

Mega Man Battle Network 3 Blue Walkthrough

by Master of Evil

Updated to v1.0 on Nov 19, 2003

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MegaMan Battle Network 3 Blue Version Walkthrough - Version 1.0
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1) Introduction

The year is 200X. The world's machines are joined in a worldwide network. But there is a dark side to this convenience as well: Computer viruses, and an increase in NetCrime. The Virus Lab at the SciLab... Conducts research into ways of dealing with these viruses. One day... The students of ACDC School, in ACDC Town in DenCity, took a field trip to the SciLab's Virus Lab.

2) Version History

Version 1.0 (08/17/03)

-First version of walkthrough.

3) Information

Coming soon!

4) Walkthrough

The following is a walkthrough for the entire game. If you don't want the game spoiled for you, I suggest you don't read ahead of your point in the game.

When I say left, right, straight, or so forth, I mean that direction in the character's point of view. If MegaMan is looking southwest, then left means southeast, and right means northwest.

Have fun playing this game!

4A) Flash of Light

You'll be at SciLab. Talk to everyone, and the class will begin. Press R to jack in along with everybody else, and the tutorial on virus busting will begin, and the first battle will start.

-Mettaur

-Mettaur

Select both Cannons and kill them. Proceed to the next battle.

-Mettaur

-Mettaur

-Mettaur

Select the AreaGrab and WideSword and use them to kill the first two Mettaurs. Wait for the custom gauge to fill up, and then pick any chip and kill the last Mettaur. The last battle will begin.

-Mettaur

-Mettaur

-Mettaur

Select the three Recov10 * chips, and then add them. Wait for the custom gauge to fill up, and when you open the custom window, you'll see eight chips now. Go ahead and select the three Cannons and kill all of the Mettaurs. Yai will talk to you and your friends and agree on a chat at her homepage later in the day.

Lan'll be back at school. Ms. Mari will inform the students of the assignment they must complete. Afterwards, jack into the blackboard in the front of the room and pick up the RegUP1.

Go ahead to the park, and you will meet up with your friends. While discussing the appropriate time for the chat, a tall man with a cowboy hat will interrupt them and inform them of the N1 Grand Prix, a competition to find the top NetBattler. However, before you can enter the competition, you must complete the preliminaries.

Before you go to ACDC Square to complete the preliminaries, let's gather a few things. Go in front of Lan's house (the blue house) and jack into the doghouse to pick up a Barrier L. Head to the pink house, which is Mayl's house, and jack into her PC. Pick up the BMD with 500 zennys. You'll need a Unlocker to get the data from the PMD, but you don't have that yet.

Go north and go to Yai's house (yellow house). Jack into her PC to pick up the SideGun S and RegUP2 here. Then go to Dex's house, which is next to the Metroline. Jack into his PC to get the GutPunch B and 200 zennys.

Go ahead and go into your house and jack into your computer. Go through Lan's HP, and you'll reach ACDC 1. The yellow path you see leads to the Square, but there's some stuff to pick up on the way. You will find a MiniEnrg here. Proceed to the next area.

As you go along, you can find 800 zennys and a CopyDmg * here. There is a

NetDealer in the area; pick up at least one HPMemory if you want to. Proceed to ACDC 3.

Pick up the LongSword E in the BMD, and then follow the non-yellow path. Pick up the PanlOut3 * on the way to ACDC 1. When you're there, get the WideSword L. Further on is the CyberMetro Station, which isn't important yet. Return to ACDC 3, and go back to the start of the area. Follow the yellow path to the warp, and take it.

If you wish, you can read the BBS for information. Talk to the green Navi to enter the preliminaries. The first question is easy: Red means "Stop!". The O data can be found in ACDC 3, near where the BMD containing PanlOut3 * was. Return to the green Navi. The next question is "A ton of lead is heavier than a ton of feathers." It obviously is wrong, since both of them weight a ton. Go to ACDC 2, and go right to the large area for the X data. Once again, return to the ACDC Square. The next question is "Adding every number from 1 to 10 gives 54." Adding every number from 1 to 10 gives 55, not 54. Go to ACDC 1. The X data is found in the 3x3 square near the warp from Lan's HP.

Congratulations! You have completed the N1 Grand Prix preliminaries! After being informed of your success, Glide will give you YaiCode, which will allow you to open the Security Cube leading to Yai's HP. MegaMan will automatically jack out.

Talk to Lan's mom and dinner will begin. After a nice feast, you'll realize it's time to go to Yai's HP. Jack into Lan's computer, and proceed to ACDC 2. You can open the security cube now. Go into the warp, and talk to all three Navis. The chat will begin.

One hour later, Mayl will ask if Lan or Dex has done their homework. Dex realizes that he's left his disk at school. MegaMan will jack out. Proceed to the school gate. After a short conversation, Lan will be told that the school gate is locked. Go back to your computer and jack in. Remember the large area in ACDC 2? Go there, and there will be a large key with a green Navi beside it. Go to the key and press A. You will proceed to unlock the key. The sound seems to startle the napping guard, but he returns to sleep. Jack out.

Go back to the school. Your friends are inside and insist you take the lead, so go ahead and go back to your classroom. After inspection of Dex's desk, it seems the disk isn't there. Dex recalls being at some locations earlier in the day. Check the leftmost animal cage and you will find Dex's disk. Yai hears something, but dismisses it. Go ahead leave the classroom and hall.

The noise starts up again. Everyone hears it this time. Go ahead and enter the Teacher's Lounge. The noise is coming from the principal's office, but before you enter, go left and jack into the school's server. Grab the HPMemory and RockCube * here and jack out. Proceed into the office.

You'll encounter a strange-looking man. He unleashes FlashMan's Hypno Flash onto Lan's friends and hypnotizes them. Realizing that they cannot do anything now, Lan retreats. Talk to Mayl and get Roll R. Talk to Yai in the Class Hall and Dex in Class 5-A. You'll realize you have to delete FlashMan to return them back to normal. However, he can hypnotize you. You need something to block the light. That can be easily solved. Go to the next classroom and pick up the Parasol hanging from the desk. Return to the office.

FlashMan attempts to use Hypno Flash on Lan again, but however, the Parasol blocks the light. He stops, and Lan seizes the opportunity to jack into the computer.

MegaMan informs you that it's dark inside the computer. Proceed and talk to the program. He'll inform you that Lan needs to turn on light switches in the real world to brighten the area. Go to Class 5-B and turn on the light switch.

The computer will flicker lights, and mystery datas will be seen only when it's lighted. Pick up the nearby 600 zennys and RegUP1 and get the KeyDataA. Use it to open the door on the right. The first BMD will be a trap. The next one will be KeydataB. Use it to open the other door. The first BMD will contain another trap. Grab the Recov10 * and KeydataC. Open the last door of the area, and proceed to the warp to the next area.

The next area is dark as well. Talk to the green Navi, and he'll tell you that you need three passwords to open the door. As Lan, go to the Teacher's Lounge and turn on the lights. Grab the nearby 1200 zennys. Pick up the PasswrDA, HPMemory, Spreader P, PasswrdB, and the PasswrDC. Be noted that there are two BMDs with traps in the area. After gathering all the passwords, open the door and proceed to FlashMan.

FlashMan

300 HP

- Attacks front row and 2nd square ahead of him with a shock attack (15 HP).
- Sends electric bulbs toward you that either home or zig-zag (10 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

After the battle, FlashMan will use his last attack: Shining Browser Crasher. It seems to have no effect on MegaMan as of now. Go ahead and leave the Teachers' Lounge, and Lan's friends will walk in, not knowing they were even hypnotized.

You'll appear outside of the school. You'll get an e-mail from Dex requesting a NetBattle. Go ahead and go to the park to battle GutsMan.

GutsMan

300 HP

- Sends a shockwave through a row (20 HP).
- Cracks a row of panels (20 HP only if hit).
- Punches you, if you're in the front row (30 HP).

You'll get the GutsMan G chip for defeating him. If you wish, you can battle FlashMan V2. Jack in and go to ACDC 3. At the bottom of the staircase leading the warp to ACDC Square, take a right and go to the dead end.

FlashMan V2

500 HP

- Attacks front row and 2nd square ahead of him with a shock attack (45 HP).
- Sends electric bulbs toward you that either home or zig-zag (30 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

You'll get a FlashMan F chip for defeating him. Go ahead and go to sleep.

4B) Animal Attack at the Zoo

While sleeping, FlashMan's operator goes to a strange place and hands over the TetraCode to the short man, Wily. Later on, a little boy named Chisao will come out of the MetroLine, looking for 'da #1 netbattler.' The #1 NetBattler is his

brother.

When you wake up, MegaMan will appear to be somehow glitched. When it returns to normal, go outside and find the little boy blocking the MetroLine. Talk to Mayl and Yai, then talk to Chisao. After the conversation, go to the school and Class 5-A to talk to Dex there. After a reunion, Chisao insists that Dex battles Lan. Go ahead and talk to Dex to fight GutsMan V2.

GutsMan V2

700 HP

- Sends a shockwave through a row (40 HP).
- Cracks all of your panels (40 HP only if hit).
- Punches you, if you're in the front row (60 HP).

You do not have to win this battle, but if you win, you'll get a GutsMan V2 chip. After battling Dex, MegaMan is glitched again. After it returns to normal, go ahead and enter the MetroLine to go to SciLab.

Go to the doorway to the Virus Lab, and check the right side of the passage. Jack into it to get AirShoes * and 700 zennys. Then go to the vending machine and jack into it for a RegUP2 and some gambling. If you bankrupt him, you'll get 6400 zennys and a Prism H. You'll have to win 6400 zennys from him to bankrupt him, though. Before taking the elevator, be sure to buy an extra Unlocker from the SubChip dealer in the area to pick up the HPMemory in Mayl's homepage.

Take the elevator to the upper floor and talk to the guy in the front of the computer. He will tell you that Lan's father is busy, and gives him a SubPET. You'll get a e-mail from Dex telling you about the shortcut from his homepage to the ACDC Square. You'll receive the DexCode as well.

Jack into the computer the guy is next to and get 1000 zennys in a BMD and BambSword N in the PMD. After that, go back to the elevator and go down.

You will meet up with the DNN producer again. He'll tell him that the second round of the N1 Grand Prix preliminaries are starting and gives you a CSciPass. Go back to ACDC and jack into Dex's PC. Go to the warp to ACDC 1, open the Security Cube, and go to the CyberMetro. Go to SciLab.

You'll be in SciLab 2. Enter the nearby passage to SciLab 1 and get Invis * from the BMD there. Go back to SciLab 2 and pick up the RegUP2 and GrabBack A. Enter the SciLab Square.

Check the BBS or trade with the NetDealer if you wish, but when you're done, talk to the purple Navi to participate in the second round. The first challenge is a survival battle.

Battle 1

- Bunny
- Mettaur
- Ratty

Battle 2

- Canodumb
- Canodumb
- Mettaur2

Battle 3

- Mettaur2
- Eleball

-Canodumb

It shouldn't be hard at all. Your next mission is to find a evil Navi somewhere in the SciLab areas. Go to the upper level of SciLab 1 and you'll find the evil Navi. After talking, Lan assures MegaMan that the Navi is just an actor. The Navi, named the Virus King, tells him that he needs to 'play along.' Time for a retake.

The new location is somewhere in the center of SciLab 2. It isn't hard to find him. After successful acting, you'll battle three Rattys. After a dramatic explosion, MegaMan speech is screwy once again. After it returns to normal, return to the Navi in the SciLab Square. He'll say that the next mission will be given out by a Navi in ACDC. You'll get the CACDCPas from him. Go ahead and return to ACDC via the CyberMetro.

The Navi is found in ACDC 2, near the entrance to ACDC 3. This is yet another 3-round survival battle.

Battle 1

-Quaker

-Fishy

Battle 2

-Mettaur2

-Boomer

-HardHead

Battle 3

-Fishy

-Spikey

-Spikey

After winning, the PET's transmission program screws up. You can't jack out with the R button, so you'll have to go back to Dex's page and jack out via the warp.

MegaMan is forced to go to the SubPET, and cannot do anything. Your mom reminds you of the field trip tomorrow. Later on, Lan's dad goes through the front door. You and your mom are excited to see him. After a while, you ask your dad about the PET. He says he will fix it tomorrow. As for now, go to sleep.

You will oversleep again, and after waking up, go to school. Fortunately, your class hasn't left yet. After departing, you'll arrive at Yoka, but find that the zoo is closed for the day. Since you have a SubPET, you cannot jack into anything. Go ahead to the inn and check the gate outside of the inn. There will be a meal, a bath, and a pillow fight.

The next day, you get a e-mail from your dad. Your PET is fixed! If you check the e-mail, you'll get a Navi Customizer, along with the program blocks UnderSht, Speed+1, and Atk+1. You'll get a XtraFldr as well.

Now, before going to the zoo, let's check a few things. Jack into the TV in the guest room to pick up a Unlocker. Check the armor display and jack in for a SubMem.

Outside, there is a girl outside a stand. Her name is Tamako and her Navi is MetalMan. Battle her.

MetalMan

500 HP

- There will be 2 metal gears moving in the middle row.
- Stays in a square, and sends off three homing missiles (20 HP).
- Goes to the upper or lower row and send a buzzsaw that will go around your area (20 HP).
- Gets in the front of you, punches you, and breaks the panel (40 HP).

You will get a MetalMan M chip for winning. Jack into the stand to get 900 zennys in a BMD and a Snake D in a PMD. Go ahead and catch up with everyone else at the front of the zoo.

Jack into the left ticket machine and pick up the RegUP1 before going into the zoo. If you check along the wall behind the panda, you'll find a broken alarm. Jack into it to get a RegUP1 in a BMD and a Geysers B in a PMD.

Talk to Dex, and he'll say to meet up at the lion cage a little bit later. Check all the animal cages and then go to the front of the lion cage. Mayl and Yai will come by, and the lion will start acting up. A condor will fly through, holding Chisao! Apparently, all the animals escaped from their cages. Go through the path to the left of the panda to go by the elephant. Go to the next area, and go to the back of the zoo. The cage that used to stand there is demolished. Use that path to go through the inn and to the front of the zoo. The condor will be on the top of the tower, and won't let you climb to the top. A female will call for help, and says that the zookeeper is controlling the animals from the zoo office. Go back to the area with the panda, and jack into computer next to it.

You'll be in the first part of the Zoo Server. Go straight, and right to get 1000 zennys. Go on with the normal path. You'll encounter with some strange programs that mimic actions of other animals or objects. Pick up the Geddon1 D by going right in the platform with the forks. Go straight ahead, and you'll find a Mettaur that's mimicking a mouse. Get the cat-like program and check the Mettaur again. It will explode. Continue along the path, and go straight for a HPMemory. Go back and right to find the next Mettaur: a frog-like virus. Get the snake-like program and the virus will explode. Go on ahead to the next area.

The first virus in your way will be a rabbit-like virus. Get the rabbit-like program to clear your way. Pick up the nearby 600 zennys and Charge+1. The next virus will be a gorilla-like one. The banana-like program will destroy the virus. Make sure you pick up the CopyDmg * before tacking this next one. There will be two viruses in your way this time. The first one is a sea-lion-like virus. The ball-like program will terminate this virus. A clam-like virus will be the next one. Take the otter-like program to smash the clam away. Continue on to the next area.

A tree-like virus will be the first one to block your way. Before getting any programs, pick up the BMD containing Recov30 *. Take the beaver-like program to the tree to destroy it. Pick up the Cannon C and 800 zennys before continuing. Go to the platform with a bunch of programs on it, and go right to pick up the SneakRun program. There will be two panda-like viruses blocking your path. The programs that will take care of them are the bamboo-like and the tire-type programs. Make sure you get both of them before checking the virus. The next virus is a mongoose, and a cobra-type program will take care of it. After that, it's a jar-like virus. Get the octopus program to delete it. Go to the next area.

Pick up the RegUP2 on the way to the next virus. There is a monkey-like and a peanut-like virus in your path. However, we cannot take care of that yet. The next virus is a parrot-like virus. Grab the tongue-twister program, and make sure you pick up the BMD with a HP+100 program. Take the walnut and chestnut

programs to take care of the monkey with the peanut. Pick up the Hammer T on the way to the next set of viruses. Each one of them has a series of words that need to be completed. Get the tiger-type program, then the sheep program, and then the dog-like program. Be sure to save before entering the final platform, as you'll meet BeastMan!

BeastMan

500 HP

- Goes to a square and dash diagonally (20 HP).
- Jumps into the air, lands on a panels front of you and slashes (20 HP).
- His claw will slash diagonally two times, and then his head will dash across your row (20 HP).

After defeating him, BeastMan's operator says he has the 2nd TetraCode. Lan tries to ask him about his claim about Wily being alive, but he's already gone. Lan will go to the front of the zoo, and Chisao will fall, but just in time for Dex to catch him. After the conversation, Wily is disappointed of the two deletions by you, but he is happy for having the 2nd TetraCode. He mentions something: "Cybergeddon."

4C) Corrupt Appliances

One month after the zoo incident, Lan is in class and Ms. Mari is talking about compression. After class, talk to Dex, Mayl, and Yai, and you'll get an e-mail. It's from Higsby, and he needs help. Before you go to his shop, check out the books next to the blackboard in Class 5-B to pick up a RegUP2. Make a stop at Lan's house, and jack into the control panel by the entrance to Lan's room. Pick up a Spreader N chip.

Now, head over to the SciLab area on the Net. Go to the lower level of SciLab 1, and take the first left. Go to the dead end to meet up with BeastMan V2.

BeastMan V2

700 HP

- Goes to a square and dash diagonally (40 HP).
- Jumps into the air, lands on a panels front of you and slashes (40 HP).
- His claw will slash diagonally two times, and then his head will dash across your row (40 HP). This will be done three times in a row.

Continue on to Higsby's shop. Before you talk to him, jack into the NumberMan sign to pick up a HPMemory. If you talk to Higsby, he will say he needs you to run some errands for him, as he isn't feeling too well. For the first job, you will need to go to the ACDC station to recieve a package. After talking to Higsby, you'll get an e-mail from Yai telling you of her new shortcut to SciLab Square.

Go to the ACDC MetroLine station and talk to the gentleman there. He'll say he forgot his briefcase, and the OrderSys is in there. He left it at the Yoka inn. You can go to Yoka via the MetroLine now, so go to the Yoka Inn and check one of the tables there to get a Bag. Return to the man in the ACDC station to get the OrderSys. Return to Higsby to give him the OrderSys.

For your second errand, you need to find a bad Navi in ACDC 1 and make him pay 1000 zenny for the chips he bought. Jack into your computer, and the bad Navi is close to the warp to Lan's HP. You'll have to battle a SnowBlow and two Canodumbs to make him pay up the money. Return to Higsby and give him the money.

For the last job, you'll need to take a Ratton1 C to a red Navi in SciLab 2. The Navi is outside the entrance to the SciLab Square. Give the chip to him, and return to Higsby. You'll get a Snake R for all that trouble.

After talking to him, you'll get an e-mail from DNN about the final round of the preliminaries. It gives clues as to where the location is, but it isn't hard to figure out. Go to the SciLab Square and talk to the yellow Navi there. She'll want a LongSword E. You should have one if you picked it up from the BMD in ACDC 3. Make sure it's in your pack, not your folder. Give it to her, and she'll give you a CYokaPas. Before you use it, if you wish, you can fight BeastMan V2 at a dead end in the lower level of SciLab 1 for the BeastMan B chip. Afterwards, go to the CyberMetro and proceed to Yoka.

You'll arrive at Yoka Square. Barter with the NetDealer or check the BBS if you wish. Talk to the orange Navi on the bottom platform to begin the final round of the preliminaries. You'll have to use your extra folder for the preliminaries. Your first mission is to find five people in the real world. They will be dressed like Navis.

The first Navi can be found at the top of ACDC.

- Mettaur2
- WindBox
- Boomer

The next battle is in the Teacher's Lounge in the ACDC School.

- Mettaur2
- HardHead
- WindBox

The next Navi can be found next to the vending machine in SciLab.

- WindBox
- Beetle
- Ratty

The next one is found in the first part of the zoo in Yoka.

- Spikey
- Spikey2
- VacuumFan

On the way to the hot spring, go into the guest room. A RegUP1 will be found in one of the vases. Continue on to the spring to find the last Navi.

- Swordy
- Swordy
- VacuumFan

After completing all five battles, return to the orange Navi in Yoka Square. The next mission is a three-round survival battle.

Battle 1

- Quaker
- Eleball

Battle 2

- Mettaur2

-Beetle
-Canodumb2

Battle 3
-Canodumb2
-WindBox
-Eleball

Congratulations! You are in the N1 Grand Prix! GutsMan, Roll, and Glide jack in. GutsMan and Glide are in the N1, but Roll isn't. ProtoMan appears and they learn that Chaud and ProtoMan are in the Grand Prix as well. Dex and Yai say they will be busy the next day, but Lan or Mayl isn't. Mayl asks Lan to come over the next day to help her with the BubbleWash.

Before going to sleep, go to Yoka. You can find Mr. Famous in front of the tower that Chisao was on. He will challenge you with his Navi, Punk.

Punk
800 HP

-Curls up into a ball and goes around your area, trying to hit you (30 HP).
-Curls up into a ball and goes across every panel in a zig-zag pattern (30 HP).
-Puts up a shield and attacks you from the back row (30 HP).
-Two spikey balls will go around, trying to home onto you (30 HP), and Punk will appear in front of you and attack (40 HP).

You won't win a chip or anything, just zennys. When you're done, go ahead and go to sleep.

After waking up, you'll get an e-mail from Lan's dad saying he will be gone on a business trip for three days. MegaMan reminds you that you need to help Mayl, so head on over to Mayl's house.

You'll meet Mayl and Ms. Mari. Ms. Mari is wondering whether to purchase the BubbleWash, so she wanted to see how it was. Higsby will then enter, reminding Mayl of the errands she has to do to pay off the chip she bought. Mayl asks Lan if he can do it, and after some complaining, Lan reluctantly agrees. Higsby asks you to get a Wind *. It's found in Yoka 1.

Go back to Yoka Square via the CyberMetro, and go through Yoka 2 to Yoka 1. You can't pick up anything in Yoka 2 yet. When you're in Yoka 1, pick up the nearby Speed+1. Run around and try to obtain a Wind * from the WindBox viruses in the area.

After you get the chip, give the chip to Higsby. The doorbell will sound, and the BubbleWash is delivered. Everyone drinks Mayl's delicious tea, and they decide to test out the BubbleWash. Somehow, Mayl and Ms. Mari is trapped in bubbles! Lan learns it's the WWW once again.

Go upstairs and jack into Mayl's PC. Go through the area to the warp. You'll see a strange Navi named BubbleMan outside. MegaMan tries to stop him, but BubbleMan tricks him and escapes.

You'll get an e-mail from Mayl giving you the MaylCode and Roll V2 R. Go ahead and open the security cube. See the bubbles along the path? That's BubbleMan's trail. Follow it to the ACDC CyberMetro, and go to Yoka. Follow the blue path as far as you can, until you encounter a compressed path and BubbleMan. You can't cross as of now, but Lan remembers something about compressing Navis.

Jack out, and talk to Higsby. He says he has some programming skills, but he needs compression data first. Head on over to the SciLab, and go to the upper

floor. The scientist in front of the computer says the PresData is in the computer, so jack in and talk to the program there. It'll unleash a virus.

-Shrimpy
-Shrimpy
-Shrimpy

The program acknowledges that it is Lan and hands over the PresData. You can't use it yet, as it isn't compatible with the Navi Customizer. Head back to ACDC. Higsby says he cannot modify the PresData, as his programming skills aren't advanced. Go outside, and you'll run into a tall man. Lan asks him if he can modify it, and the man changes the PresData into Press and leaves. If you equip Press in your Navi Customizer, MegaMan will be able to shrink and enter small pathways.

Now, return to Yoka Square. Make sure you have Press in your Navi Customizer. Before going to Yoka 1, gather a few things in Yoka 2. You'll find a FullEnerg on the lower level, and a HPMemory on the upper level after going through tiny pathways. There will be a PMD with a Tornado L chip as well. When you're done, head to the compressed path in Yoka 1 you couldn't go through earlier. Continue along the path.

You'll encounter BubbleMan. He'll put a bubble in your way, and MegaMan can't destroy it with his buster. A group of evil Navis appears behind BubbleMan, and he gives the Needle, which is needed to destroy the bubble, to them. They'll run off to ACDC 2. You'll get an e-mail from Higsby telling you that the bubbles have turned yellow.

Head on over to the large platform in ACDC to encounter the evil Navis. They'll unleash:

-Mettaur2
-Mettaur2
-Canodumb2

After this battle, you'll get your first style change. Check the section on Styles for information. They'll mention SciLab 1, and disappear. Head on over to the lower level of SciLab 1. You'll find them on the large platform.

-Spikey2
-Spikey2
-Spikey2

They'll mention Yoka 1, and disappear. Remember the place where BubbleMan blocked your path with the bubble? Go back to the area, and the Navis will be there now. You'll have to fight:

-Fishy
-Ratty
-HardHead

After this battle, the Navis will hand over the Needle and go away. Check the bubble, and it'll be popped with the Needle. Continue along the path, and you'll meet up with BubbleMan.

BubbleMan
500 HP

-Bubbles will come out of the middle hole (30 HP if hit).
-A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (30 HP).

- There will sometimes be a bomb in a bubble (30 HP). The range of the explosion is shaped in a cross.
- He will throw a strange creature, and it will home onto you by going into your column, then going towards you (30 HP).
- If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (50 HP).

After you defeat him, Higsby will call and say the bubbles are now red. For the final strike, BubbleMan tries to explode the bubbles, but ProtoMan stops him in time. He tells MegaMan about how Lan risked the lives of thousands... Lan is worried about what Chaud said.

Everyone thanks Lan, and leaves. Before you go to sleep, you can fight BubbleMan V2 on one of the dead ends on the compressed path near the BugFrag dealer in Yoka 1. To get there, you'll have to take the other entrance from Yoka 2.

BubbleMan V2

800 HP

- Bubbles will come out of the middle hole (80 HP if hit).
- A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (80 HP).
- There will sometimes be a bomb in a bubble (80 HP). The range of the explosion is shaped in a cross.
- He will throw a strange creature, and it will home onto you by going into your column, then going towards you (80 HP).
- If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (100 HP).

4D) The N1 Grand Prix

When you wake up, you'll get an e-mail from DNN saying that they will be recording a special program in Beach Square and suggests that you invite everyone. You'll have to talk to GutsMan, Roll, and Glide. Jack into the Net and access their homepages to talk to the Navis. Roll and Glide are in their homepages, and they say they will be busy for the day. However, GutsMan isn't at his homepage. If you talk to the program at Dex's homepage, it'll say that he is participating at the Endurance Contest at Yoka 1. Head over there, and talk to him. He says he will catch up with you.

You'll get an e-mail containing the CBeacPas after talking to everyone. Go to the CyberMetro, and go to the Beach area.

Explore a bit before heading over to Beach Square. You can find a Recov50 G under the stairs in the area, and a barely visible RegUP3 on a compressed path. Continue onto the Beach Square.

Check the BBS if you wish. There's NetDealer, and a Navi Customizer parts shop as well. Talk to the yellow Navi there when you're done.

The interview begins, but is interrupted by a special report of rioting fans. Head on over to Beach Area 1. You'll hear the yellow Navi scream, and then you'll get a phone call from Dex saying that some fans are rioting in Beach 1. That's where you are.

Go straight a little, and you'll meet up with a evil Navi. Talk to it.

-Mettaur2
-Mettaur2
-Tuby

After defeating the viruses, continue along. Be sure to pick up the Charge+1 before facing the next evil Navi.

-Canodumb2
-Boomer
-Tuby

Go on ahead, until the final evil Navi.

-Swordy
-Swordy
-Tuby

Take the warp to the upper large platform, and you'll see GutsMan and the yellow Navi surrounded by evil-looking Navis. One of them taunts MegaMan, but quickly runs away after seeing ProtoMan delete the other two Navis. ProtoMan declines an interview offer from the yellow Navi, and disappears. MegaMan will jack out.

Wily will be talking to a unknown person about their plans. What do they have up their sleeves this time?

Lan's mom will call Lan down, and tells Lan to give the DataDisk to his dad. After that, you'll get an e-mail from Mayl telling you of her new shortcut to Yoka Square.

Head over to Yai's house and jack into her telephone at the end of the hall. Pick up the Repair A here. After that, you can tackle the two new jobs posted on the Jobs BBS. When you're done, go to Yoka. The first Quizzer, Mr. Quiz, can be found in the hallway of the Yoka Inn. The Giraffe computer in the Yoka zoo can now be jacked into, so pick up the StepSword N there.

When you're done with all the side stuff, head over to SciLab and give the DataDisk to the scientist in front of one of the computers. Head downstairs, and you'll meet up with your dad and Chaud fresh from an Official meeting. Lan learns that his dad will be too busy to cheer on him at the N1 Grand Prix, but he gives you a PET case. He asks Chaud if any one of his parents is coming to cheer him on, and learns that his parents aren't coming. Go on back to Lan's house and go to sleep.

MegaMan tells Lan to wake up, but Lan wants to sleep a bit more. He suddenly realizes that it's the day of the N1 Grand Prix and suddenly gets up. You'll get an e-mail from Dex saying he'll go ahead without you, as he's the earlier group, Block A. Go to the MetroLine, and head over to Beach.

After you arrive there, be sure to talk to the guy overlooking the sea to buy the ModTools for 5600 zennys. It's very useful, so buy it. Go on down the slope. Before you enter the DNN building, jack into the van outside. Grab the HP+100 there.

Enter the DNN building, and talk to the guy with the cap at the far end of the room. He'll rudely introduce himself as Tora, and you'll battle KingMan. You don't have to win this battle, but if you do, you'll get zenny.

KingMan
800 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (50 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (50 HP).
- The pawns will have swords that extend two panels ahead of them (30 HP).

After the battle, the DNN producer will come in and tell you to proceed through the entrance. Go ahead and do so. In the hallway, check the wooden semicircle to get a RegUP1. Go on and enter the stage.

The DNN producer will introduce himself as Sunayama. He introduces the D-Block NetBattlers, which includes Lan, Tora, and an eccentric person named Q. One of the contestants asks how much people in total will participate in the N1 Grand Prix, and Sunayama says there are four blocks of eight people, totaling to 32 people. He mentions that the battles will be broadcast onto the screen from the arena. He says the ferry in front of the station will be going to the arena, which is Hades Isle.

After the presentation, you'll get an e-mail from Lan's dad wishing you good luck. Also attached to the e-mail is the first ExpMemry, which expands the space of your Navi Customizer. Go outside, and board the ferry boat by talking to Sunayama.

While boating to Hades Isle, sleeping gas is unleashed on the contestants. MegaMan tries to wake up Lan, but to no avail. There is a weird sound.

You'll wake up after arriving at Hades Isle. Sunayama will introduce the area as Demon's Maw, and after no one backs out, the contestants enter.

Before you enter, check the white thing under the ramp leading to the ferry boat for a HPMemory. After that, head inside. Head over the bridge, and you'll come to a console surrounded by the contestants. It seems that it will be the location for Round 1. You learn that you must use the HdesFldr. The voice says that a VictData must be found to proceed to the next round. You'll jack in.

First, take the nearby compressed path. Follow it until you get to a path split. Take a left, and go through another compressed path. You'll get to a BMD which contains the HadesKey. Backtrack, and take the one-square conveyor belt leading to the starting area.

Go down the stairs, and go on the compressed path. If you continue along, you'll end up at a door. MegaMan will use the HadesKey to open it. Before going after the VictData, take a left at the first split on the compressed path to pick up a BlkBomb1 P. Go back and continue along to get to the VictData.

Everyone will jack out, and the results are told. Everyone who didn't make will fall through a trapdoor. Continue along the path.

There will be four doors in front of you, and you'll have to pick one. Each door has a different type of battle terrain. The first door on the left will have lava on the four corners of each Navi's area. The second door will have sand on all panels. The third door will have ice panels covering everything. The last door will be all grass terrain. You should pick the door according to your element. Don't use the first door if you aren't Heat elemental, or the third door if you're not Aqua-based. If your style is Wood, then go for the fourth door. Don't use the second door unless you can use the sand terrain to your advantage.

However, whatever you pick, you'll always face Tamako and MetalMan V2.

MetalMan V2

800 HP

- There will be 2 metal gears moving in the middle row.
- Stays in a square, and sends off five homing missiles (40 HP).
- Goes to the upper or lower row and send a buzzsaw that will go around your area (40 HP).
- Gets in the front of you, punches you, and breaks the panel (80 HP).

