations of Battle Chips.

=====

3B. Game Mechanics - Sub Screen

=====

MME03E

-----

Folder

-----

This is where you can modify your Folder with any new Battle Chips you obtain. The Folder screen displays the Battle Chips that you can use in battle. As you can see, you must have 30 Battle Chips in your folder.

Pressing Right will take you to the Sack screen where all of your unused Battle Chips are stored. You can select a Battle Chip from this screen and switch it out with a Battle Chip in the Folder screen.

You can press the Start button to display a menu to sort all of the Battle Chips by ID, Alphabet, Code, Attack, Element, and Quantity.

Pressing the L/R bumpers lets you scroll down/up a page to make navigating through your Folder/Sack much easier.

-----  
Library  
-----

This is a list of all of the different Battle Chip data you have collected. Pressing the L/R bumpers lets you scroll down/up a page to make navigating through the Library much easier. You can use the Library to determine which Battle Chips you have not collected.

-----  
MegaMan  
-----

This is where you can check on MegaMan's status including his Level, Max HP, Armor, and Buster. For more information on this screen, head to the MegaMan section of this guide!

-----  
Email  
-----

You can read all of the Emails that Lan obtains throughout the story. Emails marked NEW have not been read yet!

-----  
Items  
-----

You can check out all of the items that you have collected throughout the story including Key Items, Addresses, and Link Memos.

-----  
Network  
-----

Using a GameBoy Advance Link Cable, you can trade Battle Chips and NetBattle with your friends.

-----  
Save  
-----

The Save Screen shows your Play Time, Data Library, the number of total Battle Chips you have, and credits (Zennys). Most importantly, you can Save your game on this screen!

If you or your friend has a GameBoy Advance Link Cable, you can trade and NetBattle each other!

\*\*\*\*\*  
 Trade  
 \*\*\*\*\*

You can trade any Battle Chip that you have to another player. You can do this to complete your Data Library or to make a strong folder.

\*\*\*\*\*  
 NetBattle  
 \*\*\*\*\*

You can either practice (test) or Battle (for real!). As the names suggest, you are just practicing or playing for fun with the Battle (test) option. While the Battle (real!) option will have the Winner get a random Battle Chip from the Loser's Sack. The higher the Busting Level, the better the chip that the Winner will obtain!

=====  
 4. Walkthrough  
 =====

This Walkthrough will get you to the end of the game. I have made the guide to make it easy to navigate by putting the names of each location/map with instructions on what you are doing in that location/map like this...

-----  
 ACDC Town  
 -----

\*Then I number the things you do, for example:

- 1) Talk to Mayl.
- 2) Head inside her house.

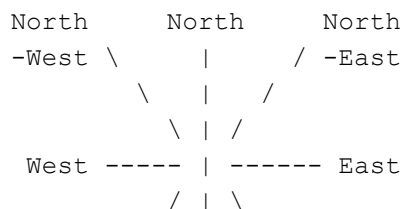
I will also put instructions on what areas you will be going through to get from point A to point B such as:

ACDC >>> Metroline ACDC Station >>> Metroline Government Complex Station >>> Government Complex >>> Waterworks Lobby >>> Waterworks

Another example with MegaMan:

Internet Area 1 >>> Internet Area 2 >>> Internet Area 4

I will be giving you directions using North, South, East, and West. Know your compass:



South / | \ South  
-West South -East

=====  
4. Walkthrough - Scenario 1: My Oven emitted Fire  
=====

MME04A

-----  
Lan's Room  
-----

Cut-Scene

1) Pick up your PET on the drawer to the right-hand side of the screen.

You get an Email from your Dad and another from the NetNews.

2) Open the Sub Screen with the START button and read the two Emails you just got.

Note: You get a "CrossGun C" chip from Dad's Email.

3) Head South-West to get out of your room.

-----  
Lan's House  
-----

1) Head to the dining table and examine it to eat breakfast. You will also get a "Recov10 A" chip!

2) Head South-East to go outside.

-----  
ACDC Town  
-----

Cut-Scene

-----  
Classroom 5A  
-----

1) Talk to Yai in front of the blackboard and say Yes for her explanation of the PET if you would like to.

2) Now talk to Dex at the back of the classroom.

Cut-Scene

3) Jack in

Cut-Scene

+-----+  
| VIRUS BUSTING 101 BATTLE 1 |  
+-----+-----+-----+  
| Mettool x 2 | You learn the basics of Virus Busting on how to use |  
+-----+ and choose Battle Chips, move during battle, the |  
| basic battle screen, and the use of the Custom Gauge. |  
| So, choose the 2 Cannon chips and use each of them on |

| the Mettools. |

+-----+

+-----+

| VIRUS BUSTING 101 BATTLE 2 |

+-----+

| Mettool x 3 | This battle will focus on learning about support |  
+-----+ chips and choosing the same coded chips to enhance |  
| your battle capabilities. As Ms. Mari mentions, |  
| choose the "Steal S" chip then the "WideSword S" chip. |  
| Use the "Steal S" chip and get in close to use the |  
| "WideSword S" chip in the middle row to defeat 2 |  
| Mettools. Press L/R when the Custom Gauge is full to |  
| bring up the Custom Window. You can choose the same |  
| two chips to defeat the last Mettool. |

+-----+

+-----+

| VIRUS BUSTING 101 BATTLE 3 |

+-----+

| Mettool x 3 | The final lesson will be on Chip ADDing. Press the |  
+-----+ ADD button without choosing a battle chip and you |  
| will head into battle. You can use your buster to |  
| start damaging the viruses, but I recommend getting |  
| used to how MegaMan moves during battle. Bring up |  
| the Custom Window when the Custom Gauge is full by |  
| pressing L/R and now you have 10 chips to choose |  
| from. As Ms. Mari mentioned, this increases the |  
| variety of chips that you can choose from. I |  
| recommend choosing the 2 "MiniBomb"s here to defeat |  
| 2 Mettools and finishing the last one off with a |  
| Sword to finish the battle. |

+-----+

4) You can either choose to leave the classroom or go talk to Dex in the back to NetBattle.

\*\*\*\*\*

BOSS FIGHT

\*\*\*\*\*

+-----

| GutsMan \

+-----+

| HP: 200 | Recommended Chips: Cannon |  
+-----+ | Element: None |  
| Reward: None |

+-----+

| Welcome to your first boss fight. This is pretty much an opportunity to |  
| implement what you have learned during the tutorial. GutsMan will use |  
| three different moves throughout the battle: |

| Shockwave- GutsMan will send a Shockwave that travels forward for 20 |  
| damage. The Shockwave cannot travel forward through holes. |

| Guts Hammer- GutsMan will move to the front of his area and slam the |  
| ground, which will crack all the panels in front of him. If |  
| you get hit by the hammer it will do 20 damage. |

| Guts Punch- GutsMan will move up to the front of the area most likely when |

you are positioned at the front and punch you for 30 damage.

Strategy: Most of GutsMan's attacks are predictable, so you can use your projectile chips such as Cannon/Shotgun/CrossGun to shoot from afar while dodging his Shockwaves. You can also implement the "Steal/WideSwrd" combo you learned during the tutorial. Be careful when there are cracked panels in the middle row though. If you step on a cracked panel and step off, the panel will break, forming a hole. GutsMan's Shockwave attacks do not travel through holes, so you can use that to your advantage to attack from afar. However, if there are holes in the middle row, you cannot move up/down, and you are pretty much stuck until the panels return. During that time, you will be susceptible to the Shockwaves.

5) Leave the classroom.

-----  
ACDC Town  
-----

You get two Emails. One from Dad and the other from Ms. Mari.

- 1) Head to your house heading South-West.
- 2) Jack into the Doghouse in front of your house.

-----  
Doghouse Computer Area  
-----

- 1) Head North.
- 2) Examine the Blue Mystery Data to obtain a "Shotgun K"!
- 3) Jack out.

-----  
ACDC Town  
-----

- 1) Go into your house.

-----  
Lan's House  
-----

- 1) Head to the living room area.

Cut-Scene

- 2) Head to your room.

-----  
Lan's Room  
-----

- 1) Jack into your computer.

-----  
Lan's Computer Area

-----  
1) Head to the warp in front of you.

-----  
Internet Area 1  
-----

Welcome to the Internet, which is made up of 16 different areas! You will be visiting the Internet throughout this game, so I recommend getting acquainted with it as much as you can. In the Internet, you will have random encounters with viruses. Use the strategies that you learned during the tutorial to defeat them. Your HP will heal automatically after each battle, so you do not have to worry about managing your health. I recommend finishing each battle in order to obtain Zennys and new battle chips. However, there are times when the enemies get tough and you might not be prepared for them. In these instances, go ahead and use your "Escape" chip to run away from battles.

- 1) Head straight until you meet up with Glyde. He will give you Yai's Address, "@Yai".
- 2) Head North-East and take the only path available until you get to a split.
- 3) We are going to take the left path, there is only a dead end to the right.
- 4) Go past the Skull Gate and go down the hill.
- 5) Take the path heading West and follow the path to another split.
- 6) Take the path heading South-East and follow the path to a Net Merchant.  
I recommend buying one HPmemory for 500 Zennys. The HPmemory will increase your HP by 20!
- 7) Take the path to the East of the Net Merchant until you see a Green Robot.  
This is the lost program that Glyde was looking for.
- 8) Talk to the lost program and head back towards the Net Merchant.
- 9) Go past the Net Merchant to the split from Step 5.
- 10) Follow the path heading West to get to a terminal.
- 11) Go through the terminal with Yai's Address.

-----  
Yai's Portrait Computer Area  
-----

- 1) Talk to Glyde. You get a "Spreader I" as a reward!
- 2) Keep on following the path until you get to a Green Mystery Data. It is a "Recov30 L"!
- 3) Jack out.

Note: I would replace one of the "Recov10 A" chip with the "Recov30 L" chip that you just obtained.

-----  
Lan's Room  
-----

- 1) Head downstairs.

Cut-Scene

-----  
Lan's House  
-----

- 1) Talk to your Mom.
- 2) Jack into the Oven.

-----  
Oven Computer Area 1  
-----

- 1) Talk to the Programs if you want and head South-West.
- 2) You should see two flames and a Program right next to them. We cannot do anything yet, so let us first grab the Green Mystery Data to the left that contains a "Shotgun Q".
- 3) Head back to where the flames are and follow the path to the right to a battle with one Mettool.
- 4) Follow the path to a Purple Mystery Data containing "400 Zennys"!
- 5) Keep heading North-West and follow the path to a split.
- 6) Take the North-West path to an open area with a Blue Mystery Data that contains a "Steal A" chip.
- 7) Head back to the split.
- 8) Take the South-West path to a Green carpeted area with a Program.
- 9) Talk to the Program to acquire the "IceBlock" program.
- 10) Now turn back and follow the path.

Cut-Scene

-----  
Lan's House  
-----

Cut-Scene

- 1) Head to your room.

-----  
Lan's Room  
-----

- 1) Examine the drawer/toolbox to the right of the computer to get the "WaterGun"!
- 2) Head downstairs.

-----  
Lan's House  
-----

Cut-Scene

-----  
Oven Computer Area 1  
-----

- 1) Follow the path North-East and take the small path to the right with the Green Mystery Data.
- 2) It contains a "Sword B"! Follow the path heading South to a split.
- 3) Take the path heading South-West to two fires.
- 4) Use the "IceBlock" program to extinguish one of the flames.
- 5) Examine the Blue Mystery Data that contains "200 Zennys"!
- 6) Head through the teleporter.

-----  
Oven Computer Area 2  
-----



- 1) Follow the path to two flames.
- 2) Take the North-West path to a Blue Mystery Data that contains another "Shotgun Q"!
- 3) Extinguish one of the flames above you. You should have 5 remaining.
- 4) Follow the path to a Green Mystery Data containing 500 Zennys.
- 5) Extinguish the flame closest to you, which should open up the path to the left. 4 IceBlocks remaining.
- 6) Follow the path to a Purple Mystery Data containing a "LilBomb T"!
- 7) Head South and extinguish the flames to open a path to where the Program is to the South-West. (You need a minimum of 2 IceBlocks.)
- 8) Go ahead and SAVE your game. We have a boss fight coming up. To prepare for this fight, I recommend putting any "ShokWave K" chips you may have obtained during the random encounters with the Mettools. If you have not obtained any at this point, you can choose to farm at least 2-3 of those chips in the area if you would like.
- 9) When you are ready, follow the path to confront FireMan.

Cut-Scene

\*\*\*\*\*  
 BOSS FIGHT  
 \*\*\*\*\*

```

+-----
| FireMan \
+-----+-----+-----+
| HP: 300          | Recommended Chips: Cannon, Sword, ShokWave |
| Element: Fire    |-----+-----+-----+
| Reward: 1000 Zennys |
+-----+-----+-----+
|
| Your first official boss battle. FireMan will use three different attacks:
|
| Fire Arm:      FireMan will shoot out a flamethrower in front of him that
|                 covers the entire row for 20 damage.
|
| Fire Tower:    FireMan will summon a Flame Tower that travels forward, which
|                 moves up/down based on where you are standing. The tower does
|                 15 damage.
|
| Burner Bomb:   FireMan will launch 3 bombs into your field. When the bombs
|                 explode, it will leave the panels on fire for a while. The
|                 bombs have 8 HP and the fire will cause 10 damage.
|
| Strategy:      FireMan tends to take about a second or two before initiating
|                 attacks. Therefore, you can use that to your advantage. After he
|                 moves around his field a couple of times, he will stand still and
|                 fire up an attack animation. As soon as you see him do this, go
|                 ahead and fire a Cannon/Shotgun. When he is performing his Fire
|                 Tower, he will be standing there until the attack animation ends
|                 as well. So, you can also use that opportunity to use a ShokWave
|                 that can go through his Flame Tower.
+-----+-----+-----+

```

Cut-Scene

```

-----
Lan's House
-----

```

Cut-Scene

- 1) Head to your room.

-----  
Lan's Room  
-----

- 1) Examine the bed to sleep. SAVE if you want.

=====  
4. Walkthrough - Scenario 2: School Jack  
=====

MME04B

Cut-Scene

-----  
Cross Hall  
-----

You get two Emails, one from NetNews and one from Yai.

- 1) Head to the left.

-----  
First Floor Hallway  
-----

- 1) Enter the door closest to you.

-----  
Infirmary  
-----

- 1) Examine the medicine cabinet to the right of the bed. You will get a "Recov50 G" chip!
- 2) Leave the room.

-----  
First Floor Hallway  
-----

- 1) Enter the green door right next to you.

-----  
AV Room  
-----

- 1) Examine the desk in front of the blackboard. You get a "Repair A" chip!
- 2) Leave the room.

-----  
First Floor Hallway  
-----

- 1) Now go down the hall to where a guy in a green shirt is standing.
- 2) Enter the orange door behind him.

-----  
Second Floor Hallway

- 
- 1) Head North-East to the end of the hall with a couple of desks.
  - 2) Examine the desks to get a "X-Panel1 B" chip!
  - 3) Head back down the hall and enter the green door.

-----  
Library  
-----

- 1) Head to the back of the room and examine the shelves on the North-Eastern wall to get an "Escape H" chip!
- 3) Leave the room.

-----  
Second Floor Hallway  
-----

- 1) Head down South to the end of the hallway.
- 2) Enter the door.

-----  
Classroom 5A  
-----

Cut-Scene

- 1) Talk to everyone in the classroom.

Cut-Scene

- 2) Talk to Dex.

Cut-Scene

- 4) Talk to Mayl and she will give you the "Roll R" chip.
- 5) Jack into the blackboard.

-----  
School Computer Area 1  
-----

Cut-Scene

- 1) Head North-West and follow the path through a narrow pathway to a split.
- 2) Take the North-East path to a Blue Mystery Data containing a "ShokWave L"!
- 3) Head back to the split.
- 4) Take the North-West path to the end to get to Area 2.

-----  
School Computer Area 2  
-----

- 1) Follow the path to get to a split.
- 2) Obviously, the North-East path is a dead end, so head South-East to another split.
- 3) Go down the hill and follow the path to a Blue Mystery Data containing 800 Zennys.
- 4) Head back to the split.
- 5) Take the other path to get to a different section of Area 1.

-----  
School Computer Area 1  
-----

- 1) Follow the path to a Gate protected with a Passcode. The Passcode hint is the number of chairs in Classroom 5A.

-----  
Classroom 5A  
-----

- 1) Count the chairs in this room.
- 2) Press L to talk to MegaMan.
- 3) Say yes to his question. Input the number as 09.

-----  
School Computer Area 1  
-----

- 1) Follow the path to an open classroom area.
- 2) Take the North-East path to Area 2.

-----  
School Computer Area 2  
-----

- 1) Follow the path until you get to an intersection. You have to go straight,
- 2) Take the South-Eastern path to get to a Blue Mystery Data containing a "HiCannon I" chip!
- 3) Head back to the intersection.
- 4) Take the North-Eastern path and up the hill to get to another Gate. This Gate wants the number of volumes of the History of the World books in the Library.

-----  
Classroom 5A  
-----

- 1) Head to the Library.

Classroom 5A >>> Second Floor Hallway >>> Library

-----  
Library  
-----

- 1) Head South-West all the way to the bookshelves in front of the window.
- 2) Examine the bookshelf.
- 3) Talk to MegaMan and input the number 30.

-----  
School Computer Area 2  
-----

- 1) Follow the path to another Gate.
- 2) This Gate is special with no hints for the passcode. We need to actually guess what the passcode is. I would input 50 first. The Gate will tell you if your number is too low/high. If your number is too low, then choose 75 and if the number is too high, choose 25. The Gate will also tell you if a

specific digit is correct. Repeat this process until you get the passcode. If you get the passcode wrong too many times, the code will change and you will have to do it all over again. I would recommend saving before attempting this.

3) Follow the path to Area 4 when you have solved the code.

-----  
School Computer Area 4  
-----

- 1) Follow the path to a NetNavi.
- 2) Examine the Blue Mystery Data right next to you that contains 400 Zennys.
- 3) Follow the only path available to Area 3.

-----  
School Computer Area 3  
-----

- 1) Follow the path to the end while skipping one Gate.
- 2) You should be right next to another Gate. This Gate also has a passcode without a hint, so figure out the code using the same strategy as the last one.
- 3) After you solve the code, head into the cyber classroom and you should see a Blue Mystery Data containing an HPmemory. (There is an easier way of getting this HPmemory. You just have to go to Classroom 1A, and Jack in from there to get into the cyber classroom)
- 4) Head back to the Gate that you skipped. This Gate wants the number of doors in this school.

-----  
Library  
-----

- 1) Do you really want to go and count all of the doors in this school?
- 2) Talk to MegaMan and input the number 15. The Gate should open. Yeah there are only 15 doors in this school...

-----  
School Computer Area 3  
-----

- 1) Enter the cyber classroom and head North-East to a split.
- 2) Take the South-Western path first to get to a Blue Mystery Data containing a "Spreader H"!
- 3) Head back to the split and take the North-Eastern path to Area 4.

-----  
School Computer Area 4  
-----

- 1) Follow the path to a split.
- 2) Take the North-Western path and follow the path until you get to a Mini-cyber classroom.
- 3) There should be two narrow pathways here. Take the right path that leads to a small square (not the one leading to the cyber desks).

Cut-Scene

-----  
Library

-----  
1) Head to the First Floor Hallway.

Library >>> Second Floor Hallway >>> First Floor Hallway

-----  
First Floor Hallway  
-----

1) Enter the AV Room.

Cut-Scene

2) Alright, now go in.

-----  
AV Room  
-----

1) Examine the desk closest to the front door and restart the computer.

-----  
School Computer Area 4  
-----

- 1) Follow the path to another split.
- 2) Head up the North-Western path and follow the path to a Blue Mystery Data containing a "Quake1 A" chip!
- 3) Head back to the split
- 4) Examine the Gate to the right. It is another Gate without a hint. Use the same strategy as before.
- 5) Enter Area 5 when you have figured out the code.

-----  
School Computer Area 5  
-----

- 1) Follow the path to a split.
- 2) Head South-West to get to a Blue Mystery Data that contains a "Cannon C" chip!
- 3) Head back to the split.
- 4) Follow the other path to the last Gate.
- 4) You need an ID card that only your teacher has for this Gate.

-----  
AV Room  
-----

1) Leave the room.

-----  
First Floor Hallway  
-----

1) Head North-East.

-----  
Cross Hall  
-----

1) Enter the double doors on the other side.

-----  
Lounge Hall  
-----

1) Enter the door closest to you.

-----  
Storage  
-----

1) Talk to Ms. Mari. Go ahead and help her out.

Cut-Scene

You get the School ID.

2) Leave the room.

-----  
Lounge Hall  
-----

1) Head North-East.

2) Examine the machine right next to the door and use the School ID.

-----  
School Computer Area 5  
-----

- 5) SAVE here. As soon as you enter the Gate, you will enter a boss fight. In preparation for the battle, remember to put the "Cannon C" chip into your deck. You should have Cannons A, B, and C now. During battle, try to get these three chips and choose them in that order to activate a Program Advance. I also recommend ShokWave, Quake, and Spreader chips.
- 6) Examine the Gate and figure out the last passcode.

Cut-Scene

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----+  
| NumberMan \  
+-----+-----+  
| HP: 500 | Recommended Chips: ShokWave, Quake1, Spreader |  
| Element: None |-----+  
| Reward: 1500 Zennys |  
+-----+ |  
NumberMan will be standing at the back of his area while performing three	
different attacks:	
Number Ball: NumberMan will send three balls lined up in a column towards	
you. Each ball will display a number, which represents how	
many HP the ball has. Each ball inflicts 20 damage.	
Time Bomb: NumberMan will summon a Time Bomb. When the timer hits zero,	

it will explode and hit your field, one column at a time. The bomb inflicts 40 damage.

Dice Bomb: NumberMan will throw a dice into your field. Just like the Time Bomb, it will explode after a second or two hitting your field, one column at a time. The bomb inflicts the dice roll x 10 damage.

Strategy: You can pause the game as soon as NumberMan sends the three

balls. He does have 500 HP, so we would like to conserve our chips for doing some damage against him. Therefore, use your buster to shoot the ball that has the least HP usually at around 5-8 HP. When NumberMan throws a Dice Bomb/summons a Time Bomb, get right next to the bomb and shoot it with your buster as if your life depends on it. Both bombs have 10 HP. While all of this is happening, use your throwing chips such as Quake/LilBombs to damage NumberMan. ShokWave is effective because it can pierce through the Number Ball. When you get the three Cannon chips, activate the Program Advance by choosing the three chips in the order A,B,C and entering battle. The game will prompt you that you have activated P.A. Z-Cannon 1. This PA will let you use the Cannon chip repeatedly for 5 seconds, which is very effective for this battle.

-----  
Cut-Scene

=====  
4. Walkthrough - Scenario 3: Subway Incident!?

MME04C  
=====

-----  
Classroom 5A  
-----

Cut-Scene

1) Head to the Storage.

Classroom 5A >>> Second Floor Hallway >>> First Floor Hallway >>>  
Cross Hall >>> Lounge Hall >>> Storage

-----  
Storage  
-----

1) Examine the shelf in front of you for a HPmemory.  
2) Head to the Cross Hall.

Storage >>> Lounge Hall >>> Cross Hall

-----  
Cross Hall  
-----

1) Exit the school.  
-----



School Gate

-----

- 1) There is a car to the left.
- 2) Jack into the car.

-----

Car Computer Area

-----

- 1) Head North-East. There should be a Blue Mystery Data containing an HP Memory.
- 2) Jack out.

-----

School Gate

-----

- 1) Head south to exit the school.

-----

ACDC Town

-----

- 1) Head West until you see a large yellow house. This is Yai's House!
- 2) Go inside.

-----

Yai's House

-----

- 1) Head straight to the Western corner.
- 2) Jack into the Telephone.

-----

Telephone Computer Area

-----

- 1) Head to the West for a Blue Mystery Data containing an "Escape J" chip!
- 2) Head to the East for a Blue Mystery Data containing "1000 Zennys"!
- 3) Jack out.

-----

Yai's House

-----

- 1) Head outside.

-----

ACDC Town

-----

- 1) Head all the way South to a small building with a sign on top. This is the entrance to the Metro.
- 2) Head inside.

-----

Metroline ACDC Town Station

-----

- 1) Talk to everyone, especially the guy in the back.
- 2) Ask him what happened.
- 3) Head back up to ACDC Town.

-----  
ACDC Town  
-----

- 1) To the right of the Metro entrance is Dex's House.
- 2) Head inside.

-----  
Dex's House  
-----

- 1) Jack in to Dex's Computer.

-----  
Dex's Computer Area  
-----

- 1) Head North-East and follow the path to a Blue Mystery Data containing Dex's address, "@Dex"!
- 2) Examine the Green Mystery Data that contains a "X-Panel3 B" chip!
- 3) Jack out.

-----  
Dex's House  
-----

- 1) Jack into the Game System (GameCube).

-----  
Game System Computer Area  
-----

- 1) Head North to a Blue Mystery Data containing a "CrossGun K" chip!
- 2) Jack out.

-----  
Dex's House  
-----

- 1) Head outside.

-----  
ACDC Town  
-----

- 1) Head to your house.
- 2) The pink house to the left is Mayl's House.
- 3) Enter her house.

-----  
Mayl's House  
-----

- 1) Jack into the Piano.
-

Mayl's Piano Computer Area

- 
- 1) Follow the path North-West and around the two corners to get to a Blue Mystery Data that contains Mayl's Address, "@Mayl"!
  - 2) Examine the Green Mystery Data that contains a "Recov50 L" chip! Do not put this in your Chip Folder. We will be giving this chip away later.
  - 3) Jack out.

-----  
Mayl's House

- 
- 1) Go upstairs.

-----  
Mayl's Room

- 
- 1) Jack into the doll (Servbot).

-----  
Doll Computer Area

- 
- 1) Head to the East for a Blue Mystery Data that contains an HPmemory.
  - 2) Jack out.

-----  
Mayl's Room

- 
- 1) You can talk to Mayl behind the ladder. She will call you a pervert for watching her undress.
  - 2) Head to Lan's Room.

Mayl's Room >>> Mayl's House >>> ACDC Town >>> Lan's House >>> Lan's Room

-----  
Lan's Room

- 
- 1) Jack in.

-----  
Lan's Computer Comp

- 
- 1) Head to the warp.

-----  
Internet Area 1

- 
- 1) Head to the Net-Merchant. Do you remember the path?
  - 2) Follow the path North-East to the very end.
  - 3) Take the path to the right and follow this path to a split.
  - 4) Take the left path and go past the Skull Gate and head down the hill.
  - 5) Follow the North-West path to a split.
  - 6) Take the South-East path to get to the Net Merchant.

- 7) I recommend buying one HPmemory and a PowerUP. Use the PowerUP by bringing up the Sub Screen and select MegaMan. You can use the PowerUp to raise MegaMan's Attack, Rapid, or Charge. I recommend using it on the Attack or the Charge. Use it on Attack to increase the damage dealt with each shot. Use it on Charge to use a charged attack by holding the B button.
- 8) Take the path to the right of the Net Merchant back to where the lost program was from Scenario 1.
- 9) Follow the path to the East to get a terminal.
- 10) Use @Dex to access it.

-----  
Dex's Computer Area  
-----

- 1) Nothing to do here, head back through the warp.

-----  
Internet Area 1  
-----

- 1) Head to the east and follow the path to the end. We need to get access from Dex apparently.
- 2) Jack out.

-----  
Lan's Room  
-----

- 1) Head outside.

Lan's Room >>> Lan's House >>> ACDC Town

-----  
ACDC Town  
-----

- 1) You get an Email from Dex.
- 2) Read the Email.
- 3) Head to Dex's House.

-----  
Dex's House  
-----

- 1) SAVE your game. We have a stronger GutsMan to fight apparently.
- 2) Talk to Dex and give him the "Recov50 L" chip. Let the fight begin!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| GutsMan V2 \  
+-----+

HP: 400	Recommended Chips: Quakel, WideSword, P.A. Z-Cannon 1	
Element: None		
Reward: GutsMan G		
"/Dex"		
+-----+		
Dex says GutsMan is stronger. However, only his HP increased and maybe he		

| moves a little quicker. Nothing else has changed though. You have more HP, |  
| a stronger buster, and a variety of chips. GutsMan will continue to use the |  
| three attacks that he used before: |

| Shockwave- GutsMan will send a Shockwave that travels forward for 20 |  
| damage. The Shockwave cannot travel forward through holes. |

| Guts Hammer- GutsMan will move to the front of his area and slam the |  
| ground, which will crack all the panels in front of him. If |  
| you get hit by the hammer it will do 20 damage. |

| Guts Punch- GutsMan will move up to the front of the area most likely when |  
| you are positioned at the front and punch you for 30 damage. |

| Strategy: As mentioned earlier, GutsMan continues to use the same attacks |  
| from the last battle. GutsMan's attacks are still predictable, so |  
| you can continue to use your projectile chips such as |  
| Cannon/Shotgun to shoot from afar while dodging his Shockwaves. |  
| You can also use the P.A. Z-Cannon 1 as well. Continue to pummel |  
| him with your chips as you sprinkle in some buster attacks. |

+-----+

3) Jack in to Dex's Computer.

-----  
Dex's Computer Comp  
-----

1) Follow the path and use the warp to enter Internet Area 1.

-----  
Internet Area 1  
-----

1) Head to the path to the right and use Dex's Link Memo, "/Dex". Now you can enter Internet Area 2!

-----  
Internet Area 2  
-----

- 1) Follow the path to a split.
- 2) Follow the North-West path to a split.
- 3) Take the South-West path and up the hill and follow the path to a circular panel.
- 4) Take the North-East path to another split.
- 5) Follow the South-East path and down a hill to another circular panel.
- 6) Take the South-West path and follow it up a hill to a split.
- 7) Follow the South-West path to a Blue Mystery Data containing a "MiniBomb P" chip!
- 8) Head back to the split and take the North-West path to another circular panel.
- 9) Take the North-East path and down the hill.
- 10) Follow the path to another hill and SAVE.
- 11) When you are ready, head up the hill to meet StoneMan.

Cut-Scene

\*\*\*\*\*

BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| StoneMan \
+-----+-----+
| HP: 600           | Recommended Chips: Steal, Quake1, P.A Z-Cannon 1   |
| Element: None     |-----+-----+
| Reward: 2000 Zennys |
+-----+-----+
|
| StoneMan has a lot of HP but does not move from where he starts. Therefore,
| you should be able to accurately hit him with any battle chip. StoneMan has
| three attacks:
|
| RockCube: StoneMan will summon a RockCube on your side of the field. The
| cube is merely there to get in your way. When he summons a
| second RockCube, the first one will disappear.
|
| Stone Drop: StoneMan will hit the ground and drop 3 stones on your side of
| the field. You can see the shadows of the stones before they
| fall, so move out of the way. The stones inflict 30 damage.
|
| Laser: StoneMan will summon a Tower that shoots a laser down the whole
| row. As soon as you see the towers right next to him disappear,
| this is the cue that he will start using this attack. He will
| use this attack when his HP gets low. The laser inflicts 70
| damage so be careful!
|
| Strategy: I recommend focusing on dodging the Stones when StoneMan uses
| that attack. Use your battle chips after you are done dodging. To
| make dodging easier, you can also use "Steal" chips to increase
| your side of the field. When he starts using his Laser attacks,
| focus on moving up/down as soon as you see his tower shows up.
| Continue to pummel him with battle chips and the victory should
| be yours.
+-----+-----+
```

Cut-Scene

12) Jack out.

```
-----
Dex's House
-----
```

1) Head to the Metro ACDC Town Station.

Dex's House >>> ACDC Town >>> Metroline ACDC Town Station

```
-----
Metroline ACDC Town Station
-----
```

- 1) Buy a ticket from the ticket machine. Elementary students ride for FREE!
- 2) Head to the gate and go through.

```
-----
Metroline Government Complex Station
-----
```

1) Head outside.

-----  
Government Complex  
-----

Welcome to the Government Complex! This is the second area of the game that becomes the setting for the next few scenarios.

- 1) Head North-East until you get to the circular design on the floor.
- 2) Continue North-East to an open area with a girl behind a counter selling box lunches.
- 3) Jack into her stand.

-----  
Sal's Stand Computer Area  
-----

- 1) Follow the path to the East and you will eventually come to a Blue Mystery Data that contains Sal's Address, "@Sal"!
- 2) Continue to follow the path North-West to a Green Mystery Data that contains a "Recov120 A" chip!
- 3) Jack out.

Note: There are some strong viruses in this area. I recommend saving every turn/steps.

-----  
Government Complex  
-----

- 1) Talk to the girl and accept her all-natural lunch. We find out her name is Sal and she wants to practice NetBattling with you.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----+  
| WoodMan \  
+-----+-----+  
| HP: 500 | Recommended Chips: Cannon, Quakel, Steal, Sword |  
| Element: None |-----|  
| Reward: 2000 Zennys |  
| "/Sal" |  
+-----+-----+  
|  
| WoodMan jumps from panel to panel in order to maneuver around his field. |  
| Therefore, he is an easy target to hit. However, WoodMan will also summon |  
| 3-5 wooden spikes on your field every time he lands. WoodMan has three |  
| different attacks: |  
|  
| Woody Tower: WoodMan will throw a seed on his side of the field, which |  
| sprouts into a Wood spike that travels down the row towards |  
| you. The Wood Tower inflicts 50 damage. |  
|  
| Death Forest: WoodMan will press down into the floor causing 4-5 wooden |  
| spikes that appear on your side of the field. The panels will |  
| become highlighted but it is pretty hard to dodge due to how |  
| fast the spikes come up. The attack inflicts 50 damage. |

|  
| Growth: WoodMan will throw a seed on his side of the field, which |  
| sprouts into a tree. If you do not destroy this tree in time, |  
| the tree will drop an apple. If WoodMan lands on the apple, |  
| he heals 200 HP. |

|  
| Strategy: At this stage of the game, WoodMan will probably be one of the |  
| first tough fights you will have. WoodMan may be slow, but his |  
| attacks do about a quarter of our HP. I recommend focusing on |  
| dodging while using battle chips after he is done attacking. If |  
| you continue to struggle against WoodMan, come back here after |  
| your HP is higher and have stronger battle chips. |

- +  
2) Head South-West to where the circular design is.  
3) Take the North-West path to enter the building.

-----  
Waterworks Lobby  
-----

- 1) Head North-East a little bit and enter the area with the TVs.  
2) Jack into the TV.

-----  
TV Computer Area  
-----

- 1) Head towards the West side to a Blue Mystery Data containing an "Escape I"  
chip!  
2) Jack out.

-----  
Waterworks Lobby  
-----

- 1) Head out of the TV area and head North to a vending machine.  
2) Jack in.

-----  
Waterworks Vending Machine Computer Area  
-----

- 1) Head North to a Blue Mystery Data that contains a "Spreader J" chip!  
2) Jack out.

-----  
Waterworks Lobby  
-----

- 1) Head South-East and past the elevator to the next room.

-----  
Breezeway  
-----

- 1) As the name states just breeze through this area.  
-----



SciLab Lobby

-----

- 1) Head North-East and continue to the Northern area with a vending machine.
- 2) Jack into the broken vending machine.

-----

SciLab Vending Machine Computer Area

-----

- 1) Head to the West side to find a Blue Mystery Data containing 5000 Zennys!
- 2) Jack out.

-----

SciLab Lobby

-----

- 1) Talk to the lady at the counter to the left. Say "Yes" to both of her questions.
- 2) Examine the panel on the wall to the left.

-----

Dad's Laboratory

-----

- 1) Follow the path into Dr. Hikari's lab.
- 2) Head to the east to where the large monitor is.
- 2) Jack into the monitor.

-----

Large Monitor Computer Area

-----

- 1) Grab the Blue Mystery Data in front of you that contains a "HiCannon J" chip.
- 2) Jack out.

-----

Dad's Laboratory

-----

- 1) Head to where the computers are.
- 2) Jack into the Computer.

-----

Dad's Computer Area

-----

- 1) Talk to the caretaker Program.

Cut-Scene

- 2) Head North-East to a Blue Mystery Data that contains Dad's Address, "@Dad".
- 3) You can use the "virus machine" to the right if you would like.
- 4) Jack out.

-----

Dad's Laboratory

-----

- 1) Time to go home. Head to the elevator.
- 2) Examine the panel to use the elevator.

-----  
SciLab Lobby  
-----

- 1) Head South-West to head out.

-----  
Breezeway  
-----

- 1) Breeze through to the other side.

-----  
Waterworks Lobby  
-----

- 1) Go out the way you came in.

-----  
Government Complex  
-----

- 1) Head to the Metro.

-----  
Metroline Government Complex Station  
-----

- 1) Get a ticket.
- 2) Go through the gate.

-----  
Metroline ACDC Town Station  
-----

- 1) Go outside.

-----  
ACDC Town  
-----

You get an Email from your dad.

- 1) Read the Email to get an HPmemory and a PowerUP. Go ahead and use your PowerUP on MegaMan.
- 2) Head to your room.

ACDC Town >>> Lan's House >>> Lan's Room

-----  
Lan's Room  
-----

- 1) Go to bed.

Cut-Scene

-----  
Lan's Room  
-----

Cut-Scene

1) Go downstairs.

-----  
Lan's House  
-----

Cut-Scene

1) Go outside.

-----  
ACDC Town  
-----

Cut-Scene

-----  
School Gate  
-----

Cut-Scene

1) Head to Classroom 5A.

School Gate >>> Cross Hallway >>> First Floor Hallway >>> Second Floor Hallway  
>>> Classroom 5A

-----  
Classroom 5A  
-----

1) You can talk to everyone but talk to Yai to progress the story.

Cut-Scene

2) You can NetBattle Dex if you would like for some extra Zennys.  
3) If not get out of the school.

Classroom 5A >>> Second Floor Hallway >>> First Floor Hallway >>>  
School Hallway >>> School Gate >>> ACDC Town

-----  
ACDC Town  
-----

1) Head South-West a little bit. There is a new store open in town.  
2) Enter Higsby's.

-----  
Higsby's

- 
- 1) Mr. Higsby is back! There are four things that you can do here:
    1. Buy chips from Mr. Higsby
    2. Use the Chip Trader
    3. Use the Chip Trader Special
    4. Battle NumberMan in the blue/yellow machine to the right

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| NumberMan V2 \
+-----+-----+
| HP: 600          | Recommended Chips: ShokWave, Quake1, Spreader |
| Element: None   |-----+
| Reward: NumbrMan N |
+-----+
|
| Number Ball: NumberMan will send three balls lined up in a column towards
|                you. Each ball will display a number, which represents how
|                many HP the ball has. Each ball inflicts 20 damage.
|
| Time Bomb:      NumberMan will summon a Time Bomb. When the timer hits zero,
|                it will explode and hit your field, one column at a time. The
|                bomb inflicts 40 damage.
|
| Dice Bomb:      NumberMan will throw a dice into your field. Just like the
|                Time Bomb, it will explode after a second or two hitting your
|                field, one column at a time. The bomb inflicts the dice roll
|                x 10 damage.
|
| Strategy:       NumberMan gained 100 HP since the last time you fought him.
|                Continue to pause the game when NumberMan sends the three balls
|                to destroy them with your buster. Use the same strategy as last
|                time and use throwing chips such as Quake/LilBombs to damage
|                NumberMan as well as piercing chips like ShokWave. Go ahead and
|                use PA Z-Cannon 1, which is still effective.
+-----+-----+
```

- 2) Leave the store.

Note: If you have not defeated WoodMan yet, I recommend using the Chip Trader here to hopefully get some useful chips.

-----  
ACDC Town  
-----

- 1) Head to your room.

ACDC Town >>> Lan's House >>> Lan's Room

-----  
Lan's Room  
-----

- 1) Jack in.

-----  
Lan's Computer Area  
-----

1) Go to the warp.

-----  
Internet Area 1  
-----

- 1) Head to where the Skull Gate is.
- 2) Head North-West and down the hill.
- 3) Take the path going North-East that is leading to a dead end.
- 5) SAVE. I believe you do not have to make any modifications to your chip folder for the next battle.
- 6) When you are ready, head the dead end to face FireMan V2.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| FireMan V2 \
+-----+-----+
| HP: 400          | Recommended Chips: Quake1, HiCannon, P.A. Z-Cannon 1 |
| Element: Fire   |-----+-----+
| Reward: FireMan F |
+-----+-----+
|
| Fire Arm:      FireMan will shoot out a flamethrower in front of him that
|                covers the entire row for 20 damage.
|
| Fire Tower:   FireMan will summon a Flame Tower that travels forward, which
|                moves up/down based on where you are standing. The tower does
|                15 damage.
|
| Burner Bomb:  FireMan will launch 3 bombs into your field. When the bombs
|                explode, it will leave the panels on fire for a while. The
|                bombs have 8 HP and the fire will cause 10 damage.
|
| Strategy:     FireMan continues to inflict the same amount of damage that he
|                dealt since the first battle. FireMan V2 has more health and
|                moves a little faster. Use the same strategy you used last time
|                such as attacking him before he initiates his attacks.
+-----+-----+
```

- 7) Head to the Net Merchant.
- 8) I recommend buying one HPmemory and a PowerUP.
- 9) Take the path to the right of the Net Merchant towards Internet Area 2.

Note: If you have not defeated WoodMan yet, go fight him right NOW! Use the "FireMan" chip to inflict double damage! You are going to need Sal's Link Memo, "/Sal" to enter Internet Area 3.

-----  
Internet Area 2  
-----

We will be heading to Internet Area 3 next. The path is pretty similar to what you followed to get to StoneMan in Scenario 3.

- 1) Follow the path to a split.
- 2) Follow the left path and take the first turn you see.
- 3) Go up the hill and follow the path to a circular panel with a split.
- 4) Take the North-East path to another split.
- 5) Follow the South-East path and down a hill to another circular panel.
- 6) Take the South-West path and follow it up a hill to a split.
- 7) Last time we took the South-West path, this time you are going to take the North-East path.
- 8) Follow the path to a cross section.
- 9) Take the North-East path to a circular panel.
- 10) Follow the path to the right and down South.
- 11) Use Sal's Link Memo, "/Sal" to enter Internet Area 3.

-----  
Internet Area 3  
-----

- 1) Follow the path to a split.
- 2) Take the North-East path to an Access terminal.
- 3) Use Sal's Address, "@Sal" to enter.

-----  
Sal's Stand Computer Area  
-----

- 1) Head back to Internet Area 3.

-----  
Internet Area 3  
-----

- 1) Head back to the split.
- 2) Follow that path to a Net Merchant.
- 3) Examine the Blue Mystery Data to get 1000 Zennys!
- 4) If you have the money, buy the WoodArmr. Bring up the Main menu and head to MegaMan to equip the WoodArmr.
- 5) Follow the path to the right to a split.
- 6) Take the right path to get to another Access terminal.
- 7) Use Dad's Address, "@Dad" to enter.

-----  
Dad's Computer Area  
-----

- 1) Head back to Internet Area 3.

-----  
Internet Area 3  
-----

- 1) Head back to the split.
- 2) SAVE. Again, I believe no modifications are needed for your chip folder.
- 3) Follow the North-Western path into a square panel. Continue going forward to fight StoneMan V2!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----

| StoneMan V2 \

```
+-----+
| HP: 700           | Recommended Chips: Quake1, Steal, P.A. Z-Cannon 1 |
| Element: None     |-----+
| Reward: StoneMan S |
+-----+
|
| RockCube: StoneMan will summon a RockCube on your side of the field. The
| cube is merely there to get in your way. When he summons a
| second RockCube, the first one will disappear.
|
| Stone Drop: StoneMan will hit the ground and drop 3 stones on your side of
| the field. You can see the shadows of the stones before they
| fall, so move out of the way. The stones inflict 30 damage.
|
| Laser: StoneMan will summon a Tower that shoots a laser down the whole
| row. As soon as you see the towers right next to him disappear,
| this is the cue that he will start using this attack. He will
| use this attack when his HP gets low. The laser inflicts 70
| damage so be careful!
|
| Strategy: You have stronger chips now as well as an enhanced buster. As
| long as you are careful with the stones, you should be able to
| defeat StoneMan V2 with ease. I personally used a "Steal" chip to
| get closer to him and pummeled him with the buster.
|
+-----+
```

- 4) Continue following the path to a split.
- 5) Head North-West to a Green Mystery Data that contains a "RockCube O" chip!
- 6) Jack out.

-----  
Lan's Room  
-----

- 1) Head to the Metro.

Lan's Room >>> Lan's House >>> ACDC Town

-----  
ACDC Town  
-----

- 1) Talk to the old man in front of the Metro. He lost his dentures.
- 2) Head North-East to get to the park.
- 3) Examine the Trees in the North-East corner.
- 4) Head back to the old man and hand him his dentures. He will give you a "Recov80 G" chip as a reward.
- 5) Now head inside the Metro.

ACDC Town >>> Metroline ACDC Town Station

-----  
Metroline ACDC Town Station  
-----

You get an Email from Yai.

- 1) Get a ticket and go through the gate.

-----  
Metroline Government Complex Station  
-----

- 1) Head outside.

-----  
Government Complex  
-----

- 1) Head into the Waterworks.

-----  
Waterworks Lobby  
-----

- 1) Head North-East to where the counters are.
- 2) Talk to the guy with the Red Jacket.

Cut-Scene

- 3) Head to your Dad's Laboratory.

Waterworks Lobby >>> Breezeway >>> SciLab Lobby >>> Dad's Laboratory

-----  
Dad's Laboratory  
-----

- 1) Head to your Dad's desk.
- 2) Examine his jacket to get the "SciLab ID".
- 3) Now go back to the Waterworks Lobby.

Dad's Laboratory >>> SciLab Lobby >>> Breezeway >>> Waterworks Lobby

-----  
Waterworks Lobby  
-----

- 1) Examine the Control Panel for the elevator.

-----  
Waterworks  
-----

- 1) Follow the path to the end and enter the door with the red borders.

-----  
Waterworks Control Room  
-----

- 1) Head into the main control area.
- 2) Talk to the guy in blue.

Cut-Scene

- 3) Examine the lockers to the right where the guy in the lab coat is walking back and forth to get an "HPmemory"!
- 4) Now Jack into the Control Panel right next to the guy in blue.



-----  
Control Panel Computer Area  
-----

- 1) In the East corner is a Blue Mystery Data containing 3000 Zennys!
- 2) In the South corner is a Blue Mystery Data containing a "Recov200 L" chip!
- 3) Jack out.

-----  
Waterworks Control Room  
-----

- 1) Get out of main control area and head North-East to another door with a red border.

-----  
Water Purification Room  
-----

- 1) Head forward to a split and head North-West to meet up with the Official NetBattler.
- 2) Head back to the Waterworks Lobby.

Water Purification Room >>> Waterworks Control Room >>> Waterworks >>>  
Waterworks Lobby

-----  
Waterworks Lobby  
-----

Cut-Scene

- 1) Head to Dad's Laboratory

Waterworks Lobby >>> Breezeway >>> SciLab Lobby >>> Dad's Laboratory

-----  
Dad's Laboratory  
-----

- 1) Head to his desk.

Cut-Scene

- 2) Head down back to the Waterworks.

Dad's Laboratory >>> SciLab Lobby >>> Breezeway >>> Waterworks Lobby >>>  
Waterworks

-----  
Waterworks  
-----

- 1) Head to the door with the red border.

Cut-Scene

- 2) Head back towards the elevator.
- 3) Jack into the water cooler (It looks like a trashcan).

Cut-Scene

-----  
Waterworks Computer Area 1  
-----

Cut-Scene

- 1) Head straight through the icy path. This is the mechanics of this area.
- 2) Just keep sliding forward until you see a Blue Mystery Data that contains a "SoniWave J" chip.
- 3) Head South-West and through the icy path.
- 4) You cannot go any further due to the faucet, but do you see the path going North? If you position MegaMan towards the bottom tip of the ice, you can actually, slide up into that path.
- 5) Follow the path to turn off the faucet.
- 6) Go back to where the water was blocking your path.
- 7) Follow the path as you make a loop until you get to a cross section.
- 8) You want to head to the North-East path. This time, position MegaMan to the left tip of the ice and slide to the right.
- 9) Follow the path to get to the warp to Area 2.

-----  
Waterworks Computer Area 2  
-----

Cut-Scene

- 1) Just keep moving forward to where the Green NetNavi is standing.
- 2) Talk to the Green NetNavi if you would like.
- 3) Head up the hill past the Green Net Navi.
- 4) Go through the icy loop. Ignore the faucet and continue heading South-East.
- 5) There is another NetNavi here. Talk to him if you would like.
- 6) You should see a Blue Mystery Data to the South-West that contains an HPmemory.
- 7) Head back to the faucet and turn it on.
- 8) Now turn it off.
- 9) Head back through the icy loop to where the Green NetNavi is.
- 10) Head through the warp below the Green NetNavi.

-----  
Waterworks Computer Area 3  
-----

- 1) Follow the path until you get to a split.
- 2) Take the icy path on the right, which will slide you down to the floor below.
- 3) Follow this path to the end to get to a Blue Mystery Data containing a "WideSwrd C" chip!
- 4) Slide down the icy path in front of you to get back to the first split.
- 5) Take the left path this time.
- 6) Follow the path to a cross section.
- 7) Head North-East and up the hill.
- 8) Slide through the icy path to the North-West.
- 9) Position MegaMan at the Northern tip of the icy path and press down to get to a faucet.
- 10) Examine the faucet to turn it off.
- 11) Head back to the icy path and position MegaMan to the right-side.
- 12) Slide up to get back to where you were standing at the end of step 8.

- 13) Follow the path to get to a split and another faucet to the South-East.
- 14) Examine this faucet to turn it off.
- 15) Do you see the icy ledge to the left of you? Head there and fall off to the level below you.
- 16) Head North-East to get to a Blue Mystery Data containing an "IcePunch B" chip!
- 17) Head South-West and down the hill.
- 18) Slide through the icy path and take the North-West path.
- 19) Follow the path to a warp.

-----  
 Waterworks Computer Area 4  
 -----

- 1) Follow the path to an icy cross section.
- 2) Slide to the North-East three times.
- 3) Loop around to the North and head South-West to get to a Blue Mystery Data containing a "M-Cannon L" chip!
- 4) Slide through the icy cross section to the South-East.
- 5) Slide to the North-East.
- 6) Follow the path and slide down to the floor below.
- 7) Slide down the icy ledge to the next floor down.
- 8) Follow the long path to an open area.
- 9) SAVE here just in case.
- 10) Take a few steps forward to get into a battle.

