

working on my Mega Man Battle Network 4 FAQ, I had a slight run-in with my friend Magenta Galaxy, who suggested that the original Mega Man Battle Network still needed a good FAQ to do it justice. We both had to agree on that subject. Sights were set for a possible coauthor...however, due to absence on the part of MG, and my wanton desire to get this game FAQed, I finally decided to go it alone. So, here is the product of three weeks of work. Here is my quality production, based after the tried-and-true format of my MMBN4 FAQ, and I should hope it will be of help to you, having played this game for a couple of years now, and knowing it inside and out, rather than throwing myself into the game head-first and FAQing it from there.

PS. If you really want a MMBN2/3/5 FAQ from me, email me lots of support <_<.

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In 20xx...

...the rapid advance of Internet technology has created the "network age." Everyone now carries a portable exploration device called "PET." This personal terminal is an advanced personal digital assistant. Using it, you can make phone calls, send and receive emails, keep a calendar, store data, shop online and check news from around the world. PET is so convenient and helpful that it has become essential for everyday life!

Every PET uses a personality simulation program called Net Navi[gator]. By customizing your PET's Navi program, you can give your Net Navi a unique personality - and even talk to it!

But as the network world expands, network crime is raging. Hacking and computer virus epidemics have become major issues. At the top of the criminal list is a mysterious organization called "WWW" (World Three), a group of incorrigible computer hooligans.

To protect their PETs, people have begun installing Battle Chips - special chips encoded with battle programs. When you insert a Battle Chip, you can arm your PET to fight off viruses and hackers. This is called "virus busting" and has become so important that it is now taught in schools.

Lan is a fifth grade student. His Net Navi (and best friend) is Mega Man.EXE. Lan and Mega Man.EXE are both extremely skilled computer operators.

In the world of virus busting, Lan and Mega Man.EXE are about to meet their match...

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Lan's Room

After being woke up by Mega Man, and hearing the news, along with listening to your mail, head to the right of your PC and grab the flashing PET off the table. One brief tutorial later, open up your email and read "Sorry!" for a Crossgun C. Now head downstairs.

Lan's House

Down here, go and talk to Mom, then eat the breakfast that is laying on the table for you. After, you'll obtain a Recovery10 A chip. Now head out the door.

ACDC Town

Here, we'll meet up with Mayl, Lan's *ahem* friend. After some chitchat, Mayl will mention something about ovens breaking out on fire around town. After you reach the gate to ACDC School, you'll automatically be taken to the grade 5 classroom.

G5 Class

In here, talk to the yellow-haired girl in the upper corner to learn a bit more about how the game works, then go talk to the brown guy in the green shirt in the southwest corner, whom is named Dex. Dex will challenge you to a Netbattle, but the start of classtime will interfere.

Talk will go on about the WWW, a netcrime organization. After, jack in pressing R when prompted to, and learn the basics of the game through three tutorial battles. Afterwards, when all is said and done, go and find Dex and accept his challenge to a battle. Boss strategies can be found in the Boss section.

After your battle with Dex and GutsMan, leave the class, and you'll automatically be placed outside the school.

ACDC Town

Out here, read the two new emails that you've just received, then just head down to Lan's house, and enter.

Lan's House

In here, we'll encounter a cutscene with the now infamous Kenichi who is looking at the home control panel to make sure the oven doesn't burst on fire. After the conversation, head up to your room.

Lan's Room

Up here, go straight to your PC and jack in using R.

Lan's PC

Here, head straight along into the purple warp to go into Internet Area 1.

Internet Area 1

In here, head straight down along the path and once you reach a tall yellow Navi, talk to him. This Navi's name is Glyde, and he is the Navi of Yai, the yellow-haired girl you met earlier. He'll tell you that one of Yai's programs

has gotten lost in the Internet, and asks you to look for him. He'll also give you @Yai, which will allow you to visit Yai's homepage whenever you wish to from the Internet.

Now, continue on your path straight and up, and at the top, grab the Blue Mystery Data (blue diamond) for 1000 zennys. Now head right, then go up and left past the WWW gate (which you cannot open right now). Once you make it to the end, go down the ramp, then continue on your way left. Go down now, and at the first opportunity, head right. Go up, and talk to the net merchant if you want to buy anything (HPMemory increases your total HP by 20). Once that business is done and taken care of, head right and down. Here, you should see a green program wandering around. Talk to him to figure out that this is Yai's missing program.

Now, backtrack past the merchant, but not up the last ramp. Instead, at the three-way split, head down and into the portal to go into Yai's Portrait.

Yai's Portrait

In here, talk to Glyde. For your bother, Glyde will give you a Spreader I. Afterwards, jack out per se Mega Man's suggestion, then head downstairs into Lan's House.

Lan's House

Hmmm...so the oven's on fire...good thing that isn't cliched yet...anyways, after quickly talking to Mom, go and jack into the oven.

Oven

From the start of this area, head down until you encounter a fire. Talk to the green program next to you, and you'll learn that you need an "Iceblock" of sorts. Head down right along the path now, and you'll encounter an entourage of a single Metool left there by the WWW. After, continue on right, down, and then left onto the giant red circle. Grab the Purple Mystery Data here for 400 zennys.

Now, head up along the left path, then go down and left again from the first purple vent. On this circle, grab the Blue Mystery Data to obtain a Steal A. Head back onto the main path again, then go down until you come onto a green circle. Here, talk to the green program that is around, he'll give you the "IceBlock". The IceBlock program has enough power to wipe out seven of the fires. Try to head back onto the main path, and an explosion will occur, knocking out communication with Mega Man. We'll be taken back to the real world momentarily.

Lan's House

With communication lost, Lan will get a call from, of all people, the panel repair man, Mr. Match/Kenichi! Rule #1 of Video Games: Never trust a person with a custom portrait. Turns out Kenichi works for the WWW also, and he's the one responsible for all the bursting ovens. Afterwards, head up to Lan's room. In here, examine the cabinet to the right of his PC (where the PET was laying at the start of the room), and Lan will find his Watergun. Head back downstairs to put out most of the fire with the Watergun. Afterwards, Lan and Mega Man will resume contact.

end for an X-Panel B. Next, go into the door to the right of the staircase, which is the school library. Go to the back of the room and examine the two back bookcases for an Escape H chip. Exiting, head all the way left to the back door, and sneak inside the classroom. Too bad there isn't any Metal Gear Mega Man action :(.

G5 Class

In here, once Lan makes it into his desk, your teacher Ms. Mari will introduce Mr. Higsby, whom will be acting as the substitute teacher for a while from now on. Mr. Higsby introduces himself, and tells the class that he likes collecting rare battle chips. Once everything is said and done, you'll get a brief break off class. Now, go and talk to EVERYONE in the room. If you haven't yet fought Dex and GutsMan, now is the time to do so. Afterwards, Higsby will come in, alone, explaining that Ms. Mari had to go down to the nurse's office. He'll set you a task of math drills, and then leave...

...But wait! The blackboard will suddenly flash, and a WWW re-education program will start up! The WWW's plans of wanting to start a war, the EndGame, are revealed, to the means of 'deleting' the world. And of course, there's no way to stop the re-education program. Afterwards, go and talk to Dex. He'll jack into the blackboard to try and stop whatever's occurring, but GutsMan will get pushed back. It's up to Lan and Mega Man to stop this now. Talk to Mayl first to get a Roll R chip (helpful!), then jack into the blackboard.

School Network

From the start, talk to the green and yellow Navi to learn what's going on to an extent. Next, go left, down, left across the very narrow path, then up onto the red circles. At the end here, grab the ShockWave L from the Blue Mystery Data, then head up-left and go down the ramp. Now continue on right and talk to the green and yellow Navi at the end to get a cryptic hint. Now go onto the next screen by heading upwards.

In here, head up and go right along the path, then go down the ramp and continue along to your dead end to grab a Blue Mystery Data with 800 zennys. Head back up the ramp, then go down-left back onto the screen you came from but on a different route. Back here, head down all the way to the end of the red-outlined-circle path, and check the gate. The hint to the number you need to pass is "Number of chairs in 5A". Back in the real world, check for the number of chairs in 5A (your classroom), and call back to Mega Man using L to give him the answer; 09.

Back on the network, head up along the narrow path, and once you get into another classroom area, head up and into the second area. Here, head down the ramp and continue along the path until you hit the four-way split; go right at this route, and at the end of a long path, you'll find a Blue Mystery Data with a HiCannon I in it. Go back to the four-way split, and this time, go north up the ramp. Reaching the top, go and examine the blue door. This time around, the clue is "Number of volumes of History of the World", which refers to the number of said books in the library on the subject. Back in the real world, go to the northern-most door on the second floor, and examine the bookshelf in the left corner of the room. PPress L and give Mega Man the answer; 30.

Back as Mega Man, go left, down, and right to another door. However, this one doesn't have any hint as to the passcode that you'll need. To unlock this gate, you'll have to play a game of hot and cold, or in this case, high and low. Simply try out a random number, and if it's too high, lower it, and if it's too

G5 Class

After, Lan and Mega Man will remember that today is the day the Metroline (train) opens. It's decided to go visit dad, who doesn't come home often, at SciLab. Afterwards, if you STILL haven't battled Dex and GutsMan yet, do so now, otherwise, go downstairs. On the bottom floor, go into the storage room where Ms. Mari was held prisoner. In here, examine the cabinet right in front of you from the start of the door for an HPMemory. Now, head out to the School Entrance.

School Entrance

Out here, jack into the yellow car to the left of the school entrance doors.

Yellow Car

Warping into the car's internet system, head up straight until you come to a Blue Mystery Data. Examine it to grab an HPMemory, then jack out, and head off to ACDC Town.

ACDC Town

Out here, head down to the southern most corner of the area, until you see a small cubicle with a sign saying 'LOT' over top. This is the Metroline. Enter the building.

Metroline

In here, talk around, and you'll learn that the Metroline currently is not running. Talk to the conductor in the upper-left corner for some more details. Hmm...by the internet...Anyways, trek back to Lan's House. Back at the ranch, go upstairs and to Lan's PC, then jack onto the net and head straight into the warp portal into Internet Area 1.

Internet Area 1

In here, head up the ramp straight ahead, then go right. Head up and left all the way to the end, then go down the ramp. At the bottom, take the next path up and into the dead end; you'll end up fighting a preset battle with FireMan's ghost, a slightly more powerful version of FireMan.

After you duel FireMan and defeat him, go back onto the main path, and head left, down, and go right at the first opportunity. Talk to the Merchant to pick up some more HP Memories/Powerups if you haven't already gotten all of them already, then go past him. Once you hit the split, go up. At the exit into Internet Area 2, we learn a dismal fact; in order to go into the next area, we need to get Dex's permission. Jack out. Now head out into ACDC Town.

ACDC Town

Out here, head down to the brown building to the right of the Metroline station. This is Dex's house. Head inside.

Dex's House

First and foremost, jack into Dex's GameCube, and once inside, head straight along the path to take a CrossGun K from a Blue Mystery Data. Jack out, and talk to Dex. He'll be at least slightly reasonable, offering you access for a Recov50 L that GutsMan saw at a jack in port at Mayl's house. Head outside now; Mayl's house is the pink one to the left of Lan's House.

Mayl's House

In here, head straight to the piano in the living room, and jack in.

Mayl's Piano

In here, go left and up the giant ramp, then up top, go right and up another ramp. Continue along the path to grab a Blue Mystery Data which will obtain you @Mayl to access Mayl's Piano from the net, and a Recov50 from the Green Mystery Data (Yes, I realize it's a GMD, but this is the one fixed GMD in the game). Afterwards, jack out, and head to Dex's House. On your way you'll get a challenge from Dex to fight GutsMan.

Dex's House

In here, go talk to Dex and give him your Recov50 L, and you'll have to fight an upgrade of GutsMan. After the battle, Dex will go through a state of shock, but he'll fork over the @Dex anyways, along with the GutsMan G chip. Now jack into Dex's PC.

Dex's PC

In here, head up along the rather straightforward path until you come to an end. At the end, grab the Blue Mystery Data for the @Dex link, then jack out. Go to Lan's house and jack into his PC, and go onto Internet Area 1.

Internet Area 1

Here, head all the way to Dex's Portal, and make sure it's unlocked. Next, go through the path you previously were blocked off from.

Internet Area 2

From the start of this area, head up and talk to the green-and-yellow Navi. Next, go up to your left side, then go down when given the opportunity. Head left, and then go up the steep ramp. At the three-way split at the circle, go up. Head right when you can, then go down a stamp and right again into a circle. Go down the path then head left up the ramp. At a four-way split, continue to go up-left, then up-right once you reach the next circle down the ramp.

Now, go left and up the ramp. At the end, you'll meet StoneMan. StoneMan admits that he is the one blocking the Metroline so that it will not open, and when Mega Man tells him that he has to stop, StoneMan informs Mega Man that he must be deleted. Bosses section, as always. Afterwards, Mega Man will destroy the

Waterworks Soda Machine

In here, go up and left to the northern-most corner. Open the Blue Mystery Data to obtain a Spreader J chip, and then jack out of the soda machine.

Government Complex Waterworks

From the soda machine, head down and to your right, and go out the exit here. Go through the small area between SciLab and Waterworks into the SciLab.

Government Complex SciLab

In here, head up to the left counter, and go along the counter up to the end. Jack into the soda machine that is here.

SciLab Soda Machine

In this soda machine, head to your immediate left, and open the Blue Mystery Data in the left corner here to obtain 5000 zennys! Now that is helpful! Afterwards, go ahead and jack out.

Government Complex SciLab

Talk around to people if you wish to, then go and talk to the lady at the counter next to the elevator. After she learns who you are, she'll set the elevator to go up. Now go and press the button to the elevator, and you'll head up to the second floor of the elevator. Up here, go along the path into your dad's lab. Unfortunatelly, Dad isn't here. First off, go to the monitor up front, and jack into the monitor.

Dad's Lab Monitor

In here, head straight in front of you and grab the Blue Mystery Data, which contains a HiCannon J chip. Afterwards, jack out. You have nothing else to do, so go to your Dad's computer, and jack into it.

Dad's PC

In here, go straight up and talk to the green program here. Unfortunately, he doesn't have our PowerUp on hand, but he is able to hold a message. After you leave your message with him, head straight up and left to open a Blue Mystery Data containing @Dad, then head over to the capsule. This capsule will send out random viruses at you to fight whenever you choose. After you've had your fun with it, jack out, and head downstairs. Go home. On your way, you'll get an email from Dad, with your PowerUp as well as an HPMemory! Sweet! Once you get home, go upstairs to your room, and then off to bed. Good dreams.

Lan's House

After the brief recap, Lan will be forced to wake up - for Saturday School! Pwned! After you get up, head downstairs. Try to go any further, and Lan will

have an encounter with his mother, where we'll learn that the water is not running. No breakfast, no water, what is Lan to do?! Afterwards, head outside, where we'll meet Mayl. Turns out everybody is lacking water.

ACDC School

Unfortunately, at the school, there isn't any water either. Head into your own Grade 5 class, and talk to everyone in here. Challenge Dex for a GutsMan V3 battle if you want, and make sure you talk to Yai; she's got a very interesting piece of gossip. After talking to everyone, Ms. Mari will come in, and inform us that class is canceled due to the lack of water...OK. I guess, yay. Afterwards, talk to Ms. Mari to learn why they couldn't survive on pop (soda for you crazy Americans) until the water supply gets fixed. We have a new destination - the Government Complex Waterworks. On your way, you'll get an email from Yai, revealing the missing kid was kidnapped! This is getting weirder all the more.

Government Complex Waterworks

Here, head up all the way to the front counter next to the elevator, and try to talk to the kid in a red and black jacket. You'll overhear his conversation with the attendant revealing himself as an Official Netbattler and that he needs to examine the Waterworks. After Lan takes great offense from him, talk to the lady and you'll learn that you'll need an IDCard. Hmmm....

What you need to do is to go up to your dad's laboratory. Go to his cubicle, and examine his white lab jacket - you'll obtain the SciLabID from his jacket. Now go back down to the elevator in the Government Complex Waterworks area, and swipe your SciLabID through the switch to head upstairs.

Government Complex Waterworks Second Floor

Out here, head left and down, and go through the door down at the end into the actual laboratory for the Waterworks. In here, check the lockers to the right side from the front (not from the back of the lockers), and then talk to the man in blue, whose name is Dr. Froid. Lan will inform him about ACDC's problem, and we'll learn that it's a bug in the water program. Jack into the red control panel beside the person in blue.

Waterworks Control Panel

In here, head down to your right and open the Blue Mystery Data for a Recov200 L. Next, head up and right to the right-most corner of the room to find another Blue Mystery Data, this one of which contains 3000 zenny. After you get both Blue Mystery Data's contents, jack out.

Government Complex Waterworks Second Floor

Now, leave the lab through the top door. In the pipeline room here, go up and left to talk to Chaud, talk to everyone else that is around to gather up some information, then head off home to ACDC Town. Leave your suspicions and need to find someplace to hide for later; we've got a job to do!

ACDC Town

Out here, head directly south to the southern-most corner, and talk to the old man, whom appears to have lost his dentures. Now, go to the park, and check the first tree to the right of the bench. You'll find the old man's Dentures. Now go back to him and return them, and in his thanks for you retrieving them, he will give you a Recov80 G. Now, go to the building near the school, and enter the Chip Shop.

Chip Shop

As far as I'm concerned, Higsby's already redeemed himself ^_^. Buy what you need to get, trade in some chips, and battle NumberMan. After you are done here what you need, head back to the Government Complex.

Government Complex Building

Back here, head to the SciLab department of the complex. Go upstairs via the elevator, and head into Dad's lab. Here, wait for a bit until the 12'o'clock bell rings, indicating everyone's departure, then head back to the elevator, and go down to the SciLab. Down here, go to the Waterworks area, then head up to the second floor.

Up here, head down to the end and try to enter the laboratory room, and you'll find out that the door's locked - but somebody is typing on a keyboard on the other side! Eerie. We need to find a way to get in, nevertheless, so head up and examine the water cooler. It has a jack-in port. Need I say less? However, in the middle of our jack-in sequence, a woman (Rule #1: Never trust a character without a generic portrait) will come in and tells Lan to go home. Of course, he won't listen to her after she leaves and continues the jack-in.

Waterworks Network Area

Odd...the whole area is frozen up. Anyways, first thing is first; head up the icy part of the platform, and at the end, grab the Blue Mystery Data for a SonicWave J. Next, head around the ice patch and go down to your left. Head down past the first patch of ice, and you'll see an obstacle in your path. Turn around, but do not go up right along the ice patch. Instead, aim yourself to your upper left, and throw yourself onto the ice path to slide up to the left. Head up the path now, and go up the ramp.

Up here, head down the ice patch, and continue on and then right past another ice patch. At the end here, turn off the faucet. Now head all the way back and go down, then get back onto the path and past where the faucet was blocking you off from. Go over the slab of ice, go around the path counterclockwise, and go over the slab of ice the other way. Head left, up, and left some more over another slab of ice. Now move onto the slab of ice to to the upper part.

Here, head to the end and slide off the ice onto the end. Go up the ramp now, and up top, go into the warp portal. On the other side, you'll meet a customized swordsman Navi. Here, we'll have a brief confrontation with him, and we'll learn his name is ProtoMan, and that he is the Navi of the skunk-haired boy from earlier, called Chaud. Chaud tells Lan that if he gets in their way, he'll have to delete MegaMan. After ProtoMan jacks out, continue on.

Go over the first two slabs of ice, and talk to the green and yellow Navi here to pick up a very useful piece of advice. Now continue on and go up the ramp, and head up to the top. Here, go over the first slab of ice, go around

counterclockwise, go over the second slab of ice. Go and flip the switch on the faucet to run some water, then turn it off again; the ice down below will no longer be there. Talk to the weird Navi nearby, then go down left to grab an HP Memory from the Blue Mystery Data. Head back up all the way, and go right to examine the faucet, which lacks a handle.