After the battle, Tamako will congratulate you and then fall through the trapdoor. The voice will explain to you that you can choose whichever folder you want, but it must be one of the extra folders available on the island. Along with that, you have a time limit of three minutes!

The folders that are available to you are the HdesFldr, the N1-FldrA, the N1-FldrB, the N1-FldrC, and the N1-FldrD. If you want the N1-FldrA, you'll have to go to the top of Hades Isle outside and take Folderboy's quiz. The N1-FldrB is given by the man near the console. You can get the N1-FldrC from the scientist in the corner near the area with the four doors. N1-FldrD is given by the gentleman near the ferry boat outside. If you need to get HdesFldr again, talk to the man next to one of the statues outside on Hades Isle.

After you decide whichever folder you want, make sure it is your extra folder, and wait for your timer to run out. After the timer runs out, your extra folder will be locked in, and the door leading to the final area will open.

You'll be paired up with Dex. All of the battles are introduced, and you'll battle GutsMan V2.

GutsMan V2

700 HP

- Sends a shockwave through a row (40 HP).
- Cracks all of your panels (40 HP only if hit).
- Punches you, if you're in the front row (60 HP).

After defeating him, Dex will congratulate you on your victory. They hear a shriek from Yai, and look over to their battle. Apparently, Yai is somehow blinded. Lan and MegaMan notices the battle is odd and is suspicious of Q. The losers will fall through the trapdoors. The locks on the extra folders are released, so you can change back to your original folder. Go up on the elevator, and go down and enter the ferry boat.

When you arrive back, you'll get an e-mail from Sunayama informing the contestants to go back to the studio. If you talk to Ribitta inside the studio, she'll say that Chaud has disappeared. Go outside, and take the path to the left of the ramp, and you'll see Chaud.

Chaud will tell Lan to get lost. Ribitta will come, and tell Chaud that the semi-finals are starting soon. Lan says he will win, and Chaud asks why he wants to win. He states that Lan won't win just because of his reason. Head back to the studio stage.

Ribitta will introduce the semi-finals of the N1 Grand Prix, and then asks for a few comments from each contestant. She'll announce the first battle between Lan and Tora. You'll battle KingMan.

KingMan

800 HP

- Plan A is the starting formation.

- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (50 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (50 HP).
- The pawns will have swords that extend two panels ahead of them (30 HP).

After beating Tora, Ribitta will announce the battle between Chaud and Q. While talking to Chaud, you'll get a e-mail from Mayl asking you to meet her outside. Head on outside, and talk to Mayl and Dex. Dex will tell you of the cushioned mats below the trapdoors, and how Yai fell on her head. She was knocked out and had to go to the hospital for tests. You'll get a phone call from Yai saying she'll sue Sunayama for everything he's got, and tells Lan to win the N1 Grand Prix. Lan and MegaMan hear a loud crowd reaction. You can battle GutsMan V2 for GutsMan V2 G if you wish. Head back to the stage when you're done.

GutsMan V2

700 HP

- Sends a shockwave through a row (40 HP).
- Cracks all of your panels (40 HP only if hit).
- Punches you, if you're in the front row (60 HP).

You'll see Ribitta talking about the match between Chaud and Q. It seems that no one has an advantage in the battle yet. The battle is displayed on the large screen.

The green Navi is surprised by ProtoMan's ability, and uses Desert Metamorphosis to turn into DesertMan. It uses Desert Mirage, blinding ProtoMan, and attempts to attack him. Chaud tells ProtoMan to use Blind Mode and attacked DesertMan.

Q says he know knows why 'Lord Wily' is concerned. Chaud exclaims that he is a WWW operator, and Q takes off his costume to introduce himself as... Sunayama!? Chaud wonders why the WWW is going so public, and Sunayama states that the more publicity, the better. He turns off the light and requests Chaud to go to the editing room. Chaud heads over there, but not before telling Lan to stay.

Don't listen to Chaud anyway. Head over to the elevator, and enter the editing room. Lan will hear that Sunayama has Chaud's father, and will only trade him for Chaud's PET. Lan also learns that Chaud is the heir of IPC. Lan and MegaMan whispers and comes up with a plan. As Chaud is giving the PET to Sunayama, he barges in and throws his PET at him. Chaud gets his dad, and proceed to leave. You'll now battle DesertMan.

DesertMan

800 HP

- There will be two hands with 40 HP. They can transform into lions and dash down the row (40 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (60 HP).
- Two whirlpools will be formed from time to time on your area (40 HP if stepped on).
- The columns near DesertMan has 50 HP.

After being defeated, he calls out Wily's name, surprising Lan. He attempts to run away, but is stopped by Chaud. He arrests him, but not before he requests the N1 Grand Prix's television ratings be given to him in jail.

Wily is angry at Sunayama, but is still happy with having two of the TetraCodes. A girl named Anetta will come in and tell Wily about her progress. She says she's stopped 3 chemical factories. Wily tells her the next target,

but she wonders why the place is of any relevance. Wily says the next TetraCode is stored there.

The N1 finals are canceled, and an investigation follows.

4E) Chaos at the Hospital

One week has passed, and Yai has not returned from the hospital. Lan, Dex, and Mayl decide to go to the hospital to cheer her up. They start leaving, but a girl stops Lan and reminds her of his afterschool cleaning duty. Lan tells them he will catch up later.

You'll get an e-mail saying that three DenCity chemical plants are covered in vines. It also states that they believe it is the chemical waste.

Before you head over to the hospital, you can tackle two new jobs at the Job BBS. After that, head over to Yoka. You can NetBattle Tamako's MetalMan V2 for MetalMan V2 M and the TamaCode.

MetalMan V2

800 HP

- There will be 2 metal gears moving in the middle row.
- Stays in a square, and sends off five homing missiles (40 HP).
- Goes to the upper or lower row and send a buzzsaw that will go around your area (40 HP).
- Gets in the front of you, punches you, and breaks the panel (80 HP).

Jack into the stand and take the warp to open the security cube if you wish. Proceed into the Yoka Inn, and go to the hot spring bath. Jack into the lion head to pick up a Fire+30 *.

Before heading over to Beach, you can battle DesertMan V2 and BubbleMan V3. Go to the Beach area on the Net, and head over to Beach 1. Go on the conveyor belt straight ahead, and take another one on the left. Go on the right side of the conveyor belt, and go straight ahead to the last panel to meet up with DesertMan V2.

DesertMan V2

1200 HP

- There will be two hands with 60 HP. They can transform into lions and dash down the row (80 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (120 HP).
- Two whirlpools will be formed from time to time on your area (80 HP if stepped on).
- The columns near DesertMan has 80 HP.

If your HP is red, which means you have 25 percent or lower of your HP left, you can randomly encounter BubbleMan V3. Walk around until you find him.

BubbleMan V3

1200 HP

- Bubbles will come out of the middle hole (120 HP if hit).
- A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (120 HP).
- There will sometimes be a bomb in a bubble (120 HP). The range of the explosion is shaped in a cross.

-He will throw a strange creature, and it will home onto you by going into your column, then going towards you (120 HP).

-If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (??? HP).

After defeating it, head over to Beach, and go to the DNN station. Talk to the guy in front of the mobile kiosk to get the BrakChrg program and its error code. Then head over to the stage, and jack into the battle console for a FireRatn H. Go to the second floor, and jack into the control panel outside the editing room for a RegUP1 and a PMD containing an Atk+1. You can gamble here as well. Go into the editing room, and check the chart on the wall. You'll find a RegUP2. Jack into the computer in the corner to pick up a HPMemory and a PMD with Jealousy J. Take the warp and the security cube will open only if you've defeated BubbleMan V3. Beyond it is an Aura F chip.

Head over to the hospital. Before you enter the hospital, check the monument outside of the hospital for a RegUP2. If you talk to the nurse at the desk, you'll learn that Yai is at the end of the second floor. Jack into the hospital TV to pick up a Recov120 *, and jack into the vending machine for 9000 zenny and some gambling. Check the door with the bunny on it to get a Geddon1 *. Go to the third floor and check the Tree of Life to get a HPMemory.

Now, you can go to the second floor and talk to Yai. She complains that she can't go home, but is feeling well enough. Yai demands Lan get a cup of Tea for her. Head downstairs to the vending machine, and pick up some Tea. A nurse will come in and ask Lan if he's seen a boy in a wheelchair, since he needs tests. She asks you to search outside for Mamoru.

Go outside, and head down the ramp. You'll see a boy in a wheelchair. Talk to him. Mamoru is surprised to see Lan. He says he saw Lan on TV in the N1 Grand Prix. After some chatter, MegaMan tells Mamoru that a nurse is looking for him. Mamoru wants to talk a little bit longer before he goes and takes the test. Mamoru starts talking about NetBattling, but has to decline Lan's offer. He asks Lan to visit him sometime when he has the time.

Head back to Yai's room on the second floor. Yai complains about Lan taking so long, but hands over the Tea. After some chatting, Dex leaves and they wonder what's wrong with him. Head back to Lan's house.

Lan says hello to his mom, and she says that a friend of his here. Lan wonders who it is. Head over to Lan's room. You'll see that it's Tora. Lan's mom will say dinner is ready, and Tora will join as well. After supper, Tora says he is on a training mission, learning styles from different NetBattlers. He said he studied Chaud before studying Lan. He says he knows the secret of Chaud's strength, but requests Lan make Tora some money by completing some jobs on the Job BBS. Lan couldn't decline learning Chaud's secret, so he accepted it.

The next day, you'll get an e-mail from Dex saying that Lan needs to come to the park. Go outside, and talk to Dex. They'll start talking, but is interrupted by Tora. Tora challenges Dex to a NetBattle, and closely beats him. Tora heads over to SciLab and tells Lan to go there when he's finished. Dex quickly heads back home.

You'll get an e-mail from Tamako telling you of her shortcut to Beach Square. Head over to SciLab. If you talk to Tora, he'll tell you to complete the jobs marked with Tora. There will be four jobs to complete. Check the Jobs List if you need any help.

When you're done with the jobs, talk to Tora. He tells Lan that Chaud spends ten hours a day training. You'll also get a Fldr2 for your services. Go back to

Lan's house and go to sleep.

Lan is waken by MegaMan after almost oversleeping. Head over to the ACDC School and go to Lan's class. Talk to everyone and class will begin. Lan asks Ms. Mari about Dex, and she tells him that he is moving to a new school. Lan gets up and leaves class.

Head over to Dex's house. The door will be locked, and Lan will assume that Dex has already left. Dex comes out of his house. The entire class comes out, and they give a farewell to Dex.

After school, Lan and MegaMan wonder what they should do. You'll get an e-mail from Mamoru asking Lan to drop by. Go to Beach, and before you talk to Mamoru, go to the second floor room where Yai was. Jack into the hospital bed to get a RegUP2.

Lan learns that Mamoru has been hospitalized since he was three. Lan asks if Mamoru wants a BattleChip, and Mamoru says he wants IceBall M. Lan promises Mamoru that he will get the chip. Mamoru has some kind of attack. MegaMan tells Mamoru what to do, and Lan wonders how he knows so much. He learns that the same condition took Hub's life.

Go into the hospital and go to the third floor. Talk to Mamoru's doctor. Go back to Mamoru, and his doctor will take him to the ER. The nurse tells Lan about Mamoru, and Lan understands that Mamoru will refuse being operated on, because he's been through the process three times and is still sick. They decide to encourage Mamoru to take the surgery.

The chip, IceBall M, is dropped by ColdHeads in Hades Isle. They are rarely encountered, so it is suggested that you buy the Fish Navi Customizer block to find it. You can buy it at Beach Square. Take the ferry boat to Hades, and jack into the console. Get the IceBall M chip from the ColdHead virus, and then return to the hospital.

Head to Mamoru's room and talk to him. Mamoru refuses surgery because he's sick of everything. Lan tells him of his brother, and Mamoru agrees to take the surgery. Lan gives Mamoru the IceBall M, and requests Mamoru to tell him when the surgery will go underway. Go back to Lan's house and go to sleep.

Three days later, Lan will wonder about Mamoru. You'll get an e-mail from the hospital saying that Mamoru's condition has worsened and an emergency operation will occur.

Head over to the hospital, and talk to Mamoru. The nurse comes in and takes him to the operating room. The operating room is located on the third floor, so go there.

Three hours into the operation, MegaMan advises Lan to take a break. Go to the elevator, and you'll go down to the lobby. The elevator suddenly stops, but then resumes again. Lan will walk into the lobby... covered in vines! The voice coming from the intercom says that the medical devices in the building has stopped working, and suggests everyone to evacuate immediately.

Head to the third floor, and you'll see the operating room is blocked off with vines. The nurse will see Lan, and inform him the devices are still working, but the vines are starting to enter the room. The nurse tells Lan that the control system of the Tree of Life is in the basement, and Lan tries to go down, only to find the elevator doesn't work anymore.

The nurse tells him the only way to go outside is the second floor window, and

to go there, Lan must take the emergency stairs. The door won't open, so MegaMan will jack into the control panel.

You'll be in the first hospital computer. Go straight and then left to pick up the OilBody Navi Customizer part from a BMD. Go on the conveyor belt, and follow the path to reach a program. It'll give you EngyChng. It's a Navi Customizer part that, if used with fire chips, will burn those trees and vines in the cyberworld. However, there is a disadvantage. Once you use the fire chip to burn something, it's gone. Continue, and be sure you go left for a RegUP1.

Return to the front, and straight ahead, you'll see a tree. Burn it down, and take the warp. At the path split, go left and burn a tree to pick up a Recov120 O. Return to the path split and go right. Burn the tree to reach the controls for the emergency exit. A virus will attack MegaMan.

-Viney

After defeating it, MegaMan will turn off the lock on the emergency exit and jack out. Go down the stairs and go to the second floor. Go to the furthest room, and check the window there. Lan will jump out of the window, into the ocean.

Lan will get out of the water outside of the hospital. Go to the hospital, and talk to the nurse inside. After some hesitation, she'll give you the BsmntKey. Go to the previously locked door on the beach, and Lan will enter.

The control system of the Tree of Life will be overridden with vines. Lan starts to jack in, but he hears an elevator. Anetta will exit the elevator, and see Lan. Apparently, she can't find the TetraCode located in the hospital. She leaves to look some more for the TetraCode. Lan will jack in.

MegaMan will be at Hospital Computer 2. Burn the tree in front, and go left to pick up a GutStrgt Q. Go back and go right to get to a warp. Take it. Go right for a HPMemory. Go to the platform with a door blocking the upper path. To your left and right, there will be vines you need to burn away. You need to find the switch to open the door. To your right:

- 1
- 2
- 3

- 1 - HeatShot I
- 2 - Nothing
- 3 - Recovery Panel (100 HP)

To your left:

- 1
- 2
- 3

- 1 - Switch
- 2 - Virus
- 3 - HeatShot I

When you're done, go through the path. You'll see PlantMan, and he's telling Anetta the location of the TetraCode: the operating room program! MegaMan tries to stop PlantMan, but you'll have to battle a virus.

-Goofball

After defeating it, you'll see that PlantMan has run away. Jack out. Take the elevator to the third floor, and head to the operating room. The door won't budge, and the doctor says the equipment has stopped working and the door is locked. He also says that Mamoru may die if something isn't done soon. Jack into the panel near the door.

You'll be in the third hospital computer. Go right for a HeatSide T. Go back, and burn the tree at the left. Go right for 1600 zennys, and left to find a group of vines.

```
      1
     4  2
    7  5  3
     8  6
      9
```

- 1 - Nothing
- 2 - Nothing
- 3 - 2x HeatShot I
- 4 - HeatShot I
- 5 - Recovery Panel (100 HP)
- 6 - Nothing
- 7 - 2x HeatShot I
- 8 - Virus
- 9 - Nothing

Go back and burn the tree on the right to find another group of vines.

```
      1
     4  2
    7  5  3
     8  6
      9
```

- 1 - 2x HeatShot I
- 2 - Nothing
- 3 - HeatShot I
- 4 - Nothing
- 5 - Virus
- 6 - Geddon2 W
- 7 - Virus
- 8 - Warp
- 9 - Virus

Take the warp you find, and you'll be on a platform with another warp. Take that warp. Go ahead, and burn the tree on the left to find a SubMem. Burn the tree on the right to find the entrance to Hospital Computer 4.

To your right, you'll see a door. Go to the left to find a series of vines.

```
          1
         3  2
          4

      9          5
     11 10      7  6
      12          8
```

15 14

16

- 1 - Nothing
- 2 - HeatShot I
- 3 - 2x HeatShot I
- 4 - Nothing
- 5 - Nothing
- 6 - HeatShot I
- 7 - Warp
- 8 - Nothing
- 9 - Switch
- 10 - 3x HeatShot I
- 11 - Virus
- 12 - Nothing
- 13 - Nothing
- 14 - Nothing
- 15 - Nothing
- 16 - 2x HeatShot I

Continue along the previously closed path and you'll reach a long platform.

7 8

5 6

3 4

1 2

- 1 - 3x HeatShot I
- 2 - Nothing
- 3 - Recovery Panel (100 HP)
- 4 - Nothing
- 5 - Virus
- 6 - 2x HeatShot I
- 7 - Warp
- 8 - Nothing

Pick up the Barr100 E before taking the warp. Continue along until you reach a tree. Go left there, and continue to the warp. Pick up the FullEnrg on your way. After taking the warp, continue on to Hospital Computer 5.

This time, you'll have to open three doors, which are seen to your right. Go left to pick up a Charge+1. Continue along, and go to the left. Burn the tree, and you'll be between two platforms.

1

3 2

4

5

7 6

8

- 1 - Nothing
- 2 - 3x HeatShot I
- 3 - Warp
- 4 - Virus
- 5 - 2x HeatShot I
- 6 - Virus
- 7 - Switch
- 8 - Nothing

Be sure to take the warp to get a HPMemory. Return to the place before where the tree used to be, and go straight up.

3
2
1

- 1 - Virus
- 2 - Switch
- 3 - HeatShot I

Continue along the path until you reach a platform with vines.

1
4 2
7 5 3
8 6
9

- 1 - 2x HeatShot I
- 2 - Virus
- 3 - 2x HeatShot I
- 4 - Nothing
- 5 - Virus
- 6 - Recovery Panel (100 HP)
- 7 - Nothing
- 8 - Nothing
- 9 - 2x HeatShot I

Go down, and burn the tree to reach yet another platform with vines.

1
3
6 4 2
5
7

- 1 - 2x HeatShot I
- 2 - Nothing
- 3 - Switch
- 4 - Virus
- 5 - HeatShot I
- 6 - HeatShot I
- 7 - Nothing

After opening all doors, go to the path where the doors used to be. Continue to the warp. Take it, and approach PlantMan. He already has the TetraCode, and tells MegaMan the Beast shall awaken with the four TetraCodes. Battle him.

PlantMan
1000 HP

- Shoots a needle down your row (50 HP).
- Produces a vine with 40 HP that follows you and grabs on you (40 HP) and will hurt you again (30 HP). You can get damaged while being attacked by the vine.
- Produces two 80 HP flowers in your area. The pink flower confuses MegaMan, and the yellow flower stuns MegaMan.

After you delete him, PlantMan says only one more TetraCode is needed, and the Beast, Alpha, will rise. MegaMan goes to the operating system and fixes it.

However, it didn't function properly because it was out of energy. MegaMan uses the Energy Release mode to power the system. It works, and he jacks out.

After another three hours, Mamoru's surgery is finally finished. The doctor doesn't know if the operation was successful. Five hours later, Mamoru wakes up, and the doctor announces that it was a success. He says that Mamoru needs to be kept in the hospital for observation. Mamoru tells Lan of his dream: a boy that looked like Lan surrounded in blue light telling Mamoru "Don't give up!"

Wily is contacts someone, apparently someone who hates humans, and tells him his services will be needed in the future.

4F) Is it Hot in Here?

One week after Dex left, Lan, Mayl, and Yai are talking about him. Ms. Mari approaches them and tells Lan about his commendation and the awards ceremony at SciLab. Before Lan leaves, Ms. Mari makes him promise he won't risk his own life.

Before you go to the awards ceremony, head over to Yoka. Talk to Mr. Famous to battle Punk V2.

Punk V2

1000 HP

- Curls up into a ball and goes around your area, trying to hit you (60 HP).
- Curls up into a ball and goes across every panel in a zig-zag pattern (60 HP).
- Puts up a shield and attacks you from the back row (60 HP).
- Two spikey balls will go around, trying to home onto you (60 HP), and Punk will appear in front of you and attack (80 HP).

Head over to the Seaside Hospital at Beach. Go down the ramp, and take a right. At the end, you'll barely see a little girl. She'll give you a SpinOrng. Go to the ferry boat and head over to Hades Isle and jack into the gargoyle statue near the top. Pick up the WeapLV+1 in there. You can take the warp to get to a BugFrag Dealer.

Head over to SciLab. You'll see the mystery man that helped you out with the PresData, and he refuses to tell Lan his name and tells him to go to the awards ceremony. Before you enter, check the trash can for a RegUP1, then go ahead and enter. There will be three new jobs for you to do. If you complete the 16th job, "Help with rehab", you'll get the WWW-ID, which allows you to open the doors throughout the Net.

The first door is found in ACDC 1, not far from the warp to Lan's homepage. Open it for a Panic C chip. The next door is found in the upper level of SciLab 1. You'll find a CustSword Z beyond it. The door in Yoka is found in Yoka 2, and you can pick up a Prism Q. The last door is in the Beach area, but it doesn't have anything. It just opens another way between Beach 2 and Beach 1.

You'll also get the Humor Navi Customizer part for completing Job 16. Jack into the lion head at the hot spring in Yoka Inn, and take the warp. Talk to the nearby Navi with Humor equipped to get a Team1 *. When you're done, enter the Virus Lab.

Lan meets his dad, and the ceremony begins. Lan gets the award, and the Official says that Mamoru wants Lan to stop by. Step outside of the Virus Lab.

Lan becomes very overconfident after being called a hero. Lan will start walking, and see the guy named Match. He says he is a model citizen, after leaving the WWW years ago. Match is helping out at SciLab. A scientist says the WWW is attacking Yoka 2. However, Lan feels something is fishy.

Head over to Yoka 2, and take the left compressed path on the split with compressed paths on both sides. Follow the path, and you'll find a evil Navi.

-Ratty2
-Ratty2
-StormBox

Return to the path split and take the right path to reach another evil Navi.

-Mettaur3
-HardHead
-StormBox

After the battle, you'll get an e-mail from Mr. Match saying the WWW is terrorizing the Beach area. Head over there. The first evil Navi is located just outside the warp leading to Beach Square

-Mettaur3
-Gloomer
-Metrid

The next evil Navis is located on the large platform in the middle of Beach 1.

-Shaker
-TuffBunny
-Metrid

The last one is found near the warp on the lower level of Beach 1.

-Slimey
-Fishy
-Metrid

After defeating all three evil Navis, you'll get another e-mail from Mr. Match saying the WWW is now attacking SciLab 1. The evil Navi will be located on the large platform on the upper level of SciLab 1.

-Yurt
-Canodumb2
-Canodumb2

After deleting the Navi, three more evil Navis will follow. They attempt to delete MegaMan, but Mr. Match's FlamMan comes in and deletes them. Lan now believes Mr. Match is on the side of good. After FlamMan jacks out, you'll get an anonymous e-mail telling you to come to ACDC Square immediately.

Head over there, and talk to the orange Navi in front of the BBS. He will tell you to be wary of Mr. Match, as he has the scent of danger. He says he is sure that they will meet again in the near future, and disappears.

Head to the hospital and talk to Mamoru. He'll give the HospCode to you as a token of appreciation. Go ahead and exit the room. Lan will talk to MegaMan about Mamoru, and Mr. Match will come in. He has a small favor to ask of Lan, which is a job for SciLab. Lan tells him to do it himself, and after some remarks from Mr. Match, he agrees to do it. Mr. Match tells him to meet him at

the Virus Lab. Before you go to the Virus Lab, head over to Beach 1. Remember the security cube on the large platform? Open it to get to a PMD containing SpinPink and a warp to Hospital Computer 2. Take it to find an Atk+1.

Head over to the Virus Lab, and talk to Mr. Match. He'll give you the FireData and tell you to give it to the program in SciLab 1. Enter the upper level of SciLab 1 from SciLab 2, and go right to find the program. Give the FireData to the program. It says it's feeling a burning sensation. Jack out.

Talk to Mr. Match again. He'll tell you to meet him at the vending machine. Head over there, and talk to him to get the HeatData. He'll tell you to give it to the program in the vending machine. Jack in, and give the data to the program. It says it's way too hot. Jack out.

Talk to Mr. Match again. He says to meet him at Lan's dad's research lab. Head to the upper floor, and talk to Mr. Match. You'll get the FlamData to give to the program in the main computer. Jack in, and give it to the program. Jack out.

Talk to Mr. Match, and he'll give you a LavaStge T chip as a reward for helping him. Lan will leave, and Match will say that it is 'time to begin'.

Head back home, and enter Lan's room. By that time, SciLab was in trouble. The vending machine was very hot and caught fire, and the Virus Lab computer was smoking and may explode.

Lan's dad found out the heat was no accident. The system was sabotaged. Even with the room temperature at 120 degrees, Lan's dad has to stay to retrieve the back-up data. Other people stay to help him as well.

Lan will be in his room. You'll get an e-mail about the fire at SciLab. The internal temperature is 160 degrees and rising. Head over to SciLab, and talk to the Official blocking the path to SciLab. He says his dad is still inside, but it's too hot to send a rescue team in.

You'll get a phone call from Match. He says because of Lan's help, his plan was perfect. Lan couldn't believe that he helped Mr. Match do this, and he also learns that the WWW Navis were sent by Match to trick Lan into believing he was good. He tells Lan they will play a game. His FlamMan will put fires all across the Net, and if MegaMan can put out all of them, he can battle FlamMan. If MegaMan defeats him, then Match will put out the fire.

Lan wonders how the fires will be put out. MegaMan remembers the one program that could produce fire, and how it could produce water. You'll get an e-mail saying that there are fires all over the Net.

There are fires in every area, which are ACDC, SciLab, Yoka, and Beach. If you douse all the fires from one area, you'll get a phone call from Match saying you've cleared an area. To douse the fires, you need to use the EngyChng Navi Customizer part along with Aqua chips.

Let's start at the ACDC areas. Begin at the warp leading to Lan's homepage. At the first fork, take a left to find the first fire. Douse it, and continue on. The next fire will be in your path, so take care of it. Continue on to ACDC 2.

Take the first right you see and extinguish the fire for a virus battle. Return back to the first left you saw, and go on the path and take the next right. You should see a fire near the warp to Yai's homepage. Put it out for 2 BublSide F's. Continue on the path, and take the right before entering ACDC 3 for another fire. Go on to ACDC 3.

Take the first right, and skip all paths going left. When you reach the end, snuff out the fire you see. Go on the yellow path, and take a left at the end of a staircase. You'll see another fire. Douse it, and go back to the only left path you skipped. Continue on that path, and take a left at the path split. Take two rights to reach the next fire. Extinguish it for 3 BublSide F chips. Return back to the path, and continue to ACDC 1.

Skip the first left path and continue on. Put out the last fire in your path for a BublSide F. You should get a phone call from Mr. Match confirming that you've extinguished all the fires in the ACDC area. Take the CyberMetro to the SciLab area. When you get there, go to SciLab 1 nearby.

Continue along the path, and take the conveyor belt to the large platform. Put out the fire there, and return to SciLab 2.

Go up the stairs, and take the first left you see. Go to the yellow platform, and douse the fire for 400 zennys. Go on, and go left when you see an archway. Go along the path, and take a right to find the fire. Extinguish it, and go back to the archway. Continue along the path, and take the conveyor belt. Douse the fire on the right before continuing on to SciLab 1.

Continue on the yellow path, and take a U-turn to find the next fire. You'll have to battle some viruses for putting it out. Continue on the path, and skip the first left you see. Take the next left to reach the last fire. You'll get 300 zennys for extinguishing it. You'll get another phone call from Match saying all of the fires in SciLab has been put out.

Jack into Mayl's PC to take the shortcut to Yoka Square. Take the warp to Yoka 2.

Go straight ahead until you reach the path split with compressed paths on both sides. Take the right path, and follow it until you reach a fire. Snuff it for 400 zennys. Return to the split, and take the left path to reach a fire. Put it out for 2 BublSide F chips. Go to the nearby entrance to Yoka 1 and go on. Put out the nearby fire for a virus battle.

Go back to the beginning of Yoka 2 and continue along the blue path. Be sure to extinguish the nearby fire before entering Yoka 1.

Take the right path, and go on to the end to find a fire. You'll have to defeat some viruses when you douse it. Go back to the start of the area and continue along the blue path. You'll have to go through three series of compressed paths to finally reach the final fire. You'll get 2 BublSide F chips and a phone call from Match for putting it out. You've doused all the fires in the Yoka area.

Head over to Yoka, and jack into Tamako's homepage. Take the shortcut there to go to Beach Square. Take the warp to Beach 2.

You should instantly see a fire. Douse it. Go on the conveyor belt, and go right and then down the stairs. Take a left, and go straight until you reach the fire. Extinguish it for a virus battle. Go back to the right you skipped, and continue along the path to find the next fire. You'll face more viruses for snuffing out the fire. Go up the stairs, and continue on to Beach 1.

Take the conveyor belt on the left, and go along the path to a fire. Extinguish it for another virus battle. Go back to the start of the area, and take the other conveyor belt. Head down the stairs, and take a right to reach a fire. Go back to the bottom of the stairs, and continue along the path. After some conveyor belts, you should be at a warp. Take it to reach the final fire. You

will get three BublSide F chips and the final phone call from Match for putting it out.

After confirmation of snuffing out all the fires in the Beach area, you'll get another phone call from him saying FlamMan's in Undernet 3. He'll also show Lan live footage of Dad's research lab. All of the people are apparently unconscious.

Before we go to the Undernet, you need to defeat several V3 Navis to open some security cubes in the Undernet. FlashMan V3 can be found in ACDC 2. It's suggested that you equip SneakRun to find him.

FlashMan V3
Coming soon!

To get to the Undernet, go to the lower level of Beach 1. Show your Tally to the evil Navi in front of the warp to move him out of the way. The warp leads to Hades Isle. Take the compressed path, and then enter the Undernet.

There will be multiple ramps on the right. Take the third ramp to get 1200 zennys, then take the fourth ramp. Take a left, and Take the conveyor belt on the left. Go across the large conveyor belt to reach Undernet 2.

Take a right, and continue along the path. Pick up the RegUP2. Skip the first warp, and take the second warp. Before you go down the ramp, take a right and take the warp. Continue on to the security cube, which opens only if you've defeated FlashMan V3. Pick up the BlkBomb2 S.

Go back to the warp, and take it. Go down the ramp to Undernet 1. Take a right to reach a WWW door. Open it for a HP+200 Navi Customizer part. Take the other path to go back to Undernet 2 again. Go along the path, and you'll reach Undernet 3.

MegaMan will instantly feel an immense power. Lan tells him that there is no time and they must go on. You will reach a platform. The path straight ahead is blocked by an evil Navi, so take a right. Take two rights, and continue along the path. At the next split, take a right and go on the platform.

A massive earthquake will occur. The path in front of MegaMan will tear open. They wonder what caused the earthquake, and after MegaMan leaves, the mysterious orange Navi walks in!

Go back to the split and take the conveyor belt for a HPMemory. Go back to the beginning, and talk to the evil Navi. He'll let you through, but only if you defeat him.

-Spikey3
-Spikey3
-Basher

Go along the path, and take the conveyor belt going right. Take a right, then another right and continue along the path. When you reach the platform, MegaMan says he feels that something is watching them. Lan encourages MegaMan not to get spooked, and to find FlamMan. Once again, the orange Navi walks by.

You'll go past the platform that the earthquake tore apart to FlamMan. You'll then battle FlamMan.

FlamMan
1000 HP

-There will be two 8 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (60 HP).

-He will send a line of fire down your row (60 HP). When his HP is lower, the fire will spread across the column.

FlamMan won't be actually deleted. He will attempt to use his FireBreath on MegaMan, but is interrupted by a voice. The Net will quake. A mysterious Navi will quickly attack and delete FlamMan. MegaMan senses an aura that could deflect anything. You'll battle Bass.

Bass

1000 HP

-His aura is unbreakable. You cannot destroy it.

-Sends an air burst down your row (200 HP).

-Sends electric balls randomly down all of your rows (200 HP).