```

                                +-----+
                                | BATTLE |
+-----+-----+-----+-----+
| ColdBear2          | These two viruses move up/down vertically as they |
| ColdBear3          | shoot out ice cubes in front of them. The strategy |
| Reward: 2000 Zennys | is to just keep moving up/down as well to dodge |
+-----+-----+-----+-----+ |
                        | their attacks while using your battle chips and |
                        | buster. ShokWave/SoniWave can pierce through their |
                        | attacks! It is obvious but do not move toward the |
                        | back of your field because that is where the ice |
                        | blocks will pile up. |
+-----+-----+-----+-----+

```

Cut-Scene

-----  
 Waterworks  
 -----

- 1) Go back to ACDC Town.

Waterworks >>> Waterworks Lobby >>> Government Complex >>>  
 Metroline Government Complex Station >>> Metroline ACDC Town Station >>>  
 ACDC Town

-----  
 ACDC Town  
 -----

Cut-Scene

-----  
 School Gate  
 -----

Cut-Scene

1) Leave towards ACDC Town.

-----  
ACDC Town  
-----

You get an Email from NetNews.

1) Head to the metro.

-----  
Metroline ACDC Town Station  
-----

Now you get an Email from Yai.

Cut-Scene

1) Leave towards ACDC Town.

-----  
ACDC Town  
-----

- 1) Head to Higsby's.
- 2) There should be a car parked to the right.
- 3) Examine the car.

Cut-Scene

You get the "Handle" program and a "Message".

4) Head back to the Waterworks.

ACDC Town >>> Metroline ACDC Town Station >>>  
Metroline Government Complex Station >>> Government Complex >>>  
Waterworks Lobby >>> Waterworks

-----  
Waterworks  
-----

- 1) Examine the door with the red border.
- 2) Jack into the water cooler.

-----  
Waterworks Computer Area 1  
-----

- 1) We are back! We have to turn off all of the faucets again. Start by sliding to the North-West.
- 2) Head South-West and through the icy path.
- 3) Once again, position MegaMan towards the bottom tip of the ice and slide up into the Northern path.
- 4) Follow the path to turn off the faucet.
- 5) Go back to where the water was blocking your path.
- 6) Follow the path as you make a loop until you get to a cross section.

- 7) You want to head to the North-East path. Again, position MegaMan to the left tip of the ice and slide to the right.
- 8) Follow the path to get to the warp to Area 2.

-----  
Waterworks Computer Area 2  
-----

- 1) Follow the path North-West to the Green NetNavi.
- 2) Go up the hill.
- 3) Slide through the ice and loop around.
- 4) This time, slide through the icy path to the North-East.
- 5) Follow the path to a Faucet.
- 6) Examine the faucet to turn it off.
- 7) Follow the path back to the icy path and slide through it.
- 8) Head South-East to the cross walk where the Navi was standing from before.
- 9) Head to the east to another faucet.
- 10) Examine it to use the "Handle" program and examine it again to actually turn the water off.
- 11) Head back to the cross section.
- 12) Head down the hill and follow the path until you get to another icy path.
- 13) Slide through and up the hill to a split.
- 14) Take the South-West path to a Blue Mystery Data containing a "Recov80 C" chip!
- 15) Head back to the split and take the North-West path to another split.
- 16) Continue North-West and follow the path to a warp that will take you to a different section of  
Area 3.

-----  
Waterworks Computer Area 3  
-----

- 1) Follow the path to the icy area. (Ignore the hill going down)
- 2) Slide across to the North-West.
- 3) Position MegaMan to the right tip and slide down.
- 4) Slide across to the North-East and follow the path to a faucet.
- 5) Turn the faucet to turn on the water.
- 6) Turn the faucet again to turn the water off.
- 7) Head back to the icy area and slide across to the South-West.
- 8) Position MegaMan to the right tip and slide up.
- 9) Slide to the North-West and follow the path to another icy path.
- 10) Slide across the ice and follow the path to a split.
- 11) Take the South-East path to the Blue Mystery Data you saw on the way that contains a "TriArrow A" chip!
- 12) Head back to the split and take the other path to another warp.

-----  
Waterworks Computer Area 5  
-----

- 1) Slide through the icy path in front of you to get to a large open area.
- 2) Talk to the Green Program to learn about this place.
- 3) I recommend saving here often just in case something goes wrong. Position yourself to the left of the Program and slide directly North.
- 4) If done correctly, you should fall into a hole and land on the path below.
- 5) Follow the path to the North-West and up the hill to a split.
- 6) Take the South-West path to a faucet.
- 7) Turn the faucet on.
- 8) Turn the faucet off.

- 9) Head back to the split and take the other path to an icy ledge.
- 10) Fall down and MegaMan will slide automatically under the faucet.
- 11) Walk FOUR spaces to the South-East.
- 12) If done correctly, to the North-East is another hole. Slide towards the hole to fall down to the path below.
- 13) Head North-West to a Blue Mystery Data that contains a "PowerUp"!
- 14) Follow the path to the North and up the hill to another faucet.
- 15) Turn the faucet on.
- 16) Turn the faucet off.
- 17) Talk to the Program if you would like, telling us that we are almost there! Slide off the icy ledge right next to you that will automatically slide you back to the beginning area.
- 18) Head North-West back to where the Green Program is.
- 19) Stand in the same spot that you were standing in step 3.
- 20) This time, slide North-East. If done correctly, you should be standing on the path that we made earlier.
- 21) Take a step or two to the right and slide directly down to get to the second path.
- 22) Walk TWO spaces to the North-East and you should see a path on the bottom right corner of the screen.
- 23) Slide into that path and follow the path to a warp.

-----  
Waterworks Computer Area 6  
-----

- 1) Slide down the two sets of icy paths to an open area.
- 2) Follow the path to the North-East to another icy area.
- 3) Position MegaMan to the left tip of the ice and slide to the right.
- 4) Slide toward the North-West.
- 5) Position MegaMan to the right tip of the ice and slide down.
- 6) Examine the Blue Mystery Data that contains 1000 Zennys!
- 7) Slide to the North-East, which will cause you to fall off the ledge.
- 8) Follow the path until you get to a Faucet.
- 9) Turn the faucet on.
- 10) Turn the faucet off.
- 11) Head back the way you came and slide through the icy path.
- 12) Fall off the icy ledge that is right next to you.
- 13) Slide across to the North-West.
- 14) Once again, position MegaMan on the right tip of the ice and slide down.
- 15) Follow the South-West path and slide through the icy path.
- 16) SAVE. I recommend putting chips that can pierce such as ShokWaves as well as Bomb chips for the upcoming battle.
- 17) When you are ready follow the path up to meet ProtoMan and IceMan.

Cut-Scene

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```

+-----+
| IceMan \
+-----+-----+
| HP: 500           | Recommended Chips: ShokWave, Bomb chips, Steal |
| Element: Aqua     |-----+
| Reward: 2500 Zennys |
+-----+
|
| IceMan is a fairly quick Navi that uses ice blocks to narrow your side of
| the field as he throws bombs at you. IceMan has two attacks:

```

|  
| Freeze Bomb: IceMan will throw a bomb towards you that will hit with a + |  
| pattern. He will usually use this attack after he finishes |  
| performing the IceCube attack. If you get hit by the Freeze |  
| Bomb, it will inflict 30 damage as well as freezing you on the |  
| spot. You can mash the A/B button to get out quicker. |  
|  
| IceCube: IceMan will create a block of ice in front of him. He will |  
| always start making the cubes from the top row and going down |  
| each row. IceMan can also kick the IceCube in front of him |  
| towards you. If you happen to be standing on the panel where |  
| the IceCube forms or get hit by the IceCube, it inflicts 60 |  
| damage. |  
|  
| Strategy: The battle will always start with IceMan using the IceCube attack |  
| to form 3 IceCubes on your side of the field. As mentioned, he |  
| will form these IceCubes from the top row and going down each |  
| row, so he is predictable with his movement. You can use this to |  
| your advantage and throw bomb chips. You can also use piercing |  
| chips like ShokWave that can pierce through the IceCube and |  
| attack IceMan at the same time. I recommend using a "Steal" chip |  
| to widen your side of the field to increase maneuverability. |  
| Always stay away from the front because that is obviously where |  
| IceMan will form the IceCubes. Other than that, dodge the Freeze |  
| Bombs as much as you can with the space that you have. |  
|

+-----+

Cut-Scene

-----  
ACDC Town  
-----

Cut-Scene

Cut-Scene at WWW

=====  
4. Walkthrough - Scenario 5: Signal Panic! MME04E  
=====

-----  
Lan's Computer Area  
-----

Cut-Scene

You get two Emails.

- 1) Read Mayl's Email.
- 2) Answer "Yes" and "Let's go shopping!".

Lan wrote: "Response"!

- 3) Head to the warp.

-----  
Internet Area 1  
-----

- 1) Follow the path to the first split.
- 2) Take the South-East path to another split.
- 3) Take the South-West path to an access terminal.
- 4) Using Mayl's address, "@Mayl" you will be granted access to Mayl's Piano Computer Area.

-----  
Mayl's Piano Computer Area  
-----

- 1) Examine the Green Mystery Data that contains a "Recov50 L" chip.
- 2) Talk to Roll.
- 3) Jack out.

-----  
Lan's Room  
-----

- 1) Head outside.

Lan's Room >>> Lan's House >>> ACDC Town

-----  
ACDC Town  
-----

You get an Email from Dr. Froid.

- 1) Head to the Metro.

-----  
Metroline ACDC Town Station  
-----

- 1) Head back up.

-----  
ACDC Town  
-----

Cut-Scene

You get an Email from BattleML.

- 1) Buy a ticket to DenTown.
- 2) Go through the gates.

-----  
Metroline DenTown Station  
-----

- 1) Head outside.

-----  
DenTown Block 3  
-----

Welcome to DenTown! DenTown is comprised of 4 Blocks and Central DenTown.  
There are also signal lights to cross the street. So, you can either wait for



the lights to change or use the underground passages to get to the other side.  
The Metro is located in Block 3.

DenTown Block 2

|  
|

DenTown Block 1 --- Central DenTown --- DenTown Block 3/Metro

|  
|

DenTown Block 4

You get an Email from Mayl.

- 1) Read the Email to get "Roll2 R".
- 2) Head North to Central DenTown.

-----  
Central DenTown  
-----

You get an Email from BattleML.

- 1) Head West into Block 4.

-----  
DenTown Block 4  
-----

- 1) Cross the street.
- 2) Wait for the signal light to change.
- 3) Cross the street to the West.
- 4) Go inside the building.

-----  
Cram School  
-----

- 1) Talk to the teacher.
- 2) Head to the back and examine the lockers. You get a "Barrier R" chip!
- 3) Now Jack into the Blackboard.

-----  
Cram School Blackboard Computer Area  
-----

- 1) Head to the East corner to get to a Blue Mystery Data containing a "PowerUP"!
- 2) Jack out.

-----  
Cram School  
-----

- 1) Head outside.

-----  
DenTown Block 4  
-----

1) Head back to Central DenTown.

-----  
Central DenTown  
-----

1) Cross the street and head North-East to get to Block 2.

-----  
DenTown Block 2  
-----

- 1) Cross the street.
- 2) Wait for the signal light to change.
- 3) Cross the street to the North. You should be in front of a small building with "AntiQues" written on top.
- 3) Head inside.

-----  
Miyu's Antique Shop  
-----

1) Jack into the vase right next to you.

-----  
Large Vase Computer Area  
-----

- 1) Head North-East to a Blue Mystery Data containing a "Quake3 C" chip!
- 2) Jack out.

-----  
Miyu's Antique Shop  
-----

1) Jack into the magnifying glass on top of the counter.

-----  
Magnifying Glass Computer Area  
-----

- 1) Follow the path North-East to get to a Blue Mystery Data containing Miyu's Address, "@Miyu".
- 2) Continue following the path to get to a Green Mystery Data containing a "Barrier S" chip!
- 2) Jack out.

-----  
Miyu's Antique Shop  
-----

- 1) We have another tough battle coming up. I recommend having some sword/bomb chips for attacks as well as "Steal" chips for better maneuverability.
- 2) Talk to Miyu and let the fight begin!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| SkullMan \  
|

```

+-----+-----+
| HP: 600           | Recommended Chips: Swords, Bombs, Steal |
| Element: None    |-----+
| Reward: 2500 Zennys |
|           "/Miyu" |
+-----+-----+
|
| SkullMan packs a punch! However, his moves are predictable and as long as
| you have some room for mobility, you should be okay. SkullMan has three
| different attacks:
|
| Bone Crush: SkullMan will throw both of his arms into your field like
| boomerangs that chases MegaMan slowly. Each arm inflicts 80
| damage and has 60 HP.
|
| Ghost Fire: SkullMan will blow a ball of fire that travels straight. The
| fire will inflict 80 damage.
|
| Skull Stomp: SkullMan will launch his Skull into the air, which enlarges
| that falls onto your side of the field. His Skull does 100
| damage.
|
| Strategy: SkullMan will open up the battle with a few Ghost Fire attacks,
| which can be easily dodged by moving up/down. However, things get
| more difficult when SkullMan uses his Bone Crush that sends his
| arms spinning on our side of the field. Couple that attack with
| the Ghost Fire increases the chance of getting hit with either
| attack. Besides that, SkullMan is very easy to hit and will
| always stand in front of you to attack. Therefore, bomb chips
| work wonders. You can use sword chips to destroy his arms while
| increasing your side of the field with "Steal" chips to increase
| your maneuverability.
|
+-----+-----+

```

3) Head back to Central DenTown.

Miyu's Antique Shop >>> DenTown Block 2 >>> Central DenTown

```

-----
Central DenTown
-----

```

1) Head to the North-West side to enter Block 1.

```

-----
DenTown Block 1
-----

```

1) Cross the streets to head to the West side of the block.

Cut-Scene

You get an Email from WWW.

2) Jack into the Traffic Light right next to you.

```

-----
Traffic Light Computer Area 1
-----

```

Welcome to the Traffic Light Computer Area! The mechanics of this area works just like traffic lights. There are two paths that you can run on, which are the metal paths and colored paths (Blue/Red). You can switch the colors by running through the orbs in the area. The goal is to get back to the starting point with the "Red" light on while navigating through the Blue/Red paths.

- 1) Follow the Blue path.
- 2) You will eventually get to an orb.
- 3) Go through the orb and the Red path will light up.
- 4) Follow the red path to another orb.
- 5) Go through the orb to light the Blue path.
- 6) Follow the Blue path until you get to another orb.
- 7) Go through the orb to light the Red path.
- 8) Follow the Red path to another orb.
- 8) Go through the orb and follow the North-West Blue path until you get to another orb.
- 9) Go through the orb as you move towards the South-East path to turn the Blue paths off.
- 10) Now head back through the orb as you move towards the South-West path.
- 11) Follow the Blue path to a Blue Mystery Data containing a "Bubbler K" chip!
- 12) Head back to the orb and take the South-East path, which changes the color to Red.
- 13) Follow the metal path to get to the Red path.
- 14) Follow the Red path to a split.
- 15) Take the South-West path to get to a Blue Mystery Data containing 800 Zennys.
- 16) Head back to the split.
- 17) Take the other path and we are back with the "Red" light on.
- 18) Examine the color switch.

Cut-Scene

-----  
DenTown Block 1  
-----

- 1) Head to Central DenTown.

-----  
Central DenTown  
-----

- 1) Cross the street by taking the underground passage.
- 2) Run/Skate to the right to see four people.
- 3) Talk to the three people around Ms. Madd.
- 4) Talk to Ms. Madd.

Cut-Scene

- 5) Head to Block 4.

Cut-Scene

- 6) Head to Block 4.

-----  
DenTown Block 4  
-----

- 1) Head to the underground passage.
- 2) You should be on the other side now.
- 3) Jack into the Traffic Light.

-----  
Traffic Light Computer Area 2  
-----

- 1) Follow the Blue path until you get to an orb.
- 2) Go through the orb to make the Red path light up.
- 3) Follow the Red path to a split.
- 4) Continue running on the Red path to the North-West.
- 5) Eventually you will get back to the first orb. Go through it to make the color Blue.
- 6) Follow the Blue path to a split.
- 7) Take the South-West path to get to a Blue Mystery Data containing 800 Zennys.
- 8) Head back to the split.
- 9) Take the other path to get to another split.
- 10) Continue North-West to get to an orb.
- 11) Go through this orb to light the Red path in front of you.
- 12) Follow the Red path heading South-West and up the hill.
- 13) Run straight to the North-East until there is an orb right in front of you.
- 14) Head North-West on the Red path to get to a Blue Mystery Data containing an "Escape N" chip!
- 15) Continue following this Red path to get to an orb.
- 16) Go through to light up the Blue paths.
- 17) Follow the path to the South-East and up North to get back to the orb from step 13.
- 18) Go through this orb to light up the Red Path.
- 19) Follow the Red path to the color switch.
- 20) Examine the switch.

Cut-Scene

-----  
DenTown Block 4  
-----

- 1) Cross the street to go back to Central DenTown.

-----  
Central DenTown  
-----

Cut-Scene

- 1) Take the underground passage in front of you to get to the other side.
- 2) Take the other underground passage to the other side.
- 3) Head to Block 2.

-----  
DenTown Block 2  
-----

- 1) Head to the underground passage.
  - 2) You should be right next to Miyu's Antique Shop.
  - 3) Jack into the Traffic Light.
-

### Traffic Light Computer Area 3

- 
- 1) Follow the Blue path to a split with two orbs.
  - 2) Take the South-West path to a cross section.
  - 3) Follow the Red path going North-West to a Blue Mystery Data containing a "Heater O" chip!
  - 4) Head back to where the two orbs are.
  - 5) Head through the first orb to light up the Blue path.
  - 6) Now head through the second orb to the North-West to light up the Red path.
  - 7) Follow the Red path until you get back to where the two orbs are.
  - 8) Head South-West through the orb to light up the Blue path.
  - 9) Follow the path until you get to a Blue hill going down.
  - 10) Head down the hill and follow the path until you get to another orb.
  - 11) Head North-West as you go through the orb to make the Red path light up.
  - 12) Follow the Red path until you get to another orb.
  - 13) Go through the orb to light up the Blue path and follow it to a Blue Mystery Data containing 500 Zennys!
  - 14) Head back to where the orb is.
  - 15) Go through the orb to light up the Red path and follow the North-East path to a couple of orbs.
  - 16) Go through the first orb to light up the Blue hill and head up.
  - 17) Go down the next hill and through another orb that makes the Red paths light up.
  - 18) Follow the Red path to the North-West ignoring the first Red hill.
  - 19) Go up the Red hill at the end.
  - 20) Head South-East through the orb to light up the Blue path.
  - 21) You can now grab the Blue Mystery Data containing a "FireTowr T" chip!
  - 22) Head back to the orb to make the Red path light up.
  - 23) Follow the Red path to the North-West and down the hill to get to the color switch.
  - 24) Examine the color switch.

Cut-Scene

-----  
DenTown Block 2  
-----

- 1) Cross the street and head to Central DenTown.

-----  
Central DenTown  
-----

You get an Email from Mayl.

- 1) Read the Email if you would like to.
- 2) Go to the underground passage to get to the other side.
- 3) Take the other underground passage.
- 4) Head to Block 3.

-----  
DenTown Block 3  
-----

- 1) Head to the underground passage to get to the other side.
- 2) Take the other underground passage.
- 3) Jack into the Traffic Light.

-----  
Traffic Light Computer Area 4  
-----

- 1) Follow the Blue path to a split.
- 2) Take the North-West path to another Blue path.
- 3) Follow the path to loop around to the other side of the orb.
- 4) Head through the orb to light up the Red path.
- 5) Follow the Red path to the North-East to an orb and a Blue Mystery Data containing 1000 Zennys!
- 6) Go through the orb to light up the Blue Path.
- 7) Follow the Blue path/hill until you get to another orb.
- 8) Go through the orb to make the Red paths light up.
- 9) Take the only path available back to the orb.
- 10) Head South-East from the orb and you will see a Red hill going down.
- 11) Ignore this Red hill and head South-West to another Red hill.
- 12) Go down this Red hill to a Blue Mystery Data containing an HPmemory.
- 13) Go back up the Red hill and go through the orb right next to you to the left to light up the Blue path.
- 14) Go down the hill and follow the Blue path to another orb.
- 15) Go through this orb to light up the Red path.
- 16) Follow this Red path to another area with two orbs.
- 17) Head to the Red path to the left.
- 18) Run through both orbs, which will keep the Red paths lit.
- 19) Follow the path North-West through the orb to light the Blue path.
- 20) Go through the next orb to light up the Red path.
- 21) Follow the Red path back to the color switch.
- 22) Examine the color switch.

Cut-Scene

-----  
DenTown Block 3  
-----

- 1) Cross the Street.
- 2) Go down the underground passage.
- 3) Head to Central DenTown.

-----  
Central DenTown  
-----

Cut-Scene

-----  
Traffic Light Computer Area 5  
-----

- 1) Follow the Blue path until you get to two orbs.
- 2) Go through the North-East path through the orb and follow the Red path back to the two orbs.
- 3) Take the South-West path through the orb to make the Blue Path light up.
- 4) Follow the Blue path to another orb.
- 5) Go through the orb to light the Red paths.
- 6) Follow the path to the left and head North-West to get to a Blue Mystery Data containing an "AquaTower C".
- 7) Head back to the metal path and head North-East.
- 8) Head to the East to another Red path.
- 9) Follow the Red path to a color switch.

10)Examine the color switch.

Cut-Scene

11)One down, three to go! Go through the orb right next to you to make the Blue paths light up.

12)Follow the Blue Path to another orb.

13)Go through the orb to make the Red path light up.

14)Follow the Red path to another orb.

15)Go through it and grab the Blue Mystery Data containing "2400 Zennys"!

16)Head North and go through the next orb to light up the Red path.

17)Follow the Red paths to get to the next color switch.

18)Examine the color switch.

Cut-Scene

19)Two down, two to go! Go through the orb to make the Blue path light up.

20)Go through the orb to the North-West to light up the Red paths.

21)Follow the Red path to another orb.

22)Go through the orb to make the Blue path light up.

23)Follow the path until you get to another orb.

24)Go through it to make the Red path light up.

25)Examine the color switch.

Cut-Scene

26)Three down, one to go! Go through the orb to the South-East to make the Blue paths light up.

27)Follow it to another orb.

28)Go around the orb to grab the Blue Mystery Data containing a "Recov80 G" chip!

29)Head South from here to the split.

30)Follow the path to the South-West to get to the last orb.

31)Go through it to make the Red path light up.

32)Follow the Red path.

Cut-Scene

33)Examine the color switch.

Cut-Scene

-----  
Central DenTown  
-----

1) SAVE. I recommend removing all cannon/sword chips from your folder due to the nature of the upcoming battle. Instead include piercing/bomb chips.

2) When you are ready, Jack into the bus.

-----  
Traffic Light Computer Area 5  
-----

Cut-Scene

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----



```

| ColorMan \
+-----+-----+
| HP: 600          | Recommended Chips: Spreader, Quake, ShokWave |
| Element: None   |-----+
| Reward: 3000 Zennys |
+-----+
|
| ColorMan appears in battle with two pawns on his side. The Red pawn will
| move up/down the front column, the Blue pawn will move up/down the middle
| column, and ColorMan will move up/down the back column. ColorMan and his
| pawns has three different attacks:
|
| Aqua Tower: The Blue pawn will attack with an Aqua Tower that attacks just
| like the battle chip. The Tower will chase after MegaMan. It
| inflicts 100 damage.
|
| Color Ball: ColorMan will send the ball that he is always bouncing on to
| your side of the field. The ball moves slowly and bounces high.
| The Ball inflicts 100 damage.
|
| Fire Tower: The Red pawn will attack with a Fire Tower that attacks just
| like the battle chip. The Tower will chase after MegaMan. It
| inflicts 100 damage.
|
| Strategy: ColorMan and his pawns will be moving up/down throughout the
| entire battle. The only time they stop moving is when performing
| their attacks. You cannot destroy the pawns, so your focus should
| be on dodging the Tower attacks while attacking ColorMan with
| Bomb/Piercing chips. When ColorMan uses his Color Ball attack, he
| will stand still during the whole duration of the attack. This is
| also, a fantastic time to deal some damage.
|
+-----+-----+

```

Cut-Scene

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-----
Central DenTown
-----

```

Cut-Scene

Cut-Scene at WWW

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=====
4. Walkthrough - Scenario 6: Become an Elite MME04F
=====

```

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-----
ACDC Town
-----

```

Cut-Scene

You get 3 Emails.

- 1) Read the Emails if you would like to.
- 2) Head to your house.

```

-----

```

Lan's House

-----

1) Talk to your Mom.

Cut-Scene

2) Head upstairs to your room.

-----

Lan's Room

-----

1) Jack into your Computer.

-----

Lan's Computer Area

-----

1) Head through the warp to Internet Area 1.

-----

Internet Area 1

-----

1) Head to the Net Merchant.

2) Buy all of the HPmemory that the Merchant is selling.

3) Jack Out.

-----

Lan's Room

-----

1) Head to Yai's House.

Lan's Room >>> Lan's House >>> ACDC Town >>> Yai's House

-----

Yai's House

-----

1) Talk to Yai to get 10,000 Zennys!

2) Head to the Government Complex.

Yai's House >>> ACDC Town >>> Metroline ACDC Town Station >>>

Metroline Government Complex Station >>> Government Complex

-----

Government Complex

-----

You get an Email from BattleML.

1) Head to where Sal is.

2) Jack into Sal's Stand.

-----

Sal's Stand Computer Area

-----

1) Head to the warp on the other side to get to Internet Area 3.

-----  
Internet Area 3  
-----

- 1) Follow the path to a split.
- 2) Take the North-West path to the Net Merchant.
- 3) Buy the WoodArmr if you have not. I would also recommend buying at least two HPmemories.
- 4) Jack Out.

-----  
Government Complex  
-----

- 1) Equip the WoodArmr onto MegaMan and add any Fire chips into your folder.
- 2) Challenge Sal to a NetBattle when you are ready.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| WoodMan V2 \  
+-----+-----+  
| HP: 600 | Recommended Chips: FireTowr, FireMan |  
| Element: Wood |-----+  
| Reward: WoodMan W |  
+-----+  
|  
| Woody Tower: WoodMan will throw a seed on his side of the field, which |  
| sprouts into a Wood spike that travels down the row towards |  
| you. The Wood Tower inflicts 50 damage. |  
|  
| Death Forest: WoodMan will press down into the floor causing 4-5 wooden |  
| spikes that appear on your side of the field. The panels will |  
| become highlighted but it is pretty hard to dodge due to how |  
| fast the spikes come up. The attack inflicts 50 damage. |  
|  
| Growth: WoodMan will throw a seed on his side of the field, which |  
| sprouts into a tree. If you do not destroy this tree in time, |  
| the tree will drop an apple. If WoodMan lands on the apple, |  
| he heals 200 HP. |  
|  
| Strategy: This fight will be much easier compared to the first time you |  
| fought him. You should have the WoodArmr equipped, which will |  
| mitigate the damage that you will sustain from WoodMan's attacks. |  
| Continue to dodge his attacks before retaliating with your own. |  
| If you are charging your buster during battle, make sure you do |  
| not get hit. Or else you would need to recharge again. |  
|  
+-----+-----+  
+-----

- 3) Talk to the guy selling fish to the left.
- 4) His name is Masa and he wants to NetBattle!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----

| SharkMan \

+-----+  
| HP: 700 | Recommended Chips: SoniWave, Invis |

| Element: Aqua |-----+  
| Reward: 3000 Zennys |

+-----+  
|  
| When the battle begins, you will notice that there are three fins on his |  
| side of the field. The fins will move up/down in each column. Only one of |  
| those fins belong to SharkMan. SharkMan has two attacks: |

|  
| Fin Cutter: When a fin aligns with MegaMan, the fin will rush towards |  
| MegaMan at full speed. The fin inflicts 120 damage. |

|  
| Aqua Tower: SharkMan will use this attack after you reel him out. It is the |  
| same attack as the battle chip and the one that ColorMan's pawn |  
| used. The only notable difference is that the Aqua Tower will |  
| be formed at the front column of your field rather than |  
| directly in front of SharkMan. The tower inflicts 80 damage. |

|  
| Strategy: Stand in the back of your field and just shoot the fins. If the |  
| buster hits, you can tell by the different sound effect. Keep |  
| shooting that specific fin to reel SharkMan out from the |  
| water/ground. When you do this, SharkMan will likely use his Aqua |  
| Tower so be ready to dodge that as well as his other fins. You |  
| can dodge the fins easily by moving up/down, which is something |  
| that you can do until your gauge is full. Use your battle chips |  
| before/after he uses his Aqua Tower. You have to be patient |  
| during this whole battle. |

+-----+  
5) You get an HPmemory for defeating SharkMan!

6) Jack into his Cart.

-----  
Masa's Cart Computer Area  
-----

- 1) Head South-East to the Red/Orange floor.
- 2) At the first cross section, head North-East to a Blue Mystery Data containing Masa's Address, "@Masa".
- 3) Head back to the cross section.
- 4) Head South-East to another cross section.
- 5) Head South-West to a Green Mystery Data containing a "TriSpear J" chip.
- 6) Jack out.

-----  
Government Complex  
-----

- 1) Head to the Waterworks Control Room.

Government Complex >>> Waterworks Lobby >>> Waterworks >>>  
Waterworks Control Room

-----  
Waterworks Control Room  
-----

1) Talk to Dr. Froid.

You get the WWW PIN!

2) We will now challenge Dr. Froid to a NetBattle.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| IceMan V2 \
+-----+-----+
| HP: 600          | Recommended Chips: Bomb chips, SoniWave, Steal |
| Element: Aqua   |-----+-----+
| Reward: IceMan I |
+-----+-----+
|
| Freeze Bomb: IceMan will throw a bomb towards you that will hit with a +
|                pattern. He will usually use this attack after he finishes
|                performing the IceCube attack. If you get hit by the Freeze
|                Bomb, it will inflict 30 damage as well as freezing you on the
|                spot. You can mash the A/B button to get out quicker.
|
| IceCube:       IceMan will create a block of ice in front of him. He will
|                always start making the cubes from the top row and going down
|                each row. IceMan can also kick the IceCube in front of him
|                towards you. If you happen to be standing on the panel where
|                the IceCube forms or get hit by the IceCube, it inflicts 60
|                damage.
|
| Strategy: Use the same strategy that you used last time when fighting
|                IceMan by increasing your maneuverability with "Steal" chips and
|                using bomb/piercing chips to damage him.
|
+-----+-----+
```

3) Head to the SciLab Lobby.

Waterworks Control Room >>> Waterworks >>> Waterworks Lobby >>> Breezeway  
>>> SciLab Lobby

```
-----
SciLab Lobby
-----
```

- 1) Head East to where the TVs are.
- 2) Talk to Chaud.

Cut-Scene

- 2) Talk to everyone in the Lobby. (Six in all)
- 3) Head back to where the TVs are.

Cut-Scene

```
-----
Restaurant Hallway
-----
```

- 1) Follow the path to the Restaurant.

-----  
Restaurant  
-----

- 1) Head West to where the stage is.
- 2) Jack into the PETs made from recycled plastic bottles.

-----  
Recycled PET Computer Area  
-----

- 1) Head North to a Blue Mystery Data that contains an HPmemory.
- 2) Jack out.

-----  
Restaurant  
-----

- 1) Go talk to your parents in the middle of the room.

Cut-Scene

- 2) Talk to everyone in the room.

Cut-Scene

- 3) Head for the door.

-----  
Restaurant Hallway  
-----

- 1) Head to where the vending machine is.
- 2) Examine the dust chute right next to it.

-----  
Power Plant Hallway  
-----

- 1) Head South-East to get to the Power Plant.

-----  
Power Plant  
-----

- 1) Head South-West to the end of the hall.
- 2) Talk to the scientist in the white lab coat.
- 3) Head North-East to talk to the other guy in this hall.
- 4) Head back to the end of the hall.
- 5) Head through the door.

-----  
Power Plant Control Room  
-----

- 1) Talk to the Scientist.
- 2) Jack into the Control Panel.

Cut-Scene

-----  
Power Plant Computer Area 1  
-----

Welcome to the Power Plant Computer Area! As Lan and MegaMan was discussing during the Cut-Scene, every time you get hit during battle, the energy gauge will lose power. When you lose all your energy, MegaMan will not be able to recover after battle.

- 1) Head to where the Green Program is to the South-West. There is actually an invisible path between you and the Program.
- 2) Talk to the Program if you would like.
- 3) Continue running on the invisible path to the South-West to an area with three holes and a switch.
- 4) Directly North to the holes is another invisible path to a lone panel.
- 5) Run towards the lone panel and keep heading North-West to a Blue Mystery Data containing a "Recov120 C" chip!
- 6) Head back to the lone panel.
- 7) Head South-West down an invisible hill to a visible path.
- 8) Follow this path to the North-West to where the path ends.
- 9) There is an invisible path to the North-East that you can run through to get to another panel. (Talk to the Program to learn about altered Programs by the WWW)
- 10) Head North-West through another invisible path to a small visible path.
- 11) Head North-East to the end of this small visible path and run to the East to get on the next visible path.
- 12) Follow the path to a Program.
- 13) Talk to the Program to get the "BatteryA" program.
- 14) Following the path to the South to a dead end.
- 15) There is an invisible path to the South-East leading to another visible path.
- 16) Take a few steps forward to the South-East and you should be on a panel with a smaller square.
- 17) There is an invisible path to the South-West that leads to a Blue Mystery Data that contains a "Ratton1 D" chip!
- 18) Head back to the visible path.
- 19) Continue South-East to a dead end.
- 20) There is another invisible path to the South-West that takes you to a lone panel.
- 21) Head South-East to get to another visible path.
- 22) Head North-East until the design of the floor changes to a panel with a smaller square inside it.
- 20) There is an invisible hill to the North-West that leads to a visible path with a Green Program.
- 22) Insert the "BatteryA" program into the left hole.
- 23) Turn on the switch. If done correctly, a Blue path will light up.
- 24) Follow the Blue path to get to a split.
- 25) Head South-East to a dead end.
- 26) There is another invisible path where the small ledge is.
- 27) Head to the East on this invisible path to get to a Blue Mystery Data containing 5000 Zennys!
- 28) Follow the path to a dead end.
- 29) Run to the West to get on an invisible path and then onto a visible path that leads you to a Blue Mystery Data that contains a "X-Panel3 G" chip!
- 30) Head back to the invisible path and head North-West to a visible path.
- 31) Head South-West to a dead end.
- 32) There is an invisible path to the North-West to get to a visible path. On the way is a Green Program. This is a Program that got altered. Go ahead and talk to it to get into battle and delete the poor thing.

- 33) Follow the path to the North-East to a dead end.
- 34) There is an invisible path to the North-West to another visible path.
- 35) Follow this path until you get to another Green Program that is altered.
- 36) To the left of you is a ledge and a lone panel beyond that, which means there is an invisible path to that lone panel.
- 37) Head North-East from the lone panel to get to a visible path to Area 2.

-----  
 Power Plant Computer Area 2  
 -----

- 1) Follow the path to a split.
- 2) Head North-West to a Blue Mystery Data that contains 1000 Zennys!
- 3) Head back to the split and take the path to the North-East to a dead end.
- 4) Head North to get on an invisible path to get the next visible path.
- 5) Head North-East to an area where three panels are sticking out from the path that you are on.
- 6) Head down the middle one and follow an invisible path down to a lone panel.
- 7) Continue South-East to a visible path.
- 8) Follow the path to a dead end.
- 9) Head North-East to a lone panel.
- 10) Run up North to get to the Blue Mystery Data that contains 800 Zennys!
- 11) Head back to where the three panels are sticking out.
- 12) Take the panel on the right that has a lone panel beyond it.
- 13) On the lone panel, head North-East to another visible path with an altered Program. Defeat it if you would like to.
- 14) Keep running South to get to a Green Program on a lone panel.
- 15) There is an invisible path to the South-West that leads you to an open area with six battery boxes.
- 16) Head South-West to a path that takes you to a Green Program.
- 17) Talk to the Green Program to get "BatteryA" and "BatteryB" programs.
- 18) Head back to where the battery boxes are.
- 19) Put the batteries in like this...

```

      / / /B/      B- Battery
    /B/ / /      S- Switch
  
```

S

- 20) Turn on the switch. If done correctly, a Blue/Red path will light up.
- 21) Follow the Blue/Red path to a split.
- 22) Head East through an invisible panel onto a visible path.
- 23) Follow the path to a dead end.
- 24) Head North-West to another visible path.
- 25) Follow the North-East path to a Green Program.
- 26) Head North-East from the Green Program to a lone panel.
- 27) Continue North-East to another lone panel.
- 28) Again, continue North-East to get to the Blue Mystery Data that contains 1200 Zennys!
- 29) Go back to the lone panel that you were just on.
- 30) Head South-West to an invisible path that will come to a dead end.
- 31) The path actually continues North-East that will get you to a visible path.
- 32) As soon as you get to this visible path, head South-East to another invisible path.
- 33) Head East to get on an invisible panel onto the next visible path.
- 34) Follow the path to the South-West to a dead end.
- 35) Continue South-West to the lone panel.
- 36) Head South-East from the lone panel to another set of battery boxes.
- 37) Head East and follow the path to another Green Program.
- 38) Talk to the Green Program to get the "BatteryC", "BatteryD", and "BatteryE"



programs.

39) Head back to where the battery boxes are.

40) Put the batteries in like this...

```
      / / /B/      B- Battery
      / /B/ /      S- Switch
      / / /B/
      S
```

41) Turn on the switch. If done correctly, a Blue/Green/Red path will light up.

42) Follow the Blue/Green/Red path to Area 3.

-----  
Power Plant Computer Area 3  
-----

- 1) Follow the path to a dead end.
- 2) Head North-East to the lone panel.
- 3) Head South-East to get to a Blue Mystery Data that contains 1000 Zennys!
- 4) Head back to the lone panel.
- 5) Head North-West to get to another lone panel with a Green Program.
- 6) Head North-East to get to another path.
- 7) Follow the path to a dead end.
- 8) Continue going South-East to get to the Blue Mystery Data that contains 500 Zennys.
- 9) Head back to the path that you were on.
- 10) Head North-West to where the path turns and continue North-West onto an invisible path.
- 11) Do not bother talking to the Green Program on this path, it repeats what we know already. Instead, head North-East from the first panel with the design of a small square inside it.
- 12) Head South-East until you see a Green Program on an invisible path.
- 13) Talk to the Altered Green Program if you want to delete it.
- 14) Follow the invisible path onto the two panels.
- 15) Head North-West through an invisible path to a visible path with a Green Program. This is another altered Program if you would like to delete it.
- 16) Follow the visible path to a dead end. Continue North-East if you would like to delete the altered Program.
- 17) Head South-East on to the lone panel.
- 18) Head North-East on to a visible path that leads you to battery boxes.
- 19) Follow the path to the East to get to the Green Program.
- 20) Talk to the Green Program to get the "BatteryA", "BatteryB", and "BatteryC" programs.
- 21) Head back to where the battery boxes are.
- 22) ONLY use TWO of the batteries. Put the batteries in like this...

```
      /B/ /B/      B- Battery
      S / / / /      S- Switch
      / / / /
```

23) Turn on the switch. If done correctly, a Green/Red path will light up.

24) Follow the Green/Red path to another set of battery boxes.

25) This is where you use your "BatteryC". Put the battery in like this...

```
      / / / /      B- Battery
      / / / /      S- Switch
      / / /B/
      S
```

26) Turn on the switch. If done correctly, the Blue path lights up behind you.

- 27) Head back to the Green/Red path to get back to where the first set of battery boxes are.
- 28) Turn the switch off. The Green/Red path should disappear.
- 29) Retrieve the two batteries.
- 30) To the South-East is the Blue path. Follow it back to where the second set of battery boxes are.
- 31) Head to where the switch is and turn it off.
- 32) Retrieve the battery.
- 33) Head to the Green Program that is standing to the East.
- 34) Talk to the Green Program to have your batteries recharged.
- 35) ONLY use TWO of the batteries. Put the batteries in like this...

```

        /B/ / /      B- Battery
        / /B/ /      S- Switch
        / / / /
S

```

- 36) Turn on the switch. If done correctly, a Green/Red path will light up to the South.
- 37) Follow the path to another set of battery boxes.
- 38) Use your last battery. Put the battery in like this...

```

        / / / /      B- Battery
        / / / /      S- Switch
        / / / /
        / / /B/
S

```

- 39) Turn on the switch. If done correctly, the Blue path lights up behind you.
- 40) Head back to the battery boxes with the two batteries.
- 41) Head to the switch and turn it off
- 42) Retrieve the two batteries.
- 43) Head back to the third set of battery boxes by going through the Blue path.
- 44) Head to the switch and turn it off.
- 45) Retrieve the battery.
- 46) Use TWO of the batteries. Put the batteries in like this...

```

        / / / /      B- Battery
        /B/ /B/      S- Switch
        / / / /
        / / / /
S

```

- 47) Turn on the switch. The Green/Red path lights up.
- 48) Follow the path to a battery box.
- 49) Insert the last battery and turn on the switch.
- 50) The Blue path lights up that leads to Area 4.

-----  
Power Plant Computer Area 4  
-----

- 1) Follow the path to get to a split.
- 2) Take the North-West path to another split.
- 3) Take the South-West path through an invisible path to a visible path.
- 4) Head straight to the Blue Mystery Data containing a "Typhoon D" chip!
- 5) From where you are standing, head North-East to go up an invisible hill.
- 6) Follow the path to a split.
- 7) Head South-East to the Blue Mystery Data that contains 1800 Zennys!
- 8) Head back to the visible path and get on the panel directly above you.

- 9) Head North-East to get to another visible path.
- 10) Follow the path and grab the Blue Mystery Data that contains 2000 Zennys!
- 11) Follow the invisible path to the North-West to a visible path.
- 12) Follow the path to the South-West to the last battery boxes.
- 13) Continue South-West to a path that leads to the Green Program.
- 14) Talk to the Green Program to get the "BatteryA", "BatteryB", and "BatteryC" programs.
- 15) Head back to the battery boxes. Put the batteries in like this...

```

                /B/ /B/      B- Battery
                / / / /      S- Switch
                / / / /
                / /B/ /
                S

```

- 16) Turn on the switch and all three paths light up.

Cut-Scene

```

-----
Power Plant Control Room
-----

```

- 1) Leave this room.

```

-----
Power Plant
-----

```

- 1) Head to the door with the big electricity sign. (The door that the other guy was trying to open.)
- 2) Go inside.

```

-----
Power Generator Room
-----

```

- 1) Head to the end of the room.
- 2) Examine the Generator.

Cut-Scene

```

-----
Power Plant Computer Area 4
-----

```

- 1) Follow the Blue/Red Path.
- 2) SAVE on the Red path. You have two consecutive boss fights coming up. You should already have the WoodArmr equipped. Other than that, probably include Wood elemental chips such as WoodTowr and WoodMan for the first boss fight. The second boss fight will require Sword chips.
- 3) When you are ready, follow the path to ElecMan.

Cut-Scene

```

*****
BOSS FIGHT
*****

```

```

+-----
| ElecMan \

```

```

+-----+
| HP: 600          | Recommended Chips: N/A          |
| Element: Elec   |-----+
| Reward: N/A     |
+-----+
|
| ElecMan is unbeatable in this battle. He is able to recover his HP after a
| few attacks. Therefore, just dodge his attacks and open the custom screen a
| couple of times.
|
+-----+

```

Cut-Scene

```

-----
Power Generator Room
-----

```

1) Examine the generator.