Head back past the weird Navi, and go up-right past the long ice slab. Go left and up various times and then down finally, and turn off the faucet here. Head back now, and backtrack all the way down the ramp and to the green-and-yellow Navi. Go right and then down into a second portal. On the other side, slide down the slab of ice. Once you drop off at the end, head left, and then come down and up, grabbing from the Blue Mystery Data a WideSword C before sliding off again.

Now, go down the frosted pipes, then continue left down the pipes until you hit a branch. Here, head up the ramp to your right, and slide up the slab of ice. Now, turn around and aim yourself to go onto the path to the left. Once you do, head down to the end and turn off the faucet. Now get back into position and head up the next ramp, then head on left. When you get the chance, go right and turn the faucet here off. Slide off the ice slab now, then head right and grab an IcePunch B from the Blue Mystery Data here. Go down the ramp, then head right across the ramp, and go up-left and down. Head along and go down the ramp at the end, and then into a third portal.

Out here, go down-left and then down-right until you reach a giant ice slab maze. Yep, that's scary. But anyways, first thing's first; head along the ice slabs in a straight pattern until you hit the end. Once you do, go around counterclockwise and head back all the way straight until you hit a Blue Mystery Data. Inside will be an M-Cannon L. Now head down the slab right in front of you. From here, head up-right all the way to the end, then go right. On the bottom, go right to slide off another slab. From here, head right and then go down the ramp, then continue on your path downwards and then left. Go down and left again until you hit a big green open area. Try to continue left, and you'll be forced into a scripted battle with two big Aqua-based viruses.

Afterwards, Mega Man will find the machine that was being frozen, and melts it. You'll automatically be jacked out. Once you are, make your way down to the Metroline Station, and grab a ticket back to ACDC Town to make a check on how the water is faring.

ACDC Town

Here, Mega Man suggests heading to the school, and we'll automatically be taken to the school's front entrance. There'll be water here, but it looks really odd...we'll suddenly realize what happens when a man comes and drinks it and falls over; the water is poisoned! Chaud will then phone, inform us the problem was with filtering all along, and tells us to stay out of his way. Well, we aren't going to take that type of lip from him! After your communications are ground, leave the school grounds.

Out here, you'll get an email regarding the water. Now, head to the Metroline Station. In here, we'll get an email from Yai; the last name of the kid who was kidnapped is "Froid", and the WWW is kidnapped. Linking two and two together, it's figured out that the WWW kidnapped Dr. Froid's son and blackmailed him to bug the water program. Hmmm...now where to find Froid's son. Exit the Metroline Station back into ACDC Town.

Out here again, head up next to Higsby's shop. See the car here? Check it out, and Ian will free Froid's son from the car. In return for helping him out,

Froid's son will give us the Handle program, and tells us to stop his dad from aiding the WWW any further. He'll also give you the Message for his father. Now head down to the Metroline Station, go to the Government Complex, and head into the building.

Government Complex Waterworks

Go to the second floor of the waterworks via elevator. Up here, head down to the door at the end. Lan will shout through the door, but apparently, Dr. Froid cannot hear him. With no option available to us left, go and jack into the water cooler again.

Waterworks Network Area

Here, start working your way to the faucet from earlier that was broken, turning off all the faucets that have been turned back on on the way. Once you reach the green and yellow Navi, go up the ramp behind him, and go around the ice slabs counterclockwise. Go down-right, and once you see a ramp, go up past it and put the handle on the faucet here. Turn it off now, then head down the ramp.

Down here, head up-right past the ice slab, then up-left. Go up the ramp, then head down to your left side to open the Blue Mystery Data for a Recov80 C. Go back, and then take the other path, going down the ascending ramp. Slide off the top down to the path below, then go up and left to turn off the faucet here. Head back down now, and go back all the way to the split between the ascending ramp and declining ramp. Go down the declining ramp now. From this spot, go down-left, then head up and across the slab of ice. Now head into the teleporter.

On the other side, head across the first slab of ice. Now position yourself so that you get into the southermost corner, then go up to your right. Climb up the ramp and go turn the faucet on, then turn it back off, to melt away some of the ice. Now head down onto the bottom and go to the left-most corner, and continue along the path here. Go past the ice slab, and head around counterclockwise, then go down-right to open the Blue Mystery Data for a TriArrow A chip. Now head back up and continue left through into another teleporter.

In this area, head up the icy slab of a path, and then see how much of deep water you're in. Now, this is kind of tricky. You see those cracked sheets of ice? They are split up into ten rows of cracked sheets. Head to the third row from the right (not counting the solid row), and stand on the edge to the right so that you're line up with the edge lines. Now, save so you don't mess up, then throw yourself straight north. If you have it correctly (and there is a very VERY small margin for error, so if you screw up, reload and move a very small amount), you'll glide past the ice missing the holes on your left and right. A fraction of an inch to your left or right will throw you into a hole.

After you successfully make it to the end, turn around and go pick up the hidden Blue Mystery Data for a PowerUp, head up and to the right, then go up the ramp. At the top, go and turn on the faucet, then turn it back off again to melt a full row of ice. Now go and slide off the small bit of ice here. Now go to the left rows at the bottom, then throw yourself right onto the melted row. Go onto the third melted sheet after the whole, and go down to your right onto another path. Here, go to the end and head into a teleporter to go on to the next area.

In here, slide down the first two sets of ice slabs down to the bottom, then head up. Go to just before the ice slab, then walk to your right. Done correctly, you'll be put in the right corner on the bottom path. From here, walk up left and at the other end, walk up a bit, then turn around and aim yourself down-right so you land in the southern-most corner. Open the Blue Mystery Data for 1000 zennys, then turn around and go up-right. Once you slide off, go up the ramp, and head on down. Another ice slab and ramp later, go and turn the faucet on and then off to melt some ice. Now make your way back down to the southern-most corner. Go down and right past the ice slab, then continue right and up the rest of the path.

Here, we'll meet up with ProtoMan and a small Navi. Chaud breaks in and says he told us not to interfere, but he'll get email; the small Navi here was just a decoy, and there's an A-Class WWW Operator around. After ProtoMan teleports out, Mega Man will try to get the Navi and Dr. Froid to listen, but they won't listen. Boss strategy for IceMan is in Bosses section. Afterwards, Mega Man will give IceMan the Message, and IceMan and Froid will be grateful. IceMan will then melt the ice that's around.

However, ProtoMan encounters the real culprit, that strange Navi you saw a while back, who calls himself ColorMan. ColorMan runs off, saying that they'll see him later. It's also revealed that ColorMan has an "Aqua Program". Hmmm....

Back in ACDC, father and son will reunite, and Froid will once again thank Lan.

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| + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + + |  
|                                     1e. Catch that Bus!                               1ECTBS|  
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We'll catch a meeting with the top WWW operators. Afterwards, back to Lan.

Lan's PC

Here, Mega Man will be done doing homepage maintenance, when Roll comes in. Afterwards, check your mail. Seems that Yai's birthday is coming up, and Mayl wants you to respond to her message. When you respond, you'll have to physically go meet Roll. After checking your other mail about new Metroline locations, head out into the Internet Area 1.

Internet Area 1

At the first circle, go right, and then down and right into a portal. If you haven't already, unlock the homepage, and head into Mayl's Piano.

Mayl's Piano

In here, talk to Roll to deliver your Response. After you're done chatting, jack out, and head to the Metroline Station. On your way, you'll get an email from Dr. Froid stating that you're on the Official Netbattlers Mailing List to obtain information on the tricks of the trade. Once you go to the Metroline station, go and grab a ticket for DenTown, then head through the line to go to DenTown. Once you get to DenTown's Metroline Station, exit the station outside.

Once you do, go back to ACDC Town. Here, you'll meet Mayl, who tells you that she can't come just yet, and tells you she'll be around later. Head back to

DenTown now. On your way, you'll get an email from the Official Netbattlers Mail List.

DenTown

Just for a quick reference, here's a small map of DenTown so I can refer to the five different areas more easily. You will start off in area 3.

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  |???|      Once you exit the Metroline Station, answer your email to learn
  | 1 |      that your ultimate destination is Block 1, but that you should
  ___|___|___ find an antique to buy for Yai. You'll also get Roll2 R. Now
|   |   |   | head out into Block 5, and you'll receive a response to the
| 4 | 5 | 2 | first Netbattler's Mail List email. Damnit, don't you hate that
|___|___|___| guy?
  |   |
  | 3 |      Anyways, the streets of Dentown revolve around having barriers
  |   |      that restrict you from moving on street until traffic has gone
  ???      through. Once that's out of the way, head into Block4.
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In Block 4, head down to the left-most corner of the area, and enter the building here.

Dentown Summer School

In here, talk to Ms. Mari's twin, and answer yes to her question for an odd answer. Now go to the back and check the lockers up to the left for a Barrier R chip. Now head up to the blackboard, and jack in.

Dentown Summer School Blackboard

In here, head to the north-east/right-most corner, and open up the Blue Mystery Data for a PowerUp. Once you're done using it, jack out, and then head all the way in to Block 2.

DenTown

At Block 2, go to the north-west/northern-most corner, and head into the shop here.

Antique Shop

In here, go up to the counter, and jack into the register that is here.

Antique Shop Register

In here, head up, then go left along the zig-zaggy path, then go up again, and head right up another zig-zaggy path. Open up the Blue Mystery Data here to obtain the @Miyu for Miyu's Portal on the Internet, then go and jack out.

Antique Shop

Back out here, go and jack into the vase that is in the corner.

Antique Shop Vase

In here, head straight up north, and at the end of the area, open the Blue Mystery Data for a Quake3 C. After you obtain the chip, jack out.

Antique Shop

Now, go and talk to the lady at the counter, whose name is Miyu. Challenge her SkullMan to a Netbattle, and refer to the Bosses section for details. After you defeat her and her SkullMan, she will give you /Miyu, making you capable of going even further on in the Internet. Now, head to Block 4.

DenTown

In Block 4, go to the left-most corner of the town, where the block's sign is. While waiting on May1, we'll suddenly see a cutscene where all the traffic lights are on; causing crashes galore! When you receive an email, it'll check it. It's an email from the WWW, offering a accident-proof program for your car for 1,000,000 zennys. Well, we know that the WWW's behind this. Anyways, jack into the streelight near you.

DenTown Streetlights Block One

In here, talk to the program to learn what you need to do, then head up the blue path. Go along up and right onto the non-colored section, and go through the ball of light to turn off the blue path and turn on the red light. Continue on and up through another ball and onto the blue path, and at the end, head up the ramp. Now head down and left through another ball and onto yet another path.

Once you head down the red ramp, go down to your left. Past another ball, this time, take the up-left blue path. At the end, go down to your left, then head down-right. At the dead end, head up, then go down-right onto an active red path, then go clockwise to open up a Blue Mystery Data for 800 zennys. Now, head back to the light ball, and this time turn on the blue lights. Head left and then go down-right to open a second Blue Mystery Data for a Bubbler K chip. Now go back and flick the red lights on again, then head on in the path where you found the 800 zennys. This time, however, when you get the chance, exit to your down-right and activate the red lights on the streetlight. After you succeed in fixing the streetlight, jack out.

DenTown

From Block One, head down-left across the street into Block 5. Here, take the lower-middle subway stairs to come out to your south-east/southern-most corner of the block. Head into the square here, and talk to the three generic sprites to convince them not to buy the working WWW driving program. Afterwards, talk to the custom sprite person (She's the gal who you saw at the Waterworks!), who'll reveal herself as a WWW operator. She mentions something about knowing your personal life and you being sad, then runs off.

Now, head back up towards Block One, and you'll get a call from May1; she's on a runaway bus! Quickly! Head to Block Four! Once you get to Block Four, take the subway stairs on the upper-right side, then once you get to the lower-right corner, go up to the streetlight and jack in.

DenTown Streetlights Block Four

From the entrance, head left and down through the first flashing ball that you see. Continue on down and go up to your right, but DO NOT go through the next flashing ball here. Instead, head up to your left going in a clockwise direction, then go through the ball you originally went through once more, head down, and then go left onto the blue path. When you hit the split, go down the left path, then head up to open a Blue Mystery Data for 800 zennys. Now go back around the blue path counterclockwise, then go up to the end and head left through another flashing ball.

Now head left and up the ramp to the top. From here, head up to your right, and when you see a square-shaped red path to your north, go around it, grabbing from the Blue Mystery Data an Escape N. Once you finish your clockwise run, go down the small red path, and head down-right past the flashing ball. Head around counterclockwise past the very small fragment of a blue path, then head up past another flashing ball onto the red path. Head up, go right down the ramp, then head down and activate the traffic light.

DenTown

Unfortunately for you, it's too late, as the bus passes by before the lights can turn red. Anyhow, head off to Block 5. Here, we'll get a call from the WWW operator, who'll reveal a very potent detail; there's a virus in the bus gas program, and once it goes and activates, the bus goes boom. Once you're done your little chitchat, head into the subway stairs right in front of you. Once you exit on the other side, head into the second set of subway stairs, then go into Block 2 from here. In Block 2, go through another subway stairs and, coming out on the other side, jack into the streetlight.

DenTown Streetlights Block Two

Start off by going down the blue path, then head up-right up the high ramp. At the top, go down to your left, and then head up to your left counterclockwise around the red path. Open the Blue Mystery Data to obtain a Heater O chip. Now head back through the flashing ball, then go around clockwise along the red path, then head back through the bottom ball again. Now head to the end of the path, and go down right the blue ramp. Head up and right along the blue path now, and once you make it past off the blue path, continue along until you come to a two-way split with a flashing ball in the middle.

Up here, go through the flashing ball and head left, then turn around and go right on the blue path. Open the Blue Mystery Data for 500 zennys, then continue on your path going counterclockwise until you come to about 12'o'clock. Head through the flashing ball here, and progress along until you get off the red path. Here, head up right up the blue ramp. Up top, go left a bit, then head down the non-colored ramp to the bottom, going through the flashing ball. Now head along to the end on the red path, then go up the ramp. Go right first through the flashing ball, then open the Blue Mystery Data for a FireTower T.

Now head back up-right along the flashing ball to the end, and go down the ramp. At the bottom, go and turn on the red light.

DenTown

Of course, that still isn't enough to stop the bus! Tarnation! Well then, from here, head on to Block 5. In here, you'll get another email from Mayl; having heard about the bus, she's in a panic. Anyways, head through the subway stairs in front of you, then on the other side, head down and go through the second set of subway stairs. On the other side, continue down-right into Block 3. In here, go through the subway stairs straight in front of you, then head right once you get over to the northern corner into another subway stairs. In the right-most corner, head up to the streetlight and jack in.

DenTown Streetlights Block Three

From the start, go up-right along the blue path, then at the end, head up-left, and due a counterclockwise loop past the flashing ball. With that done, head onto the red path, open the Blue Mystery Data for 1000 zennys, then continue on past the flashing ball. Head up the blue ramp, and at the top, head right and off the colored paths. Now go right and then up, then right again and down past another flashing ball onto a red path. Loop around clockwise, then go down right to the top of the red ramp. Head down-left, and go down the second red ramp.

Now, at the bottom here, pick up the Blue Mystery Data to obtain an HPMemory. Head back up the ramp now, and go through the flashing ball. Go down the ramp, head along the first blue path, then head through the flashing ball and onto the red path. Go down-left and then up-left along the red path, then here, go all the way left, go down, and head right through both flashing balls. Go down and then up-left onto the blue path, then go through the flashing ball and then continue left onto the red path.

Here, go down-right, then down-left on the red path. Now head up-left to exit the red path, and then press the switch to activate the red lights outside.

DenTown

This time, you'll succeed in stopping the bus before it makes it, slowing it down a major amount. However, it's still not stopping! Now, head up to Block 5. Here, we'll have made it past the bus, and Lan will run up to the streetlight and automatically will Mega Man jack in.

DenTown Streetlights Block Five

Here, head down the blue path and then right. Faced with two flashing balls, head up-right past the flashing ball and onto the red path. Now head up and then right along the red-colored path here, and do a clockwise loop. Once back in the middle, this time take the lower flashing ball onto the blue path. Head down and then up-left from here past the flashing ball. Once you get off the colored path, head up to your left, and on the red path here, open the Blue Mystery Data for an AquaTower C. Now move off the red-colored path, go up-right, and then head down-right and onto another red path. Continue along up, and hit the first switch here to block off one of the four sides.

Now head up left through the colored ball, and onto the blue path. Head left and then down, and then go through the flashing ball. Loop around clockwise along the red path. Go through the first flashing ball here and onto the blue path to open a Blue Mystery Data for 2400 zennys, then head back and go up-right along the red paths. At the end, head right and onto another traffic platform. Here, hit the switch on the traffic platform to block off another

In here, go over to the kitchen and talk to your Mom. Lan will give her the details of where and when to be. Leaving her behind with complaints on how she takes so much time (don't women always do?), Lan will leave the house. From here, head out to the Government Complex Outdoors.

Government Complex Outdoors

On your way outside, you'll get a new email from the NetBattlers Mailing List, detailing a couple of Program Advances.

Out here, head over to where Sal is. There's a new stand in town, and the owner here is known as Masa. He also controls the mighty (read: annoying as hell) SharkMan, so be sure to check the Bosses section for info on SharkMan. Once you defeat Masa, he'll give you an HPMemory for your efforts. After you win, jack into Masa's register.

Masa's Register

In here, start heading down-right, and at the first set of spokes, head up-right and open the Blue Mystery Data for @Masa, so you can open Masa's Portal from the Internet. Afterwards, jack out, and from here, go to the Government Complex SciLab.

Government Complex SciLab

Head to the elevator which will usually take you to your Dad's Office. Instead, head over to the television sets, and talk to Eugene Chaud here. He'll be ticked off that you're around, call you a kid, then walk off. Now go and talk to somebody, then head back into the television set area. Here, we'll meet up with Dad, and after a while, Mom will come, having finally got dressed.

Government Complex Restaurant

Down here, head along the hallway, and go right and then down into the actual restaurant.

In here, jack into the PET Display that's being shown up on the floor.

Restaurant PET Display

In here, head up to the northernmost corner. Open up the Blue Mystery Box that is here for an HPMemory upgrade, then jack out of the PET Display.

Government Complex Restaurant

Out here, talk to EVERYONE in the restaurant, which includes Chaud, your Mom, and your Dad. After your Dad leaves and you've spoken to everyone else, a guest speaker will come in. Unfortunately, this 'guest speaker' is the WWW Operator that he assigned to take out ACDC Town for once and for all, and Count Elec will cause a giant power blackout in the building. Because the power is out, the air vents have been cut off, and if power is not restored soon, people will die of suffocation! Once your eyes have adjusted, head out the door into the hallway.

In here, go to the garbage chute beside the vending machine, and climb downstairs into the Government Complex Power Plant.

Government Complex Power Plant

Down here, once you exit from the garbage chute, head down to your right, and enter the room at the end here. In here, head down all the way to the end and talk to the scientist in white at the end to learn that he's trying to open the control room. Now head back up a bit and talk to the generic sprite in a blue shirt, and he'll inform you that the control room is now open. Head back down and enter the door.

In here, try to jack in at the front computers, and the scientist will stop you. He'll inform you of the dangers of jacking in now - the Navi will be unable to heal itself between battles. Mega Man will nevertheless brave the consequences and still wishes to jack in, reminding Lan of what will happen if they don't do this. Afterwards, Mega Man will be jacked in.

Power Plant Network

Notice that bar at the top-right? When it runs out, Mega Man will no longer be able to efficiently heal his wounds between battle. Don't worry, though; things won't get too bad, as Capcom did put in a safekeeping measure just in case. Now, some notes on this section;

- There are invisible paths around here. I'll try to give my best directions, but I can't guarantee them being perfect.
- On the occasion, I'll tell you to go talk to a program. This is because it carries a Battery, which powers the lightbulbs around here.

Now, from the start, go down in the direction of the program onto an invisible path. Continue heading down to the platform below after talking to the program, and then go up to your right from the small half panel onto another invisible path. On your way up, open the Blue Mystery Data for a Recov120 C chip. Now head back onto the first visible panel on the invisible path, and head down-left from here. Go along the path it pertains, until you reach a visible path. Down here, head up to your left, and then go up to your right, talking to the program on the way for some helpful data. At the path, head straight to your left.