It's impossible to break Bass's aura, so let him delete you. He starts to delete MegaMan, but the orange Navi comes in and claims that he will delete Bass. He will use DarkAura, and tell Bass that he cannot be harmed. Bass uses his EarthBreak attack. The orange Navi survives the attack, but Bass attacks him once again.

He is interrupted by Wily, and he says that he's gathered all four TetraCodes. Bass then disappears. The orange Navi wonders of Bass's immense strength, and looked at MegaMan. Apparently, he expected the gap between their powers to be closer.

Lan finally gets to MegaMan, and asks if he is all right. MegaMan remembers about Dad and tells Lan that they have to get to SciLab. You'll jack out.

Go to SciLab and Dad's laboratory. Lan will ask Dad if he is all right, and he says he think he is. A man comes in and tells Dr. Hikari to go to the hospital. Suddenly, he collapses.

Lan will be at the hospital. The doctor tells him that he will live, but he needs complete rest. Lan thinks about his helping Match and the WWW, and his mom comes in. She tells him to go home and that she'll watch after his dad. Head back home and go to sleep.

4G) Awakening of Alpha

Wily will exclaim that he finally has all of the TetraCodes. He says all he has to do is to obtain Alpha's data, and the Net society is doomed. He tells DrillMan to come forward. He entrusts the TetraCodes to DrillMan, and tells him to bring Alpha back to him. DrillMan says it will be easy due to SciLab's weakened security.

Mayl and Yai will be talking in school. Mayl wonders if Lan is OK, and asks Yai if they should come over to Lan's after school.

Lan will on his bed, depressed. MegaMan suggests Lan go to school tomorrow, but Lan says he doesn't want to go. The doorbell will ring, and Lan will hear Yai. He says he doesn't want to see anyone, but MegaMan encourages him to let them in.

Mayl asks how his father is doing, and he says he's doing well but needs rest.

Yai tells Lan to come back to school because everyone is worried. Mayl asks Lan what's wrong, and Lan tells them to go home. Yai angrily leaves, along with Mayl. There will be another doorbell. Go outside.

Lan says he's sorry for what he did, but what he doesn't realize is that Chaud is talking to him. He says he is here to pass on a request from the Officials. He says that there are four TetraCodes, which are keys to the doors that seals the Beast. If Alpha is awakened, the Net society will be destroyed. Chaud says that they need the Forbidden Program to freeze Alpha, and that it is in the Undernet. The Navi named "S" has the Forbidden Program.

Lan guesses that he must locate the Forbidden Program and bring it back to the Officials, and tells Chaud to do it himself. He says they are too well-known, and the mission is dangerous. Lan starts to tell him about how he helped Match and the WWW. Chaud stops him, because he would have to arrest him if he told him any more. He tells Lan to go to the hospital to visit his dad, and to go to the Virus Lab if Lan changes his mind.

Head over to SciLab. You'll have two new jobs to do. After doing them, head over to Yoka. You can battle MetalMan V3.

MetalMan V3

1200 HP

- There will be 2 metal gears moving in the middle row.
- Stays in a square, and sends off five homing missiles (80 HP).
- Goes to the upper or lower row and send a buzzsaw that will go around your area (80 HP).
- Gets in the front of you, punches you, and breaks the panel (160 HP).

Go into the Inn, and into the guest room. Go out the back exit, and take a right turn to reach the QuizMaster.

Head over to Beach and talk to the hidden girl behind the shop column to get a SpinPrpl. Head to the DNN Station and talk to Tora to battle KingMan V2.

KingMan V2

1000 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (100 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (100 HP).
- The pawns will have swords that extend two panels ahead of them (60 HP).

You'll get a KingMan K chip for defeating him. Go to the Seaside Hospital, and then go to the room where Yai used to be. Lan's dad and Sean will be talking about how Wily used him to form the netmafia Gospel. Lan will come in, and Sean will leave.

Lan tells his dad about how he helped Match and the WWW. He tells Lan that it was the right thing to do to tell him. After being inspired, Lan tells MegaMan that they're going to the Virus Lab to see Chaud.

You'll get an e-mail from SciLab telling you of the new Virus Breeder. Check the Virus Breeder section for more information. Head over to the Virus Lab in SciLab, and talk to Chaud.

Chaud firstly warns Lan that the mission is dangerous. According to the

Official's investigation, the Undernet has a system simply referred to as the "ranking". Ten Navis are ranked 1 to 10 in the Undernet. The Navi, S, is apparently a ranked Navi. To meet up with S, MegaMan will have to become a ranked Navi, but it is not known how to become a ranked Navi. Lan's mission is to go to the Undernet and look around. You'll get a BlckMind program, which will allow MegaMan to emit the same electronic waves as UnderNavis, making them think MegaMan is one of them.

There will be another job for you do to. After that, head over to Beach Square and talk to the purple Navi on the middle platform. Apparently, he's trying to act like a bad guy. If you have the BlckMind program equipped, he'll give you a Team2 *.

Head over to the Undernet, and proceed to Undernet 3. Continue along the path until you reach the platform with the big conveyor belt to the left of you. Take it, and talk to the nearby Navi. He won't let you in, so equip the program Chaud gave you, and he'll let you in. Continue onto the Undernet Square.

Go straight up to the statue. MegaMan and Lan wonders if it is the right location, because, after all, it is the Undernet. A bunch of evil Navis appear, and it looks like they want to be ranked as well. The statue will start speaking. It says that to be ranked, you must defeat a ranked Navi, but only one of them can battle a ranked Navi. They must battle each other to find out. You'll have to defeat a bunch of evil Navis throughout Undernet 1, 2, and 3 in order to challenge a ranked Navi.

Take the warp out of the Undernet Square. The first four Navis will be around the warp, so talk to any one of them to start a four-round battle.

Battle 1

-Canodumb2
-Canodumb2
-Mettaur SP

Battle 2

-Momogra
-Momogra
-Shrimpy SP

Battle 3

-Swordy2
-Swordy
-Canodum SP

Battle 4

-Beetle
-Beetle
-Swordy SP

On the way back to Undernet 2 via Undernet 1, you should find another evil Navi.

-Beetle SP
-Beetle SP

Continue backtracking to Undernet 2, and take the warp. Take the nearby conveyor belt and continue on to find another evil Navi.

-Slimey
-Slimey

-Spikey SP

Go to the beginning of Undernet 2, and talk to the evil Navi on the platform.

-Mettaur SP

-Metrod SP

Go back and turn left at the split. Take the first conveyor belt going left, and follow the path to meet up with another evil Navi.

-Mettaur2

-Mettaur2

-Ratty SP

Go on to Undernet 1. Take the conveyor belt and go up the ramp. Continue along the blue path to meet the next evil Navi.

-Metrod SP

-Dominerd SP

Take the fourth ramp from the beginning to meet up with the last evil Navi.

-Bunny SP

-Yort SP

-Canodum SP

There will be a voice, and it says that you've earned the right to challenge a ranked Navi. It gives you a clue as to where Rank #10 is found, and it's "where the evil fall".

Head over to Hades Isle and jack into the console. Take the compressed path to the left, and take a right at the next path split to find the Rank #10. The ghost Navi will tell MegaMan to fight him and try to take his rank. MegaMan asks of the Navi named "S", and the ghost Navi tells him he'll have to defeat him first if MegaMan wants to find S.

-SnowBlow SP

-Trumpy

You'll get the Rank 10 when you defeat him. The ghost Navi suggests MegaMan to stay away from the Navi S. You'll get an e-mail from Mayl calling for help for Roll in Zoo Computer 2.

Head over to Zoo Computer 2, and continue on. MegaMan will start calling for Roll. Four evil Navis appear, and MegaMan learns that the e-mail was bait.

Battle 1

-Canodumb3

-Viney

-Canodumb3

Battle 2

-Ratty2

-Ratty2

-Gloomer

Battle 3

-Shrimpy3

-Shrimpy3

-Elesphere

Battle 4

-MegaBunny

-Geetle

-Trumpy SP

After defeating them, the evil Navis will run away. You'll get an e-mail from Rank #10 telling you of Rank #9's location. The clue is "where science gives life".

Head over to Beach 1 and go on the large platform. Remember where the hospital security cube used to be? Take the warp past it and you'll find yourself in Hospital Computer 2. Follow the path to Rank #9.

Rank #9 asks MegaMan if he's come to battle, but MegaMan says he's just trying to find S. He says the only way of meeting him is to increase you rank. He'll simply give you his Rank 9. The next clue is "Rednu3".

Rank #8 is found in Undernet 3, at the spot where FlamMan used to be. Talk to it, and it apparently is someone that they know...

BeastMan V3

900 HP

Coming soon!

The WWW apparently was trying to get hold of the Navi S and the Forbidden Program by the same ways Lan and MegaMan was. BeastMan will disappear. MegaMan will find the Rank 7 on the floor where BeastMan was. An evil Navi will walk up to MegaMan, and tell MegaMan that he used to be rank #8, but BeastMan got him. "Head of learning" will be the next clue. MegaMan will start walking away, and the evil Navi will attack MegaMan, trying to get his rank back.

-Spikey

-Spikey2

-Fishy SP

Go to the Principal's PC 2 and find Rank 7 on the large platform. Instead of battling Rank 7, you'll have to do something for him. His clue is "One of many birds".

Head over to the 2nd floor of Seaside Hospital, and check the thing hanging on the wall to get an Origami. Return to the ghost Navi and you'll be rewarded with the Rank 7. The ghost Navi says he forgot what the clue to the next Navi was. You'll get an e-mail from Chaud saying an under-ranked Navi has posted on the ACDC Square BBS.

Head over to the ACDC Square BBS, and read the top message. It apparently was posted by Rank #3, and he challenged the poster below him to a battle on the bottom of the slope in Undernet 4.

Head over to Undernet 2. Go straight, and then left at the path split. Take the conveyor belt going left, and take the warp the path leads you to. Take a left at the path split, and then take the conveyor belt going left. Take yet another left to meet up with a Navi who'll now let you by. Enter Undernet 4.

Take the right path at the split. At the final path split before reaching the warp, take the other path, and you'll encounter PlantMan V2 at the dead end.

PlantMan V2

1300 HP

- Shoots a needle down your row (80 HP).
- Produces a vine with 60 HP that follows you and grabs on you (40 HP) and will hurt you twice (30 HP each). You can get damaged while being attacked by the vine.
- Produces two 100 HP flowers in your area. The pink flower confuses MegaMan, and the yellow flower stuns MegaMan.
- Produces a leaf shield which lasts for one hit. The damage dealt to him will be nullified and he will be healed for the same amount of damage.

Continue to the warp, and pick up the Speed+1 before going to Undernet 5. The security cube will open only if you've defeated DesertMan V3.

Head back to the beginning, and take the left path this time. Take a right at the first split, and go straight ahead at the next path split to pick up a Recov200 N chip. Continue along, and you'll reach a warp. Take it. The nearby security cube opens only after you've checked the security cube, and then defeated BeastMan V3. Continue to the warp and take it.

You'll be on a level with a bunch of conveyor belts. After taking the conveyor belt near the NetDealer, there should be a ramp to your right. Go down it.

Apparently, no one is there. Three evil Navis will be at the top of the ramp, and they say they will delete MegaMan. They throw a huge bolder, and MegaMan has no room to dodge. However, GutsMan appears and breaks the boulder. He will use his GutsHammer, and delete the evil Navis.

Dex apparently came all the way from Neotopia to cheer Lan up. GutsMan will jack out, and MegaMan will start to jack in, but GutsMan appears again. It's not GutsMan. He's the Navi ranked #3, CopyMan. The people ranked #6, #5, and #4 were apparently the evil Navis that were deleted. To learn more about S, you'll have to delete GutsMan V3, or CopyMan.

CopyMan/GutsMan V3

900 HP

- Sends a shockwave through a row (100 HP).
- Cracks all of your panels (100 HP only if hit).
- Sends a flying punch down a row (150 HP).
- Uses the Z-Punch PA (150 HP per hit).

After defeating CopyMan, he'll tell you that S is ranked #1. He will give you the hint to the location of rank #2, which is "Place of battle".

Head over to the DNN station and jack into the console on the stage. Talk to the Navi there.

BowlMan

1000 HP

- Shoots bowling pins across all rows (40 HP if hit).
- Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (40 HP). If a pin is hit, it will fly into the air and home onto you (40 HP).
- If you try to destroy a pin, it will fly in the air and home onto you (40 HP).

You'll learn that the Navi you seek is named Serenade. BowlMan says that even if Lan and MegaMan wanted to meet up with him, they couldn't defeat him. The Navi Serenade is hidden deep within the Under Square. To reach Serenade, they must find the Undernet server. He'll hand over the Rank 2.

Head over to the hot spring bath at Yoka. The barrels are now gone, and walk up to the rocks. You'll see an elevator. Go ahead and go down. Lan will be

amazed at the size of the Undernet server, and a voice will tell him to jack in.

MegaMan tells that they have come for the Forbidden Program. However, Serenade says that only a 'Chosen One' may wield the program. The Forbidden Program appears. Serenade says that if it flares up with blue flames, MegaMan is a Chosen One. However, if he isn't a Chosen One, he'll be frozen for all eternity.

Apparently, MegaMan wasn't a Chosen One. MegaMan stays frozen, but then the Forbidden Program flares up. You'll get the GigFreez. MegaMan will jack out. Serenade will say that there's another Navi that can wield Dr. Hikari's program.

Mamoru will come in, and he's apparently the administrator of the Undernet. The Undernet was apparently created by a SciLab scientist. It was a weapon to counter Alpha, and it was created to develop and preserve the Forbidden Program. However, the Undernet became dangerous because the Forbidden Program was too dangerous. Since it could freeze Alpha, it could also freeze all of the Net society. Alpha was a creation of SciLab as well.

There will be an emergency alert, because the TetraGate has been destroyed. Mamoru tells Lan to hurry over to SciLab 1, because Alpha is being stolen by DrillMan. DrillMan drills through all of the doors, and steals Alpha.

Go to the upper level of SciLab 1 and go through the hole in the wall DrillMan made. You'll be in Undernet 5. Pick up the HPMemory hidden behind the ramp on the right path at the path split. Take a detour to Undernet 6 before battling DrillMan. It's a maze of conveyor belts, so just fumble your way around until you find a BMD with a SubMem in it. Return back to Undernet 5, and continue along the path. Take the first row of conveyor belts, and take the path on the left. Before taking the conveyor belt, go to the dead end to battle FlamMan V2.

FlamMan V2

1400 HP

-There will be two 12 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (80 HP if hit).

-He will send a line of fire down your row (80 HP). When his HP is lower, the fire will spread across the column.

You'll get the FlamMan F chip for defeating him. Take the conveyor belt, and then go right. After going across the platform, take the left path. At the end of the path, you'll reach DrillMan.

DrillMan

600 HP

-Three drills, one each row, will appear from holes and go down a row (80 HP). DrillMan will be behind one of them.

-Three holes will open, and a total of 15 drills will come out of them (80 HP).

-Three of your panels will blink, and three drills will come through them (80 HP). Rocks fall on three of your panels (60 HP).

DrillMan will be deleted, and Lan tells MegaMan to get Alpha and take it back to SciLab. However, MegaMan feels the powerful sensation emitting from Bass again. MegaMan uses the Forbidden Program on Bass, but Bass is also a Chosen One, so it didn't affect him. He will leave with Alpha.

Wily will be thrilled of finally having Alpha. He says the end of Net society is at hand...

4H) The Beginning of the End

Lan will be in the Cyberworld. MegaMan will walk up, and he says he called Lan. He apologizes, and says he has to leave forever. MegaMan walks away, and Lan tries to go after him, but can't move.

Fortunately, it was just a nightmare. The town is under martial law, and the army has marched in. MegaMan will tell Lan to head over to school.

Head over there, and talk to Dex in front of the school gate. The school is apparently closed. Head over to the front of the MetroLine, and talk to Yai. The OfclPass is needed to ride the MetroLine. Head over to the park, and talk to Mayl. She'll give you a RollV3 R chip.

You'll get an e-mail about the emergency meeting, inviting all Officials and skilled NetBattlers. You'll have to get the OfclPass from ProtoMan at SciLab Square. Take the shortcut from Yai's HP to the SciLab Square, and talk to ProtoMan to get the OfclPass.

You'll be able to ride the MetroLine now. Head over to SciLab. There will be two new jobs for you. I suggest you read the Jobs List if you're going to do the Legendary Tomes job, or you'll seriously regret it. Anyway, before you go to the meeting, head over to Yoka. You can battle Mr. Famous' Punk V3 now.

Punk V3

1600 HP

- Curls up into a ball and goes around your area, trying to hit you (100 HP).
- Curls up into a ball and goes across every panel in a zig-zag pattern (100 HP).
- Puts up a shield and attacks you from the back row (100 HP).
- Two spikey balls will go around, trying to home onto you (100 HP), and Punk will appear in front of you and attack (??? HP).

Head over to Beach, and go to the DNN Battle Console on the stage. Jack in, and you can fight BowlMan V2 now.

BowlMan V2

1300 HP

- Shoots bowling pins across all rows (80 HP if hit).
- Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (80 HP). If a pin is hit, it will fly into the air and home onto you (40 HP).
- If you try to destroy a pin, it will fly in the air and home onto you (80 HP).

Head over to the Seaside Hospital, and head to the third floor. The little girl is the Quiz Queen. Answer all of her questions for a Barr200 E chip. Go back to SciLab and take the elevator. Talk to Chaud to begin the meeting.

Alpha was created by SciLab ten years ago in a top secret program. It was developed as the basis of the Net community, and it was the original form of the current Net. One day, all of the devices that were connected to Alpha malfunctioned. The researchers thought the problem was the "AutoNavi", which was developed at the same time. The creator was held in custody, and the AutoNavi was deleted.

However, it wasn't the problem. All of the devices that were connected to Alpha

was destroyed. It was apparently riddled with bugs, and gained some intelligence equal to that of an amoeba. It crept into all of the devices and absorbed everything. SciLab was able to capture it in its bloated state, and Net society was halted for half a year. It's referred as to "The Alpha Revolt". Alpha had to be deleted this time.

There is an emergency alert, saying that all of the AutoTanks on patrol went berserk. Go to ACDC, and head up the street. Dex, Mayl, and Yai will be near an AutoTank. Lan tells them to go, and the AutoTank starts attacking him. Lan finds the port for the AutoTank and jacks in.

Head down to pick up a RegUP2, and then head up to pick up a HPMemory. Check the weird virus to engage in a battle.

-????
-????
-????

It wasn't a normal virus. MegaMan says it seemed to be trying to absorb him. MegaMan will jack out. An Official and Chaud will walk up and ask of Lan's condition. The Official says that all of the tanks has been stopped, and it wasn't a normal virus that was running the tanks. It was AlphaBug. He will get a phone call informing him that AlphaBug has broken into Army systems everywhere, and it could lead to global war.

You'll get a phone call from Lan's mom saying that his dad has disappeared from the hospital. Head over to the Seaside Hospital, and talk to Lan's mom in the 2nd floor room. Lan's dad is nowhere to be found, and he needs to take his pain medication or else he'll be in serious pain. You'll receive the Aspirin. Check the hospital bed to get DadsNote and CardKey. The note reads that he has to research Alpha. Head over to SciLab and take the elevator. You'll now be able to open the door with the CardKey.

Lan's dad is tracing the path of AlphaBug's attack. He says he can't leave the problem up to the Officials and must delete Alpha with his own hands. Lan's grandfather was the creator of Alpha. When he stopped The Alpha Revolt, he installed "Guardian" into Alpha's core, and as long as it isn't deleted, Alpha can't fully recover.

The computer will beep, and Lan's dad says that the WWW base has been located. He'll then collapse, and Lan will give the Aspirin to him. The WWW base is located at the Demon Waters. The currents there create whirlwinds, and it can't be reached by plane. A boat with a very powerful engine will have to be used.

Head over to Beach and check the ferry boat. It has an old engine, so it'll need a new one. Go to ACDC and talk to Yai at her house. She says she'll put in the new boat engine tomorrow morning. Go ahead and go to sleep.

Sunayama, Anetta, Match, and FlashMan's operator will be at Wily's office. Wily tells them their mission is to protect Alpha.

Lan'll wake up, and MegaMan tells Lan that he should tell the others. However, Lan refuses. You'll get an e-mail from his dad, which gives you the Alpha Navi Customizer part. It'll allow you to see Alpha in the Cyberworld. Head over to Beach and board the ferry boat.

Lan will start to board the boat, and Dex will ask Lan where he thinks he's going. Lan, Mayl, Yai, and Chaud will walk in. Yai told everyone what Lan was doing, and Lan will reluctantly agree and lets Dex and Chaud come with him. Tora then walks in. Tora will come to the WWW base as well.

Walk straight ahead and jack into the hidden computer. Grab the Collect Navi Customizer part. Continue along the path, and enter the door. In the room, check the elevator. Lan asks everybody if there's somewhere to jack in. Chaud wonders what the strange chair all of the devices are connected to is. A voice will say that it's the Pulse Transmission System.

The orange-haired man that helped Lan with the PresData walks in. His name is Cossack, and he worked for SciLab. Chaud remembers the name and says that he was the leader of the Independent Navi project.

The Pulse Transmission systems allows humans to directly enter the Cyberworld. It sends their brain waves into the Cyberworld. The human's senses work in the Cyberworld as well as in the real world. If the human is hurt in the Cyberworld, he will be hurt in the real world as well. The system was developed at SciLab, but it was too dangerous.

Cossack will pulse into the Cyberworld to start the elevator. He will be in the Cyberworld, and he'll be in front of the elevator control program. He fixes the elevator, but then feels the immense power MegaMan felt. He dismisses it as his imagination, but Bass then appears. Cossack asks him why he is helping Wily, and he says that he isn't interested in his plans, just absolute power.

He wasn't deleted by the Navi Elite Corps. He crawled through the Internet, near deletion. He was able to recover, thanks to Cossack's "Get Ability Program" that he installed into Bass. Bass started to hate all humans and wanted revenge upon them. He hoarded groups of viruses and the remains of Navis to gain the power he is at now.

Cossack will start to self-destruct. Bass will attack Cossack, and he will become severely injured. Cossack asks Lan to delete Bass. Dex will take Cossack someplace safe. Take the elevator, and go down the ramp.

Lan will notice the door, but there is a beeping sound. Tora will notice the robot above Lan. It will jump down and attempt to use Hypno Flash on Lan. Tora comes up with a plan. When he gives the signal, Chaud and Lan will rush at the robot. Tora distracts the robot, and Lan will jack in.

You need to avoid the strange floating robots in the WWW computers. If you get caught by one of them, you'll be taken back to the beginning. Go ahead, and take a right at the first path split to pick up a HPMemory. Go back and continue along the path. Go straight at the next path split and go around to pick up the 1800 zennys. If you take a left, Alpha will catch you from the ground, which will alert the security robots.

Continue along the path. Make sure you use the niche to avoid one of the security robots. You'll reach at a door, which you need the ID-DataA for. Go right and take the warp.

Go on ahead, and make sure you take the second path to the right to pick up the Recov150 P, or you'll be caught by Alpha. Continue on to the end to pick up the ID-DataA. Return back to the door, and open it. Continue on to meet up with FlashMan and his operator. They will use Full Synchro to fuse with each other, which allows them to operate at 100% efficiency.

FlashMan V2

500 HP

-Attacks front row and 2nd square ahead of him with a shock attack (45 HP).

- Sends electric bulbs toward you that either home or zig-zag (30 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

After defeating him, FlashMan will use Shining Crusher. However, KingMan comes in and stops him. MegaMan will jack out. Before entering the next door, you can battle KingMan V3.

KingMan V3

1500 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (150 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (150 HP).
- The pawns will have swords that extend two panels ahead of them (100 HP).

You'll enter Wily's research lab. Check Wily's desk for a Magnum1 V, then check the right statue. It was very light, and Lan knocks it off. Take the elevator. Continue on, and you'll find the next security robot. They try to sneak past it, but it shoots a bubble. Lan tells Chaud to go on, and the robot will start attacking Lan. Dex comes in, and uses Boulder Toss to block the hole where it fired the bubbles from. Lan will jack in.

Take a right at the first split, and time your steps carefully to get past the group of four security robots. Use the niche to pass the next robot, and take the closer path to the left or Alpha will nab you. There will be two very fast moving robots in the next section. Take the right path and time your movements to get to the warp in the middle area. Don't forget to pick up the RegUP2 on the way. Go on to meet up with BubbleMan.

BubbleMan V2

800 HP

- Bubbles will come out of the middle hole (80 HP if hit).
- A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (80 HP).
- There will sometimes be a bomb in a bubble (80 HP). The range of the explosion is shaped in a cross.
- He will throw a strange creature, and it will home onto you by going into your column, then going towards you (80 HP).
- If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (100 HP).

BubbleMan wasn't operating the security robot. Continue on to the warp and take it. The next platform will be a little difficult. Time your moves carefully to get past the robots. Get onto the path to the right to pick up 3000 zennys. Take the path to the left of the start next. You'll have to go straight or you'll be grabbed by Alpha. Use the niche to get across, and pick up the ID-DataB. Go back to the platform with all of the security robots, and take the path to the left.

Open the door, and continue on. You'll have to get past a long platform with multiple security robots. After getting across that, you'll reach to last platform. A whirlpool will form below MegaMan, and he gets out of the way just in time.

Sunayama will come in. Lan wonders how he got out, and he says Wily hacked the system and got him out of prison. He and DesertMan will use Full Synchro, and

he will attempt to attack MegaMan from under again. GutsMan will appear and slam the ground. DesertMan will emerge, and MegaMan will battle him.

DesertMan V2

1200 HP

- There will be two hands with 60 HP. They can transform into lions and dash down the row (80 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (120 HP).
- Two whirlpools will be formed from time to time on your area (80 HP if stepped on).
- The columns near DesertMan has 80 HP.

MegaMan will jack out. You can talk to Dex to battle GutsMan V3.

GutsMan V3

900 HP

- Sends a shockwave through a row (100 HP).
- Cracks all of your panels (100 HP only if hit).
- Sends a flying punch down a row (150 HP).
- Uses the Z-Punch PA (150 HP per hit).

Head down the stairs, and Lan will hear some noise. He'll dismiss it as his imagination at first, but then the boulder at the top starts rolling towards Lan. He goes down the stairs and dodges the boulders, and he'll see Chaud surrounded in a ring of fire. Chaud tells him to go ahead through the door, but Lan refuses and jacks into the security robot.

Go across the wide platform with the two fast-moving security robots. The next four series of robots will have one robot, two robots, and so on. While on the platform with three security robots, take the other path to pick up the Jungle Navi Customizer part. Return back to the platform and go past the last two of them. Do not go directly left after the four platforms, or you'll be caught by Alpha. Go around the platform, and continue. On the large platform with three security robots, go to the top, and go all the way left. Take the path there.

For the next group of security robots, you must go between them and continue on the path while between them. When you see a path to the right, go there and pick up the ID-DataC. Return back to the platform with the three security robots and go to the far end to a door. Open it, and go down the stairs. Take a left to find a FullEnrg, then go back and continue on. There'll be a platform to your left. Dodge all of the security robots and continue on to PlantMan and FlamMan. Match and FlamMan will use Full Synchro, and then Anetta and PlantMan will do so as well. You'll have to battle PlantMan and FlamMan in a two-round battle.

PlantMan

1000 HP

- Shoots a needle down your row (50 HP).
- Produces a vine with 40 HP that follows you and grabs on you (40 HP) and will hurt you again (30 HP). You can get damaged while being attacked by the vine.
- Produces two 80 HP flowers in your area. The pink flower confuses MegaMan, and the yellow flower stuns MegaMan.

FlamMan

1000 HP

- There will be two 8 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (60 HP).

-He will send a line of fire down your row (60 HP). When his HP is lower, the fire will spread across the column.

After defeating them, MegaMan will jack out. Enter the next door, and check the array of cables at the end of the room. Continue on, and you'll meet the last security robot. Lan will jack in.

Use the niches to get past the first security robot. Do not use the third niche, as Alpha is hiding in the floor there. Don't use the fifth one as well. You'll have to get past another security robot. Use the left niche to get past him, or you'll be caught by Alpha in the right niche. Use the right niche after using the left niche, and continue on.

At the platform, use the left path or you'll be nabbed by Alpha. Pick up the 1400 zennys, and try to get past the security robots near the series of three conveyor belts. Take the left path, and continue on. Before you take the warp, you'll have to take the right path to pick up the ID-DataD. Go back and take the warp.

Before you open the door, take the other path. You can't go straight ahead, as Alpha is hiding in the ground. Take the path on the right to pick up a HPMemory. Go back to the platform with the warp and open the door. This last platform with security robots can be difficult to cross if you don't time your movements correctly. Go ahead and meet up with DrillMan.

DrillMan

600 HP

-Three drills, one each row, will appear from holes and go down a row (80 HP).

DrillMan will be behind one of them.

-Three holes will open, and a total of 15 drills will come out of them (80 HP).

-Three of your panels will blink, and three drills will come through them (80 HP). Rocks fall on three of your panels (60 HP).

DrillMan will start to self-destruct. MegaMan collapses, and tells Lan to run, but he refuses to run. Luckily, ProtoMan appears and finishes DrillMan off. MegaMan will jack out. Head through the final door.

The four WWW operators are in the Pulse Transmission Systems next to Wily. Wily says they were 'pawns to be sacrificed' anyway. He says that Alpha has already been 80% decoded, and will awaken in just a few minutes. Wily says there is no place to jack in, and Lan must stand by and watch the world end. Wily pulses in, and Lan wonders what they could do. He notices the empty Pulse Transmission System, and pulses in.

Lan and MegaMan will be in the Cyberworld, and they'll use Full Synchro. Just continue on until you reach the end. Bass will absorb the Guardian program, and MegaMan will walk in. You'll have to battle Bass.

Bass

1000 HP

-He has an 100 HP aura. You must deal 100 or more damage in one attack to break it. The aura will regenerate over time.

-Sends an air burst down your row (100 HP).

-Sends electric balls randomly down all of your rows (100 HP).

-Gets into your area and cracks a row of panels (100 HP).

After defeating Bass, he won't believe he's lost. Wily says that he hoped that they'd delete each other, and tells Bass that the Guardian program he absorbed was the final protection on Alpha. He says that's why he used Gospel to make a copy of him, all to reawaken Alpha. Alpha will shake, and it swallows up Bass,

and it'll swallow up Wily as well. Alpha will emerge from the ground, and it's time for the final battle.

Alpha

2000 HP

- His core will be protected. You'll have to destroy it before you can damage it. It will regenerate
- His claw swipes across your column, and then the other one dashes through your row (50 HP).
- A machine gun fires at you twelve times (20 HP per hit). It doesn't make you blink, so all of them can hit you.
- He will charge up and fire a beam which cracks your first column, and the middle panel in your second column. The attack affects the middle panel in the third column as well, but the panel doesn't crack (80 HP).

After deleting Alpha, a door will appear in its place. Lan asks MegaMan if it's the real world, but he says it's just an old image file. MegaMan will notice the lab coat, which looks like the one that Lan's dad wears. MegaMan says it must be SciLab from the past. A voice will say that the room was created to keep Alpha imprisoned. Lan's grandfather will appear.

He asks if Lan and Hub were the ones that deleted Alpha. He says he's here to monitor Guardian, to stop Alpha's reawakening. He will ask of the current Net society. You'll get the GramNote to give back to Lan's father. He says you have to return to the place where Lan pulsed in to get out. You'll leave the room. Head back to the beginning. Alpha will swallow up MegaMan and Lan.

MegaMan and Lan were stuck in Alpha for a while. Lan asks MegaMan if there's a way to escape, and MegaMan says the only way is to build up all of his power, and overload. Lan refuses to let MegaMan do that, but MegaMan insists that he has to do it. After some parting words, MegaMan overloads and creates a hole in Alpha.

Lan will be awakened by Dex. Lan can't believe that MegaMan is gone. Chaud says they have to go, as the island is sinking from the battle. The WWW base starts exploding, and they run back to the boat.

They return back to Beach Street, and are greeted by Mayl and Yai. Tora takes Cossack to the hospital, and the rest head over to the front of the TV station. Chaud's father praises him, but Chaud insists that Lan and MegaMan were the heroes. His dad tells him the time for dinner, and Chaud is surprised. Chaud asks if Lan's getting a new Navi, but Lan says he'll try things on his own for a while. Chaud then tells him that he shouldn't keep a woman waiting.

Lan will walk up to Mayl, and she'll start crying. Yai says that she was worrying about him the whole time he was at the WWW base. Lan asks Tora of Cossack's condition, and he says he'll be okay. Tora will leave to go back to his hometown. Lan tells his dad everything that happened during the day. He gives his dad the GramNote that Gramps gave him.