Cut-Scene

```

-----
Power Plant Computer Area 4
-----

```

Cut-Scene

```

*****
BOSS FIGHT
*****

```

```

+-----+
| ElecMan \
+-----+
| HP: 600          | Recommended Chips: Bomb/piercing, Thunder1, WoodTowr, |
| Element: Elec   |                               Steal, WoodMan          |
| Reward: 3500 Zennys |-----+
+-----+
|
| ElecMan is now vulnerable to attacks without the ability to heal. ElecMan
| has two attacks:
|
| Lightning: ElecMan will send a lightning bolt down to where MegaMan is
|             standing that can inflict 200 damage. He will use this attack
|             four times in a row.
|
| Set Rod:   ElecMan summons three Tesla coils on your side of the field that
|             will run electricity between each coil that inflicts 100 damage.
|             This attack limits your maneuverability. You can destroy one
|             coil or hit ElecMan to make all of the coils disappear.
|
| Strategy:  ElecMan will teleport randomly on his side of the field. He will
|             most likely start with his Lightning attack. While performing
|             this attack, ElecMan will be standing still, so you can easily
|             hit him with an attack. He will eventually summon the Tesla
|             coils, which limits the space you have. On top of that, he will
|             definitely use his Lightning attack while the coils are up. You
|             can either destroy one of the coils, hit ElecMan, or move in a
|             square pattern with the four safe spaces you have. If you are
|             having trouble, use a couple of "Steal" chips to increase your

```

maneuverability. The WoodArmr will decrease the amount of damage you get from his attacks. In terms of inflicting damage, I recommend Wood elemental chips and WoodMan to deal damage. Besides those chips, bomb/piercing chips are effective as well.

-----  
Cut-Scene

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| ProtoMan \  
+-----+

| HP: 500 | Recommended Chips: Swords, Invis, FireMan, IceMan |  
| Element: None |-----+  
| Reward: 3000 Zennys |  
+-----+

| ProtoMan warps quickly on his side of the field and will use two attacks:  
|

| Fighter Sword: ProtoMan warps to the front of his field and unleashes a 3  
| space sword attack just like the battle chip that inflicts  
| 200 damage. ProtoMan tends to use this attack when MegaMan  
| is in the middle/back columns and will use the attack three  
| times in a row.  
|

| Wide Sword: ProtoMan will use a Wide Sword attack that inflicts 200  
| damage. The attack works just like the battle chip and he  
| will use this attack when you are standing in the front  
| column or directly in front of him. He will also use a  
| charged version of this attack sometimes to get directly in  
| front of you even if you are in the middle/back column.  
|

| Strategy: ProtoMan may seem daunting at first but if you know how to dodge  
| his attacks, there should be no issues. I recommend standing in  
| the middle/back columns, which will provoke ProtoMan to use his  
| Fighter Sword. This attack can easily be dodged by moving  
| up/down. Do not use any projectile chips like Cannons or your  
| Buster during this fight due to ProtoMan having a shield.  
| Therefore, you are left with Sword, Bomb, and Navi chips to deal  
| damage. The best time to attack is when he is done warping or  
| before he performs his attack. You can move to the front column  
| and wait for ProtoMan to warp in front of you. You can easily  
| punish him with one of your own sword chips. If you are not  
| feeling confident, use an Invis chip before moving in for the  
| attack.  
|

-----  
Cut-Scene

-----  
Power Generator Room  
-----

1) Examine the Generator.

Cut-Scene

-----  
Restaurant  
-----

1) Go talk to your Mom.

Cut-Scene

You get an Email from your Dad.

Cut-Scene at WWW

=====  
4. Walkthrough - Scenario 7: Find the WWW Server MME04G  
=====

-----  
Lan's Room  
-----

You get an Email from your Dad.

1) Head to the Government Complex.

Lan's Room >>> Lan's House >>> ACDC Town >>> Metroline ACDC Town Station  
>>> Metroline Government Complex

-----  
Metroline Government Complex  
-----

You get an Email from BattleML.

1) Head outside.

-----  
Government Complex  
-----

1) Head to where Sal and Masa is.  
2) Challenge Sal to a NetBattle!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| WoodMan V3 \

HP: 700	Recommended Chips: FireTowr, Thunder1, FireMan
Element: Wood	
Reward: 500-2000 Zennys	
WoodMan, 2, 3 W	

| Woody Tower: WoodMan will throw a seed on his side of the field, which  
| sprouts into a Wood spike that travels down the row towards  
| you. The Wood Tower inflicts 50 damage.  
|

| Death Forest: WoodMan will press down into the floor causing 4-5 wooden  
 | spikes that appear on your side of the field. The panels will  
 | become highlighted but it is pretty hard to dodge due to how  
 | fast the spikes come up. The attack inflicts 50 damage.  
 |  
 | Growth: WoodMan will throw a seed on his side of the field, which  
 | sprouts into a tree. If you do not destroy this tree in time,  
 | the tree will drop an apple. If WoodMan lands on the apple,  
 | he heals 200 HP.  
 |  
 | Strategy: You should have the WoodArmr equipped, which will mitigate the  
 | damage that you will sustain from WoodMan's attacks. Continue to  
 | dodge his attacks before retaliating with your own. It might  
 | sound counterintuitive but using Thunder1 is effective because it  
 | deals a good amount of damage and it chases WoodMan.  
 |  
 +-----+

3) Before challenging Masa to a NetBattle, modify your folder with the new Elec-based chips you obtained in the Power Plant.

\*\*\*\*\*  
 BOSS FIGHT  
 \*\*\*\*\*

+-----  
 | SharkMan V2 \

+-----+  
 | HP: 800 | Recommended Chips: SoniWave, Thunder1, Invis |  
 | Element: Aqua |-----+  
 | Reward: SharkMan S |  
 +-----+

| Fin Cutter: When a fin aligns with MegaMan, the fin will rush towards  
 | MegaMan at full speed. The fin inflicts 120 damage.  
 |

| Aqua Tower: SharkMan will use this attack after you reel him out. It is the  
 | same attack as the battle chip and the one that ColorMan's pawn  
 | used. The only notable difference is that the Aqua Tower will  
 | be formed at the front column of your field rather than  
 | directly in front of SharkMan. The tower inflicts 80 damage.  
 |

| Strategy: This is almost the same battle as last time except SharkMan has  
 | more HP. Use the same strategy as last time by standing in the  
 | back of your field and shooting the fins. Continue dodging the  
 | fins by moving up/down. Thunder1 may help if it hits the right  
 | fin.  
 |  
 +-----+

4) Head to the SciLab Lobby.

Government Complex >>> Waterworks Lobby >>> Breezeway >>> SciLab Lobby

-----  
 SciLab Lobby  
 -----

- 1) Talk to the Scientist in front of the elevator.
- 2) Head to Central DenTown.

SciLab Lobby >>> Breezeway >>> Waterworks Lobby >>> Government Complex  
>>> Metroline Government Complex >>> Metroline DenTown Station >>>  
DenTown Block 3 >>> Central DenTown

-----  
Central DenTown  
-----

- 1) Cross the street.
- 2) Wait for the signal to change and cross the street to the other side.
- 3) Talk to Chaud.

Cut-Scene

- 4) Head to Higsby's.

Central DenTown >>> DenTown Block 3 >>> Metroline DenTown Station >>>  
Metroline ACDC Town Station >>> ACDC Town >>> Higsby's

-----  
Higsby's  
-----

- 1) Talk to Mr. Higsby by going behind the counter.

You get the "Hig Memo"!

- 2) Talk to Mr. Higsby in front of the counter to shop.
- 3) Buy the "FtrSword S" chip, which will come in handy later.
- 4) Head to the machine to the right.
- 5) Modify your folder as needed before examining the machine to NetBattle NumberMan!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| NumberMan V3 \

HP: 700	Recommended Chips: SoniWave, FireMan, WoodMan
Element: None	
Reward: 500-2000 Zennys	
NumbrMan,2,3 N	

| Number Ball: NumberMan will send three balls lined up in a column towards  
| you. Each ball will display a number, which represents how  
| many HP the ball has. Each ball inflicts 20 damage.

| Time Bomb: NumberMan will summon a Time Bomb. When the timer hits zero,  
| it will explode and hit your field, one column at a time. The  
| bomb inflicts 40 damage.

| Dice Bomb: NumberMan will throw a dice into your field. Just like the  
| Time Bomb, it will explode after a second or two hitting your  
| field, one column at a time. The bomb inflicts the dice roll  
| x 10 damage.

| Strategy: It has been awhile since fighting NumberMan. The strategy is the  
| same as when we fought him last time. Continue to pause the game



| as soon as NumberMan sends the three balls. Your buster should do  
| more damage, so the balls are easier to destroy. Remember to  
| destroy any Dice Bomb/Time Bombs. Any Bomb/piercing chips are  
| effective in this battle.  
|

6) Head to your Room.

Higsby's >>> ACDC Town >>> Lan's House >>> Lan's Room

-----  
Lan's Room  
-----

1) Jack into your Computer.

-----  
Lan's Computer Area  
-----

1) Head to Internet Area 1.

-----  
Internet Area 1  
-----

- 1) Head to the Skull Gate.
- 2) Examine it to use the "WWW PIN".
- 3) Follow the path to a Green Mystery Data containing a "TriLance M" chip!
- 4) Head to the NetMerchant.
- 5) Buy any HPmemory/PowerUP that you have not bought yet as well as the "Hammer A" chip.
- 6) Head to Internet Area 2.

Note: While you are here, you may randomly encounter FireMan V3!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| FireMan V3 \  
+-----+

HP: 500	Recommended Chips: Quake, HiCannon, IceMan
Element: Fire	
Reward: 500-2000 Zennys	
FireMan,2,3 F	

| Fire Arm: FireMan will shoot out a flamethrower in front of him that  
| covers the entire row for 20 damage.  
|

| Fire Tower: FireMan will summon a Flame Tower that travels forward, which  
| moves up/down based on where you are standing. The tower does  
| 15 damage.  
|

| Burner Bomb: FireMan will launch 3 bombs into your field. When the bombs  
| explode, it will leave the panels on fire for a while. The  
| bombs have 8 HP and the fire will cause 10 damage.  
|

| Strategy: FireMan V3 has more health and moves a little faster. Use the |  
| same strategy that you used last time such as attacking him |  
| before he initiates his attacks. You have a few more Aqua chips |  
| now, so you can use those to extinguish his fire! |  
| |  
+-----+

-----  
Internet Area 2  
-----

- 1) Follow the path to a split.
- 2) Head North-West to the next split.
- 3) Head South-West and up the hill to the next split.
- 4) Head North-East and follow the path to another split.
- 5) Keep following the North-East path to a Skull Gate.
- 6) Examine it and unlock it with the "WWW PIN".
- 7) Follow the path to a Green Mystery Data containing a "PowerUP"!
- 8) Head back to the first split from Step #1.
- 9) Take the South-East path to another split.
- 10) Follow the path North-East and up the hill.
- 11) Head North from there and up the hill.
- 12) Follow the path and down the next hill.
- 13) Follow the path to a split.
- 14) Take the path to the East to a three-way cross section.
- 15) Head North-East and follow the path to the end.
- 16) Access Internet Area 4 with Miyu's Link Memo, "/Miyu".

-----  
Internet Area 4  
-----

- 1) Follow the path to a split.
- 2) Take the South-East path to go up a hill.
- 3) Follow the path to another split.
- 4) Follow the North-East path until you get to another split.
- 5) Head North-West to an Access Terminal.
- 6) Use Miyu's Address, "@Miyu" to bookmark Miyu's Antique Shop!

-----  
Magnifying Glass Computer Area  
-----

- 1) Head back to Internet Area 4.

-----  
Internet Area 4  
-----

- 1) Follow the South-West path to another split.
- 2) Head North-East and down the hill to a NetMerchant.
- 3) Buy the HeatArmr.
- 4) Head back to the split.
- 5) Head South-West to another split.
- 6) Take the South-East path and follow it to a split.
- 7) Head North-East and down the hill to another split.
- 8) Take the North-East path to a Green Mystery Data that contains an "AquaSwrd A" chip!
- 10) Go back to the split.
- 11) Follow the South-East path to a Skull Gate.

- 12) Examine it and unlock it with the "WWW PIN".
- 13) Follow the path and there should be a Mystery Data under the path above you that contains an "HPmemory". Search under the path to find it!
- 14) Head back to where the Skull Gate was and SAVE.
- 15) Follow the path to the North-East to an access point with a "W".
- 16) Try to head through and MegaMan will use the "Hig Memo".

```

+-----+
| BATTLE |
+-----+-----+-----+-----+
| FloShell3          | The FloShell3 has a shield in front of it that can |
| HardHead3 x2       | withstand a couple of hits. It also launches a total |
| Reward: 3000 Zennys | of five bombs at once towards you. It is difficult   |
+-----+-----+-----+-----+ to dodge, so I recommend just taking the hits. Each |
|                   | bomb inflicts only 40 damage. Focus your attacks on |
|                   | the HardHead3s first because their attacks can       |
|                   | destroy your panels.                                 |
+-----+-----+-----+-----+

```

```

-----
Internet Area 5
-----

```

You get an Email from Mr. Higsby.

- 1) Read it and Jack out.

```

-----
Lan's Room
-----

```

- 1) Head to SciLab Lobby.

```

Lan's Room >>> Lan's House >>> ACDC Town >>> Metroline ACDC Town Station
>>> Metroline Government Complex Station >>> Government Complex >>>
Waterworks Lobby >>> Breezeway >>> SciLab Lobby

```

```

-----
SciLab Lobby
-----

```

- 1) Talk to the Scientist that is walking back and forth in the lobby.

You get the "Lab Memo"!

- 2) Head to DenTown Block 3.

```

SciLab Lobby >>> Breezeway >>> Waterworks Lobby >>> Government Complex
>>> Metroline Government Complex Station >>> Metroline DenTown Station >>>
DenTown Block 3

```

```

-----
DenTown Block 3
-----

```

- 1) Go across the street to the East to see Chaud.
- 2) Modify your folder as needed with Sword chips such as the "FtrSword S" you bought from Higsby and the AquaSword you just picked up.
- 3) Challenge him to a NetBattle!



```

* 5. Which of these chips increases your battle area?      *
*      Steal*                                             *
*      Escape                                             *
*      X-Panell                                           *
*                                                         *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * *

```

- 2) You get a "Ratton1 E" chip as a prize!
- 3) Talk to Ms. Yuri. If you have more than 60 different Chips in you Data Library, she will give you the "YuriMemo"!
- 4) Head to Central DenTown.

Cram School >>> DenTown Block 4 >>> Central DenTown

Note: If you do not have 60 Chips in your Data Library, you can either:

1. Use the Chip Trader
2. Buy Chips at Higsby's/NetMerchants
3. Go to past areas and hunt for Chips

```

-----
Central DenTown
-----

```

- 1) Head to the North-East Corner.
- 2) Talk to the old man right next to the Flower Shop.
- 3) Head to ACDC Town.

Central DenTown >>> DenTown Block 3 >>> Metroline DenTown Station >>>  
Metroline ACDC Town Station >>> ACDC Town

```

-----
ACDC Town
-----

```

- 1) Head to the Blue House behind Dex's House.
- 2) Talk to the old man standing there. If MegaMan's Level is higher than 30, he will give you the "Pa'sMemo"!
- 3) Head to Miyu's Antique Shop.

ACDC Town >>> Metroline ACDC Town Station >>> Metroline DenTown Station >>>  
DenTown Block 3 >>> Central DenTown >>> DenTown Block 2 >>>  
Miyu's Antique Shop

Note: If MegaMan's Level is not higher than 30, you can either:

1. Head to Internet Area 1,3,5 and buy HPmemory/PowerUP/Armr from the NetMerchant
2. Head to the MegaMan section of the guide to see locations that you can find HPmemory/PowerUP from Blue Mystery Data

```

-----
Miyu's Antique Shop
-----

```

- 1) Modify your folder as needed before challenging Miyu to a NetBattle!

```

*****
BOSS FIGHT
*****

```

```

+-----+
| SkullMan V2 \
+-----+-----+
| HP: 700          | Recommended Chips: Thunder1, Steal |
| Element: None    |-----+
| Reward: SkullMan S |
+-----+
|
| Bone Crush: SkullMan will throw both of his arms into your field like
|               boomerangs that chases MegaMan slowly. Each arm inflicts 80
|               damage and has 60 HP.
|
| Ghost Fire: SkullMan will blow a ball of fire that travels straight. The
|               fire will inflict 80 damage.
|
| Skull Stomp: SkullMan will launch his Skull into the air, which enlarges
|               that falls onto your side of the field. His Skull does 100
|               damage.
|
| Strategy: SkullMan continues to be very easy to hit and will always stand
|               in front of you to attack. You have new and stronger chips that
|               can help during this battle. Continue to employ the same strategy
|               as last time by increasing your side of the field with "Steal"
|               chips to increase your maneuverability as you hit him with Battle
|               chips.
+-----+

```

2) Jack into her Magnifying Glass.

```

-----
Magnifying Glass Computer Area
-----

```

- 1) Follow the path to the warp.
- 2) Go through the warp to get to Internet Area 4.

```

-----
Internet Area 4
-----

```

- 1) Follow the South-West path to the split.
- 2) Head South-West to another split.
- 3) Take the South-East path and follow it to a split.
- 4) Head North-East and down the hill to another split.
- 5) Follow the South-East path to Internet Area 5.

```

-----
Internet Area 5
-----

```

- 1) Follow the path to a Purple NetNavi.
- 2) Head North-West up a hill, down a hill, and up another hill to a split.
- 3) Take the South-West path and follow it to a hill going down to a NetMerchant.
- 4) Buy anything that you would like.
- 5) Head East and follow the path to a Skull Gate.
- 6) Examine and use the "WWW PIN" to access it.
- 7) Follow the path to a Green Mystery Data that contains an "HPmemory"!
- 8) Head back to where the Skull Gate was.

- 9) Follow the path to the South-West to get to a Green Mystery Data that contains a "Thunder1 H" chip!
- 10) Head back to where the NetMerchant is.
- 11) Take the Northern path and follow it to a split.
- 12) Head North-East where the Purple NetNavi is standing.
- 13) Head through to Internet Area 6 with the "Lab Memo"!

-----  
Internet Area 6  
-----

- 1) Follow the path and down a hill to a split.
- 2) Take the North-East path and follow it up a hill to a three-way cross section.
- 3) Take the South-East path and down the hill another split.
- 4) SAVE. Modify your deck to include Wood elemental chips and equip the WoodArmr.
- 5) Head North-East to the dead end to meet...

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```

+-----+
| ElecMan V2 \
+-----+-----+
| HP: 700          | Recommended Chips: WoodTowr, Steal, WoodMan |
| Element: Elec   |-----+-----+
| Reward: ElecMan E |
+-----+-----+
|
| Lightning: ElecMan will send a lightning bolt down to where MegaMan is
|             standing that can inflict 200 damage. He will use this attack
|             four times in a row.
|
| Set Rod:   ElecMan summons three Tesla coils on your side of the field that
|            will run electricity between each coil that inflicts 100 damage.
|            This attack limits your maneuverability. You can destroy one
|            coil or hit ElecMan to make all of the coils disappear.
|
| Strategy:  The WoodArmr will continue to be useful in decreasing the amount
|            of damage you take. There is little to no change in terms of the
|            difficulty of the battle. Use the Wood elemental chips and
|            WoodMan to deal damage. Besides those chips, bomb/piercing chips
|            are effective as well.
+-----+-----+

```

- 6) Head back to the split.
- 7) Take the North-West path to another split.
- 8) Follow the North-East path to a split.
- 9) Continue North-East to another split.
- 10) Head South-East to get to a Green Mystery Data that contains "6000 Zennys"!
- 11) Head back to the split.
- 12) Head North-West.
- 13) Head through to Internet Area 7 with the "YuriMemo"!

-----  
Internet Area 7  
-----

- 1) Follow the path to a split.
- 2) Head South-East and follow the path to another split.
- 3) Take the South-East path to another split.
- 4) Head North-East to another split.
- 5) Follow the North-East path to another split.
- 6) Head South-East to get to a Green Mystery Data that contains a "Remobit1 N" chip!
- 7) Head back to the split from Step #4.
- 8) Take the South-West path to get to another split.
- 9) Head South-West.
- 10) Head through to Internet Area 8 with the "Pa's Memo"!

-----  
Internet Area 8  
-----

- 1) Follow the path to a split.
- 2) Take the South-East path to a split.
- 3) Take the North-East path to another split.
- 4) Take the North-East path to a circular area.
- 5) Head North-East to a split.
- 6) Take the South-East path to get to a Green Mystery Data that contains "10,000 Zennys"!
- 7) Head back to the circular area.
- 8) Head North-West to a split.
- 9) Take the South-East path and down the hill.
- 10) SAVE. Modify your folder to include Sword, Bomb, and Piercing chips. Unequip your WoodArmr and equip the HeatArmr instead.
- 11) When you are ready, follow the path to get to BombMan.

Cut-Scene

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| BombMan \
+-----+-----+
| HP: 800          | Recommended Chips: DynaWave, Quake, Bombs, Swords |
| Element: None   |-----+
| Reward: 4000 Zennys |
| WWW's Address |
+-----+
|
| Bomb Fire:      BombMan summons 3 bombs on his side of the field. After a few
|                 seconds, he will kick the bombs on to your side of the field
|                 where MegaMan is standing. The bomb will explode in a +
|                 pattern, so you need to move diagonally away from where you
|                 are standing. The bomb inflicts 140 damage and has 40 HP.
|
| Stealth Mine:  BombMan will set a Mine on your side of the field, which will
|                 blow when you step on it. The Mine inflicts 100 damage.
|
| Strategy:      BombMan tends to stand still after summoning his 3 bombs, which
|                 is a great opportunity to do some damage. You can also destroy
|                 his bombs with your buster as well as piercing chips like
|                 DynaWave. He will start using his Stealth Mine attack when his HP
|                 gets down to about half way. If you have any Invis chips, you can
|                 run around your field to set the Mine off without getting any
|                 damage.
```



|  
+-----+  
Cut-Scene

10) Jack out.

-----  
Miyu's Antique Shop  
-----

1) Head to your Dad's Laboratory.

Miyu's Antique Shop >>> DenTown Block 2 >>> Central DenTown >>>  
DenTown Block 3 >>> Metroline DenTown Station >>> Metroline Government Complex  
>>> Government Complex >>> Waterworks Lobby >>> Breezeway >>> SciLab Lobby >>>  
Dad's Laboratory

-----  
Dad's Laboratory  
-----

- 1) Head to the lab area.
- 2) Talk to your Dad.
- 3) Say Yes!
- 4) Head to your Room.

Dad's Laboratory >>> SciLab Lobby >>> Breezeway >>> Waterworks Lobby >>>  
Government Complex >>> Metroline Government Complex Station >>>  
Metroline ACDC Town Station >>> ACDC Town >>> Lan's House >>> Lan's Room

-----  
Lan's Room  
-----

1) Go to sleep.

Cut-Scene at WWW

=====  
4. Walkthrough - Scenario 8: Stop the EndGame MME04H  
=====

-----  
Lan's Room  
-----

You get an Email from Dad.

1) Read it and head downstairs.

-----  
Lan's House  
-----

Cut-Scene

1) Leave the House.  
-----

ACDC Town  
-----

You get an Email from BattleML.

1) Head to Higsby's.

-----  
Higsby's  
-----

- 1) Head to the counter.
- 2) Examine the object right next to the register to get the "WWW Pass"!
- 3) Head to the Metroline ACDC Town Station.

Higsby's >>> ACDC Town >>> Metroline ACDC Town Station

-----  
Metroline ACDC Town Station  
-----

- 1) Talk to the Metro worker next to the Ticket gate.
- 2) Talk to the Metro worker next to the Ticket machine.
- 3) Head to the School Gate.

Metroline ACDC Town Station >>> ACDC Town >>> School Gate

-----  
School Gate  
-----

Cut-Scene

- 1) Examine the back of the Fountain.

Cut-Scene

-----  
Secret Metroline Station  
-----

Cut-Scene

- 1) Leave.

-----  
School Gate  
-----

- 1) Head to the Government Complex.

School Gate >>> ACDC Town >>> Metroline ACDC Town Station >>>  
Metroline Government Complex Station >>> Government Complex

-----  
Government Complex  
-----

You get an Email from BattleML.

1) Head to your Dad's Laboratory.

Government Complex >>> Waterworks Lobby >>> Breezeway >>> SciLab Lobby  
>>> Dad's Laboratory

-----  
Dad's Laboratory  
-----

- 1) Head to the main lab area.
- 2) Talk to your Dad.

You got the "WWW Pass"!

3) Head back to ACDC Town.

Dad's Laboratory >>> SciLab Lobby >>> Breezeway >>> Waterworks Lobby >>>  
Government Complex >>> Metroline Government Complex Station >>>  
Metroline ACDC Town Station >>> ACDC Town

-----  
ACDC Town  
-----

You get an Email from BattleML.

1) Head to the Secret Metroline Station.

ACDC Town >>> School Gate >>> Secret Metroline Station

-----  
Secret Metroline Station  
-----

1) Go through the gate.

Cut-Scene

Cut-Scene

-----  
WWW Research Facility  
-----

- 1) Head East.
- 2) Head through the Metal Door.

-----  
WWW Research Facility Corridor 1  
-----

Cut-Scene

- 1) Head up the hill.
- 2) Try to exit.
- 3) Jack in.

-----  
WWW Computer Area 1  
-----

- 1) Follow the path to get to a Green NetNavi.
- 2) Talk to the Green NetNavi to get the "IceBlock" program!
- 3) Head North-East to where the flames are.
- 4) There are three flames. Use an "IceBlock" on the top one.
- 5) Follow the newly opened path to get to a Blue Mystery Data that contains a "Recov200 C" chip!
- 6) Head back to the Green NetNavi to recharge your "IceBlocks".
- 7) Take the South-East path to get to two flames.
- 8) Extinguish the flame on the right.
- 9) Follow the red pipe path to get to a Blue Mystery Data that contains "5000 Zennys"!
- 10) Continue following the path to two more flames.
- 11) Extinguish one of them to get through.
- 12) Follow the path to two more flames.
- 13) Ignore these two flames and continue following the path to two more flames.
- 14) Extinguish the flame on the right.
- 15) Follow the path to a Blue Mystery Data that contains "3000 Zennys"!
- 16) Extinguish one of the flames to the right.
- 17) Follow the path to a Blue Mystery Data that contains a "FireSwrd P" chip!
- 18) Take out the flame right next to you.
- 19) Follow the path to two more flames.
- 20) Extinguish one of them.
- 21) Follow the path to the end.

Cut-Scene

- 22) Jack out.

-----  
WWW Research Facility Corridor 1  
-----

- 1) Talk to Yai to get the "Roll3 R" chip!
- 2) Exit through the unlocked door.

-----  
WWW Research Facility  
-----

- 1) Head to the other side.
- 2) Examine the Metal Door.
- 2) Jack in.

-----  
WWW Computer Area 2  
-----

- 1) Follow the path to get to an open area.
- 2) There are 4 Gates here. Head to the Gate on the Northern side.
- 3) Just like in Scenario 2, you need to figure out the random number for these Gates.
- 4) Follow the path to get to a Blue Mystery Data that contains "8000 Zennys"!
- 5) Head back to the open area.
- 6) Head to the Gate on the Eastern side and unlock it.
- 7) Go down the hill to another locked Gate.
- 8) Unlock the Gate.
- 9) Follow the path to a Blue Mystery Data that contains a "Hurricane L" chip!
- 10) Go back to the open area.
- 11) Head to the Southern Gate and unlock it.

- 12) Follow the path to another Gate.
- 13) Unlock the Gate and follow the path to get to an area with two Gates.
- 14) Unlock the Gate on the Western side.
- 15) Follow the path to a Blue Mystery Data that contains a "FtrSword P" chip!
- 16) Head back to where you just unlocked the Gate.
- 17) Unlock the Gate on the Eastern side.
- 18) Follow the path to a large Gate.
- 19) Examine it.

Cut-Scene

- 17) Jack out.

-----  
WWW Research Facility  
-----

Cut-Scene

- 1) Head inside.

-----  
WWW Research Facility Corridor 2  
-----

- 1) Head up the hill.
- 2) Try to exit.
- 3) Jack in.

-----  
WWW Computer Area 3  
-----

- 1) Follow the path to an icy area.
- 2) Slide across to the South-East direction.
- 3) Position MegaMan to the left side and slide directly North.
- 4) Slide to the South-West direction.
- 5) Follow the path to get to a Blue Mystery Data that contains "4000 Zennys"!
- 6) Head back to the icy area and slide back North-East to get back to where you were standing in Step #4.
- 7) Head up the hill and slide across the ledge, which will take you to the bottom floor of the area.
- 8) Follow the path to a hill.
- 9) Go up the hill and then up another hill to an icy path.
- 10) Slide across three icy paths to the North-East.
- 11) Head to the ledge and fall off.
- 12) Slide across to the South-East direction to get to a Blue Mystery Data that contains a "Recov300 L" chip!
- 13) Slide back to the North-West.
- 14) Slide directly South to fall off the icy ledge.
- 15) Follow the path to an icy ledge.
- 16) Fall off the ledge and you are back to where the hills are.
- 17) Go up the hill.
- 18) Slide across one icy path.
- 19) Head South-East and slide off the icy ledge.
- 20) SAVE. Position MegaMan to the bottom tip of the path.
- 21) Slide directly to the right. If done correctly, MegaMan should slide to the right and then change directions automatically sliding to the North-East. Reset your game if you fall off the icy ledge and try again.
- 23) Follow the path to a big chunk of ice.

Cut-Scene

26) Jack out.

-----  
WWW Research Facility Corridor 2  
-----

1) Head through the door.

-----  
WWW Research Facility  
-----

- 1) Head to the other side.
- 2) Jack into the Metal Door.

-----  
WWW Computer Area 4  
-----

- 1) Follow the path to a split.
- 2) Head South-West and follow the metal path to an orb.
- 3) Go through the orb to make the Red path light up.
- 4) Follow the Red path to a split.
- 5) Head South-East.
- 6) Head South-West down the short Red path and through the orb, which lights up the Blue path.
- 7) Follow the Blue path to the South-East to get to another orb.
- 8) Go through the orb while heading North-West. (Red path lights up)
- 9) Go through the orb again as you head South-West. (Blue path lights up)
- 10) Follow the path to get to a Blue Mystery Data that contains a "TimeBom3 P"!
- 11) Head back to the orb.
- 12) Go through the orb as you head North-West. (Red path lights up)
- 13) Follow the path to another orb.
- 14) Go through the orb and head South-West through the Blue path to two orbs.
- 15) Go through the first orb to light up the Red path.
- 16) Head North-West to a split.
- 17) Head South-West and through the orb to light up the Blue path.
- 18) Follow the path to a Blue Mystery data containing an "HPmemory"!
- 19) Follow the Blue path to another orb.
- 20) Go through the final orb and follow the path to a boulder.

Cut-Scene

21) Jack out.

-----  
WWW Research Facility  
-----

1) Go through the Metal Door.

-----  
WWW Research Facility Corridor 3  
-----

You get an Email from BattleML.

1) Head through the Door in front of you.

-----  
Wily's Laboratory  
-----

- 1) Head to the other side.
- 2) Head to the right to find a self-portrait of Wily.
- 3) Examine the portrait again.
- 4) Jack in.

-----  
Wily's Portrait Computer Area  
-----

- 1) Follow the path to the end.
- 2) Continue North-West through an invisible path to get to another path.
- 3) Head North-East on an invisible path to two panels.
- 4) Head North-West on an invisible path to another path.
- 5) Head North-East to get to the next path.
- 6) Follow the path to an open area.
- 7) Head to the lone panel that is sticking out.
- 8) Head South-East to get to another path.
- 9) Follow the path to a Blue Mystery Data that contains "2000 Zennys"!
- 10) Head North-West to the end of the path.
- 11) Continue North-West on an invisible path to three panels.
- 12) Head North-East from the third panel to another path.
- 13) Follow the path to a split.
- 14) Take the South-West path to a dead end.
- 15) Head South-East on an invisible path to a visible path.
- 16) Follow the short path to a dead end.
- 17) Head South-East to get to a Blue Mystery Data that contains a "BigWave K"!
- 18) Head South-West to the dead end.
- 19) Continue South-West on an invisible path to get to a visible path.
- 20) Follow the path to the end.
- 21) Head North-West to get to the three panels.
- 22) On the third panel, head North-East on to a small path.
- 23) Continue North-East to get to another path.
- 24) Talk to the Green Program if you would like.
- 25) SAVE. This is the last SAVE you can make until you beat the game. Modify your folder to include bomb/pierce chips due to the fact that the next boss will be standing at the back of his field.
- 26) Continue forward to meet MagicMan.

Cut-Scene

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| MagicMan \  
+-----+

HP: 700	Recommended Chips: FtrSword, Quake, BigBomb, Cloud	
Element: None		
Reward: 5000 Zennys		

+-----+  
|  
| When you start the battle, you will see three circular spaces on his side |  
| of the field. MagicMan is on top of one of them while the other two spaces |  
| are where MagicMan summons viruses. Besides the Virus summon, MagicMan only|

```

| has one attack:
|
| Magic Fire: MagicMan shoots a ball of fire that moves straight down the
|               row, which inflicts 160 damage.
|
| Virus Summon: MagicMan will disappear and summon two viruses on to his side
|               of the field. The viruses that he can summon are: Mettaur2,
|               Swordy3, Cloudy3, Megalian, Billy, Fanner3, Spooky3.
|
| Strategy: At most, you will be fighting three enemies at the same time in
|           this battle. Depending on what viruses MagicMan summon will also
|           dictate how hard the battle will be. You will most likely be
|           deciding whether to use your battle chips on the viruses or
|           MagicMan. I recommend deleting the Cloudy3, Megalian, and the
|           Billy as top priority due to the nature of their attacks. While
|           the viruses are on the loose, MagicMan will continue to use his
|           Magic Fire to attack the middle row. The attack itself is easy to
|           dodge but when coupled with another viruses' attack, it does get
|           difficult to dodge. In terms of our attack, all of our battle
|           chips will most likely hit unless MagicMan disappears to summon
|           more viruses. Consider using Navi chips such as StoneMan/SharkMan
|           to damage all enemies as well as SkullMan to inflict damage
|           against MagicMan.
|
+-----+

```

Cut-Scene

27) Jack out.

```

-----
Wily's Laboratory
-----

```

1) Go through the secret door.

```

-----
Hacking Rocket
-----

```

Cut-Scene

```

-----
Rocket Computer Area
-----

```

1) Modify your folder to include battle chips that inflict over 100 damage as well as support chips such as Recovery chips and Invis chips.

2) Follow the path to the Life Virus.

Cut-Scene

```

*****
FINAL BOSS
*****

```

```

+-----+
| Life Virus \
+-----+

```

```

| HP: 1000           | Recommended Chips: FtrSword, DynaWave, Quake2/3
| Element: None     |-----+

```



+-----+

| The Life Virus does not move from the center of its field. It also has a  
| LifeAura that acts as a barrier, which negates all attacks that inflict  
| less than 100 damage. There are also three holes in front of the Life Virus  
| where it can summon Scuttlest viruses. The Life Virus has several attacks:

| Sword:       The Life Virus charges a Sword attack that covers the front  
|               two columns that can inflict 200 damage.

| Laser:        The Life Virus charges a Laser attack that shoots forward  
|               covering one row that can inflict 200 damage.

| Meteor:       The Life Virus charges a Meteor attack when its HP gets low.  
|               The Life Virus will drop a meteor into the first column with  
|               subsequent explosions occurring in the middle column and then  
|               in the back column. The meteor/explosion inflicts 200 damage.

| Aqua Tower:  The Scuttle sends an Aqua Tower that inflicts 80 damage.

| Fire:         The Scutz sends a ball of Fire down the row that inflicts 80  
|               damage.

| Thunder:     The Scuttler launches a homing Thunder ball that inflicts 80  
|               damage.

| Wood Tower:  The Scuttzer sends a Wood Tower that inflicts 80 damage.

| Strategy:    The key to this fight is to always choose at least two battle  
|               chips. The first battle chip is used to take down the LifeAura  
|               while your next few chips are used to inflict damage. In order to  
|               get this to happen, you may have to use the ADD function. The  
|               other strategy is to wait for the Custom Gauge to fill up and  
|               then use a chip to take down the LifeAura. Open the Custom  
|               Window, choose as many battle chips as you can, and use all of  
|               them during the next turn.

|               Your attention should also be on the Life Virus charging its  
|               attacks. When the charge attack is pink/purple, that signifies  
|               when the Life Virus will attack. If MegaMan is standing in the  
|               front two columns, it will use the Sword attack. If MegaMan is  
|               standing in the back, it will use the Laser attack. Therefore,  
|               you can easily dodge both attacks by standing in the  
|               top-left/bottom-left side of your field. However, the Life Virus  
|               will also start using its Meteor attack when its HP gets low, so  
|               that strategy will not always work. You can actually dodge the  
|               Meteor attack if you time your movement carefully by moving to  
|               the right as soon as the explosion occurs in front of you.

|               The Life Virus will summon the Scuttlest viruses one by one. The  
|               color of the virus depicts the elemental attack that the virus  
|               will use. You can either ignore the viruses or delete them. A  
|               charge shot or two with your buster is enough to delete the  
|               viruses. I suggest deleting the yellow one due to the annoyance  
|               of its Thunder ball attack.

|               Another opportunity to attack the Life Virus is when it is  
|               performing an attack. The Life Virus will drop its LifeAura down  
|               before attacking. You can either attack before/after its attack.  
|               I recommend always having your buster charged and use the charge

| attack to either delete a Scuttles virus or attack the Life Virus |  
| when its LifeAura is down. |

-----+  
Cut-Scene

-----  
ACDC Town  
-----

Cut-Scene

--->>>--->>>--->>>--->>>--->>>--->>>---End Credits---<<<---<<<---<<<---<<<---<<<---

--->>>--->>>--->>>--->>>--->>>--->>>---Result Screen---<<<---<<<---<<<---<<<---<<<---

Congratulations on beating the game! I hope you enjoyed the story. You get a Yellow Star right next to the Continue option on the main screen for your hard work. Your hard work earns you the right to continue the Post-Game Scenario!

=====

5. Post-Game Scenario MME05

=====

When you select continue after beating the game, you start off where you left off. However, the game will know that you have beaten the game with the Yellow Star as proof. Here is a list of the things that you can accomplish in the Post-Game:

+-----+  
| 1. Defeat the Secret Bosses |

+-----+-----+  
| Most of the Post-Game setting will be in the Internet. As we venture |  
| through deeper parts of the Internet, we will meet stronger viruses and |  
| NetNavis. The goal is to get to the deepest parts of the Internet and |  
| defeat these Secret Bosses! |

+-----+  
| 2. Complete the Data Library |

+-----+-----+  
| We will collect all 175 Battle Chips! |

+-----+  
| 3. Get MegaMan's Level to 100 |

+-----+-----+  
| We will collect/buy all HPmemories, PowerUPs, and Armrs! |

+-----+  
| 4. Activate every Program Advance |

+-----+-----+  
| In order to activate every Program Advance, you need all of the specific |  
| codes for each Battle Chip. Therefore, we will be tackling this criterion |  
| at the same time when collecting all of the Battle Chips! |

+-----+

In terms of the Post-Game Walkthrough, we will be revisiting past areas to acquire any Battle chips that you may have not acquired during the story as well as acquiring stronger Battle chips in order to make the journey as painless as possible. We will be farming/grinding for different Battle chips/codes so be patient! I have designed this guide to be as efficient as possible.

Note: There is no specific reward for actually getting all of these things done, only bragging rights. If you would like to just defeat the final secret boss, continue following the guide but ignore collecting the specific codes for the PAs.

=====

5. Post-Game - WWW Research Facility MME05A

=====

-----

Wily's Portrait Computer Area

-----

1) This is where you should start after beating the game, just before fighting MagicMan. There are a few Battle chips that we can obtain in this area:

+-----+	
Battle Chips	
+-----+	
BigWave	- You should already have "BigWave K" but it is a strong chip, if you happen to come across more Big Jellys, try to get more.
Thunder2	- You will have another opportunity for this chip.
Cyclone	- You will have another opportunity for this chip.
Snakeegg2	- You will have another opportunity for this chip.
Remobit1	- You will have another opportunity for this chip.
Remobit2	- You will have another opportunity for this chip.
Lockon1	- I recommend getting this chip here!
Candle2	- You will have another opportunity for this chip.
BblWrap3	- You can buy this chip later for 10000 Zennys.

2) The Satella virus will sometimes appear on its own, so it might be easier to get the "Lockon1" chip here.

3) Jack out.

-----

Wily's Laboratory

-----

1) Head out of the Lab.

-----

WWW Research Facility Corridor 3

-----

1) Head outside.

-----

WWW Research Facility

-----

1) Jack into the Metal Door.

-----  
WWW Computer Area 4  
-----

+-----+  
| Battle Chips |

+-----+-----+-----+-----+  
| BigWave - You should already have "BigWave K" but it is a strong chip! |  
| Thunder2 - You will have another opportunity for this chip. |  
| TimeBom3 - You should already have "TimeBom3 P" but it is a strong chip! |  
| Lockon1 - Do not leave until you have this chip! |  
| Candle2 - You will have another opportunity for this chip. |  
| AquaAura - You will have another opportunity for this chip. |  
| FireAura - You will have another opportunity for this chip. |  
+-----+-----+-----+-----+

- 1) Make sure you have acquired a "Lockon1" chip. If not, you will have to come back here later.
- 2) Jack out.

-----  
WWW Research Facility  
-----

- 1) Challenge Dex to a NetBattle! Your goal is to obtain "GutsMan2 G", "GutsMan3 G", and "GutsPnch B". You will likely get "GutsMan3 G" with an S rank, "GutsMan2 G" with a 9-10 rank, and "GutsPnch B" with a 7-8 rank. You will also be getting a good amount of Zennys while fighting him.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----+  
| GutsMan V3 \  
+-----+-----+-----+-----+

| HP: 600 | Recommended Chips: WideSwrd, X-Panel3 |  
| Element: None |-----+-----+-----+-----+  
| Reward: 500-2000 Zennys |  
| GutsPnch B, M |  
| GutsMan,2,3 G |  
+-----+-----+-----+-----+

| Shockwave- GutsMan will send a Shockwave that travels forward for 60  
| damage. The Shockwave cannot travel forward through holes. |

| Guts Hammer- GutsMan will move to the front of his area and slam the  
| ground, which will crack all the panels in front of him. If  
| you get hit by the hammer it will do 60 damage. |

| Guts Punch- GutsMan will move up to the front of the area most likely when  
| you are positioned at the front and punch you for 90 damage. |

| Strategy: GutsMan should not pose any difficulty at this point in the game.  
| Continue to pummel him with battle chips that deal high damage.  
| You can even try using the folder you used to defeat the Life  
| Virus. If you are having difficulty S ranking GutsMan, consider  
| using an "X-Panel3" to wipe out the front row. This would ensure  
| that you do not get hit until the panels return. |  
+-----+-----+-----+-----+

Note: In order to S rank NetNavis, you need to do a couple of things:

1. Defeat the NetNavi quickly (00:00:00 - 00:30:00)
2. Do not get hit
3. Move only a couple of times (0~2 spaces)

\*Refer to the Virus Busting section of the guide for more details!

2) Head North-West and through the Metal Door.

-----  
WWW Research Facility Corridor 2  
-----

1) Challenge Dr. Froid to a NetBattle! Your goal is to obtain "IceMan2 I" and "IceMan3 I". You will likely get "IceMan3 I" with an S rank and "IceMan2 I" with a 7-10 rank. Continue raking the Zennys!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| IceMan V3 \  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
| HP: 700 | Recommended Chips: Bomb chips, DynaWave, Steal |  
| Element: Aqua |-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
| Reward: 500-2000 Zennys |  
| IceMan,2,3 I |  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
|  
| Freeze Bomb: IceMan will throw a bomb towards you that will hit with a + |  
| pattern. He will usually use this attack after he finishes |  
| performing the IceCube attack. If you get hit by the Freeze |  
| Bomb, it will inflict 30 damage as well as freezing you on the |  
| spot. You can mash the A/B button to get out quicker. |  
|  
| IceCube: IceMan will create a block of ice in front of him. He will |  
| always start making the cubes from the top row and going down |  
| each row. IceMan can also kick the IceCube in front of him |  
| towards you. If you happen to be standing on the panel where |  
| the IceCube forms or get hit by the IceCube, it inflicts 60 |  
| damage. |  
|  
| Strategy: Continue to use bomb/piercing chips to attack IceMan V3. You can |  
| also use the GutsMan chips you just collected to attack IceMan V3 |  
| while cracking/destroying his panels, which will limit his |  
| movement becoming an easy target for any bomb chips/charged |  
| Buster shots. |  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

2) Head down the hill and through the door.

-----  
WWW Research Facility  
-----

1) Challenge Higsby to a NetBattle! Your goal is to obtain "NumbrMan2 N" and "NumbrMan3 N". You will likely get "NumbrMan3 N" with an S rank and "NumbrMan2 N" with a 7-10 rank.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| NumberMan V3 \
+-----+-----+
| HP: 700          | Recommended Chips: DynaWave, FireMan, WoodMan |
| Element: None   |-----+
| Reward: 500-2000 Zennys |
|           NumbrMan,2,3 N |
+-----+-----+
|
| Number Ball: NumberMan will send three balls lined up in a column towards
|                you. Each ball will display a number, which represents how
|                many HP the ball has. Each ball inflicts 20 damage.
|
| Time Bomb:   NumberMan will summon a Time Bomb. When the timer hits zero,
|                it will explode and hit your field, one column at a time. The
|                bomb inflicts 40 damage.
|
| Dice Bomb:   NumberMan will throw a dice into your field. Just like the
|                Time Bomb, it will explode after a second or two hitting your
|                field, one column at a time. The bomb inflicts the dice roll
|                x 10 damage.
|
| Strategy:   It has been awhile since fighting NumberMan. The strategy is the
|                same as when we fought him last time. Continue to pause the game
|                as soon as NumberMan sends the three balls. Your buster should do
|                more damage, so the balls are easier to destroy. Remember to
|                destroy any Dice Bomb/Time Bombs. Any Bomb/piercing chips are
|                effective in this battle.
|
+-----+-----+
```

2) Head North-West and through the Metal Door.

```
-----
WWW Research Facility Corridor 1
-----
```

1) Jack into the Metal Door.