Once you hit the next visible path, go right from the upper-most panel, and on the next visible path, walk until you get onto the platform. Here, talk to the program. Talk to the program here to learn how to operate the battery and the boxes, and it'll also give you the BatteryA program after it's lecture. Now, backtrack all the way to the place with the holes in the floor. Here, put your battery into the left-most box, then throw the switch. Cross the blue path that appears. Down at the end, head down to your right, and go up the small half panel to go on an invisible path to your right.

At the end, open the Blue Mystery Data for 5000 zennys. From here, head down to your left now, then go left onto another invisible path, and down onto another visible path. Here, open yet another Blue Mystery Data for an X-Panel3 G, then head back up onto the invisible path, and then go left onto another visible path. Over here, head down and at the end, go left. From here on in, the programs may be corrupt, so talking to some of them will result in your being attacked by them. Past the first corrupted program and on the visible path, head up to your right, and then go left from an invisible path onto another visible path.

From here, head up to the end now. From the corrupted program, go to your left until you hit a small single visible panel, then continue on your way left. Go up from here, then head left onto a red button, and warp into the next area.

In here, head along the main path that lies in front of you, and then head up-right and then left at the first two corners, respectively. Once you hit the first three-way split, take the left path to open a Blue Mystery Data for 1000 zenny, then head up the northern path and onto an invisible path until you hit a block. Go left from here onto a visible path. Head to the top end of this part, and go right down the invisible straightforward path. Once you hit the first single visible panel, go up, and talk to the program here to duel it. Loop around clockwise and go down past a small invisible panel onto a two visible panel path. From here, head right onto another long visible path. From where you get off, continue along past another invisible path, and talk to the non-infected virus at the end. It'll give you some good advice.

Now from here, head south to another mass of boxes to place batteries in. Go down the left-most corner path, and at the end, talk to the program to get BatteryA's and BatteryB's. Head back to the platform, and turn your view of the boxes about 45 degrees to the right. With this view in mind, place a battery in where the southern-left box and northern-right box would be. Throw the switch, and head down and right across the blue and red path. At the split, head right onto a single invisible panel, then head up the visible path. At the end, head left across an invisible path, then go up and left the northern path. Talk to the program here to learn some VERY HELPFUL ADVICE.

Now, go up the path beyond this green program. Once you hit the first visible panel, continue going up until you hit a Blue Mystery Data. Open it up to obtain 1200 zennys. Head back down to the second visible panel, then head left and up onto another visible path. From the first panel here, head down to your right onto another visible path. Take the top part here and go right onto a third visible path. At last, head down and right onto a third battery box platform. Before putting in your batteries, however, go to your northeast corner, and go up the path here until you hit a dead end a program. Talk to the program for Battery C's, Battery D's, and Battery E's, then head back to the battery boxes. Here, do the same trick of imagining your view of the boxes about 45 degrees to the right, and place batteries in the upper-right, lower-right, and middle boxes. Flip the switch now, and then head across the blue and green and red path into another teleporter.

On the other side, head down-right to your end, then loop around counterclockwise to the end of the visible path. Head up-right to the single visible panel, then go down to your right onto a visible path. Open the Blue Mystery Data here for 1000 zennys, then go back to the single visible panel. From here, go left to another visible panel. Head up, and go around the clockwise path, and at the end, open the Blue Mystery Data for 500 zennys. Return to the start of this visible path, then head left at the first spike up. Past the invisible path and onto a visible one, stay on the first panel, and head up and right from here.

Once you get back onto visible land, and from here, head down to your dead end. Go down-left across invisible land, and at the first visible panel, go up to our left onto a small platform. Fight off the infected program here if you wish to do so, then go back to the last long visible path. Just a bit ways up, go up-left across an invisible path, fighting another infected program on the way, then head up to just before the invisible path. Instead of going onto the invisible path, head down to your right to the first panel, then head up onto the path. Go down to the platform now. Here, head to the right-most corner, and go along the path. Go around counterclockwise, and talk to the program for

Battery A's, Battery B's, and Battery C's.

Now, go and use the 45 degree right tilt method on the battery boxes here, and go and put a battery in the upper-right and upper-left box here. Now go and throw the switch, and head down the green and red path. Down here, put your battery in the southern-right box and flip the switch. Head back up past the program and onto the blue path, and go to the platform you just came from. Turn off the switch here, grab your batteries, then come down to the second platform. Turn the switch off, take out the third battery, then talk to the program to recharge all three batteries. Now, go and put batteries into the upper left and center boxes, then flip the switch. Head down the red and green path, then head down to another arrangement of boxes.

In here, put your last battery into the bottom-right box, and flip the switch. Head up the small blue path that appears overhead, and here, turn off the switch and grab the other two batteries. Recharge them at the program, then go into the 3x4 battery set. After remembering to turn off the switch first, put your two free batteries into the third-row-from-the-south left and right, take out the other battery, then flip the switch. Head across the green and red path after recharging your one remaining battery with the program that's around. With the single box remaining at the dead end, put your last battery into it. Flip the switch, then head into the teleporter into the last area.

In here, loop around counterclockwise, and you'll see three paths. Take the middle path, and go down and left up to a visible path with a Blue Mystery Data. Open the Blue Mystery Data to obtain a Typhoon D chip. From the panel the Typhoon D was on, head up-right along an invisible path, until you come to a visible path. Up here, head down to your right onto another invisible path and open the Blue Mystery Data for 1800 zennys. Go back onto the visible path now, and take the center path going up. Once you hit the three panel visible path, go around counterclockwise and onto an invisible path, and open the Blue Mystery Data for 2000 zennys. Continue on until you hit a visible path.

Now, head down and to your right and down again onto another battery platform. Go down south the south-right corner, and loop down around the counterclockwise path. At the end of it, talk to the program to obtain a BatteryA, BatteryB, and BatteryC. Head back up to the platform now. Put a battery in the center box of the southern-most row, a battery in the right box of the northern-most row, and a battery in the left box of the northern-most row. Now go and flip the switch. With it on, Mega Man will call out to Lan, and we'll regain control of Lan now.

Government Complex Power Plant

As Lan, exit the room you're in. The door the other old man was trying to open earlier is now unlocked, so head up the hallway and head through into the electrical generator room. In here, the lights will be on for whatever reason, but more importantly, the switch that operates the power supply has electricity coursing through it. With the electricity around, Lan can't operate it. We'll then head back to Mega Man.

Power Plant Network

As Mega Man again, go up the red, blue, and green path you opened up earlier. At the end, you'll meet a mysterious Navi who tells Mega Man that he's too late, and says he just downloaded the electricity program. When he learns that Mega Man isn't an Official NetBattler, he casts aside stuff and fights Mega Man anyways. Unfortunately, you won't be able to defeat him here, so just wait it out, and after three turns in the chip selection screen, we'll get another

In here, go and talk to the guys wandering around, and the scientist near the elevator. We'll learn that Chaud has gone to DenTown to locate a supposed WWW member that is there, and obtain the location of the WWW Headquarters. You know what to do. Head to the Metroline, buy a ticket for DenTown, and let's be off.

DenTown

Out here, head to the northern part of Block 5, and head in the direction of Block 2. Talk to Chaud here, and he'll be confronting a girl off the street about being a WWW member. Unfortunate for Chaud, she's not a WWW Member. He'll then notice Lan, and give him a cold shoulder. Lan offers some help, but Chaud is unwilling to take it. Lan figures that he needs to try stopping the EndGame anyway, and also figures he needs to get into the UnderNet. Any WWW Member should know how.....or ex-WWW member.

ACDC Town

From the Metroline, head to Higsby's Shop. Go behind the counter, and talk to Higsby. He'll give the Higs Memo, and gives you directions to where to go. Now head home, and go up to your room. In here, jack into the Internet.

Internet Area 1

From here, go up to the WWW gate and unlock it with the WWW Pin. Open the Green Mystery Data inside, then head off to Internet Area 2.

Internet Area 2

From the start of the area, head up past the green and yellow Navi, and go down right from where he is, and head up the ramp. At the split, go up to your right, then left up the ramp and onto a platform. From here, continue on going up-left and down the ramp, then head right and down another ramp. From here, head to your right until you come to a thick three-way split. Take the northern path, and then go left. Unless by some chance you have not yet defeated Miyu and gotten /Miyu, you should be able to access Internet Area 4 at the current moment.

Internet Area 4

In here, start off your progress by left and then up until you come to a choice of either continuing up or going right up a ramp. Continue going up until you hit a dead end, and open the Blue Mystery Data here for a LongSword O. Now go back, and head up the ramp. At the top, head down to your right until you come to another three-way split. Here, take your path up north, then at the corner, continue on left. Ignore the path going up north, and once you hit the portal, be sure to activate Miyu's Portal so you can activate Internet Area 4 later on from Miyu's Portal.

Once you're done that task, continue on, and go north from the next split and down a ramp to find a Net Merchant. After you're done obtaining whatever goodies you need, head back up the opposite way, and with another split to go through, take the right path down. Head right to get to another split, and this time around, head north down the ramp. Once you go through to yet another three-way split, take the right path this time. Head north and left, and up

here, open the WWW Gate with your WWW Pin. Head to the back, and poke around the southern-most corner to find a Blue Mystery Data completely concealed by the overhead path for an HPMemory.

Now head back to the main path, and continue on up, and then left. Mega Man will use the Hig Memo on the gate, and the path to Internet Area 5 will be opened. However, we'll also be attacked by some viruses. After, you'll make it into Internet Area 5, but you'll also get an email from Higsby, so jack out and head to the Government Complex SciLab.

Government Complex SciLab

In here, go and talk to the SciLab scientist that is wandering around. He'll admit himself to be a WWW member, and gives you the Lab Memo. He'll inform you that even if you do get the other two memos required, you'll still need to be strong enough. He'll then give you descriptions of the other two WWW members you need to find; a young beautiful lady, and an old man. Hmmm.....

DenTown

In here, head down to the southern block of Block 3 (where you get off from), and challenge Chaud and ProtoMan to a battle. The same can go for Miyu and SkullMan. Once this is all done, head into Block 4, the left-most block of DenTown. In here, head to the leftmost corner of the area, and enter the school in here.

Inside, go talk to the teacher, Ms. Yuri, whom is Ms. Mari's twin. IF you are at least Level 35 on Mega Man, and have at least 75 chips in your library, she'll admit herself to be a WWW member and then fork over the YuriMemo. Now head outside, and head to Block 5, or Central DenTown.

Out here, head to the west-most streets of this block, and talk to the old man here. He'll deny being a WWW member, but gives a lead to an old man in ACDC Town. Now, let us head to ACDC Town by way of the Metroline.

ACDC Town

Out here, go up the path and then go up left to talk to the old man standing by the blue house. He'll admit that he was Wily's assistant at one time, and that he knows how to get into the UnderNet. He'll hand over the Pa'sMemo. Now, from here, go to Miyu's Antique Shop in DenTown, and jack into her register. Head to the end of the path, and since you SHOULD HAVE unlocked her portal by now, go out onto Internet Area 4.

Internet Area 4

From where you get off, head up to your left, go up-left, go left, take the right path going down, and go right. At the split, head north down the ramp. At the next split, head down to your right, then go up north, left, and north again into the Internet Area 5 path.

Internet Area 5

From the purple Navi right in front of you, head to your left, and go up the ramp. Continue along until you go down a ramp, then at the corner, head right.

Go right and up a ramp until you hit a three-way split, and from here, head on the path going down. Once you hit the circle ramp, go up to your left, then head down the ramp. Here, talk to the purple Navi, whom is a Net Merchant. Go behind the Merchant to the right side, and continue on until you hit a WWW Gate. Unlock it with the WWW Pin, and take an HPMemory from a Green Mystery Data inside.

Now, go back to the Net Merchant, and this time, take the left path behind him (not the one beside, the one behind). Once you hit the circle platform, continue heading north until you get to a WWW Link. With the LabMemo in hand, Mega Man will unlock the gate here, and enter Internet Area 6.

Internet Area 6

At the entrance, head up, left, and then north down the ramp. From here, head left, and at the split, head up to your right. Loop around counterclockwise, heading up the ramp, and then head right. Continue on past the first circle platform down a ramp onto a second circle platform, and from here, head straight up north to a dead end, where you will fight a set battle with ElecMan Version 2.

After your battle is over with him, head back down to the split, and go up left. At the next split, head north and left, then go north and left. Open up the WWW Gate here by using the YuriMemo, and enter the Internet Area 7.

Internet Area 7

With Internet Area 6 behind you, start off by going north, then head down right, north, and right again. At the split just ahead of you, take the right path onto a circle platform, and then head north. At the end, go left from here until you come to another split. From here on in, take the northern path and go left onto the circle platform, then head down. At the next split, take the southern path and loop around counterclockwise to the last WWW gate. Enter by using the Pa'sMemo into Internet Area 8.

Internet Area 8

From the start of Internet Area 8, head up, and take the right path when you get the chance. At the split, go up, and head around clockwise. Head north up to the circle platform, and then from here, head on in left. Once you reach the split, head right down the ramp, then from here, head north to confront a giant Navi, named BombMan. Mega Man will demand the WWW's Address, but BombMan will refuse to hand it over, and instead decides to delete Mega Man. Of course, SURELY the boss data COULDN'T be in the Bosses section.

Afterwards, Mega Man will have obtained the WWW address, but in BombMan's dying actions, he destroys the net path onwards. It's decided to go talk to Dad. Jack out now. From outside in Miyu's Antique Shop, head to the Government Complex SciLab.

Government Complex SciLab

Here, head up to the second floor of the building, Dad's Office. Go and talk to Dad here, whom will apologize for not being home so often. He'll also ask if Lan has talked to Chaud yet; Lan's attitude to Chaud will be a bit surprising, but not too much for him. Lan will then show him the @WWW, which can be used to

the Netbattler Mailing List.

Dad's Office

Here, go and talk to Dad. Lan will show him the WWW Pass and ask him to make it work. Dad will reset the expiration date on the WWW Pass, so now it will work at the Secret Metroline. Let's head there now. On your way there, you'll get yet another email from the NetBattlers Mailing List regarding some rare chips.

Secret Metroline

Here, enter through the gate, and you'll be taken to the WWW HeadQuarters. Back in a scene at SciLab, Dad will learn that it's the LifeVirus Lan is going up, and says that Lan and a certain somebody else have no chance going up against it.

WWW HeadQuarters

Finally....WWW HeadQuarters. After a scene with the rocket up at the top, head down to your right and enter the double doors. In here, we'll see the three ex-WWW members tied and gagged, and Lan will free them. After some anti-WWW disdain from the three, head up the hallway to your left, and at the end, examine the door. Jack in now.

FireMan's Area

From the start of the area, head left and north until you come to a green and yellow Navi. Go and talk to it, and it'll give you the Iceblock program that you'll need to progress in this area. Now head up and eliminate the three fires up here. Go left from here on in, and grab the Blue Mystery Data, which contains a Recov200 C. Now head back to the Navi, and get your Iceblock program recharged. Now head down to your right, and extinguish the top fire.

Now, go along the pipes heading up and right, and be sure to open the Blue Mystery Data for 5000 zennys on your way. At the end, eliminate one of the two fires that are around. Now go left, ignoring the two fires below you, then head up and right along the long path. At the end, extinguish the right fire, then head down and take 3000 zennys from the Blue Mystery Data here. Dissolve the bottom fire to your right, then go and grab the Blue Mystery Data down below for a FireSword P. Extinguish either of the fires here, then head down left. Take out one last fire, then go down the path right. Head along until you run into a huge fire. Mega Man will be unable to extinguish it. However, Yai will show up with Glyde, and Glyde will extinguish the fires. Mega Man will then head off and destroy the Lock Program. Afterwards, jack out.

WWW Lab

First and foremost, go ahead and talk to Yai, and she'll give you the Roll3 R chip, a gift from Mayl. With your new chip in hand, head outside the door that you just unlocked, and go down to your right outside to get to a new locked door. Jack into this new door, and you'll come into a duplicate of the NumberMan area at the ACDC School.

NumberMan's Area

In here, there'll be four doors with passwords. Start off by taking the upper-left door (use 45 degrees to your right tilt), and unlock the door by using the high and low method. Go down the ramp and head up to your left to open a Blue Mystery Data up for 8000 zennys. Now head back to the central area, and this time around, unlock the upper right door. Go down the ramp, and head to the door to your left side. Unlock it using the usual method, and go and grab the Blue Mystery Data, which contains a Hurricane L chip. Back on the main path, head south up the ramp, then head a long ways left and up to come to another door.

Unlock this one using the high and low method again, and then head to the lower-right door in this center area again. Unlock the last door using the usual, then go down the ramp. On the bottom floor, head left and up, and left again. When you have a door to your south, open it up with another passcode, then head down and right into another area with two doors. Go and unlock the left one first, then head left going down a ramp, and go up to your right. Open the Blue Mystery Data here for a FighterSword P chip, then head back up the ramp, and unlock the right door. Loop around your fairly straightforward clockwise path, and at the end of it, you'll come to a large door...with a four digit password! However, Higsby will come to the rescue, and NumberMan will solve the passcode to the door instantly. Afterwards, Mega Man will destroy the lock for this door. Afterwards, jack out.

WWW HeadQuarters

We'll see a scene of Wily laughing like a madman. When Yahoot brings him the news of intruders, Wily orders him to go and stop them, and says nothing can stop him now.

Back to Lan, head through the newly-unlocked door into yet another generic hallway. In here, head up the ramp, and try to access the next door. After failing once more, jack in. This time around, it's an IceMan area duplicate.

IceMan's Area

From the start, head down the patch of ice, and at the end, put yourself facing up north-west. Slide along, and at the end, go up the ramp. Go around the path, then slide off the patch of ice onto the floor below, and onto another floor yet. On the bottom, slide down the patch of ice, head left, and go up the other side. Head across the pipes and go up the two ramps. At the top, slide across the ice patch going right, and you'll be confronted with a two-way split. Head north past ice patches to the end, and here, slide off the ice patch to a Blue Mystery Data. Open it for a Recov300 L Chip. Slide back up, then go down south-east off the floor.

Down here, head up and go left left up the ramp off the patch of ice. Go up the top ramp again, but this time around, only go past the first patch of ice. Now slide off the small stub of ice to your right now. On this green spot here, aim yourself to the right, but do it so that you hit the side only, and not one of the exits. Done correctly, you'll skate to the north-eastern corner. From this spot, head right and up, then go left. You'll be stopped by a giant boulder of ice. Mega Man will be unable to break it, but suddenly, Dr. Froid will show up with IceMan. IceMan will thaw the block of ice, and Mega Man will be able to break the lock on the door. After this is done, jack out.

WWW HeadQuarters

From here, head through the door. Outside, go down right and jack into the next door, which is a copy of ColorMan's streetlights.

ColorMan's Area

Man. Start off by going down, and heading onto the blue path. Go down south, and then head right through the flashing orb, and go up the red path. From here, head east on the southern-most path, and at the end, go down the red path past the flashing orb and back onto the blue path. Go right, down, and then left a ways. Go down off the blue path, and go left from the flashing orb. At the next orb, go onto the blue path, and then head left and down past a flashing orb.

From here, head right and open the Blue Mystery Data for an HPMemory. Go back up to the blue path, and head down into the center past the flashing orb. Head left onto the red path, and then go down through the flashing orb. Head right along the blue path, and at the end, go down past a flashing orb, then head left to encounter a boulder. Thankfully, Dex and GutsMan will come in, and GutsMan will break the boulder. Mega Man will then go and destroy the lock program. Now jack out.

WWW HeadQuarters

In here, head through the door. We'll get some info on the LifeVirus. Things go sticky. However, don't go up the hallway to the next door, as that one we cannot progress through. Instead, head through the door in front of you.

In here, go up and right to the portrait of Wily, and examine it to find some footprints. Examine the portrait again and you'll find a secret door with a jack-in port. Jack into the portrait now, which will have a replica of the Power Plant Network. Welcome back to hell.