Lan will be at the end of the pier on Beach Street, wondering about MegaMan. Sean and Mamoru will tell him how much he helped them, and Dex and Lan heads back to ACDC.

Four months later, it's the day before school starts. Gramps' note is still being decoded, and Bass and MegaMan's data was never found in Alpha. Lan's at the pier on Beach Street, talking to MegaMan. There's a beeping sound, and he quickly checks his PET, but it isn't his. He tells MegaMan that he's getting a new Navi tomorrow.

There's a voice asking if he's alive, and if he's been saved. It then growls.

Lan is checking out his room, and then heads to sleep. Lan's dad arrives home, and he has his new Navi. He says he'll install it while he's asleep. He tells Lan's mom that they finally finished decoding Gramps' note. It spoke of a certain part of Alpha, where it couldn't touch itself. They couldn't find Gramps personality data, but they found something else.

The next morning, Lan awakens himself. There's a voice saying that he's happy to learn that Lan can wake himself up now. Lan instantly recognizes it as MegaMan, and asks if it is a dream. MegaMan says it isn't.

The End

4I) The Secret Areas

The game isn't entirely complete yet. If you go to the start menu, you'll see a yellow star next to continue. That's only the first star; there's a total of seven stars. You'll be back in the WWW base, but the game considers you to have already defeated Alpha. Go ahead and exit the WWW base.

Board the ferry boat again and choose Hades as your destination. Go ahead and go inside, and go to the end. Chaud will be there, and you can battle ProtoMan.

ProtoMan

1000 HP

-He will slash a sword across the column in front of him (100 HP). This can be either done from his area or MegaMan's area. Also, he will go behind MegaMan and slash him if MegaMan isn't in the back row.

-He will move to his first row, and slash the three panels ahead of him (100 HP).

-He will go to the top or bottom row, and send a wave down adjacent rows (100 HP).

-At some times, if you try to attack, he will put up a shield and then go into your area to attack you with a sword (100 HP).

You'll get the ProtoMan B chip for winning. Take the elevator, and talk to the Quiz King for the final quiz. You'll get a Navi+40 * chip for answering all of the questions correctly. Head back to Beach Street, and go to the battle console inside the DNN station. You can battle BowlMan V3 now.

BowlMan V3

1600 HP

-Shoots bowling pins across all rows (120 HP if hit).

-Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (120 HP). If a pin is hit, it will fly into the air and home onto you (120 HP).

-If you try to destroy a pin, it will fly in the air and home onto you (120 HP).

Head over to the Seaside Hospital, and go to the basement. In the hidden corner, there's a ghost Navi who will give you Poltrgst G. Head to SciLab after that, and there'll be three new jobs on the Job BBS.

Before we proceed to the Secret Areas, we need to pick up an item: the Hammer. First off, go to Yoka 1 and you can battle FlamMan V3 if you've defeated the V2. Equip SneakRun, and you'll find him in no time.

FlamMan V3

1800 HP

Coming soon!

Head over to the Undernet. Before you pick up the Hammer, go to Undernet 4. At the start of the area, talk to the program behind the large pillar to get a SpinDark. Head over to Undernet 6, and try to find a security cube. It'll open if you've defeated FlamMan. A WeapLV+1 Navi Customizer part is beyond it. Continue along the path, and you'll get to Undernet 7.

Once you're there, go right and talk to the Spikey. Give him 50 BugFragments and he'll leave. Go up the ramp, and take the conveyor belt to reach the BMD with Hammer. The nearby door and the curtains will not open until you've defeated Serenade, so jack out.

DrillMan V2

900 HP

- Three drills, one each row, will appear from holes and go down a row (120 HP). DrillMan will be behind one of them.
- Three holes will open, and a total of 20 drills will come out of them (120 HP).
- Three of your panels will blink, and three drills will come through them (120 HP). Rocks fall on three of your panels (100 HP).

To reach the Secret Areas, go to the Undernet server, which is reached by taking the elevator at the hot spring in Yoka. Jack in, and go up to the hole. Check it, and you'll go to Secret Area 1.

First, go southwest to see a giant monolith. Use your new Hammer to get into a ten-round virus battle.

Battle 1

- Mettaur3
- Mettaur3
- Mettaur3

Battle 2

- Poofball

Battle 3

- Yurt
- Yurt

Battle 4

- Swordy
- Swordy2
- Swordy3

Battle 5

- Mettaur3
- Mettaur3
- Mettaur2

Battle 6

- Poofball
- Viner

Battle 7

- Yurt

-Metrod

Battle 8

-BrushMan2

-Fishy3

-BrushMan2

Battle 9

-MegaBunny

-Mettaur3

-MegaBunny

Battle 10

-N.O-2

-Metrod

-Wind SP

Continue on, and go right. The door will open only if you've answered the four Quizzers' questions. Beyond it is a StepCros R. There is nothing to the left, so go back to the middle platform and go northwest. The first set of Numbers will be there. They aren't normal viruses, and they must be deleted in a specific way.

For this one, there will be a Number1, a Number2, and a Number3.

```
-----  
| | | 1 | | | M - MegaMan  
----- E - Empty Panel  
| | M | | 2 | | 1 - Number1  
----- 2 - Number2  
| | | | | 3 | 3 - Number3  
-----
```

You must delete all of the white towers at the same time with an attack that does equal or more than its HP. The Number2s will turn white, and do what you did before. Once again, the Number3s will turn white. If you hit one of the black towers at any time, you will be hit by Err&Del, which does 1000 damage. Pick up the Geddon3 U chip beyond the tower once you defeat them.

Go to the southeast part, and go on that path. Skip the next two turns going right, and you'll see another Number on your left.

```
-----  
| | | E | E | 2 | | M - MegaMan  
----- E - Empty Panel  
| | M | | 1 | | | 1 - Number1  
----- 2 - Number2  
| | | E | E | | 2 |  
-----
```

Beyond it is a nice 50000 zennys. Continue along the path, and you'll reach the final door before Secret Area 2. It opens only if you have 140 Standard Chips in your library. If you don't have that much, either battle the viruses in the area, or go back to the real world and use a bunch of chip traders.

However, if you have 140 chips in your library, the door will open and MegaMan will enter. The area turns dark, and MegaMan gets a strange feeling. DarkMan will appear, and call MegaMan Number 9634. DarkMan is an assassin of the darkness, and will only need 366 more kills after MegaMan. Time to battle.

DarkMan

1400 HP

- When he's blue, he will send out an ice wave that zigzags in 2 rows (100 HP).
- When he's purple, he will send out a row of flames that homes onto you (100 HP).
- When he's orange, he will send out a ray and stun you (100 HP).
- He will alternate between opening up three holes in your area, which bats will fly out of it (50 HP each) and sending an axe that follows you and tries to slash you (100 HP).
- He will only attack you with the first three attacks if you stay on the same row as him for a little while.

After you delete him, you can defeat DarkMan V2. Go to the beginning platform, and go southwest. Go left at the split and go all the way to the end.

DarkMan V2

1600 HP

- When he's blue, he will send out an ice wave that zigzags in 2 rows (150 HP).
- When he's purple, he will send out a row of flames that homes onto you (150 HP).
- When he's orange, he will send out a ray and stun you (150 HP).
- He will alternate between opening up three holes in your area, which bats will fly out of it (75 HP each) and sending an axe that follows you and tries to slash you (150 HP).
- He will only attack you with the first three attacks if you stay on the same row as him for a little while.

You'll get the DarkMan D chip. Go back to his original location, and continue on to Secret Area 2. Go straight ahead and take the warp. The path to the left will have another set of Numbers.

```
-----  
| | | | 3 | | | M - MegaMan  
----- E - Empty Panel  
| | M | | 2 | E | | 1 - Number-M1  
----- 2 - Number-M2  
| | | | 1 | | | 3 - Number-M3  
-----
```

Beyond it is the Secret Area 2 NetDealer. Return back to the warp, and take it. Destroy the monolith near the warp to get into another ten-round virus battle.

Battle 1

- Spikey3
- Metrodo

Battle 2

- Yart
- Deetle

Battle 3

- LowBlow

Battle 4

- StormBox
- Fishy3

Battle 5

- Poofball
- Poofball

Battle 6
-Totam
-Metrodo
-BrushMan3

Battle 7
-Yart
-BrushMan3
-HardHead

Battle 8
-Mashy
-Moshy

Battle 9
-Fishy3
-Smasher

Battle 10
-DemonEye
-Dominerd2
-BrushMan SP

After destroying the monolith, continue on to the next warp. There will be three paths. The left path has a door, and opens only if you've completed all of the jobs on the Job BBS. A HP+500 Navi Customizer part is behind the door. The middle path will lead to a warp. Take it.

Go straight ahead to find another monolith. Break it once again with the Hammer for another ten-round virus battle.

Battle 1
-Shadow

Battle 2
-Spikey2
-Spikey2
-Spikey3

Battle 3
-Mettaur3
-Mettaur3

Battle 4
-LowBlow
-Canodumb2

Battle 5
-Shrimpy2
-Gloomer

Battle 6
-Ratty2
-Ratty2
-Ratty2

Battle 7
-Yurt
-Yurt

Battle 8
-Mettaur3
-Slimey
-Slimey

Battle 9
-Elewasp
-Elewasp

Battle 10
-Totem
-Totem
-RedDevil

Seems to be nothing beyond here... but there is. Go right, and you'll be walking on an invisible path. Pick up the AntiNavi M. Go back to the warp, and go straight again, but hug the left path this time. You'll walk onto a path that can't be seen. On the new path, go straight up, hugging the left side again. You'll see a little opening, and check whatever's blocking MegaMan. It's another set of Numbers.

```
-----  
| | | | 1 | | M - MegaMan  
----- 1 - Number-M1  
| | M | | | | |  
-----  
| | | | 1 | | 1 |  
-----
```

Pick up the HPMemory beyond it. Return to the previous path, and continue on to the last door of Secret Area 2. You'll need 1 Giga Chip to open it. If you don't have one yet, go to Hades Isle and jack into the gargoyle statue. Take the warp to the BugFrag Dealer, and buy the FoldrBak * from him.

The area will turn dark again. JapanMan will appear, and MegaMan says he feels more power from him that he did DarkMan.

JapanMan
1600 HP
-He will attack you with his spear. It extends three squares ahead of him (150 HP).
-He will attack the first two columns of your area (100 HP). He will hit you three times, which can total up to 300 damage.
-If you hit him with projectiles, he will sometimes block the attack and send a wave towards you through your row (150 HP).
-When he uses Backup, a bunch of little soldiers with 3 HP will run in and steal your panels (100 HP if hit).

After defeating JapanMan, you can battle JapanMan V2. He's located behind the NetDelaer in this area.

JapanMan V2
1800 HP
-He will attack you with his spear. It extends three squares ahead of him (200 HP).
-He will attack the first two columns of your area (150 HP). He will hit you three times, which can total up to 450 damage.
-If you hit him with projectiles, he will sometimes block the attack and send a wave towards you through your row (200 HP).

-When he uses Backup, a bunch of little soldiers with 4 HP will run in and steal your panels (150 HP if hit).

You'll get a JapanMan Y chip for winning. Go back to JapanMan's first location, and continue on to Secret Area 3. To your left is a door that opens only if you have all of the virus families. Open the door, and go on the compressed path. At the end, you'll be at a large platform with a strange machine. This is the BugFrag Trader. It'll give you a chip for every 10 BugFrag you put into the machine. Insert at least 300 BugFrag. After you insert the last 10 BugFrag, there will be a loud growling sound. Go to the other side of the platform, and pick up the Snctuary C. Hold up, which will make MegaMan hug on the left side of the platform, and he'll walk onto an invisible platform. At the end of the path, there'll be a monolith and a twenty-round battle.

Battle 1

-Fishy2
-HardHead
-HardHead

Battle 2

-Vinert

Battle 3

-Mettaur3
-Mettaur3

Battle 4

-Eleglobe
-Ratty3

Battle 5

-Breaker
-Breaker
-Doomer

Battle 6

-Mettaur3
-Spikey3
-Trumpy

Battle 7

-Totun
-Spikey

Battle 8

-Swordy3
-Swordy3
-Shadow SP

Battle 9

-Fishy3
-Trumpy

Battle 10

-Volcanest
-Spikey3
-Metrodo

Battle 11

-Mettaur3

-Mettaur3

-Trumpy

Battle 12

-ErthJelly

-Doomer

Battle 13

-Goofball

-Goofball

Battle 14

-MoBlow

Battle 15

-Pengon

-Pengon

Battle 16

-JokerEye

-JokerEye

-AlphaBug SP

Battle 17

-Yart

-Canodumb3

Battle 18

-MegaBunny

-MegaBunny

-MegaBunny

Battle 19

-N.O-3

-Trasher

Battle 20

-Slimest

-Dominator3

-Scuttle SP

Beyond it is the HubBatc Navi Customizer block. Go back to the start of the area, and continue along the path. You'll see another set of numbers.

```
-----  
|   |   | E | E | 1 | 2 | M - MegaMan  
----- E - Empty Panel  
|   | M |   |   | 1 | 1 - Number-M1  
----- 2 - Number-M2  
|   |   | E | E |   |  
-----
```

Continue on. There'll be another monolith.

Battle 1

-Mettaur3

-Mettaur3

-ErthJelly

Battle 2

-Pengon
-Shadow

Battle 3
-Ratty3
-Ratty3
-Canodumb3

Battle 4
-N.O-2
-Trasher

Battle 5
-Eleglobe
-Eleglobe

Battle 6
-Slimest
-Slimest
-Trumpy

Battle 7
-Doomer
-Doomer

Battle 8
-Geetle
-Geetle

Battle 9
-Momogre
-Heaviest
-Momogre

Battle 10
-Yart
-BlueDemon

Go left to find the last set of Numbers.

```
-----  
|   |   | E |   | E | 1 | M - MegaMan  
----- E - Empty Panel  
|   | M | E |   | E |   | 1 - Number-G1  
-----  
|   |   |   | 1 | 1 | E |  
-----
```

Number-G1

Pick up the Hole * beyond it. Go back to the split, and go right. Continue on the path, and go up the stairs to reach a door. You must have all 200 Standard Chips to open it. Open it, and the area will turn dark once again. Serenade will appear, and Lan will be deceived by his appearance. MegaMan warns Lan that Serenade isn't like anything he's faced before. Serenade says his power is mercy. You'll now battle Serenade.

Serenade
2000 HP
-He will send a wave that zigzags across all three rows (100 HP).

-If you try to hit him, he will block the attack and send an wave down your row (100 HP).

-He will put up a shield in front of him, and push you to the back row. Energy balls will explode on your side of the field (100 HP). Some of the panels will crack.

You'll get the Rank 1 for defeating him. He will then speak about 'him' reawakening, and says that you have fought him in the past. He also says that he's fought him in the past, defeating him after a battle lasting days.

You'll have to leave the Secret Areas before proceeding with the game. If you go back to the Secret Areas, there'll be a Navi at the end of Secret Area 1 and 2 saying there's an amazing power from Secret Area 3. Head over there, and go to the BugFrag trader.

There'll be a growling sound, then a roaring sound. The area will turn dark, and Bass will appear. Apparently, he's lost his memory. Time for battle.

BassGS

2000 HP

-He has an 200 HP aura. You must deal 200 or more damage in one attack to break it. The aura will regenerate over time.

-Sends an air burst down your row (300 HP).

-Sends electric balls randomly down all of your rows (300 HP).

-He will point ahead, and two claws will smash into your panels (300 HP), and he will use one of three things: Gospel's head to send out a fire breath (300 HP), Gospel's head to fire a massive beam that cracks a bunch of panels (500 HP), and gets in your area to crack a row of panels (450 HP). He will only use the Gospel head to fire a beam at low health.

You'll get a Bass+ X chip for defeating him. Bass is once again surprised at his defeat, and MegaMan tells him he lost because he is alone. MegaMan says that strength lies in working with each other. He tells him to try to remember, and a man invades Bass' memory. Bass will then disappear.

If you exit the game, you'll see that you now have the green star. To obtain the next star, you must complete the Serenade Time Trials. Multiple Navis will appear across the Secret Areas, and you must defeat a select Navi with your extra folder under the given time. I strongly suggest using the N1-FlDrC for this part of the game. It may take some time to get accustomed to the folder. The general strategy is to grab many of the enemy's panels as you can, use the PanlOut3s, and then use the Snakes. With Wood+30, it can add up to some nice damage. The first group of Navis will be at the top of the stairs in Secret Area 3, near where Serenade used to be.

DarkMan: 00:45:00

JapanMan: 00:40:00

ProtoMan: 00:45:00

Go back to Secret Area 2, and backtrack along the path. On the lower level warp, you'll see another Navi.

BowlMan: 00:45:00

Continue backtracking, and hug the left side of the path to get to a platform with another Navi.

KingMan: 00:40:00

Once again, continue on. The next Navi will be near the warp.

MetalMan V2: 00:20:00

Take the warp, and talk to the next Navi.

GutsMan V2: 00:15:00

Head back to Secret Area 1, and the last seven Navis will be on the middle platform.

FlamMan V2: 00:40:00

DrillMan V2: 00:45:00

DesertMan V2: 00:45:00

BubbleMan V2: 00:40:00

BeastMan V2: 00:30:00

FlashMan V2: 00:10:00

PlantMan V2: 00:40:00

After defeating all of them, you'll get the DarkAura A chip and another star. To get the fifth star, you need to obtain all 85 MegaChips. All of them are obtainable in this game, with the exception of four of them. You'll have to have access to the White version to get the four MistMan chips.

When you have five stars, go to the start screen. Press start, and input the buttons: hold left, press RRLRLRL. The stars will get closer to them. It's now time to find the V4 Navis.

To find GutsMan V4, you need to go to Dex's homepage. One of the panels on the southwest side of the area will allow you to face GutsMan V4. However, you must defeat some SP viruses before you can battle him.

Battle 1

-Mettaur SP

-Mettaur SP

Battle 2

-Mettaur SP

-HardHed SP

-HardHed SP

Battle 3

-Fishy SP

-Fishy SP

GutsMan V4

2000 HP

-Sends a shockwave through a row (200 HP). It will cause shaking, preventing you from moving for a short period of time.

-Cracks all of your panels (200 HP only if hit).

-Sends a flying punch down a row (300 HP).

-Uses the Z-Punch PA (300 HP per hit).

You'll get the GutsManV5 G chip for defeating him. Head over to Hades Isle, and jack into the console. Go down the stairs, and continue along the path until you reach the first accessible square platform. You'll find ProtoMan V4 on one of those panels.

Battle 1

-Twins SP

-Twins SP

Battle 2
-Swordy SP
-Swordy SP

Battle 3
-Fishy SP
-Fishy SP

ProtoMan V4
2000 HP
Coming Soon!

You'll get the ProtoMnV5 B chip as your reward. FlashMan V4 can be found in Principal's PC 2. He'll be in the spot where Rank #7 used to be.

Battle 1
-Bunny SP
-Bunny SP
-Eleball SP

Battle 2
-Eleball SP
-Eleball SP

Battle 3
-Elebee SP
-Elebee SP
-Elebee SP

FlashMan V4
1500 HP
-Attacks front row and 2nd square ahead of him with a shock attack (150 HP).
-Sends electric bulbs toward you that either home or zig-zag (100 HP).
-Puts two bulbs in your area, which will stun you if they aren't destroyed.
-Uses his AreaGrab chip if you're stunned and in the back row.

The FlashMnV5 chip is your reward for defeating him. BeastMan V4 can be found on one of the dead ends in Zoo Computer 3.

Battle 1
-Ratty SP
-Ratty SP

Battle 2
-Spikey SP
-Ratty SP
-Ratty SP

Battle 3
-Beetle SP
-Momogra SP

BeastMan V4
1600 HP
-Goes to a square and dashes diagonally towards you (120 HP).
-Jumps into the air, lands on a panel and slashes (120 HP).
-His claw will slash diagonally two times, and then his head will dash across your row (120 HP). This will be done five times in a row.

Defeating him will earn you the BeastMnV5 B chip. BubbleMan V4 can be found in Yoka 2. Starting from the Yoka Square, go to the upper level in Yoka 2, and take the first compressed path.

Battle 1

- Shrimpy SP
- Shrimpy SP
- Shrimpy SP

Battle 2

- Slimer SP
- Slimer SP
- Pengi SP

Battle 3

- Slimer SP
- Jelly SP
- Jelly SP

BubbleMan V4

1800 HP

- Bubbles will come out of the middle hole (200 HP if hit).
- A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (200 HP).
- There will sometimes be a bomb in a bubble (200 HP). The range of the explosion is shaped in a cross.
- He will throw a strange creature, and it will home onto you by going into your column, then going towards you (200 HP).
- If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (300 HP).

You'll get a BubblMnV5 B chip for winning. The next Navi is found in the DNN Van on Beach Street. Jack in and go to the right corner to battle DesertMan V4.

Battle 1

- Quaker SP
- Quaker SP
- Quaker SP

Battle 2

- Momogra SP
- Momogra SP
- Quaker SP

Battle 3

- Momogra SP
- SnowBlow SP

DesertMan V4

2000 HP

- There will be two hands with 100 HP. They can transform into lions and dash down the row (200 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (300 HP).
- Two whirlpools will be formed from time to time on your area (200 HP if stepped on).
- The columns near DesertMan has 200 HP.

You'll be rewarded with the DesrtMnV5 D chip for deleting him. Head over to Seaside Hospital, and jack into Hospital Computer 3. Go all the way to the

right, and take two warps. Go straight, and then left. At one of the dead ends, you'll find PlantMan V4.

Battle 1

-Puffball SP

Battle 2

-Viney SP

Battle 3

-Puffball SP

-Boomer SP

PlantMan V4

2100 HP

-Shoots a needle down your row (200 HP).

-Produces a vine with 60 HP that follows you and grabs on you (40 HP) and will hurt you twice (30 HP each). You can get damaged while being attacked by the vine.

-Produces two 100 HP flowers in your area. The pink flower confuses MegaMan, and the yellow flower stuns MegaMan.

-Produces a leaf shield which lasts for one hit. The damage dealt to him will be nullified and he will be healed for the same amount of damage.

You'll obtain the PlantMnV5 P chip. To find the next Navi, head to Undernet 3.

FlamMan V4 can be found on

the platform where FlamMan originally was. Go to the top, and go all the way to the left.

Battle 1

-Spikey SP

-Spikey SP

-Spikey SP

Battle 2

-Basher SP

-Spikey SP

-Volcano SP

Battle 3

-Volcano SP

-Metrod SP

-Spikey SP

FlamMan V4

2400 HP

-There will be two 20 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (200 HP if hit).

-He will send a line of fire down your row (200 HP). The fire can spread across the column.

You'll get the FlamManV5 F chip for winning. Head over to the spot where you first fought DrillMan in Undernet 5. Go to the end of the platform, and you'll find DrillMan V4.

Battle 1

-Mettaur SP

-Mettaur SP

-Mettaur SP

Battle 2

- Momogra SP
- Momogra SP
- Mettaur SP

Battle 3

- Needler SP
- Mettaur SP

DrillMan V4

1800 HP

- Three drills, one each row, will appear from holes and go down a row (200 HP). DrillMan will be behind one of them.
- Three holes will open, and a total of 40 drills will come out of them (200 HP).
- Three of your panels will blink, and three drills will come through them (200 HP). Rocks fall on three of your panels (180 HP).

You'll get the DrillMnV5 D chip for deleting him. Head over to Yoka, and jack into Tamako's homepage. Go southeast a bit, going across the current platform, and then go right. Go on the panel with the symbol to find MetalMan V4.

Battle 1

- Canodum SP
- Canodum SP
- Canodum SP

Battle 2

- Yort SP
- Wind SP

Battle 3

- Yort SP
- Yort SP

MetalMan V4

1700 HP

- There will be 2 metal gears moving in the middle row.
- Stays in a square, and sends off five homing missiles (120 HP).
- Goes to the upper or lower row and send a buzzsaw that will go around your area (120 HP).
- Gets in the front of you, punches you, and breaks the panel (240 HP).

The MetalMnV5 M chip is yours. Head to the DNN station, and go to the second floor to jack into the panel outside of the editing room. Head to the southwest square to find KingMan V4.

Battle 1

- Swordy SP
- Swordy SP

Battle 2

- Swordy SP
- Trumpy SP

Battle 3

- N.O-SP
- HardHed SP

KingMan V4

2000 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (300 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (300 HP).
- The pawns will have swords that extend two panels ahead of them (200 HP).

You'll get the KingManV5 K chip. Head to the first floor, and jack into the battle console. You can find MistMan V4 and BowlMan V4 here. Head northwest, and you can find MistMan V4 on one of the panels.

Battle 1

- Puffball SP
- Wind SP

Battle 2

- Totem SP
- Puffball SP

Battle 3

- Totem SP
- Totem SP
- Totem SP

MistMan V4

2000 HP

- He will move to a random panel in his area, and a genie will come out. If you're on his row, it'll dash towards you (200 HP).
- If he uses PoisMist, five clouds will appear in your area. They can move only horizontally, but if you're next to one of them, the genie will come out and punch you (200 HP).
- If he uses SoulGang, two black clouds will appear in your area. They'll chase you around, and if they catch you, they'll do damage to you and hold you, making you vulnerable to his attacks (150 HP).

You'll get the MistManV5 M chip for defeating him. Go to the opposite side of the area, and you'll find BowlMan V4 on one of the panels.

Battle 1

- HardHed SP
- HardHed SP

Battle 2

- Boomer SP
- HardHed SP

Battle 3

- HardHed SP
- Basher SP

BowlMan V4

2000 HP

- Shoots bowling pins across all rows (200 HP if hit).
- Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (200 HP). If a pin is hit, it will fly into the air and home onto you (200 HP).

-If you try to destroy a pin, it will fly in the air and home onto you (200 HP).

You'll get BowlManV5 B for defeating him. Head to the Secret Areas, and in Secret Area 1, go to the northwest part and go all the way up. You'll find DarkMan V4.

Battle 1

-Shadow SP

Battle 2

-Dominerd SP

-KllrEye SP

-KllrEye SP

Battle 3

-Dominerd SP

-Shadow SP

DarkMan V4

2000 HP

-When he's blue, he will send out an ice wave that zigzags in 2 rows (300 HP).

-When he's purple, he will send out a row of flames that homes onto you (300 HP).

-When he's orange, he will send out a ray and stun you (300 HP).

-He will alternate between opening up three holes in your area, which bats will fly out of it (150 HP each) and sending an axe that follows you and tries to slash you (300 HP).

-He will only attack you with the first three attacks if you stay on the same row as him for a little while.

The DarkManV5 D chip is yours. Head over to Secret Area 2, and go to the platform where you first found the AntiNavi M chip. To get there, you have to go across the only invisible path in this area. JapanMan V4 is located there.

Battle 1

-Boomer SP

-Boomer SP

Battle 2

-BrushMan SP

-Swordy SP

-Boomer SP

Battle 3

-Swordy SP

-Swordy SP

JapanMan V4

2200 HP

-He will attack you with his spear. It extends three squares ahead of him (300 HP).

-He will attack the first two columns of your area (200 HP). He will hit you three times, which can total up to 600 damage.

-If you hit him with projectiles, he will sometimes block the attack and send a wave towards you through your row (300 HP).

-When he uses Backup, a bunch of little soldiers with 6 HP will run in and steal your panels (200 HP if hit).

The JapanMnV5 Y chip is your reward. Go to Secret Area 3, and go to the

platform where you fought Serenade.

Battle 1

- Scuttle SP
- Scuttle SP

Battle 2

- AlphaBug SP
- AlphaBug SP

Battle 3

- AlphaBug SP
- Scuttle SP

Serenade SP

2600 HP

- He will send a wave that zigzags across all three rows (150 HP).
- If you try to hit him, he will block the attack and send an wave down your row (150 HP).
- He will put up a shield in front of him, and push you to the back row. Energy balls will explode on your side of the field (150 HP). Some of the panels will crack.

You'll only get 10,000 zennys for winning. Go back to the start of Secret Area 3, and go to the platform with the BugFrag Trader. Take the invisible path, and you'll find Bass SP.

Battle 1

- Scuttle
- Scutz

Battle 2

- Scuttzer
- Scuttlest

Battle 3

- Scuttler
- Scuttle SP

Bass SP

3000 HP

- He has an 200 HP aura. You must deal 200 or more damage in one attack to break it. The aura will regenerate over time.
- Sends electric balls randomly down all of your rows (300 HP).
- He will point ahead, and two claws will smash into your panels (300 HP), and he will use one of three things: Gospel's head to send out a fire breath (300 HP), Gospel's head to fire a massive beam that cracks a bunch of panels (500 HP), and gets in your area to crack a row of panels (450 HP). He will only use the Gospel head to fire a beam at low health.

You'll get 10,000 zennys for defeating him. You'll get the sixth star after you defeat all of the V4 Navis. To obtain the seventh and final star, use one of your new V5 chips to complete the PrixPowr Program Advance. You'll get the last star when you complete your Program Advance library.

Alpha SP

3000 HP

- Coming Soon!

Congratulations! You're pretty much done with the game. You can continue on

playing to perfect your MegaMan and your folder, and so forth. Hope this guide helped you!

5) Chip Lists

XXX. Chip Name

Attack:

Element:

Memory:

Codes:

Rarity:

Description:

5A) Standard Chip List

001. Cannon

Attack: 40 | Element: None

Memory: 12 MB | Codes: ABCDE* | Rarity: *

Game Description: Cannon to attack 1 enemy

My Description: MegaMan will fire a cannon that hits the first enemy on his row.

Range: First enemy on MegaMan's row

```
-----
| | | | | | | M - MegaMan
----- X - Possible targets
| | M | X | X | X | X |
-----
| | | | | | |
-----
```

002. HiCannon

Attack: 60 | Element: None

Memory: 24 MB | Codes: HIJKL* | Rarity: **

Game Description: Cannon to attack 1 enemy

My Description: MegaMan will fire a cannon that hits the first enemy on his row.

Range: First enemy on MegaMan's row

```
-----
| | | | | | | M - MegaMan
----- X - Possible targets
| | M | X | X | X | X |
-----
| | | | | | |
-----
```

003. M-Cannon

Attack: 80 | Element: None

Memory: 36 MB | Codes: OPQRS | Rarity: ***

Game Description: Cannon to attack 1 enemy

My Description: MegaMan will fire a cannon that hits the first enemy on his row.

Range: First enemy on MegaMan's row

```
-----
| | | | | | | M - MegaMan
```

----- X - Possible targets

| | M | X | X | X | X |

| | | | | | |

004. AirShot1

Attack: 20 | Element: None

Memory: 4 MB | Codes: * | Rarity: *

Game Description: Knocks enemy back 1

My Description: MegaMan will fire an air shot that hits the first enemy on his row. If the enemy isn't deleted or in the back row, it will be knocked back and frozen up temporarily.

Range: First enemy on MegaMan's row

| | | | | | | M - MegaMan

----- X - Target

| | M | | | X | N | N - Location after attack

| | | | | | |

005. AirShot2

Attack: 30 | Element: None

Memory: 12 MB | Codes: * | Rarity: **

Game Description: Knocks enemy back 1

My Description: MegaMan will fire an air shot that hits the first enemy on his row. If the enemy isn't deleted or in the back row, it will be knocked back and frozen up temporarily.

Range: First enemy on MegaMan's row

| | | | | | | M - MegaMan

----- X - Target

| | M | | | X | N | N - Location after attack

| | | | | | |

006. AirShot3

Attack: 40 | Element: None

Memory: 18 MB | Codes: * | Rarity: **

Game Description: Knocks enemy back 1

My Description: MegaMan will fire an air shot that hits the first enemy on his row. If the enemy isn't deleted or in the back row, it will be knocked back and frozen up temporarily.

Range: First enemy on MegaMan's row

| | | | | | | M - MegaMan

----- X - Target

| | M | | | X | N | N - Location after attack

| | | | | | |

007. LavaCan1

Attack: 90 | Element: Heat

Memory: 34 MB | Codes: AGSTV | Rarity: *

Game Description: Fires lava fr. area

My Description: MegaMan will charge up for a bit with a small volcano, and then fires a lava blast.

Range: First enemy on MegaMan's row

```
-----  
| | | | | | | M - MegaMan  
----- X - Possible targets  
| | M | X | X | X | X |  
-----  
| | | | | | | |  
-----
```

008. LavaCan2

Attack: 120 | Element: Heat

Memory: 42 MB | Codes: BDFMO | Rarity: **

Game Description: Fires lava fr. area

My Description: MegaMan will charge up for a bit with a small volcano, and then
fires a lava blast.