```
-----
WWW Computer Area 1
-----
```

```
+-----+
| Battle Chips |
+-----+-----+
| Snakegg3 - Do not leave until you have this chip! |
| IronShld - Do not leave until you have this chip! |
| TimeBom3 - You should already have "TimeBom3 P" but it is a strong chip! |
| Candle2 - You will have another opportunity for this chip. |
+-----+-----+
```

- 1) Make sure you have acquired a "Snakegg3" and "IronShld" chip. If not, you will have to come back here later.
- 2) Jack out.

```
-----
```

- 1) Head to ACDC Town.

WWW Research Facility Corridor 1 >>> WWW Research Facility >>>  
 Secret Metroline Station >>> School Gate >>> ACDC Town

=====

5. Post-Game - ACDC Town

=====

MME05B

-----

ACDC Town

-----

- 1) Head to the East where a guy is standing.
- 2) Talk to him to find out that his Money disappeared. This is a Side Quest that we will do later.
- 3) Head towards your house.
- 4) Jack into the Doghouse.

-----

Doghouse Computer Area

-----

+-----+

| Battle Chips |

- |          |  |  |
|----------|--|--|
| Cannon   | - I recommend getting this chip here!              |  |
| ShokWave | - I recommend getting this chip here!              |  |
| SoniWave | - You will have another opportunity for this chip. |  |
| MetGuard | - I recommend getting this chip here!              |  |

- 1) You will most likely have "Cannon A, B, and C". You need to get "Cannon D" from the Canodumb virus.
- 2) You will need to obtain "ShokWave C" x2 and "SoniWave C" x2 chip from the Mettool and Mettool2 viruses.
- 3) You will also need to obtain "MetGuard A" x30 and "MetGuard G" x2~5 from the Mettool and Mettool2 virus, respectively. We will see more Mettools later, so if you would like to take a break from MetGuard farming, leave after getting 15~20 chips.
- 4) Jack out.

NOTE: In order to obtain a "MetGuard", you need to defeat the Mettools with a Busting Level of 6. To do this, simply head into battle and defeat all but one Mettool. Get hit once and move around your field. Defeat the last Mettool after doing that. If all goes well, you should get a Busting Level of 6. Do NOT defeat 2+ Mettools with a single attack, which will raise your Busting Level! If you have a Buster with 5 ATK, just use your Buster only.

-----

ACDC Town

-----

- 1) Head to Mayl's House.

-----

Mayl's House

-----  
1) Jack into the Piano.

-----  
Mayl's Piano Computer Area  
-----

+-----+  
| Battle Chips |

+-----+-----+-----+  
| Cannon - You should have "Cannon A, B, C, D" already! |  
| ShokWave - You should already have "ShokWave C" x2~3! |  
| Quakel - I recommend getting this chip here! |  
| MetGuard - If you still do not have 30, keep farming them here! |  
| Invis1 - I recommend getting this chip here! |  
+-----+-----+-----+

- 1) You will need to obtain "Quakel Q" x1~3 from the Flappy virus. The Flappy is most likely to drop the "Quakel Q" chip with a Busting Level of 9.
- 2) If you do not have an "Invis1" yet, go ahead and get one here.
- 3) Jack out.

-----  
Mayl's House  
-----

1) Head to Yai's House.

Mayl's House >>> ACDC Town >>> Yai's House

-----  
Yai's House  
-----

1) Jack into the Telephone across the hall.

-----  
Telephone Computer Area  
-----

+-----+  
| Battle Chips |

+-----+-----+-----+  
| ShokWave - You should already have "ShokWave C" x2~3! |  
| WideSwrd - You should already have "WideSwrd S" |  
| LongSwrd - I recommend getting this chip here! |  
| Dash - I recommend getting this chip here! |  
| MetGuard - If you still do not have 30, keep farming them here! |  
+-----+-----+-----+

- 1) You need to obtain "LongSwrd S" x1~2 from the Swordy virus. The Swordy will most likely drop "LongSwrd S" with a Busting Level of 7.
- 2) You will also need to obtain "Dash G" x2~4 from the Fishy virus. The Fishy will drop "Dash G" with a Busting Level of S.
- 3) Jack out.

-----  
Yai's House  
-----

1) Head to Dex's House.



Yai's House >>> ACDC Town >>> Dex's House

-----  
Dex's House  
-----

1) Jack into Dex's Computer.

-----  
Dex's Computer Area  
-----

1) Head to Internet Area 1.

-----  
Internet Area 1  
-----

1) Put all of the "IceMan" chips you have in your folder as well as the "BigWave" chip. Run around this area to randomly encounter FireMan V3. You need to obtain the "FireMan2 F" and "FireMan3 F" chips.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| FireMan V3 \
+-----+-----+
| HP: 500          | Recommended Chips: BigWave, Quake3, IceMan,2,3 |
| Element: Fire   |-----+-----+
| Reward: 500-2000 Zennys |
|           FireMan,2,3 F |
+-----+-----+
|
| Fire Arm:      FireMan will shoot out a flamethrower in front of him that
|                covers the entire row for 20 damage.
|
| Fire Tower:   FireMan will summon a Flame Tower that travels forward, which
|                moves up/down based on where you are standing. The tower does
|                15 damage.
|
| Burner Bomb:  FireMan will launch 3 bombs into your field. When the bombs
|                explode, it will leave the panels on fire for a while. The
|                bombs have 8 HP and the fire will cause 10 damage.
|
| Strategy:     FireMan V3 has more health and moves a little faster. Use the
|                same strategy that you used last time such as attacking him
|                before he initiates his attacks. You have a few more Aqua chips
|                now, so you can use those to extinguish his fire!
+-----+-----+
```

2) Head to Internet Area 2.

Note: You may obtain a "MetGuard A" from the Random Mystery Data in this area!

-----  
Internet Area 2  
-----



```

*      IceMan*      *
*      StoneMan      *
* 3. What do you always say when you jack in?      *
*      Transmission!      *
*      Battle operation!      *
*      Transmit!*      *
* 4. Which of these chips does 80 damage to your opponent?      *
*      ShokWave      *
*      Recov80      *
*      Sword*      *
* 5. Which of these chips increases your battle area?      *
*      Steal*      *
*      Escape      *
*      X-Panell      *
*      *      *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

```

2) Jack into the Blackboard.

```

-----
Cram School Blackboard Computer Area
-----
                        +-----+
                        | Battle Chips |
+-----+-----+-----+-----+
| BodyBurn - You will have another opportunity for this chip.      |
| Dynamyt3 - Do not leave until you have this chip!                  |
+-----+-----+-----+-----+

```

1) I recommend saving here due to the amount of damage that the Poitton 3rd virus is capable of. You must obtain the "Dynamyt3" chip before leaving.  
2) Jack out.

```

-----
Cram School
-----

```

1) Head outside.

```

-----
DenTown Block 4
-----

```

1) Cross the street to the South-East.  
2) Jack into the Traffic Light.

```

-----
Traffic Light Computer Area 2
-----
                        +-----+
                        | Battle Chips |
+-----+-----+-----+-----+
| SoniWave - You will have another opportunity for this chip.      |
| FireTowr - You should already have "FireTowr T"!                  |
| AquaTowr - You should already have "AquaTowr C"!                  |
| Wave      - I recommend getting this chip here!                  |
| HeatWave - I recommend getting this chip here!                  |
| MetGuard - Continue to farm for "MetGuard G" x2~5!              |
+-----+-----+-----+-----+

```

- 1) I recommend obtaining the "Wave A" and "RedWave" chips here due to the high probability of encountering them. You must get an S rank to obtain both chips.
- 2) Jack out.

-----  
DenTown Block 4  
-----

- 1) Head to Central DenTown.

-----  
Central DenTown  
-----

- 1) Jack into the Traffic Light.

-----  
Traffic Light Computer Area 5  
-----

```

                                     +-----+
                                     | Battle Chips |
+-----+-----+-----+-----+-----+-----+
| M-Cannon - You will have another opportunity for this chip. |
| Bubbler   - You should already have "Bubbler K"!             |
| Heater    - You should already have "Heater O"!             |
| FireSwrd  - You should already have "FireSwrd P"!           |
| AquaSwrd  - You should already have "AquaSwrd A"!           |
| DynaWave  - You will have another opportunity for this chip. |
| FireTowr  - You should already have "FireTowr T"!           |
| AquaTowr  - You should already have "AquaTowr C"!           |
| Quake2    - Farm for "Quake2 Q" x1~2!                        |
| Wave      - I recommend getting this chip here!             |
| HeatWave  - I recommend getting this chip here!             |
| MetGuard - Not necessary from Mettool3!                    |
| BblWrap1  - Do not leave until you have this chip!          |
+-----+-----+-----+-----+-----+-----+

```

- 1) Your focus should be on the "Quake2 Q", and "BblWrap1" chips. The Flappy2 virus needs to be defeated with a Busting level of 6~7, and the Ammonicule virus needs to be defeated with a mid-high Busting level.
- 2) Jack out.

-----  
Central DenTown  
-----

- 1) Head to Miyu's Antique Shop.

Central DenTown >>> DenTown Block 2 >>> Miyu's Antique Shop

-----  
Miyu's Antique Shop  
-----

- 1) Jack into the Large Vase.

-----  
Large Vase Computer Area  
-----

+-----+  
| Battle Chips |

+-----+  
| SoniWave - Farm for "SoniWave C" x1~2! |  
| DynaWave - Farm for "DynaWave C" x1~2! |  
| MetGuard - Not necessary from Mettool3! |  
| Candle3 - Do not leave until you have this chip! |  
+-----+

- 1) I believe this is the best place to farm for "SoniWave C" and "DynaWave C". You must S rank both the Mettool2 and Mettool3 viruses respectively to obtain the aforementioned chips. I recommend getting at least 1~2 of each chip. The CanDevil3 virus only appears here, so do not leave until you get a "Candle3" chip.
- 2) Jack out.

-----  
Miyu's Antique Shop  
-----

- 1) We will now NetBattle Miyu! I hope you have 2~5 "MetGuard G", "Dash G", and "GutsMan,2,3 G" by now. Modify your folder to include these chips as well as any other "G" coded chips into your folder. The three chips used in that order activates the PA, "GtsShoot". This PA is going to be your best friend for the rest of the game due to the fact that it can inflict 500 damage to the enemy in front of you! You can defeat most bosses by using "GtsShoot" twice!
- 2) Challenge Miyu to a NetBattle! Your goal is to obtain "SkullMan2 S" and "SkullMan3 S". You will likely get "SkullMan3 S" with a 10-S rank and "SkullMan2 S" with a 7-9 rank.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----+  
| SkullMan V3 \  
+-----+

| HP: 800 | Recommended Chips: FtrSword, Steal, Invis |  
| Element: None |-----+  
| Reward: 500-2000 Zennys |  
| SkullMan,2,3 S |

+-----+  
|  
| Bone Crush: SkullMan will throw both of his arms into your field like  
| boomerangs that chases MegaMan slowly. Each arm inflicts 80  
| damage and has 60 HP.  
|

| Ghost Fire: SkullMan will blow a ball of fire that travels straight. The  
| fire will inflict 80 damage.  
|

| Skull Stomp: SkullMan will launch his Skull into the air, which enlarges  
| that falls onto your side of the field. His Skull does 100  
| damage.  
|

| Strategy: SkullMan continues to be very predictable with his movement,  
| which makes him an easy target for using "GtsShoot"! If you do  
| not get the three required chips when the battle begins, press  
| the ADD button. While you are waiting for the Custom gauge to  
| fill up, charge your Buster while dodging his Ghost Fire attack.  
| You should be able to hit him with two fully charged Buster  
|

```
| attacks before you open the Custom Window. Hopefully, you get the
| three required chips and select the chips in the order:
| "MetGuard G", "Dash G", then a "GutsMan,2,3 G" chip. The PA will
| activate and use it when SkullMan lines up in the same row as
| you. You can continue to pummel him with Charged Buster attacks
| or finish him off with another "GtsShoot" PA or other Battle
| chips.
|
+-----+
```

3) Jack into the Magnifying Glass.

NOTE: "SkullMan3 S" is a very strong chip that can inflict 210 damage! Seeing as how easy it is to defeat SkullMan V3 with the strategy provided above, I recommend farming 6 of these chips. 5 that you can put in your folder and 1 that you can trade.

```
-----
Magnifying Glass Computer Area
-----
```

```

+-----+
| Battle Chips |
+-----+-----+-----+-----+
| Drain1 - Farm for "Drain1 A"!
| Recov50 - You should already have this chip!
| Recov80 - You should already have this chip!
| Invis2 - I recommend getting this chip here!
| Candle1 - Do not leave until you have this chip!
+-----+-----+-----+-----+
```

- 1) You need to modify your folder that can defeat multiple viruses at the same time. The "GtsShoot" folder is only appropriate for boss fights. You can actually keep the "GutsMan3 G" chips in your folder due to the fact that "GutsMan3 G" inflicts 100 damage to all enemies.
- 2) You must obtain the "Candle1" chip here. This area is also a nice place to farm for "Invis2" and "Drain1 A". The Mosquito virus will drop the "Drain1 A" chip with an S rank.
- 3) Follow the path to get to the warp that leads to Internet Area 4.

```
-----
Internet Area 4
-----
```

```

+-----+
| Battle Chips |
+-----+-----+-----+-----+
| Quake3 - Farm for "Quake3 Q"!
| TimeBom2 - I recommend getting this chip here!
| Dynamyt1 - You will have another opportunity for this chip.
| Invis2 - You should already have this chip!
+-----+-----+-----+-----+
```

- 1) You need to obtain the "Quake3 Q" chip from the Flappy3 virus. The Flappy3 virus will drop it with a Busting level of 6-7. You are also welcome to get the "TimBom2" and "Dynamyt1" chip as well.
- 2) Follow the South-West path to a split.
- 3) Head North-East to the NetMerchant.
- 4) Buy every HPmemory that the NetMerchant is selling.
- 5) Head back to the split.
- 6) Head South-West to another split.
- 7) Take the South-East path and follow it to a split.

- 8) Head North-East and down the hill to another split.
- 9) Follow the South-East path to Internet Area 5.

-----  
Internet Area 5  
-----

+-----+  
| Battle Chips |

- ```

+-----+-----+-----+
| BigBomb - You will have another opportunity for this chip. |
| DynaWave - You should already have this chip! |
| WoodTowr - You will have another opportunity for this chip. |
| Gaial - You will have another opportunity for this chip. |
| Drain1 - You should already have this chip! |
| MetGuard - Not necessary from Mettool3! |
| IronBody - You will have another opportunity for this chip. |
+-----+-----+-----+

```

- 1) Although you can farm most of the chips in this area in another location, I recommend trying to get "BigBomb B" and "Gaial C" as you navigate through the area. The Beetank3 and Gaia virus will drop those chips when defeated with an S rank.
- 2) Follow the path to a Purple NetNavi.
- 3) Head North-West up a hill, down a hill, and up another hill to a split.
- 4) Take the South-West path and follow it to a hill going down to a NetMerchant.
- 5) Buy every HPmemory and PowerUP that the NetMerchant is selling.
- 6) Take the Northern path and follow it to a split.
- 7) Take the North-East path where the Purple NetNavi is standing and head through to Internet Area 6.

-----  
Internet Area 6  
-----

+-----+  
| Battle Chips |

- ```

+-----+-----+-----+
| BigBomb - You will have another opportunity for this chip. |
| DynaWave - You should already have this chip! |
| WoodTowr - You will have another opportunity for this chip. |
| Drain1 - You should already have this chip! |
| MetGuard - Not necessary from Mettool3! |
| Mine1 - You will have another opportunity for this chip. |
| Remobit1 - You will have another opportunity for this chip. |
| ElecMan2 - Do not leave until you have this chip! |
| ElecMan3 - Do not leave until you have this chip! |
+-----+-----+-----+

```

- 1) Modify your folder to the "GtsShoot" folder! As you navigate towards Internet Area 7, you will hopefully encounter ElecMan V3. You will have to encounter him at least twice to obtain "ElecMan2 E" and "ElecMan3 E".

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----+  
| ElecMan V3 \

```

+-----+-----+-----+
| HP: 800 | Recommended Chips: Steal, WoodTowr, WoodMan |
| Element: Elec |-----+-----+-----+

```

```

| Reward: 500-2000 Zennys |
| ElecMan,2,3 E |
+-----+
|
| Lightning: ElecMan will send a lightning bolt down to where MegaMan is
| standing that can inflict 200 damage. He will use this attack
| four times in a row.
|
| Set Rod: ElecMan summons three Tesla coils on your side of the field that
| will run electricity between each coil that inflicts 100 damage.
| This attack limits your maneuverability. You can destroy one
| coil or hit ElecMan to make all of the coils disappear.
|
| Strategy: The WoodArmr will continue to be useful in decreasing the amount
| of damage you take. There is little to no change in terms of the
| difficulty of the battle especially when we have our favorite PA!
|
+-----+

```

- 2) Follow the path and down a hill to a split.
- 3) Take the North-East path and follow it up a hill to a three-way cross section.
- 4) Head South-East and down the hill to another split.
- 5) Take the North-West path to another split.
- 6) Follow the North-East path to a split.
- 7) Continue North-East to another split.
- 8) Head North-West to Internet Area 7.

```

-----
Internet Area 7
-----

```

```

+-----+
| Battle Chips |
+-----+
| BigBomb - You will have another opportunity for this chip.
| WideSwrd - You should already have this chip!
| LongSwrd - You should already have this chip!
| DynaWave - You should already have this chip!
| WoodTowr - You will have another opportunity for this chip.
| Gaial - You will have another opportunity for this chip.
| MetGuard - Not necessary from Mettool3!
| Mine1 - You will have another opportunity for this chip.
| Recov10 - You should already have this chip!
| Recov30 - You should already have this chip!
| Recov50 - You should already have this chip!
| Recov80 - You should already have this chip!
| Recov120 - You should already have this chip!
| Recov150 - You will have another opportunity for this chip.
| Recov200 - You should already have this chip!
| Invis3 - You will have another opportunity for this chip.
| IronBody - You will have another opportunity for this chip.
+-----+

```

- 1) Navigate towards Internet Area 8 as you try to collect "BigBomb B", "Gaial C", and "Invis3".
- 2) Follow the path to a split.
- 3) Head South-East and follow the path to another split.
- 4) Take the South-East path to another split.
- 5) Take the South-West path to get to another split.
- 6) Follow the South-Western path to Internet Area 8.



-----  
Internet Area 8  
-----

+-----+  
| Battle Chips |

- ```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| BigBomb - You will have another opportunity for this chip. |
| WideSwrd - You should already have this chip! |
| LongSwrd - You should already have this chip! |
| DynaWave - You should already have this chip! |
| WoodTowr - You will have another opportunity for this chip. |
| TriSpear - You will have another opportunity for this chip. |
| Gaial - You will have another opportunity for this chip. |
| Drain1 - You should already have this chip! |
| MetGuard - Not necessary from Mettool3! |
| Recov10 - You should already have this chip! |
| Recov30 - You should already have this chip! |
| Recov50 - You should already have this chip! |
| Recov80 - You should already have this chip! |
| Recov120 - You should already have this chip! |
| Recov150 - You will have another opportunity for this chip. |
| Recov200 - You should already have this chip! |
| Invis3 - I recommend getting this chip here! |
| IronBody - You will have another opportunity for this chip. |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

1) You can actually Jack out if you have already obtained "BigBomb B", "Gaial C", and "Invis3". If not, you can run around this area for fun and try to get those chips. As mentioned above, you will have more opportunities later to get those chips!

Note: I highly recommend getting the "Invis3" chip here when you encounter two Spooky3s!

-----  
Miyu's Antique Shop  
-----

1) Head to the Government Complex.

Miyu's Antique Shop >>> DenTown Block 2 >>> Central DenTown >>>  
DenTown Block 3 >>> Metroline DenTown Station >>>  
Metroline Governmet Complex Station >>> Government Complex

=====

5. Post-Game - Government Complex MME05D

=====

-----  
Government Complex  
-----

- 1) Head to where Sal and Masa is.
- 2) Modify your folder to the "GtsShoot" folder! Challenge Sal to a NetBattle. You will need to get "WoodMan2 W" and "WoodMan3 W" x2.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```

+-----+
| WoodMan V3 \
+-----+-----+
| HP: 700          | Recommended Chips: FireTowr, Thunder1, FireMan |
| Element: Wood    |-----+
| Reward: 500-2000 Zennys |
|           WoodMan,2,3 W |
+-----+
|
| Woody Tower: WoodMan will throw a seed on his side of the field, which
| sprouts into a Wood spike that travels down the row towards
| you. The Wood Tower inflicts 50 damage.
|
| Death Forest: WoodMan will press down into the floor causing 4-5 wooden
| spikes that appear on your side of the field. The panels will
| become highlighted but it is pretty hard to dodge due to how
| fast the spikes come up. The attack inflicts 50 damage.
|
| Growth: WoodMan will throw a seed on his side of the field, which
| sprouts into a tree. If you do not destroy this tree in time,
| the tree will drop an apple. If WoodMan lands on the apple,
| he heals 200 HP.
|
| Strategy: WoodMan is an easy target, so this should be one of the easier
| battles that you will have. If you are able to hit WoodMan with a
| "GtsShoot" on the first turn, all you need to do is to finish him
| off with 3~4 Charged shots from your Buster or a couple of chips.
+-----+

```

3) The easy part is done. You will now have to face Masa and SharkMan. You have two options for SharkMan. Continue to employ using the "GtsShoot" folder or to make a "SkullMan3" folder. The problem with the "GtsShoot" folder is the fact that you may hit the wrong fin, which wastes your PA as well as your time. You can try a couple of times with that folder. If not, you can construct the "SkullMan3" folder! Hopefully, you listened to my recommendation to get at least 5 "SkullMn3 S" chips when fighting SkullMan V3. It is easy to construct, add in the 5 "SkullMn3 S" chips and then just add S coded chips. S coded chips are plentiful in this game, so you should not have any difficulty constructing this folder. You might

also have some "DynaWave S" chips, which is fantastic against SharkMan.

4) Challenge Masa to a NetBattle. You need to obtain "SharkMn2 S" and "SharkMn3 S" x2.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```

+-----+
| SharkMan V3 \
+-----+-----+
| HP: 900          | Recommended Chips: DynaWave, Thunder1, Invis |
| Element: Aqua    |-----+
| Reward: 500-2000 Zennys |
|           SharkMan,2,3 S |
+-----+
|
| Fin Cutter: When a fin aligns with MegaMan, the fin will rush towards
| MegaMan at full speed. The fin inflicts 120 damage.
|

```

| Aqua Tower: SharkMan will use this attack after you reel him out. It is the  
| same attack as the battle chip and the one that ColorMan's pawn  
| used. The only notable difference is that the Aqua Tower will  
| be formed at the front column of your field rather than  
| directly in front of SharkMan. The tower inflicts 80 damage.

| Strategy: If you are using the "GtsShoot" folder, you must use the PA on  
| your first turn. So reset the game until you get the right  
| combination. SharkMan will always start out in the middle column,  
| which means he is lined up in the same row as where MegaMan  
| starts. So you can easily use the PA and actually hit him. You  
| must not get hit by any of his attacks for the rest of the turn.  
| Hopefully, you get the right combination for the PA in your next  
| turn. Now you have to use your buster to find where SharkMan is  
| while continuing to dodge his attacks. Use your PA when the fins  
| are not in front of him to finish the job!

| If you are using the "SkullMan3" folder, all you have to do is  
| repeatedly spam the "SkullMn3 S" chip. The chip does 210 damage,  
| so using 4 of these and coupling it with a few other chips should  
| be enough to finish SharkMan off. The "SkullMn3 S" chip will  
| freeze time and will always hit SharkMan, so it is very easy to  
| utilize. "DynaWave" is a fantastic chip that can pierce through  
| the fins and inflict 100 damage.

-----  
5) Jack into Sal's Stand.

-----  
Sal's Stand Computer Area  
-----

+-----+  
| Battle Chips |

+-----+-----+-----+  
| WoodTowr - I recommend getting this chip here! |  
| Cloudier - I recommend getting this chip here! |  
| Dynamyt1 - I recommend getting this chip here! |

- 1) I recommend getting "WoodTowr", "Cloudier", and "Dynamit1" here.  
2) Jack out.

-----  
Government Complex  
-----

1) Jack into Masa's Cart.

-----  
Masa's Cart Computer Area  
-----

+-----+  
| Battle Chips |

+-----+-----+-----+  
| Bubbler - You should already have "Bubbler K"! |  
| TriSpear - I recommend getting this chip here! |  
| Wave - Do not leave until you have this chip! |

- 1) I recommend getting "TriSpear F, G, H, I" and if you have not gotten the "Wave A" chip yet, this is the only other place to get it! There is another location that you can fight the Pirahna2 virus, so if you are having difficulty obtaining a specific code, try the other location.
- 2) Jack out.

-----  
Government Complex  
-----

- 1) Head to the Waterworks Lobby.

-----  
Waterworks Lobby  
-----

- 1) Head to where the TVs are.
- 2) Jack into the TV.

-----  
TV Computer Area  
-----

```

                                     +-----+
                                     | Battle Chips |
+-----+-----+-----+-----+
| Ratton1  - You will have another opportunity for this chip.      |
| Cloud    - Do not leave until you have this chip!                 |
+-----+-----+-----+-----+
```

- 1) You must obtain the "Cloud" chip from the Cloudy virus. You can also farm for "Ratton1 A, B, C" in this area if you would like.
- 2) Jack out.

-----  
Waterworks Lobby  
-----

- 1) Head to the Vending Machine near the Counter in the North.
- 2) Talk to the man in front of the Vending Machine.
- 3) Jack into the Vending Machine.

-----  
Waterworks Vending Machine Computer Area  
-----

- 1) Talk to the Purple NetNavi.

```

                                     +-----+
                                     | BATTLE |
+-----+-----+-----+-----+
HardHead2 x2	You have fought a variant of the FloShell2 before, so
FloShell2	it is pretty much the same battle with less bombs
Reward: 2000 Zennys	thrown at you. I recommend deleting the two
+-----+-----+-----+-----+	
	HardHead2 viruses first!
+-----+-----+-----+-----+
```

- 2) Jack out.

-----  
Waterworks Lobby

- 
- 1) Talk to the man. He will give you a "Repair G" chip as a reward!
  - 2) Head to the Waterworks Control Room.

Waterworks Lobby >>> Waterworks >>> Waterworks Control Room

-----  
Waterworks Control Room  
-----

- 1) Jack into the Control Panel.

-----  
Control Panel Computer Area  
-----

+-----+  
| Battle Chips |

+-----+-----+  
| TriArrow - Do not leave until you have this chip! |  
| TriSpear - Do not leave until you have this chip! |  
+-----+-----+

- 1) Continue to farm for "TriSpear F, G, H, I" as well as "TriArrow B, C, D, E" from the Pirahna viruses.
- 2) Jack out.

-----  
Waterworks Control Room  
-----

- 1) Head to the Restaurant.

Waterworks Control Room >>> Waterworks >>> Waterworks Lobby >>> Breezeway >>>  
SciLab Lobby >>> Restaurant Hallway >>> Restaurant

-----  
Restaurant  
-----

- 1) Jack into the PETs made from recycled plastic bottles.

-----  
Recycled PET Computer Area  
-----

+-----+  
| Battle Chips |

+-----+-----+  
| Howitzer - Do not leave until you have this chip! |  
| Thunder2 - Do not leave until you have this chip! |  
+-----+-----+

- 1) You must obtain a "Howitzer H" to trade later. You can also farm for a "Thunder2" if you do not have this chip. You must S rank the HardHead virus to obtain the "Howitzer H" chip. The best way to do this is to double delete the viruses to obtain the S rank, which can easily be done with the "GutsMan3 G" chip.
  - 2) Jack out.
-

Restaurant  
-----

1) Head to the Power Plant.

Restaurant >>> Power Plant Hallway >>> Power Plant

-----  
Power Plant  
-----

- 1) Head to the end of the hall.
- 2) Talk to the scientist in the white lab coat standing next to the door.
- 3) He is actually the Quiz Guy! Answer all of his questions to get the "Ratton3 M" chip!

```

* * * * *
*
* QUIZ GUY
*
* 1. Who's Navi is called GutsMan?
*   Dex*
*   Yai
*   Mayl
* 2. Who's the summer school teacher in Dentown?
*   Ms. Miyu
*   Ms. Mari
*   Ms. Yuri*
* 3. Who owns the chip shop in ACDC Town?
*   Bigsby
*   Higsby*
*   Migsby
* 4. How many chairs are in the School's AV room?
*   6
*   8
*   9*
* 5. What musical instrument is in Mayl's room?
*   A piano*
*   A violin
*   A pipe organ
* 6. How old is Yai?
*   6
*   8*
*   12
* 7. What chip do you use to escape from a battle?
*   JackOut
*   Steal
*   Escape*
* 8. The antique shop is on what Block of Dentown?
*   Block 2*
*   Block 3
*   Block 4
* 9. What kind of toy is in Mayl's room?
*   A game machine
*   A stuffed Lan
*   A stuffed animal*
* 10. What are Ms. Mari's measurements?
*   30, 25, 30
*   33, 22, 33*
*   44, 33, 44
*

```

4) Head into the door right next to you.

-----  
Power Plant Control Room  
-----

1) Jack into the Control Panel.

-----  
Power Plant Computer Area 1  
-----

```

                                     +-----+
                                     | Battle Chips |
+-----+-----+-----+-----+
| HiCannon - I recommend getting this chip here! |
| Ratton1  - I recommend getting this chip here! |
| Thunder1 - I recommend getting this chip here! |
+-----+-----+-----+-----+
```

1) As you navigate towards Power Plant Computer Area 2, I recommend trying to obtain "HiCannon F, G, H", "Ratton1 A, B, C", and "Thunder1".

-----  
Power Plant Computer Area 2  
-----

```

                                     +-----+
                                     | Battle Chips |
+-----+-----+-----+-----+
| HiCannon - I recommend getting this chip here! |
| Ratton1  - I recommend getting this chip here! |
| Thunder1 - I recommend getting this chip here! |
| RingZap1 - I recommend getting this chip here! |
| Typhoon  - I recommend getting this chip here! |
+-----+-----+-----+-----+
```

1) As you navigate towards Power Plant Computer Area 3, I recommend trying to obtain "HiCannon F, G, H", "Ratton1 A, B, C", "Thunder1", "RingZap1", and "Typhoon G".

Note: You can obtain a "Typhoon G" by defeating the Fanner virus with a low Busting Level of 6~7.

-----  
Power Plant Computer Area 3  
-----

```

                                     +-----+
                                     | Battle Chips |
+-----+-----+-----+-----+
| HiCannon - I recommend getting this chip here! |
| Ratton1  - I recommend getting this chip here! |
| Thunder1 - I recommend getting this chip here! |
| RingZap1 - Do not leave until you have this chip! |
| RingZap2 - I recommend getting this chip here! |
| Typhoon  - I recommend getting this chip here! |
| Remobit1 - You should already have "Remobit1 N"! |
+-----+-----+-----+-----+
```

1) As you navigate towards Power Plant Computer Area 4, I recommend trying to

obtain "HiCannon F, G, H", "Ratton1 A, B, C", "Thunder1", "RingZap2" and "Typhoon G".

- 2) Do not leave this area until you have "RingZap1" and I highly recommend having "HiCannon F, G, H" at this point!

-----  
Power Plant Computer Area 4  
-----

+-----+  
| Battle Chips |

+-----+-----+  
| M-Cannon - I recommend getting this chip here! |  
| Ratton1 - Do not leave until you have "Ratton1 A, B, C"! |  
| Thunder1 - Do not leave until you have this chip! |  
| RingZap2 - Do not leave until you have this chip! |  
| RingZap3 - Do not leave until you have this chip! |  
| Typhoon - Do not leave until you have "Typhoon G" |  
| Remobit1 - You should already have "Remobit1 N"! |  
+-----+-----+

- 1) Do not leave this area until you have "Ratton1 A, B, C", "Thunder1", "RingZap2", "RingZap3" and "Typhoon G". You can also start farming for "M-Cannon K, M, O".

- 2) Jack out.

-----  
Power Plant Control Room  
-----

- 1) Head to your Dad's Laboratory.

Power Plant Control Room >>> Power Plant >>> Power Plant Hallway >>>  
Dad's Laboratory

-----  
Dad's Laboratory  
-----

- 1) Jack into your Dad's Computer.

-----  
Dad's Computer Area  
-----

- 1) Head through the warp on the other side.

-----  
Internet Area 3  
-----

+-----+  
| Battle Chips |

+-----+-----+  
| HiCannon - You should already have "HiCannon F, G, H"! |  
| CrosBomb - Do not leave until you have "CrosBomb B"! |  
| SoniWave - You should already have "SoniWave C"! |  
| Dash - You should already have this chip! |  
| Thunder1 - You should already have this chip! |  
| MetGuard - You should already have this chip! |  
| StoneMn2 - Do not leave until you have this chip! |  
| StoneMn3 - Do not leave until you have this chip! |  
+-----+-----+



- ```

+-----+
1) Before heading to Internet Area 9, you must obtain a "CrosBomb B" from the
   Beetank2 virus, which will drop it with an S rank. You must also encounter
   StoneMan V3 in a random encounter at least twice to obtain "StoneMn2 S" and
   "StoneMn3 S"!
2) Head South-West to a split.
3) Take the South-West path to get to the NetMerchant.
4) Buy all of the HPmemory that the NetMerchant has.
5) Head back to the Access Point to Dad's Computer Area.
6) Head down the hill to the North-West.
7) Turn the corner to see a path heading North-West that is semi-hidden due to
   the path above it. Remember this path!
8) Head South-West until you get to a WWW Gate.
9) Use the WWW PIN to unlock the WWW Gate.
10)Head through and examine the Green Mystery Data to obtain a "FtrSword B"
    chip!
11)Head back to the semi-hidden path.
12)Follow the path to Internet Area 9.

```

```

*****
BOSS FIGHT
*****

```

```

+-----+
| StoneMan V3 \
+-----+-----+
| HP: 800          | Recommended Chips: Quake3, Steal, P.A. GutsShoot |
| Element: None    |-----+-----+
| Reward: 500-2000 Zennys |
|           StoneMan,2,3 S |
+-----+-----+
|
| RockCube: StoneMan will summon a RockCube on your side of the field. The
|           cube is merely there to get in your way. When he summons a
|           second RockCube, the first one will disappear.
|
| Stone Drop: StoneMan will hit the ground and drop 3 stones on your side of
|           the field. You can see the shadows of the stones before they
|           fall, so move out of the way. The stones inflict 30 damage.
|
| Laser: StoneMan will summon a Tower that shoots a laser down the whole
|           row. As soon as you see the towers right next to him disappear,
|           this is the cue that he will start using this attack. He will
|           use this attack when his HP gets low. The laser inflicts 70
|           damage so be careful!
|
| Strategy: StoneMan V3 may be the easiest boss that you can defeat with the
|           GtsShoot PA. He does not move and you can continue to shoot him
|           with charged Buster shots.
+-----+-----+

```

```

-----
Internet Area 9
-----

```

```

+-----+-----+
| Battle Chips |
+-----+-----+
| WoodTowr - You should already have this chip!
| Gaial - Do not leave until you have this chip!

```

```

| BodyBurn - You should already have this chip!
| Mine1 - Do not leave until you have this chip!
| Remobit2 - Do not leave until you have this chip!
| IronBody - You will have another opportunity for this chip.
| AquaAura - You will have another opportunity for this chip.
| ColorMan - Do not leave until you have this chip!
| ColorMn2 - Do not leave until you have this chip!
| ColorMn3 - Do not leave until you have this chip!
+-----+

```

- 1) Before heading to Internet Area 10, you must obtain "Gaial C", "Mine1", and "Remobit2". We will also fight ColorMan V2 for the "ColorMan C" chip! After defeating him, we will need to fight ColorMan V3 in a random encounter at least twice for the "ColorMn2 C" and "ColorMn3 C" chip! You must also obtain a "Spreader L" from a Random Mystery Data in this area.
- 2) Follow the path to a split.
- 3) Take the North-West path to another split with a Purple Navi.
- 4) The North-West path takes you to Internet Area 5 with the "Lab Memo". However, we will take the South-East path to another split.
- 5) Head up the hill to the North-East and follow the path to a Green Mystery Data that contains a "RingZap1 H"!
- 6) Head back to the split.
- 7) Head South-East to the next split.
- 8) Continue South-East to the next split.
- 9) Head North-East until you get to another split.
- 10) We will head South-East.
- 11) SAVE before you get to the dead end to meet ColorMan V2! You can use either the "GtsShoot" or "SkullMan3" folder. The fact that ColorMan stands in the back does make it harder for the "GtsShoot" to hit, so this may also depend on luck. If you want to be on the safe side and damage him little by little, go with the "SkullMan3" folder!

```

*****
BOSS FIGHT
*****

```

```

+-----+
| ColorMan V2 \
+-----+
| HP: 700          | Recommended Chips: Heater, Quake3, DynaWave
| Element: None   |-----+
| Reward: ColorMan C |
+-----+
|
| Aqua Tower: The Blue pawn will attack with an Aqua Tower that attacks just
|               like the battle chip. The Tower will chase after MegaMan. It
|               inflicts 100 damage.
|
| Color Ball: ColorMan will send the ball that he is always bouncing on to
|               your side of the field. The ball moves slowly and bounces high.
|               The Ball inflicts 100 damage.
|
| Fire Tower: The Red pawn will attack with a Fire Tower that attacks just
|               like the battle chip. The Tower will chase after MegaMan. It
|               inflicts 100 damage.
|
| Strategy: It has been awhile since fighting ColorMan and his two pawns.
|               Remember, they just move up/down throughout the entire battle.
|               The only time they stop moving is when performing their attacks.
|               You cannot destroy the pawns, so your focus should be on dodging
|               the Tower attacks. When ColorMan uses his Color Ball attack, he

```

will stand still during the whole duration of the attack, which is great for the "GtsShoot" PA unless there is a pawn standing in front of him. If that happens you are out of luck.

12) Head back to the split.

13) If you head North-East, you will enter Internet Area 10. But before you do that, you need to find ColorMan V3 in a random encounter at least twice and obtain the "ColorMn2 C" and "ColorMn3 C" chip! I personally used the "GtsShoot" folder but the pawns get in the way sometimes. It took a couple of tries to get "ColorMn3 C" chip but it is possible. If this is not working out for you, I would recommend using the "SkullMan3" folder instead.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----  
| ColorMan V3 \  
+-----+

HP: 800	Recommended Chips: Heater, Quake, DynaWave
Element: None	
Reward: 500-2000 Zennys	
ColorMan,2,3 C	

Aqua Tower: The Blue pawn will attack with an Aqua Tower that attacks just like the battle chip. The Tower will chase after MegaMan. It inflicts 100 damage.

Color Ball: ColorMan will send the ball that he is always bouncing on to your side of the field. The ball moves slowly and bounces high. The Ball inflicts 100 damage.

Fire Tower: The Red pawn will attack with a Fire Tower that attacks just like the battle chip. The Tower will chase after MegaMan. It inflicts 100 damage.

Strategy: Strategy: Employ the same strategy you just used to defeat ColorMan V2 with the "GtsShoot" PA or the "SkullMan3" folder.

-----  
Internet Area 10  
-----

+-----+  
| Battle Chips |  
+-----+

FireTowr - You should already have this chip!
Ratton2 - Do not leave until you have this chip!
Lockon2 - Do not leave until you have this chip!
IceCube - You will have another opportunity for this chip.
BblWrap2 - Do not leave until you have this chip!

1) Starting with this area, there will be a criterion that you must meet to unlock the gate to the next area. The criterion for this area is to "NOT use an "Escape" chip in battle." This is actually easy because we are actually farming for chips. As you navigate towards Internet Area 11, you

- must obtain "Ratton2 F, G, H, I", "Lockon2", and the "BblWrap2" chip. You can also get a "M-Cannon N" from a Random Mystery Data in this area.
- 2) Follow the path to a split.
  - 3) Head North-West and follow the path to a hill.
  - 4) Head up the hill and follow the path to a NetMerchant.
  - 5) Buy the PowerUP and AquaArmr. Use the PowerUP on your buster and make sure your Level is 69 or higher. If it is not over 69, you need to return to other NetMerchants and buy any HPmemories that you have not bought.
  - 6) Continue following the path to the North-West to a split.
  - 7) The path to the South-East leads to Internet Area 13 with a ? Gate. Head to the ? gate and examine it. As long as you have not used any "Escape" chips in this area, the gate should open.
  - 8) Head back to the split.
  - 9) Head North-West and down the hill to a split.
  - 10) Head North-West to get to a Green Mystery Data that contains a "WideSwrd S" chip!
  - 11) Head back to the split.
  - 12) Head South-West and follow the path to a WWW Gate.
  - 13) Use the WWW PIN to open the gate and follow the path to a Green Mystery Data that contains an "HPmemory"!
  - 14) Head back to where the WWW Gate was.
  - 15) Continue following the path to the West to a split.
  - 16) Head North-East and up the hill.
  - 17) Follow the path to a gate.
  - 18) Examine the ? Gate. If you did not use any "Escape" chip, it should open.
  - 18) Head through to Internet Area 11.

-----  
Internet Area 11  
-----

```

                                +-----+
                                | Battle Chips |
+-----+-----+-----+-----+
| TriLance - Do not leave until you have this chip! |
| Drain2   - Do not leave until you have this chip! |
| Cloudier - Do not leave until you have this chip! |
| Mine2    - Do not leave until you have this chip! |
| IceCube  - You will have another opportunity for this chip. |
| BombMan  - Do not leave until you have this chip! |
| BombMan2 - Do not leave until you have this chip! |
| BombMan3 - Do not leave until you have this chip! |
+-----+-----+-----+-----+

```

- 1) The criterion for opening the ? Gate in this area is to never have a Busting Level below 3. Therefore, I suggest saving often. Do not worry about farming for chips until you have opened the ? Gate.
- 2) Follow the path to a split.
- 3) Take the North-East path and follow it until you get to a hill.
- 4) Head down the hill to a split.
- 5) Take the South-East path to get to a split.
- 6) Continue South-East to another split.
- 7) Take the North-East path to another split.
- 8) Head North-East to the ? Gate.
- 9) Examine it to open the Gate.
- 10) Head back to the last split.
- 11) If you head to the West path to the dead end, you will meet BombMan V2! Any folder will work against him.

\*\*\*\*\*  
BOSS FIGHT

\*\*\*\*\*

```
+-----+
| BombMan V2 \
+-----+-----+
| HP: 900          | Recommended Chips: DynaWave, Quake, Bombs, Swords |
| Element: None   |-----+-----+
| Reward: BombMan B |
+-----+-----+
|
| Bomb Fire:      BombMan summons 3 bombs on his side of the field. After a few
|                 seconds, he will kick the bombs on to your side of the field
|                 where MegaMan is standing. The bomb will explode in a +
|                 pattern, so you need to move diagonally away from where you
|                 are standing. The bomb inflicts 140 damage and has 40 HP.
|
| Stealth Mine:   BombMan will set a Mine on your side of the field, which will
|                 blow when you step on it. The Mine inflicts 180 damage.
|
| Strategy:       Another NetNavi we have not faced in a long time. BombMan still
|                 stands still after summoning his 3 bombs, which is your chance to
|                 hit him with any battle chips or PA. Continue to destroy his
|                 bombs with your buster. You can also charge your buster and wait
|                 for him to get in front of a bomb to kick it. Shoot your charged
|                 shot and follow it up with the "GtsShoot" PA!
|
+-----+-----+
```

- 12)Head back to the split.
- 13)Head South-East to get back to a split.
- 14)We will take the South-East path this time and continue going towards the South-Western path to a Green Mystery Data that contains "10,000 Zennys"!
- 15)Before leaving this area, you must obtain "TriLance K, L, N, O", "Drain2 A", "Cloudier", and "Mine2". And of course, you need to fight BombMan V3 for "BombMan2 B" and "BombMan3 B".

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| BombMan V3 \
+-----+-----+
| HP: 1000         | Recommended Chips: DynaWave, Quake, Bombs, Swords |
| Element: None    |-----+-----+
| Reward: 500-2000 Zennys |
|                 BombMan,2,3 B |
+-----+-----+
|
| Bomb Fire:      BombMan summons 3 bombs on his side of the field. After a few
|                 seconds, he will kick the bombs on to your side of the field
|                 where MegaMan is standing. The bomb will explode in a +
|                 pattern, so you need to move diagonally away from where you
|                 are standing. The bomb inflicts 140 damage and has 40 HP.
|
| Stealth Mine:   BombMan will set a Mine on your side of the field, which will
|                 blow when you step on it. The Mine inflicts 300 damage.
|
| Strategy:       Use the same strategy you just used to defeat BombMan V2 with the
|                 "GtsShoot" PA or the "SkullMan3" folder.
|
+-----+-----+
```

-----  
Internet Area 12  
-----

+-----+  
| Battle Chips |

```
+-----+-----+-----+
| Gaia2   - Do not leave until you have this chip! |
| Hurricane - Do not leave until you have this chip! |
| Snakeggl - You will have another opportunity for this chip. |
| Mine3   - Do not leave until you have this chip! |
| Dynamyt2 - Do not leave until you have this chip! |
| Anubis  - Do not leave until you have this chip! |
| IronBody - You will have another opportunity for this chip. |
| PharoMan - Do not leave until you have this chip! |
| PharoMn2 - Do not leave until you have this chip! |
| PharoMn3 - Do not leave until you have this chip! |
+-----+-----+-----+
```

- 1) There are no criteria here due to the fact that this area is a dead end like Internet Area 8. However, we will be fighting one of the secret bosses in this game. In order to actually fight this Navi, MegaMan's Level must be greater than or equal to 70. There is a NetMerchant in this area if you are missing a few Levels. Remember, an HPmemory will increase MegaMan's Level by 1. A PowerUp will increase MegaMan's level by 3. Besides that, you must obtain a few chips in this area including "Gaia2 C", "Hurricane G", "Mine3", and "Dynamyt2". The only chip that I presume you will have difficulty getting is the "Gaia2 C" chip. I spent about an hour trying to get this specific chip. The fight that I got it from was against two Gaia2 viruses. It is difficult to S rank this battle due to the viruses being invincible for the first few seconds. I was luckily able to get 2 "GutsMan3" chips and a "Dash". I opened the battle and used the "Dash" chip to dodge the first Gaia2's attack. When the 2nd Gaia2 came out of its iron body status, I used the 2 "GutsMan3" chips to delete both viruses earning me the chip.
- 2) Follow the path to a split.
- 3) Head South-East to another split.
- 4) Continue South-East to get to the NetMerchant.
- 5) Buy 1 or 2 PowerUPs if you have the money.
- 6) Head back to the first split.
- 7) Head North-East to another split.
- 8) Take the North-West path and up the hill to another split.
- 9) Head South-East and follow the path to another split.
- 10) Head North-West to another split.
- 11) Take the North-East path and down the hill.
- 12) SAVE. We will be using the "GtsShoot" folder for this secret boss. Follow the path to encounter PharaohMan!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```
+-----+
| PharaohMan \
+-----+-----+-----+
| HP: 800          | Recommended Chips: BigBomb, Quake3, Cloudier |
| Element: None    |-----+-----+-----+
| Reward: PharoMan P |
+-----+-----+-----+
|
| Laser:          PharaohMan summons a sarcophagus in the front column, which |
|                  shoots a laser straight forward that inflicts 200 damage. |
```

```

| Ratton:      PharaohMan summons a sarcophagus in the front column, which
|              shoots out a Ratton that inflicts 100 damage. The Ratton has
|              40 HP.
|
| PharaohCube: PharaohMan summons a sarcophagus in the front column, which
|              shoots out a RockCube towards your side of the field that
|              inflicts 200 damage.
|
| Pharaoh Trap: PharaohMan places a Trap/Switch on your side of the field. If
|              you step on it; one of three attacks occur:
|
|              - SnakEgg: Summons a SnakEgg that inflicts 100 damage
|              - Anubis: Summons an Anubis that gradually depletes your HP
|              - Arrow: An Arrow shoots at you that inflicts 100 damage
|
| Strategy: PharaohMan will always be at the back of his area moving up/down.
|           This is actually an easy boss at this point in the game. If you
|           stand or move up/down in the front row, most of PharaohMan's
|           attacks will not hit you. As soon as a sarcophagus shows up in
|           front of you, just move up/down. This strategy is not effective
|           when PharaohMan places a trap in the front row though. In terms
|           of our offense, the GtsShoot PA will suffice. Besides that, bomb
|           chips are effective as well as your charged Buster shots.
|
+-----+

```

- 13) Examine the Green Mystery Data to get the "KngtSword B" chip!
- 14) Continue to farm for the chips that you can obtain in this area. You will also need to encounter PharaohMan SP at least three times to acquire the "Anubis L", "PharoMn2 P" and "PharoMn3 P" chips. You will likely obtain "PharoMn3" and "Anubis L" with a 10~S Rank and "PharoMn2" with an 8~10 rank.