ElecMan's Area

At the start of this area, head up left the visible path in front of you onto an invisible path until you come to another visible path. From here, go north onto another invisible path to another visible path, then head left to yet another visible path. From here, head north, and then right, and down onto large platform. Here, go right to another visible path from the one panel off the platform. Go around counterclockwise, making sure you grab the 2000 zennys. Go left from here, and then north.

At this visible path, head left, then go north, and you'll come into a fork. Take the lower path, and go right all the way onto another visible path. Go up and right again to see a Blue Mystery Data. Open it for the BigWave K chip, then head down onto a straight visible path. Head left to a three-panel corner, then go up to another three-panel path, and up again.

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I cannot stress this enough. From here on in, you will be UNABLE to save, and you wouldn't want to lose your progress, now would you? Afterwards, continue on

Portal. Now take the left path on your road, and go up. Open the Blue Mystery Data for a ShockWave P, and then talk to the Net Merchant to get what you require. After you obtain whatever goodies you want, head right, and then go up north. Go left at the split, and head into the middle of the platform, and you'll fight a set battle with StoneMan Version 2.

After you defeat StoneMan, head down, and take the right path. Go up to the portal and activate Dad's Portal, then head left and down the ramp. At the bottom of the path, go straight down. Open the WWW Gate that is here, and inside, take the Green Mystery Data for a FighterSword B. Now head back up, and press to the left, as there's a slightly concealed path. When you find it, head left, and go up when you can. Leave Internet Area 3 into Internet Area 9.

Internet Area 9

Go up to the circle, then head up right to the end and north. Open up the Blue Mystery Data for a HiCannon J chip. Take the left path to the end, and head up north. Once you reach the circle, head down the path to your right. Continue right past the ramp to the end, and at the end, take the northern path. Head left and up from there until you hit a split. Here, take the right path to the dead end, and you'll fight a set fight with ColorMan Version 2.

After your romp with ColorMan is over, take the other path north, and exit into Internet Area 10.

Internet Area 10

NOTE: In order to go to either Internet Area 11 or Internet Area 13, you must NOT run from any battles in this area.

In here, go up north first, then head right and open a Blue Mystery Data for 1000 zennys. Now go to the left, then go north, and finally head right up a ramp and all the way to another ramp. Go down north here, and then head left and talk to the Navi here, whom is a Net Merchant. Get what you need here, and once you are done, continue on left and up. At the split here, head left down the ramp, and go down and right. Head down again, and go right to come to a WWW Gate. Open it up, and head out onto the platform. Open the Green Mystery Data here for an HPMemory.

Back outside the WWW Gate, head left, and go north up a ramp a very long ways at the split. Head right, and if you haven't run from any battles in this area, the gate will open. Now then, go up north and exit out into Internet Area 11.

Internet Area 11

NOTE: In order to head into Internet Area 12, your Busting Level in battle must be 4 or greater for ALL battles.

Start off by heading up north, then go right and go up north again. Head right, then go up and left and up again. At the end, head left to the circle platform, then go down to your left. Once you make it down onto the ground floor from the ramp, take the right path down. At the split, continue left, and at the end, go down to fight BombMan Version 2. Once that's done, go back, then head up north. At the gate, if you have not scored below a 4 in your busting techniques in this area, you will be able to pass and enter into Internet Area 12.

Internet Area 12

Starting off, take the first path right to the end, and go up and left onto a small platform. Talk to the Navi here, who is a Net Merchant. After getting what you need, continue on up to your left side, then go right at the top. Head up, and then go left at the end to open a Blue Mystery Data for 2000 zennys. Now, head back to the entrance. From here, head up, and go up the ramp to your left. At the top, head north and go right onto the circle platform. Head north from here, then go right a ways, then go north again. Now, head left, and go north down the ramp. If Mega Man is at least Level 70, a mysterious Navi, PharoahMan, will appear. Boss data is in the Bosses Section. Afterwards, grab the Green Mystery Data which contains a KnightSword B, then head back to Internet Area 10.

Internet Area 10

NOTE: In order to go to either Internet Area 11 or Internet Area 13, you must NOT run from any battles in this area.

Here, head to where the Net Merchant was. From him, head left and up, but this time, take the right path. If you did not run from any battles in this area, the gate will lower, and you can pass through into Internet Area 13.

Internet Area 13

NOTE: In order to head into Internet Area 14, you need to collect at least 10 chips from enemies in battle in this area.

Anywho, head up north at the first chance you get. At the top, head down right, then at the end, go down a slight bit, and head left along the path. In the center, grab the Blue Mystery Data for 8000 zennys. Now, back on the left side, go all the way north, then go left a bit. If you've gotten ten chips from enemies in this area so far, you can enter. If you haven't, go around grabbing the Green Mystery Datas this area has a lot of, then come back when you have a sufficient number. Afterwards, enter into Internet Area 14.

Internet Area 14

NOTE: In order to get into Internet Area 15, by the time you get to the gate at the end of Internet Area 14, you must have fought no more than 7 battles.

Anyways, head north to the circle platform. From here, head left, and go up to the end, and you'll fight a set battle with MagicMan Version 2. Afterwards, exit the area if you want to to avoid incurring too large a cost on your random battles meter, then head back to the circle platform. From here, head up north, going left and right at intervals, until you reach a Blue Mystery Data. Open this up for 10 zennys (Yes, 10). Finish your run north, then start going all the way down right until you hit the end.

Now, go down south, heading left and right a lot, until you reach a ramp at the end of your road. Go up the ramp here, and at the top, take the path going down to your right. At the end, open up the WWW Gate via the WWW Pin, and take a PowerUp from the Green Mystery Data that is inside the gate. Now head back to your last split, and this time, take the northern path. Go up and left until you hit the circle platform. Head straight north and open the gate (if you fought seven random battles or less in this area). Now, enter Internet Area 15.

Internet Area 15

NOTE: In order to get into Internet Area 16, your Busting Level must be no lower than 5 in any one battle in Internet Area 15.

Start off by heading north, and down the north path when you run into the purple Navi. Open the Blue Mystery Data here for a Recov150 L, then go down the right path/ Head up, right, up, and right again until you come to a split. Here, head up and left, and when you come to another split, go down left along the ramp. At the bottom of the floor, continue heading up, and then go right and down.

In the circle platform, talk to the purple Navi here, whom is a Net Merchant. After you get what goodies you want, head left from the Navi, then go down and right. At the dead end, you'll encounter a set fight with ShadowMan V1, the second-last UnderNet Navi that you'll face off in this game. If you do NOT encounter him, it is because you first need at least 140 chips in your library. After your bout is over, head back left, then go up all the way to the gate. If you scored no lower than five on any battle in this area, you can pass into Internet Area 16, the less net area of this game.

Internet Area 16

Welcome to the deepest part of the Undernet. While there's only one thing to do here, which takes a lot of time first, there are a lot of Green Mystery Datas around, which give off the especially helpful HeroSwords.

Now, once you have all the chips EXCEPT for #127, LifeAura, come to this area. Wandering around, you'll eventually run into a random battle with the top of all Navis - Forte/Bass. Look up in the Bosses section under Bass for data. Once you have defeated Forte and have gotten the LifeAura, congratulations! You have finally done (pretty much) everything there is to have done in the game!

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Bosses are done alphabetically.

=====
Bass.EXE
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Element: None
Special Attributes: Wears a 100 damage aura that replenishes itself, but drops when Bass is attacking
Location: Randomly in Internet Area 16 (Must have all chips except for #127)
HP: 1000

Attacks

1. Sends out a stream of electrical balls that go flying down all three rows.
2. Sends out an electrical ball that goes down the row that Bass is standing in.

X = Normal Square
B = Bass
< = Range of ball

[X] [X] [X] [X] [X] [X]
[<] [<] [<] [<] [<] [B]
[X] [X] [X] [X] [X] [X]

=====
BombMan.EXE
=====

Element: None

Version 1

Location: At the end of Internet Area 8 (Blackout!)
HP: 800

Version 2

Location: Dead End in Internet Area 11 near the entrance of Internet Area 12
(EndGame!)
HP: 900

Version 3

Location: Found randomly in Internet Area 11 (After defeating BombMan Version2)
HP: 1000

Attacks

1. BombMan will set out three bombs on his side of the field, and kick them out onto Mega Man's side of the field. The bombs will then explode, setting a line of fire on all sides of where it landed, where applicable.

X = Normal Square
B = Bomb
<, >, v, ^ = Range of fire

[X] [^] [X] [X] [X] [X] [<] [<] [B] [X] [X] [X]
[<] [B] [>] [X] [X] [X] [X] [X] [v] [X] [X] [X]
[X] [v] [X] [X] [X] [X] [X] [X] [v] [X] [X] [X]

2. BombMan will set off a Mine, which will basically be on Mega Man's side of the field, and invisible. If Mega Man steps on the panel the Mine is on, it will explode, causing Mega Man damage.

=====
ColorMan.EXE
=====

Element: None

Special Attribute: Has two statues that go back up and forth. The red statue will send out FireTowers when prompted to, whereas the blue statue will send out AquaTowers.

Version 1

Location: DenTown Bus (Catch that Bus!)

HP: 600

Version 2

Location: A dead end near the exit to Internet Area 10 in Internet Area 9
(Blackout!)

HP: 700

Version 3

Location: Found randomly in Internet Area 9 (Defeated ColorMan Version 2)

HP: 800

Attacks

1. ColorMan will throw down a bubble that will bounce around in a chase to drop on Mega Man, and it will not stop until Mega Man is hit. The bubble cannot be destroyed.

=====

ElecMan.EXE

=====

Element: Electricity

Version 1

Location: At the end of the Power Plant Network (Blackout!)

HP: 600

Version 2

Location: Dead End in Internet Area 6 (Defusion Explosion!)

HP: 700

Version 3

Location: Random battle in Internet Area 6 (Defeated ElecMan Version 2)

HP: 800

Attacks

1. ElecMan will summon three mini-generators that will be in either a straight - shape or an L shape. They will send electricity between them, and if Mega Man gets in between their paths, he can become shocked. Breaking the center of the generators will destroy the whole thing.
2. ElecMan will have electricity course through his body, then a panel on Mega Man's side of the field will flash green. Seconds later, a bolt of lightning will flash down. This will repeat for a few times in the direction of where Mega Man is before ElecMan's attack ends.

=====

FireMan.EXE

=====

Element: Fire

Version 1

Location: Hikari Household Oven (Infernal Overload!)

HP: 300

Version 2

Location: Dead End in Internet Area 1 (Elementary Prison!)

HP: 400

Version 3

Location: Random battle in Internet Area 1 (Defeated FireMan Version 2)

HP: 500

Attacks

1. FireMan will go up to the front of his row, then look somewhat constipated as he shakes his body. After, he'll shoot out a bar of fire along the rest of the row.

X = Normal Square

F = FireMan

< = Range of fire

[X] [X] [X] [X] [X] [X]

[<] [<] [<] [<] [<] [F]

[X] [X] [X] [X] [X] [X]

2. FireMan will pause on his side of the field, then charge up an attack with one of his arms glowing. Once he's done, he will send out a tower of fire that goes along the field to wherever MegaMan is, and yes, it goes diagonal.

X = Normal Square

M = MegaMan

F = FireMan

< = Range of fire

[M] [<] [X] [X] [X] [X]

[X] [X] [<] [<] [X] [X]

[X] [X] [X] [X] [<] [F]

3. FireMan will retreat to the back row, and charge up an attack. He will then throw out three bombs onto three panels on MegaMan's side. Once they explode in a single-panel flame, the panel they explode on will have fire on for a brief while.

=====

GutsMan.EXE

=====

Element: None

Version 1

Location: ACDC School G5 Class (Infernal Overload!)

HP: 200

Version 2

Location: Dex's House (Metroline Mayhem!)

HP: 400

Version 3

Location: ACDC School, Dex's House, WWW Headquarters (Watery Deceit! onwards)

HP: 600

Attacks

1. GutsMan will bring his arms up, then hit the panel in front of him, sending a shockwave down the rest of the row.

X = Normal Square

G = GutsMan

< = Range of fire

[X] [X] [X] [X] [X] [X]
[<] [<] [<] [<] [<] [G]
[X] [X] [X] [X] [X] [X]

2. GutsMan will go up to the front of his row, bring his arms up, and smash the panel in front of him. Although no shockwave will occur, he will crack all the panels in the row in front of him.

X = Normal Square

G = GutsMan

C = Cracked Panels

[X] [X] [X] [X] [X] [X]
[C] [C] [C] [G] [X] [X]
[X] [X] [X] [X] [X] [X]

3. If Mega Man is standing at the front of his row, GutsMan will go up to the front of his own row, and punch MegaMan with his fist.

X = Normal Square

G = GutsMan

M = MegaMan

[X] [X] [X] [X] [X] [X]
[X] [X] [M] [G] [X] [X]
[X] [X] [X] [X] [X] [X]

=====

IceMan.EXE

=====

Element: Water

Version 1

Location: Government Complex Waterworks Network System (Watery Deceit!)

HP: 500

Version 2

Location: Talk to Dr. Froid in the laboratory of the second floor of the
Government Complex Waterworks (Catch that Bus!)

HP: 600

Version 3

Location: Talk to Dr. Froid in the laboratory of the second floor of the
Government Complex Waterworks, WWW HeadQuarters (Blackout! onwards)

HP: 700

Attacks

1. IceMan will create an IceCube on any of the three front panels of your side of the field, and will usually do it to all three panels.

X = Normal Square

I = IceMan (Possible Positions)

C = Where the IceCube is placed (Possible Positions)

[X] [X] [C] [I] [X] [X]

[X] [X] [C] [I] [X] [X]

[X] [X] [C] [I] [X] [X]

2. IceMan will shoot out some ice onto MegaMan's side of the field, which will instantly turn into ice daggers which hit the panel of contact, along with the four panels around it.

X = Normal Square

I = Where the Ice Dagger falls

D = Where the Ice Daggers come out

[X] [D] [X] [X] [X] [X]

[D] [I] [D] [X] [X] [X]

[X] [D] [X] [X] [X] [X]

=====

LifeVirus

=====

Element: None

Special Attribute: Has an aura 100 strong. Drops it when it attacks momentarily.

Has three holes in front of the LifeVirus itself. Out of these holes pop out Scuttlest bugs of different elements, and no more than two will be out at any time.

Location: WWW Headquarters Hacking Rocket (EndGame!)

HP: 1000

Attacks

1. The LifeVirus will send a purple beam down the center row.

X = Normal Square

H = Hole where Scuttlest comes out of

L = LifeVirus

< = Range of the beam

[X] [X] [X] [H] [L] [L]

[<] [<] [<] [H] [L] [L]

[X] [X] [X] [H] [L] [L]

2. The LifeVirus will summon a purple sword in the center hole, which will swipe the full extent of the two columns in front of it.

X = Normal Square

H = Hole where Scuttlest comes out of

S = Where the Sword is

L = LifeVirus

< = Range of the Sword

[X] [<] [<] [H] [L] [L]

[X] [<] [<] [S] [L] [L]

[X] [<] [<] [H] [L] [L]

3. A comet will come down from LifeVirus and strike the front row of Mega Man's field. The explosion will then hit the second row, and then the third. The attack can be dodged by moving forward just as the attack is about to hit the row that Mega Man is on.

=====

MagicMan.EXE

=====

Element: None

Version 1

Location: End of ElecMan's Area in the WWW Headquarters (EndGame!)

HP: 700

Version 2

Location: Dead end near the start of Internet Area 14 (The Unstoppable!)

HP: 800

Version 3

Location: Randomly found in Internet Area 14 (Defeated MagicMan Version 2)

HP: 900

Attacks

1. MagicMan will summon one or two viruses to the field to battle with him. These viruses include AquaAuras, Cloudiers, Swordies, Metool V2s.
2. MagicMan will send a bar of fire at you, much like SkullMan's fire attack.

X = Normal Square
M = MagicMan
< = Range of the fire

```
[X] [X] [X] [X] [X] [X]
[<] [<] [<] [<] [<] [M]
[X] [X] [X] [X] [X] [X]
```

=====

NumberMan.EXE

=====

Element: None

Version 1

Location: ACDC School Network (Elementary Prison!)

HP: 500

Version 2

Location: Chip Shop in ACDC Shop, Netbattling Machine (Watery Deceit! onwards)

HP: 600

Version 3

Location: Chip Shop in ACDC Shop, Netbattling Machine, WWW Headquarters (Catch that Bus! onwards)

HP: 700

Attacks

1. NumberMan will send three bubbles with numbers on them down the three rows. The numbers on them are how much damage they can take before popping and becoming harmless, so to counter them, destroy the weakest one and let the others go.

X = Normal Square
N = NumberMan
< = Range of fire of bubbles

```
[<] [<] [<] [<] [<] [X]
[<] [<] [<] [<] [<] [N]
[<] [<] [<] [<] [<] [X]
```

2. NumberMan will throw a die that lands on a random square of your front column of the field. The number that it lands on multiplied by 10 is the damage that it causes, and when it explodes, it will hit the first row, then the second, and so on. It can be destroyed before exploding.

X = Normal Square
D = Where the die _CAN_ fall

[X] [X] [D] [X] [X] [X]
[X] [X] [D] [X] [X] [X]
[X] [X] [D] [X] [X] [X]

3. NumberMan will bring out a time bomb on a random square of your front column of the field. When it explodes, it will hit the first row, then the second, and so on. It can be destroyed before exploding.

X = Normal Square
T = Where the Time Bomb _MIGHT_ be

[X] [X] [T] [X] [X] [X]
[X] [X] [T] [X] [X] [X]
[X] [X] [T] [X] [X] [X]

=====
PharoahMan.EXE
=====
Element: None

Version 1

Location: Dead End in Internet Area 12 (The Unstoppable!, Level 70)
HP: 800

Version 2

Location: Randomly found in Internet Area 12 (Defeated PharoahMan Version 1)
HP: 1000

Attacks

1. A coffin will fall down at the front of PharaohMan's row, and shoot out a RockCube. It can also shoot out Ratttons.

X = Normal Square
C = Coffin
< = Range of Attack
R = Where the RockCube stays

[X] [X] [X] [X] [X] [X]
[R] [<] [<] [C] [X] [X]
[X] [X] [X] [X] [X] [X]

2. PharoahMan will lay a visible trap. Setting it off will cause either a flow of arrows, SnakeEggs to fall down, or an Anubis statue to fall down.

=====
ProtoMan.EXE

=====

Element: None

Special Attribute: When trying to attack ProtoMan, he will put up his shield and deflect the attack. In order to hit him, you need to be fast with your attack. Ideally, you could aim an attack at a row just before he teleports into that role, and it will work, albeit how hard the prediction would be.

Version 1

Location: After defeating ElecMan Version 1 (Blackout!)

HP: 500

Version 2

Location: DenTown, southern square of Block 3 (Defusion Explosion!)

HP: 600

Version 3

Location: To the upper-right of Lan's house in ACDC, WWW HeadQuarters (EndGame!)

HP: 700

Attacks

1. ProtoMan will go to the front of his row and slash with his sword three panels in length. If he misses hitting you, he'll move to the column where Mega Man is in, and try again, and a third time more, before he will back off.

X = Normal Square
P = ProtoMan
< = Range of Attack

[X] [X] [X] [X] [X] [X]
[<] [<] [<] [P] [X] [X]
[X] [X] [X] [X] [X] [X]

2. ProtoMan will charge up an energy attack much like Mega Man's charging animation. He will then go right up to Mega Man, going into his row if need be, and slash a WideSword's length of the entire column in front of him. Much like his third attack, he will not stop until he hits you at least once or he has tried to damage you thrice.

X = Normal Square
P = ProtoMan
< = Range of Attack

[X] [X] [<] [X] [X] [X]
[X] [X] [<] [P] [X] [X]
[X] [X] [<] [X] [X] [X]

=====

ShadowMan.EXE

=====

Element: None

Version 1

Location: Dead end in Internet Area 15 (The Unstoppable!, 140/175 chips)

HP: 800

Version 2

Location: Found randomly in Internet Area 15 (Defeated ShadowMan Version 1)

HP: 1000

Attacks

1. ShadowMan will split into three. His two doppelgangers will not have the HP count below their name, while the real one will. The doppelgangers will die after taking one point of damage.
2. After splitting into doppelgangers and moving around a bit, the ShadowMan(s) will line up in separate rows and throw shurikens down their respective columns.