Range: First enemy on MegaMan's row

```
-----  
| | | | | | | M - MegaMan  
----- X - Possible targets  
| | M | X | X | X | X |  
-----  
| | | | | | | |  
-----
```

009. LavaCan3

Attack: 150 | Element: Heat

Memory: 60 MB | Codes: EHJRW | Rarity: ***

Game Description: Fires lava fr. area

My Description: MegaMan will charge up for a bit with a small volcano, and then
fires a lava blast.

Range: First enemy on MegaMan's row

```
-----  
| | | | | | | M - MegaMan  
----- X - Possible targets  
| | M | X | X | X | X |  
-----  
| | | | | | | |  
-----
```

010. Volcano

Attack: 150 | Element: Heat

Memory: 75 MB | Codes: AGJYZ | Rarity: ****

Game Description: Fire lava from your area

My Description: MegaMan will charge up for a bit with a small volcano, and then
hit the first enemies in his row and the rows above and below
his row. The damage is increased by 20 for every lava panel in
MegaMan's area.

Range: First enemy on MegaMan's row and rows above and below his row

```
-----  
| | | 1 | 1 | 1 | 1 | M - MegaMan  
----- 1 - 1st possible targets  
| | M | 2 | 2 | 2 | 2 | 2 - 2nd possible targets  
----- 3 - 3rd possible targets  
| | | 3 | 3 | 3 | 3 |  
-----
```

011. ShotGun

Attack: 30 | Element: None

Memory: 8 MB | Codes: BFJNT* | Rarity: *

Game Description: Explodes 1 square behind

My Description: MegaMan will fire a shotgun that hits the first enemy on his row. If there is another enemy behind the one that was hit, it will be damaged as well.

Range: First enemy on MegaMan's row

```
-----  
| | | | | | | M - MegaMan  
----- X - Target  
| | M | | | X | O | O - Spreaded area  
-----  
| | | | | | |  
-----
```

012. V-Gun

Attack: 30 | Element: None

Memory: 8 MB | Codes: DGLPV* | Rarity: *

Game Description: Explodes 2 diag. squares

My Description: MegaMan will fire a gun that hits the first enemy on his row. If there are enemies on the panels diagonally behind the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row

```
-----  
| | | | | | O | M - MegaMan  
----- X - Target  
| | M | | | X | | O - Spreaded area  
-----  
| | | | | | O |  
-----
```

013. SideGun

Attack: 30 | Element: None

Memory: 8 MB | Codes: CHMSY* | Rarity: *

Game Description: Explodes up, down on hit

My Description: MegaMan will fire a gun that hits the first enemy on his row. If there are enemies on the panels next to the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row

```
-----  
| | | | | O | | M - MegaMan  
----- X - Targets  
| | M | | | X | | O - Spreaded area  
-----  
| | | | | O | |  
-----
```

014. Spreader

Attack: 30 | Element: None

Memory: 16 MB | Codes: MNO PQ* | Rarity: **

Game Description: Creates a large explosion

My Description: MegaMan will fire a gun that hits the first enemy on his row. If there are enemies on the panels surrounding the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row

```
-----  
| | | | O | O | O | M - MegaMan  
----- X - Target  
| | M | | O | X | O | O - Spreaded area  
-----  
| | | | O | O | O |  
-----
```

015. Bubbler

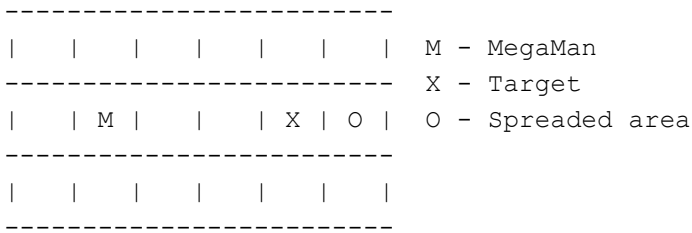
Attack: 60 | Element: Aqua

Memory: 14 MB | Codes: ACDEP* | Rarity: *

Game Description: Explodes 1 square behind

My Description: MegaMan will fire a bubble that hits the first enemy on his row. If there is another enemy behind the one that was hit, it will be damaged as well.

Range: First enemy on MegaMan's row



016. Bub-V

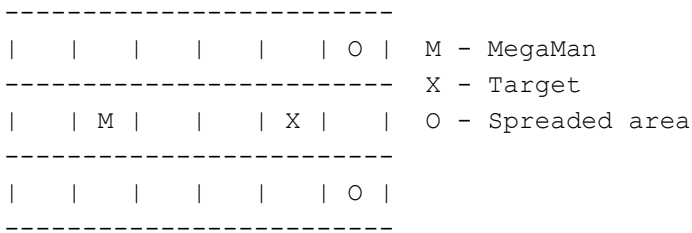
Attack: 60 | Element: Aqua

Memory: 22 MB | Codes: DEFSV* | Rarity: **

Game Description: Explodes 2 diag. squares

My Description: MegaMan will fire a bubble that hits the first enemy on his row. If there are enemies on the panels diagonally behind the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row



017. BublSide

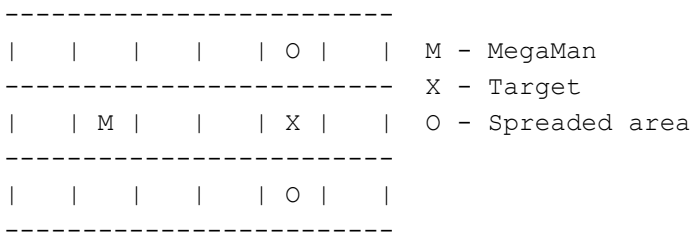
Attack: 60 | Element: Aqua

Memory: 30 MB | Codes: BEFGR* | Rarity: ***

Game Description: Explodes up, down on hit

My Description: MegaMan will fire a bubble that hits the first enemy on his row. If there are enemies on the panels next to the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row



018. HeatShot

Attack: 40 | Element: Heat

Memory: 16 MB | Codes: BHIJP* | Rarity: *

Game Description: Explodes 1 square behind

My Description: MegaMan will fire a flame that hits the first enemy on his row. If there is another enemy behind the one that was hit, it will be damaged as well.

Range: First enemy on MegaMan's row





019. Heat-V

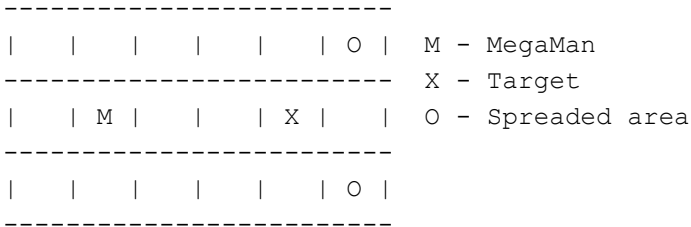
Attack: 40 | Element: Heat

Memory: 24 MB | Codes: FIJKV* | Rarity: **

Game Description: Explodes 2 diag. squares

My Description: MegaMan will fire a flame that hits the first enemy on his row.
 If there are enemies on the panels diagonally behind the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row



020. HeatSide

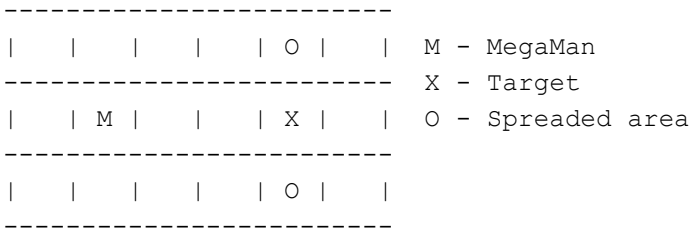
Attack: 40 | Element: Heat

Memory: 32 MB | Codes: CJKLT* | Rarity: ***

Game Description: Explodes up, down on hit

My Description: MegaMan will fire a flame that hits the first enemy on his row.
 If there are enemies on the panels next to the one that was hit, they will be damaged as well.

Range: First enemy on MegaMan's row



021. MiniBomb

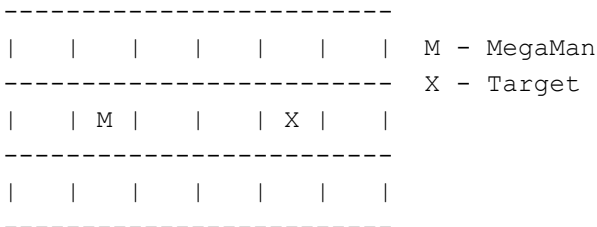
Attack: 50 | Element: None

Memory: 6 MB | Codes: BGL0S* | Rarity: *

Game Description: Throws a bomb 3 squares

My Description: MegaMan will throw a bomb that will hit the third panel ahead of him.

Range: Third square ahead of MegaMan



022. SnglBomb

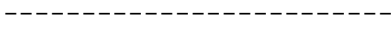
Attack: 50 | Element: None

Memory: 12 MB | Codes: DFHJT* | Rarity: *

Game Description: Throws a big bomb 3 squares

My Description: MegaMan will throw a bomb that will hit the third panel ahead of him. The panels above and below of the panel that was hit will be affected as well.

Range: Third square ahead of MegaMan



```

| | | | | O | | M - MegaMan
----- X - Target
| | M | | | X | | O - Spreaded area
-----
| | | | | O | |
-----

```

023. DublBomb

Attack: 50 | Element: None

Memory: 24 MB | Codes: ACHKQ* | Rarity: **

Game Description: Throws 2 big bombs 3 squares

My Description: MegaMan will throw two bombs that will hit the third panel ahead of him. The panels above and below of the panel that was hit will be affected as well.

Range: Third square ahead of MegaMan

```

-----
| | | | | O | | M - MegaMan
----- X - Target
| | M | | | X | | O - Spreaded area
-----
| | | | | O | |
-----

```

024. TrplBomb

Attack: 50 | Element: None

Memory: 36 MB | Codes: EINPW | Rarity: ***

Game Description: Throws 3 big bombs 3 squares

My Description: MegaMan will throw three bombs that will hit the third panel ahead of him. The panels above and below of the panel that was hit will be affected as well.

Range: Third square ahead of MegaMan

```

-----
| | | | | O | | M - MegaMan
----- X - Target
| | M | | | X | | O - Spreaded area
-----
| | | | | O | |
-----

```

025. CannBall

Attack: 160 | Element: None

Memory: 33 MB | Codes: ADFLP* | Rarity: ***

Game Description: Breaks 3rd panel ahead

My Description: MegaMan will throw a cannonball that will hit the third panel ahead of him. It is a breaking attack, and will crack the panel if a enemy is hit. If there is no enemy, the panel will break.

Range: Third square ahead of MegaMan

```

-----
| | | | | | | | M - MegaMan
----- X - Target
| | M | | | X | |
-----
| | | | | | | |
-----

```

026. IceBall

Attack: 120 | Element: Aqua

Memory: 18 MB | Codes: FIMQS* | Rarity: ***

Game Description: Freezes 3rd sq. ahead

My Description: MegaMan will throw a cannonball that will hit the third panel

ahead of him. It is a breaking attack, and the panel will turn into an ice panel.

Range: Third square ahead of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- X - Target  
| | M | | | X | |  
-----  
| | | | | | | |  
-----
```

027. LavaBall

Attack: 140 | Element: Heat

Memory: 20 MB | Codes: BCHNW* | Rarity: ***

Game Description: Shoot lava 3rd sq. ahead

My Description: MegaMan will throw a cannonball that will hit the third panel ahead of him. It is a breaking attack, and the panel will turn into an lava panel if it doesn't hit an enemy.

Range: Third square ahead of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- X - Target  
| | M | | | X | |  
-----  
| | | | | | | |  
-----
```

028. BlkBomb1

Attack: 120 | Element: Heat

Memory: 60 MB | Codes: FLNPZ | Rarity: **

Game Description: Firebomb hits 3rd sq ahead!

My Description: MegaMan will throw a bomb that will land on the third panel ahead of him. If it hits a enemy, it will explode and deal damage to it. If there is no enemy, it will stay on the panel. If it's hit by a heat elemental attack, it will explode the whole area it's in, depending if it's in MegaMan or the enemy's area.

Range: Third square ahead of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- B - Bomb location  
| | M | | | B | |  
-----  
| | | | | | | |  
-----
```

029. BlkBomb2

Attack: 170 | Element: Heat

Memory: 70 MB | Codes: DIKQS | Rarity: ***

Game Description: Firebomb hits 3rd sq ahead!

Range: Third square ahead of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- B - Bomb location  
| | M | | | B | |  
-----  
| | | | | | | |  
-----
```

030. BlkBomb3

Attack: 220 | Element: Heat
Memory: 80 MB | Codes: CGLUY | Rarity: ****
Game Description: Firebomb hits 3rd sq ahead!
Range: Third square ahead of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- B - Bomb location  
| | M | | | B | |  
-----  
| | | | | | | |  
-----
```

031. Sword

Attack: 80 | Element: None
Memory: 10 MB | Codes: EHLSY | Rarity: *
Game Description: Cuts enmy in front! Range: 1
My Description: MegaMan will slash the panel ahead of him with a sword.
Range: In front of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- X - Target  
| | | M | X | | |  
-----  
| | | | | | | |  
-----
```

032. WideSwrd

Attack: 80 | Element: None
Memory: 16 MB | Codes: CELQY | Rarity: **
Game Description: Cuts enmy in front! Range: 3
My Description: MegaMan will slash the row of panels ahead of him with a sword.
Range: Row in front of MegaMan

```
-----  
| | | | X | | | M - MegaMan  
----- X - Targets  
| | | M | X | | |  
-----  
| | | | X | | |  
-----
```

033. LongSwrd

Attack: 80 | Element: None
Memory: 24 MB | Codes: EILRY | Rarity: ***
Game Description: Cuts enmy in front! Range: 2
My Description: MegaMan will slash the two panels ahead of him with a sword.
Range: Two squares in front of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- X - Targets  
| | | M | X | X | |  
-----  
| | | | | | | |  
-----
```

034. FireSwrd

Attack: 130 | Element: Heat
Memory: 20 MB | Codes: FNPRU | Rarity: ***
Game Description: Fire: Cuts fwd 3 squares
My Description: MegaMan will slash the row of panels ahead of him with a fire
sword.

Range: Row in front of MegaMan

```
-----  
| | | | X | | | M - MegaMan  
----- X - Targets  
| | | M | X | | |  
-----  
| | | | X | | |  
-----
```

035. AquaSword

Attack: 150 | Element: Aqua

Memory: 25 MB | Codes: AHNPT | Rarity: ***

Game Description: Water: Cuts fwd 3 squares

My Description: MegaMan will slash the row of panels ahead of him with an aqua sword.

Range: Row in front of MegaMan

```
-----  
| | | | X | | | M - MegaMan  
----- X - Targets  
| | | M | X | | |  
-----  
| | | | X | | |  
-----
```

036. ElecSword

Attack: 130 | Element: Elec

Memory: 23 MB | Codes: EKNPV | Rarity: ***

Game Description: Elec: Cuts fwd 3 squares

My Description: MegaMan will slash the row of panels ahead of him with an electric sword.

Range: Row in front of MegaMan

```
-----  
| | | | X | | | M - MegaMan  
----- X - Targets  
| | | M | X | | |  
-----  
| | | | X | | |  
-----
```

037. BambSword

Attack: 140 | Element: Wood

Memory: 18 MB | Codes: BLNPW | Rarity: ***

Game Description: Wood: Cuts fwd 3 squares

My Description: MegaMan will slash the row of panels ahead of him with a bamboo sword.

Range: Row in front of MegaMan

```
-----  
| | | | X | | | M - MegaMan  
----- X - Targets  
| | | M | X | | |  
-----  
| | | | X | | |  
-----
```

038. CustSword

Attack: ???? | Element: None

Memory: 21 MB | Codes: BFRVZ | Rarity: ***

Game Description: Cust Gauge = Atk Str

My Description: The attack power depends on how full the custom gauge is. It will increase slowly first, and then increase rapidly. If it is

full, the attack power will be zero. MegaMan will slash the two columns ahead of him if it is used.

Range: Two columns in front of MegaMan

```
-----  
| | | | X | X | | M - MegaMan  
----- X - Targets  
| | | M | X | X | |  
-----  
| | | | X | X | |  
-----
```

039. VarSword

Attack: 160 | Element: None

Memory: 68 MB | Codes: BCDEF | Rarity: ****

Game Description: A magical shifting sword

My Description: Coming Soon!

Range: Coming Soon!

Normal Attack

```
-----  
| | | | | | | |  
-----  
| | | M | X | | | |  
-----  
| | | | | | | |  
-----
```

WideSword (Up, Right, Down)

```
-----  
| | | | X | | | |  
-----  
| | | M | X | | | |  
-----  
| | | | X | | | |  
-----
```

LongSword (Down, Right)

```
-----  
| | | | | | | |  
-----  
| | | M | X | X | | |  
-----  
| | | | | | | |  
-----
```

HeroSword (Left, Down, Right)

```
-----  
| | | | | | | |  
-----  
| | | M | X | X | X | |  
-----  
| | | | | | | |  
-----
```

LifeSword (Down, Left, Up, Right, Down)

```
-----  
| | | | X | X | | |  
-----  
| | | M | X | X | | |  
-----  
| | | | X | X | | |  
-----
```

Sonic Boom (B, Left, B, Right)

```
-----  
| | | | X | | | |  
-----  
| | | M | X | | | |  
-----  
| | | | X | | | |  
-----
```

Elemental Sonic Boom (B, B, Left, Down, Up)

```
-----  
| | | | X | X | | M - MegaMan  
----- X - Targets  
| | | M | X | X | |  
-----  
| | | | X | X | | |  
-----
```

040. AirSword

Attack: 100 | Element: None

Memory: 30 MB | Codes: CEHJR* | Rarity: ***

Game Description: Wide sword with air attack!

My Description: MegaMan will slash the row of panels ahead of him with a sword.

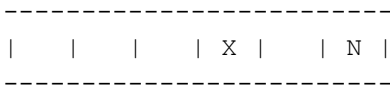
All enemies will be knocked to the back row.

Range: Row in front of MegaMan

```
-----  
| | | | X | | N | M - MegaMan  
----- X - Targets
```



```
| | | M | X | | N | N - Next location
```



041. StepSword

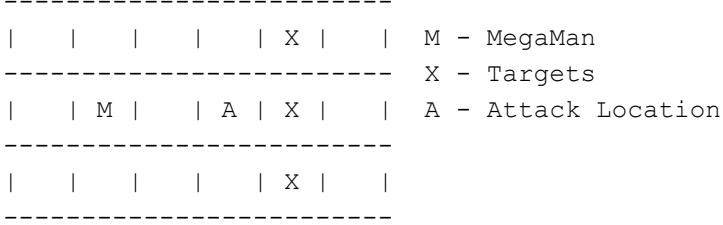
Attack: 130 | Element: None

Memory: 43 MB | Codes: LMNOP | Rarity: ****

Game Description: 2 steps, then uses wide sword

My Description: MegaMan will step up two panels and then use a wide sword.

Range: Third column ahead of MegaMan



042. StepCross

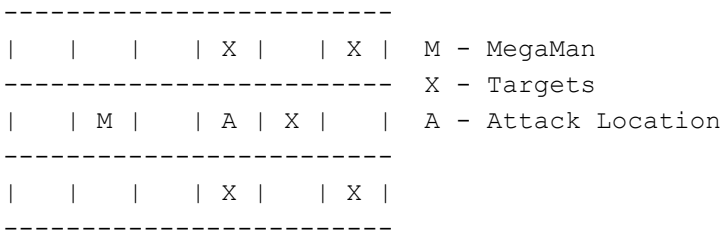
Attack: 130 | Element: None

Memory: 74 MB | Codes: PQRST | Rarity: ****

Game Description: 2 steps, then uses cross atk

My Description: MegaMan will step up two panels and then use a cross attack.

Range: Panels diagonal from third panel ahead of MegaMan



043. Slasher

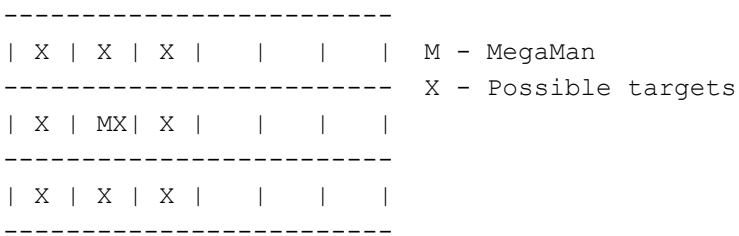
Attack: 240 | Element: None

Memory: 12 MB | Codes: BDGRS | Rarity: ***

Game Description: Cut while A Button is held!

My Description: If an enemy enters your area, MegaMan will slash the enemy. You can either hold A and wait for the enemy to enter your area, or just use it whenever an enemy is in your area.

Range: MegaMan's area



044. ShockWave

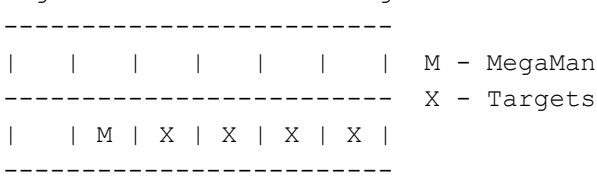
Attack: 60 | Element: None

Memory: 10 MB | Codes: DHJLR | Rarity: *

Game Description: Shock through enemies

My Description: MegaMan will send a shockwave down his row.

Range: Row in front of MegaMan



```
| | | | | | | |
-----
```

045. SonicWav

Attack: 80 | Element: None

Memory: 26 MB | Codes: GIMSW | Rarity: **

Game Description: Shock through enemies

My Description: MegaMan will send a shockwave down his row.

Range: Row in front of MegaMan

```
-----
| | | | | | | | M - MegaMan
----- X - Targets
| | M | X | X | X | X |
-----
| | | | | | | |
-----
```

046. DynaWave

Attack: 100 | Element: None

Memory: 42 MB | Codes: ENQTV | Rarity: ***

Game Description: Shock through enemies

My Description: MegaMan will send a shockwave down his row.

Range: Row in front of MegaMan

```
-----
| | | | | | | | M - MegaMan
----- X - Targets
| | M | X | X | X | X |
-----
| | | | | | | |
-----
```

047. BigWave

Attack: 190 | Element: None

Memory: 82 MB | Codes: EJMPY | Rarity: ****

Game Description: Shck wave cracks panels

My Description: MegaMan will send a shockwave down his row. It also crack the panels in the row in front of MegaMan.

Range: Row in front of MegaMan breaking

```
-----
| | | | | | | | M - MegaMan
----- X - Targets
| | M | X | X | X | X | Cracked panels
-----
| | | | | | | |
-----
```

048. GutPunch

Attack: 80 | Element: None

Memory: 14 MB | Codes: BCDEF | Rarity: *

Game Description: Punch pushes 1 square

My Description: MegaMan will punch the square in front of him.

Range: Coming Soon!

049. GutStrgt

Attack: 100 | Element: None

Memory: 30 MB | Codes: OPQRS | Rarity: **

Game Description: Punch 2 square range

My Description: MegaMan will punch the square in front of him.

Range: Coming Soon!

050. GutImpct

Attack: 160 | Element: None

Memory: 50 MB | Codes: GHIJK | Rarity: ***

Game Description: Punch pushes 1 square

My Description: MegaMan will punch the square in front of him.

Range: Coming Soon!

051. DashAtk

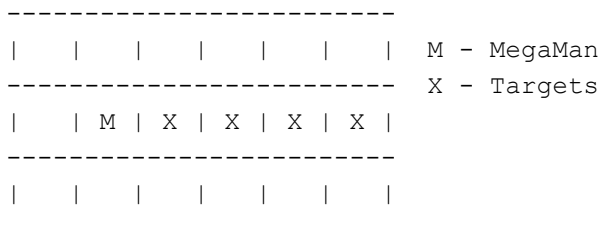
Attack: 90 | Element: None

Memory: 11 MB | Codes: CDGJZ* | Rarity: *

Game Description: Dash through enemies!

My Description: MegaMan will pause for a bit, and then dash down his row.

Range: Row in front of MegaMan



052. Burner

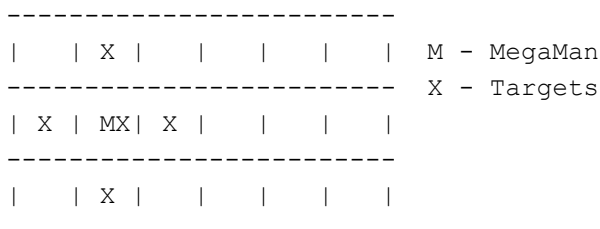
Attack: 130 | Element: Heat

Memory: 15 MB | Codes: BFQSW | Rarity: ***

Game Description: Envelops you in flame!

My Description: MegaMan will put up flames on his panel, the panels above, below, to the left, and to the right of MegaMan's panel.

Range: MegaMan's panel, and the panels above, below, left, and right of his panel



053. Condor

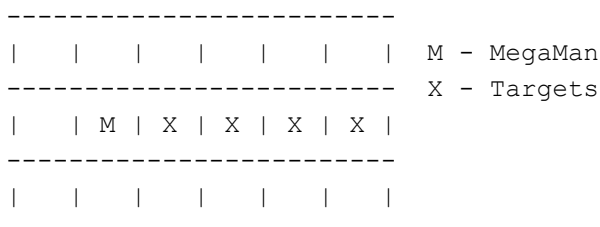
Attack: 180 | Element: None

Memory: 44 MB | Codes: BILSZ | Rarity: ****

Game Description: Chrg atk pierces enemies

My Description: MegaMan will pause for a bit, and then dash down his row.

Range: Row in front of MegaMan



054. Burning

Attack: 150 | Element: Heat

Memory: 42 MB | Codes: AFLRS | Rarity: ****

Game Description: Fire atk in cross shape!

My Description: MegaMan will put up flames on the panel ahead of him, and on the panels above, below, left, and right of the panel ahead of him.

Range: Panel ahead of MegaMan, and the panels above, below, left, and right of the panel

```

-----
|   |   | X |   |   |   |   | M - MegaMan
-----
|   | MX| X | X |   |   |   | X - Targets
-----
|   |   | X |   |   |   |   |
-----

```

055. ZapRing1

Attack: 20 | Element: Elec

Memory: 8 MB | Codes: AMPQS* | Rarity: *

Game Description: Paralyzing electric ring atk!

My Description: MegaMan will fire a zap ring that hits the first enemy on his row. If it hits an enemy, it will become paralyzed for a short period of time.

Range: First enemy on MegaMan's row

```

-----
|   |   |   |   |   |   |   | M - MegaMan
-----
|   | M | X | X | X | X |   | X - Possible targets
-----
|   |   |   |   |   |   |   |
-----

```

056. ZapRing2

Attack: 40 | Element: Elec

Memory: 18 MB | Codes: BGNRW | Rarity: **

Game Description: Paralyzing electric ring atk!

My Description: MegaMan will fire a zap ring that hits the first enemy on his row. If it hits an enemy, it will become paralyzed for a short period of time.

Range: First enemy on MegaMan's row

```

-----
|   |   |   |   |   |   |   | M - MegaMan
-----
|   | M | X | X | X | X |   | X - Possible targets
-----
|   |   |   |   |   |   |   |
-----

```

057. ZapRing3

Attack: 60 | Element: Elec

Memory: 28 MB | Codes: CEOTZ | Rarity: ***

Game Description: Paralyzing electric ring atk!

My Description: MegaMan will fire a zap ring that hits the first enemy on his row. If it hits an enemy, it will become paralyzed for a short period of time.

Range: First enemy on MegaMan's row

```

-----
|   |   |   |   |   |   |   | M - MegaMan
-----
|   | M | X | X | X | X |   | X - Possible targets
-----
|   |   |   |   |   |   |   |
-----

```

058. IceWave1

Attack: 80 | Element: Aqua

Memory: 14 MB | Codes: AKMQW* | Rarity: *

Game Description: Creates a 2 sq wide ice wave!

My Description: MegaMan will send an ice wave that zigzags over two rows. It will hit the first enemy on the two rows.

Range: First enemy on two rows ice wave travels across

```
-----  
| | | X | X | X | X | M - MegaMan  
----- X - Possible targets  
| | M | X | X | X | X |  
-----  
| | | | | | | |  
-----
```

059. IceWave2

Attack: 100 | Element: Aqua

Memory: 22 MB | Codes: DHLPR* | Rarity: **

Game Description: Creates a 2 sq wide ice wave!

My Description: MegaMan will send an ice wave that zigzags over two rows. It will hit the first enemy on the two rows.

Range: First enemy on two rows ice wave travels across

```
-----  
| | M | X | X | X | X | M - MegaMan  
----- X - Possible targets  
| | | X | X | X | X |  
-----  
| | | | | | | |  
-----
```

060. IceWave3

Attack: 140 | Element: Aqua

Memory: 30 MB | Codes: CDJRV | Rarity: ***

Game Description: Creates a 2 sq wide ice wave!

My Description: MegaMan will send an ice wave that zigzags over two rows. It will hit the first enemy on the two rows.

Range: First enemy on two rows ice wave travels across

```
-----  
| | | | | | | | M - MegaMan  
----- X - Possible targets  
| | | X | X | X | X |  
-----  
| | M | X | X | X | X |  
-----
```

061. Yo-Yo1

Attack: 40 | Element: None

Memory: 72 MB | Codes: CDEFG* | Rarity: *

Game Description: 3-square yo-yo attack!

My Description: MegaMan will throw a yo-yo to the third panel in front of him, damaging anything in its path. It will hit any enemy on the third panel two times, and it will come back to MegaMan, hitting anything in its path again.

Range: Three squares in front of MegaMan

```
-----  
| | | | | | | | M - MegaMan  
----- X - Targets  
| | | M | X | X | X |  
-----  
| | | | | | | |  
-----
```

062. Yo-Yo2

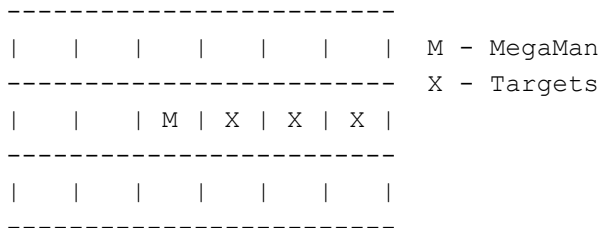
Attack: 50 | Element: None

Memory: 80 MB | Codes: HIJKL | Rarity: **

Game Description: 3-square yo-yo attack!

My Description: MegaMan will throw a yo-yo to the third panel in front of him, damaging anything in its path. It will hit any enemy on the third panel two times, and it will come back to MegaMan, hitting anything in its path again.

Range: Three squares in front of MegaMan



063. Yo-Yo3

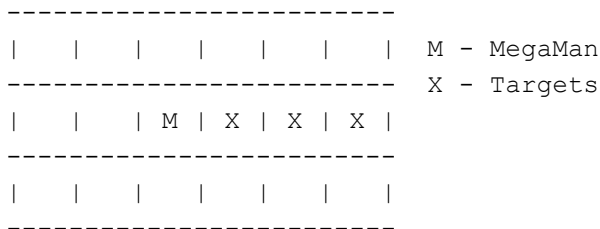
Attack: 60 | Element: None

Memory: 88 MB | Codes: MNOPQ | Rarity: ***

Game Description: 3-square yo-yo attack!

My Description: MegaMan will throw a yo-yo to the third panel in front of him, damaging anything in its path. It will hit any enemy on the third panel two times, and it will come back to MegaMan, hitting anything in its path again.

Range: Three squares in front of MegaMan



064. AirStrm1

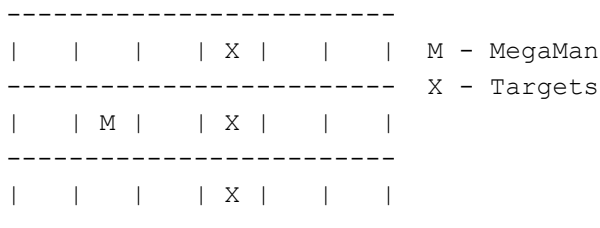
Attack: 50 | Element: None

Memory: 26 MB | Codes: AFHOS | Rarity: *

Game Description: Creates 3 whrlwinds

My Description: MegaMan suck in all enemies to the front row, and then create three whirlwinds on the enemy's first row.

Range: Enemy's first row



065. AirStrm2

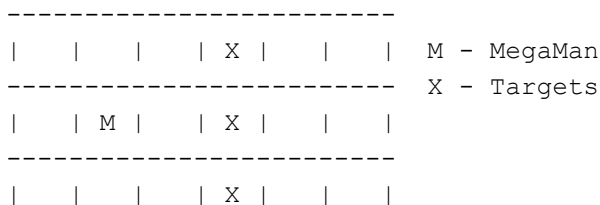
Attack: 60 | Element: None

Memory: 35 MB | Codes: CGHMW | Rarity: **

Game Description: Creates 3 whrlwinds

My Description: MegaMan suck in all enemies to the front row, and then create three whirlwinds on the enemy's first row.

Range: Enemy's first row



066. AirStrm3

Attack: 70 | Element: None

Memory: 44 MB | Codes: AGINV | Rarity: ***

Game Description: Creates 3 whrlwinds

My Description: MegaMan suck in all enemies to the front row, and then create
three whirlwinds on the enemy's first row.

Range: Enemy's first row

| | | | X | | | M - MegaMan
----- X - Targets
| | M | | X | | |

| | | | X | | |

067. Arrow1

Attack: 100 | Element: Elec

Memory: 40 MB | Codes: BEMQT | Rarity: *

Game Description: Bee fly diagonal paths

My Description: A bee will come from MegaMan, and it will dash diagonally
towards the first available enemy when it reaches the first
enemy row.

Range: First available enemy, if possible

| | | | | EX| | | M - MegaMan
----- X - Targets
| | M | | X | | | E - Targeted enemy

| | | | | | | |

068. Arrow2

Attack: 130 | Element: Elec

Memory: 60 MB | Codes: FRSUZ | Rarity: **

Game Description: Bee fly diagonal paths

My Description: A bee will come from MegaMan, and it will dash diagonally
towards the first available enemy when it reaches the first
enemy row.

Range: First available enemy, if possible

| | | | | | X | M - MegaMan
----- X - Targets
| | | | | EX| | E - Targeted enemy

| M | | | X | | |

069. Arrow3

Attack: 160 | Element: Elec

Memory: 80 MB | Codes: AHJNP | Rarity: ***

Game Description: Bee fly diagonal paths

My Description: A bee will come from MegaMan, and it will dash diagonally
towards the first available enemy when it reaches the first
enemy row.

Range: First available enemy, if possible

| | M | | X | | | M - MegaMan
----- X - Targets