```

*****
BOSS FIGHT
*****

```

```

+-----+
| PharaohMan SP \
+-----+

```

```

| HP: 1000          | Recommended Chips: BigBomb, Quake3, Cloudier |
| Element: None    |-----+
| Reward: 4000-6000 Zennys |
|           Anubis L      |
|           PharoMan,2,3 P |
+-----+

```

```

| Laser:      PharaohMan summons a sarcophagus in the front column, which
|              shoots a laser straight forward that inflicts 200 damage.
|
| Ratton:     PharaohMan summons a sarcophagus in the front column, which
|              shoots out a Ratton that inflicts 100 damage. The Ratton has
|              40 HP.
|
| PharaohCube: PharaohMan summons a sarcophagus in the front column, which
|              shoots out a RockCube towards your side of the field that
|              inflicts 200 damage.
|
| Pharaoh Trap: PharaohMan places a Trap/Switch on your side of the field. If
|              you step on it; one of three attacks occur:
|

```

- SnakEgg: Summons a SnakEgg that inflicts 100 damage
- Anubis: Summons an Anubis that gradually depletes your HP
- Arrow: An Arrow shoots at you that inflicts 100 damage

Strategy: The only difference is the amount of HP PharaohMan has. Continue to employ the same strategy that you used last time. GtsShoot PA should be your primary offense. The recommended chips may also help with depleting his HP. Do not forget to use your charged Buster shots.

15) Head back to Internet Area 10.

Internet Area 12 >>> Internet Area 11 >>> Internet Area 10

Internet Area 10

- 1) Follow the path and down the hill to a split.
- 2) Take the South-East path and follow it to the next split.
- 3) The South-East path is the path that was behind the WWW Gate. So continue heading North-East to the next split.
- 4) Continue North-East and up the hill to another split.
- 5) Head South-East to enter Internet Area 13.

Internet Area 13

+-----+  
| Battle Chips |

- | Cannon - You should already have this chip!
- | HiCannon - You should already have this chip!
- | M-Cannon - Do not leave until you have this chip!
- | BigBomb - You will have another opportunity for this chip.
- | Sword - You should already have this chip!
- | WideSwrd - You should already have this chip!
- | LongSwrd - You should already have this chip!
- | ShokWave - You should already have this chip!
- | SoniWave - You should already have this chip!
- | DynaWave - You should already have this chip!
- | IceCube - Do not leave until you have this chip!
- | MetGuard - Not necessary from Mettool3!
- | Recov10 - You should already have this chip!
- | Recov30 - You should already have this chip!
- | Recov50 - You should already have this chip!
- | Recov80 - You should already have this chip!
- | Recov120 - You should already have this chip!
- | Recov150 - You will have another opportunity for this chip.
- | Recov200 - You should already have this chip!
- | Invis3 - You should already have this chip!
- | Popup - You will have another opportunity for this chip.

- 1) The criterion for this area is to obtain 10 Battle Chips. That is exactly what we are trying to accomplish! As you navigate towards Internet Area 14, you must obtain "M-Cannon K, M, O", and the "IceCube" chips. You will also



- test your luck with the Random Mystery Data in this area. If you are lucky, you can get a "M-Cannon N" here, which is required for the PA. If you do not get it this time, we will be coming back here again. So do not worry!
- 2) Head North-East at the split to the next split.
  - 3) Head South-East this time and follow the path to a Green Mystery Data containing "8000 Zennys"!
  - 4) Continue following the path to a split.
  - 5) Head North-East to the next split.
  - 6) Head North-East here to the next split.
  - 7) Take the North-West path to the next split.
  - 8) Head South-East to the next split.
  - 9) Take either path, which will get you to a Green Mystery Data containing a "Recov150 A" chip!
  - 10) Head back to the last split.
  - 11) Head North-West to the next split.
  - 12) Follow the North-East path to the ? Gate.
  - 13) After obtaining 10 Battle chips in the area, examine the ? Gate to open it.
  - 14) Follow the path to enter Internet Area 14.

-----  
Internet Area 14  
-----

```

+-----+
| Battle Chips |
+-----+-----+-----+
| Thunder3 - Do not leave until you have this chip! |
| Snakegg1 - Do not leave until you have this chip! |
| Snakegg2 - Do not leave until you have this chip! |
| BodyBurn - You should already have this chip! |
| Cloudest - Do not leave until you have this chip! |
| Remobit3 - Do not leave until you have this chip! |
| Popup - Do not leave until you have this chip! |
| LeafShld - You will have another opportunity for this chip. |
| MagicMan - Do not leave until you have this chip! |
| MagicMn2 - Do not leave until you have this chip! |
| MagicMn3 - Do not leave until you have this chip! |
+-----+-----+-----+

```

- 1) The criterion for this area is to get to the ? Gate before your 7th random battle. That means you should SAVE often. Therefore, I will guide you straight to the ? Gate before you collect everything in this area. But before we do that, how about we get a boss fight out of the way.
- 2) Follow the path to a split.
- 3) Take the North-West path toward a dead end.
- 4) SAVE. You can use either the "GtsShoot" or "SkullMn3" folder.
- 5) Head to the dead end to meet MagicMan V2!

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```

+-----+
| MagicMan V2 \
+-----+-----+-----+
| HP: 800 | Recommended Chips: KngtSword, BigBomb, Quake, Cloudier |
| Element: None |-----+-----+-----+
| Reward: MagicMan M |
+-----+-----+-----+
|
| Magic Fire: MagicMan shoots a ball of fire that moves straight down the |

```

```

|           row, which inflicts 160 damage.
|
| Virus Summon: MagicMan will disappear and summon two viruses on to his side
|           of the field. The viruses that he can summon are: Mettaur2,
|           Swordy3, Cloudy3, Megalian, Billy, Fanner3, Spooky3.
|
| Strategy: Another boss that we have not seen since beating the game. A
|           short recap of what to expect from MagicMan V2. You will be
|           fighting MagicMan as well as two other viruses at the same time.
|           MagicMan does not move from that one space he is on, so he is an
|           easy target for our favorite PA. Defeat the other viruses to make
|           your life easier with charged Buster shots.
|
+-----+

```

- 6) Head back to the split where the Purple Navi is standing.
- 7) Head back to Internet Area 13 to reset your Random Encounter count!!!
- 8) After you come back from Internet Area 13, take the North-East path from the split and follow this path until you get to a hill. (You will probably encounter 3~4 random battles by the time you get to the hill)
- 9) Go up the hill and follow the path to a split.
- 10) Take the North-East path to the next split.
- 11) Continue North-East to a cross section.
- 12) Take the North-East path to the ? Gate.
- 13) Examine the ? Gate and open it. (Hopefully you have less than 7 random battles by the time you get here)
- 14) Head back to the cross section.
- 15) Take the North-West path to get to a Green Mystery Data containing "5000 Zennys"!
- 16) Head back to the cross section.
- 17) Take the South-West path to a split.
- 18) Continue South-West to the next split.
- 19) Take the Southern path this time to a WWW Gate.
- 20) Examine it and open it with the WWW PIN.
- 21) Head through and examine the Green Mystery Data containing a "PowerUP"!
- 22) There is a good amount of chips that you need to obtain in this area including "Thunder3", "Snakegg1", "Snakegg2", "Cloudest", "Remobit3", "Popup", "MagicMn2 M", and "MagicMn3 M". You must also obtain a "M-Cannon N" from a Random Mystery Data in this area.

```

*****
BOSS FIGHT
*****

```

```

+-----+
| MagicMan V3 \
+-----+
| HP: 900           | Recommended Chips: KnegtSword, BigBomb, Cloudest |
| Element: None    | -----+
| Reward: 500-2000 Zennys |
|           MagicMan,2,3 M |
+-----+
|
| Magic Fire:      MagicMan shoots a ball of fire that moves straight down the
|           row, which inflicts 160 damage.
|
| Virus Summon: MagicMan will disappear and summon two viruses on to his side
|           of the field. The viruses that he can summon are: Mettaur2,
|           Swordy3, Cloudy3, Megalian, Billy, Fanner3, Spooky3.
|
| Strategy: Use the same strategy that you used against MagicMan V2. If you

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| are using the SkullMan folder, be careful when using the SkullMan  
| chip. It may target one of the other viruses if MagicMan's HP is  
| lower than one of the new viruses that he summoned. |

-----+  
Note: I assume you will have the most difficulty with obtaining the "Popup"  
and "MagicMn2 M" chips. For the "Popup", you need to play a little game  
of "Whack-a-mole". When the Rush virus appears onto the field, you need  
to hit it before it goes back into its hole. It sounds easy but the Rush  
virus will start picking up its pace. You need to hit it 10 times! To  
make your life easier, you should stand in the middle row and  
pause/unpause the game quickly. As soon as you see where the virus pops  
up, hit it with your buster/battle chip. Rinse and Repeat! Using Navi  
Chips like "SkullMn3" will guarantee to hit as well. Another strategy is  
to use "GutsMan3" twice to destroy 6 panels, which limits their  
movement.

As for "MagicMn2 M", you will find that it is fairly easy to S rank  
MagicMan V3 due to the fact that you also defeat the viruses that he  
summons. Therefore, you will need to get hit a couple of times as well  
as slowing down when defeating MagicMan V3. I was able to obtain the  
chip with a Busting Level of 9 getting hit over 4 times with more than  
30 seconds.

-----  
Internet Area 15  
-----

+-----+  
| Battle Chips |

-----+-----+-----+  
| Muramasa - Do not leave until you have this chip! |  
| Cyclone - Do not leave until you have this chip! |  
| Drain3 - Do not leave until you have this chip! |  
| Candle2 - Do not leave until you have this chip! |  
| Dropdown - Do not leave until you have this chip! |  
| Popup - Do not leave until you have this chip! |  
| LeafShld - Do not leave until you have this chip! |  
| FireAura - You will have another opportunity for this chip. |  
| ShadoMan - Do not leave until you have this chip! |  
| ShadoMn2 - Do not leave until you have this chip! |  
| ShadoMn3 - Do not leave until you have this chip! |  
-----+-----+-----+

- 1) The criteria for this area is to not get a Busting Level below 4 and to NOT use any "Escape" chips in battle. I would recommend saving quite often just in case. The viruses are getting stronger, so anything can happen! Focus on getting to the ? Gate before you start farming for chips. There is also another secret boss in this area. You need to have more than 140 different Battle Chips in your library to fight him. If you have been following this guide, this should not be a problem! I had 150 different chips by the time I got to this area.
- 2) Follow the path to a split.
- 3) Head South-East and follow the path to a cross section.
- 4) Take the North-East path to another split.
- 5) Head North-West and down the hill.
- 6) Follow the path to a split.
- 7) Head South-East to a Green Mystery Data that contains a "RedWave J"!
- 8) Head back to the split.
- 9) Take the South-West path this time to get to a Net-Merchant.

- 10) Buy the PowerUP.
- 11) There is actually a path to the North-West hidden under the path that you can see above.
- 12) Follow the hidden path to a split.
- 13) Head North-East to get to the ? Gate.
- 14) Examine the ? Gate to open it if you did not get a Busting Level below 4.
- 15) Head back to the split.
- 16) Head South-West and follow this path toward a dead end.
- 17) SAVE before getting to the dead end. You can use either the "GtsShoot" or "SkullMan" folder for the next Secret Boss.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

```

+-----
| ShadowMan \
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| HP: 800          | Recommended Chips: BigBomb, KngtSwrd, SkullMan |
| Element: None   |-----+-----+-----+-----+-----+-----+
| Reward: ShadoMan S |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|
| Shuriken: ShadowMan will jump in the air and throw 3 Ninja stars at you,
|           which inflicts 200 damage.
|
| Bakuhu:   ShadowMan and his clones will shoot out a fire blast down the
|           row. The attack inflicts 200 damage.
|
| Strategy: As a ninja, ShadowMan moves fairly quick/often around his side of
|           the field. He will also create two clones, which can be defeated
|           with a single Buster shot. His Shuriken attack can be dodged as
|           long as you keep moving around your side of the field. ShadowMan
|           will always appear on the same panel he performed his attack on,
|           so that is a nice opportunity to hit him with an attack. When he
|           creates his two clones, dispose of them immediately by shooting
|           them with your Buster. You do not want all three of them using
|           the Bakuhu attack at the same time, which gives you nowhere to
|           run. The real ShadowMan will always have his HP under him, so it
|           is easy to find the real one.
|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

- 18) Before heading to Internet Area 16, you must obtain "Cyclone G", "Drain 3 A", "Candle2", "Dropdown", "Popup", and "LeafShld" from the viruses here. You will also have to fight ShadowMan SP at least 3 more times to obtain "Muramasa K", "ShadoMn2 S", and "ShadoMn3 S". You will also need to get a "Ratton2 J" from a Random Mystery Data in this area.

Note: For "Dropdown B", get into a fight with a Megalia2 and the Popper3. Use a DynaWave on the Megalia2 to get rid of the Aura and use "StoneMn3".

For "LeafShld", I was able to get it in a fight with a Popper2 and a Fanner 3. I used the "StoneMn3" chip as well to get the S rank.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

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+-----
| ShadowMan SP \
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

| HP: 1000 | Recommended Chips: BigBomb, KngtSword, SkullMan |
| Element: None |-----+
| Reward: 4000-6000 Zennys |
| Muramasa K |
| ShadoMan,2,3 S |
+-----+
|
| Shuriken: ShadowMan will jump in the air and throw 3 Ninja stars at you,
| which inflicts 200 damage.
|
| Bakuhu: ShadowMan and his clones will shoot out a fire blast down the
| row. The attack inflicts 200 damage.
|
| Strategy: Use the same strategy from before and use the GtsShoot PA or a
| combination of strong Battle chips that will absolutely hit him.
| You should always be moving around and using your Buster when he
| creates his clones as well as charged shots when you have no
| Battle Chips.
+-----+

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-----
Internet Area 16
-----

```

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+-----+
| Battle Chips |

```

```

+-----+-----+
| BodyBurn - You should already have this chip! |
| Ratton3 - Do not leave until you have this chip! |
| Gaia3 - Do not leave until you have this chip! |
| Lockon3 - Do not leave until you have this chip! |
| IronBody - Do not leave until you have this chip! |
| AquaAura - Do not leave until you have this chip! |
| FireAura - Do not leave until you have this chip! |
| WoodAura - Do not leave until you have this chip! |
+-----+-----+

```

- 1) Welcome to the last Internet Area! Our priority here is to collect the last few chips that we are missing. There are also plenty of Random Mystery Data in this area that contains Zennys as well as the "Ratton3 K" chip that you need for the Program Advance.
- 2) Follow the path to an open area.
- 3) Head directly North to get to another path and a split.
- 4) Head North-East and up the hill to another split.
- 5) Take the South-West path to a Green Mystery Data containing "20,000 Zennys"!
- 6) Head back to the split.
- 7) Take the North-East path to another Green Mystery Data containing a "HeroSword I" chip!
- 8) You need to obtain "Ratton3 L, N, O", "Gaia3 C", "Lockon3", "IronBody C", "AquaAura R", "FireAura", and "WoodAura".
- 9) Jack out.

```

=====
5. Post-Game - Final Clean Up MME05E
=====

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-----
Dad's Laboratory
-----

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1) Head to the Waterworks Lobby.

Dad's Laboratory >>> SciLab Lobby >>> Breezeway >>> Waterworks Lobby

-----  
Waterworks Lobby  
-----

- 1) Head to where the TVs are.
- 2) Go around to where the Vending Machines are.
- 3) Talk to the guy here who wants to trade a "Howitzer H" for his "BstrPnch C" chip.
- 4) Head to ACDC Town

Waterworks Lobby >>> Government Complex >>>  
Metroline Government Complex Station >>> Metroline ACDC Town Station >>>  
ACDC Town

-----  
ACDC Town  
-----

- 1) Head towards your House.
- 2) Head North-East to find Chaud.
- 3) You can use either the "GtsShoot" or "SkullMan" folder when fighting ProtoMan V3. You need to fight him at least twice to obtain "ProtoMn2 B" and "ProtoMn3 B".

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----+  
| ProtoMan V3 \  
+-----+-----+  
| HP: 700 | Recommended Chips: WideSwrd, HeroSword, AquaSwrd |  
| Element: None |-----+  
| Reward: 500-2000 Zennys |  
| ProtoMan,2,3 B |  
+-----+-----+  
|  
| Fighter Sword: ProtoMan warps to the front of his field and unleashes a 3 |  
| space sword attack just like the battle chip that inflicts |  
| 200 damage. ProtoMan tends to use this attack when MegaMan |  
| is in the middle/back columns and will use the attack three |  
| times in a row. |  
|  
| Wide Sword: ProtoMan will use a Wide Sword attack that inflicts 200 |  
| damage. The attack works just like the battle chip and he |  
| will use this attack when you are standing in the front |  
| column or directly in front of him. He will also use a |  
| charged version of this attack sometimes to get directly in |  
| front of you even if you are in the middle/back column. |  
|  
| Strategy: You now have plenty of different Battle chips in your disposal to |  
| defeat ProtoMan V3. However, the Sword chips are still the best |  
| chips to use against ProtoMan. You can also simply use our |  
| favorite PA or SkullMan chip to easily defeat ProtoMan V3. |  
+-----+-----+

4) Head to Higsby's.

-----  
Higsby's  
-----

- 1) Talk to the register/"Auto chip sales machine".
- 2) Buy "Spreader K", "ElecSword E", "FstGauge A", "Geddon1 H", "Interrupt L", "SloGauge Q", "Geddon2 K", and "BstrSword S".
- 3) Head to Classroom 1B.

Higsby's >>> School Gate >>> Cross Hall >>> First Floor Hallway >>>  
Classroom 1B

-----  
Classroom 1B  
-----

- 1) Talk to the kid who wants to trade his "Repair H" for a "Dash G" chip.
- 2) I am sure you have plenty of those, so go ahead and trade one.
- 3) Head to the Infirmary.

Classroom 1B >>> First Floor Hallway >>> AV Room

-----  
AV Room  
-----

- 1) Talk to the kid in front of the Blackboard.
- 2) Talk to him again and give him the 30 "MetGuard A" chips that you have collected.
- 3) Leave the room.

-----  
First Floor Hallway  
-----

- 1) Enter the AV Room again.

-----  
AV Room  
-----

- 1) Talk to the kid to get the "BstrGard A" chip!
- 2) Head to the Waterworks.

AV Room >>> First Floor Hallway >>> Cross Hall >>> School Gate >>> ACDC Town  
>>> Metroline ACDC Town Station >>> Metroline Government Complex Station >>>  
Government Complex >>> Waterworks Lobby >>> Waterworks

-----  
Waterworks  
-----

- 1) Head to the counter.
- 2) To the left is a lady that wants to trade the "Repair H" for a "Hammer M" chip.
- 3) Head to the Water Purification Room.

Waterworks >>> Waterworks Control Room >>> Water Purification Room

-----  
Water Purification Room  
-----

- 1) Head forward to a cross section.
- 2) Head North-West.
- 3) Talk to the guy here who wants to trade a "top secret" chip! Trade with him the "WoodMan3 W", "SkullMn3 S", "SharkMn3 S", "Dropdown B", and "IronBody C" for a "HeroSword B"!
- 4) Head to Metroline ACDC Town Station.

Water Purification Room >>> Waterworks Control Room >>> Waterworks >>>  
Waterworks Lobby >>> Government Complex >>>  
Metroline Government Complex Station >>> Metroline ACDC Town Station

-----  
Metroline ACDC Town Station  
-----

- 1) Head to the West and talk to the girl here who wants to trade her "X-Panel3 S" for a "Hammer M" chip and become her friend.
- 2) You bet!
- 3) Head to the Storage.

Metroline ACDC Town Station >>> ACDC Town >>> School Gate >>> Lounge Hall >>>  
Storage

-----  
Storage  
-----

- 1) Talk to the kid who wants the "X-Panel 3 S" for his "BstrBomb D".
- 2) You should now have 174/175 Battle Chips! If you do not have 174 chips, check which one(s) you are missing and head over to the Battle Chips section of the guide to find where to obtain them.
- 3) Head back to your Dad's Laboratory.

Storage >>> Lounge Hall >>> School Gate >>> ACDC Town >>>  
Metroline ACDC Town Station >>> Metroline Government Complex Station >>>  
Government Complex >>> Waterworks Lobby >>> Breezeway >>> SciLab Lobby >>>  
Dad's Laboratory

-----  
Dad's Laboratory  
-----

- 1) Jack into your Dad's Computer.

-----  
Dad's Computer Area  
-----

- 1) Head to the other side and through the warp.

-----  
Internet Area 3  
-----



1) Head back to Internet Area 16.

Note: On the way to Internet Area 16, test your luck with the Random Mystery Data in Internet Area 9 for "Spreader L" and in Internet Area 10/14 for "M-Cannon N". If you have enough Zennys, go ahead and buy a few HPmemory from any of the NetMerchants on the way to Internet Area 16.

Internet Area 3 >>> Internet Area 9 >>> Internet Area 10 >>> Internet Area 13 >>> Internet Area 14 >>> Internet Area 15 >>> Internet Area 16

-----  
Internet Area 16  
-----

1) If you have 174/175 Battle Chips, you can get into a random encounter with Bass in this area.

\*\*\*\*\*  
BOSS FIGHT  
\*\*\*\*\*

+-----

| Bass \

HP: 1000	Recommended Chips: HeroSword, PopUp
Element: None	
Reward: 8000~12000 Zennys	
LifeAura A,H,K,M,P	

| Air Burst: Bass shoots out a burst of air down his row, which inflicts 300 damage.

| Explosion: Bass will charge an attack that glows yellow and shoots multiple Air Burst attacks down all three rows. Each attack inflicts 300 damage.

| Explosion: Bass will charge an attack that glows red and randomly blast 6~7 panels on your side of the field a couple of times. Each blast inflicts 300 damage.

| Explosion: Bass will charge an attack that glows blue and shoot an Air burst that travels around your field like the "Lockon" chip. The attack inflicts 300 damage.

| Strategy: Bass has a LifeAura that makes him immune to attacks that inflict less than 100 damage. Bass also moves fairly quickly around his side of the field. Bass mainly has two types of attacks. He uses the Air Burst attacks often while charging the three different Explosion attacks. The key to the battle is to get rid of his LifeAura and inflicting as much damage as you can while the LifeAura is gone. His LifeAura will regenerate after he uses his Explosion attack. Therefore, you should always have a strong battle chip that you can use when he starts charging an Explosion attack. This will cancel out his attack preventing him from regenerating his LifeAura. Remember to equip an armor for this battle to decrease the amount of damage you take. In terms of our offense, you can stick with the GtsShoot PA or the SkullMan chips.

+-----

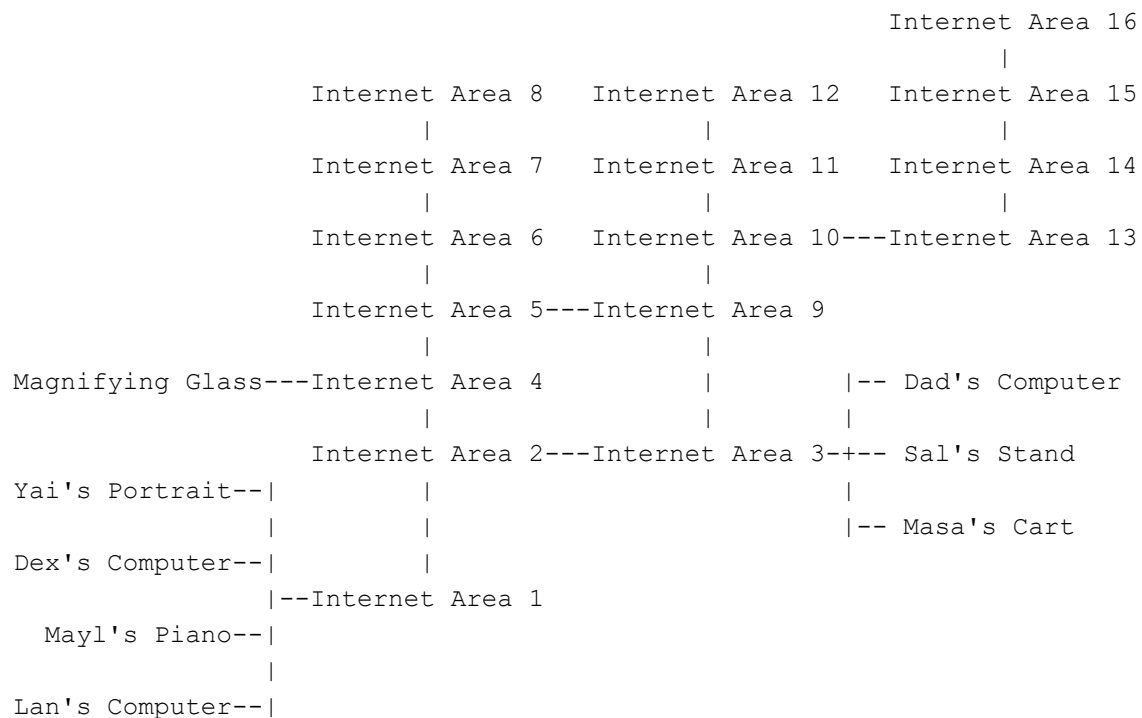
- 2) That is it folks! You have just defeated the final secret boss of the game! Hopefully, you were able to obtain a "LifeAura" chip from Bass to have 175/175 Battle Chips.
- 3) If you are a completionist, you can now go buy every HPmemory that you have not bought. You will most likely be buying from the NetMerchants in Internet Areas 10, 12, and 15. If you are in need of Zennys, you can either go NetBattle against any previous boss or head back to Internet Area 16 to get Zennys from the Random Mystery Data in the area.
- 4) You should also have every Battle Chip to activate every Program Advance. You may be missing a "M-Cannon N", "Spreader L", and "Ratton3 K". You will need to go to the respective Internet Area and test your luck with the Random Mystery Data. When you have all of the necessary Battle Chips, I recommend writing down the PAs that you have activated and just go down the list provided in the PA section of this guide.
- 5) Once again, Congratulations on defeating Bass and hopefully you had an amazing time with what this game has to offer. See you in Battle Network 2!

=====

6. Navigating the Internet MME06

=====

This is a chart of the Internet that shows which areas are connected to each other:



+-----+	+-----+
Internet Area 1	Internet Area 2
Links to:	Links to:
-Internet Area 2 (/Dex)	-Internet Area 3 (/Sal)
-Lan's Computer Area	-Internet Area 4 (/Miyu)
-Mayl's Piano Computer Area (@Mayl)	
-Dex's Computer Area (@Dex)	Random Mystery Data:
-Yai's Portrait Computer Area (@Yai)	-Cannon C
	-MiniBomb P
Random Mystery Data:	-Recov30 G
-MetGuard A	-CrossGun K
-X-Panell S	-200 Zennys

-Shotgun K		-400 Zennys	
-Recov10 G		-800 Zennys	
-100 Zennys		-1500 Zennys	
-200 Zennys		+	+
-500 Zennys			
-1000 Zennys			
+	+		+

	+		+
	Internet Area 3		Internet Area 4
+	+	+	+
Links to:		Links to:	
-Internet Area 9		-Internet Area 5 (Hig Memo)	
-Dad's Computer Area (@Dad)		-Magnifying Glass Computer Area	
-Sal's Stand Computer Area (@Sal)		(@Miyu)	
-Masa's Cart Computer Area (@Masa)			
		Random Mystery Data:	
Random Mystery Data:		-LilBomb G	
-Spreader H		-Quake1 E	
-Spreader J		-IcePunch M	
-ShokWave P		-LongSwrd O	
-Recov80 C		-400 Zennys	
-300 Zennys		-800 Zennys	
-600 Zennys		-1200 Zennys	
-1000 Zennys		-2000 Zennys	
-2000 Zennys		+	+
+	+		+

	+		+
	Internet Area 5		Internet Area 6
+	+	+	+
Links to:		Links to:	
-Internet Area 6 (Lab Memo)		-Internet Area 7 (YuriMemo)	
-Internet Area 9 (Hig Memo)			
		Random Mystery Data:	
Random Mystery Data:		-RockCube M	
-IcePunch B		-SoniWave S	
-TriArrow A		-HiCannon I	
-IceCube M		-Spreader I	
-IcePunch M		-600 Zennys	
-500 Zennys		-800 Zennys	
-1000 Zennys		-1000 Zennys	
-1500 Zennys		-3000 Zennys	
-2000 Zennys		+	+
+	+		+

	+		+
	Internet Area 7		Internet Area 8
+	+	+	+
Links to:		Random Mystery Data:	
-Internet Area 8 (Pa's Memo)		-Ratton1 D	
		-Recov120 C	
Random Mystery Data:		-Hammer F	
-Spreader K		-Typhoon E	
-TriSpear J		-800 Zennys	
-Recov120 A		-1200 Zennys	
-Cloud H		-2000 Zennys	
-700 Zennys		-3000 Zennys	
-1000 Zennys		+	+
-1500 Zennys			

```

| -3000 Zennys |
+-----+
|
| +-----+
| | Internet Area 9 |
|
+-----+
| Links to: |
| -Internet Area 3 |
| -Internet Area 5 (Lab Memo) |
| -Internet Area 10 |
|
| Random Mystery Data: |
| -Recov150 E |
| -Spreader L |
| -Cannon E |
| -HiCannon J |
| -500 Zennys |
| -1000 Zennys |
| -1500 Zennys |
| -2000 Zennys |
+-----+

```

```

|
| +-----+
| | Internet Area 10 |
|
+-----+
| Links to: |
| -Internet Area 11 |
| -Internet Area 13 |
|
| Random Mystery Data: |
| -ElecSwrd S |
| -Ratton2 G |
| -M-Cannon N |
| -CrossGun F |
| -1000 Zennys |
| -1500 Zennys |
| -2000 Zennys |
| -3000 Zennys |
+-----+

```

```

|
| +-----+
| | Internet Area 11 |
|
+-----+
| Links to: |
| -Internet Area 12 |
|
| Random Mystery Data: |
| -Invis1 L |
| -Return G |
| -TimeBom1 Q |
| -Thunder2 C |
+-----+

```

```

|
| +-----+
| | Internet Area 12 |
|
+-----+
| Random Mystery Data: |
| -M-Cannon L |
| -CrosBomb L |
| -X-Panel1 G |
| -Recov200 G |
| -1000 Zennys |
| -1500 Zennys |
| -2000 Zennys |
| -4000 Zennys |
+-----+

```

```

|
| +-----+
| | Internet Area 13 |
|
+-----+
| Links to: |
| -Internet Area 14 |
|
| Random Mystery Data: |
| -FtrSwrd L |
| -Sword B |
| -Sword K |
| -Sword L |
| -1000 Zennys |
| -2000 Zennys |
| -3000 Zennys |
| -4000 Zennys |
+-----+

```

```

|
| +-----+
| | Internet Area 14 |
|
+-----+
| Links to: |
| -Internet Area 15 |
|
| Random Mystery Data: |
| -M-Cannon N |
| -Recov150 C |
| -Hammer M |
| -TriLance M |
| -10 Zennys |
| -20 Zennys |
| -30 Zennys |
| -10000 Zennys |
+-----+

```

```

|
| +-----+
| | Internet Area 15 |
|
+-----+
| Links to: |
| -Internet Area 16 |
|
| Random Mystery Data: |

```

```

|
| +-----+
| | Internet Area 16 |
|
+-----+
| Random Mystery Data: |
| -Recov200 C |
| -Ratton3 K |
| -Quake3 C |

```

```

| -Ratton2 J | | -KngtSwrd C |
| -Howitzer A | | -3000 Zennys |
| -Recov120 C | | -4000 Zennys |
| -Recov150 L | | -5000 Zennys |
| -500 Zennys | | -10000 Zennys |
| -2000 Zennys | | +-----+
| -3000 Zennys | |
| -4000 Zennys | |
+-----+

```

```

=====
7. MegaMan
=====

```

```

MME07
=====

```

You can check MegaMan's ability on the Sub Screen. You can also make him stronger by using Power Up Programs. There are 3 types of Programs: HP Memories, PowerUPs, and Armors. When you use a program, MegaMan's level goes up. If you get everything, MegaMan's level should end up at Level 100.

```

=====
7A. MegaMan - HPmemory Locations
=====

```

```

MME07A
=====

```

There are a total of 45 HPmemories. Each HPmemory raises MegaMan's HP by 20! Each HPmemory will also raise MegaMan's Level by 1.

Starting HP: 100

Max HP: 100 + (45 x 20) = 1000

```

+-----+
| As Lan |
+-----+-----+-----+
| Storage | Examine the middle shelf |
+-----+-----+-----+
| Scenario 3 | Attached to Dad's Email |
+-----+-----+-----+
| Waterworks Control Room | Examine the lockers |
+-----+-----+-----+
| Government Complex | NetBattle Masa and win for the first time |
+-----+-----+-----+

```

```

+-----+
| As MegaMan |
+-----+-----+-----+
| Doll Computer Area | Blue Mystery Data in the Eastern corner |
| (Mayl's Room) | |
+-----+-----+-----+
| Car Computer Area | Blue Mystery Data in the center |
| (School Gate) | |
+-----+-----+-----+
| School Computer Area 3 | Blue Mystery Data near the Western area |
+-----+-----+-----+
| Waterworks Computer | Blue Mystery Data near the center of the area |
| Area 2 | |
+-----+-----+-----+
| Traffic Light Computer | Blue Mystery Data in the Eastern area |
| Area 4 | |
+-----+-----+-----+
| Internet Area 4 | Behind the WWW Gate, the Blue Mystery Data is |
| | hidden under the path above you |

```

Recycled PET Computer Area (Restaurant)	Blue Mystery Data in the Northern corner
Internet Area 5	Behind the WWW Gate
Internet Area 10	Behind the WWW Gate
WWW Computer Area 4	At the end of the area

NetMerchant	
Internet Area 1	The NetMerchant sells 5 HPmemories
Internet Area 3	The NetMerchant sells 5 HPmemories
Internet Area 4	The NetMerchant sells 5 HPmemories
Internet Area 5	The NetMerchant sells 4 HPmemories
Internet Area 10	The NetMerchant sells 4 HPmemories
Internet Area 12	The NetMerchant sells 4 HPmemories
Internet Area 15	The NetMerchant sells 4 HPmemories

=====  
7B. MegaMan - PowerUP Locations MME07B  
=====

There are a total of 12 PowerUPs in the game. Each PowerUP raises a specific attribute of MegaMan's Buster Level by 1. You can use a PowerUP on three attributes: Attack, Rapid, and Charge.

Each attribute of the Buster can be raised to 5. Each PowerUP will also raise MegaMan's Level by 3.

As Lan	
Scenario 3	Attached to Dad's Email

As MegaMan	
Internet Area 2	Behind the WWW Gate
Waterworks Computer Area 5	Blue Mystery Data on the bottom floor, follow the Walkthrough for details
Cram School Blackboard Computer Area	Blue Mystery Data located in the Eastern corner
Internet Area 14	Behind the WWW Gate

```

+-----+
| NetMerchant |
+-----+-----+-----+
| Internet Area 1 | The NetMerchant sells 2 PowerUPs |
+-----+-----+-----+
| Internet Area 5 | The NetMerchant sells 1 PowerUP |
+-----+-----+-----+
| Internet Area 10 | The NetMerchant sells 1 PowerUP |
+-----+-----+-----+
| Internet Area 12 | The NetMerchant sells 2 PowerUPs |
+-----+-----+-----+
| Internet Area 15 | The NetMerchant sells 1 PowerUP |
+-----+-----+-----+

```

```

=====
8. Higsby's/NetMerchants
=====

```

```

MME08

```

Higsby will open up a new shop in ACDC Town in Scenario 4. His inventory will increase as you progress through the story.

```

+-----+
| Higsby's |
+-----+-----+-----+
| Item | Price | Scenario |
+-----+-----+-----+
| Cannon E | 1000 Zennys x3 | Scenario 4 |
| Spreader K | 1000 Zennys x3 | Scenario 4 |
| Recov80 E | 3000 Zennys x3 | Scenario 4 |
| X-Panel3 L | 3000 Zennys x3 | Scenario 4 |
| Repair G | 3000 Zennys x3 | Scenario 4 |
| Barrier F | 3000 Zennys x3 | Scenario 4 |
| ElecSword E | 5000 Zennys x3 | Scenario 4 |
| Steal L | 5000 Zennys x3 | Scenario 4 |
| FstGauge A | 3000 Zennys x3 | Scenario 5 |
| Geddon1 H | 3000 Zennys x3 | Scenario 5 |
| Interrupt L | 8000 Zennys x3 | Scenario 5 |
| Recov150 L | 1000 Zennys x3 | Scenario 5 |
| SloGauge Q | 5000 Zennys x3 | Scenario 7 |
| Geddon2 K | 8000 Zennys x3 | Scenario 7 |
| FtrSword S | 12000 Zennys x3 | Scenario 7 |
| BstrSword S | 20000 Zennys x3 | Scenario 7 |
+-----+-----+-----+

```

NetMerchants sell Battle chips, HPmemories, PowerUPs, and Armors:

```

+-----+-----+-----+
| Internet Area 1 |
+-----+-----+-----+
| Item | Price |
+-----+-----+-----+
| HPmemory | 500 Zennys |
| HPmemory | 1000 Zennys |
| HPmemory | 2000 Zennys |
| HPmemory | 3000 Zennys |
| HPmemory | 5000 Zennys |
| PowerUP | 2000 Zennys |
| PowerUP | 5000 Zennys |
| WideSword K | 1000 Zennys x3 |
| Spreader I | 1000 Zennys x3 |
+-----+-----+-----+

+-----+-----+-----+
| Internet Area 3 |
+-----+-----+-----+
| Item | Price |
+-----+-----+-----+
| HPmemory | 4000 Zennys |
| HPmemory | 6000 Zennys |
| HPmemory | 9000 Zennys |
| HPmemory | 12000 Zennys |
| HPmemory | 15000 Zennys |
| WoodArmr | 15000 Zennys |
| WideSword S | 3000 Zennys x3 |
| Hammer I | 3000 Zennys x3 |
| X-Panel3 G | 3000 Zennys x3 |
+-----+-----+-----+

```

```

| Hammer A      2000 Zennys x3 |
| Recov50 C     2000 Zennys x3 |
| Cannon C      3000 Zennys x3 |
+-----+

```

```

| M-Cannon L   10000 Zennys x3 |
+-----+

```

```

+-----+
| Internet Area 4 |
+-----+-----+
| Item           Price       |
+-----+-----+
| HPmemory       6000 Zennys  |
| HPmemory       8000 Zennys  |
| HPmemory       10000 Zennys |
| HPmemory       12000 Zennys |
| HPmemory       15000 Zennys |
| HeatArmr       15000 Zennys |

| IceCube I      3000 Zennys x3 |
| Cloudier A     5000 Zennys x3 |
+-----+

```

```

+-----+
| Internet Area 5 |
+-----+-----+
| Item           Price       |
+-----+-----+
| HPmemory       8000 Zennys  |
| HPmemory       10000 Zennys |
| HPmemory       12000 Zennys |
| HPmemory       15000 Zennys |
| PowerUP        20000 Zennys |
| X-Panel1 S    1000 Zennys x3 |

| Invis1 Q       5000 Zennys x3 |
| TimeBom2 S     8000 Zennys x3 |
| TriSpear J    10000 Zennys x3 |
| Recov150 C    10000 Zennys x3 |
| Ratton2 G     10000 Zennys x3 |
+-----+

```

```

+-----+
| Internet Area 10 |
+-----+-----+
| Item           Price       |
+-----+-----+
| HPmemory       12000 Zennys |
| HPmemory       15000 Zennys |
| HPmemory       20000 Zennys |
| HPmemory       25000 Zennys |
| PowerUP        25000 Zennys |
| AquaArmr       30000 Zennys |
| LongSwrd E     50000 Zennys x3 |
| M-Cannon L     10000 Zennys x3 |
| Steal A        10000 Zennys x3 |
+-----+

```

```

+-----+
| Internet Area 12 |
+-----+-----+
| Item           Price       |
+-----+-----+
| HPmemory       12000 Zennys |
| HPmemory       15000 Zennys |
| HPmemory       20000 Zennys |
| HPmemory       25000 Zennys |
| PowerUP        25000 Zennys |
| PowerUP        50000 Zennys |
| IcePunch M     5000 Zennys x3 |
| Geddon1 L      5000 Zennys x3 |
| Geddon2 A      8000 Zennys x3 |
+-----+

```

```

+-----+
| Internet Area 15 |
+-----+-----+
| Item           Price       |
+-----+-----+
| HPmemory       15000 Zennys |
| HPmemory       20000 Zennys |
| HPmemory       25000 Zennys |
| HPmemory       40000 Zennys |
| PowerUP        100000 Zennys |
| Dash G         3000 Zennys   |
| Repair G       3000 Zennys x3 |
| Wave A         10000 Zennys x3 |
| PublWrap3 R   10000 Zennys x3 |
+-----+

```



There are two different Chip Exchanger Machines at Higsby's. You can exchange either 3 or 10 Battle Chips for 1 Battle Chip. It does not matter how rare your Battle Chips are, so you should exchange Battle Chips that have a low rarity.

\*\*\*\*\*  
 Chip Exchanger  
 \*\*\*\*\*

Exchange 3 Battle Chips for 1 Battle Chip. You have a 75% chance of getting a Battle Chip that you already have. You also have a 25% chance of getting any Battle Chip with a rarity below a 3. This machine will not give you any Navi Chips!

\*\*\*\*\*  
 Super Chip Exchanger  
 \*\*\*\*\*

Exchange 10 Battle Chips for 1 Battle Chip. You have a 75% chance of getting a Battle Chip that you already have. You also have a 25% chance of getting any Battle Chip with a rarity above a 2. However, this machine will not give you the LifeAura, MagicMan, PharoMan, and ShadoMan Battle Chips!

=====  
 10. Side Quests MME10  
 =====

-----  
 Chip Trading Events \  
 -----

Location	Scenario	Trade
AV Room	Scenario 3	MetGuard A x30   BstrGard A
Behind Mayl's House	Scenario 3	FireTowr F   DynaWave R
Classroom 1B	Scenario 3	Dash G   Repair H
Infirmary	Scenario 3	Ivis1 I x3   Shotgun K
Storage	Scenario 3	X-Panel3 S   BstrBomb D
Waterworks Lobby	Scenario 3	Howitzer H   BstrPnch C
Waterworks	Scenario 3	Repair H   Hammer M
Behind Yai's House	Scenario 4	Escape F   KngtSwrd G
		Escape H
		Escape J
		Escape L
		Escape N
Water Purification Room	Scenario 5	WoodMan3 W   HeroSwrd B
		SkullMn3 S
		SharkMn3 S
		Dropdown B
		IronBody C
Metroline ACDC Town Station	Scenario 6	Hammer M   X-Panel3 S

DenTown Block 3	Scenario 6	Shotgun K	Recov300 C	
		CrossGun K		
		Spreader K		
		M-Cannon K		
+-----+-----+-----+-----+				
Restaurant	Scenario 7	Invis2 J	WoodAura C	
		Cloudest K		
		Ratton3 L		
+-----+-----+-----+-----+				

-----  
Quiz Time! \  
-----

\* \* \* \* \*

\* QUIZ BOY \*

\* Scenario 6 \*

\* Cram School (In front of the lockers) \*

\* Reward: "Ratton1 E" \*

\* 1. How many light bulbs in the power plant network? \*

\* 16 \*

\* 17 \*

\* 18\* \*

\* 2. What's the name of the Navi that took over the Waterworks? \*

\* GutsMan \*

\* IceMan\* \*

\* StoneMan \*

\* 3. What do you always say when you jack in? \*

\* Transmission! \*

\* Battle operation! \*

\* Transmit!\* \*

\* 4. Which of these chips does 80 damage to your opponent? \*

\* ShokWave \*

\* Recov80 \*

\* Sword\* \*

\* 5. Which of these chips increases your battle area? \*

\* Steal\* \*

\* Escape \*

\* X-Panell \*

\* \*

\* \* \* \* \*

\* \* \* \* \*

\* \* \* \* \*

\* \* \* \* \*

\* QUIZ GUY \*

\* Scenario 7 \*

\* Power Plant (End of the hall) \*

\* Reward: "Ratton3 M" \*

\* \*

\* 1. Who's Navi is called GutsMan? \*

\* Dex\* \*

\* Yai \*

\* Mayl \*

\* 2. Who's the summer school teacher in Dentown? \*

\* Ms. Miyu \*

\* Ms. Mari \*

\* Ms. Yuri\* \*

\* 3. Who owns the chip shop in ACDC Town? \*

\* Bigsby \*

\* Higsby\* \*

```

*           Migsby
* 4. How many chairs are in the School's AV room?
*           6
*           8
*           9*
* 5. What musical instrument is in Mayl's room?
*           A piano*
*           A violin
*           A pipe organ
* 6. How old is Yai?
*           6
*           8*
*           12
* 7. What chip do you use to escape from a battle?
*           JackOut
*           Steal
*           Escape*
* 8. The antique shop is on what Block of Dentown?
*           Block 2*
*           Block 3
*           Block 4
* 9. What kind of toy is in Mayl's room?
*           A game machine
*           A stuffed Lan
*           A stuffed animal*
* 10.What are Ms. Mari's measurements?
*           30, 25, 30
*           33, 22, 33*
*           44, 33, 44
*
* * * * *

```

-----  
A Helping Hand \  
-----

```

*****
Finding Dentures
*****

```

Scenario 3

ACDC Town (In front of the entrance to the Metro)

Reward: "Recov80 G"

- 1) Talk to the old man in front of the Metro. He lost his dentures.
- 2) Head North-East to get to the park.
- 3) Examine the Trees in the North-East corner.
- 4) Head back to the old man and hand him his dentures. He will give you a "Recov80 G" chip as a reward.