X = Normal Square

S = ShadowMan/Doppelganger

< = Range of the shuriken

[<] [<] [<] [<] [<] [S]

[<] [<] [<] [<] [<] [S]

[<] [<] [<] [<] [<] [S]

3. ShadowMan will warp up to the top of the battlefield (the ceiling, not the top row), and throw shurikens at wherever Mega Man is until he decides to call it quits.

=====

SharkMan.EXE

=====

Element: Water

Special Attribute: SharkMan will have three fins, one to each of his rows, moving up and down. If Mega Man gets in the line of fire of one of these three fins, that fin will dash at Mega Man. To fight SharkMan, Mega Man must first hit the fin that is the real SharkMan (Yes, the buster will bring him up).

Version 1

Location: Talk to Masa in the Government Complex Outdoors (Blackout!)

HP: 700

Version 2

Location: Talk to Masa in the Government Complex Outdoors (Defusion Explosion!)

HP: 800

Version 2

Location: Talk to Masa in the Government Complex Outdoors (EndGame!)
HP: 900

Attacks

-
1. When SharkMan is entenced to come out of the water, he will launch an AquaTower at Mega Man while staying in the position he was shot from. The other two fins will still dash at Mega Man. It CAN go diagonal.

X = Normal Square
M = MegaMan
S = SharkMan
< = Range of fire

[M] [<] [X] [X] [X] [X]
[X] [X] [<] [<] [X] [X]
[X] [X] [X] [X] [<] [S]

=====
SkullMan.EXE
=====
Element: None

Version 1

Location: Miyu's Antique Shop in DenTown (Catch that Bus!)
HP: 600

Version 2

Location: Miyu's Antique Shop in DenTown (Blackout!)
HP: 700

Version 3

Location: Miyu's Antique Shop in DenTown (Defusion Explosion! onwards)
HP: 800

Attacks

-
1. SkullMan will send a blue flame going down the row that he is in.

X = Normal Square
S = SkullMan
< = Range of the fire

[X] [X] [X] [X] [X] [X]
[<] [<] [<] [<] [<] [S]
[X] [X] [X] [X] [X] [X]

2. SkullMan will send two spinning blades at you that will follow you, one at a time, until both are destroyed either by taking too much damage or exploding on Mega Man, or if you stun SkullMan.

3. SkullMan will shoot out his head, which will then land on a flashing yellow panel.

=====
StoneMan.EXE
=====

Element: None

Version 1

Location: Dead end in Internet Area 2 (Metroline Mayhem!)
HP: 600

Version 2

Location: Middle of the platform north of the Net Merchant in Internet Area 3
(Watery Deceit!)
HP: 700

Version 3

Location: Found at random in Internet Area 3 (After you defeat Version 2)
HP: 800

Attacks

1. StoneMan will create a stone block on a random panel on Mega Man's side of the field.
2. StoneMan will raise his arms up and then hit the ground. When this happens, three boulders will fall on your side of the field, though they're rather fairly easy to dodge.
3. A mini-stone statue will pop up on a random panel of Mega Man's side of the field and shoot a laser beam down the row it is on.

X = Normal Square
S = StoneMan
M = Mini-Stone Statue
< = Range of laser fire

```
[X] [X] [X] [X] [X] [X]
[<] [<] [M] [X] [X] [S]
[X] [X] [X] [X] [X] [X]
```

=====
WoodMan.EXE
=====

Element: Wood

Version 1

Location: Government Complex outdoors, at the end of the path in the park, talk to the green-haired lady and accept her challenge (Watery Deceit!)

#001 - The number of the chip.

Cannon - The name of the chip.

* - The rarity of the chip, ranging from one star to five stars.

40 Attack - How much damage the attack does. Other effects will be explained in the description.

A, B, C, D, E - The codes that the chip comes in.

Attributes - The attributes that the chip has. These are split up into four elements; Wood, Elec, Fire, and Aqua. If you attack an enemy that has an elemental affinity with their elemental weakness, they will take damage. Also, in multiplayer, if the opposing player is wearing an Elemental Armor, they will take half damage from the specific element. Aqua > Fire > Wood > Elec > Aqua

This chip will fire... - This is the explanation of what the chip does, and how it works.

=====
Standard Chips
=====

#001 Cannon *

40 Attack

A, B, C, D, E

Attributes - None

This chip will fire straight forth when used. It will hit the initial object head on, but will not do anything after that.

M = MegaMan

X = Normal Square

E = Enemy

> = Line of Fire

[X][X][X][X][X][X]
[X][M][>][>][E][X]
[X][X][X][X][X][X]

#002 HiCannon **

80 Attack

F, G, H, I, J

Attributes - None

This chip will fire straight forth when used. It will hit the initial object head on, but will not do anything after that.

M = MegaMan

X = Normal Square

E = Enemy

> = Line of Fire

[X][X][X][X][X][X]
[X][M][>][>][E][X]
[X][X][X][X][X][X]

#003 Mega Cannon ***

120 Attack

K, L, M, N, O

Attributes - None

This chip will fire straight forth when used. It will hit the initial object head on, but will not do anything after that.

M = MegaMan

X = Normal Square

E = Enemy

> = Line of Fire

[X][X][X][X][X][X]
[X][M][>][>][E][X]
[X][X][X][X][X][X]

#004 Shotgun *

30 Attack

K, M, N, Q, R

Attributes - None

When you attack an enemy or obstacle with a Shotgun attack, the resulting hit will explode and also hit the panel behind the initial object that is fired on.

M = MegaMan

X = Normal Square

E = Enemy or Obstacle

> = Line of Fire

B = Square behind enemy that also gets fired on

[X][X][X][X][X][X]
[X][M][>][>][E][B]
[X][X][X][X][X][X]

#005 CrossGun *

30 Attack

C, E, F, J, K

Attributes - None

When you attack an enemy or obstacle with a CrossGun attack, the resulting hit will explode and also hit the panels diagonally across from the enemy.

M = MegaMan

X = Normal Square

E = Enemy or Obstacle
> = Line of Fire
B = Squares around enemy that also get fired on

[X][X][X][B][X][B]
[X][M][>][>][E][X]
[X][X][X][B][X][B]

#006 Spreader **

30 Attack

H, I, J, K, L

Attributes - None

When you attack an enemy or obstacle with a Spreader attack, the resulting hit will explode and also hit the panels around the enemy in a perfect square.

M = MegaMan

X = Normal Square

E = Enemy or Obstacle

> = Line of Fire

B = Squares around enemy that also get fired on (including the panel in front of him)

[X][X][X][B][B][B]
[X][M][>][>][E][B]
[X][X][X][B][B][B]

#007 Bubbler *

50 Attack

A, K, L, P, S

Attributes - Aqua

When you attack an enemy or obstacle with a Bubbler attack, the resulting hit will explode and also hit the panel behind the initial object that is fired on.

M = MegaMan

X = Normal Square

E = Enemy or Obstacle

> = Line of Fire

B = Square behind enemy that also gets fired on

[X][X][X][X][X][X]
[X][M][>][>][E][B]
[X][X][X][X][X][X]

#008 Heater **

70 Attack

C, F, G, K, O

Attributes - Fire

When you attack an enemy or obstacle with a Heater attack, the resulting hit will explode and also hit the panel behind the initial object that is fired on.

M = MegaMan
X = Normal Square
E = Enemy or Obstacle
> = Line of Fire
B = Square behind enemy that also gets fired on

[X] [X] [X] [X] [X] [X]
[X] [M] [>] [>] [E] [B]
[X] [X] [X] [X] [X] [X]

#009 MiniBomb *

50 Attack

C, E, J, L, P

Attributes - None

Mega Man will throw a bomb that will fly three panels to the right, and land on the panel there.

M = MegaMan

X = Normal Square

B = The panel on which the bomb lands and explodes

[X] [X] [X] [X] [X] [X]
[X] [M] [X] [X] [B] [X]
[X] [X] [X] [X] [X] [X]

#010 LilBomb *

50 Attack

B, D, G, O, T

Attributes - None

Mega Man will throw a bomb that will fly three panels to the right, and land on the panel there. Once it lands, it will also explode, hitting the panels above and below it.

M = MegaMan

X = Normal Square

B = The panel on which the bomb lands and explodes

E = The other panels beside the landing panel that are affected by the explosion

[X] [X] [X] [X] [E] [X]
[X] [M] [X] [X] [B] [X]
[X] [X] [X] [X] [E] [X]

#011 CrossBomb **

70 Attack

B, D, H, J, L

Attributes - None

Mega Man will throw a bomb that will fly three panels to the right, and land on the panel there. Once it lands, it will also explode, hitting the panels above,

, below, to the right, and to the left of it.

M = MegaMan

X = Normal Square

B = The panel on which the bomb lands and explodes

E = The other panels beside the landing panel that are affected by the explosion

[X][X][X][X][E][X]

[X][M][X][E][B][E]

[X][X][X][X][E][X]

#012 BigBomb *****

90 Attack

B, G, O, S, T

Attributes - None

Mega Man will throw a bomb that will fly three panels to the right, and land on the panel there. Once it lands, it will also explode, hitting the panels above, below, to the right, to the left of, and diagonal of it.

M = MegaMan

X = Normal Square

B = The panel on which the bomb lands and explodes

E = The other panels beside the landing panel that are affected by the explosion

[X][X][X][E][E][E]

[X][M][X][E][B][E]

[X][X][X][E][E][E]

#013 Sword *

80 Attack

B, K, L, P, S

Attributes - None

Mega Man will swipe the sword that he has one panel in front of him, and cause damage to whatever enemy or obstacle is on that panel.

M = MegaMan

X = Normal Square

S = Panel where the Sword hits

[X][X][X][X][X][X]

[X][X][M][S][X][X]

[X][X][X][X][X][X]

#014 WideSword *

80 Attack

C, K, M, N, S

Attributes - None

Mega Man will swipe the sword that he has on the entire column in front of him, and cause damage to whatever enemy or obstacle is on that column.

M = MegaMan

X = Normal Square

S = Panel where the WideSword hits

[X] [X] [X] [S] [X] [X]

[X] [X] [M] [S] [X] [X]

[X] [X] [X] [S] [X] [X]

#015 LongSword **

80 Attack

D, E, N, O, S

Attributes - None

Mega Man will swipe the sword that he has two panels in front of him, and cause damage to whatever enemy or obstacle is on those panels.

M = MegaMan

X = Normal Square

S = Panel where the LongSword hits

[X] [X] [X] [X] [X] [X]

[X] [X] [M] [S] [S] [X]

[X] [X] [X] [X] [X] [X]

#016 FighterSword ***

100 Attack

B, K, L, P, S

Attributes - None

Mega Man will swipe the sword that he has three panels in front of him, and cause damage to whatever enemy or obstacle is on those panels.

M = MegaMan

X = Normal Square

S = Panel where the FighterSword hits

[X] [X] [X] [X] [X] [X]

[X] [X] [M] [S] [S] [S]

[X] [X] [X] [X] [X] [X]

#017 KnightSword ****

150 Attack

B, C, E, G, H

Attributes - None

Mega Man will swipe the sword that he has three panels in front of him, and cause damage to whatever enemy or obstacle is on those panels.

M = MegaMan
X = Normal Square
S = Panel where the KnightSword hits

[X] [X] [X] [X] [X] [X]
[X] [X] [M] [S] [S] [S]
[X] [X] [X] [X] [X] [X]

#018 HeroSword *****

2000 Attack

B, D, F, I, G

Attributes - None

Mega Man will swipe the sword that he has three panels in front of him, and cause damage to whatever enemy or obstacle is on those panels.

M = MegaMan
X = Normal Square
S = Panel where the HeroSword hits

[X] [X] [X] [X] [X] [X]
[X] [X] [M] [S] [S] [S]
[X] [X] [X] [X] [X] [X]

#019 FireSword **

100 Attack

B, F, G, N, P

Attributes - Fire

Mega Man will swipe the sword that he has on the entire column in front of him, and cause Fire damage to whatever enemy or obstacle is on that column.

M = MegaMan
X = Normal Square
S = Panel where the FireSword hits

[X] [X] [X] [S] [X] [X]
[X] [X] [M] [S] [X] [X]
[X] [X] [X] [S] [X] [X]

#020 AquaSword ***

150 Attack

A, M, N, O, P

Attributes - Aqua

Mega Man will swipe the sword that he has on the entire column in front of him, and cause Aqua damage to whatever enemy or obstacle is on that column.

M = MegaMan
X = Normal Square

S = Panel where the AquaSword hits

[X][X][X][S][X][X]
[X][X][M][S][X][X]
[X][X][X][S][X][X]

#021 ElecSword ***

120 Attack

E, G, L, O, S

Attributes - Elec

Mega Man will swipe the sword that he has on the entire column in front of him, and cause Elec damage to whatever enemy or obstacle is on that column.

M = MegaMan

X = Normal Square

S = Panel where the ElecSword hits

[X][X][X][S][X][X]
[X][X][M][S][X][X]
[X][X][X][S][X][X]

#022 Muramasa *****

X Damage, where X refers to amount of HP lost off your total HP

C, E, G, J, K

Attributes - None

Mega Man will swipe the sword that he has one panel in front of him, and cause damage to whatever enemy or obstacle is on that panel. The amount of damage that he will cause is equal to the amount of damage that he has lost in the battle so far. However, this only works so far as the amount of HP you're missing from your total HP Bar (ie. If you had 300 total HP, lost 150, used a Recov150 chip, and lost another 150, you would only do 150 damage).

M = MegaMan

X = Normal Square

S = Panel where the Muramasa hits

[X][X][X][X][X][X]
[X][X][M][S][X][X]
[X][X][X][X][X][X]

#023 ShockWave *

60 Attack

C, K, L, N, P

Attributes - None

Mega Man will attack the panel in front of him with a pickaxe. The pickaxe will give off a shockwave, which will travel right along the row that Mega Man was in at the time of attack until it goes off the screen.

M = MegaMan
X = Normal Square
> = Range of the attack

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

#024 SonicWave **

80 Attack

C, D, J, M, S

Attributes - None

Mega Man will attack the panel in front of him with a pickaxe. The pickaxe will give off a shockwave, which will travel right along the row that Mega Man was in at the time of attack until it goes off the screen.

M = MegaMan
X = Normal Square
> = Range of the attack

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

#025 DynamiteWave ***

100 Attack

C, E, M, S, R

Attributes - None

Mega Man will attack the panel in front of him with a pickaxe. The pickaxe will give off a shockwave, which will travel right along the row that Mega Man was in at the time of attack until it goes off the screen.

M = MegaMan
X = Normal Square
> = Range of the attack

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

#026 FireTower **

100 Attack

E, F, L, M, T

Attributes - Fire

Mega Man will send out a tower of fire that will go right down the row until it hits the end or runs into an enemy. It CAN go diagonal at random.

M = MegaMan

X = Normal Square
> = Range of the attack

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

#027 AquaTower **

120 Attack

A, C, G, H, R

Attributes - Aqua

Mega Man will send out a tower of water that will go right down the row until it hits the end or runs into an enemy. It CAN go diagonal at random.

M = MegaMan

X = Normal Square

> = Range of the attack

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

#028 WoodTower **

140 Attack

B, C, H, K, N

Attributes - Wood

Mega Man will send out a tower of water that will go right down the row until it hits the end or runs into an enemy. It CAN go diagonal at random.

M = MegaMan

X = Normal Square

> = Range of the attack

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

#029 Quake1 *

90 Attack

A, E, H, K, Q

Attributes - None

Mega Man will throw a metal bottle three panels ahead, where it will promptly hit the panel right underneath it, and (if it did not hit an enemy) will crack the floor panel.

M = MegaMan

X = Normal Square

Q = The panel on which the Quake1 hits and then cracks

[X][X][X][X][X][X]
[X][M][X][X][Q][X]
[X][X][X][X][X][X]

#030 Quake2 **

120 Attack

B, C, I, K, Q

Attributes - None

Mega Man will throw a metal bottle three panels ahead, where it will promptly hit the panel right underneath it, and (if it did not hit an enemy) will crack the floor panel. It will also cause a shockwave hitting the attacks above and below it.

M = MegaMan

X = Normal Square

Q = The panel on which the Quake2 hits and then cracks

E = Panels hit by the impact's shockwave

[X][X][X][X][E][X]
[X][M][X][X][Q][X]
[X][X][X][X][E][X]

#031 Quake3 ***

150 Attack

C, D, H, M, Q

Attributes - None

Mega Man will throw a metal bottle three panels ahead, where it will promptly hit the panel right underneath it, and (if it did not hit an enemy) will crack the floor panel. It will also cause a shockwave hitting the attacks above, behind, and below it.

M = MegaMan

X = Normal Square

Q = The panel on which the Quake3 hits and then cracks

E = Panels hit by the impact's shockwave

[X][X][X][X][E][X]
[X][M][X][X][Q][E]
[X][X][X][X][E][X]

#032 GutsPunch *

60 Damage

B, H, M, N, T

Attributes - None

Mega Man will strike out at the panel in front of him with GutsMan's fist. If there is an enemy or obstacle in front of him, that enemy/obstacle shall take damage. It will then slide back to the back row.

[X][X][X][X][X][X]
[X][X][M][E][>][>]
[X][X][X][X][X][X]

X = Normal Square
M = Mega Man
E = Panel where the Enemy or Obstacle is struck
> = How far the enemy will slide back

#033 IcePunch **

80 Damage

B, H, M, N, T

Attributes - Aqua

Mega Man will strike out at the panel in front of him with IceMan's fist. If there is an enemy or obstacle in front of him, that enemy/obstacle shall take Aqua damage. It will then slide back to the back row.

[X][X][X][X][X][X]
[X][X][M][E][>][>]
[X][X][X][X][X][X]

X = Normal Square
M = Mega Man
E = Panel where the Enemy or Obstacle is struck
> = How far the enemy will slide back

#034 Dash *

50 Damage

B, D, G, L, O

Attributes - None

Mega Man will fly along the row that he is in, and nothing will be able to stop him (although he can be stopped before he starts the attack). Once he flies through the entire row and hits the end, he will end up where he started back at.

[X][X][X][X][X][X]
[M][>][>][>][>][>]
[X][X][X][X][X][X]

X = Normal Square
M = Mega Man
> = How far Mega Man will Dash

#035 Howitzer ****

150 Damage

A, C, G, H, O

Attributes - None

Mega Man will throw a ball of metal three panels ahead of him. Once the metal ball lands on the panel, it will then either destroy the panel should there be no enemy on the panel, or crack it in the case that there is an enemy around.

[X] [X] [X] [X] [X] [X]
[X] [M] [X] [X] [H] [X]
[X] [X] [X] [X] [X] [X]

X = Normal Square

M = Mega Man

H = The panel that the Howitzer falls on and cracks/destroys

#036 TriArrow *

40 Damage x3

A, B, C, D, E

Attributes - None

Mega Man will ready a crossbow. With the crossbow ready, he will then pull back his bow and shoot three arrows in a consecutive order, each of which cause the same amount of damage.

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

X = Normal Square

M = Mega Man

> = Range of Mega Man's arrows

#037 TriSpear **

50 Damage x3

F, G, H, I, J

Attributes - None

Mega Man will ready some spears. With the spears ready, he will then throw his three spears in a consecutive order, each of which cause the same amount of damage.

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

X = Normal Square

M = Mega Man

> = Range of Mega Man's spears

#038 TriLance ****

50 Damage x3

K, L, M, N, O

Attributes - None

Mega Man will ready some lances. With the lances ready, he will then throw his three lances in a consecutive order, each of which cause the same amount of damage.

[X] [X] [X] [X] [X] [X]
[M] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]

X = Normal Square
M = Mega Man
> = Range of Mega Man's lances

#039 Ratton1 *

80 Damage

A, B, C, D, E

Attributes - None

Mega Man will unleash a Ratton1 missile. The Ratton1 will glide down to the enemy's side of the field. IF the enemy is not in the row the Ratton1 was originally going down, the Ratton1 will make a MAXIMUM of one turn to try and hit the enemy before continuing on down to the right end.