```
| | | | E | X | | E - Enemy
```

```
-----  
| | | | | | X |  
-----
```

070. Ratton1

Attack: 80 | Element: None

Memory: 14 MB | Codes: ACFHJ | Rarity: *

Game Description: Crawling rat, turns once

My Description: MegaMan will unleash a moving bomb which will turn towards the enemy on the first row with an enemy.

Range: First enemy

```
-----  
| | | | | | | M - MegaMan  
----- X - Ratton path  
| | M | X | X | X | X | E - Enemy  
-----  
| | | | | | EX|  
-----
```

071. Ratton2

Attack: 80 | Element: None

Memory: 24 MB | Codes: ACFNO | Rarity: **

Game Description: Crawling rat, turns once

My Description: MegaMan will unleash a moving bomb which will turn towards the enemy on the first row with an enemy.

Range: First enemy

```
-----  
| | | | | EX| | M - MegaMan  
----- X - Ratton path  
| | M | X | X | X | | E - Enemy  
-----  
| | | | | | | |  
-----
```

072. Ratton3

Attack: 120 | Element: None

Memory: 34 MB | Codes: ACFRS | Rarity: ***

Game Description: Crawling rat, turns once

My Description: MegaMan will unleash a moving bomb which will turn towards the enemy on the first row with an enemy.

Range: First enemy

```
-----  
| | | | | | | M - MegaMan  
----- X - Ratton path  
| | M | X | X | | | E - Enemy  
-----  
| | | | EX| | |  
-----
```

073. FireRatn

Attack: 230 | Element: None

Memory: 35 MB | Codes: BFHMY | Rarity: ***

Game Description: Activates when hit w/ fire!

My Description: MegaMan will put a bomb on the panel in front of him. If it is hit with a fire attack, it will activate and start moving. It will turn towards the enemy on the first row with an enemy.

Range: First enemy

```
-----  
| | | | | EX| M - MegaMan
```



```

----- F - FireRatn
|   | M | F | X | X | X | X | X - Ratton path
----- E - Enemy
|   |   |   |   |   |   |   |
-----

```

074. Wave

Attack: 80 | Element: Aqua

Memory: 60 MB | Codes: EILST | Rarity: ***

Game Description: Creates a wave that moves 3sq

My Description: Three waves will appear in front of MegaMan and move down the row. If one hits an empty panel, an obstacle, or an enemy, it will stop.

Range: Down all rows

```

-----
|   |   | X | X | E |   | M - MegaMan
----- X - Targets
|   | M | X | E |   |   | E - Empty panel or obstacle
-----
|   |   | X | X | X | X |
-----

```

075. RedWave

Attack: 90 | Element: Heat

Memory: 72 MB | Codes: BFJRU | Rarity: ***

Game Description: Creates a 3sq wave of lava

My Description: Three waves will appear in front of MegaMan and move down the row. If one hits an empty panel, an obstacle, or an enemy, it will stop.

Range: Down all rows

```

-----
|   |   |   | X | X | X | M - MegaMan
----- X - Targets
|   |   |   | X | E |   | E - Empty panel or obstacle
-----
|   |   | M | X | X | X |
-----

```

076. MudWave

Attack: 100 | Element: Wood

Memory: 84 MB | Codes: DGMVZ | Rarity: ***

Game Description: Mud wave advances 3 squares

My Description: Three waves will appear in front of MegaMan and move down the row. If one hits an empty panel, an obstacle, or an enemy, it will stop.

Range: Down all rows

```

-----
| M | X | X | X | X | E | M - MegaMan
----- X - Targets
|   | X | X | X | X | X | E - Empty panel or obstacle
-----
|   | X | X | X | X | E |
-----

```

077. Tornado

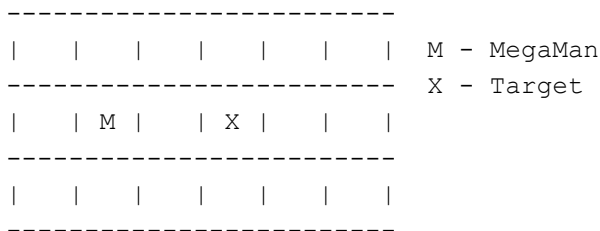
Attack: 20 | Element: None

Memory: 18 MB | Codes: CLRTU | Rarity: **

Game Description: An 8-hit tornado 2 sq ahead

My Description: MegaMan will send a tornado two squares ahead of him, and it will hit eight times.

Range: Second square in front of MegaMan



078. Spice1

Attack: 80 | Element: Wood

Memory: 22 MB | Codes: BDISZ* | Rarity: *

Game Description: Dangerous powder on all grass

My Description: A mysterious power will hit all grass panels and damage any enemies on them.

Range: All enemies on grass panels

079. Spice2

Attack: 110 | Element: Wood

Memory: 34 MB | Codes: CFIKR | Rarity: **

Game Description: Dangerous powder on all grass

My Description: A mysterious power will hit all grass panels and damage any enemies on them.

Range: All enemies on grass panels

080. Spice3

Attack: 140 | Element: Wood

Memory: 46 MB | Codes: DFJOQ | Rarity: ***

Game Description: Dangerous powder on all grass

My Description: A mysterious power will hit all grass panels and damage any enemies on them.

Range: All enemies on grass panels

081. Shake1

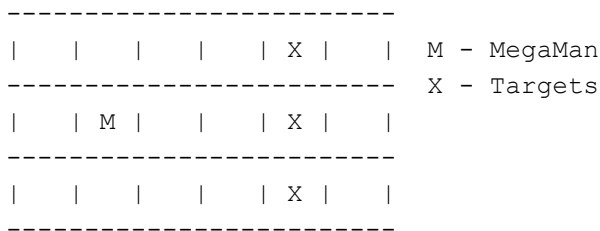
Attack: 90 | Element: None

Memory: 34 MB | Codes: EGRSU | Rarity: *

Game Description: Vertical shaking 3sq ahead

My Description: MegaMan will throw a small sparkle to the third square in front of him, and a Heavy will move up and down the column until it hits an enemy or time runs out.

Range: Third column in front of MegaMan



082. Shake2

Attack: 110 | Element: None

Memory: 40 MB | Codes: BFILQ | Rarity: **

Game Description: Vertical shaking 3sq ahead

My Description: MegaMan will throw a small sparkle to the third square in front of him, and a Heavier will move up and down the column until it hits an enemy or time runs out.

Range: Third column in front of MegaMan



```

| | | | | X |
-----
| | | M | | X |
-----

```

083. Shake3

Attack: 140 | Element: None

Memory: 50 MB | Codes: DMRTZ | Rarity: ***

Game Description: Vertical shaking 3sq ahead

My Description: MegaMan will throw a small sparkle to the third square in front of him, and a Heavy will move up and down the column until it hits an enemy or time runs out.

Range: Third column in front of MegaMan

```

-----
| M | | | X | | | M - MegaMan
----- X - Targets
| | | | X | | |
-----
| | | | X | | |
-----

```

084. NoBeam1

Attack: 200 | Element: None

Memory: 66 MB | Codes: CFGKW | Rarity: **

Game Description: Fires if something behind

My Description: If an obstacle is behind MegaMan, MegaMan will fire a beam down his row.

Range: Row in front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- X - Targets
| | E | M | X | X | X | E - Obstacle
-----
| | | | | | |
-----

```

085. NoBeam2

Attack: 260 | Element: None

Memory: 77 MB | Codes: EISUY | Rarity: ***

Game Description: Fires if something behind

My Description: If an obstacle is behind MegaMan, MegaMan will fire a beam down his row.

Range: Row in front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- X - Targets
| | | | | | | E - Obstacle
-----
| E | M | X | X | X | X |
-----

```

086. NoBeam3

Attack: 300 | Element: None

Memory: 88 MB | Codes: HVMWZ | Rarity: ****

Game Description: Fires if something behind

My Description: If an obstacle is behind MegaMan, MegaMan will fire a beam down his row.

Range: Row in front of MegaMan

```

-----
| | E | M | X | X | X | M - MegaMan

```

```

----- X - Targets
| | | | | | | E - Obstacle
-----
| | | | | | |
-----

```

087. Hammer

Attack: 100 | Element: None

Memory: 16 MB | Codes: BGLPT* | Rarity: **

Game Description: Hammer smashes front!

My Description: MegaMan will hit the panel ahead of him with a hammer.

Range: In front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- X - Target
| | | M | X | | |
-----
| | | | | | |
-----

```

088. Geyser

Attack: 200 | Element: Aqua

Memory: 22 MB | Codes: BCLSW | Rarity: ****

Game Description: Geyser 3 squares forward

My Description: MegaMan will throw a ball to the third panel ahead of him. If it is an empty panel, water will sprout and hit the panels surrounding it. Otherwise, it will do nothing.

Range: Panels surrounding third square ahead of MegaMan

```

-----
| | | | X | X | X | M - MegaMan
----- X - Targets
| | M | | X | E | X | E - Empty panel
-----
| | | | X | X | X |
-----

```

089. Rope1

Attack: 50 | Element: Wood

Memory: 45 MB | Codes: DGJMO* | Rarity: *

Game Description: Entwines adjacent enemies!

My Description: If there are any enemies surrounding MegaMan, a vine will come out of the ground and damage it.

Range: Panels surrounding MegaMan

```

-----
| | X | X | X | | | M - MegaMan
----- X - Targets
| | X | M | X | | |
-----
| | X | X | X | | |
-----

```

090. Rope2

Attack: 70 | Element: Wood

Memory: 55 MB | Codes: EGOTU | Rarity: **

Game Description: Entwines adjacent enemies!

My Description: If there are any enemies surrounding MegaMan, a vine will come out of the ground and damage it.

Range: Panels surrounding MegaMan

```

-----
| | X | X | X | | | M - MegaMan

```

```

----- X - Targets
|   | X | M | X |   |   |
-----
|   | X | X | X |   |   |
-----

```

091. Rope3

Attack: 90 | Element: Wood

Memory: 65 MB | Codes: HITUV | Rarity: ***

Game Description: Entwines adjacent enemies!

My Description: If there are any enemies surrounding MegaMan, a vine will come out of the ground and damage it.

Range: Panels surrounding MegaMan

```

-----
|   | X | X | X |   |   | M - MegaMan
----- X - Targets
|   | X | M | X |   |   |
-----
|   | X | X | X |   |   |
-----

```

092. Boomer1

Attack: 60 | Element: Wood

Memory: 15 MB | Codes: FHJMT* | Rarity: *

Game Description: Boomerang encircles field

My Description: A boomerang will come out of the bottom left area of MegaMan's area, encircle it, and then exits at the top left area of MegaMan's area.

Range: Outer edge of area

```

-----
| X | X | X | X | X | X | M - MegaMan
----- X - Targets
|   | M |   |   |   | X |
-----
| X | X | X | X | X | X |
-----

```

093. Boomer2

Attack: 80 | Element: Wood

Memory: 22 MB | Codes: EIKNV* | Rarity: **

Game Description: Boomerang encircles field

My Description: A boomerang will come out of the bottom left area of MegaMan's area, encircle it, and then exits at the top left area of MegaMan's area.

Range: Outer edge of area

```

-----
| X | X | X | X | X | X | M - MegaMan
----- X - Targets
|   | M |   |   |   | X |
-----
| X | X | X | X | X | X |
-----

```

094. Boomer3

Attack: 100 | Element: Wood

Memory: 30 MB | Codes: LOPUZ | Rarity: ***

Game Description: Boomerang encircles field

My Description: A boomerang will come out of the bottom left area of MegaMan's area, encircle it, and then exits at the top left area of MegaMan's area.

Range: Outer edge of area

```
-----  
| X | X | X | X | X | X | M - MegaMan  
----- X - Targets  
|   | M |   |   |   | X |  
-----  
| X | X | X | X | X | X |  
-----
```

095. PoisMask

Attack: Poison | Element: None

Memory: 30 MB | Codes: AFNQV* | Rarity: *

Game Description: Poison area w/ A Button!

My Description: MegaMan will put out a mask on the panel ahead of him, if there isn't an enemy there. It will poison all panels on the row in front of the mask.

Range: Row in front of mask

```
-----  
|   |   |   |   |   |   | M - MegaMan  
----- F - Mask  
|   |   | M | F | P | P | P - Poisoned area  
-----  
|   |   |   |   |   |   |  
-----
```

096. PoisFace

Attack: Poison | Element: None

Memory: 38 MB | Codes: ANQVW* | Rarity: **

Game Description: Spread poison w/ A Button!

My Description: MegaMan will put out a mask on the panel ahead of him, if there isn't an enemy there. It will poison the panels above, below, to the right, and the panels above and below of the panel in front of the mask.

Range: Panels above, below, to the right, and above and below of the panel to the right of the mask

```
-----  
|   |   |   | P | P |   | M - MegaMan  
----- F - Mask  
|   |   | M | F | P |   | P - Poisoned area  
-----  
|   |   |   | P | P |   |  
-----
```

097. RockArml

Attack: 100 | Element: None

Memory: 23 MB | Codes: DHJOP* | Rarity: *

Game Description: Paralyzes enemy w/ erthquake

My Description: A Quaker will appear in front of MegaMan and send a shockwave down the row.

Range: Row in front of MegaMan

```
-----  
|   |   |   |   |   |   | M - MegaMan  
----- Q - Quaker  
|   | M | Q | X | X | X | X - Targets  
-----  
|   |   |   |   |   |   |  
-----
```

098. RockArm2

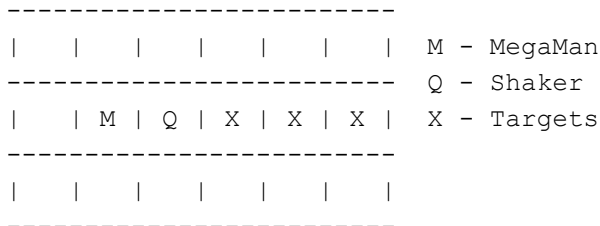
Attack: 150 | Element: None

Memory: 35 MB | Codes: GMPSV* | Rarity: **

Game Description: Paralyzes enemy w/ erthquake

My Description: A Shaker will appear in front of MegaMan and send a shockwave down the row.

Range: Row in front of MegaMan



099. RockArm3

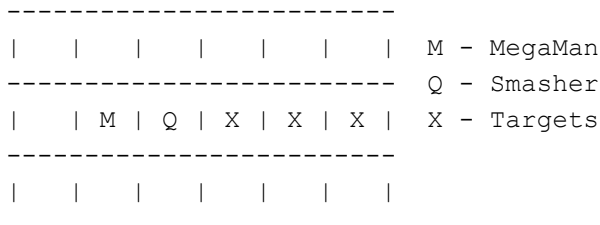
Attack: 200 | Element: None

Memory: 47 MB | Codes: CILTZ | Rarity: ***

Game Description: Paralyzes enemy w/ erthquake

My Description: A Smasher will appear in front of MegaMan and send a shockwave down the row.

Range: Row in front of MegaMan



100. CrsShld1

Attack: 160 | Element: None

Memory: 25 MB | Codes: ACHLP* | Rarity: *

Game Description: Guard, and bite into the enemy

My Description: MegaMan will put up a Dominerd for a short period of time. If it is hit, it will bite into the enemy

Range: First enemy on MegaMan's row, if hit

101. CrsShld2

Attack: 210 | Element: None

Memory: 33 MB | Codes: BCLST | Rarity: **

Game Description: Guard, and bite into the enemy

My Description: MegaMan will put up a Dominerd for a short period of time. If it is hit, it will bite into the enemy

Range: First enemy on MegaMan's row, if hit

102. CrsShld3

Attack: 260 | Element: None

Memory: 41 MB | Codes: CELNR | Rarity: ***

Game Description: Guard, and bite into the enemy

My Description: MegaMan will put up a Dominerd for a short period of time. If it is hit, it will bite into the enemy

Range: First enemy on MegaMan's row, if hit

103. Magnum1

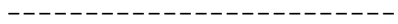
Attack: 120 | Element: Heat

Memory: 35 MB | Codes: ACHTV | Rarity: *

Game Description: Cursor destroys panel!

My Description: A roulette will appear, and it'll stop on its own, unless you press A. The selected column will be destroyed.

Range: One of three columns



```

| | | | 1 | 2 | 3 | M - MegaMan
----- 1 - 1st possible column
| | M | | 1 | 2 | 3 | 2 - 2nd possible column
----- 3 - 3rd possible column
| | | | 1 | 2 | 3 |
-----

```

104. Magnum2

Attack: 150 | Element: Heat

Memory: 55 MB | Codes: BGNOZ | Rarity: **

Game Description: Cursor destroys panel!

My Description: A roulette will appear, and it'll stop on its own, unless you press A. The selected row will be destroyed.

Range: One of three rows

```

-----
| | | | 3 | 3 | 3 | M - MegaMan
----- 1 - 1st possible row
| | M | | 2 | 2 | 2 | 2 - 2nd possible row
----- 3 - 3rd possible row
| | | | 1 | 1 | 1 |
-----

```

105. Magnum3

Attack: 180 | Element: Heat

Memory: 75 MB | Codes: DFISW | Rarity: ***

Game Description: Cursor destroys panel!

My Description: A roulette will appear, and it'll stop on its own, unless you press A. The selected column will be destroyed.

Range: One of three columns

```

-----
| | | | 3 | 2 | 1 | M - MegaMan
----- 1 - 1st possible column
| | M | | 3 | 2 | 1 | 2 - 2nd possible column
----- 3 - 3rd possible column
| | | | 3 | 2 | 1 |
-----

```

106. Plasma1

Attack: 30 | Element: Elec

Memory: 14 MB | Codes: BDJRT | Rarity: *

Game Description: Launches electric attack

My Description: MegaMan will summon an Eleball, which will attack the panels surrounding it with an electric shock.

Range: Panels surrounding panel in front of MegaMan

```

-----
| | | X | X | X | | M - MegaMan
----- E - Eleball
| | | MX| E | X | | X - Targets
-----
| | | X | X | X | |
-----

```

107. Plasma2

Attack: 60 | Element: Elec

Memory: 26 MB | Codes: AGKMQ | Rarity: **

Game Description: Launches electric attack

My Description: MegaMan will summon an Elesphere, which will attack the panels surrounding it with an electric shock.

Range: Panels surrounding panel in front of MegaMan

```

-----

```



```

|   |   | X | X | X |   | M - MegaMan
----- E - Elesphere
|   |   | MX| E | X |   | X - Targets
-----
|   |   | X | X | X |   |
-----

```

108. Plasma3

Attack: 90 | Element: Elec

Memory: 34 MB | Codes: FINPS | Rarity: ***

Game Description: Launches electric attack

My Description: MegaMan will summon an Eleglobe, which will attack the panels surrounding it with an electric shock.

Range: Panels surrounding panel in front of MegaMan

```

|   |   | X | X | X |   | M - MegaMan
----- E - Eleglobe
|   |   | MX| E | X |   | X - Targets
-----
|   |   | X | X | X |   |
-----

```

109. RndmMetr

Attack: 100 | Element: Heat

Memory: 28 MB | Codes: EISVZ | Rarity: ***

Game Description: Meteors smash enemies!

My Description: MegaMan will put a staff on the panel in front of him, and (?) meteors will land on enemy panels. It's not entirely random, as it will follow the enemy.

Range: (?)

```

|   |   |   |   |   |   | M - MegaMan
----- S - Staff
|   | M | S |   |   |   | X - Target
-----
|   |   |   |   |   |   |
-----

```

110. HoleMetr

Attack: 100 | Element: Heat

Memory: 48 MB | Codes: CHJNQ | Rarity: ***

Game Description: Meteors smash into sq

My Description: MegaMan will put a staff on the panel in front of him, and 9 meteors will land on the enemy panels, starting from the top right and ending on the bottom left. Meteors will hit the three panels in the column, and then move to the next column to repeat the process.

Range: Top panel, middle panel, bottom panel, next column, repeat

```

|   |   |   | 7 | 4 | 1 | M - MegaMan
----- S - Staff
|   | M | S | 8 | 5 | 2 | 1-9 - Meteor order
-----
|   |   |   | 9 | 6 | 3 |
-----

```

111. ShotMetr

Attack: 100 | Element: Heat

Memory: 38 MB | Codes: ADFSJ | Rarity: ***

Game Description: Meteors shoot out forward

My Description: MegaMan will put a staff on the panel in front of him, and 9 meteors will land on the row in front of the staff (3 meteors each panel).

Range: Row in front of staff

```
-----  
| | | |147| | | M - MegaMan  
----- X - Target  
| | M | S |258| | | 1-9 - Meteor order  
-----  
| | | |369| | |  
-----
```

112. Needler1

Attack: 30 | Element: None

Memory: 32 MB | Codes: IJMRS | Rarity: *

Game Description: Advance w/ A, stop to attack

My Description: Coming Soon!

Range: Coming Soon!

113. Needler2

Attack: 40 | Element: None

Memory: 52 MB | Codes: FHMTV | Rarity: **

Game Description: Advance w/ A, stop to attack

My Description: Coming Soon!

Range: Coming Soon!

114. Needler3

Attack: 50 | Element: None

Memory: 72 MB | Codes: DLOUZ | Rarity: ***

Game Description: Advance w/ A, stop to attack

My Description: Coming Soon!

Range: Coming Soon!

115. Totem1

Attack: 100 | Element: Heat

Memory: 29 MB | Codes: GHMOV | Rarity: *

Game Description: Creates a totem to blow fire

My Description: MegaMan will summon a Totem, which will spit fire to the three squares in front of it. It will then heal MegaMan for 120 HP.

Range: Three squares ahead of totem, then MegaMan

```
-----  
| | | | | | | | M - MegaMan  
----- T - Totem  
| | M | T | X | X | X | X - Targets  
-----  
| | | | | | | |  
-----
```

116. Totem2

Attack: 140 | Element: Heat

Memory: 38 MB | Codes: ACETZ | Rarity: **

Game Description: Creates a totem to blow fire

My Description: MegaMan will summon a Totem, which will spit fire to the three squares in front of it. It will then heal MegaMan for 120 HP.

It will repeat this process one time.

Range: Three squares ahead of totem, then MegaMan, then repeat

```
-----  
| | | | | | | | M - MegaMan  
----- T - Totem  
| | M | T | X | X | X | X - Targets
```

```

-----
| | | | | | |
-----

```

117. Totem3

Attack: 180 | Element: Heat

Memory: 47 MB | Codes: DIKNQ | Rarity: ***

Game Description: Creates a totem to blow fire

My Description: MegaMan will summon a Totem, which will spit fire to the three squares in front of it. It will then heal MegaMan for 120 HP. It will repeat this process two times.

Range: Three squares ahead of totem, then MegaMan, then repeat two times

```

-----
| | | | | | | M - MegaMan
----- T - Totem
| | M | T | X | X | X | X - Targets
-----
| | | | | | |
-----

```

118. Sensor1

Attack: 100 | Element: Elec

Memory: 62 MB | Codes: CKLOP | Rarity: ***

Game Description: Sensor to watch sq ahead

My Description: MegaMan will summon a KillrEye on the panel in front of him, and if a enemy comes into its row, it will hit the enemy. It lasts for only a short period of time, or until it hits an enemy.

Range: Three squares in front of panel ahead of MegaMan

```

-----
| | | | | | | M - MegaMan
----- K - KillrEye
| | M | K | X | X | X | X - Targets
-----
| | | | | | |
-----

```

119. Sensor2

Attack: 130 | Element: Elec

Memory: 70 MB | Codes: AGHNS | Rarity: ***

Game Description: Watch sq ahead or diagonal

My Description: MegaMan will summon a JokerEye on the panel in front of him. If it's in the middle row, it will hit any enemy on its row. If it's on any other row, it will hit any enemy that's diagonal from it. It lasts for only a short period of time, or until it hits an enemy.

Range: Three squares in front of panel ahead of MegaMan, or two squares diagonally from panel ahead of MegaMan

```

-----
| | | | | | X | M - MegaMan
----- K - JokerEye
| | | | | X | | X - Targets
-----
| | | M | J | | |
-----

```

120. Sensor3

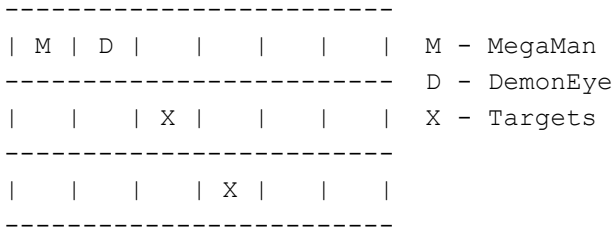
Attack: 130 | Element: Elec

Memory: 72 MB | Codes: BEJOP | Rarity: ***

Game Description: Watch sq ahead or diagonal

My Description: MegaMan will summon a JokerEye on the panel in front of him.
 If it's in the middle row, it will hit any enemy on its row.
 If it's on any other row, it will hit any enemy that's diagonal
 from it. It lasts for only a short period of time, or until it
 hits an enemy.

Range: Three squares in front of panel ahead of MegaMan, or two squares
 diagonally from panel ahead of MegaMan



121. MetaGell

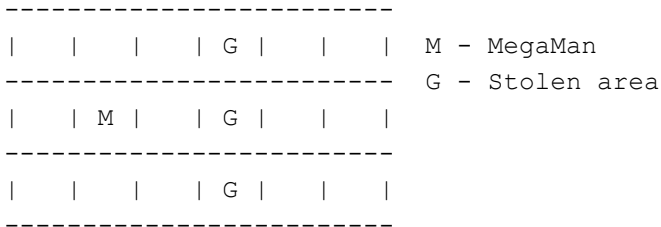
Attack: 90 | Element: Aqua

Memory: 18 MB | Codes: BCDKY* | Rarity: *

Game Description: Gel atk steals a panel!

My Description: Gels will steal the first row with an enemy panel. If a enemy
 is hit during the process, it will be dealt damage, but the
 panel isn't stolen.

Range: First row with enemy panel



122. MetaGel2

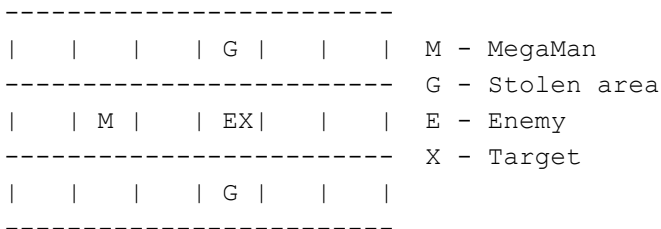
Attack: 130 | Element: Aqua

Memory: 28 MB | Codes: EFGPS | Rarity: **

Game Description: Gel atk steals a panel!

My Description: Gels will steal the first row with an enemy panel. If a enemy
 is hit during the process, it will be dealt damage, but the
 panel isn't stolen.

Range: First row with enemy panel



123. MetaGel3

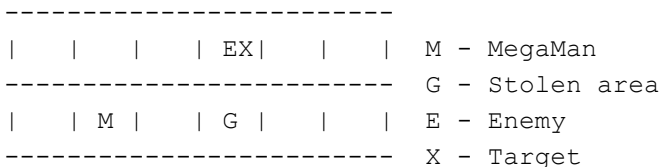
Attack: 170 | Element: Aqua

Memory: 38 MB | Codes: GHSTU | Rarity: ***

Game Description: Gel atk steals a panel!

My Description: Gels will steal the first row with an enemy panel. If a enemy
 is hit during the process, it will be dealt damage, but the
 panel isn't stolen.

Range: First row with enemy panel



```
| | | | G | | |
-----
```

124. Pawn

Attack: 90 | Element: None

Memory: 44 MB | Codes: BENRY | Rarity: ***

Game Description: Attack by pressing A Button

My Description: MegaMan will place a pawn on the panel ahead of him. If he has no chips, pressing A causes the pawn to slash the two panels ahead of it with a sword. It will stay there until time runs out.

Range: Two squares in front of pawn

```
-----
| | | | | | | M - MegaMan
----- P - Pawn
| | M | P | X | X | | X - Targets
-----
| | | | | | |
-----
```

125. Knight

Attack: 150 | Element: None

Memory: 64 MB | Codes: CHMUV | Rarity: ***

Game Description: Jumps fwd and attacks

My Description: MegaMan will unleash a knight, which will attack one panel on each column. It when it jumps to the next column, it will land on the panel on MegaMan's row.

Range: Panel in MegaMan's row, continuously

```
-----
| | | 2 | | | X | M - MegaMan
----- 1 - MegaMan's 1st location
| | | M | K | | | 2 - MegaMan's 2nd location
----- K - Knight
| | | 1 | | X | | X - Targets
-----
```

126. Rook

Attack: None | Element: None

Memory: 30 MB | Codes: DFNQU* | Rarity: ***

Game Description: Protects you from attacks

My Description: MegaMan will summon a rook, which will stay on the panel ahead of him. It will stay until it is destroyed.

Range: Panel in front of MegaMan

```
-----
| | | | | | | M - MegaMan
----- R - Rook
| | M | R | | | |
-----
| | | | | | |
-----
```

127. Team1

Attack: 10 | Element: None

Memory: 16 MB | Codes: ACETZ* | Rarity: **

Game Description: Powers up when ally is hit

My Description: Coming Soon!

Range: Coming Soon!

128. Team2

Attack: None | Element: None

Memory: 20 MB | Codes: DLPSZ* | Rarity: **

Game Description: Ally's HP recovered if hurt

My Description: Coming Soon!

Range: Coming Soon!

129. TimeBomb

Attack: 150 | Element: None

Memory: 32 MB | Codes: JKLMN | Rarity: ***

Game Description: An area-wide time bomb

My Description: MegaMan will put a time bomb on one of the panels on the enemy's first row. It will count down from 3 to 0, and then explode if it hasn't been destroyed yet.

Range: All enemy panels

```

-----
|   |   |   | X | X | X | M - MegaMan
----- T - Time bomb
|   | M |   | X | X | X | X - Targets
-----
|   |   |   | T | X | X |
-----

```

130. Mine

Attack: 300 | Element: None

Memory: 16 MB | Codes: ADLRS* | Rarity: ***

Game Description: Places a mine in enemy area

My Description: A mine will be hidden on a random available enemy panel. If the enemy steps on it, it will explode.