```

*****
Fixing the Vending Machine
*****

```

Scenario 5

Waterworks Lobby (In front of the Vending Machine)

Reward: "Repair G"

- 1) Talk to the man in front of the Vending Machine.
- 2) Jack into the Vending Machine.
- 3) Talk to the Purple NetNavi.

+-----+

| BATTLE |

```

+-----+-----+-----+
| HardHead2 x2      | You have fought a variant of the FloShell2 before, so |
| FloShell2        | it is pretty much the same battle with less bombs     |
| Reward: 2000 Zennys | thrown at you. I recommend deleting the two          |
+-----+-----+-----+
| HardHead2 viruses first!
+-----+-----+-----+

```

4) Jack out.

5) Talk to the man. He will give you a "Repair G" chip as a reward.

```

*****
The Money in the Bank Account
*****

```

Scenario 5

ACDC Town (In the Eastern corner)

Reward: "10,000 Zennys"

- 1) Talk to the Man right next to the School.
- 2) Head to Internet Area 2.
- 3) Head to where you fought StoneMan.
- 4) Talk to the Purple NetNavi.

+-----+

| BATTLE |

```

+-----+-----+-----+
| ColdBear3 x2     | You should already have some experience fighting      |
| Reward: 2000 Zennys | these viruses. Continue to keep moving up/down as    |
+-----+-----+-----+
| well as dodging their attacks while using your chips |
| and buster.
+-----+-----+-----+

```

5) Jack out.

6) Head back to the guy. He will give you "10000 Zennys" as a reward.

=====  
11. Battle Chips

MME11  
=====

001. Cannon	045. Gaia1	089. Mine1	133. GutsMan3
002. HiCannon	046. Gaia2	090. Mine2	134. ProtoMan
003. M-Cannon	047. Gaia3	091. Mine3	135. ProtoMn2
004. Shotgun	048. Thunder1	092. Dynamyt1	136. ProtoMn3
005. CrossGun	049. Thunder2	093. Dynamyt2	137. FireMan
006. Spreader	050. Thunder3	094. Dynamyt3	138. FireMan2
007. Bubbler	051. RingZap1	095. Remobit1	139. FireMan3
008. Heater	052. RingZap2	096. Remobit2	140. NumbrMan
009. MiniBomb	053. RingZap3	097. Remobit3	141. NumbrMn2
010. LilBomb	054. Typhoon	098. Lockon1	142. NumbrMn3
011. CrosBomb	055. Hurricane	099. Lockon2	143. StoneMan
012. BigBomb	056. Cyclone	100. Lockon3	144. StoneMn2
013. Sword	057. Snakeegg1	101. Candle1	145. StoneMn3
014. WideSwrd	058. Snakeegg2	102. Candle2	146. IceMan
015. LongSwrd	059. Snakeegg3	103. Candle3	147. IceMan2
016. FtrSwrd	060. Drain1	104. Anubis	148. IceMan3
017. KngtSwrd	061. Drain2	105. IceCube	149. ColorMan
018. HeroSwrd	062. Drain3	106. RockCube	150. ColorMn2
019. FireSwrd	063. BodyBurn	107. BstrGard	151. ColorMn3
020. AquaSwrd	064. X-Panel1	108. BstrBomb	152. ElecMan

021. ElecSword	065. X-Panel3	109. BstrSword	153. ElecMan2
022. Muramasa	066. Hammer	110. BstrPnch	154. ElecMan3
023. ShokWave	067. MetGuard	111. SloGauge	155. BombMan
024. SoniWave	068. IronShld	112. FstGauge	156. BombMan2
025. DynaWave	069. Recov10	113. Invis1	157. BombMan3
026. FireTowr	070. Recov30	114. Invis2	158. MagicMan
027. AquaTowr	071. Recov50	115. Invis3	159. MagicMn2
028. WoodTowr	072. Recov80	116. Dropdown	160. MagicMn3
029. Quake1	073. Recov120	117. Popup	161. WoodMan
030. Quake2	074. Recov150	118. IronBody	162. WoodMan2
031. Quake3	075. Recov200	119. Barrier	163. WoodMan3
032. GutsPnch	076. Recov300	120. BblWrap1	164. SkullMan
033. IcePunch	077. Steal	121. BblWrap2	165. SkullMn2
034. Dash	078. Geddon1	122. BblWrap3	166. SkullMn3
035. Howitzer	079. Geddon2	123. LeafShld	167. Sharkman
036. TriArrow	080. Escape	124. AquaAura	168. Sharkmn2
037. TriSpear	081. Interupt	125. FireAura	169. Sharkmn3
038. TriLance	082. Repair	126. WoodAura	170. PharoMan
039. Ratton1	083. TimeBom1	127. LifeAura	171. PharoMn2
040. Ratton2	084. TimeBom2	128. Roll	172. PharoMn3
041. Ratton3	085. TimeBom3	129. Roll2	173. ShadoMan
042. Wave	086. Cloud	130. Roll3	174. ShadoMn2
043. RedWave	087. Cloudier	131. GutsMan	175. ShadoMn3
044. BigWave	088. Cloudest	132. GutsMan2	176. Bass

+-----+  
| Legend |

```

+-----+
| BMD - Blue Mystery Data |
| GMD - Green Mystery Data |
| NM - Net Merchant      |
| PMD - Purple Mystery Data |
| RMD - Random Mystery Data |
+-----+

```

No.	Name	Dmg	Rare	Element	Description
001	Cannon	40	*	None	A nice, big cannon!
Codes:					
A: Canodumb - Busting Level 5~7, Starting Folder					
B: Canodumb - Busting Level 8~9, Starting Folder					
C: BMD-School Computer Area 5, RMD-Internet Area 2, NM-Internet Area 1					
D: Canodumb - Busting Level 10~S					
E: RMD-Internet Area 9, Higsby's					

No.	Name	Dmg	Rare	Element	Description
002	HiCannon	80	**	None	A nice, big cannon!
Codes:					
F: Canodumb2 - Busting Level 5~7					
G: Canodumb2 - Busting Level 8~9					
H: Canodumb2 - Busting Level 10~S					
I: BMD-School Computer Area 2, RMD-Internet Area 6					
J: BMD-Large Monitor Computer Area, RMD-Internet Area 9					

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 003 | M-Cannon | 120 | ***  | None    | A nice, big cannon! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| K: Canodumb3 - Busting Level 5~7 |
| L: BMD-Waterworks Computer Area 4, RMD-Internet Area 12, |
|   NM-Internet Area 3, NM-Internet Area 10 |
| M: Canodumb3 - Busting Level 8~9 |
| N: RMD-Internet Area 10, RMD-Internet Area 14 |
| O: Canodumb3 - Busting Level 10~S |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 004 | Shotgun   | 30  | *    | None    | Hits enemy and keeps going 1pnl |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| K: BMD-Doghouse Computer Area, RMD-Internet Area 1, |
|   Trade for "Invis1 L" x3 in the Infirmary (After Scenario 3) |
| M: Chip Trader |
| N: Starting Folder |
| Q: GMD-Oven Computer Area 1, BMD-Oven Computer Area 2 |
| R: Chip Trader |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 005 | CrossGun  | 30  | **   | None    | 4-panel diagonal blast |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: Dad's Email (Scenario 1) |
| E: Chip Trader |
| F: RMD-Internet Area 10 |
| J: Starting Folder |
| K: BMD-Game System Computer Area, RMD-Internet Area 2 |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 006 | Spreader  | 30  | **   | None    | Gun with a 1-panel blast |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| H: BMD-School Computer Area 3, RMD-Internet Area 3 |
| I: Reward from Glyde (Scenario 1), RMD-Internet Area 6, NM-Internet Area 1 |
| J: Classroom 5B (Examine the Bookshelf next to the Blackboard), |
|   BMD-Waterworks Vending Machine Computer Area, RMD-Internet Area 3 |
| K: RMD-Internet Area 7, Higsby's |
| L: RMD-Internet Area 9 |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 007 | Bubbler   | 50  | *    | Aqua    | Bubbles w/ a 1-panel blast |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| A: Puffy - Busting Level 8~9
| K: BMD-Traffic Light Computer Area 1
| L: Chip Trader
| P: Puffy - Busting Level 5~7
| S: Puffy - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 008 | Heater    | 70  | **   | Fire    | Fire with a 1-panel blast |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| C: Chip Trader
| F: Puffy2 - Busting Level 5~7
| G: Puffy2 - Busting Level 8~9
| K: Puffy2 - Busting Level 10~S
| O: BMD-Traffic Light Computer Area 3

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 009 | MiniBomb  | 50  | *    | None    | Throw a bomb! Depth=3 |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| C: Starting Folder
| E: Chip Trader
| J: Chip Trader
| L: Starting Folder
| P: RMD-Internet Area 2

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 010 | LilBomb   | 50  | *    | None    | Throw a bomb! Depth=3 |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| B: Beetank - Busting Level 8~9
| D: Beetank - Busting Level 10~S
| G: RMD-Internet Area 4
| O: Beetank - Busting Level 5~7
| T: PMD-Oven Computer Area 2

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 011 | CrosBomb  | 70  | *    | None    | Cross bomb Depth=3 |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| B: Beetank2 - Busting Level 10~S
| D: Beetank2 - Busting Level 8~9
| H: Beetank2 - Busting Level 5~7
| J: Chip Trader
| L: RMD-Internet Area 12

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 012 | BigBomb  | 90  | ****  | None    | Bomb with a big boom Depth=3 |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| B: Beetank3 - Busting Level 10~S |
| G: Chip Trader |
| O: Beetank3 - Busting Level 8~9 |
| S: Chip Trader |
| T: Beetank3 - Busting Level 5~7 |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 013 | Sword     | 80  | *     | None    | Cut down enemies Range=1 |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| B: GMD-Oven Computer Area 1, RMD-Internet Area 13 |
| K: Swordy2 - Busting Level 5~7, RMD-Internet Area 13 |
| L: Swordy3 - Busting Level 5~7, RMD-Internet Area 13 |
| P: Swordy3 - Busting Level 8~9 |
| S: Starting Folder |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 014 | WideSwrd | 80  | *     | None    | Cut down column! Range=1 |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: BMD-Waterworks Computer Area 3 |
| K: NM-Internet Area 1 |
| M: Chip Trader |
| N: Chip Trader |
| S: Swordy - Busting Level 10~S, GMD-Internet Area 10, Starting Folder, |
|   NM-Internet Area 3 |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 015 | LongSwrd | 80  | **    | None    | Cut down enemies! Range=2 |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| D: Swordy - Busting Level 5~7 |
| E: NM-Internet Area 10 |
| N: Chip Trader |
| O: RMD-Internet Area 4 |
| S: Swordy - Busting Level 8~9 |
+-----+-----+-----+-----+-----+-----+

```

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 016 | FtrSword | 100 | ***   | None    | Warrior's sword Range=3 |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| B: WWW Gate-Internet Area 3 |
+-----+-----+-----+-----+-----+-----+

```



| K: Chip Trader  
| L: RMD-Internet Area 13  
| P: BMD-WWW Computer Area 2  
| S: Higsby's

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description |  
+-----+-----+-----+-----+-----+-----+  
| 017 | KngtSwrd | 150 | \*\*\*\* | None | Knight's sword Range=3 |

+-----+-----+-----+-----+-----+-----+  
| Codes:  
| B: GMD-Internet Area 12  
| C: RMD-Internet Area 16  
| E: Chip Trader  
| G: Trade for "Escape F, H, J, L, N" in ACDC Town (After Scenario 4)  
| H: Chip Trader

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description |  
+-----+-----+-----+-----+-----+-----+  
| 018 | HeroSwrd | 200 | \*\*\*\*\* | None | Legendary sword Range=3 |

+-----+-----+-----+-----+-----+-----+  
| Codes:  
| B: Trade for "WoodMan3 W, SkullMn3 S, SharkMn3 S, Dropdown B, IronBody C"  
| in the Water Purification Room (After Scenario 5)  
| D: Chip Trader  
| F: Chip Trader  
| I: GMD-Internet Area 16  
| J: Chip Trader

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description |  
+-----+-----+-----+-----+-----+-----+  
| 019 | FireSwrd | 100 | \*\* | Fire | Cuts down column Range=1 |

+-----+-----+-----+-----+-----+-----+  
| Codes:  
| B: Swordy2 - Busting Level 8~9  
| F: Chip Trader  
| G: Chip Trader  
| N: Swordy2 - Busting Level 10~S  
| P: BMD-WWW Computer Area 1

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description |  
+-----+-----+-----+-----+-----+-----+  
| 020 | AquaSwrd | 150 | \*\*\* | Aqua | Cuts down column Range=1 |

+-----+-----+-----+-----+-----+-----+  
| Codes:  
| A: GMD-Internet Area 4  
| M: Chip Trader  
| N: Swordy3 - Busting Level 10~S  
| O: Chip Trader  
| P: Swordy3 - Busting Level 8~9

+-----+-----+-----+-----+-----+-----+

No.	Name	Dmg	Rare	Element	Description
021	ElecSwrd	120	***	Elec	Cuts down column Range=1

Codes:

- E: Higsby's
- G: Chip Trader
- L: Chip Trader
- O: Chip Trader
- S: RMD-Internet Area 10

No.	Name	Dmg	Rare	Element	Description
022	Muramasa	-	*****	None	Do damage = to your HP loss

Codes:

- C: Chip Trader
- E: Chip Trader
- G: Chip Trader
- J: Chip Trader
- K: ShadowMan SP - Busting Level 10~S

No.	Name	Dmg	Rare	Element	Description
023	ShokWave	60	*	None	Piercing ground wave

Codes:

- C: Mettool - Busting Level 10~S
- K: Mettool - Busting Level 8~9
- L: BMD-School Computer Area 1
- N: Chip Trader
- P: RMD-Internet Area 3

No.	Name	Dmg	Rare	Element	Description
024	SoniWave	80	**	None	Piercing ground wave

Codes:

- C: Mettool2 - Busting Level 10~S
- D: Mettool2 - Busting Level 8~9
- J: BMD-Waterworks Computer Area 1
- M: Mettool2 - Busting Level 5~7
- S: RMD-Internet Area 6

No.	Name	Dmg	Rare	Element	Description
025	DynaWave	100	***	None	Piercing ground wave

Codes:

- C: Mettool3 - Busting Level 10~S
- E: Chip Trader
- M: Mettool3 - Busting Level 8~9

| S: Mettool3 - Busting Level 5~7  
| R: Trade for "FireTowr F" in ACDC Town (After Scenario 3)

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 026 | FireTowr | 100 | **   | Fire    | Fire that can move up & down |
```

| Codes:  
| E: VolGear - Busting Level 10~S  
| F: VolGear - Busting Level 5~7  
| L: Chip Trader  
| M: VolGear - Busting Level 8~9  
| T: BMD-Traffic Light Computer Area 3

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 027 | AquaTowr | 120 | **   | Aqua    | Water that can move up & down |
```

| Codes:  
| A: Chip Trader  
| C: BMD-Traffic Light Computer Area 5  
| G: VolGear2 - Busting Level 10~S  
| H: VolGear2 - Busting Level 8~9  
| R: VolGear2 - Busting Level 5~7

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 028 | WoodTowr | 140 | **   | Wood    | Log that can move up & down |
```

| Codes:  
| B: Popper - Busting Level 10~S  
| C: Popper - Busting Level 8~9  
| H: Chip Trader  
| K: Popper - Busting Level 5~7  
| N: Chip Trader

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 029 | Quake1    | 90  | *    | None    | Cracks a panel Depth=3 |
```

| Codes:  
| A: Flappy - Busting Level 8~9, BMD-School Computer Area 4  
| E: RMD-Internet Area 4  
| H: Flappy - Busting Level 5~7  
| K: Flappy - Busting Level 10~S  
| Q: Flappy - Busting Level 10~S

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 030 | Quake2    | 120 | **   | None    | Cracks a panel Depth=3 |
```

```

+-----+-----+-----+-----+-----+-----+-----+
| Codes:
| B: Flappy2 - Busting Level 10~S
| C: Flappy2 - Busting Level 8~9
| I: Chip Trader
| K: Chip Trader
| Q: Flappy2 - Busting Level 5~7
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 031 | Quake3   | 150 | ***  | None    | Cracks a panel Depth=3
+-----+-----+-----+-----+-----+-----+-----+

```

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| Codes:
| C: BMD-Large Vase Computer Area, RMD-Internet Area 16
| D: Flappy3 - Busting Level 10~S
| H: Chip Trader
| M: Flappy3 - Busting Level 8~9
| Q: Flappy3 - Busting Level 5~7
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 032 | GutsPnch | 60  | *    | None    | Knocks stuff over Range=1
+-----+-----+-----+-----+-----+-----+-----+

```

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| Codes:
| B: GutsMan V3 - Busting Level 5~7
| H: Chip Trader
| M: GutsMan V3 - Busting Level 5~7
| N: Chip Trader
| T: Chip Trader
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 033 | IcePunch | 80  | **   | Aqua    | Knocks stuff over Range=1
+-----+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| B: BMD-Waterworks Computer Area 3, RMD-Internet Area 5
| H: Chip Trader
| M: RMD-Internet Area 4, RMD-Internet Area 5, NM-Internet Area 12
| N: Chip Trader
| T: Chip Trader
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 034 | Dash     | 50  | *    | None    | Knock over all in your path!
+-----+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| B: Fishy - Busting Level 8~9
| D: Fishy - Busting Level 5~7
| G: Fishy - Busting Level 10~S, NM-Internet Area 15
| L: Chip Trader
| O: Chip Trader

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 035 | Howitzer | 150 | **** | None    | Breaks panels Depth=3 |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| A: RMD-Internet Area 15 |
| C: Chip Trader |
| G: Chip Trader |
| H: HardHead - Busting Level 10~S |
| O: Chip Trader |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 036 | TriArrow | 40  | *    | None    | Fires a 3-arrow burst |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| A: Piranha - Busting Level 10~S, BMD-Waterworks Computer Area 3, |
|   RMD-Internet Area 5 |
| B: Piranha - Busting Level 10~S |
| C: Piranha - Busting Level 8~9 |
| D: Piranha - Busting Level 8~9 |
| E: Piranha - Busting Level 5~7 |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 037 | TriSpear | 50  | **   | None    | Fires a 3-spear burst |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| F: Piranha2 - Busting Level 5~7 |
| G: Piranha2 - Busting Level 8~9 |
| H: Piranha2 - Busting Level 10~S |
| I: Piranha2 - Busting Level 10~S |
| J: Piranha2 - Busting Level 8~9, GMD-Masa's Cart Computer Area, |
|   RMD-Internet Area 7, NM-Internet Area 5 |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 038 | TriLance | 60  | ***  | None    | Fires a 3-lance burst |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| K: Piranha3 - Busting Level 5~7 |
| L: Piranha3 - Busting Level 8~9 |
| M: WWW Gate-Internet Area 1, RMD-Internet Area 14 |
| N: Piranha3 - Busting Level 10~S |
| O: Piranha3 - Busting Level 10~S |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 039 | Ratton1  | 80  | *    | None    | Missile that can turn once |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| Codes:
| A: Ratty - Busting Level 5~7
| B: Ratty - Busting Level 8~9
| C: Ratty - Busting Level 8~9
| D: Ratty - Busting Level 10~S, BMD-Power Plant Computer Area 1,
|   RMD-Internet Area 8
| E: Quiz Boy (Cram School, After Scenario 6)
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 040 | Ratton2   | 100 | **   | None    | Missile that can turn once
+-----+-----+-----+-----+-----+-----+-----+

```

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| Codes:
| F: Ratty2 - Busting Level 5~7
| G: Ratty2 - Busting Level 8~9, RMD-Internet Area 10, NM-Internet Area 5
| H: Ratty2 - Busting Level 8~9
| I: Ratty2 - Busting Level 10~S
| J: RMD-Internet Area 15
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 041 | Ratton3   | 120 | ***  | None    | Missile that can turn once
+-----+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| K: RMD-Internet Area 16
| L: Ratty3 - Busting Level 5~7
| M: Quiz Guy (Power Plant, After Scenario 7)
| N: Ratty3 - Busting Level 8~9
| O: Ratty3 - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 042 | Wave      | 80  | ***  | Aqua    | 3-row wave! [Aqua]
+-----+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| A: Jelly - Busting Level 10~S, NM-Internet Area 15
| D: Chip Trader
| I: Jelly - Busting Level 10~S
| L: Chip Trader
| M: Chip Trader
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 043 | RedWave   | 100 | ***  | Fire    | 3-row lava wave! [Fire]
+-----+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| B: Chip Trader
| E: Chip Trader
| J: GMD-Internet Area 15
| N: HeatJelly - Busting Level 10~S
| P: HeatJelly - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 044 | BigWave  | 160 | **** | Aqua    | 3-row giant wave![Aqua] |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: Chip Trader |
| H: EarthJelly - Busting Level 10~S |
| K: BMD-Wily's Portrait Computer Area |
| L: Chip Trader |
| Q: EarthJelly - Busting Level 10~S |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 045 | Gaia1    | 100 | ***  | None    | Rolling 3-column explosion! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: Gaia - Busting Level 10~S |
| D: Gaia - Busting Level 8~9 |
| L: Chip Trader |
| O: Chip Trader |
| T: Gaia - Busting Level 10~S |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 046 | Gaia2    | 130 | **** | None    | Rolling 3-column explosion! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: Gaia2 - Busting Level 10~S |
| F: Chip Trader |
| K: Gaia2 - Busting Level 8~9 |
| P: Chip Trader |
| S: Gaia2 - Busting Level 10~S |
+-----+-----+-----+-----+-----+-----+

```

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 047 | Gaia3    | 160 | ***** | None    | Rolling 3-column explosion! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: Gaia3 - Busting Level 10~S |
| G: Chip Trader |
| M: Gaia3 - Busting Level 8~9 |
| R: Chip Trader |
| T: Chip Trader |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 048 | Thunder1 | 90  | *    | Elec    | A rolling lightning attack |
+-----+-----+-----+-----+-----+-----+
| Codes: |
+-----+-----+-----+-----+-----+-----+

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| A: Billy - Busting Level 8~9  
| E: Chip Trader  
| G: Billy - Busting Level 10~S  
| H: GMD-Internet Area 5  
| S: Billy - Busting Level 5~7

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description  
+-----+-----+-----+-----+-----+-----+  
| 049 | Thunder2 | 120 | \*\* | Elec | A rolling lightning attack

| Codes:  
| B: Chip Trader  
| C: RMD-Internet Area 11  
| I: Billy2 - Busting Level 5~7  
| F: Billy2 - Busting Level 8~9  
| L: Billy2 - Busting Level 10~S

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description  
+-----+-----+-----+-----+-----+-----+  
| 050 | Thunder3 | 150 | \*\*\* | Elec | A rolling lightning attack

| Codes:  
| D: Billy3 - Busting Level 10~S  
| F: Billy3 - Busting Level 5~7  
| G: Chip Trader  
| K: Chip Trader  
| N: Billy3 - Busting Level 8~9

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description  
+-----+-----+-----+-----+-----+-----+  
| 051 | RingZap1 | 100 | \* | Elec | Lightning circles you once

| Codes:  
| G: Prog Mark 1 - Busting Level 10~S  
| H: GMD-Internet Area 9  
| M: Chip Trader  
| N: Prog Mark 1 - Busting Level 8~9  
| P: Prog Mark 1 - Busting Level 5~7

+-----+-----+-----+-----+-----+-----+  
| No. | Name | Dmg | Rare | Element | Description  
+-----+-----+-----+-----+-----+-----+  
| 052 | RingZap2 | 100 | \*\* | Elec | Lightning circles you twice

| Codes:  
| C: Prog Mark2 - Busting Level 10~S  
| E: Chip Trader  
| G: Chip Trader  
| J: Prog Mark2 - Busting Level 10~S  
| L: Prog Mark2 - Busting Level 8~9



No.	Name	Dmg	Rare	Element	Description
053	RingZap3	100	***	Elec	Lightning circles you thrice

Codes:

- A: Prog Mark3 - Busting Level 10~S
- B: Prog Mark3 - Busting Level 8~9
- O: Chip Trader
- R: Chip Trader
- T: Prog Mark3 - Busting Level 10~S

No.	Name	Dmg	Rare	Element	Description
054	Typhoon	30	*	None	Creates a twister w/3 hits

Codes:

- A: Fanner - Busting Level 10~S
- B: Fanner - Busting Level 8~9
- D: BMD-Power Plant Computer Area 4
- E: RMD-Internet Area 8
- G: Fanner - Busting Level 5~7

No.	Name	Dmg	Rare	Element	Description
055	Hurricane	30	**	None	Creates a twister w/5 hits

Codes:

- G: Fanner 2 - Busting Level 5~7
- I: Fanner 2 - Busting Level 8~9
- J: Fanner 2 - Busting Level 10~S
- K: Chip Trader
- L: BMD-WWW Computer Area 2

No.	Name	Dmg	Rare	Element	Description
056	Cyclone	30	***	None	Creates a twister w/8 hits

Codes:

- E: Chip Trader
- F: Fanner 3 - Busting Level 8~9
- G: Fanner 3 - Busting Level 5~7
- H: Fanner 3 - Busting Level 10~S
- I: Chip Trader

No.	Name	Dmg	Rare	Element	Description
057	Snakegg1	130	*	Wood	Squirring snake attack!

Codes:

- B: Big Snake - Busting Level 8~9
- E: Big Snake - Busting Level 5~7
- G: Chip Trader

| M: Big Snake - Busting Level 8~9

| N: Chip Trader

---

No.	Name	Dmg	Rare	Element	Description
058	Snakeegg2	140	**	Elec	Shocking snake attack!

Codes:

C: Big Snake2 - Busting Level 8~9  
E: Big Snake2 - Busting Level 8~9  
H: Chip Trader  
N: Chip Trader  
P: Big Snake2 - Busting Level 8~9

---

No.	Name	Dmg	Rare	Element	Description
059	Snakeegg3	150	***	Fire	Scorching snake attack!

Codes:

A: Big Snake3 - Busting Level 8~9  
C: Big Snake3 - Busting Level 8~9  
F: Chip Trader  
L: Chip Trader  
S: Big Snake3 - Busting Level 8~9

---

No.	Name	Dmg	Rare	Element	Description
060	Drain1	50	**	None	Charge to drain HP from enemy

Codes:

A: Moscurito - Busting Level 10~S  
B: Chip Trader  
D: Chip Trader  
K: Moscurito - Busting Level 8~9  
O: Moscurito - Busting Level 5~7

---

No.	Name	Dmg	Rare	Element	Description
061	Drain2	70	**	None	Charge to drain HP from enemy

Codes:

A: Moscurito2 - Busting Level 10~S  
C: Chip Trader  
H: Chip Trader  
N: Moscurito2 - Busting Level 8~9  
T: Moscurito2 - Busting Level 5~7

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No.	Name	Dmg	Rare	Element	Description
062	Drain3	90	***	None	Charge to drain HP from enemy

```

+-----+-----+-----+-----+-----+-----+-----+
| Codes:
| A: Moscurito3 - Busting Level 10~S
| E: Chip Trader
| F: Moscurito3 - Busting Level 8~9
| L: Chip Trader
| Q: Moscurito3 - Busting Level 5~7
+-----+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 063 | BodyBurn | 100 | **** | Fire    | Engulf all around you in flames!
+-----+-----+-----+-----+-----+-----+-----+

```

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| Codes:
| E: Fishy2 - Busting Level 10~S
| F: Fishy2 - Busting Level 8~9
| K: Fishy2 - Busting Level 10~S
| M: Chip Trader
| N: Chip Trader
+-----+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 064 | X-Panel1 | -   | **   | None    | Erase 1 panel Range=1
+-----+-----+-----+-----+-----+-----+-----+

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| Codes:
| B: Second Floor Hallway (Examine the desks at the end of the hall)
| D: Chip Trader
| G: RMD-Internet Area 12
| L: Starting Folder
| S: RMD-Internet Area 1, NM-Internet Area 5
+-----+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 065 | X-Panel3 | -   | ***  | None    | Erase column Range=1
+-----+-----+-----+-----+-----+-----+-----+

```

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| Codes:
| B: GMD-Dex's Computer Area
| D: Chip Trader
| G: BMD-Power Plant Computer Area 1, NM-Internet Area 3
| L: Higsby's
| S: Trade for "Hammer M" in Metroline ACDC Town Station (After Scenario 6)
+-----+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description
+-----+-----+-----+-----+-----+-----+-----+
| 066 | Hammer   | 100 | **   | None    | Break cubes Range=1
+-----+-----+-----+-----+-----+-----+-----+

```

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| Codes:
| A: NM-Internet Area 1
| F: RMD-Internet Area 8
| I: NM-Internet Area 3
| M: RMD-Internet Area 14
|   Trade for "Repair H" in Waterworks (After Scenario 3)
| Q: Chip Trader
+-----+-----+-----+-----+-----+-----+-----+

```

No.	Name	Dmg	Rare	Element	Description
067	MetGuard	-	*	None	Hold A Btn for 3 sec defense!
Codes:					
A: Mettool - Busting Level 5~7, RMD-Internet Area 1					
C: Chip Trader					
E: Chip Trader					
G: Mettool - Busting Level 5~7, Mettool2 - Busting Level 5~7					
L: Mettool3 - Busting Level 5~7					

No.	Name	Dmg	Rare	Element	Description
068	IronShld	-	**	None	Hold btn. to create shield!
Codes:					
A: Floshell - Busting Level 10~S					
B: Floshell - Busting Level 8~9					
O: Floshell - Busting Level 8~9					
R: Floshell					
T: Floshell					

No.	Name	Dmg	Rare	Element	Description
069	Recov10	-	*	None	Recover 10HP
Codes:					
A: Lan's House (Examine the dining table, Scenario 1 ONLY), Starting Folder					
C: Spooky3 - Busting Level 5~7					
E: Chip Trader					
G: Spooky, - Busting Level 5~7, RMD-Internet Area 1					
L: Spooky3 - Busting Level 5~7, Starting Folder					

No.	Name	Dmg	Rare	Element	Description
070	Recov30	-	*	None	Recover 30HP
Codes:					
A: Chip Trader					
C: Spooky3 - Busting Level 5~7					
E: Chip Trader					
G: RMD-Internet Area 2					
L: GMD-Yai's Portrait Computer Area					

No.	Name	Dmg	Rare	Element	Description
071	Recov50	-	*	None	Recover 50HP
Codes:					

| A: Spooky2 - Busting Level 8~9  
 | C: NM-Internet Area 1  
 | E: Spooky3 - Busting Level 5~7  
 | G: Infirmary (Examine the Medicine Cabinet)  
 | L: GMD-May1's Piano Computer Area

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 072 | Recov80  | -   | *    | None    | Recover 80HP |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | A: Spooky2 - Busting Level 10~S  
 | C: BMD-Waterworks Computer Area 2, RMD-Internet Area 3  
 | E: Higsby's  
 | G: BMD-Traffic Light Computer Area 5,  
 | Side Quest Reward in ACDC Town (After Scenario 3)  
 | L: Spooky3 - Busting Level 5~7

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 073 | Recov120 | -   | **   | None    | Recover 120HP |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | A: GMD-Sal's Stand Computer Area, RMD-Internet Area 7  
 | C: BMD-Power Plant Computer Area 1, RMD-Internet Area 8,  
 | RMD-Internet Area 15  
 | E: Chip Trader  
 | G: Chip Trader  
 | L: Spooky3 - Busting Level 8~9

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 074 | Recov150 | -   | **   | None    | Recover 150HP |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | A: GMD-Internet Area 13  
 | C: RMD-Internet Area 14, NM-Internet Area 5  
 | E: RMD-Internet Area 9  
 | G: Spooky3 - Busting Level 8~9  
 | L: RMD-Internet Area 15, Higsby's

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 075 | Recov200 | -   | ***  | None    | Recover 200HP |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | A: Spooky3 - Busting Level 10~S  
 | C: BMD-WWW Computer Area 1, RMD-Internet Area 16  
 | E: Chip Trader  
 | G: RMD-Internet Area 12  
 | L: BMD-Control Panel Computer Area

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 076 | Recov300 | -   | **** | None    | Recover 300HP |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| A: Chip Trader |
| C: Trade for "Shotgun K, CrossGun K, Spreader K, M-Cannon K" in |
|   DenTown Block 3 (After Scenario 6) |
| E: Chip Trader |
| G: Chip Trader |
| L: BMD-WWW Computer Area 3 |
+-----+-----+-----+-----+-----+-----+

```

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 077 | Steal     | -   | ***  | None    | Steal left column of enemy area |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| A: BMD-Oven Computer Area 1, NM-Internet Area 10 |
| E: Chip Trader |
| L: Higsby's |
| P: Chip Trader |
| S: Starting Folder |
+-----+-----+-----+-----+-----+-----+

```

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 078 | Geddon1  | -   | ***  | None    | All panels become cracked! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| F: Chip Trader |
| H: Higsby's |
| J: Chip Trader |
| L: NM-Internet Area 12 |
| N: Chip Trader |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 079 | Geddon2  | -   | **** | None    | Erases all empty panels |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| A: NM-Internet Area 12 |
| B: Chip Trader |
| E: Chip Trader |
| I: Chip Trader |
| K: Higsby's |
+-----+-----+-----+-----+-----+-----+

```

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 080 | Escape   | -   | ***  | None    | Escape from most enemies |
+-----+-----+-----+-----+-----+-----+
| Codes: |

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| F: Starting Folder  
 | H: Library (Examine the bookshelf in the back)  
 | J: BMD-Telephone Computer Area  
 | L: BMD-TV Computer Area  
 | N: BMD-Traffic Light Computer Area 2

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 081 | Interupt  | -   | ***  | None    | Destroy enemy chip data |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | F: Chip Trader  
 | H: Chip Trader  
 | J: Chip Trader  
 | L: Higsby's  
 | N: Chip Trader

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 082 | Repair    | -   | *    | None    | Repair panels in your area |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | A: AV Room (Front desk in front of the Blackboard)  
 | G: RMD-Internet Area 11, Higsby's, NM-Internet Area 15, Defeat the WWW  
 | Virus in the Waterworks Vending Machine Computer Area and talk to the  
 | man in front of the Vending Machine (After Scenario 5)  
 | H: Trade for "Dash G" in Classroom 1A (After Scenario 3)  
 | K: Chip Trader  
 | S: Chip Trader

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 083 | TimeBom1  | 80  | **   | None    | Sets time bomb in enemy area |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | E: Chip Trader  
 | G: Chip Trader  
 | J: Handy - Busting Level 8~9  
 | L: Handy - Busting Level 10~S  
 | Q: RMD-Internet Area 11

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 084 | TimeBom2  | 120 | ***  | None    | Sets time bomb in enemy area |
+-----+-----+-----+-----+-----+-----+

```

| Codes:  
 | C: Handy2 - Busting Level 10~S  
 | F: Chip Trader  
 | J: Handy2 - Busting Level 8~9  
 | L: Chip Trader  
 | S: NM-Internet Area 5

No.	Name	Dmg	Rare	Element	Description
085	TimeBom3	160	****	None	Sets time bomb in enemy area
Codes:					
A: Chip Trader					
B: Handy3 - Busting Level 10~S					
G: Handy3 - Busting Level 8~9					
O: Handy3 - Busting Level 5~7					
P: BMD-WWW Computer Area 4					

No.	Name	Dmg	Rare	Element	Description
086	Cloud	30	*	None	Rains up & down on 1 column
Codes:					
B: Cloudy - Busting Level 10~S					
G: Chip Trader					
H: RMD-Internet Area 7					
O: Cloudy - Busting Level 8~9					
R: Cloudy - Busting Level 5~7					

No.	Name	Dmg	Rare	Element	Description
087	Cloudier	50	**	None	Rains up & down on 1 column
Codes:					
A: NM-Internet Area 4					
D: Chip Trader					
I: Cloudy2 - Busting Level 5~7					
M: Cloudy2 - Busting Level 8~9					
P: Cloudy2 - Busting Level 10~S					

No.	Name	Dmg	Rare	Element	Description
088	Cloudest	100	***	None	Rains up & down on 1 column
Codes:					
C: Cloudy3 - Busting Level 10~S					
F: Chip Trader					
J: Chip Trader					
K: Cloudy3 - Busting Level 8~9					
O: Cloudy3 - Busting Level 5~7					

No.	Name	Dmg	Rare	Element	Description
089	Mine1	160	**	None	Hides a mine in enemy area
Codes:					
G: Miney - Busting Level 8~9					



| H: Miney - Busting Level 10~S  
| M: Miney - Busting Level 10~S  
| N: Chip Trader  
| P: Chip Trader

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description |

+-----+-----+-----+-----+-----+-----+

| 090 | Mine2 | 180 | \*\*\* | None | Hides a mine in enemy area |

+-----+-----+-----+-----+-----+-----+

| Codes:

| C: Miney2 - Busting Level 5~7 |

| E: Chip Trader |

| G: Chip Trader |

| J: Miney2 - Busting Level 8~9 |

| L: Miney2 - Busting Level 10~S |

+-----+-----+-----+-----+-----+-----+

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description |

+-----+-----+-----+-----+-----+-----+

| 091 | Mine3 | 200 | \*\*\*\* | None | Hides a mine in enemy area |

+-----+-----+-----+-----+-----+-----+

| Codes:

| A: Miney3 - Busting Level 8~9 |

| B: Miney3 - Busting Level 10~S |

| O: Chip Trader |

| R: Chip Trader |

| T: Miney3 - Busting Level 5~7 |

+-----+-----+-----+-----+-----+-----+

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description |

+-----+-----+-----+-----+-----+-----+

| 092 | Dynamyt1 | 100 | \*\*\* | None | Looks right for enemy |

+-----+-----+-----+-----+-----+-----+

| Codes:

| B: Poitton - Busting Level 10~S |

| G: Chip Trader |

| O: Poitton - Busting Level 8~9 |

| Q: Poitton - Busting Level 5~7 |

| S: Chip Trader |

+-----+-----+-----+-----+-----+-----+

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description |

+-----+-----+-----+-----+-----+-----+

| 093 | Dynamyt2 | 120 | \*\*\* | None | Looks diagonally for enemy |

+-----+-----+-----+-----+-----+-----+

| Codes:

| A: Poitton2 - Busting Level 10~S |

| C: Poitton2 - Busting Level 8~9 |

| K: Poitton2 - Busting Level 5~7 |

| M: Chip Trader |

| N: Chip Trader |

+-----+-----+-----+-----+-----+-----+

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description |

```

+-----+-----+-----+-----+-----+-----+
| 094 | Dynamyt3 | 150 | *** | None | Looks up & down for enemy |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| G: Poitton3 - Busting Level 5~7 |
| K: Poitton3 - Busting Level 8~9 |
| M: Poitton3 - Busting Level 10~S |
| O: Chip Trader |
| P: Chip Trader |
+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 095 | Remobit1 | 80  | *    | Elec   | Remote control smasher! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| A: Twisty - Busting Level 8~9 |
| C: Twisty - Busting Level 10~S |
| F: Chip Trader |
| N: GMD-Internet Area 7 |
| O: Twisty - Busting Level 5~7 |
+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 096 | Remobit2 | 100 | *    | Elec   | Remote control smasher! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| B: Chip Trader |
| D: Twisty2 - Busting Level 10~S |
| E: Twisty2 - Busting Level 5~7 |
| H: Chip Trader |
| I: Twisty2 - Busting Level 8~9 |
+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 097 | Remobit3 | 120 | *    | Elec   | Remote control smasher! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| G: Twisty3 - Busting Level 5~7 |
| J: Chip Trader |
| K: Chip Trader |
| P: Twisty3 - Busting Level 8~9 |
| Q: Twisty3 - Busting Level 10~S |
+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 098 | Lockon1  | 10  | *    | None   | Creates a lock on satellite! |
+-----+-----+-----+-----+-----+-----+
| Codes: |
| C: Chip Trader |
| D: Satella - Busting Level 10~S |
| H: Satella - Busting Level 8~9 |
| I: Satella - Busting Level 5~7 |
+-----+-----+-----+-----+-----+-----+

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| L: Chip Trader

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+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description

-----+-----+-----+-----+-----+-----

| 099 | Lockon2 | 15 | \*\* | None | Creates a lock on satellite!

+-----+-----+-----+-----+-----+-----

| Codes:

| B: Chip Trader

| E: Satella2 - Busting Level 10~S

| G: Satella2 - Busting Level 5~7

| H: Satella2 - Busting Level 5~7

| M: Chip Trader

-----

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description

-----+-----+-----+-----+-----+-----

| 100 | Lockon3 | 20 | \*\*\* | None | Creates a lock on satellite!

+-----+-----+-----+-----+-----+-----

| Codes:

| A: Chip Trader

| D: Satella3 - Busting Level 10~S

| K: Satella3 - Busting Level 8~9

| N: Satella3 - Busting Level 5~7

| O: Chip Trader

-----

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description

-----+-----+-----+-----+-----+-----

| 101 | Candle1 | - | \*\* | Fire | Set candle & recover some HP

+-----+-----+-----+-----+-----+-----

| Codes:

| C: CanDevil - Busting Level 10~S

| F: Chip Trader

| I: Chip Trader

| P: CanDevil - Busting Level 5~7

| S: CanDevil - Busting Level 8~9

-----

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description

-----+-----+-----+-----+-----+-----

| 102 | Candle2 | - | \*\*\* | Fire | Set candle & recover some HP

+-----+-----+-----+-----+-----+-----

| Codes:

| B: CanDevil2 - Busting Level 5~7

| E: CanDevil2 - Busting Level 8~9

| G: CanDevil2 - Busting Level 10~S

| J: Chip Trader

| L: Chip Trader

-----

+-----+-----+-----+-----+-----+-----+

| No. | Name | Dmg | Rare | Element | Description

-----+-----+-----+-----+-----+-----

| 103 | Candle3 | - | \*\*\*\* | Fire | Set candle & recover some HP

+-----+-----+-----+-----+-----+-----

```

| Codes:
| A: CanDevil3 - Busting Level 10~S
| D: Chip Trader
| H: CanDevil3 - Busting Level 5~7
| K: Chip Trader
| M: CanDevil3 - Busting Level 8~9

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 104 | Anubis   | -   | ***** | None    | Set Anubis statue to reduce HP |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| C: Chip Trader
| L: PharaohMan SP - Busting Level 10~S
| N: Chip Trader
| Q: Chip Trader
| T: Chip Trader

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 105 | IceCube  | -   | **    | Aqua    | Creates an ice cube Range=1 |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| A: ColdBear - Busting Level 5~7
| C: ColdBear - Busting Level 5~7
| I: NM-Internet Area 4
| L: ColdBear - Busting Level 10~S
| M: ColdBear - Busting Level 8~9, RMD-Internet Area 5

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 106 | RockCube | -   | ***   | None    | Creates 3 rock cubes randomly |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| B: Chip Trader
| E: Chip Trader
| G: Chip Trader
| M: RMD-Internet Area 6
| O: GMD-Internet Area 3

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 107 | BstrGard | -   | ***   | None    | 1-turn of MetGuard w/B Btn. |
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| A: Trade for "MetGuard A x 30" in the AV Room (After Scenario 3)
| G: Chip Trader
| K: Chip Trader
| N: Chip Trader
| R: Chip Trader

```

No.	Name	Dmg	Rare	Element	Description
108	BstrBomb	50	****	None	1-turn of MiniBomb w/B Btn.
Codes:					
D: Trade for "X-Panel3 S" in the Storage (After Scenario 3)					
H: Chip Trader					
J: Chip Trader					
O: Chip Trader					
T: Chip Trader					

No.	Name	Dmg	Rare	Element	Description
109	BstrSword	80	****	None	1-turn of Sword w/B Btn.
Codes:					
B: Chip Trader					
E: Chip Trader					
L: Chip Trader					
P: Chip Trader					
S: Higsby's					

No.	Name	Dmg	Rare	Element	Description
110	BstrPnch	60	****	None	1-turn of GutsPnch w/B Btn.
Codes:					
C: Trade for "Howitzer H" in the Waterworks Lobby (After Scenario 3)					
F: Chip Trader					
I: Chip Trader					
M: Chip Trader					
Q: Chip Trader					

No.	Name	Dmg	Rare	Element	Description
111	SloGauge	-	**	None	Slows down custom gauge
Codes:					
H: Chip Trader					
K: Chip Trader					
N: Chip Trader					
O: Chip Trader					
Q: Higsby's					

No.	Name	Dmg	Rare	Element	Description
112	FstGauge	-	**	None	Speeds up custom gauge
Codes:					
A: Higsby's					
C: Chip Trader					

| E: Chip Trader  
| L: Chip Trader  
| N: Chip Trader

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 113 | Invis1    | -   | **    | None    | Temporary immunity |
```

| Codes:  
| I: Spooky - Busting Level 5~7  
| J: Spooky - Busting Level 10~S  
| L: Spooky - Busting Level 8~9, RMD-Internet Area 11  
| O: Chip Trader  
| Q: NM-Internet Area 5

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 114 | Invis2    | -   | ***   | None    | Temporary immunity |
```

| Codes:  
| A: Spooky2 - Busting Level 8~9  
| C: Spooky2 - Busting Level 5~7  
| F: Chip Trader  
| J: Spooky2 - Busting Level 10~S  
| M: Chip Trader

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 115 | Invis3    | -   | ****  | None    | Temporary immunity |
```

| Codes:  
| B: Chip Trader  
| D: Chip Trader  
| H: Chip Trader  
| K: Chip Trader  
| N: Spooky3 - Busting Level 10~S

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 116 | Dropdown  | -   | ***** | None    | Invisible until you attack! |
```

| Codes:  
| A: Chip Trader  
| B: Popper3 - Busting Level 10~S  
| O: Chip Trader  
| R: Chip Trader  
| T: Chip Trader