[M] [>] [>] [V] [X] [X]

[X] [X] [X] [V] [X] [X]

[X] [X] [X] [E] [>] [>]

X = Normal Square

M = Mega Man

>, V = Path of a Ratton1's reaction

#040 Ratton2 **

100 Damage

F, G, H, I, J

Attributes - None

Mega Man will unleash a Ratton2 missile. The Ratton2 will glide down to the enemy's side of the field. IF the enemy is not in the row the Ratton2 was originally going down, the Ratton2 will make a MAXIMUM of one turn to try and hit the enemy before continuing on down to the right end.

[M] [>] [>] [V] [X] [X]

[X] [X] [X] [V] [X] [X]

[X] [X] [X] [E] [>] [>]

X = Normal Square

M = Mega Man

>, V = Path of a Ratton2's reaction

#041 Ratton3 ***

120 Damage

K, L, M, N, O

Attributes - None

Mega Man will unleash a Ratton3 missile. The Ratton3 will glide down to the enemy's side of the field. IF the enemy is not in the row the Ratton3 was originally going down, the Ratton3 will make a MAXIMUM of one turn to try and hit the enemy before continuing on down to the right end.

[M] [>] [>] [V] [X] [X]

[X] [X] [X] [V] [X] [X]

[X] [X] [X] [E] [>] [>]

X = Normal Square
M = Mega Man
>, V = Path of a Ratton3's reaction

#042 Wave ***

80 Damage

A, D, I, L, M

Attributes - Aqua

Mega Man will send a tidal wave going down the enemy's rows. A wave will be coursing down each column, and when it hits an enemy, it will cause aqua damage to that enemy, and the wave in that particular row will stop. The waves will move until it hits the end or the enemy, then be stopped.

[1][>][>][>][>][>]

[2][>][>][>][>][>]

[3][>][>][>][>][>]

1, 2, 3 = Numbered waves

X = Normal Square

> = Path of the three waves

#043 RedWave ***

100 Damage

B, E, J, N, P

Attributes - Fire

Mega Man will send a tidal wave going down the enemy's rows. A wave will be coursing down each column, and when it hits an enemy, it will cause fire damage to that enemy, and the wave in that particular row will stop. The waves will move until it hits the end or the enemy, then be stopped.

[1][>][>][>][>][>]

[2][>][>][>][>][>]

[3][>][>][>][>][>]

1, 2, 3 = Numbered waves

X = Normal Square

> = Path of the three waves

#044 BigWave ****

120 Damage

C, H, K, L, Q

Attributes - Aqua

Mega Man will send a tidal wave going down the enemy's rows. A wave will be coursing down each column, and when it hits an enemy, it will cause aqua damage to that enemy, and the wave in that particular row will stop. The waves will move until it hits the end or the enemy, then be stopped.

[1][>][>][>][>][>]

[2][>][>][>][>][>]

[3][>][>][>][>][>]

1, 2, 3 = Numbered waves
X = Normal Square
> = Path of the three waves

#045 Gaia1 ***

100 Damage

C, H, K, L, Q

Attributes - None

Mega Man will hit the floor with a giant hammer. The hammer will cause a shockwave, which will then roll forward to the right side. Any enemies caught in it's path will be damaged by the shockwave. It can be dodged when used against you in multiplayer by moving to your right side just as the shockwave is about to hit the column you are on.

[X] [>] [>] [>] [>] [>]

[M] [>] [>] [>] [>] [>]

[X] [>] [>] [>] [>] [>]

X = Normal Square

> = Path of the shockwaves

#046 Gaia2 ****

130 Damage

C, F, K, P, S

Attributes - None

Mega Man will hit the floor with a giant hammer. The hammer will cause a shockwave, which will then roll forward to the right side. Any enemies caught in it's path will be damaged by the shockwave. It can be dodged when used against you in multiplayer by moving to your right side just as the shockwave is about to hit the column you are on.

[X] [>] [>] [>] [>] [>]

[M] [>] [>] [>] [>] [>]

[X] [>] [>] [>] [>] [>]

X = Normal Square

> = Path of the shockwaves

#047 Gaia3 *****

160 Damage

C, G, M, N, T

Attributes - None

Mega Man will hit the floor with a giant hammer. The hammer will cause a shockwave, which will then roll forward to the right side. Any enemies caught in it's path will be damaged by the shockwave. It can be dodged when used against you in multiplayer by moving to your right side just as the shockwave is about to hit the column you are on.

[X] [>] [>] [>] [>] [>]

[M] [>] [>] [>] [>] [>]

[X] [>] [>] [>] [>] [>]

X = Normal Square

> = Path of the shockwaves

#048 Thunder1 *

90 Damage

A, E, G, H, S

Attributes - Electricity

Mega Man will put out a rolling ball of electricity. This electricity will follow the enemy around until it either hits an enemy and therefore paralyzes it, or it runs out of energy. Should it hit an enemy, it will stun the enemy temporarily, leaving it vulnerable to open attack.

#049 Thunder2 **

120 Damage

B, C, F, I, L

Attributes - Electricity

Mega Man will put out a rolling ball of electricity. This electricity will follow the enemy around until it either hits an enemy and therefore paralyzes it, or it runs out of energy. Should it hit an enemy, it will stun the enemy temporarily, leaving it vulnerable to open attack.

#050 Thunder3 ***

150 Damage

D, F, G, K, N

Attributes - Electricity

Mega Man will put out a rolling ball of electricity. This electricity will follow the enemy around until it either hits an enemy and therefore paralyzes it, or it runs out of energy. Should it hit an enemy, it will stun the enemy temporarily, leaving it vulnerable to open attack.

#051 RingZap1 *

100 Damage

G, H, M, N, P

Attributes - Electricity

Mega Man will send out a guardian orb of electricity that will start right on the panel to his right. The ball of electrical energy will then circle Mega Man until it hits the corner to the diagonal lower right of Mega Man, and then dissipate. Any enemy that comes in contact with this electrical orb during the time that it is orbiting Mega Man will be stunned, leaving it vulnerable to open attack.

X = Normal Square

M = Mega Man

^ = Square that the orb starts on

^, <, >, V = Direction of the electrical orb

[V] [<] [<] [X] [X] [X]

[V] [M] [^] [X] [X] [X]
[>] [>] [>] [X] [X] [X]

#052 RingZap2 **

100 Damage

C, E, G, J, L

Attributes - Electricity

Mega Man will send out a guardian orb of electricity that will start right on the panel to his right. The ball of electrical energy will then circle Mega Man until it hits the corner to the diagonal lower right of Mega Man, circle once more, and then dissipate. Any enemy that comes in contact with this electrical orb during the time that it is orbiting Mega Man will be stunned, leaving it vulnerable to open attack.

X = Normal Square

M = Mega Man

^ = Square that the orb starts on

^, <, >, V = Direction of the electrical orb

[V] [<] [<] [X] [X] [X]
[V] [M] [^] [X] [X] [X]
[>] [>] [>] [X] [X] [X]

#053 RingZap3 ***

100 Damage

A, B, O, R, T

Attributes - Electricity

Mega Man will send out a guardian orb of electricity that will start right on the panel to his right. The ball of electrical energy will then circle Mega Man until it hits the corner to the diagonal lower right of Mega Man, circle twice more, and then dissipate. Any enemy that comes in contact with this electrical orb during the time that it is orbiting Mega Man will be stunned, leaving it vulnerable to open attack.

X = Normal Square

M = Mega Man

^ = Square that the orb starts on

^, <, >, V = Direction of the electrical orb

[V] [<] [<] [X] [X] [X]
[V] [M] [^] [X] [X] [X]
[>] [>] [>] [X] [X] [X]

#054 Typhoon *

30 Damage

A, B, D, E, G

Attributes - None

Mega Man will shoot out two squares ahead of him a series of twisters (in this case, 3), which will hit the enemy constantly until the number of twisters the chip has is used up.

X = Normal Square
M = Mega Man
T = Square that the Twisters will hit

[X] [X] [X] [X] [X] [X]
[X] [X] [M] [X] [T] [X]
[X] [X] [X] [X] [X] [X]

#055 Hurricane **

30 Damage

G, I, J, K, L

Attributes - None

Mega Man will shoot out two squares ahead of him a series of twisters (in this case, 5), which will hit the enemy constantly until the number of twisters the chip has is used up.

X = Normal Square
M = Mega Man
T = Square that the Twisters will hit

[X] [X] [X] [X] [X] [X]
[X] [X] [M] [X] [T] [X]
[X] [X] [X] [X] [X] [X]

#056 Cyclone ***

30 Damage

E, F, G, H, I

Attributes - None

Mega Man will shoot out two squares ahead of him a series of twisters (in this case, 8), which will hit the enemy constantly until the number of twisters the chip has is used up.

X = Normal Square
M = Mega Man
T = Square that the Twisters will hit

[X] [X] [X] [X] [X] [X]
[X] [X] [M] [X] [T] [X]
[X] [X] [X] [X] [X] [X]

#057 Snakegg1 *

130 Damage

B, E, G, M, N

Attributes - Wood

Mega Man will send a snake's egg into the enemy's side of the field. The egg will then hatch, and a snake will crawl around until it is either destroyed, or runs into an enemy and explodes, thus inflicting Wood damage on said enemy.

#058 Snakegg2 **

140 Damage

C, E, H, N, P

Attributes - Electricity

Mega Man will send a snake's egg into the enemy's side of the field. The egg will then hatch, and a snake will crawl around until it is either destroyed, or runs into an enemy and explodes, thus inflicting Electrical damage on said enemy.

#059 Snakeegg3 ***

140 Damage

A, C, F, L, S

Attributes - Fire

Mega Man will send a snake's egg into the enemy's side of the field. The egg will then hatch, and a snake will crawl around until it is either destroyed, or runs into an enemy and explodes, thus inflicting Fire damage on said enemy.

#060 Drain1 **

50 Damage

A, B, D, K, O

Attributes - None

Mega Man will dash at the enemy with some leeches. If he hits the enemy, the leeches will suck off some HP from the enemies, and give it back to Mega Man to keep him in the safe zone.

X = Normal Square

M = Mega Man

> = Path Mega Man heads to go to the enemy

E = Enemy that loses it's HP to the Drain1 Attack

[X] [X] [X] [X] [X] [X]

[M] [>] [>] [>] [>] [E]

[X] [X] [X] [X] [X] [X]

#061 Drain2 **

70 Damage

A, C, H, N, T

Attributes - None

Mega Man will dash at the enemy with some leeches. If he hits the enemy, the leeches will suck off some HP from the enemies, and give it back to Mega Man to keep him in the safe zone.

X = Normal Square

M = Mega Man

> = Path Mega Man heads to go to the enemy

E = Enemy that loses it's HP to the Drain2 Attack

[X] [X] [X] [X] [X] [X]

[M] [>] [>] [>] [>] [E]

[X] [X] [X] [X] [X] [X]

#062 Drain3 ***

90 Damage

A, E, F, L, Q

Attributes - None

Mega Man will dash at the enemy with some leeches. If he hits the enemy, the leeches will suck off some HP from the enemies, and give it back to Mega Man to keep him in the safe zone.

X = Normal Square

M = Mega Man

> = Path Mega Man heads to go to the enemy

E = Enemy that loses it's HP to the Drain3 Attack

[X][X][X][X][X][X]

[M][>][>][>][>][E]

[X][X][X][X][X][X]

#063 Bodyburn ****

100 Damage

E, F, K, M, N

Attributes - Fire

Mega Man will fly along the row that he is in, and nothing will be able to stop him (although he can be stopped before he starts the attack). Where he flies past, he will leave flames on the panel that will only be extinguished by an enemy walking over them or time. Once he flies through the entire row and hits the end, he will end up where he started back at.

[X][X][X][X][X][X]

[M][>][>][>][>][>]

[X][X][X][X][X][X]

X = Normal Square

M = Mega Man

> = How far Mega Man will Dash with the Bodyburn

#064 X-Panell **

Support Chip

B, D, G, L, S

Attributes - None

Mega Man will strike the panel that is right in front of him with a pickaxe. This attack will thus destroy the panel, and it will take some time until the panel can automatically regenerate.

[X][X][X][X][X][X]

[X][X][M][E][X][X]

[X][X][X][X][X][X]

X = Normal Square

M = Mega Man

E = The panel that will be eliminated by the X-Panell chip

#065 X-Panel3 ***

Support Chip

B, D, G, L, S

Attributes - None

Mega Man will strike the panel that is right in front of him with a pickaxe. This attack will thus destroy the entire column in front of Mega Man, and it will take some time until the panels can automatically regenerate.

[X] [X] [X] [E] [X] [X]

[X] [X] [M] [E] [X] [X]

[X] [X] [X] [E] [X] [X]

X = Normal Square

M = Mega Man

E = The panels that will be eliminated by the X-Panel3 chip

#066 Hammer **

100 Damage

A, F, I, M, Q

Attributes - None

Mega Man will wield a mighty hammer and attack the panel in front of him with it. If there is a RockCube or an IceCube on the panel that Mega Man was attacking, it will break apart. Otherwise, it will cause damage to whatever might have been on the panel.

[X] [X] [X] [X] [X] [X]

[X] [X] [M] [H] [X] [X]

[X] [X] [X] [X] [X] [X]

X = Normal Square

M = Mega Man

H = Panel that the hammer would hit

#067 MetGuard *

Support Chip

A, C, E, G, L

Attributes - None

Mega Man will throw up a shield that will block all attacks, pressing the A button. He will keep this shield up for approximately three seconds, and will then drop it, allowing enemies to hit him once more.

#068 IronShield **

Support Chip

A, B, O, R, T

Attributes - None

Mega Man will throw up a shield that will block all attacks, having pressed the A button. He will keep this shield up for approximately three seconds, and will then drop it, allowing enemies to hit him once more.

#069 Recov10 *

Support Chip/Heals 10 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 10 HP. If he has less than 10 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#070 Recov30 *

Support Chip/Heals 30 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 30 HP. If he has less than 30 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#071 Recov50 *

Support Chip/Heals 50 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 50 HP. If he has less than 50 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#072 Recov80 *

Support Chip/Heals 80 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 80 HP. If he has less than 80 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#073 Recov120 **

Support Chip/Heals 120 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 120 HP. If he has less than 120 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#074 Recov150 **

Support Chip/Heals 150 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 150 HP. If he has less than 150 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#075 Recov200 ***

Support Chip/Heals 200 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 200 HP. If he has less than 200 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#076 Recov300 ****

Support Chip/Heals 300 HP

A, C, E, G, L

Attributes - None

Using this chip, Mega Man will heal back to his health supply 300 HP. If he has less than 300 damage on his health, then he will merely be put back at full health instead of going over his original meter.

#077 Steal ***

Support Chip/Causes 10 Damage

A, E, L, P, S

Attributes - None

Mega Man will steal the full column that is right to Mega Man's rightmost column; Mega Man will then be able to use these panels, but not the enemy. If an enemy is on one of the panels, that panel will not be taken, but will instead cause 10 damage to said enemy.

[X][X][X][S][X][X]

[X][X][X][S][X][X]

[X][X][X][S][X][X]

X = Normal Square

S = Panels that would be stolen from the enemy's side

#078 Geddon1 ***

Support Chip

F, H, J, L, N

Attributes - None

Using this chip, Mega Man will cause ALL the panels on the field to be cracked, and this means both his side and the enemy's side. After walking over the cracked panels, they will be destroyed.

#079 Geddon2 ****

Support Chip

A, B, E, I, K

Attributes - None

Using this chip, Mega Man will erase all the currently destroyed panels on both sides of the field. Erasing the destroyed panels means that the panels will not come back for the rest of the battle.

#080 Escape ***

Support Chip

F, H, J, L, N

Attributes - None

With this chip in hand, Mega Man will be able to escape from battle with viruses, but not with bosses.

#081 Interrupt ***

Support Chip

F, H, J, L, N

Attributes - None

[MULTIPLAYER ONLY] Mega Man will destroy the chips that the opponent currently has in hand, rendering him only able to attack with his buster.

#082 Repair *

Support Chip

A, G, H, K, S

Attributes - None

If there are any destroyed (but not erased) panels on Mega Man's side of the field, he will repair all of them using this battle chip.

#083 TimeBomb1 **

80 Damage

E, G, J, L, Q

Attributes - None

Mega Man will set a time bomb in the front row of the enemies' area, much akin to NumberMan's attack. After three seconds, if the time bomb has not been destroyed by then, it will go off, and an explosion will hit the enemies' first row, then the second, and then the third.

#083 TimeBomb1 **

80 Damage

E, G, J, L, Q

Attributes - None

Mega Man will set a time bomb in the front row of the enemies' area, much akin to NumberMan's attack. After three seconds, if the time bomb has not been

destroyed by then, it will go off, and an explosion will hit the enemies' first row, then the second, and then the third.

X = Normal Square
> = Path of the shockwaves

[X][X][X][>][>][>]
[X][X][X][>][>][>]
[X][X][X][>][>][>]

#084 TimeBomb2 ***
120 Damage
C, F, J, L, S
Attributes - None

Mega Man will set a time bomb in the front row of the enemies' area, much akin to NumberMan's attack. After three seconds, if the time bomb has not been destroyed by then, it will go off, and an explosion will hit the enemies' first row, then the second, and then the third.

X = Normal Square
> = Path of the shockwaves

[X][X][X][>][>][>]
[X][X][X][>][>][>]
[X][X][X][>][>][>]

#085 TimeBomb3 ****
160 Damage
A, B, G, O, P
Attributes - None

Mega Man will set a time bomb in the front row of the enemies' area, much akin to NumberMan's attack. After three seconds, if the time bomb has not been destroyed by then, it will go off, and an explosion will hit the enemies' first row, then the second, and then the third.

X = Normal Square
> = Path of the shockwaves

[X][X][X][>][>][>]
[X][X][X][>][>][>]
[X][X][X][>][>][>]

#086 Cloud *
30 Damage
B, G, H, O, R
Attributes - Aqua

Mega Man will send a cloud that will go up and down one of the enemy's columns. It will rain down water, and if it hits an enemy, said enemy will take aqua-based damage.

#087 Cloudier **
50 Damage
A, D, I, M, P
Attributes - Aqua
Mega Man will send a cloud that will go up and down one of the enemy's columns.
It will rain down water, and if it hits an enemy, said enemy will take aqua-
based damage.

#088 Cloudest ***
100 Damage
C, F, J, K, O
Attributes - Aqua
Mega Man will send a cloud that will go up and down one of the enemy's columns.
It will rain down water, and if it hits an enemy, said enemy will take aqua-
based damage.

#089 Mine1 **
160 Damage
G, H, M, N, P
Attributes - None
Mega Man will set down a mine on the enemy's side of the field, of which the
mine is invisible. If the enemy walks over the panel that the mine is on, the
mine will explode and the enemy will take damage.

#090 Mine2 ***
180 Damage
C, E, G, J, L
Attributes - None
Mega Man will set down a mine on the enemy's side of the field, of which the
mine is invisible. If the enemy walks over the panel that the mine is on, the
mine will explode and the enemy will take damage.

#091 Mine3 ****
200 Damage
A, B, O, R, T
Attributes - None
Mega Man will set down a mine on the enemy's side of the field, of which the
mine is invisible. If the enemy walks over the panel that the mine is on, the
mine will explode and the enemy will take damage.

#092 Dynamite1 ***
100 Damage
B, G, O, Q, S

Attributes - None

Mega Man will set down a dynamite with motion sensor. When an enemy is directly right of the dynamite, the dynamite will rush at the enemy, and explode on contact.

X = Normal Square

D = Dynamite

> = Path the dynamite can go (when the enemy is on said path)

[X] [X] [X] [X] [X] [X]
[X] [X] [X] [D] [>] [>]
[X] [X] [X] [X] [X] [X]

#093 Dynamite2 ***

120 Damage

A, C, K, M, N

Attributes - None

Mega Man will set down a dynamite with motion sensor. When an enemy is directly diagonal of the dynamite, the dynamite will rush at the enemy, and explode on contact.