Range: Random available enemy panel

```

-----
|   |   |   | 1 | 4 | E | M - MegaMan
----- E - Enemies
|   | M |   | 2 | 5 | 6 | 1-7 - Possible mine location
-----
|   |   |   | 3 | E | 7 |
-----

```

131. Lance

Attack: 130 | Element: Wood

Memory: 46 MB | Codes: DEHRZ | Rarity: ***

Game Description: Lances through back line

My Description: A lance will come from the back and hit all enemies on the back row. It will push the enemies to the next row.

Range: Back row

```

-----
|   |   |   |   | N | X | M - MegaMan
----- X - Targets
|   | M |   |   | N | X | N - Location after attack
-----
|   |   |   |   | N | X |
-----

```

132. Snake

Attack: 40 | Element: Wood

Memory: 20 MB | Codes: DEIRY | Rarity: ***

Game Description: Snake from hole in area

My Description: Snakes will come out of any holes in MegaMan's area, and hit the enemy.

Range: First enemy from hole

```

-----
|   |   | E | X | X | X | M - MegaMan

```

```

----- E - Empty holes
| | M | E | X | X | X |   Snakes come out
----- X - Possible targets
| | | E | X | X | X |
-----

```

133. Guard

Attack: None | Element: None

Memory: 5 MB | Codes: * | Rarity: *

Game Description: Repels enemy's attack

My Description: MegaMan will put up a shield, and if something hits MegaMan during that time, the shield will bounce back the attack in the form of a shockwave which can deal 40 damage.

Range: Row in front of MegaMan

134. PanlOut1

Attack: None | Element: None

Memory: 4 MB | Codes: ABDLS* | Rarity: *

Game Description: Destroys 1 panel in front

My Description: MegaMan will use a pickax to destroy the panel in front of him. If there is an enemy on the panel, the enemy will be dealt 10 damage and the panel will remain intact.

Range: Panel in front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- X - Broken panel
| | | M | X | | |
-----
| | | | | | |
-----

```

135. PanlOut3

Attack: None | Element: None

Memory: 7 MB | Codes: CENRY* | Rarity: *

Game Description: Destroys 3 panels in front

My Description: MegaMan will use a pickax to destroy the panels of the row in front of him. If there is an enemy on any of the panels, the enemy will be dealt 10 damage and the panel it is on will remain intact.

Range: Row in front of MegaMan

```

-----
| | | | X | | | M - MegaMan
----- X - Broken panels
| | | M | X | | |
-----
| | | | X | | |
-----

```

136. PanlGrab

Attack: None | Element: None

Memory: 10 MB | Codes: AHL SY* | Rarity: *

Game Description: Steals 1 enemy square!

My Description: MegaMan will steal the first enemy panel on his row. If there is an enemy on the panel, the enemy will be dealt 10 damage and the panel on it will remain unstolen.

Range: First enemy panel in front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- S - Stolen panel
| | M | | S | | |
-----

```



137. AreaGrab

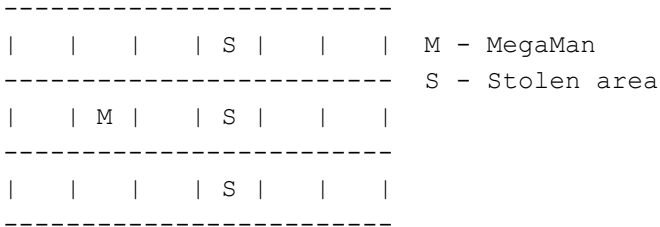
Attack: None | Element: None

Memory: 15 MB | Codes: ELRSY* | Rarity: **

Game Description: Steals left edge from enemy

My Description: MegaMan will steal the first row with enemy panels. If there is an enemy on any of the panels, the enemy will be dealt 10 damage and the panel it is on will remain unstolen.

Range: First row with enemy panel



138. GrabBack

Attack: 40 | Element: None

Memory: 10 MB | Codes: AEIKN | Rarity: ***

Game Description: Retaliate stolen panels!

My Description: Coming Soon!

Range: Coming Soon!

139. GrabRvng

Attack: 80 | Element: None

Memory: 30 MB | Codes: CGPRY | Rarity: ****

Game Description: Retaliate stolen panels!

My Description: Coming Soon!

Range: Coming Soon!

140. RockCube

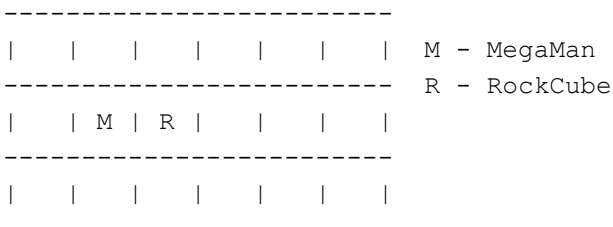
Attack: None | Element: None

Memory: 9 MB | Codes: ACEHR* | Rarity: *

Game Description: Places a rock cube in front

My Description: MegaMan will place a RockCube in front of him that will remain until it's destroyed.

Range: In front of MegaMan



141. Prism

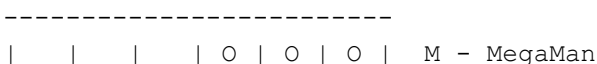
Attack: None | Element: None

Memory: 60 MB | Codes: HJKQW | Rarity: ***

Game Description: Prism fires randomly

My Description: MegaMan will throw a prism to the third square in front of him. If it hits an enemy, it will do 100 damage. Otherwise, it will land on the ground, and if it is hit by an attack, it will spread the damage to all of the panels surrounding it.

Range: Area surrounding third square in front of MegaMan




```

----- P - Prism
| | M | | O | P | O | O - Spreaded area (if Prism is hit)
-----
| | | | O | O | O |
-----

```

142. Wind

Attack: None | Element: None

Memory: 14 MB | Codes: AEHOS* | Rarity: *

Game Description: WindBox blows at enemy area

My Description: MegaMan will put a WindBox on the panel in front of him, which will push enemies to the back row.

Range: In front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- W - WindBox
| | M | W | | | |
-----
| | | | | | |
-----

```

143. Fan

Attack: None | Element: None

Memory: 14 MB | Codes: AGLRT* | Rarity: *

Game Description: Vacuum pulls enemies

My Description: MegaMan will put a VacuumFan on the panel in front of him, which will pull enemies to the front row.

Range: In front of MegaMan

```

-----
| | | | | | | M - MegaMan
----- V - VacuumFan
| | M | V | | | |
-----
| | | | | | |
-----

```

144. Fanfare

Attack: None | Element: None

Memory: 32 MB | Codes: CEGLY* | Rarity: ***

Game Description: Take no dmg for a while

My Description: MegaMan will summon a Trumpy which will give MegaMan invulnerability while it's active. It will continue doing so until it is destroyed.

Range: MegaMan

```

-----
| | | | | | | M - MegaMan
----- T - Trumpy
| | M | T | | | |
-----
| | | | | | |
-----

```

145. Discord

Attack: None | Element: None

Memory: 38 MB | Codes: DFNTZ* | Rarity: ***

Game Description: Confuses enemies w/ music

My Description: MegaMan will summon a Tuby which will confuse the enemies while it's active. It will continue doing so until it is destroyed.

Range: All enemies

```

-----

```

```
| | | | | | | M - MegaMan
----- T - Tuby
| | M | T | | | |
-----
| | | | | | |
-----
```

146. Timpani

Attack: None | Element: None

Memory: 42 MB | Codes: ANQUW* | Rarity: ***

Game Description: Paralyzes enemies w/ music

My Description: MegaMan will summon a Tromby which will prevent the enemies from moving while it's active. It will continue doing so until it is destroyed.

Range: All enemies

```
-----
| | | | | | | M - MegaMan
----- T - Tromby
| | M | T | | | |
-----
| | | | | | |
-----
```

147. Recov10

Attack: None | Element: None

Memory: 5 MB | Codes: ACEGL* | Rarity: *

Game Description: Recovers 10HP

My Description: MegaMan will recover 10 HP.

Range: MegaMan

148. Recov30

Attack: None | Element: None

Memory: 8 MB | Codes: BDFHM* | Rarity: *

Game Description: Recovers 30HP

My Description: MegaMan will recover 30 HP.

Range: MegaMan

149. Recov50

Attack: None | Element: None

Memory: 14 MB | Codes: CEGIN* | Rarity: **

Game Description: Recovers 50HP

My Description: MegaMan will recover 50 HP.

Range: MegaMan

150. Recov80

Attack: None | Element: None

Memory: 20 MB | Codes: DFHJO* | Rarity: **

Game Description: Recovers 80HP

My Description: MegaMan will recover 80 HP.

Range: MegaMan

151. Recov120

Attack: None | Element: None

Memory: 35 MB | Codes: OQSUW* | Rarity: ***

Game Description: Recovers 120HP

My Description: MegaMan will recover 120 HP.

Range: MegaMan

152. Recov150

Attack: None | Element: None

Memory: 50 MB | Codes: NPRTV* | Rarity: ***
Game Description: Recovers 150HP
My Description: MegaMan will recover 150 HP.
Range: MegaMan

153. Recov200
Attack: None | Element: None
Memory: 65 MB | Codes: MNUVW | Rarity: ****
Game Description: Recovers 200HP
My Description: MegaMan will recover 200 HP.
Range: MegaMan

154. Recov300
Attack: None | Element: None
Memory: 80 MB | Codes: ORVWZ | Rarity: ****
Game Description: Recovers 300HP
My Description: MegaMan will recover 300 HP.
Range: MegaMan

155. Repair
Attack: None | Element: None
Memory: 8 MB | Codes: ACDFS* | Rarity: *
Game Description: Fix your area's panels
My Description: All of MegaMan's panels will return to normal. The panels that
were empty at the beginning of the battle will stay the same.
Range: All of MegaMan's panels

156. SloGauge
Attack: None | Element: None
Memory: 20 MB | Codes: ACRSZ* | Rarity: ***
Game Description: CustGauge slow down in battle
My Description: The Custom Gauge will slow down. If you are in a NetBattle, the
enemy's Custom Gauge will slow down as well.
Range: MegaMan's and enemy's Custom Gauge

157. FstGauge
Attack: None | Element: None
Memory: 40 MB | Codes: BEJRY* | Rarity: ***
Game Description: CustGauge speeds up in battle
My Description: The Custom Gauge will speed up. If you are in a NetBattle, the
enemy's Custom Gauge will speed up as well.
Range: MegaMan's and enemy's Custom Gauge

158. Panic
Attack: None | Element: None
Memory: 14 MB | Codes: ACLRZ* | Rarity: ***
Game Description: Confuses enmies if you are
My Description: If MegaMan is confused, the enemies will become confused as
well.
Range: All enemies, if MegaMan is confused

159. Geddon1
Attack: None | Element: None
Memory: 10 MB | Codes: DJMOS* | Rarity: ***
Game Description: Cracks all panels!
My Description: All panels will be cracked.
Range: All panels

160. Geddon2
Attack: None | Element: None

Memory: 50 MB | Codes: FHNOW | Rarity: ****
Game Description: Breaks all empty squares!
My Description: All available panels will be broken.
Range: All panels

161. Geddon3

Attack: None | Element: None
Memory: 90 MB | Codes: CMUWY | Rarity: ****
Game Description: Turns all panels to swamp!
My Description: All panels will turn into poison panels.
Range: All panels

162. CopyDmg

Attack: None | Element: None
Memory: 18 MB | Codes: AFHLY* | Rarity: ***
Game Description: Duplicate damage on 2nd enemy
My Description: The first enemy on MegaMan's row will receive a red circle, and during the time when the red circle is displayed, any damage done to the other enemies will be done to the enemy as well.
Range: Targeted enemy

163. Invis

Attack: None | Element: None
Memory: 11 MB | Codes: BEFRS* | Rarity: ***
Game Description: Invisible for a while
My Description: MegaMan will turn invisible. He will not be able to be hit except by a few selected attacks (such as the Sensor chips). This will only last a short period of time.
Range: MegaMan

164. Shadow

Attack: None | Element: None
Memory: 60 MB | Codes: HJNQU* | Rarity: ***
Game Description: Only swrd attacks hurt you
My Description: MegaMan will turn black, and he won't be able to be hit by any attacks except slicing attacks, such as sword chips. This will only last a short period of time.
Range: MegaMan

165. Mole1

Attack: None | Element: None
Memory: 28 MB | Codes: ADHJO* | Rarity: *
Game Description: Attacks fr. under ground!
My Description: MegaMan will go underground, and only breaking attacks can damage him. However, when he attacks, he will go above ground, and he can be damaged by any attack. If he does, then the effect instantly wears off. Otherwise, it will last for a period of time.
Range: MegaMan

166. Mole2

Attack: None | Element: None
Memory: 35 MB | Codes: BGIKR* | Rarity: **
Game Description: Attacks fr. under ground!
My Description: MegaMan will go underground, and only breaking attacks can damage him. However, when he attacks, he will go above ground, and he can be damaged by any attack. If he does, then the effect instantly wears off. Otherwise, it will last for a period of time.
Range: MegaMan

167. Mole3

Attack: None | Element: None

Memory: 42 MB | Codes: CELMQ | Rarity: ***

Game Description: Attacks fr. under ground!

My Description: MegaMan will go underground, and only breaking attacks can damage him. However, when he attacks, he will go above ground, and he can be damaged by any attack. If he does, then the effect instantly wears off. Otherwise, it will last for a period of time.

Range: MegaMan

168. AirShoes

Attack: None | Element: None

Memory: 26 MB | Codes: HINUY* | Rarity: ***

Game Description: Can stand on empty squares

My Description: While activated, MegaMan will be able to walk over or stand on empty squares. This lasts for a short period of time.

Range: MegaMan

169. Barrier

Attack: None | Element: None

Memory: 7 MB | Codes: CELRS* | Rarity: *

Game Description: Nullifies 10HP of damage!

My Description: MegaMan will put up a barrier. It will absorb the damage done to MegaMan, as the attacks to him will do nothing. When it absorbs a total of 10 damage, it will be destroyed.

Range: MegaMan

170. Barr100

Attack: None | Element: None

Memory: 25 MB | Codes: EJMRT* | Rarity: **

Game Description: Nullifies 100HP of damage!

My Description: MegaMan will put up a barrier. It will absorb the damage done to MegaMan, as the attacks to him will do nothing. When it absorbs a total of 100 damage, it will be destroyed.

Range: MegaMan

171. Barr200

Attack: None | Element: None

Memory: 50 MB | Codes: EFHRU | Rarity: ***

Game Description: Nullifies 200HP of damage!

My Description: MegaMan will put up a barrier. It will absorb the damage done to MegaMan, as the attacks to him will do nothing. When it absorbs a total of 200 damage, it will be destroyed.

Range: MegaMan

172. Aura

Attack: None | Element: None

Memory: 55 MB | Codes: FISUY | Rarity: ***

Game Description: Repels attacks under 100

My Description: MegaMan will put up an aura. If he is dealt 100 or more damage in one hit, the aura will be destroyed. Otherwise, the attack will do nothing to him.

Range: MegaMan

173. NrthWind

Attack: None | Element: None

Memory: 43 MB | Codes: ACNSZ | Rarity: ****

Game Description: Wind removes auras, etc

My Description: All enemies with auras will lose their aura.

Range: Enemies with auras

174. Mettaur

Attack: ???? | Element: None

Memory: 30 MB | Codes: ELMOT | Rarity: *****

Game Description: Summons a Mettaur to fight!

My Description: Coming Soon!

Range: Coming Soon!

175. Bunny

Attack: ???? | Element: Elec

Memory: 32 MB | Codes: ABILR | Rarity: *****

Game Description: Summons a Bunny to fight!

My Description: MegaMan will summon a random virus from the Bunny family, which will fire a zap ring. It will hit the first enemy on its row.

Range: First enemy on its row

```
-----  
| | | | | | | M - MegaMan  
----- B - Virus from Bunny family  
| | M | B | X | X | X | X - Possible targets  
-----  
| | | | | | |  
-----
```

176. Spikey

Attack: ???? | Element: Heat

Memory: 34 MB | Codes: AEGRU | Rarity: *****

Game Description: Summons a Spikey to fight!

My Description: MegaMan will summon a random virus from the Spikey family, which will fire a flame that hits the first enemy on its row.

Range: First enemy on its row

```
-----  
| | | | | | | M - MegaMan  
----- S - Virus from Spikey family  
| | M | S | X | X | X | X - Possible targets  
-----  
| | | | | | |  
-----
```

177. Swordy

Attack: ???? | Element: None

Memory: 30 MB | Codes: DIOSW | Rarity: *****

Game Description: Summons a Swordy to fight!

My Description: Coming Soon!

Range: Coming Soon!

178. Jelly

Attack: ???? | Element: None

Memory: 46 MB | Codes: EJLRY | Rarity: *****

Game Description: Summons a Jelly to fight!

My Description: Coming Soon!

Range: Coming Soon!

179. Mushy

Attack: ???? | Element: Wood

Memory: 38 MB | Codes: CHMSY | Rarity: *****

Game Description: Summons a Mushy to fight!

My Description: Coming Soon!

Range: Coming Soon!

180. Momogra
Attack: ??? | Element: None
Memory: 38 MB | Codes: GMORU | Rarity: *****
Game Description: Summons a Momogra to fight!
My Description: Coming Soon!
Range: Coming Soon!

181. KillrEye
Attack: ??? | Element: Elec
Memory: 50 MB | Codes: EIKLR | Rarity: *****
Game Description: Summons a KillerEye to fight!
My Description: Coming Soon!
Range: Coming Soon!

182. Scuttlst
Attack: ??? | Element: None
Memory: 52 MB | Codes: ADEMR | Rarity: *****
Game Description: Summons a Scuttlest to fight!
My Description: Coming Soon!
Range: Coming Soon!

183. Hole
Attack: None | Element: None
Memory: 55 MB | Codes: ABSTZ* | Rarity: ****
Game Description: Open hole to dark world
My Description: A hole will start to form on the panel in front of MegaMan.
After a short period of time, it will fully open, and while
it's open, dark chips (such as Dark Aura) can be used.
Range: Panel in front of MegaMan

184. HolyPanl
Attack: None | Element: None
Memory: 14 MB | Codes: EJLRU* | Rarity: **
Game Description: Creates a holy pnl in front
My Description: The panel in front of MegaMan will turn into a holy panel.
Range: Panel in front of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- H - Holy panel  
| | M | H | | | |  
-----  
| | | | | | |  
-----
```

185. LavaStge
Attack: None | Element: None
Memory: 22 MB | Codes: AERTY* | Rarity: ***
Game Description: Changes all panls to lava
My Description: All panels will turn into lava panels.
Range: All panels

```
-----  
| L | L | L | L | L | L | M - MegaMan  
----- L - Lava panels  
| L | ML | L | L | L | L |  
-----  
| L | L | L | L | L | L |  
-----
```

186. IceStage

Attack: None | Element: None
Memory: 20 MB | Codes: CGMQT* | Rarity: ***
Game Description: Changes all panls to ice
My Description: All panels will turn into ice panels.
Range: All panels

```
-----  
| I | I | I | I | I | I | M - MegaMan  
----- I - Ice panels  
| I | MI| I | I | I | I |  
-----  
| I | I | I | I | I | I |  
-----
```

187. GrassStg
Attack: None | Element: None
Memory: 10 MB | Codes: EJRWZ* | Rarity: ***
Game Description: Changes all panls to grass
My Description: All panels will turn into grass panels.
Range: All panels

```
-----  
| G | G | G | G | G | G | M - MegaMan  
----- G - Grass panels  
| G | MG| G | G | G | G |  
-----  
| G | G | G | G | G | G |  
-----
```

188. SandStge
Attack: None | Element: None
Memory: 18 MB | Codes: BCQUW* | Rarity: ***
Game Description: Changes all panls to sand
My Description: All panels will turn into sand panels.
Range: All panels

```
-----  
| S | S | S | S | S | S | M - MegaMan  
----- S - Sand panels  
| S | MS| S | S | S | S |  
-----  
| S | S | S | S | S | S |  
-----
```

189. MetlStge
Attack: None | Element: None
Memory: 26 MB | Codes: DGMOS* | Rarity: ***
Game Description: Changes all panls to metal
My Description: All panels will turn into metal panels.
Range: All panels

```
-----  
| D | D | D | D | D | D | M - MegaMan  
----- D - Metal panels  
| D | MD| D | D | D | D |  
-----  
| D | D | D | D | D | D |  
-----
```

190. Sanctuary
Attack: None | Element: None
Memory: 54 MB | Codes: ACELS | Rarity: ****
Game Description: Change own panls to holy
My Description: All of MegaMan's panels will turn into holy panels.

Range: All of MegaMan's panels

```
-----  
| H | H | H |   |   |   | M - MegaMan  
----- H - Holy panels  
| H | MH| H |   |   |   |  
-----  
| H | H | H |   |   |   |  
-----
```

191. AntiDmg

Attack: 100 | Element: None

Memory: 45 MB | Codes: CFHMS | Rarity: ***

Game Description: Sets trap & throw stars!

My Description: MegaMan will set up a trap, and if he is hit, he will not be damaged. Instead, he jump and throw three stars. If there are multiple enemies, they will be evenly divided.

Range: All enemies

192. AntiSword

Attack: 100 | Element: None

Memory: 68 MB | Codes: BKRUY | Rarity: ***

Game Description: Retaliate for sword damage

My Description: Coming Soon!

Range: Coming Soon!

193. AntiNavi

Attack: None | Element: None

Memory: 60 MB | Codes: AMNVW | Rarity: ****

Game Description: Takes the enemy's Navi away

My Description: Coming Soon!

Range: Coming Soon!

194. AntiRecv

Attack: None | Element: None

Memory: 73 MB | Codes: BDEOS | Rarity: ***

Game Description: Punish recovery of HPs!

My Description: Coming Soon!

Range: Coming Soon!

195. Atk+10

Attack: None | Element: None

Memory: 4 MB | Codes: * | Rarity: *

Game Description: +10 for selected atk chip

My Description: If this is selected after any attack chip (or another power-up chip in front of an attack chip), it will add 10 damage to the attack value of the attack chip.

Range: Preceding attack chip

196. Fire+30

Attack: None | Element: None

Memory: 20 MB | Codes: * | Rarity: **

Game Description: +30 for Fire atk chip

My Description: If this is selected after any fire attack chip (or another power-up chip in front of a fire attack chip), it will add 30 damage to the attack value of the attack chip.

Range: Preceding fire attack chip

197. Aqua+30

Attack: None | Element: None

Memory: 21 MB | Codes: * | Rarity: **

Game Description: +30 for Aqua atk chip

My Description: If this is selected after any aqua attack chip (or another power-up chip in front of an aqua attack chip), it will add 30 damage to the attack value of the attack chip.

Range: Preceding aqua attack chip

198. Elec+30

Attack: None | Element: None

Memory: 23 MB | Codes: * | Rarity: **

Game Description: +30 for Elec atk chip

My Description: If this is selected after any electric attack chip (or another power-up chip in front of an electric attack chip), it will add 30 damage to the attack value of the attack chip.

Range: Preceding electric attack chip

199. Wood+30

Attack: None | Element: None

Memory: 26 MB | Codes: * | Rarity: **

Game Description: +30 for Wood atk chip

My Description: If this is selected after any wood attack chip (or another power-up chip in front of a wood attack chip), it will add 30 damage to the attack value of the attack chip.

Range: Preceding wood attack chip

200. Navi+20

Attack: None | Element: None

Memory: 34 MB | Codes: * | Rarity: **

Game Description: +20 for selected Navi chip

My Description: If this is selected after any Navi attack chip (or another power-up chip in front of a Navi attack chip), it will add 20 damage to the attack value of the attack chip.

Range: Preceding Navi attack chip

5B) Mega Chip List

01. Muramasa

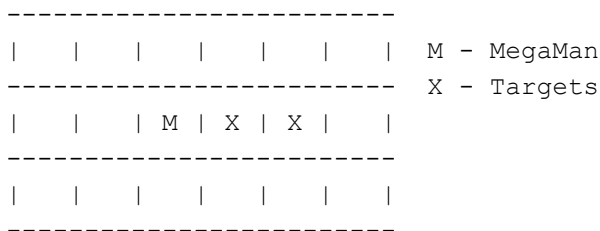
Attack: ??? | Element: None

Memory: 34 MB | Codes: M | Rarity: *****

Game Description: Power = amount of HP lost!

My Description: MegaMan will slash the two panels ahead of him with a sword.
The attack value is his maximum HP minus his current HP.

Range: Two squares in front of MegaMan



02. HeroSword

Attack: 180 | Element: None

Memory: 65 MB | Codes: P | Rarity: ****

Game Description: Legendary sword cuts 3 sq!

My Description: MegaMan will slash the three panels ahead of him with a sword.

Range: Three squares in front of MegaMan

```

| | | | | | | M - MegaMan
----- X - Targets
| | | M | X | X | X |
-----
| | | | | | |
-----

```

03. ZeusHamr

Attack: 250 | Element: None

Memory: 90 MB | Codes: Z | Rarity: *****

Game Description: Damages anyone on a panel

My Description: MegaMan will pull out a hammer and damage all enemies on a panel, including himself.

Range: All panels

```

-----
| X | X | X | X | X | X | M - MegaMan
----- X - Targets
| X | MX| X | X | X | X |
-----
| X | X | X | X | X | X |
-----

```

04. StandOut

Attack: 220 | Element: Heat

Memory: 22 MB | Codes: P* | Rarity: ***

Game Description: Heat: Send Fire into hole

My Description: If MegaMan is in a Heat style, MegaMan will envelop himself in flame and send fire towards any empty panels in front of him or on his side. Otherwise, the chip won't do anything.

Range: Towards any empty panels in front of MegaMan or on MegaMan's side

```

-----
| | | | | | | M - MegaMan
----- X - Targets
| | MX| X | X | X | E | E - Empty panel
-----
| | | | | | |
-----

```

05. Salamandr

Attack: 300 | Element: Heat

Memory: 50 MB | Codes: S* | Rarity: ****

Game Description: Heat: Send Fire into hole

My Description: If MegaMan is in a Heat style, MegaMan will envelop himself in flame and send fire towards any empty panels in front of him or on his side. Otherwise, the chip won't do anything.

Range: Towards any empty panels in front of MegaMan or on MegaMan's side

```

-----
| | | MX| X | X | E | M - MegaMan
----- X - Targets
| | | X | | | | E - Empty panel
-----
| | | E | | | |
-----

```

06. WatrLine

Attack: 180 | Element: Aqua

Memory: 18 MB | Codes: C* | Rarity: ***

Game Description: Water: Draw wter from hole

My Description: If MegaMan is in an Aqua style and is in front of a empty panel, a fountain will rise from the panel and water will go

down the row. Otherwise, the chip won't do anything.

Range: Row in front of empty panel in front of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- X - Targets  
| | M | EX| X | X | X | E - Empty panel  
-----  
| | | | | | |  
-----
```

07. Fountain

Attack: 240 | Element: Aqua

Memory: 48 MB | Codes: D* | Rarity: ***

Game Description: Water: Draw wter from hole

My Description: If MegaMan is in an Aqua style and is in front of a empty panel, a fountain will rise from the panel and water will go down the row. Otherwise, the chip won't do anything.

Range: Row in front of empty panel in front of MegaMan

```
-----  
| | | | | | | M - MegaMan  
----- X - Targets  
| | M | EX| X | X | X | E - Empty panel  
-----  
| | | | | | |  
-----
```

08. Ligtning

Attack: 160 | Element: Elec

Memory: 30 MB | Codes: L* | Rarity: ***

Game Description: Elec: Dmgs object & area

My Description: If MegaMan is in an Electric style and an obstacle is on the field, a lightning will strike the obstacle and damage all of the panels surrounding it. Otherwise, the chip won't do anything.

Range: Around any obstacles

```
-----  
| | | | X | X | X | M - MegaMan  
----- X - Targets  
| | M | | X | E | X | E - Obstacle  
-----  
| | | | X | X | X |  
-----
```

09. Bolt

Attack: 210 | Element: Elec

Memory: 52 MB | Codes: T* | Rarity: ***

Game Description: Elec: Dmgs object & area

My Description: If MegaMan is in an Electric style and an obstacle is on the field, a lightning will strike the obstacle and damage all of the panels surrounding it. Otherwise, the chip won't do anything.

Range: Around any obstacles

```
-----  
| | | | X | X | X | M - MegaMan  
----- X - Targets  
| | M | | X | E | X | E - Obstacle  
-----  
| | | | X | X | X |  
-----
```

10. GaiaSword

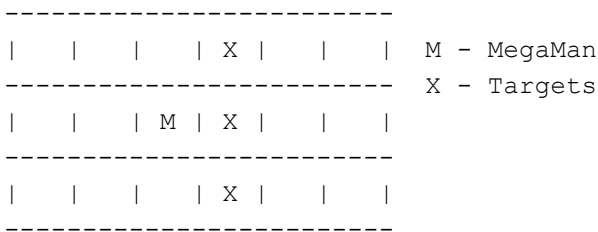
Attack: 100 | Element: Wood

Memory: 28 MB | Codes: G* | Rarity: ***

Game Description: Wood: Take power from next chip

My Description: If MegaMan is in a Wood style, MegaMan will slash the row of panels ahead of him with a sword; if any chips are selected after GaiaSword, the attack power of those chips will be added to GaiaSword. Otherwise, the chip won't do anything.

Range: Row in front of MegaMan



11. GaiaBlade

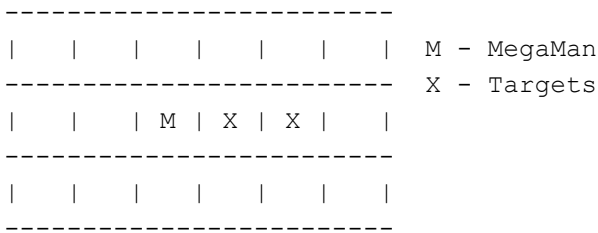
Attack: 100 | Element: Wood

Memory: 55 MB | Codes: G* | Rarity: ****

Game Description: Wood: Take power from next chip

My Description: If MegaMan is in a Wood style, MegaMan will slash the two panels ahead of him with a sword; if any chips are selected after GaiaBlade, the attack power of those chips will be added to GaiaBlade. Otherwise, the chip won't do anything.

Range: Two squares in front of MegaMan



12. Meteors

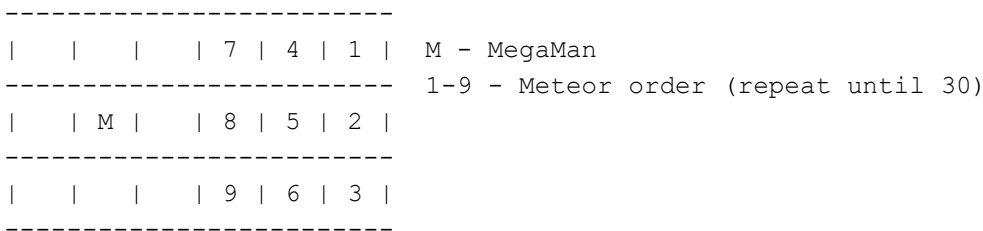
Attack: 40 | Element: Heat

Memory: 86 MB | Codes: R | Rarity: ****

Game Description: Drop many meteors on enemy

My Description: A total of thirty meteors will fall on the panels in a sequential order, as shown below.

Range:



13. Guardian

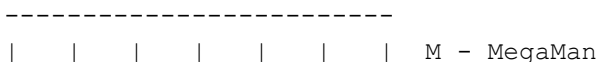
Attack: None | Element: None

Memory: 82 MB | Codes: O | Rarity: *****

Game Description: Statue punishes when hit

My Description: MegaMan will put a statue on the panel in front of him. If it is hit by an enemy, it will hit all enemies with a lightning bolt that does 200 damage. If MegaMan hits it, it will hit him instead.

Range: All enemies or MegaMan



```
----- S - Guardian statue
| | M | S | | | |
-----
| | | | | | |
-----
```

14. Anubis

Attack: None | Element: None

Memory: 90 MB | Codes: A | Rarity: *****

Game Description: Anubis poisons enemies

My Description: MegaMan will put a statue on the panel in front of him, and it will poison all enemy panels.

Range: All enemy panels