```
+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
```

| 117 | Popup | - | \*\*\*\*\* | None | Invisible when not attacking!

| Codes:

| C: Rush - Busting Level 5~7

| D: Rush

| H: Rush - Busting Level 5~7

| K: Rush - Busting Level 5~7

| N: Rush - Busting Level 5~7

| No. | Name | Dmg | Rare | Element | Description

| 118 | IronBody | - | \*\* | None | 30 seconds stoneshape Defense UP

| Codes:

| C: Gaia3 - Busting Level 5~7

| D: Chip Trader

| L: Chip Trader

| Q: Gaia2 - Busting Level 5~7

| R: Gaia - Busting Level 5~7

| No. | Name | Dmg | Rare | Element | Description

| 119 | Barrier | - | \*\* | None | Nullify 1 enemy attack

| Codes:

| D: Chip Trader

| F: Higsby's

| M: Chip Trader

| R: Cram School (Examine the Locker)

| S: GMD-Magnifying Glass Computer Area

| No. | Name | Dmg | Rare | Element | Description

| 120 | BblWrap1 | - | \*\* | Aqua | Aqua wall Comes back if damaged

| Codes:

| C: Chip Trader

| E: Ammonicule - Busting Level 8~9

| G: Ammonicule - Busting Level 10~S

| I: Ammonicule - Busting Level 10~S

| M: Chip Trader

| No. | Name | Dmg | Rare | Element | Description

| 121 | BblWrap2 | - | \*\* | Aqua | Aqua wall Comes back if damaged

| Codes:

| D: Ammonicule2 - Busting Level 8~9

| F: Ammonicule2 - Busting Level 8~9

| H: Ammonicule2 - Busting Level 10~S

| K: Chip Trader

| N: Ammonicule2 - Busting Level 10~S

No.	Name	Dmg	Rare	Element	Description
122	BblWrap3	-	***	Aqua	Aqua wall Comes back if damaged
Codes:					
A: Chip Trader					
B: Ammonicule3 - Busting Level 10~S					
L: Ammonicule3 - Busting Level 8~9					
Q: Ammonicule3 - Busting Level 8~9					
R: Ammonicule3 NM-Internet Area 15					

No.	Name	Dmg	Rare	Element	Description
123	LeafShld	-	***	Wood	Turns dmg from 1 hit into HP
Codes:					
C: Popper2 - Busting Level 10~S					
D: Chip Trader					
F: Chip Trader					
K: Chip Trader					
Q: Popper2 - Busting Level 10~S					

No.	Name	Dmg	Rare	Element	Description
124	AquaAura	-	**	Aqua	Null<10dmg Weak vs. [Elec]
Codes:					
D: Chip Trader					
E: Chip Trader					
L: Megalian - Busting Level 8~9					
R: Megalian - Busting Level 10~S					
S: Megalian - Busting Level 10~S					

No.	Name	Dmg	Rare	Element	Description
125	FireAura	-	***	Fire	Null<40dmg Weak vs. [Aqua]
Codes:					
B: Megalian2 - Busting Level 10~S					
G: Chip Trader					
I: Megalian2 - Busting Level 10~S					
N: Chip Trader					
T: Chip Trader					

No.	Name	Dmg	Rare	Element	Description
126	WoodAura	-	****	Wood	Null<80dmg Weak vs. [Fire]
Codes:					



```

| C: Trade for "Invis2 J, Cloudest K, Ratton3L" in the Restaurant
|   (After Scenario 7)
| F: Megalian3 - Busting Level 10~S
| J: Chip Trader
| O: Chip Trader
| Q: Chip Trader
+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description
+-----+-----+-----+-----+-----+-----+
| 127 | LifeAura | -   | ***** | None    | Negate all attacks w/damage<100
+-----+-----+-----+-----+-----+-----+

```

```

| Codes:
| A: Bass - Busting Level ?
| H: Bass - Busting Level 5~7
| K: Bass - Busting Level 5~7
| M: Bass - Busting Level 8~10
| P: Bass - Busting Level S
+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description
+-----+-----+-----+-----+-----+-----+
| 128 | Roll      | 60  | ***   | None    | Hit enemy and heal some HP
+-----+-----+-----+-----+-----+-----+
| 129 | Roll2     | 80  | ***** | None    | Hit enemy and heal some HP
+-----+-----+-----+-----+-----+-----+
| 130 | Roll3     | 100 | ***** | None    | Hit enemy and heal some HP
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| Roll R: Mayl in Scenario 2
| Roll2 R: Mayl's Email in Scenario 5
| Roll3 R: Yai in Scenario 8
+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description
+-----+-----+-----+-----+-----+-----+
| 131 | GutsMan   | 40  | ***   | None    | Shock foe and crack enemy area
+-----+-----+-----+-----+-----+-----+
| 132 | GutsMan2  | 70  | ***** | None    | Shock foe and crack enemy area
+-----+-----+-----+-----+-----+-----+
| 133 | GutsMan3  | 100 | ***** | None    | Shock foe and crack enemy area
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| GutsMan G: GutsMan V2, GutsMan V3 - Busting Level 5~7
| GutsMan2 G: GutsMan V3 - Busting Level 8~9
| GutsMan3 G: GutsMan V3 - Busting Level 10~S
+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description
+-----+-----+-----+-----+-----+-----+
| 134 | ProtoMan  | 140 | ***   | None    | Hit column w/nearest enemy
+-----+-----+-----+-----+-----+-----+
| 135 | ProtoMn2  | 160 | ***** | None    | Hit column w/nearest enemy
+-----+-----+-----+-----+-----+-----+
| 136 | ProtoMn3  | 180 | ***** | None    | Hit column w/nearest enemy
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| ProtoMan B: ProtoMan V2, ProtoMan V3 - Busting Level 5~7
| ProtoMn2 B: ProtoMan V3 - Busting Level 8~9
| ProtoMn3 B: ProtoMan V3 - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 137 | FireMan   | 100 | ***  | Fire    | 1 row fire arm |
+-----+-----+-----+-----+-----+-----+
| 138 | FireMan2  | 120 | **** | Fire    | 1 row fire arm |
+-----+-----+-----+-----+-----+-----+
| 139 | FireMan3  | 150 | ***** | Fire    | 1 row fire arm |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| FireMan F: FireMan V2, FireMan V3 - Busting Level 5~7
| FireMan2 F: FireMan V3 - Busting Level 8~9
| FireMan3 F: FireMan V3 - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 140 | NumbrMan  | -   | ***  | None    | DieRollx10 damage to enemy area |
+-----+-----+-----+-----+-----+-----+
| 141 | NumbrMn2  | -   | **** | None    | DieRollx20 damage to enemy area |
+-----+-----+-----+-----+-----+-----+
| 142 | NumbrMn3  | -   | ***** | None    | DieRollx30 damage to enemy area |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| NumbrMan N: NumberMan V2, NumberMan V3 - Busting Level 5~7
| NumbrMn2 N: NumberMan V3 - Busting Level 8~9
| NumbrMn3 N: NumberMan V3 - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 143 | StoneMan  | 100 | ***  | None    | Drops 3x3 stones on enemy area |
+-----+-----+-----+-----+-----+-----+
| 144 | StoneMn2  | 100 | **** | None    | Drops 4x3 stones on enemy area |
+-----+-----+-----+-----+-----+-----+
| 145 | StoneMn3  | 100 | ***** | None    | Drops 5x3 stones on enemy area |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| StoneMan S: StoneMan V2, StoneMan V3 - Busting Level 5~7
| StoneMn2 S: StoneMan V3 - Busting Level 8~9
| StoneMn3 S: StoneMan V3 - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 146 | IceMan    | 60  | ***  | Aqua    | Blizzard attack on enemy area |
+-----+-----+-----+-----+-----+-----+
| 147 | IceMan2   | 80  | **** | Aqua    | Blizzard attack on enemy area |
+-----+-----+-----+-----+-----+-----+
| 148 | IceMan3   | 100 | ***** | Aqua    | Blizzard attack on enemy area |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| IceMan I: IceMan V2, IceMan V3 - Busting Level 5~7
| IceMan2 I: IceMan V3 - Busting Level 8~9
| IceMan3 I: IceMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 149 | ColorMan  | 90  | ***  | Aqua/Fire| Towers of [Aqua] & [Fire]!
+-----+-----+-----+-----+-----+-----+
| 150 | ColorMn2  | 110 | **** | Aqua/Fire| Towers of [Aqua] & [Fire]!
+-----+-----+-----+-----+-----+-----+
| 151 | ColorMn3  | 130 | ***** | Aqua/Fire| Towers of [Aqua] & [Fire]!

```

```

| Code:
| ColorMan C: ColorMan V2, ColorMan V3 - Busting Level 5~7
| ColorMn2 C: ColorMan V3 - Busting Level 8~9
| ColorMn3 C: ColorMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 152 | ElecMan   | 90  | ***  | Elec     | Lightning hits enemy panel!
+-----+-----+-----+-----+-----+-----+
| 153 | ElecMan2  | 120 | **** | Elec     | Lightning hits enemy panel!
+-----+-----+-----+-----+-----+-----+
| 154 | ElecMan3  | 150 | ***** | Elec     | Lightning hits enemy panel!

```

```

| Code:
| ElecMan E: ElecMan V2, ElecMan V3 - Busting Level 5~7
| ElecMan2 E: ElecMan V3 - Busting Level 8~9
| ElecMan3 E: ElecMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 155 | BombMan   | 120 | ***  | Fire     | Enemy area CrossBomb Depth=3
+-----+-----+-----+-----+-----+-----+
| 156 | BombMan2  | 140 | **** | Fire     | Enemy area CrossBomb Depth=3
+-----+-----+-----+-----+-----+-----+
| 157 | BombMan3  | 160 | ***** | Fire     | Enemy area CrossBomb Depth=3

```

```

| Code:
| BombMan B: BombMan V2, BombMan V3 - Busting Level 5~7
| BombMan2 B: BombMan V3 - Busting Level 8~9
| BombMan3 B: BombMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 158 | MagicMan  | 100 | ***  | None     | Magic fire = instant delete!
+-----+-----+-----+-----+-----+-----+
| 159 | MagicMn2  | 120 | **** | None     | Magic fire = instant delete!
+-----+-----+-----+-----+-----+-----+
| 160 | MagicMn3  | 140 | ***** | None     | Magic fire = instant delete!

```

```

| Code:
| MagicMan M: MagicMan V2, MagicMan V3 - Busting Level 5~7
| MagicMn2 M: MagicMan V3 - Busting Level 8~9
| MagicMn3 M: MagicMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 161 | WoodMan   | 60  | ***   | Wood    | Skewer entire enemy area |
+-----+-----+-----+-----+-----+-----+
| 162 | WoodMan2  | 80  | ****  | Wood    | Skewer entire enemy area |
+-----+-----+-----+-----+-----+-----+
| 163 | WoodMan3  | 100 | ***** | Wood    | Skewer entire enemy area |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| WoodMan W: WoodMan V2, WoodMan V3 - Busting Level 5~7
| WoodMan2 W: WoodMan V3 - Busting Level 8~9
| WoodMan3 W: WoodMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 164 | SkullMan  | 150 | ***   | None    | Big Skull attack on one enemy |
+-----+-----+-----+-----+-----+-----+
| 165 | SkullMn2  | 180 | ****  | None    | Big Skull attack on one enemy |
+-----+-----+-----+-----+-----+-----+
| 166 | SkullMn3  | 210 | ***** | None    | Big Skull attack on one enemy |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| SkullMan S: SkullMan V2, SkullMan V3 - Busting Level 5~7
| SkullMn2 S: SkullMan V3 - Busting Level 8~9
| SkullMn3 S: SkullMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 167 | SharkMan  | 90  | ***   | Aqua    | 3-row shark fin attack |
+-----+-----+-----+-----+-----+-----+
| 168 | SharkMn2  | 110 | ****  | Aqua    | 3-row shark fin attack |
+-----+-----+-----+-----+-----+-----+
| 169 | SharkMn3  | 130 | ***** | Aqua    | 3-row shark fin attack |
+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| SharkMan S: SharkMan V2, SharkMan V3 - Busting Level 5~7
| SharkMn2 S: SharkMan V3 - Busting Level 8~9
| SharkMn3 S: SharkMan V3 - Busting Level 10~S

```

```

+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description |
+-----+-----+-----+-----+-----+-----+
| 170 | PharoMan  | 100 | ***** | None    | 3-row coffin laser! |
+-----+-----+-----+-----+-----+-----+
| 171 | PharoMn2  | 120 | ***** | None    | 3-row coffin laser! |
+-----+-----+-----+-----+-----+-----+
| 172 | PharoMn3  | 140 | ***** | None    | 3-row coffin laser! |
+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Code:
| PharoMan P: PharaohMan, PharaohMan SP - Busting Level 5~7
| PharoMn2 P: PharaohMan SP - Busting Level 8~9
| PharoMn3 P: PharaohMan SP - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description
+-----+-----+-----+-----+-----+-----+-----+-----+
| 173 | ShadoMan  | 80  | ***** | None    | Split into 3 for star attack
+-----+-----+-----+-----+-----+-----+-----+-----+
| 174 | ShadoMn2  | 90  | ***** | None    | Split into 3 for star attack
+-----+-----+-----+-----+-----+-----+-----+-----+
| 175 | ShadoMn3  | 100 | ***** | None    | Split into 3 for star attack
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| ShadoMan S: ShadowMan, ShadowMan SP - Busting Level 5~7
| ShadoMn2 S: ShadowMan SP - Busting Level 8~9
| ShadoMn3 S: ShadowMan SP - Busting Level 10~S
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| No. | Name      | Dmg | Rare  | Element | Description
+-----+-----+-----+-----+-----+-----+-----+-----+
| 176 | Bass      | 200 | ***** | None    | Explodes on entire area!
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

| Code:
| Bass F: Capcom Event
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

=====
12. Program Advance MME12
=====

```

- |                                   |                                   |                                  |                                   |
|-----------------------------------|-----------------------------------|----------------------------------|-----------------------------------|
| <input type="checkbox"/> Z-Canon1 | <input type="checkbox"/> O-Canon1 | <input type="checkbox"/> B-Bomb  | <input type="checkbox"/> LifeSavr |
| <input type="checkbox"/> Z-Canon2 | <input type="checkbox"/> O-Canon2 | <input type="checkbox"/> B-Sword | <input type="checkbox"/> GtsShoot |
| <input type="checkbox"/> Z-Canon3 | <input type="checkbox"/> O-Canon3 | <input type="checkbox"/> B-Wave  | <input type="checkbox"/> 2xHero   |
| <input type="checkbox"/> Z-Spread | <input type="checkbox"/> O-Spread | <input type="checkbox"/> B-Quake | <input type="checkbox"/> PwrCanon |
| <input type="checkbox"/> Z-Raton1 | <input type="checkbox"/> O-Raton1 |                                  | <input type="checkbox"/> HvyStamp |
| <input type="checkbox"/> Z-Raton2 | <input type="checkbox"/> O-Raton2 | <input type="checkbox"/> S-Bomb  | <input type="checkbox"/> BgStrait |
| <input type="checkbox"/> Z-Raton3 | <input type="checkbox"/> O-Raton3 | <input type="checkbox"/> S-Sword | <input type="checkbox"/> BloodSuk |
| <input type="checkbox"/> Z-Arrow  | <input type="checkbox"/> O-Arrow  | <input type="checkbox"/> S-Wave  | <input type="checkbox"/> Storm    |
| <input type="checkbox"/> Z-Spear  | <input type="checkbox"/> O-Spear  | <input type="checkbox"/> S-Quake |                                   |
| <input type="checkbox"/> Z-Lance  | <input type="checkbox"/> O-Lance  |                                  |                                   |

```

+-----+
| Z-Canon1 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|           | Cannon A + Cannon B + Cannon C
| Combination | Cannon B + Cannon C + Cannon D
|           | Cannon C + Cannon D + Cannon E
+-----+-----+-----+-----+-----+-----+-----+-----+
| MegaMan can use the "Cannon" chip repeatedly for 5 seconds!
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+
| Z-Canon2 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|           | HiCannon F + HiCannon G + HiCannon H
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```
| Combination | HiCannon G + HiCannon H + HiCannon I |
|              | HiCannon H + HiCannon I + HiCannon J |
```

```
+-----+
| MegaMan can use the "HiCannon" chip repeatedly for 5 seconds! |
+-----+
```

```
+-----+
| Z-Canon3 |
```

```
+-----+-----+
|              | M-Cannon K + M-Cannon L + M-Cannon M |
| Combination | M-Cannon L + M-Cannon M + M-Cannon M |
|              | M-Cannon M + M-Cannon N + M-Cannon O |
```

```
+-----+
| MegaMan can use the "M-Cannon" chip repeatedly for 5 seconds! |
+-----+
```

```
+-----+
| Z-Spread |
```

```
+-----+-----+
|              | Spreader H + Spreader I + Spreader J |
| Combination | Spreader I + Spreader J + Spreader K |
|              | Spreader J + Spreader K + Spreader L |
```

```
+-----+
| MegaMan can use the "Spreader" chip repeatedly for 5 seconds! |
+-----+
```

```
+-----+
| Z-Ratton1 |
```

```
+-----+-----+
|              | Ratton1 A + Ratton1 B + Ratton1 C |
| Combination | Ratton1 B + Ratton1 C + Ratton1 D |
|              | Ratton1 C + Ratton1 D + Ratton1 E |
```

```
+-----+
| MegaMan can use the "Ratton1" chip repeatedly for 5 seconds! |
+-----+
```

```
+-----+
| Z-Ratton2 |
```

```
+-----+-----+
|              | Ratton2 F + Ratton2 G + Ratton2 H |
| Combination | Ratton2 G + Ratton2 H + Ratton2 I |
|              | Ratton2 H + Ratton2 I + Ratton2 J |
```

```
+-----+
| MegaMan can use the "Ratton2" chip repeatedly for 5 seconds! |
+-----+
```

```
+-----+
| Z-Ratton3 |
```

```
+-----+-----+
|              | Ratton3 K + Ratton3 L + Ratton3 M |
| Combination | Ratton3 L + Ratton3 M + Ratton3 M |
|              | Ratton3 M + Ratton3 N + Ratton3 O |
```

```
+-----+
| MegaMan can use the "Ratton3" chip repeatedly for 5 seconds! |
+-----+
```

```
+-----+
| Z-Arrow |
```

```
+-----+-----+
|              | TriArrow A + TriArrow B + TriArrow C |
```

```

| Combination | TriArrow B + TriArrow C + TriArrow D |
|              | TriArrow C + TriArrow D + TriArrow E |
+-----+
| MegaMan can use the "TriArrow" chip repeatedly for 5 seconds! |
+-----+

+-----+
| Z-Spear |
+-----+
|          | TriSpear F + TriSpear G + TriSpear H |
| Combination | TriSpear G + TriSpear H + TriSpear I |
|          | TriSpear H + TriSpear I + TriSpear J |
+-----+
| MegaMan can use the "TriSpear" chip repeatedly for 5 seconds! |
+-----+

+-----+
| Z-Lance |
+-----+
|          | TriLance K + TriLance L + TriLance M |
| Combination | TriLance L + TriLance M + TriLance M |
|          | TriLance M + TriLance N + TriLance O |
+-----+
| MegaMan can use the "TriLance" chip repeatedly for 5 seconds! |
+-----+

+-----+
| O-Canon1 |
+-----+
| Combination | Cannon A + Cannon B + Cannon C + Cannon D + Cannon E |
+-----+
| MegaMan can use the "Canon" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Canon2 |
+-----+
| Combination | HiCannon F + HiCannon G + HiCannon H + HiCannon I + HiCannon J |
+-----+
| MegaMan can use the "HiCannon" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Canon3 |
+-----+
| Combination | M-Cannon K + M-Cannon L + M-Cannon M + M-Cannon M + M-Cannon O |
+-----+
| MegaMan can use the "M-Cannon" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Spread |
+-----+
| Combination | Spreader H + Spreader I + Spreader J + Spreader K + Spreader L |
+-----+
| MegaMan can use the "Spreader" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Raton1 |

```

```
+-----+
| Combination | Ratton1 A + Ratton1 B + Ratton1 C + Ratton1 D + Ratton1 E |
+-----+
| MegaMan can use the "Ratton1" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Raton2 |
+-----+
| Combination | Ratton2 F + Ratton2 G + Ratton2 H + Ratton2 I + Ratton2 J |
+-----+
| MegaMan can use the "Ratton2" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Raton3 |
+-----+
| Combination | Ratton3 K + Ratton3 L + Ratton3 M + Ratton3 M + Ratton3 O |
+-----+
| MegaMan can use the "Ratton3" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Arrow |
+-----+
| Combination | TriArrow A + TriArrow B + TriArrow C + TriArrow D + TriArrow E |
+-----+
| MegaMan can use the "TriArrow" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Spear |
+-----+
| Combination | TriSpear F + TriSpear G + TriSpear H + TriSpear I + TriSpear J |
+-----+
| MegaMan can use the "TriSpear" chip repeatedly for 10 seconds! |
+-----+

+-----+
| O-Lance |
+-----+
| Combination | TriLance K + TriLance L + TriLance M + TriLance M + TriLance O |
+-----+
| MegaMan can use the "TriLance" chip repeatedly for 10 seconds! |
+-----+

+-----+
| B-Bomb |
+-----+
| Combination | LilBomb B + CrosBomb B + BigBomb B |
+-----+
| MegaMan will use LilBomb, CrosBomb, and BigBomb in succession twice! |
+-----+

+-----+
| B-Sword |
+-----+
| Combination | Sword S + WideSwrd S + LongSwrd S |
+-----+
| MegaMan will use Sword, WideSwrd, and LongSwrd in succession twice! |
```



```
+-----+
| B-Wave |
+-----+-----+
| Combination | ShokWave C + SoniWave C + DynaWave C |
+-----+-----+
| MegaMan will use ShokWave, SoniWave, and DynaWave in succession twice! |
+-----+-----+
```

```
+-----+
| B-Quake |
+-----+-----+
| Combination | Quake1 Q + Quake2 Q + Quake3 Q |
+-----+-----+
| MegaMan will use Quake1, Quake2, and Quake3 in succession twice! |
+-----+-----+
```

```
+-----+
| S-Bomb |
+-----+-----+
|           | LilBomb B + LilBomb B + CrosBomb B + CrosBomb B + BigBomb B |
|           | LilBomb B + LilBomb B + CrosBomb B + BigBomb B + BigBomb B |
| Combination | LilBomb B + CrosBomb B + CrosBomb B + BigBomb B + BigBomb B |
|           | LilBomb B + LilBomb B + LilBomb B + CrosBomb B + BigBomb B |
|           | LilBomb B + CrosBomb B + CrosBomb B + CrosBomb B + BigBomb B |
|           | LilBomb B + LilBomb B + BigBomb B + BigBomb B + BigBomb B |
+-----+-----+
| MegaMan will use LilBomb, CrosBomb, and BigBomb in succession thrice! |
+-----+-----+
```

```
+-----+
| S-Sword |
+-----+-----+
|           | Sword S + Sword S + WideSwrd S + WideSwrd S + LongSwrd S |
|           | Sword S + Sword S + WideSwrd S + LongSwrd S + LongSwrd S |
| Combination | Sword S + WideSwrd S + WideSwrd S + LongSwrd S + LongSwrd S |
|           | Sword S + Sword S + Sword S + WideSwrd S + LongSwrd S |
|           | Sword S + WideSwrd S + WideSwrd S + WideSwrd S + LongSwrd S |
|           | Sword S + WideSwrd S + LongSwrd S + LongSwrd S + LongSwrd S |
+-----+-----+
| MegaMan will use Sword, WideSwrd, and LongSwrd in succession thrice! |
+-----+-----+
```

```
+-----+
| S-Wave |
+-----+-----+
|           | ShokWave C + ShokWave C + SoniWave C + SoniWave C + DynaWave C |
|           | ShokWave C + ShokWave C + SoniWave C + DynaWave C + DynaWave C |
| Combination | ShokWave C + SoniWave C + SoniWave C + DynaWave C + DynaWave C |
|           | ShokWave C + ShokWave C + ShokWave C + SoniWave C + DynaWave C |
|           | ShokWave C + SoniWave C + SoniWave C + SoniWave C + DynaWave C |
|           | ShokWave C + SoniWave C + DynaWave C + DynaWave C + DynaWave C |
+-----+-----+
| MegaMan will use ShokWave, SoniWave, and DynaWave in succession thrice! |
+-----+-----+
```

```
+-----+
| S-Quake |
+-----+-----+
```

```
|           | Quake1 Q + Quake1 Q + Quake2 Q + Quake2 Q + Quake3 Q           |
|           | Quake1 Q + Quake1 Q + Quake2 Q + Quake3 Q + Quake3 Q           |
| Combination | Quake1 Q + Quake2 Q + Quake2 Q + Quake3 Q + Quake3 Q           |
|           | Quake1 Q + Quake1 Q + Quake1 Q + Quake2 Q + Quake3 Q           |
|           | Quake1 Q + Quake2 Q + Quake2 Q + Quake2 Q + Quake3 Q           |
|           | Quake1 Q + Quake2 Q + Quake3 Q + Quake3 Q + Quake3 Q           |
```

```
+-----+
| MegaMan will use Quake1, Quake2, and Quake3 in succession thrice! |
+-----+
```

```
+-----+
| LifeSavr |
+-----+
```

```
|           | Barrier R + AquaAura R + Roll R           |
| Combination | Barrier R + AquaAura R + Roll2 R          |
|           | Barrier R + AquaAura R + Roll3 R          |
```

```
+-----+
| Roll heals MegaMan completely + put up an invincible shield for 30 sec! |
+-----+
```

```
+-----+
| GtsShoot |
+-----+
```

```
|           | MetGuard G + Dash G + GutsMan G          |
| Combination | MetGuard G + Dash G + GutsMan2 G         |
|           | MetGuard G + Dash G + GutsMan3 G         |
```

```
+-----+
| GutsMan shoots MegaMan forward for 500 damage! |
+-----+
```

```
+-----+
| 2xHero |
+-----+
```

```
|           | FtrSword B + KngtSword B + HeroSword B + ProtoMan B           |
| Combination | FtrSword B + KngtSword B + HeroSword B + ProtoMn2 B           |
|           | FtrSword B + KngtSword B + HeroSword B + ProtoMn3 B           |
```

```
+-----+
| A double attack by MegaMan and ProtoMan dealing 400 damage to all enemies! |
+-----+
```

```
+-----+
| PwrCanon |
+-----+
```

```
| Combination | Shotgun K + CrossGun K + Spreader K + M-Cannon K |
```

```
+-----+
| MegaMan uses a giant Cannon that deals 200 damage that also spreads! |
+-----+
```

```
+-----+
| HvyStamp |
+-----+
```

```
| Combination | Gaia1 C + Gaia2 C + Gaia3 C + Quake3 C |
```

```
+-----+
| MegaMan stomps on the enemy with the highest HP for 400 damage! |
+-----+
```

```
+-----+
| BgStrait |
+-----+
```

```
| Combination | GutsPnch B + IcePunch B + Dash B |
```

```

+-----+
| MegaMan sends a giant fist forward that pierces for 250 damage! |
+-----+

```

```

+-----+
| BloodSuk |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Combination | Drain1 A + Drain2 A + Drain3 A + Wave A |
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+
| MegaMan shoots three injections that can pierce through enemies! |
| MegaMan will also heal based on the total damage the PA inflicts! |
+-----+

```

```

+-----+
| Storm |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Combination | Typhoon G + Hurricane G + Cyclone G + Repair G |
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+
| MegaMan creates a Storm that inflicts 200 damage to all enemies! |
+-----+

```

```

=====
13. Virus Data MME13
=====

```

Here is a list of all of the Viruses grouped by their family and in alphabetical order. I have also included a few details on where to find the specific Virus and the Busting Level required to obtain a specific Code.

Ammonicule	Fanner	Megalian	Puffy
Ammonicule2	Fanner2	Megalian2	Puffy2
Ammonicule3	Fanner3	Megalian3	
Beetank	Fishy	Mettool	Ratty
Beetank2	Fishy2	Mettool2	Ratty2
Beetank3		Mettool3	Ratty3
Big Snake	Flappy	Miney	Rush
Big Snake2	Flappy2	Miney2	
Big Snake3	Flappy3	Miney3	
Billy	Floshell	Mosquito	Satella
Billy2	Floshell2	Mosquito2	Satella2
Billy3	Floshell3	Mosquito3	Satella3
CanDevil	Gaia	Piranha	Spooky
CanDevil2	Gaia2	Piranha2	Spooky2
CanDevil3	Gaia3	Piranha3	Spooky3
Canodumb	Handy	Poitton	Swordy
Canodumb2	Handy2	Poitton2	Swordy2
Canodumb3	Handy3	Poitton3	Swordy3
Cloudy	HardHead	Popper	Twisty3
Cloudy2	HardHead2	Popper2	Twisty2
Cloudy3	HardHead3	Popper3	Twisty3
ColdBear	Jelly	Prog Mark1	VolGear
ColdBear2	HeatJelly	Prog Mark2	VolGear2
ColdBear3	EarthJelly	Prog Mark3	

Name	HP	Dmg	Element	Location(s)
Ammonicule	60	80	Aqua	Traffic Light Computer Area 3, 4, 5
BblWrap1 E	- Busting Level 8~9			
BblWrap1 G	- Busting Level 10~S			
BblWrap1 I	- Busting Level 10~S			
260~350 Zennys				

Name	HP	Dmg	Element	Location(s)
Ammonicule2	90	120	Aqua	Internet Area 10
BblWrap2 D	- Busting Level 8~9			
BblWrap2 F	- Busting Level 8~9			
BblWrap2 H	- Busting Level 10~S			
BblWrap2 N	- Busting Level 10~S			
400~500 Zennys				

Name	HP	Dmg	Element	Location(s)
Ammonicule3	150	160	Aqua	Wily's Portrait Computer Area
BblWrap3 B	- Busting Level 10~S			
BblWrap3 L	- Busting Level 8~9			
BblWrap3 Q	- Busting Level 8~9			
460~500 Zennys				

Name	HP	Dmg	Element	Location(s)
Beetank	80	15	None	School Computer Area 1~5 Dex's Computer Area
LilBomb B	- Busting Level 8~9			
LilBomb D	- Busting Level 10~S			
LilBomb O	- Busting Level 5~7			
110~250 Zennys				

Name	HP	Dmg	Element	Location(s)
Beetank2	120	80	None	Internet Area 3
CrosBomb B	- Busting Level 10~S			
CrosBomb D	- Busting Level 8~9			
CrosBomb H	- Busting Level 5~7			
210~350 Zennys				

Name	HP	Dmg	Element	Location(s)
------	----	-----	---------	-------------

Beetank3	150	140	None	WWW Computer Area 3
				Rocket Computer Area
BigBomb B	-	Busting Level 10~S	Internet Area 5, 6, 7, 8, 13	
BigBomb O	-	Busting Level 8~9	-----	
BigBomb T	-	Busting Level 5~7		
360~500 Zennys				
-----				

Name	HP	Dmg	Element	Location(s)
Big Snake	200	200	Wood	Rocket Computer Area
				Internet Area 12, 14
Snakegg1 B	-	Busting Level 8~9	-----	
Snakegg1 E	-	Busting Level 5~7		
Snakegg1 M	-	Busting Level 8~9		
460~600 Zennys				
-----				

Name	HP	Dmg	Element	Location(s)
Big Snake2	250	200	Elec	Wily's Portrait Computer Area
				Internet Area 14
Snakegg2 C	-	Busting Level 8~9	-----	
Snakegg2 E	-	Busting Level 8~9		
Snakegg2 P	-	Busting Level 8~9		
460~550 Zennys				
-----				

Name	HP	Dmg	Element	Location(s)
Big Snake3	300	200	Fire	WWW Computer Area 1
				Rocket Computer Area
Snakegg3 A	-	Busting Level 8~9	-----	
Snakegg3 C	-	Busting Level 8~9		
Snakegg3 S	-	Busting Level 8~9		
460~550 Zennys				
-----				

Name	HP	Dmg	Element	Location(s)
Billy	100	100	Elec	Power Plant Computer Area 1, 2, 3, 4
				Internet Area 3
Thunder1 A	-	Busting Level 8~9	-----	
Thunder1 G	-	Busting Level 10~S		
Thunder1 S	-	Busting Level 5~7		
310~450 Zennys				
-----				

Name	HP	Dmg	Element	Location(s)
Billy2	150	140	Elec	Recycled PET Computer Area
				WWW Computer Area 4
Thunder2 F	-	Busting Level 8~9	Wily's Portrait Computer Area	
Thunder2 I	-	Busting Level 5~7	-----	
Thunder2 L	-	Busting Level 10~S		

```

| 460~600 Zennys |
+-----+
+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| Billy3 | 200 | 180 | Elec | Internet Area 14 |
+-----+-----+-----+-----+-----+
| Thunder3 D - Busting Level 10~S |
| Thunder3 F - Busting Level 5~7 |
| Thunder3 N - Busting Level 8~9 |
| 460~600 Zennys |
+-----+

```

```

+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| CanDevil | 160 | 100 | Fire | Magnifying Glass Computer Area |
+-----+-----+-----+-----+-----+
| Candle1 C - Busting Level 10~S |
| Candle1 P - Busting Level 5~7 |
| Candle1 S - Busting Level 8~9 |
| 260~350 Zennys |
+-----+

```

```

+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| CanDevil2 | 200 | 150 | Fire | WWW Computer Area 1, 4 |
+-----+-----+-----+-----+-----+
| Wily's Portrait Computer Area |
| Candle2 B - Busting Level 5~7 | Internet Area 15 |
| Candle2 E - Busting Level 8~9 |
+-----+
| Candle2 G - Busting Level 10~S |
| 460~600 Zennys |
+-----+

```

```

+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| CanDevil3 | 300 | 200 | Fire | Large Vase Computer Area |
+-----+-----+-----+-----+-----+
| Candle3 A - Busting Level 10~S |
| Candle3 H - Busting Level 5~7 |
| Candle3 M - Busting Level 8~9 |
| 460~600 Zennys |
+-----+

```

```

+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| Canodumb | 40 | 10 | None | Oven Computer Area 1, 2 |
+-----+-----+-----+-----+-----+
| School Computer Area 1~5 |
| Cannon A - Busting Level 5~7 | Traffic Light Computer Area 4 |
| Cannon B - Busting Level 8~9 | Yai's Portrait Computer Area |
| Cannon D - Busting Level 10~S | Doghouse Computer Area |
| 60~200 Zennys | Game System Computer Area |
+-----+-----+-----+-----+-----+
| Internet Area 1, 13 |
+-----+

```

Name	HP	Dmg	Element	Location(s)
Canodumb2	80	50	None	Waterworks Computer Area 5, 6 Power Plant Computer Area 1, 2, 3
HiCannon F	-	Busting Level 5~7		Game System Computer Area
HiCannon G	-	Busting Level 8~9		Internet Area 3, 13
HiCannon H	-	Busting Level 10~S		
160~300 Zennys				

Name	HP	Dmg	Element	Location(s)
Canodumb3	140	100	None	Traffic Light Computer Area 2, 4, 5 Power Plant Computer Area 4
M-Cannon K	-	Busting Level 5~7		Internet Area 13
M-Cannon M	-	Busting Level 8~9		
M-Cannon O	-	Busting Level 10~S		
160~300 Zennys				

Name	HP	Dmg	Element	Location(s)
Cloudy	120	30	Aqua	Waterworks Computer Area 1~6 TV Computer Area
Cloud B	-	Busting Level 10~S		
Cloud O	-	Busting Level 8~9		
Cloud R	-	Busting Level 5~7		
210~350 Zennys				

Name	HP	Dmg	Element	Location(s)
Cloudy2	140	80	Aqua	WWW Computer Area 3 Sal's Stand Computer Area
Cloudier I	-	Busting Level 5~7		Internet Area 11
Cloudier M	-	Busting Level 8~9		
Cloudier P	-	Busting Level 10~S		
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Cloudy3	160	120	Aqua	Internet Area 14
Cloudest C	-	Busting Level 10~S		
Cloudest K	-	Busting Level 8~9		
Cloudest O	-	Busting Level 5~7		
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
ColdBear	200	50	Aqua	WWW Computer Area 3 Internet Area 10, 11, 13
IceCube A	-	Busting Level 5~7		

IceCube C	- Busting Level 5~7
IceCube M	- Busting Level 8~9
IceCube L	- Busting Level 10~S
460~600 Zennys	

Name	HP	Dmg	Element	Location(s)
ColdBear2	250	30	Aqua	Waterworks Computer Area 4
2000 Zennys				

Name	HP	Dmg	Element	Location(s)
ColdBear3	300	30	Aqua	Waterworks Computer Area 4
2000 Zennys				

Name	HP	Dmg	Element	Location(s)
Fanner	100	80	None	Power Plant Computer Area 2, 3, 4
Typhoon A	- Busting Level 10~S			
Typhoon B	- Busting Level 8~9			
Typhoon G	- Busting Level 5~7			
310~450 Zennys				

Name	HP	Dmg	Element	Location(s)
Fanner 2	140	120	None	Internet Area 12
Hurricane G	- Busting Level 5~7			
Hurricane I	- Busting Level 8~9			
Hurricane J	- Busting Level 10~S			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Fanner 3	180	160	None	Wily's Portrait Computer Area Internet Area 15
Cyclone F	- Busting Level 8~9			
Cyclone G	- Busting Level 5~7			
Cyclone H	- Busting Level 10~S			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Fishy	80	30	None	Waterworks Computer Area 1~6 Yai's Portrait Computer Area



Dash	B	- Busting Level 8~9	Telephone Computer Area
Dash	D	- Busting Level 5~7	Internet Area 1, 2, 3
Dash	G	- Busting Level 10~S	-----+
60~200	Zennys		

Name	HP	Dmg	Element	Location(s)
Fishy2	150	150	Fire	Blackboard Computer Area Internet Area 9, 14, 16
BodyBurn E			- Busting Level 10~S	-----+
BodyBurn F			- Busting Level 8~9	
BodyBurn K			- Busting Level 10~S	
360~450	Zennys			-----+

Name	HP	Dmg	Element	Location(s)
Flappy	60	20	None	School Computer Area 1~5 Mayl's Piano Computer Area
Quake1 A			- Busting Level 8~9	Doll Computer Area
Quake1 H			- Busting Level 5~7	Game System Computer Area
Quake1 K			- Busting Level 10~S	-----+
Quake1 Q			- Busting Level 10~S	
110~200	Zennys			-----+

Name	HP	Dmg	Element	Location(s)
Flappy2	120	60	None	Traffic Light Computer Area 3, 5
Quake2 B			- Busting Level 10~S	
Quake2 C			- Busting Level 8~9	
Quake2 Q			- Busting Level 5~7	
160~300	Zennys			-----+

Name	HP	Dmg	Element	Location(s)
Flappy3	150	100	None	WWW Computer Area 2 Internet Area 4
Quake3 D			- Busting Level 10~S	-----+
Quake3 M			- Busting Level 8~9	
Quake3 Q			- Busting Level 5~7	
260~400	Zennys			-----+

Name	HP	Dmg	Element	Location(s)
Floshell	120	40	None	WWW Computer Area 1, 2 Rocket Computer Area
IronShld A			- Busting Level 10~S	-----+
IronShld B			- Busting Level 8~9	
IronShld O			- Busting Level 8~9	
460~600	Zennys			-----+

Name	HP	Dmg	Element	Location(s)
Floshell2	200	40	None	Waterworks Vending Machine Computer Area
2000 Zennys				

Name	HP	Dmg	Element	Location(s)
Floshell3	250	40	None	Internet Area 4
3000 Zennys				

Name	HP	Dmg	Element	Location(s)
Gaia	150	200	None	Internet Area 5, 7, 8, 9
Gaia1 C	- Busting Level 10~S			
Gaia1 D	- Busting Level 8~9			
Gaia1 T	- Busting Level 10~S			
IronBody R	- Busting Level 5~7			
360~500 Zennys				

Name	HP	Dmg	Element	Location(s)
Gaia2	200	300	None	Internet Area 12
Gaia2 C	- Busting Level 10~S			
Gaia2 K	- Busting Level 8~9			
Gaia2 S	- Busting Level 10~S			
IronBody Q	- Busting Level 5~7			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Gaia3	300	400	None	Internet Area 16
Gaia3 C	- Busting Level 10~S			
Gaia3 M	- Busting Level 8~9			
IronBody	- Busting Level 5~7			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Handy	80	30	None	School Computer Area 4, 5 WWW Computer Area 2
TimeBom1 J	- Busting Level 8~9			

```
| TimeBom1 L - Busting Level 10~S |
| 110~250 Zennys |
```

```
+-----+
```

```
+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+
```

```
| Handy2 | 200 | 100 | None | Large Monitor Computer Area
+-----+ Internet Area 4 |
```

```
| TimeBom2 C - Busting Level 10~S |-----+
| TimeBom2 J - Busting Level 8~9 |
| 260~400 Zennys |
```

```
+-----+
```

```
+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+
```

```
| Handy3 | 300 | 200 | None | WWW Computer Area 1, 2, 4 |
+-----+
```

```
| TimeBom3 B - Busting Level 10~S |
| TimeBom3 G - Busting Level 8~9 |
| TimeBom3 O - Busting Level 5~7 |
| 460~600 Zennys |
```

```
+-----+
```

```
+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+
```

```
| HardHead | 60 | 30 | None | WWW Computer Area 2
+-----+ Recycled PET Computer Area |
```

```
| Howitzer H - Busting Level 10~S | Internet Area 2 |
+-----+
```

```
+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+
```

```
| HardHead2 | 70 | 30 | None | Waterworks Vending Machine Computer Area |
+-----+
```

```
| 2000 Zennys |
```

```
+-----+
```

```
+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+
```

```
| HardHead3 | 80 | 30 | None | Internet Area 4 |
+-----+
```

```
| 3000 Zennys |
```

```
+-----+
```

```
+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+
```

```
| Jelly | 120 | 200 | Aqua | Traffic Light Computer Area 2, 4, 5 |
+-----+ Masa's Cart Computer Area |
```

```
| Wave A - Busting Level 10~S |-----+
| Wave I - Busting Level 10~S |
| 260~350 Zennys |
```

```
+-----+
```

```
+-----+
```

Name	HP	Dmg	Element	Location(s)
HeatJelly	150	200	Fire	Traffic Light Computer Area 2, 3, 4, 5
RedWave N	- Busting Level 10~S			
RedWave P	- Busting Level 10~S			
260~350 Zennys				

Name	HP	Dmg	Element	Location(s)
EarthJelly	200	300	Aqua	WWW Computer Area 4 Wily's Portrait Computer Area
BigWave H	- Busting Level 10~S			
BigWave Q	- Busting Level 10~S			
460~550 Zennys				

Name	HP	Dmg	Element	Location(s)
Megalian	200	100	Aqua	WWW Computer Area 3, 4 Wily's Portrait Computer Area
AquaAura L	- Busting Level 5~7			
AquaAura R	- Busting Level 10~S			
AquaAura S	- Busting Level 10~S			
360~450 Zennys				

Name	HP	Dmg	Element	Location(s)
Megalian2	250	160	Fire	WWW Computer Area 2, 4 Internet Area 15, 16
FireAura F	- Busting Level 10~S			
FireAura I	- Busting Level 10~S			
500~580 Zennys				

Name	HP	Dmg	Element	Location(s)
Megalian3	300	240	Wood	Rocket Computer Area Internet Area 16
WoodAura F	- Busting Level 10~S			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Mettool	40	10	None	Oven Computer Area 1, 2 School Computer Area 1~5
ShokWave C	- Busting Level 10~S			
ShokWave K	- Busting Level 8~9			
MetGuard A	- Busting Level 5~7			
MetGuard G	- Busting Level 5~7			
60~200 Zennys	Internet Area 1, 2, 13			

Name	HP	Dmg	Element	Location(s)
Mettool2	60	40	None	Traffic Light Computer Area 1, 2, 3 Dex's Computer Area
SoniWave C	-	Busting Level 10~S		Doghouse Computer Area
SoniWave D	-	Busting Level 8~9		Game System Computer Area
SoniWave M	-	Busting Level 5~7		Car Computer Area
MetGuard G	-	Busting Level 5~7		Large Vase Computer Area
110~250 Zennys				Internet Area 3, 13

Name	HP	Dmg	Element	Location(s)
Mettool3	100	100	None	Traffic Light Computer Area 3, 4, 5 Large Vase Computer Area
DynaWave C	-	Busting Level 10~S		Internet Area 5, 6, 7, 8, 13
DynaWave M	-	Busting Level 5~7		
DynaWave S	-	Busting Level 8~9		
MetGuard L	-	Busting Level 5~7		
160~300 Zennys				

Name	HP	Dmg	Element	Location(s)
Miney	100	100	None	Internet Area 2, 6, 7, 9
Mine1 G	-	Busting Level 8~9		
Mine1 H	-	Busting Level 10~S		
Mine1 M	-	Busting Level 10~S		
360~450 Zennys				

Name	HP	Dmg	Element	Location(s)
Miney 2	120	180	None	Internet Area 11
Mine2 C	-	Busting Level 5~7		
Mine2 J	-	Busting Level 8~9		
Mine2 L	-	Busting Level 10~S		
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Miney 3	140	300	None	Internet Area 12
Mine3 A	-	Busting Level 8~9		
Mine3 B	-	Busting Level 10~S		
Mine3 T	-	Busting Level 5~7		
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
------	----	-----	---------	-------------

Mosquito	200	50	None	Magnifying Glass Computer Area Internet Area 5, 6, 8
Drain1 A			- Busting Level 10~S	
Drain1 K			- Busting Level 8~9	
Drain1 O			- Busting Level 5~7	
360~500 Zennys				

Name	HP	Dmg	Element	Location(s)
Mosquito2	200	100	None	Internet Area 11
Drain2 A			- Busting Level 10~S	
Drain2 N			- Busting Level 8~9	
Drain2 T			- Busting Level 5~7	
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Mosquito3	200	200	None	Internet Area 15
Drain3 A			- Busting Level 10~S	
Drain3 F			- Busting Level 8~9	
Drain3 Q			- Busting Level 5~7	
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Piranha	100	50	Aqua	Waterworks Computer Area 1~6 Control Panel Computer Area
TriArrow A			- Busting Level 10~S	
TriArrow B			- Busting Level 10~S	
TriArrow C			- Busting Level 8~9	
TriArrow D			- Busting Level 8~9	
TriArrow E			- Busting Level 5~7	
210~250 Zennys				

Name	HP	Dmg	Element	Location(s)
Piranha2	150	70	Aqua	WWW Computer Area 3 Masa's Cart Computer Area
TriSpear F			- Busting Level 5~7	Control Panel Computer Area
TriSpear G			- Busting Level 8~9	Internet Area 8
TriSpear H			- Busting Level 10~S	
TriSpear I			- Busting Level 10~S	
TriSpear J			- Busting Level 8~9	
360~400 Zennys				

Name	HP	Dmg	Element	Location(s)
------	----	-----	---------	-------------

Piranha3	200	120	Aqua	Internet Area 11
TriLance K	- Busting Level 5~7			
TriLance L	- Busting Level 8~9			
TriLance N	- Busting Level 10~S			
TriLance O	- Busting Level 10~S			
460~550 Zennys				

Name	HP	Dmg	Element	Location(s)
Poitton	100	100	None	Sal's Stand Computer Area Internet Area 4
Dynamit1 B	- Busting Level 10~S			
Dynamit1 O	- Busting Level 8~9			
Dynamit1 Q	- Busting Level 5~7			
360~500 Zennys				

Name	HP	Dmg	Element	Location(s)
Poitton2	250	120	None	Internet Area 12
Dynamit2 A	- Busting Level 10~S			
Dynamit2 C	- Busting Level 8~9			
Dynamit2 K	- Busting Level 5~7			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Poitton3	300	150	None	Blackboard Computer Area
Dynamit3 G	- Busting Level 5~7			
Dynamit3 K	- Busting Level 8~9			
Dynamit3 M	- Busting Level 10~S			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Popper	100	100	Wood	Sal's Stand Computer Area Internet Area 5, 6, 7, 8, 9
WoodTowr B	- Busting Level 10~S			
WoodTowr C	- Busting Level 8~9			
WoodTowr K	- Busting Level 5~7			
360~500 Zennys				

Name	HP	Dmg	Element	Location(s)
Popper2	120	180	Wood	Internet Area 14, 15
Dropdown B	- Busting Level 10~S			
460~550 Zennys				

Name	HP	Dmg	Element	Location(s)
Popper3	250	140	Wood	Internet Area 15
LeafShld C	- Busting Level 10~S			
LeafShld Q	- Busting Level 10~S			
460~600 Zennys				

Name	HP	Dmg	Element	Location(s)
Prog Mark1	150	100	Elec	Power Plant Computer Area 1, 2, 3
RingZap1 G	- Busting Level 10~S			
RingZap1 N	- Busting Level 8~9			
RingZap1 P	- Busting Level 5~7			
310~450 Zennys				

Name	HP	Dmg	Element	Location(s)
Prog Mark2	200	100	Elec	Power Plant Computer Area 2, 3, 4
RingZap2 C	- Busting Level 10~S			
RingZap2 J	- Busting Level 10~S			
RingZap2 L	- Busting Level 8~9			
310~400 Zennys				

Name	HP	Dmg	Element	Location(s)
Prog Mark3	250	100	Elec	Power Plant Computer Area 3, 4
RingZap3 A	- Busting Level 10~S			
RingZap3 B	- Busting Level 8~9			
RingZap3 T	- Busting Level 10~S			
310~400 Zennys				

Name	HP	Dmg	Element	Location(s)
Puffy	100	30	Aqua	Waterworks Computer Area 3, 4, 5, 6 Traffic Light Computer Area 1, 5
Bubbler A	- Busting Level 8~9			
Bubbler P	- Busting Level 5~7			
Bubbler S	- Busting Level 10~S			
210~350 Zennys				

Name	HP	Dmg	Element	Location(s)
Puffy2	100	30	Fire	Traffic Light Computer Area 1, 5