X = Normal Square

D = Dynamite

> = Path the dynamite can go (when the enemy is on said path)

[X] [X] [X] [X] [>] [X] [X] [X] [X] [D] [X] [X] [X] [X] [X] [X] [X] [X] [>]
[X] [X] [X] [D] [X] [X] OR [X] [X] [X] [X] [>] [X] OR [X] [X] [X] [X] [>] [X]
[X] [X] [X] [X] [>] [X] [X] [X] [X] [X] [X] [X] [>] [X] [X] [X] [D] [X] [X]

#094 Dynamite3 ***

150 Damage

G, K, M, O, P

Attributes - None

Mega Man will set down a dynamite with motion sensor. When an enemy is directly above or below of the dynamite, the dynamite will rush at the enemy, and explode on contact.

X = Normal Square

D = Dynamite

^, V = Path the dynamite can go (when the enemy is on said path)

[X] [X] [X] [^] [X] [X]
[X] [X] [X] [D] [X] [X]
[X] [X] [X] [V] [X] [X]

#095 Remobit1 *

80 Damage

A, C, F, N, O

Attributes - Electricity

Using this battle chip, a Remobit will appear in front of where Mega Man was standing. Additionally, an electrical generator will appear on the enemy's side of the field, and break the panels with lightning as it moves around. It will

stop when the Remobit statue is destroyed.

X = Normal Square

M = Mega Man

R = Remobit Statue

L = Lightning Generator (Moves around)

[X] [X] [X] [X] [X] [L]

[X] [M] [R] [X] [X] [X]

[X] [X] [X] [X] [X] [X]

#096 Remobit2 *

100 Damage

B, D, E, H, I

Attributes - Electricity

Using this battle chip, a Remobit will appear in front of where Mega Man was standing. Additionally, an electrical generator will appear on the enemy's side of the field, and break the panels with lightning as it moves around. It will stop when the Remobit statue is destroyed.

X = Normal Square

M = Mega Man

R = Remobit Statue

L = Lightning Generator (Moves around)

[X] [X] [X] [X] [X] [L]

[X] [M] [R] [X] [X] [X]

[X] [X] [X] [X] [X] [X]

#097 Remobit3 *

120 Damage

G, J, K, P, Q

Attributes - Electricity

Using this battle chip, a Remobit will appear in front of where Mega Man was standing. Additionally, an electrical generator will appear on the enemy's side of the field, and break the panels with lightning as it moves around. It will stop when the Remobit statue is destroyed.

X = Normal Square

M = Mega Man

R = Remobit Statue

L = Lightning Generator (Moves around)

[X] [X] [X] [X] [X] [L]

[X] [M] [R] [X] [X] [X]

[X] [X] [X] [X] [X] [X]

#098 Lockon1 *

10 Damage

C, D, H, I, L

Attributes - None

Mega Man will unleash a machine gun, which will move a cursor around the field. When it targets an enemy, it will fire many shots in quick succession at the enemy.

#099 Lockon1 **

15 Damage

B, E, G, H, M

Attributes - None

Mega Man will unleash a machine gun, which will move a cursor around the field. When it targets an enemy, it will fire many shots in quick succession at the enemy.

#100 Lockon1 ***

20 Damage

A, D, K, N, O

Attributes - None

Mega Man will unleash a machine gun, which will move a cursor around the field. When it targets an enemy, it will fire many shots in quick succession at the enemy.

#101 Candle1 **

Support Chip

C, F, I, P, S

Attributes - None

Mega Man will set a candle in the back row of his side of the field. So long as the Candle1 remains undestroyed, it will generate HP for Mega Man to steadily recover with.

#102 Candle2 ***

Support Chip

B, E, G, J, L

Attributes - None

Mega Man will set a candle in the back row of his side of the field. So long as the Candle1 remains undestroyed, it will generate HP for Mega Man to steadily recover with.

#103 Candle3 ****

Support Chip

A, D, H, K, M

Attributes - None

Mega Man will set a candle in the back row of his side of the field. So long as the Candle1 remains undestroyed, it will generate HP for Mega Man to steadily recover with.

#104 Anubis *****

Support Chip

C, L, M, Q, T

Attributes - None

Mega Man will set down a guardian Anubis statue. When the Anubis statue is on the field and has not been destroyed, all enemies will steadily lose HP from the poison that the Anubis gives off.

X = Normal Square

M = Mega Man

A = Anubis statue

[X] [X] [X] [X] [X] [X]

[X] [M] [A] [X] [X] [X]

[X] [X] [X] [X] [X] [X]

#105 IceCube **

Support Chip

A, C, I, L, M

Attributes - Aqua

Mega Man will put down on the panel in front of him an icecube, which will protect him from non-ground attacks going along that panel, until the icecube is broken.

X = Normal Square

M = Mega Man

I = IceCube

[X] [X] [X] [X] [X] [X]

[X] [M] [I] [X] [X] [X]

[X] [X] [X] [X] [X] [X]

#106 RockCube ***

Support Chip

B, E, G, M, O

Attributes - None

Mega Man will set three RockCube's on the enemies' side of the field at random location, where they will interfere with moving around and firing at Mega Man until they are broken.

#107 BusterGuard ***

Support Chip

A, G, K, N, R

Attributes - None

By using this chip, Mega Man will be able to use the MetGuard attack in place of the buster by pressing the B button. The effect will wear off when Mega Man goes into a new turn.

#108 BusterBomb *****

Support Chip/Does 50 Damage

D, H, J, O, T

Attributes - None

By using this chip, Mega Man will be able to use the MiniBomb attack in place of the buster by pressing the B button. The effect will wear off when Mega Man goes into a new turn.

M = MegaMan

X = Normal Square

B = The panel on which the bomb lands and explodes

[X] [X] [X] [X] [X] [X]

[X] [M] [X] [X] [B] [X]

[X] [X] [X] [X] [X] [X]

#109 BusterSword *****

Support Chip/Does 80 Damage

B, E, L, P, S

Attributes - None

By using this chip, Mega Man will be able to use the Sword attack in place of the buster by pressing the B button. The effect will wear off when Mega Man goes into a new turn.

M = MegaMan

X = Normal Square

S = Panel where the Sword hits

[X] [X] [X] [X] [X] [X]

[X] [X] [M] [S] [X] [X]

[X] [X] [X] [X] [X] [X]

#110 BusterPunch *****

Support Chip/Does 60 Damage

C, F, I, M, Q

Attributes - None

By using this chip, Mega Man will be able to use the GutsPunch attack in place of the buster by pressing the B button. The effect will wear off when Mega Man goes into a new turn.

[X] [X] [X] [X] [X] [X]

[X] [X] [M] [E] [>] [>]

[X] [X] [X] [X] [X] [X]

X = Normal Square

M = Mega Man

E = Panel where the Enemy or Obstacle is struck

> = How far the enemy will slide back

#111 SlowGauge **
Support Chip
H, K, N, O, Q
Attributes - None
Using the SlowGauge, the Custom Gauge will slow down, taking a lot more time to fill up. Useful only for Multiplayer.

#112 FastGauge **
Support Chip
A, C, E, L, N
Attributes - None
Using the FastGauge, the Custom Gauge will speed up at the rate it fills, taking a lot less time to fill up.

#113 Invis1 **
Support Chip
I, J, L, O, Q
Attributes - None
Using the Invis1, Mega Man will become invisible for a short period of time. An effect of his newfound invisibility is that he will become immune to all attacks.

#114 Invis2 ***
Support Chip
A, C, F, J, M
Attributes - None
Using the Invis2, Mega Man will become invisible for a short period of time. An effect of his newfound invisibility is that he will become immune to all attacks.

#115 Invis3 ****
Support Chip
B, D, H, K, N
Attributes - None
Using the Invis3, Mega Man will become invisible for a short period of time. An effect of his newfound invisibility is that he will become immune to all attacks.

#116 Dropdown *****
Support Chip
A, B, O, R, T
Attributes - None
Using the Dropdown, Mega Man will become invisible until he fires a shot, where he will then be returned to a visible state. An effect of his newfound invisibility is that he will become immune to all attacks.

#117 Popup *****

Support Chip

C, D, H, K, N

Attributes - None

Using the Popup, Mega Man will become invisible for the rest of the turn, but whenever he is attacking, he will temporarily be visible once more. An effect of his newfound invisibility is that he will become immune to all attacks.

#118 IronBody **

Support Chip

C, D, L, Q, R

Attributes - None

Using the IronBody, Mega Man's body will turn to stone for 30 seconds. While in stone form, Mega Man will take only one point of damage from each hit the enemy attacks him with. After 30 seconds are up, he is returned to his regular form.

#119 Barrier **

Support Chip

D, F, M, R, S

Attributes - None

The Barrier chip will cause a shield to protect Mega Man. After the shield absorbs and nullifies one attack, it will disappear, leaving Mega Man open to attack once more.

#120 BubbleWrap1 **

Support Chip

C, E, G, I, M

Attributes - Aqua

Mega Man will don a bubble that will act as his shield. When it takes a hit, the bubble shield will disappear for a few long moments, but it will then come back. When a new turn starts, Mega Man will no longer have the bubble shield.

#121 BubbleWrap2 **

Support Chip

D, F, H, K, N

Attributes - Aqua

Mega Man will don a bubble that will act as his shield. When it takes a hit, the bubble shield will disappear for a few long moments, but it will then come back. When a new turn starts, Mega Man will no longer have the bubble shield.

#122 BubbleWrap3 ***

Support Chip

A, B, L, Q, R

Attributes - Aqua

Mega Man will don a bubble that will act as his shield. When it takes a hit, the bubble shield will disappear for a few long moments, but it will then come back. When a new turn starts, Mega Man will no longer have the bubble shield.

#123 LeafShield ***

Support Chip

C, D, F, K, Q

Attributes - Wood

A shield made up of leafs will surround Mega Man. When an attack hits Mega Man, it will be nullified by the leaf shield, which will henceforth be knocked out - but not without the result of healing Mega Man the amount of damage that it took from the attack.

#124 AquaAura **

Support Chip/Protects against attacks of less than 10

D, E, L, R, S

Attributes - Aqua

An aura will protect Mega Man from attacks. If Mega Man is hit with an Elec-based attack or an attack of 10 or more, the AquaAura will fall.

#125 FireAura ***

Support Chip/Protects against attacks of less than 40

B, G, I, N, T

Attributes - Fire

An aura will protect Mega Man from attacks. If Mega Man is hit with an Aqua-based attack or an attack of 40 or more, the FireAura will fall.

#126 WoodAura ****

Support Chip/Protects against attacks of less than 80

B, G, I, N, T

Attributes - Wood

An aura will protect Mega Man from attacks. If Mega Man is hit with a Fire-based attack or an attack of 80 or more, the WoodAura will fall.

#127 LifeAura *****

Support Chip/Protects against attacks of less than 100

A, H, K, M, P

Attributes - None

An aura will protect Mega Man from attacks. If Mega Man is hit with an attack of 100 or more, the LifeAura will fall.

#128 Roll ***
60 Damage/Recovers 60 Damage

R
Attributes - None
Roll will come out and attack the nearest enemy. After doing so, she will then heal Mega Man the same amount of damage that she dealt out to your nemesis.

#129 Roll2 ****
80 Damage/Recovers 80 Damage

R
Attributes - None
Roll will come out and attack the nearest enemy. After doing so, she will then heal Mega Man the same amount of damage that she dealt out to your nemesis.

#130 Roll3 *****
100 Damage/Recovers 100 Damage

R
Attributes - None
Roll will come out and attack the nearest enemy. After doing so, she will then heal Mega Man the same amount of damage that she dealt out to your nemesis.

#131 Gutsman ***
40 Damage

G
Attributes - None
GutsMan will head to the front row of Mega Man's side of the field. Here, he will lift his arms, and hit the row in front of him. Shockwaves will hit the front row of the enemy's side of the field, then the middle row, and finally, the back row.

X = Normal Square
G = GutsMan
> = Path of the shockwaves

[X][X][X][>][>][>]
[X][X][G][>][>][>]
[X][X][X][>][>][>]

#132 Gutsman2 ****
70 Damage

G
Attributes - None
GutsMan will head to the front row of Mega Man's side of the field. Here, he will lift his arms, and hit the row in front of him. Shockwaves will hit the front row of the enemy's side of the field, then the middle row, and finally, the back row.

X = Normal Square
G = GutsMan
> = Path of the shockwaves

[X] [X] [X] [>] [>] [>]
[X] [X] [G] [>] [>] [>]
[X] [X] [X] [>] [>] [>]

#133 Gutsman3 ***

100 Damage
G

Attributes - None

GutsMan will head to the front row of Mega Man's side of the field. Here, he will lift his arms, and hit the row in front of him. Shockwaves will hit the front row of the enemy's side of the field, then the middle row, and finally, the back row.

X = Normal Square
G = GutsMan
> = Path of the shockwaves

[X] [X] [X] [>] [>] [>]
[X] [X] [G] [>] [>] [>]
[X] [X] [X] [>] [>] [>]

#134 ProtoMan ***

140 Damage
B

Attributes - None

With time stopping, ProtoMan will teleport over next to where the nearest enemy or column of enemies is, and slash at that column with a WideSword attack.

X = Normal Square
P = ProtoMan
E = Panels ProtoMan would slash at IF there was at least one enemy there

[X] [X] [X] [X] [E] [X]
[X] [X] [X] [P] [E] [X]
[X] [X] [X] [X] [E] [X]

#135 ProtoMan2 ****

160 Damage
B

Attributes - None

With time stopping, ProtoMan will teleport over next to where the nearest enemy or column of enemies is, and slash at that column with a WideSword attack.

X = Normal Square
P = ProtoMan
E = Panels ProtoMan would slash at IF there was at least one enemy there

[X] [X] [X] [X] [E] [X]
[X] [X] [X] [P] [E] [X]
[X] [X] [X] [X] [E] [X]

#136 ProtoMan3 *****

180 Damage

B

Attributes - None

With time stopping, ProtoMan will teleport over next to where the nearest enemy or column of enemies is, and slash at that column with a WideSword attack.

X = Normal Square

P = ProtoMan

E = Panels ProtoMan would slash at IF there was at least one enemy there

[X] [X] [X] [X] [E] [X]
[X] [X] [X] [P] [E] [X]
[X] [X] [X] [X] [E] [X]

#137 FireMan ***

100 Damage

F

Attributes - Fire

FireMan will come out onto the panel that Mega Man was just standing on, and, in Mega Man's place, he will fire his flame thrower down the entire row to the enemy's side that Mega Man was standing on.

X = Normal Square

F = Where Mega Man was standing; where FireMan would appear and fire from

> = Range of FireMan's flamethrower attack

[X] [X] [X] [X] [X] [X]
[X] [X] [X] [X] [X] [X]
[F] [>] [>] [>] [>] [>]

#138 FireMan2 *****

120 Damage

F

Attributes - Fire

FireMan will come out onto the panel that Mega Man was just standing on, and, in Mega Man's place, he will fire his flame thrower down the entire row to the enemy's side that Mega Man was standing on.

X = Normal Square

F = Where Mega Man was standing; where FireMan would appear and fire from

> = Range of FireMan's flamethrower attack

[X] [X] [X] [X] [X] [X]
[X] [X] [X] [X] [X] [X]
[F] [>] [>] [>] [>] [>]

#139 FireMan3 *****

150 Damage

F

Attributes - Fire

FireMan will come out onto the panel that Mega Man was just standing on, and, in Mega Man's place, he will fire his flame thrower down the entire row to the enemy's side that Mega Man was standing on.

X = Normal Square

F = Where Mega Man was standing; where FireMan would appear and fire from

> = Range of FireMan's flamethrower attack

[X] [X] [X] [X] [X] [X]

[X] [X] [X] [X] [X] [X]

[F] [>] [>] [>] [>] [>]

#140 NumberMan ***

10x Damage

N

Attributes - None

NumberMan will throw a die down on the enemies' side of the field. The amount that it lands on will multiply by 10, and an explosion will blast the enemies' side of the field in a fashion similar to a Gaia attack.

#141 NumberMan2 *****

20x Damage

N

Attributes - None

NumberMan will throw a die down on the enemies' side of the field. The amount that it lands on will multiply by 20, and an explosion will blast the enemies' side of the field in a fashion similar to a Gaia attack.

#142 NumberMan3 *****

30x Damage

N

Attributes - None

NumberMan will throw a die down on the enemies' side of the field. The amount that it lands on will multiply by 30, and an explosion will blast the enemies' side of the field in a fashion similar to a Gaia attack.

#143 StoneMan ***

100 Damage

S

Attributes - None

The screen will pause. StoneMan will appear, and he will hit the ground with his arms. On the enemy's side of the field, three sets of three boulders apiece will fall down on random panels. If it hits an enemy, it will cause said enemy damage.

#144 StoneMan2 ****

100 Damage

S

Attributes - None

The screen will pause. StoneMan will appear, and he will hit the ground with his arms. On the enemy's side of the field, three sets of four boulders apiece will fall down on random panels. If it hits an enemy, it will cause said enemy damage.

#145 StoneMan3 *****

100 Damage

S

Attributes - None

The screen will pause. StoneMan will appear, and he will hit the ground with his arms. On the enemy's side of the field, three sets of five boulders apiece will fall down on random panels. If it hits an enemy, it will cause said enemy damage.

#146 IceMan ***

60 Damage

I

Attributes - Aqua

IceMan will appear, and send three icecycles that will travel right along the screen until it hits the end of the enemy's field, one column after the other.

X = Normal Square

I = IceMan

> = Path of the icecycles

[X][>][>][>][>][>]

[I][>][>][>][>][>]

[X][>][>][>][>][>]

#147 IceMan2 ****

80 Damage

I

Attributes - Aqua

IceMan will appear, and send three icecycles that will travel right along the screen until it hits the end of the enemy's field, one column after the other.

X = Normal Square

I = IceMan

> = Path of the icecycles

```
[X] [>] [>] [>] [>] [>]
[I] [>] [>] [>] [>] [>]
[X] [>] [>] [>] [>] [>]
```

#148 IceMan3 *****

100 Damage

I

Attributes - Aqua

IceMan will appear, and send three icecycles that will travel right along the screen until it hits the end of the enemy's field, one column after the other.

X = Normal Square

I = IceMan

> = Path of the icecycles

```
[X] [>] [>] [>] [>] [>]
[I] [>] [>] [>] [>] [>]
[X] [>] [>] [>] [>] [>]
```

#149 ColorMan ***

90 Damage

C

Attributes - None

Mega Man will summon ColorMan, whom will send a tower of water through the top row and a tower of fire through the bottom row. Afterwards, the enemies within the towers' path will take damage.

X = Normal Square

F = FireTower

A = AquaTower

> = Path of the Two Towers

```
[A] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]
[F] [>] [>] [>] [>] [>]
```

#150 ColorMan2 *****

110 Damage

C

Attributes - None

Mega Man will summon ColorMan, whom will send a tower of water through the top row and a tower of fire through the bottom row. Afterwards, the enemies within the towers' path will take damage.

X = Normal Square

F = FireTower

A = AquaTower

> = Path of the Two Towers

[A] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]
[F] [>] [>] [>] [>] [>]

#151 ColorMan3 *****

130 Damage

C

Attributes - None

Mega Man will summon ColorMan, whom will send a tower of water through the top row and a tower of fire through the bottom row. Afterwards, the enemies within the towers' path will take damage.

X = Normal Square

F = FireTower

A = AquaTower

> = Path of the Two Towers

[A] [>] [>] [>] [>] [>]
[X] [X] [X] [X] [X] [X]
[F] [>] [>] [>] [>] [>]

#152 ElecMan ***

90 Damage

E

Attributes - Electricity

ElecMan will be summoned, and from here, he will bring thunder down onto all the panels that have enemies on them.

#153 ElecMan2 *****

120 Damage

E

Attributes - Electricity

ElecMan will be summoned, and from here, he will bring thunder down onto all the panels that have enemies on them.

#154 ElecMan3 *****

150 Damage

E

Attributes - Electricity

ElecMan will be summoned, and from here, he will bring thunder down onto all the panels that have enemies on them.

#155 BombMan ***

120 Damage

B

Attributes - None

BombMan will come out, and he will throw one of his bombs three columns ahead of him. On impact, the bomb will explode in the fashion of how a CrossBomb would explode.

B = BombMan

X = Normal Square

B = The panel on which the bomb lands and explodes

E = The other panels beside the landing panel that are affected by the explosion

[X] [X] [X] [X] [E] [X]

[X] [M] [X] [E] [B] [E]

[X] [X] [X] [X] [E] [X]

#156 BombMan2 *****

140 Damage

B

Attributes - None

BombMan will come out, and he will throw one of his bombs three columns ahead of him. On impact, the bomb will explode in the fashion of how a CrossBomb would explode.

B = BombMan

X = Normal Square

B = The panel on which the bomb lands and explodes

E = The other panels beside the landing panel that are affected by the explosion

[X] [X] [X] [X] [E] [X]

[X] [M] [X] [E] [B] [E]

[X] [X] [X] [X] [E] [X]

#157 BombMan3 *****

160 Damage

B

Attributes - None

BombMan will come out, and he will throw one of his bombs three columns ahead of him. On impact, the bomb will explode in the fashion of how a CrossBomb would explode.

B = BombMan

X = Normal Square

B = The panel on which the bomb lands and explodes

E = The other panels beside the landing panel that are affected by the explosion

[X] [X] [X] [X] [E] [X]

[X] [M] [X] [E] [B] [E]

[X] [X] [X] [X] [E] [X]

#158 MagicMan ***

100 Damage

M

Attributes - None

MagicMan will appear on the field. Out here, he will send a bar of blue fire that will go right to the end of the enemy's row, and then disappear.

M = MagicMan

X = Normal Square

> = Range of the blue fire

[X] [X] [X] [X] [X] [X]

[M] [>] [>] [>] [>] [>]

[X] [X] [X] [X] [X] [X]

#159 MagicMan2 ****

120 Damage

M

Attributes - None

MagicMan will appear on the field. Out here, he will send a bar of blue fire that will go right to the end of the enemy's row, and then disappear.

M = MagicMan

X = Normal Square

> = Range of the blue fire

[X] [X] [X] [X] [X] [X]

[M] [>] [>] [>] [>] [>]

[X] [X] [X] [X] [X] [X]

#160 MagicMan3 *****

140 Damage

M

Attributes - None

MagicMan will appear on the field. Out here, he will send a bar of blue fire that will go right to the end of the enemy's row, and then disappear.

M = MagicMan

X = Normal Square

> = Range of the blue fire

[X] [X] [X] [X] [X] [X]

[M] [>] [>] [>] [>] [>]

[X] [X] [X] [X] [X] [X]

#161 WoodMan ***

60 Damage

W

Attributes - Wood

WoodMan will appear, and send three WoodTowers that will henceforth travel right along the screen until it hits the end of the enemy's field, one column after the other.

X = Normal Square

W = WoodMan

> = Path of the WoodTowers

[X] [>] [>] [>] [>] [>]

[W] [>] [>] [>] [>] [>]

[X] [>] [>] [>] [>] [>]

#162 WoodMan2 *****

80 Damage

W

Attributes - Wood

WoodMan will appear, and send three WoodTowers that will henceforth travel right along the screen until it hits the end of the enemy's field, one column after the other.

X = Normal Square

W = WoodMan

> = Path of the WoodTowers

[X] [>] [>] [>] [>] [>]

[W] [>] [>] [>] [>] [>]

[X] [>] [>] [>] [>] [>]

#163 WoodMan3 *****

100 Damage

W

Attributes - Wood

WoodMan will appear, and send three WoodTowers that will henceforth travel right along the screen until it hits the end of the enemy's field, one column after the other.

X = Normal Square

W = WoodMan

> = Path of the WoodTowers

[X] [>] [>] [>] [>] [>]

[W] [>] [>] [>] [>] [>]

[X] [>] [>] [>] [>] [>]

#164 SkullMan ***

150 Damage

S

Attributes - None

Mega Man will summon SkullMan. Once SkullMan comes onto the field, he will drop a giant skull on one of his enemies at random, causing a great amount of damage.

#165 SkullMan2 ****

180 Damage

S

Attributes - None

Mega Man will summon SkullMan. Once SkullMan comes onto the field, he will drop a giant skull on one of his enemies at random, causing a great amount of damage.

#166 SkullMan3 *****

210 Damage

S

Attributes - None

Mega Man will summon SkullMan. Once SkullMan comes onto the field, he will drop a giant skull on one of his enemies at random, causing a great amount of damage.

#167 SharkMan ***

90 Damage

S

Attributes - Aqua

Three of SharkMan's fins will appear. They will then henceforth all glide across the three rows on the field from left to right, and when they hit the far right of the enemies' side of the field, the fins will disappear, causing Aqua damage to whomever they ran through.

F = Fins

> = Path of the Fins

[F][>][>][>][>][>]

[F][>][>][>][>][>]

[F][>][>][>][>][>]

#168 SharkMan2 ****

110 Damage

S

Attributes - Aqua

Three of SharkMan's fins will appear. They will then henceforth all glide across the three rows on the field from left to right, and when they hit the far right of the enemies' side of the field, the fins will disappear, causing Aqua damage to whomever they ran through.

F = Fins

> = Path of the Fins

[F][>][>][>][>][>]

[F][>][>][>][>][>]

[F][>][>][>][>][>]

#169 SharkMan3 *****

130 Damage

S

Attributes - Aqua

Three of SharkMan's fins will appear. They will then henceforth all glide across the three rows on the field from left to right, and when they hit the far right of the enemies' side of the field, the fins will disappear, causing Aqua damage to whomever they ran through.

F = Fins

> = Path of the Fins

[F][>][>][>][>][>]

[F][>][>][>][>][>]

[F][>][>][>][>][>]

#170 PharoahMan *****

100 Damage

P

Attributes - None

On the far left column of Mega Man's side of the field, three of PharoahMan's coffins will land upright. The coffins will then open up, and they will send a laser beam down each of the rows down right to the end of the enemies' side of the field, damaging any enemies in their way.

C = Coffins

> = Path of the lasers

[C][>][>][>][>][>]

[C][>][>][>][>][>]

[C][>][>][>][>][>]

#171 PharoahMan2 *****

120 Damage

P

Attributes - None

On the far left column of Mega Man's side of the field, three of PharoahMan's coffins will land upright. The coffins will then open up, and they will send a laser beam down each of the rows down right to the end of the enemies' side of the field, damaging any enemies in their way.

C = Coffins

> = Path of the lasers

[C][>][>][>][>][>]

[C][>][>][>][>][>]

[C][>][>][>][>][>]

and their effect.

UNFORTUNATELY, due to there not being an ingame library for PAs, I do not know whether I have them all. Any additional PAs would be helpful, if one could email them to me.

Blood Drain

Drain1-Drain2-Drain3-Wave A

200 Damage

Mega Man will suck 200 HP off of all the enemies that get attacked by the giant wave.

B-Sword

Sword-WideSword-LongSword S

80 x 6 Damage

Mega Man will have the ability to first use two Swords, then use two WideSwords, and finally two LongSwords.

B-Wave

ShockWave-SonicWave-DynaWave C

80 x 6

Mega Man will have the capability to use SonicWave six times before his attack runs out.

BusterBomb

LilBomb-CrossBomb-BigBomb B

80 Damage

Mega Man's Buster will be replaced with a bomb shooter for the rest of the battle, which causes 80 damage apiece.

DoubleHero

FighterSword-KnightSword-HeroSword-ProtoMan/2/3 B

400 Damage

ProtoMan will appear on the screen, and will deal 400 damage to all the enemies on the screen.

GutsShot

MetGuard-Dash-GutsMan/2/3 G

500 Damage

GutsMan will appear, and cause 500 damage to all enemies on the screen.

LifeSaver

Barrier-AquaAura-Roll/2/3

Support Chip

Roll will appear, and grant you temporary invisibility, all the while healing you.

O-Arrow

TriArrow A-B-C-D-E

40 Damage

Use the TriArrow attack as much as you want in a 10 second timespan.

O-Cannon1

Cannon A-B-C-D-E

40 Damage

Use the Cannon attack as much as you want in a 10 second timespan.

O-Cannon2

HiCannon F-G-H-I-J

80 Damage

Use the HiCannon attack as much as you want in a 10 second timespan.

O-Cannon3

M-Cannon K-L-M-N-O

120 Damage

Use the M-Cannon attack as much as you want in a 10 second timespan.

O-Lance

TriLance K-L-M-N-O

60 Damage

Use the TriLance attack as much as you want in a 10 second timespan.

O-Ratton1

Ratton1 A-B-C-D-E

80 Damage

Use the Ratton1 attack as much as you want in a 10 second timespan.

O-Ratton2

Ratton2 F-G-H-I-J

100 Damage

Use the Ratton2 attack as much as you want in a 10 second timespan.

O-Ratton3

Ratton3 K-L-M-N-O

120 Damage

Use the Ratton3 attack as much as you want in a 10 second timespan.

O-Spear

TriSpear F-G-H-I-J

50 Damage

Use the TriSpear attack as much as you want in a 10 second timespan.

Z-Arrow

TriArrow A-B-C, B-C-D, C-D-E

40 Damage

Use the TriArrow attack as much as you want in a 5 second timespan.

Z-Cannon1

Cannon A-B-C, B-C-D, C-D-E

40 Damage

Use the Cannon attack as much as you want in a 5 second timespan.

Z-Cannon2

HiCannon F-G-H, G-H-I, H-I-J

80 Damage

Use the HiCannon attack as much as you want in a 5 second timespan.

Z-Cannon3

M-Cannon K-L-M, L-M-N, M-N-O

120 Damage

Use the M-Cannon attack as much as you want in a 5 second timespan.

Z-Lance

TriLance K-L-M, L-M-N, M-N-O

60 Damage

Use the TriLance attack as much as you want in a 5 second timespan.

Z-Ratton1

Ratton1 A-B-C, B-C-D, C-D-E

=====
Interrupt L 3 8000z
=====

Recov150 L 3 10000z
=====

-AFTER BLACKOUT!-

SlowGauge Q 2 5000z
=====

Geddon2 K 3 8000z
=====

FighterSword S 3 12000z
=====

BusterSword S 3 20000z
=====

Internet Area 1 Shop

Item	Stock	Price
------	-------	-------

=====
Widesword K 3 1000z
=====

Spreader I 3 1000z
=====

Hammer A 3 2000z
=====

Recov50 C 3 2000z
=====

Cannon C 3 3000z
=====

HPMemory 5 500z, 1000z, 2000z, 3000z, 5000z
=====

PowerUp 2 2000z, 5000z
=====

Internet Area 3 Shop

Item	Stock	Price
------	-------	-------

=====
Widesword S 3 3000z
=====

Hammer I 3 3000z
=====

X-Panel3 G 3 3000z
=====

M-Cannon L 3 10000z
=====

HPMemory 5 4000z, 6000z, 9000z, 12000z, 15000z
=====

WoodArmor 1 15000z
=====

Internet Area 4 Shop

Item	Stock	Price
IceCube I	3	3000z
Cloudier A	3	5000z
HPMemory	5	6000z, 8000z, 10000z, 12000z, 15000z
HeatArmor	1	20000z

Internet Area 5 Shop

Item	Stock	Price
X-Panell S	3	1000z
Invis1 Q	3	5000z
TimeBomb2 S	3	8000z
TriSpear J	3	10000z
Recov150 C	3	10000z
Ratton2 G	3	10000z
HPMemory	4	8000z, 10000z, 12000z, 15000z
PowerUp	1	20000z

Internet Area 10 Shop

Item	Stock	Price
LongSword E	3	5000z
M-Cannon L	3	10000z
Steal A	3	10000z
HPMemory	4	12000z, 15000z, 20000z, 25000z
PowerUp	1	25000z
AquaArmor	1	30000z

WoodArmor

Buy it from the Net Merchant in Internet Area 3 for 15000z.

HPMemories

- #1: Buy it from the Internet Area 1 Net Merchant for 500z.
- #2: Buy it from the Internet Area 1 Net Merchant for 1000z.
- #3: Buy it from the Internet Area 1 Net Merchant for 2000z.
- #4: Buy it from the Internet Area 1 Net Merchant for 3000z.
- #5: Buy it from the Internet Area 1 Net Merchant for 5000z.
- #6: Buy it from the Internet Area 3 Net Merchant for 4000z.
- #7: Buy it from the Internet Area 3 Net Merchant for 6000z.
- #8: Buy it from the Internet Area 3 Net Merchant for 9000z.
- #9: Buy it from the Internet Area 3 Net Merchant for 12000z.
- #10: Buy it from the Internet Area 3 Net Merchant for 15000z.
- #11: Buy it from the Internet Area 4 Net Merchant for 6000z.
- #12: Buy it from the Internet Area 4 Net Merchant for 8000z.
- #13: Buy it from the Internet Area 4 Net Merchant for 10000z.
- #14: Buy it from the Internet Area 4 Net Merchant for 12000z.
- #15: Buy it from the Internet Area 4 Net Merchant for 15000z.
- #16: Buy it from the Internet Area 5 Net Merchant for 8000z.
- #17: Buy it from the Internet Area 5 Net Merchant for 10000z.
- #18: Buy it from the Internet Area 5 Net Merchant for 12000z.
- #19: Buy it from the Internet Area 5 Net Merchant for 15000z.
- #20: Buy it from the Internet Area 10 Net Merchant for 12000z.
- #21: Buy it from the Internet Area 10 Net Merchant for 15000z.
- #22: Buy it from the Internet Area 10 Net Merchant for 20000z.
- #23: Buy it from the Internet Area 10 Net Merchant for 25000z.
- #24: Buy it from the Internet Area 12 Net Merchant for 12000z.
- #25: Buy it from the Internet Area 12 Net Merchant for 15000z.
- #26: Buy it from the Internet Area 12 Net Merchant for 20000z.
- #27: Buy it from the Internet Area 12 Net Merchant for 25000z.
- #28: Buy it from the Internet Area 15 Net Merchant for 15000z.
- #29: Buy it from the Internet Area 16 Net Merchant for 20000z.
- #30: Buy it from the Internet Area 17 Net Merchant for 25000z.
- #31: Buy it from the Internet Area 18 Net Merchant for 40000z.
- #32: Back-end part of a classroom in the School Network, in a Blue Mystery Data.
- #33: Cabinet to the right of the storage room at the ACDC School.
- #34: HPMemory in the yellow car parked at ACDC School.
- #35: Obtain it from an email from your Dad after your first visit to the Government Complex SciLab.
- #36: From a Blue Mystery Data in the Waterworks internet area.
- #37: From a Blue Mystery Data in DenTown Block Three's streetlights.
- #38: Win one from Masa after you defeat SharkMan for the first time.
- #39: Take from the PET Display in the Government Complex Restaurant.
- #40: Green Mystery Data behind a WWW Gate in Internet Area 4.
- #41: Green Mystery Data behind a WWW Gate in Internet Area 5.
- #42: Blue Mystery Data in ColorMan's Area at the WWW Headquarters.
- #43: Green Mystery Data behind a WWW Gate in Internet Area 10.
- #44: Blue Mystery Data from the stuffed animal in Mayl's room in Mayl's house.
- #45: ?

Location of the last two would be nice.

5. Which of these chips increases your battle area?
- a. Steal*
 - b. Escape
 - c. X-Panel1

Your prize will be a Ratton1 E.

Scientists's Quiz

1. Who's Navi is called GutsMan?
 - a. Dex*
 - b. Yai
 - c. Mayl
2. Who's the summer school teacher in DenTown?
 - a. Ms. Miyu
 - b. Ms. Mari
 - c. Ms. Yuri*
3. Who owns the chip shop in ACDC Town?
 - a. Bigsby
 - b. Higsby*
 - c. Migsby
4. How many chairs are in the school's AV room?
 - a. 6
 - b. 8
 - c. 9*
5. What musical instrument is in Mayl's room?
 - a. A piano*
 - b. A violin
 - c. A pipe organ
6. How old is Yai?
 - a. 6
 - b. 8*
 - c. 12
7. What chip do you use to escape from a battle?
 - a. JackOut
 - b. Steal
 - c. Escape*
8. The antique shop is on what Block of DenTown?
 - a. Block2*
 - c. Block3
 - d. Block4
9. What kind of toy is in Mayl's room?
 - a. A game machine
 - b. A stuffed Lan
 - c. A stuffed animal*
10. What are Ms. Mari's measurements?
 - a. 30, 25, 30
 - b. 33, 22, 33*

Your prize is a Ratton3 M.

Controls

Real World

- A - Confirm a choice, talk, examine an object
- B - Cancel a choice, skate faster while moving around
- D-Pad - Move Lan around
- Start - Access the Subscreen
- L - Talk to Mega Man
- R - Jack in to the Cyberworld (where applicable)

Cyberworld

- A - Confirm a choice, talk, pick up a Mystery Data
- B - Cancel a choice, dash faster while moving around
- D-Pad - Move Mega Man around
- Start - Access the Subscreen
- L - Talk to Lan
- R - Jack out of the Cyberworld

Battle

- L + R - Access the Custom Gauge screen when the Custom Gauge is full
- D-Pad - Move Mega Man up, down, right, and left
- Start - Pause
- A - Use a Battle Chip
- B - Fire, Hold down to Charge (when Charge level is 2 or greater)

Custom Gauge

- R - Show Battle Chip's descriptoin
- D-Pad - Move the cursor up, down, right, and left
- Start - Put the cursor on the OK button
- A - Confirm a choice or Battle Chip
- B - Cancel a Battle Chip selection

Mega Man's Status

Throughout the game, you will find HPMemories and PowerUps. The HPMemories will increase Mega Man's allotted health at the beginning of each battle by 20. When obtaining a PowerUp, accessing Mega Man from the Subscreen will give you three different categories to put your PowerUp to use on; Power, Rapidness, and Charge. Power determines how strong your buster will be. Rapidness determines how many shots you can fire in a given amount of time (also determined by how far you are from an enemy). Charge determines how fast Mega Man can charge up an attack (only applicable level 2 onwards).

Regular Battling

To shoot your buster, use the B Button. When you want to charge your buster, press and hold B. The first charge will give off a blast that does 8x the normal damage of the Buster; the second charge will give off 16x. In order to use whatever chip you have on hand, all you have to do is press the A button to instantly activate the effects of your first chip on hand.

Chips

When you're in the Custom Screen, you can choose from 5 or more items called Battle Chips. Battle Chips are used in battle to fight enemies with, or other unique effects. Each chip has a code. You can only use chips that share the same name (ie. ShockWave, Roll2, Sword) or code (ie. A, S, G). Some chips have an attribute in their sign, which are the basic four elements (covered under Elemental Weaknesses).

Folder

Your folder is your collection of chips that you can use in battle. Your folder has some restrictions on what can be in it; only ten chips with the exact same name can be in it, only five Navi chips can be in it, and it must have thirty chips in it altogether.

Program Advances

These are special attacks that can be gotten by selecting certain chips in a certain order, such as Cannon A, B, and C. When you get these chip combinations, you can perform more powerful attacks, which include being able to use multiple Cannons in a short period of time, or causing one very damaging attack.

Custom Gauge

At the top of the screen, a large bar will fill throughout the battle. When it fills completely, you can press L or R to enter the Custom Screen. In the Custom Gauge Screen, you are able to select chips from a pool of five chips to use in your next turn. If you press ADD, you will not use any chips, but next turn, the next five chips in your folder will be available to the pool of chips you can draw from.

Elemental Weaknesses

Some enemies come from one of the four elements; Fire, Aqua, Electricity and Wood. If you use a chip or attack that is from a certain element, you can deal that foe double damage. The element weaknesses are as thus; Aqua > Fire, Fire > Wood, Wood > Electricity, Electricity > Aqua.

Busting Level

Busting Level can range from a grade of 1-S, with S being the best. Busting Level is determined by how fast you deleted your enemies, how many times you fired your buster, how much you moved around, and how many times you got hit. A high Busting Level can result in higher amounts of zenny or battle chips; a low Busting Level will give you a poor amount of zenny.

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