```

+-----+-----+-----+-----+ Waterworks Vending Machine Computer Area
| Heater  F  - Busting Level 5~7 |-----+
| Heater  G  - Busting Level 8~9 |
| Heater  K  - Busting Level 10~S |
| 210~350 Zennys                    |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Name          | HP | Dmg | Element | Location(s)                    |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Ratty         | 60 | 70 | None   | Power Plant Computer Area 1, 2, 3, 4 |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Ratton1  A   - Busting Level 5~7 | Large Monitor Computer Area      |
| Ratton1  B   - Busting Level 8~9 |-----+-----+-----+-----+
| Ratton1  C   - Busting Level 8~9 |
| Ratton1  D   - Busting Level 10~S |
| 310~450 Zennys                    |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Name          | HP | Dmg | Element | Location(s)                    |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Ratty2       | 80 | 85 | None   | Internet Area 10              |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Ratton2  F   - Busting Level 5~7 |
| Ratton2  G   - Busting Level 8~9 |
| Ratton2  H   - Busting Level 8~9 |
| Ratton2  I   - Busting Level 10~S |
| 460~600 Zennys                    |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Name          | HP | Dmg | Element | Location(s)                    |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Ratty3       | 100 | 100 | None   | Internet Area 16              |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Ratton3  L   - Busting Level 5~7 |
| Ratton3  N   - Busting Level 8~9 |
| Ratton3  O   - Busting Level 10~S |
| 400~600 Zennys                    |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Name          | HP | Dmg | Element | Location(s)                    |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Rush         | 80 | 50 | None   | Internet Area 13, 14, 15     |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Popup  C     - Busting Level 5~7 |
| Popup  H     - Busting Level 5~7 |
| Popup  K     - Busting Level 5~7 |
| Popup  N     - Busting Level 5~7 |
+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Name          | HP | Dmg | Element | Location(s)                    |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Satella     | 200 | 60 | None   | WWW Computer Area 4          |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Lockon1  D   - Busting Level 10~S |-----+-----+-----+-----+
| Lockon1  H   - Busting Level 8~9 |

```

| Lockon1 I - Busting Level 5~7 |  
| 460~600 Zennys |

-----+  
+-----+-----+-----+-----+  
| Name | HP | Dmg | Element | Location(s) |  
+-----+-----+-----+-----+  
| Satella2 | 240 | 100 | None | Internet Area 10, 14 |

-----+  
| Lockon2 E - Busting Level 10~S |  
| Lockon2 G - Busting Level 8~9 |  
| Lockon2 H - Busting Level 5~7 |  
| 460~600 Zennys |

-----+  
+-----+-----+-----+-----+  
| Name | HP | Dmg | Element | Location(s) |  
+-----+-----+-----+-----+  
| Satella3 | 300 | 160 | None | Internet Area 16 |

-----+  
| Lockon3 D - Busting Level 10~S |  
| Lockon3 K - Busting Level 8~9 |  
| Lockon3 N - Busting Level 5~7 |  
| 460~600 Zennys |

-----+  
+-----+-----+-----+-----+  
| Name | HP | Dmg | Element | Location(s) |  
+-----+-----+-----+-----+  
| Spooky | 50 | 15 | None | School Computer Area 2, 3, 4, 5 |

-----+  
| Mayl's Piano Computer Area |  
| Invis1 I - Busting Level 5~7 | Doll Computer Area |  
| Invis1 J - Busting Level 8~9 | Game System Computer Area |  
| Invis1 L - Busting Level 10~S | -----+  
| Recov10 G - Busting Level 10~S |  
| 110~250 Zennys |

-----+  
+-----+-----+-----+-----+  
| Name | HP | Dmg | Element | Location(s) |  
+-----+-----+-----+-----+  
| Spooky2 | 100 | 60 | None | Waterworks Computer Area 3, 4, 5, 6 |

-----+  
| Magnifying Glass Computer Area |  
| Invis2 A - Busting Level 8~9 | Internet Area 4 |  
| Invis2 C - Busting Level 5~7 | -----+  
| Invis2 J - Busting Level 10~S |  
| Recov50 A - Busting Level 8~9 |  
| Recov80 A - Busting Level 10~S |  
| 210~250 Zennys |

-----+  
+-----+-----+-----+-----+  
| Name | HP | Dmg | Element | Location(s) |  
+-----+-----+-----+-----+  
| Spooky3 | 120 | 120 | None | Internet Area 7, 8, 13 |

-----+  
| Invis3 N - Busting Level 10~S |  
| Recov10 C - Busting Level 5~7 |  
| Recov10 L - Busting Level 5~7 |  
| Recov30 C - Busting Level 5~7 |

Recov50	E	-	Busting Level 5~7	
Recov80	L	-	Busting Level 5~7	
Recov100	L	-	Busting Level 8~9	
Recov150	G	-	Busting Level 8~9	
Recov200	A	-	Busting Level 10~S	
400 Zennys				

Name	HP	Dmg	Element	Location(s)
Swordy	90	40	None	Telephone Computer Area
				Internet Area 2, 7, 8, 13
LongSwrd D	-	Busting Level 5~7		
LongSwrd S	-	Busting Level 8~9		
WideSwrd S	-	Busting Level 10~S		
160~300 Zennys				

Name	HP	Dmg	Element	Location(s)
Swordy2	120	60	Fire	Traffic Light Computer Area 3, 5
				Internet Area 2, 13
FireSwrd B	-	Busting Level 8~9		
FireSwrd N	-	Busting Level 10~S		
Sword K	-	Busting Level 5~7		
160~300 Zennys				

Name	HP	Dmg	Element	Location(s)
Swordy3	200	80	Aqua	Waterworks Computer Area 5, 6
				Traffic Light Computer Area 3, 5
AquaSwrd N	-	Busting Level 10~S		Internet Area 2, 13
AquaSwrd P	-	Busting Level 8~9		
Sword L	-	Busting Level 5~7		
Sword P	-	Busting Level 8~9		
260~400 Zennys				

Name	HP	Dmg	Element	Location(s)
Twisty	80	100	Elec	Power Plant Computer Area 3, 4
				Wily's Portrait Computer Area
Remobit1 A	-	Busting Level 8~9		Car Computer Area
Remobit1 C	-	Busting Level 10~S		Internet Area 6
Remobit1 O	-	Busting Level 5~7		
310~450 Zennys				

Name	HP	Dmg	Element	Location(s)
Twisty2	100	150	Elec	Wily's Portrait Computer Area
				Internet Area 9
Remobit2 D	-	Busting Level 10~S		
Remobit2 E	-	Busting Level 5~7		

```
| Remobit2 I - Busting Level 8~9 |
| 360~500 Zennys |
+-----+
```

```
+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| Twisty3 | 120 | 200 | Elec | Internet Area 14 |
+-----+-----+-----+-----+-----+
```

```
| Remobit3 G - Busting Level 5~7 |
| Remobit3 P - Busting Level 8~9 |
| Remobit3 Q - Busting Level 10~S |
| 460~600 Zennys |
+-----+
```

```
+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| VolGear | 80 | 15 | Fire | Oven Computer Area 2 |
+-----+-----+-----+-----+-----+ Traffic Light Computer Area 1~5 |
| FireTowr E - Busting Level 10~S | SciLab Vending Machine Computer Area |
| FireTowr F - Busting Level 5~7 | Internet Area 2, 10 |
| FireTowr M - Busting Level 8~9 |-----+
| 110~200 Zennys |
+-----+
```

```
+-----+-----+-----+-----+-----+
| Name | HP | Dmg | Element | Location(s) |
+-----+-----+-----+-----+-----+
| VolGear2 | 120 | 50 | Aqua | Waterworks Computer Area 1~6 |
+-----+-----+-----+-----+-----+ Traffic Light Computer Area 1, 2, 5 |
| AquaTowr G - Busting Level 10~S | SciLab Vending Machine Computer Area |
| AquaTowr H - Busting Level 8~9 |-----+
| AquaTowr R - Busting Level 5~7 |
| 210~350 Zennys |
+-----+
```

```
=====
14. Boss Data MME14
=====
```

```
GutsMan      WoodMan      SharkMan     MagicMan
FireMan      IceMan       ElecMan      Life Virus
NumberMan    SkullMan     ProtoMan     PharaohMan
StoneMan     ColorMan     BombMan      ShadowMan
Bass
```

```
+-----+-----+-----+-----+
| GutsMan | V1 | V2 | V3 |
+-----+-----+-----+-----+
| HP | 200 | 400 | 600 |
+-----+-----+-----+-----+
| Shockwave | 20 | 20 | 60 |
+-----+-----+-----+-----+
| Guts Hammer | 20 | 20 | 60 |
+-----+-----+-----+-----+
| Guts Punch | 30 | 30 | 90 |
+-----+-----+-----+-----+
```

```
+-----+-----+-----+-----+
| Locations: | Rewards: |
```

GutsMan	Dex's House	None
	Classroom 5A	
GutsMan V2	Dex's House	GutsMan G, "/Dex"
GutsMan V3	Dex's House	500-2000 Zennys, GutsPnch B, M,
	WWW Research Facility	GutsMan G, GutsMan2 G, GutsMan3 G
<p>Shockwave - GutsMan will send a Shockwave that travels forward. The Shockwave cannot travel forward through holes.</p> <p>Guts Hammer- GutsMan will move to the front of his area and slam the ground, which will crack all the panels in front of him.</p> <p>Guts Punch - GutsMan will move up to the front of the area most likely when you are positioned at the front and punch you.</p> <p>Strategy: Most of GutsMan's attacks are predictable, so you can use your projectile chips such as Cannon/Shotgun/CrossGun to shoot from afar while dodging his Shockwaves. You can also implement the "Steal/WideSwrd" combo you learned during the tutorial. Be careful when there are cracked panels in the middle row though. If you step on a cracked panel and step off, the panel will break, forming a hole. GutsMan's Shockwave attacks do not travel through holes, so you can use that to your advantage to attack from afar. However, if there are holes in the middle row, you cannot move up/down, and you are pretty much stuck until the panels return. During that time, you will be susceptible to the Shockwaves.</p>		
V2		
<p>Strategy: As mentioned earlier, GutsMan continues to use the same attacks from the last battle. GutsMan's attacks are still predictable, so you can continue to use your projectile chips such as Cannon/Shotgun to shoot from afar while dodging his Shockwaves. You can also use the P.A. Z-Cannon 1 as well. Continue to pummel him with your chips as you sprinkle in some buster attacks.</p>		
V3		
<p>Strategy: GutsMan should not pose any difficulty at this point in the game. Continue to pummel him with battle chips that deal high damage. You can even try using the folder you used to defeat the Life Virus. If you are having difficulty S ranking GutsMan, consider using an "X-Panel3" to wipe out the front row. This would ensure that you do not get hit until the panels return.</p>		

FireMan	V1	V2	V3
HP	300	400	500
Fire Arm	20	20	20
Fire Tower	15	15	15
Burner Bomb	10	10	10

	Locations:	Rewards:
FireMan	Oven Computer Area 2	1000 Zennys
FireMan V2	Internet Area 1	FireMan F
FireMan V3	Internet Area 1	500-2000 Zennys, FireMan F, FireMan2 F, FireMan3 F
Fire Arm:	FireMan will shoot out a flamethrower in front of him that covers the entire row for 20 damage.	
Fire Tower:	FireMan will summon a Flame Tower that travels forward, which moves up/down based on where you are standing. The tower does 15 damage.	
Burner Bomb:	FireMan will launch 3 bombs into your field. When the bombs explode, it will leave the panels on fire for a while. The bombs have 8 HP and the fire will cause 10 damage.	
Strategy:	FireMan tends to take about a second or two before initiating attacks. Therefore, you can use that to your advantage. After he moves around his field a couple of times, he will stand still and fire up an attack animation. As soon as you see him do this, go ahead and fire a Cannon/Shotgun. When he is performing his Fire Tower, he will be standing there until the attack animation ends as well. So, you can also use that opportunity to use a ShokWave that can go through his Flame Tower.	
V2	Strategy: FireMan V2 continues to inflict the same amount of damage that he dealt since the first battle. FireMan V2 has more health and moves a little faster. Use the same strategy you used last time such as attacking him before he initiates his attacks.	
V3	Strategy: FireMan V3 has more health and moves a little faster. Use the same strategy that you used last time such as attacking him before he initiates his attacks. You have a few more Aqua chips now, so you can use those to extinguish his fire!	

	NumberMan	V1	V2	V3
HP	500	600	700	
Number Ball	20	20	20	
Time Bomb	40	40	40	
Dice Bomb	Dice Roll x 10			
	Locations:	Rewards:		

NumberMan	School	1500 Zennys
	Computer Area 5	
NumberMan V2	Higsby's	NumbrMan N
NumberMan V3	Higsby's	500-2000 Zennys,
	WWW Research Facility	NumbrMan N, NumbrMan2 N, NumbrMan3 N

Number Ball: NumberMan will send three balls lined up in a column towards you. Each ball will display a number, which represents how many HP the ball has. Each ball inflicts 20 damage.

Time Bomb: NumberMan will summon a Time Bomb. When the timer hits zero, it will explode and hit your field, one column at a time. The bomb inflicts 40 damage.

Dice Bomb: NumberMan will throw a dice into your field. Just like the Time Bomb, it will explode after a second or two hitting your field, one column at a time. The bomb inflicts the dice roll x 10 damage.

Strategy: You can pause the game as soon as NumberMan sends the three balls. He does have 500 HP, so we would like to conserve our chips for doing some damage against him. Therefore, use your buster to shoot the ball that has the least HP usually at around 5-8 HP. When NumberMan throws a Dice Bomb/summons a Time Bomb, get right next to the bomb and shoot it with your buster as if your life depends on it. Both bombs have 10 HP. While all of this is happening, use your throwing chips such as Quake/LilBombs to damage NumberMan. ShokWave is effective because it can pierce through the Number Ball. When you get the three Cannon chips, activate the Program Advance by choosing the three chips in the order A,B,C and entering battle. The game will prompt you that you have activated P.A. Z-Cannon 1. This PA will let you use the Cannon chip repeatedly for 5 seconds, which is very effective for this battle.

V2

Strategy: NumberMan gained 100 HP since the last time you fought him. Continue to pause the game when NumberMan sends the three balls to destroy them with your buster. Use the same strategy as last time and use throwing chips such as Quake/LilBombs to damage NumberMan as well as piercing chips like ShokWave. Go ahead and use PA Z-Cannon 1, which is still effective.

V3

Strategy: It has been awhile since fighting NumberMan. The strategy is the same as when we fought him last time. Continue to pause the game as soon as NumberMan sends the three balls. Your buster should do more damage, so the balls are easier to destroy. Remember to destroy any Dice Bomb/Time Bombs. Any Bomb/piercing chips are effective in this battle.

StoneMan	V1	V2	V3
HP	600	700	800

Stone Drop	30	30	30	
Laser	70	70	70	

Locations:		Rewards:
StoneMan	Internet Area 2	2000 Zennys
StoneMan V2	Internet Area 3	StoneMan S
StoneMan V3	Internet Area 3	500-2000 Zennys,   StoneMan S, StoneMn2 S, StoneMn3 S

| RockCube: StoneMan will summon a RockCube on your side of the field. The cube is merely there to get in your way. When he summons a second RockCube, the first one will disappear.

| Stone Drop: StoneMan will hit the ground and drop 3 stones on your side of the field. You can see the shadows of the stones before they fall, so move out of the way. The stones inflict 30 damage.

| Laser: StoneMan will summon a Tower that shoots a laser down the whole row. As soon as you see the towers right next to him disappear, this is the cue that he will start using this attack. He will use this attack when his HP gets low. The laser inflicts 70 damage so be careful!

| Strategy: I recommend focusing on dodging the Stones when StoneMan uses that attack. Use your battle chips after you are done dodging. To make dodging easier, you can also use "Steal" chips to increase your side of the field. When he starts using his Laser attacks, focus on moving up/down as soon as you see his tower shows up. Continue to pummel him with battle chips and the victory should be yours.

| V2 Strategy: You have stronger chips now as well as an enhanced buster. As long as you are careful with the stones, you should be able to defeat StoneMan V2 with ease. I personally used a "Steal" chip to get closer to him and pummeled him with the buster.

| V3 Strategy: StoneMan V3 may be the easiest boss that you can defeat with the GtsShoot PA. He does not move and you can continue to shoot him with charged Buster shots.

WoodMan	V1	V2	V3	
HP	500	600	700	
Woody Tower	50	50	50	
Death Forest	50	50	50	



	Locations:	Rewards:
WoodMan	Government Complex	2000 Zennys, "/Sal"
WoodMan V2	Government Complex	WoodMan W
WoodMan V3	Government Complex	500-2000 Zennys, WoodMan W, WoodMan2 W, WoodMan3 W

Woody Tower: WoodMan will throw a seed on his side of the field, which sprouts into a Wood spike that travels down the row towards you. The Wood Tower inflicts 50 damage.

Death Forest: WoodMan will press down into the floor causing 4-5 wooden spikes that appear on your side of the field. The panels will become highlighted but it is pretty hard to dodge due to how fast the spikes come up. The attack inflicts 50 damage.

Growth: WoodMan will throw a seed on his side of the field, which sprouts into a tree. If you do not destroy this tree in time, the tree will drop an apple. If WoodMan lands on the apple, he heals 200 HP.

Strategy: At this stage of the game, WoodMan will probably be one of the first tough fights you will have. WoodMan may be slow, but his attacks do about a quarter of our HP. I recommend focusing on dodging while using battle chips after he is done attacking. If you continue to struggle against WoodMan, come back here after your HP is higher and have stronger battle chips.

#### V2

Strategy: This fight will be much easier compared to the first time you fought him. You should have the WoodArmr equipped, which will mitigate the damage that you will sustain from WoodMan's attacks. Continue to dodge his attacks before retaliating with your own. If you are charging your buster during battle, make sure you do not get hit. Or else you would need to recharge again.

#### V3

Strategy: WoodMan is an easy target, so this should be one of the easier battles that you will have. If you are able to hit WoodMan with a "GtsShoot" on the first turn, all you need to do is to finish him off with 3~4 Charged shots from your Buster or a couple of chips.

	V1	V2	V3
IceMan			
HP	500	600	700
Freeze Bomb	30	30	30
IceCube	60	60	60

	Locations:	Rewards:
--	------------	----------

IceMan	Waterworks	2500 Zennys
	Computer Area 6	
IceMan V2	Waterworks	IceMan I
	Control Room	
IceMan V3	Waterworks	500-2000 Zennys,
	Control Room	IceMan I, IceMan2 I, IceMan3 I
	WWW Research Facility	

**Freeze Bomb:** IceMan will throw a bomb towards you that will hit with a + pattern. He will usually use this attack after he finishes performing the IceCube attack. If you get hit by the Freeze Bomb, it will inflict 30 damage as well as freezing you on the spot. You can mash the A/B button to get out quicker.

**IceCube:** IceMan will create a block of ice in front of him. He will always start making the cubes from the top row and going down each row. IceMan can also kick the IceCube in front of him towards you. If you happen to be standing on the panel where the IceCube forms or get hit by the IceCube, it inflicts 60 damage.

**Strategy:** The battle will always start with IceMan using the IceCube attack to form 3 IceCubes on your side of the field. As mentioned, he will form these IceCubes from the top row and going down each row, so he is predictable with his movement. You can use this to your advantage and throw bomb chips. You can also use piercing chips like ShokWave that can pierce through the IceCube and attack IceMan at the same time. I recommend using a "Steal" chip to widen your side of the field to increase maneuverability. Always stay away from the front because that is obviously where IceMan will form the IceCubes. Other than that, dodge the Freeze Bombs as much as you can with the space that you have.

V2

**Strategy:** Use the same strategy that you used last time when fighting IceMan by increasing your maneuverability with "Steal" chips and using bomb/piercing chips to damage him.

V3

**Strategy:** Continue to use bomb/piercing chips to attack IceMan V3. You can also use the GutsMan chips you just collected to attack IceMan V3 while cracking/destroying his panels, which will limit his movement becoming an easy target for any bomb chips/charged Buster shots.

SkullMan	V1	V2	V3
HP	600	700	800
Bone Crush	80	80	80
Ghost Fire	80	80	80

| Skull Stomp | 100 | 100 | 100 |

+-----+-----+-----+-----+

+-----+-----+-----+-----+  
| Locations: | Rewards: |

+-----+-----+-----+-----+  
| SkullMan | Miyu's Antique Shop | 2500 Zennys, "/Miyu" |

+-----+-----+-----+-----+  
| SkullMan V2 | Miyu's Antique Shop | SkullMan S |

+-----+-----+-----+-----+  
| SkullMan V3 | Miyu's Antique Shop | 500-2000 Zennys,  
| | | SkullMan S, SkullMn2 S, SkullMn3 S |

+-----+-----+-----+-----+  
| Bone Crush: SkullMan will throw both of his arms into your field like  
| boomerangs that chases MegaMan slowly. Each arm inflicts 80  
| damage and has 60 HP. |

| Ghost Fire: SkullMan will blow a ball of fire that travels straight. The  
| fire will inflict 80 damage. |

| Skull Stomp: SkullMan will launch his Skull into the air, which enlarges  
| that falls onto your side of the field. His Skull does 100  
| damage. |

| Strategy: SkullMan will open up the battle with a few Ghost Fire attacks,  
| which can be easily dodged by moving up/down. However, things get  
| more difficult when SkullMan uses his Bone Crush that sends his  
| arms spinning on our side of the field. Couple that attack with  
| the Ghost Fire increases the chance of getting hit with either  
| attack. Besides that, SkullMan is very easy to hit and will  
| always stand in front of you to attack. Therefore, bomb chips  
| work wonders. You can use sword chips to destroy his arms while  
| increasing your side of the field with "Steal" chips to increase  
| your maneuverability. |

| V2  
| Strategy: SkullMan continues to be very easy to hit and will always stand  
| in front of you to attack. You have new and stronger chips that  
| can help during this battle. Continue to employ the same strategy  
| as last time by increasing your side of the field with "Steal"  
| chips to increase your maneuverability as you hit him with Battle  
| chips. |

| V3  
| Strategy: SkullMan continues to be very predictable with his movement,  
| which makes him an easy target for using "GtsShoot"! If you do  
| not get the three required chips when the battle begins, press  
| the ADD button. While you are waiting for the Custom gauge to  
| fill up, charge your Buster while dodging his Ghost Fire attack.  
| You should be able to hit him with two fully charged Buster  
| attacks before you open the Custom Window. Hopefully, you get the  
| three required chips and select the chips in the order:  
| "MetGuard G", "Dash G", then a "GutsMan,2,3 G" chip. The PA will  
| activate and use it when SkullMan lines up in the same row as  
| you. You can continue to pummel him with Charged Buster attacks  
| or finish him off with another "GtsShoot" PA or other Battle  
| chips. |

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ColorMan	V1	V2	V3
HP	600	700	800
Aqua Tower	100	100	100
Color Ball	100	100	100
Fire Tower	100	100	100

Locations:		Rewards:
ColorMan	Traffic Light Computer Area 5	3000 Zennys
ColorMan V2	Internet Area 9	ColorMan C
ColorMan V3	Internet Area 9	500-2000 Zennys, ColorMan C, ColorMn2 C, ColorMn3 C

Aqua Tower: The Blue pawn will attack with an Aqua Tower that attacks just like the battle chip. The Tower will chase after MegaMan. It inflicts 100 damage.

Color Ball: ColorMan will send the ball that he is always bouncing on to your side of the field. The ball moves slowly and bounces high. The Ball inflicts 100 damage.

Fire Tower: The Red pawn will attack with a Fire Tower that attacks just like the battle chip. The Tower will chase after MegaMan. It inflicts 100 damage.

Strategy: ColorMan and his pawns will be moving up/down throughout the entire battle. The only time they stop moving is when performing their attacks. You cannot destroy the pawns, so your focus should be on dodging the Tower attacks while attacking ColorMan with Bomb/Piercing chips. When ColorMan uses his Color Ball attack, he will stand still during the whole duration of the attack. This is also, a fantastic time to deal some damage.

V2  
Strategy: It has been awhile since fighting ColorMan and his two pawns. Remember, they just move up/down throughout the entire battle. The only time they stop moving is when performing their attacks. You cannot destroy the pawns, so your focus should be on dodging the Tower attacks. When ColorMan uses his Color Ball attack, he will stand still during the whole duration of the attack, which is great for the "GtsShoot" PA unless there is a pawn standing in front of him. If that happens you are out of luck.

V3  
Strategy: Strategy: Employ the same strategy you just used to defeat ColorMan V2 with the "GtsShoot" PA or the "SkullMan3" folder.

SharkMan	V1	V2	V3
HP	700	800	900
Fin Cutter	120	120	120
Aqua Tower	80	80	80

	Locations:	Rewards:
SharkMan	Government Complex	3000 Zennys
SharkMan V2	Government Complex	SharkMan S
SharkMan V3	Government Complex	500-2000 Zennys, SharkMan S, SharkMn2 S, SharkMn3 S

Fin Cutter: When a fin aligns with MegaMan, the fin will rush towards MegaMan at full speed. The fin inflicts 120 damage.

Aqua Tower: SharkMan will use this attack after you reel him out. It is the same attack as the battle chip and the one that ColorMan's pawn used. The only notable difference is that the Aqua Tower will be formed at the front column of your field rather than directly in front of SharkMan. The tower inflicts 80 damage.

Strategy: Stand in the back of your field and just shoot the fins. If the buster hits, you can tell by the different sound effect. Keep shooting that specific fin to reel SharkMan out from the water/ground. When you do this, SharkMan will likely use his Aqua Tower so be ready to dodge that as well as his other fins. You can dodge the fins easily by moving up/down, which is something that you can do until your gauge is full. Use your battle chips before/after he uses his Aqua Tower. You have to be patient during this whole battle.

V2

Strategy: This is almost the same battle as last time except SharkMan has more HP. Use the same strategy as last time by standing in the back of your field and shooting the fins. Continue dodging the fins by moving up/down. Thunder1 may help if it hits the right fin.

V3

Strategy: If you are using the "GtsShoot" folder, you must use the PA on your first turn. So reset the game until you get the right combination. SharkMan will always start out in the middle column, which means he is lined up in the same row as where MegaMan starts. So you can easily use the PA and actually hit him. You must not get hit by any of his attacks for the rest of the turn. Hopefully, you get the right combination for the PA in your next turn. Now you have to use your buster to find where SharkMan is while continuing to dodge his attacks. Use your PA when the fins are not in front of him to finish the job!

If you are using the "SkullMan3" folder, all you have to do is repeatedly spam the "SkullMn3 S" chip. The chip does 210 damage, so using 4 of these and coupling it with a few other chips should

be enough to finish SharkMan off. The "SkullMn3 S" chip will freeze time and will always hit SharkMan, so it is very easy to utilize. "DynaWave" is a fantastic chip that can pierce through the fins and inflict 100 damage.

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+-----+-----+-----+-----+
| ElecMan   | V1 | V2 | V3 |
+-----+-----+-----+-----+
| HP        | 600 | 700 | 800 |
+-----+-----+-----+-----+
| Lightning  | 200 | 200 | 200 |
+-----+-----+-----+-----+
| Set Rod    | 100 | 100 | 100 |
+-----+-----+-----+-----+

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+-----+-----+-----+-----+
| Locations:           | Rewards:           |
+-----+-----+-----+-----+

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+-----+-----+-----+-----+
| ElecMan   | Power Plant           | 3500 Zennys       |
|           | Computer Area 4      |                   |
+-----+-----+-----+-----+
| ElecMan V2 | Internet Area 6      | ElecMan E         |
+-----+-----+-----+-----+
| ElecMan V3 | Internet Area 6      | 500-2000 Zennys, |
|           |                       | ElecMan E, ElecMan2 E, ElecMan3 E |
+-----+-----+-----+-----+

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Lightning: ElecMan will send a lightning bolt down to where MegaMan is standing that can inflict 200 damage. He will use this attack four times in a row.

Set Rod: ElecMan summons three Tesla coils on your side of the field that will run electricity between each coil that inflicts 100 damage. This attack limits your maneuverability. You can destroy one coil or hit ElecMan to make all of the coils disappear.

Strategy: ElecMan will teleport randomly on his side of the field. He will most likely start with his Lightning attack. While performing this attack, ElecMan will be standing still, so you can easily hit him with an attack. He will eventually summon the Tesla coils, which limits the space you have. On top of that, he will definitely use his Lightning attack while the coils are up. You can either destroy one of the coils, hit ElecMan, or move in a square pattern with the four safe spaces you have. If you are having trouble, use a couple of "Steal" chips to increase your maneuverability. The WoodArmr will decrease the amount of damage you get from his attacks. In terms of inflicting damage, I recommend Wood elemental chips and WoodMan to deal damage. Besides those chips, bomb/piercing chips are effective as well.

V2

Strategy: The WoodArmr will continue to be useful in decreasing the amount of damage you take. There is little to no change in terms of the difficulty of the battle. Use the Wood elemental chips and WoodMan to deal damage. Besides those chips, bomb/piercing chips are effective as well.

V3

Strategy: The WoodArmr will continue to be useful in decreasing the amount

of damage you take. There is little to no change in terms of the difficulty of the battle especially when we have our favorite PA!

ProtoMan	V1	V2	V3
HP	500	600	700
Fighter Sword	200	200	200
Wide Sword	200	200	200

Locations:	Rewards:
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ProtoMan	Power Plant Computer Area 4	3000 Zennys
ProtoMan V2	DenTown Block 3	ProtoMan B
ProtoMan V3	ACDC Town	500-2000 Zennys, ProtoMan B, ProtoMn2 B, ProtoMn3 B

**Fighter Sword:** ProtoMan warps to the front of his field and unleashes a 3 space sword attack just like the battle chip that inflicts 200 damage. ProtoMan tends to use this attack when MegaMan is in the middle/back columns and will use the attack three times in a row.

**Wide Sword:** ProtoMan will use a Wide Sword attack that inflicts 200 damage. The attack works just like the battle chip and he will use this attack when you are standing in the front column or directly in front of him. He will also use a charged version of this attack sometimes to get directly in front of you even if you are in the middle/back column.

**Strategy:** ProtoMan may seem daunting at first but if you know how to dodge his attacks, there should be no issues. I recommend standing in the middle/back columns, which will provoke ProtoMan to use his Fighter Sword. This attack can easily be dodged by moving up/down. Do not use any projectile chips like Cannons or your Buster during this fight due to ProtoMan having a shield. Therefore, you are left with Sword, Bomb, and Navi chips to deal damage. The best time to attack is when he is done warping or before he performs his attack. You can move to the front column and wait for ProtoMan to warp in front of you. You can easily punish him with one of your own sword chips. If you are not feeling confident, use an Invis chip before moving in for the attack.

V2

**Strategy:** Use the same strategy as last time by waiting at the front column for ProtoMan to warp in front of you. Then swiftly use one of your own sword chips to damage him.

V3

**Strategy:** You now have plenty of different Battle chips in your disposal to

defeat ProtoMan V3. However, theSword chips are still the best chips to use against ProtoMan. You can also simply use our favorite PA or SkullMan chip to easily defeat ProtoMan V3.

BombMan	V1	V2	V3
HP	800	900	1000
Bomb Fire	140	140	140
Stealth Mine	100	180	300

Locations:	Rewards:	
BombMan	Internet Area 8	4000 Zennys, WWW's Address
BombMan V2	Internet Area 11	BombMan B
BombMan V3	Internet Area 11	500-2000 Zennys, BombMan B, BombMan2 B, BombMan3 B

**Bomb Fire:** BombMan summons 3 bombs on his side of the field. After a few seconds, he will kick the bombs on to your side of the field where MegaMan is standing. The bomb will explode in a + pattern, so you need to move diagonally away from where you are standing. The bomb inflicts 140 damage and has 40 HP.

**Stealth Mine:** BombMan will set a Mine on your side of the field, which will blow when you step on it.

**Strategy:** BombMan tends to stand still after summoning his 3 bombs, which is a great opportunity to do some damage. You can also destroy his bombs with your buster as well as piercing chips like DynaWave. He will start using his Stealth Mine attack when his HP gets down to about half way. If you have any Invis chips, you can run around your field to set the Mine off without getting any damage.

V2

**Strategy:** Another NetNavi we have not faced in a long time. BombMan still stands still after summoning his 3 bombs, which is your chance to hit him with any battle chips or PA. Continue to destroy his bombs with your buster. You can also charge your buster and wait for him to get in front of a bomb to kick it. Shoot your charged shot and follow it up with the "GtsShoot" PA!

V3

**Strategy:** Use the same strategy you just used to defeat BombMan V2 with the "GtsShoot" PA or the "SkullMan3" folder.

MagicMan	V1	V2	V3
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HP	700	800	900
Magic Fire	160	160	160

Locations:	Rewards:
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MagicMan	Wily's Portrait Computer Area	5000 Zennys
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MagicMan V2	Internet Area 14	MagicMan M
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MagicMan V3	Internet Area 14	500-2000 Zennys, MagicMan M, MagicMn2 M, MagicMn3 M
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Magic Fire: MagicMan shoots a ball of fire that moves straight down the row, which inflicts 160 damage.

Virus Summon: MagicMan will disappear and summon two viruses on to his side of the field. The viruses that he can summon are: Mettaur2, Swordy3, Cloudy3, Megalian, Billy, Fanner3, Spooky3.

Strategy: At most, you will be fighting three enemies at the same time in this battle. Depending on what viruses MagicMan summon will also dictate how hard the battle will be. You will most likely be deciding whether to use your battle chips on the viruses or MagicMan. I recommend deleting the Cloudy3, Megalian, and the Billy as top priority due to the nature of their attacks. While the viruses are on the loose, MagicMan will continue to use his Magic Fire to attack the middle row. The attack itself is easy to dodge but when coupled with another viruses' attack, it does get difficult to dodge. In terms of our attack, all of our battle chips will most likely hit unless MagicMan disappears to summon more viruses. Consider using Navi chips such as StoneMan/SharkMan to damage all enemies as well as SkullMan to inflict damage against MagicMan.

V2

Strategy: Another boss that we have not seen since beating the game. A short recap of what to expect from MagicMan V2. You will be fighting MagicMan as well as two other viruses at the same time. MagicMan does not move from that one space he is on, so he is an easy target for our favorite PA. Defeat the other viruses to make your life easier with charged Buster shots.

V3

Strategy: Use the same strategy that you used against MagicMan V2. If you are using the SkullMan folder, be careful when using the SkullMan chip. It may target one of the other viruses if MagicMan's HP is lower than one of the new viruses that he summoned.

Life Virus \

HP: 1000	Recommended Chips: FtrSword, DynaWave, Quake2/3
Element: None	

The Life Virus does not move from the center of its field. It also has a LifeAura that acts as a barrier, which negates all attacks that inflict less than 100 damage. There are also three holes in front of the Life Virus where it can summon Scuttlest viruses. The Life Virus has several attacks:

**Sword:** The Life Virus charges a Sword attack that covers the front two columns that can inflict 200 damage.

**Laser:** The Life Virus charges a Laser attack that shoots forward covering one row that can inflict 200 damage.

**Meteor:** The Life Virus charges a Meteor attack when its HP gets low. The Life Virus will drop a meteor into the first column with subsequent explosions occurring in the middle column and then in the back column. The meteor/explosion inflicts 200 damage.

**Aqua Tower:** The Scuttle sends an Aqua Tower that inflicts 80 damage.

**Fire:** The Scutz sends a ball of Fire down the row that inflicts 80 damage.

**Thunder:** The Scuttler launches a homing Thunder ball that inflicts 80 damage.

**Wood Tower:** The Scuttzer sends a Wood Tower that inflicts 80 damage.

**Strategy:** The key to this fight is to always choose at least two battle chips. The first battle chip is used to take down the LifeAura while your next few chips are used to inflict damage. In order to get this to happen, you may have to use the ADD function. The other strategy is to wait for the Custom Gauge to fill up and then use a chip to take down the LifeAura. Open the Custom Window, choose as many battle chips as you can, and use all of them during the next turn.

Your attention should also be on the Life Virus charging its attacks. When the charge attack is pink/purple, that signifies when the Life Virus will attack. If MegaMan is standing in the front two columns, it will use the Sword attack. If MegaMan is standing in the back, it will use the Laser attack. Therefore, you can easily dodge both attacks by standing in the top-left/bottom-left side of your field. However, the Life Virus will also start using its Meteor attack when its HP gets low, so that strategy will not always work. You can actually dodge the Meteor attack if you time your movement carefully by moving to the right as soon as the explosion occurs in front of you.

The Life Virus will summon the Scuttlest viruses one by one. The color of the virus depicts the elemental attack that the virus will use. You can either ignore the viruses or delete them. A charge shot or two with your buster is enough to delete the viruses. I suggest deleting the yellow one due to the annoyance of its Thunder ball attack.

Another opportunity to attack the Life Virus is when it is performing an attack. The Life Virus will drop its LifeAura down before attacking. You can either attack before/after its attack. I recommend always having your buster charged and use the charge attack to either delete a Scuttles virus or attack the Life Virus

when its LifeAura is down.

PharaohMan	V1	SP
HP	800	1000
Laser	200	200
PharaohCube	200	200
Ratton	100	100
SnakEgg	100	100
Arrow	100	100

Locations:	Rewards:
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PharaohMan	Internet Area 12	PharoMan P
PharaohMan SP	Internet Area 12	4000-6000 Zennys, Anubis L PharoMan P, PharoMn2 P, PharoMn3 P

Laser: PharaohMan summons a sarcophagus in the front column, which shoots a laser straight forward that inflicts 200 damage.

Ratton: PharaohMan summons a sarcophagus in the front column, which shoots out a Ratton that inflicts 100 damage. The Ratton has 40 HP.

PharaohCube: PharaohMan summons a sarcophagus in the front column, which shoots out a RockCube towards your side of the field that inflicts 200 damage.

Pharaoh Trap: PharaohMan places a Trap/Switch on your side of the field. If you step on it; one of three attacks occur:

- SnakEgg: Summons a SnakEgg that inflicts 100 damage
- Anubis: Summons an Anubis that gradually depletes your HP
- Arrow: An Arrow shoots at you that inflicts 100 damage

Strategy: PharaohMan will always be at the back of his area moving up/down. This is actually an easy boss at this point in the game. If you stand or move up/down in the front row, most of PharaohMan's attacks will not hit you. As soon as a sarcophagus shows up in front of you, just move up/down. This strategy is not effective when PharaohMan places a trap in the front row though. In terms of our offense, the GtsShoot PA will suffice. Besides that, bomb chips are effective as well as your charged Buster shots.

SP

Strategy: The only difference is the amount of HP PharaohMan has. Continue to employ the same strategy that you used last time. GtsShoot PA should be your primary offense. The recommended chips may also help with depleting his HP. Do not forget to use your charged

Buster shots.

ShadowMan	V1	SP
HP	800	1000
Shuriken	200	200
Bakuhu	200	200

Locations:	Rewards:
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ShadowMan	Internet Area 15	ShadoMan S
ShadowMan SP	Internet Area 15	4000-6000 Zennys, Muramasa K ShadoMan S, ShadoMn2 S, ShadoMn3 S

Shuriken: ShadowMan will jump in the air and throw 3 Ninja stars at you, which inflicts 200 damage.

Bakuhu: ShadowMan and his clones will shoot out a fire blast down the row. The attack inflicts 200 damage.

Strategy: As a ninja, ShadowMan moves fairly quick/often around his side of the field. He will also create two clones, which can be defeated with a single Buster shot. His Shuriken attack can be dodged as long as you keep moving around your side of the field. ShadowMan will always appear on the same panel he performed his attack on, so that is a nice opportunity to hit him with an attack. When he creates his two clones, dispose of them immediately by shooting them with your Buster. You do not want all three of them using the Bakuhu attack at the same time, which gives you nowhere to run. The real ShadowMan will always have his HP under him, so it is easy to find the real one.

SP  
Strategy: Use the same strategy from before and use the GtsShoot PA or a combination of strong Battle chips that will absolutely hit him. You should always be moving around and using your Buster when he creates his clones as well as charged shots when you have no Battle Chips.

Bass \

HP: 1000	Recommended Chips: HeroSword, Popup
Element: None	
Reward: 8000~12000 Zennys	
LifeAura A,H,K,M,P	

Air Burst: Bass shoots out a burst of air down his row, which inflicts 300

damage.

Explosion: Bass will charge an attack that glows yellow and shoots multiple Air Burst attacks down all three rows. Each attack inflicts 300 damage.

Explosion: Bass will charge an attack that glows red and randomly blast 6~7 panels on your side of the field a couple of times. Each blast inflicts 300 damage.

Explosion: Bass will charge an attack that glows blue and shoot an Air burst that travels around your field like the "Lockon" chip. The attack inflicts 300 damage.

Strategy: Bass has a LifeAura that makes him immune to attacks that inflict less than 100 damage. Bass also moves fairly quickly around his side of the field. Bass mainly has two types of attacks. He uses the Air Burst attacks often while charging the three different Explosion attacks. The key to the battle is to get rid of his LifeAura and inflicting as much damage as you can while the LifeAura is gone. His LifeAura will regenerate after he uses his Explosion attack. Therefore, you should always have a strong battle chip that you can use when he starts charging an Explosion attack. This will cancel out his attack preventing him from regenerating his LifeAura. Remember to equip an armor for this battle to decrease the amount of damage you take. In terms of our offense, you can stick with the GtsShoot PA or the SkullMan chips.

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## 15. Frequently Asked Questions

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MME15

Q. Where is the best place to farm "MetGuard A"?

A. I recommend the Doghouse Computer Area. In order to obtain a "MetGuard", you need to defeat the Mettools with a Busting Level of 6. To do this, simply head into battle and defeat all but one Mettool. Get hit once and move around your field. Defeat the last Mettool after doing that. If all goes well, you should get a Busting Level of 6. Hopefully, you get the "MetGuard". If not try again.

Do NOT defeat 2+ Mettools with a single attack, which will raise your Busting Level! If you have a Buster with 5 ATK, just use your Buster only.

Q. I cannot obtain "Dropdown" or "LeafShld", any tips?

A. Head to Internet Area 15.

For "Dropdown", get into a fight with a Megalia2 and the Popper3. Use a DynaWave on the Megalia2 to get rid of the Aura and use "StoneMn3".

For "LeafShld", I was able to get it in a fight with a Popper2 and a Fanner 3. I used the "StoneMn3" chip as well to get the S rank.

Q. How do I obtain the Green Mystery Data that MegaMan cannot decode?

A. Those Green Mystery Data can only be obtained once. If you were to exchange the same Battle Chip at an Exchange Machine at Higsby's, you should be able to obtain whatever is inside.

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16. Version History

MME16  
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Version 0.27 (11/12/20)- Overhaul/Update of the Guide is complete.  
Version 0.26 (08/14/20)- Started a complete overhaul of the Guide.  
Version 0.25 (01/01/09)- Started with the details of the Chips.  
Version 0.24 (06/21/08)- Started MegaMan's part of the guide.  
Version 0.23 (06/18/08)- Finished Shops Section of the guide.  
Version 0.22 (06/13/08)- Finished Exploring the Internet Deeper.  
Version 0.21 (06/12/08)- Started After Scenario.  
Version 0.2 (06/04/08)- Added the locations of HP Memories and PowerUPs.  
Version 0.19 (02/12/08)- Fixed some parts. Added the names of Chips.  
Version 0.18 (08/20/07)- Ready to send this guide in.  
Version 0.17 (08/10/07)- Fixed some parts of the guide.  
Version 0.16 (08/06/07)- Done with Scenario 8.  
Version 0.15 (07/30/07)- Done with Scenario 7.  
Version 0.14 (07/24/07)- Done with Scenario 6.  
Version 0.13 (07/19/07)- Done with Scenario 5.  
Version 0.12 (07/18/07)- Done with Scenario 4.  
Version 0.11 (07/16/07)- Done with Scenario 3.  
Version 0.1 (03/18/07)- Started the guide.

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17. Thanks/Credits

MME17  
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Credits:

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To Capcom's Official Guidebook: For general information, Battle Chips, Boss  
HP/information, and Internet names.

To Judy Pappalardo: For telling me the error with the batteries in  
the Power Plant Computer Area 2.

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Thanks to the following:

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To Capcom: For making this awesome game.

To GameFAQs, Neoseeker, and SuperCheats: For hosting this guide.

To my brother KeroroG: For helping me and introducing this series to me.

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