```
-----
| | | | P | P | P | M - MegaMan
----- S - Anubis statue
| | M | S | P | P | P | P - Poisoned area
-----
| | | | P | P | P |
-----
```

15. GodStone

Attack: 150 | Element: None

Memory: 66 MB | Codes: S | Rarity: ****

Game Description: Summons a GodStone from hole

My Description: 543

Range: Random enemy panels

16. OldWood

Attack: 100 | Element: Wood

Memory: 72 MB | Codes: W | Rarity: ****

Game Description: Summons OldWood from hole

My Description: 10

Range: Random enemy panels

17. Jealousy

Attack: 100 | Element: None

Memory: 64 MB | Codes: J | Rarity: ***

Game Description: More dmg if enemy has chips

My Description: Coming Soon!

Range: Coming Soon!

18. Poltrgst

Attack: None | Element: None

Memory: 58 MB | Codes: G | Rarity: *****

Game Description: Objects thrown at enemies!

My Description: Coming Soon!

Range: Coming Soon!

19. LifeAura

Attack: None | Element: None

Memory: 77 MB | Codes: D | Rarity: ****

Game Description: Repel all attacks under 200

My Description: MegaMan will put up an aura. If he is dealt 200 or more damage in one hit, the aura will be destroyed. Otherwise, the attack will do nothing to him.

Range: MegaMan

20. FullCust

Attack: None | Element: None

Memory: 10 MB | Codes: * | Rarity: ***
Game Description: CustGauge instantly refills!
My Description: MegaMan's custom gauge will be refilled.
Range: MegaMan's custom gauge

21. Atk+30

Attack: None | Element: None
Memory: 50 MB | Codes: * | Rarity: ***
Game Description: +30 for selected atk chip
My Description: If this is selected after any attack chip (or another power-up chip in front of an attack chip), it will add 30 damage to the attack value of the attack chip.
Range: Preceding attack chip

22. Navi+40

Attack: None | Element: None
Memory: 60 MB | Codes: * | Rarity: ***
Game Description: +40 for selected Navi chip
My Description: If this is selected after any Navi attack chip (or another power-up chip in front of a Navi attack chip), it will add 20 damage to the attack value of the attack chip.
Range: Preceding Navi attack chip

23. Roll

Attack: 20 | Element: None
Memory: 10 MB | Codes: R | Rarity: ***
Game Description: Attack an enemy, heal you
My Description: MegaMan will summon Roll, who will then hit the first available enemy three times.
Range: First enemy

24. RollV2

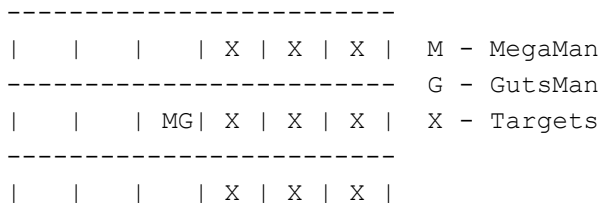
Attack: 30 | Element: None
Memory: 22 MB | Codes: R | Rarity: ****
Game Description: Attack an enemy, heal you
My Description: MegaMan will summon Roll, who will then hit the first available enemy three times.
Range: First enemy

25. RollV3

Attack: 40 | Element: None
Memory: 34 MB | Codes: R | Rarity: *****
Game Description: Attack an enemy, heal you
My Description: MegaMan will summon Roll, who will then hit the first available enemy three times.
Range: First enemy

26. GutsMan

Attack: 50 | Element: None
Memory: 15 MB | Codes: G | Rarity: ***
Game Description: Sneaks up to smash panels!
My Description: MegaMan will summon GutsMan, and he will send a shockwave along all rows.
Range: All panels in front of MegaMan



27. GutsManV2

Attack: 70 | Element: None

Memory: 41 MB | Codes: G | Rarity: ****

Game Description: Sneaks up to smash panels!

My Description: MegaMan will summon GutsMan, and he will send a shockwave along all rows.

Range: All panels in front of GutsMan

| | | | X | X | X | M - MegaMan
----- G - GutsMan
| | | MG| X | X | X | X - Targets

| | | | X | X | X |

28. GutsManV3

Attack: 90 | Element: None

Memory: 57 MB | Codes: G | Rarity: *****

Game Description: Sneaks up to smash panels!

My Description: MegaMan will summon GutsMan, and he will send a shockwave along all rows.

Range: All panels in front of MegaMan

| | | | X | X | X | M - MegaMan
----- G - GutsMan
| | | MG| X | X | X | X - Targets

| | | | X | X | X |

29. GutsManV4

Attack: 100 | Element: None

Memory: 63 MB | Codes: G | Rarity: *****

Game Description: Sneaks up to smash panels!

My Description: MegaMan will summon GutsMan, and he will send a shockwave along all rows.

Range: All panels in front of MegaMan

| | | | X | X | X | M - MegaMan
----- G - GutsMan
| | | MG| X | X | X | X - Targets

| | | | X | X | X |

30. ProtoMan

Attack: 160 | Element: None

Memory: 68 MB | Codes: B | Rarity: ***

Game Description: Moves in to slice the enemy

My Description: ProtoMan will appear, and then attack all available enemies with a sword.

Range: All available enemies

31. ProtoMnV2

Attack: 180 | Element: None

Memory: 76 MB | Codes: B | Rarity: ****

Game Description: Moves in to slice the enemy

My Description: ProtoMan will appear, and then attack all available enemies

with a sword.

Range: All available enemies

32. ProtoMnV3

Attack: 200 | Element: None

Memory: 82 MB | Codes: B | Rarity: *****

Game Description: Moves in to slice the enemy

My Description: ProtoMan will appear, and then attack all available enemies
with a sword.

Range: All available enemies

33. ProtoMnV4

Attack: 220 | Element: None

Memory: 90 MB | Codes: B | Rarity: *****

Game Description: Moves in to slice the enemy

My Description: ProtoMan will appear, and then attack all available enemies
with a sword.

Range: All available enemies

34. FlashMan

Attack: 50 | Element: Elec

Memory: 39 MB | Codes: F | Rarity: ***

Game Description: Flash atk paralyzes enemy

My Description: MegaMan will summon FlashMan, who will stun all enemies with an
electric attack.

Range: All enemies

35. FlashMnV2

Attack: 70 | Element: Elec

Memory: 59 MB | Codes: F | Rarity: ****

Game Description: Flash atk paralyzes enemy

My Description: MegaMan will summon FlashMan, who will stun all enemies with an
electric attack.

Range: All enemies

36. FlashMnV3

Attack: 90 | Element: Elec

Memory: 69 MB | Codes: F | Rarity: *****

Game Description: Flash atk paralyzes enemy

My Description: MegaMan will summon FlashMan, who will stun all enemies with an
electric attack.

Range: All enemies

37. FlashMnV4

Attack: 120 | Element: Elec

Memory: 69 MB | Codes: F | Rarity: *****

Game Description: Flash atk paralyzes enemy

My Description: MegaMan will summon FlashMan, who will stun all enemies with an
electric attack.

Range: All enemies

38. BeastMan

Attack: 40 | Element: None

Memory: 38 MB | Codes: B | Rarity: ***

Game Description: Claw atk 3 squares ahead!

My Description: MegaMan will summon BeastMan, and there will be a series of
attacks. Two claws will dash diagonally towards the third panel
in front of MegaMan, and BeastMan's head will dash down
MegaMan's row.

Range: Diagonally towards third panel in front of MegaMan twice, then down

MegaMan's row

```

-----
|   |   |   | 1 |   | 2 | M - MegaMan
-----
| 3 |MB3| 3 | 3 |123| 3 | B - BeastMan
-----
|   |   |   | 2 |   | 1 | 1 - First attack targets
-----
|   |   |   | 2 |   | 1 | 2 - Second attack targets
-----
|   |   |   | 2 |   | 1 | 3 - Third attack targets
-----

```

39. BeastMnV2

Attack: 50 | Element: None

Memory: 60 MB | Codes: B | Rarity: ****

Game Description: Claw atk 3 squares ahead!

My Description: MegaMan will summon BeastMan, and there will be a series of attacks. Two claws will dash diagonally towards the third panel in front of MegaMan, and BeastMan's head will dash down MegaMan's row.

Range: Diagonally towards third panel in front of MegaMan twice, then down MegaMan's row

```

-----
|   |   |   | 1 |   | 2 | M - MegaMan
-----
| 3 |MB3| 3 | 3 |123| 3 | B - BeastMan
-----
|   |   |   | 2 |   | 1 | 1 - First attack targets
-----
|   |   |   | 2 |   | 1 | 2 - Second attack targets
-----
|   |   |   | 2 |   | 1 | 3 - Third attack targets
-----

```

40. BeastMnV3

Attack: 60 | Element: None

Memory: 68 MB | Codes: B | Rarity: *****

Game Description: Claw atk 3 squares ahead!

My Description: MegaMan will summon BeastMan, and there will be a series of attacks. Two claws will dash diagonally towards the third panel in front of MegaMan, and BeastMan's head will dash down MegaMan's row.

Range: Diagonally towards third panel in front of MegaMan twice, then down MegaMan's row

```

-----
|   |   |   | 1 |   | 2 | M - MegaMan
-----
| 3 |MB3| 3 | 3 |123| 3 | B - BeastMan
-----
|   |   |   | 2 |   | 1 | 1 - First attack targets
-----
|   |   |   | 2 |   | 1 | 2 - Second attack targets
-----
|   |   |   | 2 |   | 1 | 3 - Third attack targets
-----

```

41. BeastMnV4

Attack: 70 | Element: None

Memory: 76 MB | Codes: B | Rarity: *****

Game Description: Claw atk 3 squares ahead!

My Description: MegaMan will summon BeastMan, and there will be a series of attacks. Two claws will dash diagonally towards the third panel in front of MegaMan, and BeastMan's head will dash down MegaMan's row.

Range: Diagonally towards third panel in front of MegaMan twice, then down MegaMan's row

```

-----
|   |   |   | 1 |   | 2 | M - MegaMan
-----
| 3 |MB3| 3 | 3 |123| 3 | B - BeastMan
-----
|   |   |   | 2 |   | 1 | 1 - First attack targets
-----
|   |   |   | 2 |   | 1 | 2 - Second attack targets
-----

```

| | | | 2 | | 1 | 3 - Third attack targets

42. BubblMan

Attack: 20 | Element: Aqua

Memory: 50 MB | Codes: B | Rarity: ***

Game Description: Fires several AquaShots

My Description: BubbleMan will appear, and he will shoot 6 tridents down the row in front of him. Every trident will hit the first available enemy.

Range: First available enemy down row in front of MegaMan

| | | | | | | M - MegaMan
----- B - BubbleMan
| | MB| X | X | X | X | X - Possible targets

| | | | | | |

43. BubblMnV2

Attack: 20 | Element: Aqua

Memory: 62 MB | Codes: B | Rarity: ****

Game Description: Fires several AquaShots

My Description: BubbleMan will appear, and he will shoot 7 tridents down the row in front of him. Every trident will hit the first available enemy.

Range: First available enemy down row in front of MegaMan

| | | | | | | M - MegaMan
----- B - BubbleMan
| | MB| X | X | X | X | X - Possible targets

| | | | | | |

44. BubblMnV3

Attack: 20 | Element: Aqua

Memory: 74 MB | Codes: B | Rarity: *****

Game Description: Fires several AquaShots

My Description: BubbleMan will appear, and he will shoot 8 tridents down the row in front of him. Every trident will hit the first available enemy.

Range: First available enemy down row in front of MegaMan

| | | | | | | M - MegaMan
----- B - BubbleMan
| | MB| X | X | X | X | X - Possible targets

| | | | | | |

45. BubblMnV4

Attack: 20 | Element: Aqua

Memory: 80 MB | Codes: B | Rarity: *****

Game Description: Fires several AquaShots

My Description: BubbleMan will appear, and he will shoot 9 tridents down the row in front of him. Every trident will hit the first available enemy.

Range: First available enemy down row in front of MegaMan

```

| | | | | | | M - MegaMan
----- B - BubbleMan
| | MB| X | X | X | X | X - Possible targets
-----
| | | | | | |
-----

```

46. DesrtMan

Attack: 120 | Element: None

Memory: 38 MB | Codes: D | Rarity: ***

Game Description: Launches fists at enemies!

My Description: MegaMan will summon DesertMan, and two hands will form on the panels above and below of the panel in front of him. They will dash down the rows, turning the panels in their path into sand panels.

Range: Rows in front of and adjacent to MegaMan

```

-----
| | | HX| X | X | X | M - MegaMan
----- D - DesertMan
| | MD| | | | | H - Hands
----- X - Targets
| | | HX| X | X | X | Turns into sand panels
-----

```

47. DesrtMnV2

Attack: 140 | Element: None

Memory: 52 MB | Codes: D | Rarity: ****

Game Description: Launches fists at enemies!

My Description: MegaMan will summon DesertMan, and two hands will form on the panels above and below of the panel in front of him. They will dash down the rows, turning the panels in their path into sand panels.

Range: Rows in front of and adjacent to MegaMan

```

-----
| | | HX| X | X | X | M - MegaMan
----- D - DesertMan
| | MD| | | | | H - Hands
----- X - Targets
| | | HX| X | X | X | Turns into sand panels
-----

```

48. DesrtMnV3

Attack: 160 | Element: None

Memory: 64 MB | Codes: D | Rarity: *****

Game Description: Launches fists at enemies!

My Description: MegaMan will summon DesertMan, and two hands will form on the panels above and below of the panel in front of him. They will dash down the rows, turning the panels in their path into sand panels.

Range: Rows in front of and adjacent to MegaMan

```

-----
| | | HX| X | X | X | M - MegaMan
----- D - DesertMan
| | MD| | | | | H - Hands
----- X - Targets
| | | HX| X | X | X | Turns into sand panels
-----

```

49. DesrtMnV4

Attack: 180 | Element: None

Memory: 72 MB | Codes: D | Rarity: *****

Game Description: Launches fists at enemies!

My Description: MegaMan will summon DesertMan, and two hands will form on the panels above and below of the panel in front of him. They will dash down the rows, turning the panels in their path into sand panels.

Range: Rows in front of and adjacent to MegaMan

```
-----  
|   |   | HX| X | X | X | M - MegaMan  
----- D - DesertMan  
|   | MD|   |   |   |   | H - Hands  
----- X - Targets  
|   |   | HX| X | X | X |   Turns into sand panels  
-----
```

50. PlantMan

Attack: 20 | Element: Wood

Memory: 60 MB | Codes: P | Rarity: ***

Game Description: Vines harm all enemies!

My Description: PlantMan will appear, and all enemies will be attacked by vines. They will be damaged multiple times.

Range: All enemies

51. PlantMnV2

Attack: 30 | Element: Wood

Memory: 65 MB | Codes: P | Rarity: ****

Game Description: Vines harm all enemies!

My Description: PlantMan will appear, and all enemies will be attacked by vines. They will be damaged multiple times.

Range: All enemies

52. PlantMnV3

Attack: 40 | Element: Wood

Memory: 70 MB | Codes: P | Rarity: *****

Game Description: Vines harm all enemies!

My Description: PlantMan will appear, and all enemies will be attacked by vines. They will be damaged multiple times.

Range: All enemies

53. PlantMnV4

Attack: 50 | Element: Wood

Memory: 75 MB | Codes: P | Rarity: *****

Game Description: Vines harm all enemies!

My Description: PlantMan will appear, and all enemies will be attacked by vines. They will be damaged multiple times.

Range: All enemies

54. FlamMan

Attack: 120 | Element: Heat

Memory: 32 MB | Codes: F | Rarity: ***

Game Description: Flames burn all enemies!

My Description: MegaMan will summon FlamMan, who will send a fire down his row. The direction of the fire can be changed by pressing up or down.

Range: Down MegaMan's row, or wherever the player wants it to go

55. FlamManV2

Attack: 150 | Element: Heat

Memory: 52 MB | Codes: F | Rarity: ****

Game Description: Flames burn all enemies!

My Description: MegaMan will summon FlamMan, who will send a fire down his row.
The direction of the fire can be changed by pressing up or down.

Range: Down MegaMan's row, or wherever the player wants it to go

56. FlamManV3

Attack: 180 | Element: Heat

Memory: 62 MB | Codes: F | Rarity: *****

Game Description: Flames burn all enemies!

My Description: MegaMan will summon FlamMan, who will send a fire down his row.
The direction of the fire can be changed by pressing up or down.

Range: Down MegaMan's row, or wherever the player wants it to go

57. FlamManV4

Attack: 210 | Element: Heat

Memory: 72 MB | Codes: F | Rarity: *****

Game Description: Flames burn all enemies!

My Description: MegaMan will summon FlamMan, who will send a fire down his row.
The direction of the fire can be changed by pressing up or down.

Range: Down MegaMan's row, or wherever the player wants it to go

58. DrillMan

Attack: 70 | Element: None

Memory: 66 MB | Codes: D | Rarity: ***

Game Description: 3 drills fly at enemies!

My Description: DrillMan will appear, and three drills will come out of a hole in each row. Drills come up from the ground on three random panels, breaking them, and then three rocks will fall from the sky, hitting three more random panels.

Range: Down each row, then three random panels twice

59. DrillMnV2

Attack: 90 | Element: None

Memory: 70 MB | Codes: D | Rarity: ****

Game Description: 3 drills fly at enemies!

My Description: DrillMan will appear, and three drills will come out of a hole in each row. Drills come up from the ground on three random panels, breaking them, and then three rocks will fall from the sky, hitting three more random panels.

Range: Down each row, then three random panels twice

60. DrillMnV3

Attack: 110 | Element: None

Memory: 74 MB | Codes: D | Rarity: *****

Game Description: 3 drills fly at enemies!

My Description: DrillMan will appear, and three drills will come out of a hole in each row. Drills come up from the ground on three random panels, breaking them, and then three rocks will fall from the sky, hitting three more random panels.

Range: Down each row, then three random panels twice

61. DrillMnV4

Attack: 130 | Element: None

Memory: 78 MB | Codes: D | Rarity: *****

Game Description: 3 drills fly at enemies!

My Description: DrillMan will appear, and three drills will come out of a hole in each row. Drills come up from the ground on three random panels, breaking them, and then three rocks will fall from the

sky, hitting three more random panels.

Range: Down each row, then three random panels twice

62. MetalMan

Attack: 100 | Element: None

Memory: 40 MB | Codes: M | Rarity: ***

Game Description: Iron fist smashes 1 square!

My Description: MegaMan will summon MetalMan, who will punch out the panel in front of him. If the A button is held, the control pad can be used to change MetalMan's location.

Range: In front of MetalMan, or wherever the player wants it to be

63. MetalMnV2

Attack: 130 | Element: None

Memory: 60 MB | Codes: M | Rarity: ****

Game Description: Iron fist smashes 1 square!

My Description: MegaMan will summon MetalMan, who will punch out the panel in front of him. If the A button is held, the control pad can be used to change MetalMan's location.

Range: In front of MetalMan, or wherever the player wants it to be

64. MetalMnV3

Attack: 160 | Element: None

Memory: 70 MB | Codes: M | Rarity: *****

Game Description: Iron fist smashes 1 square!

My Description: MegaMan will summon MetalMan, who will punch out the panel in front of him. If the A button is held, the control pad can be used to change MetalMan's location.

Range: In front of MetalMan, or wherever the player wants it to be

65. MetalMnV4

Attack: 190 | Element: None

Memory: 80 MB | Codes: M | Rarity: *****

Game Description: Iron fist smashes 1 square!

My Description: MegaMan will summon MetalMan, who will punch out the panel in front of him. If the A button is held, the control pad can be used to change MetalMan's location.

Range: In front of MetalMan, or wherever the player wants it to be

66. KingMan

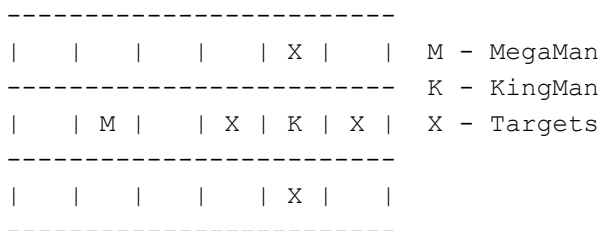
Attack: 140 | Element: None

Memory: 36 MB | Codes: K | Rarity: ***

Game Description: Move up 3 square & 4-way hit

My Description: MegaMan will summon KingMan, and he will jump to the third square. If there is an enemy there, nothing will happen. Otherwise, the panels above, below, to the left, and to the right of KingMan will get hit.

Range: Panels above, below, to the left, and to the right of the third panel in front of MegaMan



67. KingManV2

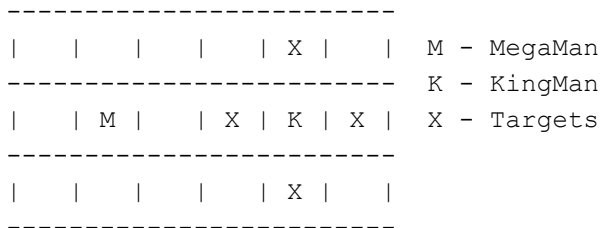
Attack: 170 | Element: None

Memory: 48 MB | Codes: K | Rarity: ****

Game Description: Move up 3 square & 4-way hit

My Description: MegaMan will summon KingMan, and he will jump to the third square. If there is an enemy there, nothing will happen. Otherwise, the panels above, below, to the left, and to the right of KingMan will get hit.

Range: Panels above, below, to the left, and to the right of the third panel in front of MegaMan



68. KingManV3

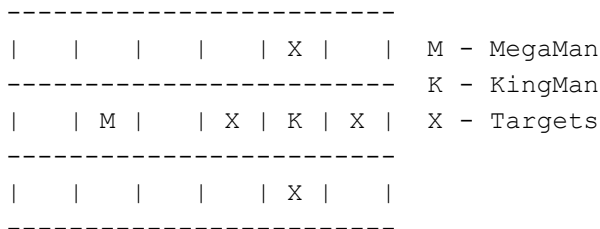
Attack: 200 | Element: None

Memory: 60 MB | Codes: K | Rarity: *****

Game Description: Move up 3 square & 4-way hit

My Description: MegaMan will summon KingMan, and he will jump to the third square. If there is an enemy there, nothing will happen. Otherwise, the panels above, below, to the left, and to the right of KingMan will get hit.

Range: Panels above, below, to the left, and to the right of the third panel in front of MegaMan



69. KingManV4

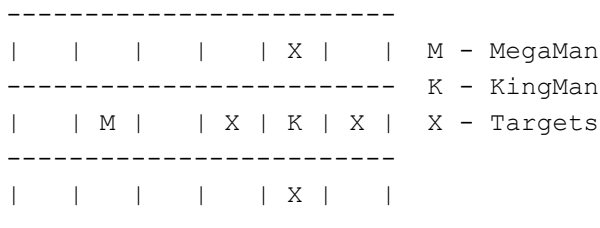
Attack: 240 | Element: None

Memory: 72 MB | Codes: K | Rarity: *****

Game Description: Move up 3 square & 4-way hit

My Description: MegaMan will summon KingMan, and he will jump to the third square. If there is an enemy there, nothing will happen. Otherwise, the panels above, below, to the left, and to the right of KingMan will get hit.

Range: Panels above, below, to the left, and to the right of the third panel in front of MegaMan



70. MistMan

Attack: 90 | Element: None

Memory: 68 MB | Codes: M | Rarity: ***

Game Description: Appears from mist & attacks

My Description: MegaMan will summon MistMan, and several mist clouds will appear. MistMan comes out of them and attacks all enemies.

Range: All available enemies

71. MistManV2

Attack: 110 | Element: None

Memory: 71 MB | Codes: M | Rarity: ****

Game Description: Appears from mist & attacks

My Description: MegaMan will summon MistMan, and several mist clouds will appear. MistMan comes out of them and attacks all enemies.

Range: All available enemies

72. MistManV3

Attack: 130 | Element: None

Memory: 74 MB | Codes: M | Rarity: *****

Game Description: Appears from mist & attacks

My Description: MegaMan will summon MistMan, and several mist clouds will appear. MistMan comes out of them and attacks all enemies.

Range: All available enemies

73. MistManV4

Attack: 150 | Element: None

Memory: 77 MB | Codes: M | Rarity: *****

Game Description: Appears from mist & attacks

My Description: MegaMan will summon MistMan, and several mist clouds will appear. MistMan comes out of them and attacks all enemies.

Range: All available enemies

74. BowlMan

Attack: 100 | Element: None

Memory: 80 MB | Codes: B | Rarity: ***

Game Description: Lines up pins for a strike!

My Description: MegaMan will summon BowlMan, and pins will come out of all available panels on the row in front of him. He will roll a bowling ball, and pins will fly to any enemies in front of them. The bowling ball will also hit any enemies in its path.

Range: All enemies

75. BowlManV2

Attack: 120 | Element: None

Memory: 82 MB | Codes: B | Rarity: ****

Game Description: Lines up pins for a strike!

My Description: MegaMan will summon BowlMan, and pins will come out of all available panels on the row in front of him. He will roll a bowling ball, and pins will fly to any enemies in front of them. The bowling ball will also hit any enemies in its path.

Range: All enemies

76. BowlManV3

Attack: 140 | Element: None

Memory: 84 MB | Codes: B | Rarity: *****

Game Description: Lines up pins for a strike!

My Description: MegaMan will summon BowlMan, and pins will come out of all available panels on the row in front of him. He will roll a bowling ball, and pins will fly to any enemies in front of them. The bowling ball will also hit any enemies in its path.

Range: All enemies

77. BowlManV4

Attack: 160 | Element: None

Memory: 86 MB | Codes: B | Rarity: *****

Game Description: Lines up pins for a strike!

My Description: MegaMan will summon BowlMan, and pins will come out of all available panels on the row in front of him. He will roll a bowling ball, and pins will fly to any enemies in front of

them. The bowling ball will also hit any enemies in its path.

Range: All enemies

78. DarkMan

Attack: 30 | Element: None

Memory: 72 MB | Codes: D | Rarity: ***

Game Description: Creates 3 caves in enemy area

My Description: MegaMan will summon DarkMan, and he will create holes in the enemy area. A total of (?) bats will fly out of them, hitting any enemies.

Range: All enemy rows

79. DarkManV2

Attack: 30 | Element: None

Memory: 76 MB | Codes: D | Rarity: ****

Game Description: Creates 3 caves in enemy area

My Description: MegaMan will summon DarkMan, and he will create holes in the enemy area. A total of (?) bats will fly out of them, hitting any enemies.

Range: All enemy rows

80. DarkManV3

Attack: 30 | Element: None

Memory: 80 MB | Codes: D | Rarity: *****

Game Description: Creates 3 caves in enemy area

My Description: MegaMan will summon DarkMan, and he will create holes in the enemy area. A total of (?) bats will fly out of them, hitting any enemies.

Range: All enemy rows

81. DarkManV4

Attack: 30 | Element: None

Memory: 84 MB | Codes: D | Rarity: *****

Game Description: Creates 3 caves in enemy area

My Description: MegaMan will summon DarkMan, and he will create holes in the enemy area. A total of (?) bats will fly out of them, hitting any enemies.

Range: All enemy rows

82. JapanMan

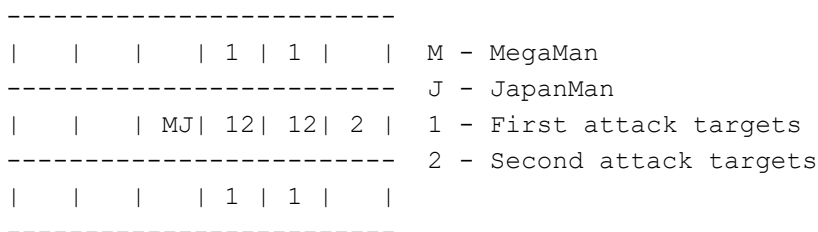
Attack: 40 | Element: None

Memory: 82 MB | Codes: Y | Rarity: ***

Game Description: Multiple attacks w/ spear

My Description: JapanMan will appear in place of MegaMan, and then attack the two columns in front of him. After that, he will attack the three squares in front of him.

Range:



83. JapanMnV2

Attack: 45 | Element: None

Memory: 85 MB | Codes: Y | Rarity: ****

Game Description: Multiple attacks w/ spear

My Description: JapanMan will appear in place of MegaMan, and then attack the

two columns in front of him. After that, he will attack the three squares in front of him.

Range:

```
-----  
|   |   |   | 1 | 1 |   | M - MegaMan  
----- J - JapanMan  
|   |   | MJ| 12| 12| 2 | 1 - First attack targets  
----- 2 - Second attack targets  
|   |   |   | 1 | 1 |   |  
-----
```

84. JapanMnV3

Attack: 50 | Element: None

Memory: 88 MB | Codes: Y | Rarity: *****

Game Description: Multiple attacks w/ spear

My Description: JapanMan will appear in place of MegaMan, and then attack the two columns in front of him. After that, he will attack the three squares in front of him.

Range:

```
-----  
|   |   |   | 1 | 1 |   | M - MegaMan  
----- J - JapanMan  
|   |   | MJ| 12| 12| 2 | 1 - First attack targets  
----- 2 - Second attack targets  
|   |   |   | 1 | 1 |   |  
-----
```

85. JapanMnV4

Attack: 55 | Element: None

Memory: 91 MB | Codes: Y | Rarity: *****

Game Description: Multiple attacks w/ spear

My Description: JapanMan will appear in place of MegaMan, and then attack the two columns in front of him. After that, he will attack the three squares in front of him.

Range:

```
-----  
|   |   |   | 1 | 1 |   | M - MegaMan  
----- J - JapanMan  
|   |   | MJ| 12| 12| 2 | 1 - First attack targets  
----- 2 - Second attack targets  
|   |   |   | 1 | 1 |   |  
-----
```

5C) Giga Chip List

01. FoldrBak

Attack: None | Element: None

Memory: 99 MB | Codes: * | Rarity: *****

Game Description: Restores all chips & folders

My Description: All of MegaMan's chips are restored, and the custom gauge refills. The enemy's custom gauge is refilled as well, but their chips are not restored.

Range: MegaMan's folder and custom gauge

02. Bass+

Attack: 550 | Element: None

Memory: 98 MB | Codes: X | Rarity: *****

Game Description: Dark chip Smashes panels!

My Description: MegaMan will summon Bass, and he will go to the row in front of the first enemy. He break all panels, and damage any enemies on the row.

Range: First enemy

```
-----  
|   |   |   |   | X |   |   | M - MegaMan  
-----  
|   | M |   | B | EX|   |   | B - Bass  
-----  
|   |   |   |   | X |   |   | E - First enemy  
-----  
|   |   |   |   | X |   |   | X - Targets  
-----  
|   |   |   |   | X |   |   | Broken panels  
-----
```

03. DarkAura

Attack: None | Element: None

Memory: 55 MB | Codes: A | Rarity: *****

Game Description: Dark chip repels <300 atks

My Description: MegaMan will envelop himself in a 300 HP aura. Any attack that does less than 300 HP will do nothing to him. If he gets hit by an attack that does 300 HP or more, the aura will be destroyed.

Range: MegaMan

04. DeltaRay

Attack: 220 | Element: None

Memory: 92 MB | Codes: Z | Rarity: *****

Game Description: Use A btn for up to 3 attacks

My Description: Coming Soon!

Range: First enemy

05. AlphaArmO

Attack: 500 | Element: None

Memory: 97 MB | Codes: V | Rarity: *****

Game Description: Launches a giant rocket!

My Description: Coming Soon!

Range: Coming Soon!

06. GutsManV5

Attack: 120 | Element: None

Memory: 79 MB | Codes: G | Rarity: *****

Game Description: Sneaks up to smash panels!

My Description: MegaMan will summon GutsMan, and he will send a shockwave along all rows.

Range: All panels in front of MegaMan

```
-----  
|   |   |   | X | X | X |   | M - MegaMan  
-----  
|   |   | MG| X | X | X |   | G - GutsMan  
-----  
|   |   |   | X | X | X |   | X - Targets  
-----
```

07. ProtoMnV5

Attack: 240 | Element: None

Memory: 98 MB | Codes: B | Rarity: *****

Game Description: Moves in to slice the enemy

My Description: ProtoMan will appear, and then attack all available enemies with a sword.

Range: All available enemies

08. FlashMnV5

Attack: 150 | Element: Elec

Memory: 89 MB | Codes: F | Rarity: *****

Game Description: Flash atk paralyzes enemy

My Description: MegaMan will summon FlashMan, who will stun all enemies with an electric attack.

Range: All enemies

09. BeastMnV5

Attack: 80 | Element: None

Memory: 84 MB | Codes: B | Rarity: *****

Game Description: Claw atk 3 squares ahead!

My Description: MegaMan will summon BeastMan, and there will be a series of attacks. Two claws will dash diagonally towards the third panel in front of MegaMan, and BeastMan's head will dash down MegaMan's row.

Range: Diagonally towards third panel in front of MegaMan twice, then down MegaMan's row

```

-----
|  |  |  | 1 |  | 2 | M - MegaMan
-----
|  |  |  |  |  |  | B - BeastMan
| 3 |MB3| 3 | 3 |123| 3 | 1 - First attack targets
-----
|  |  |  |  |  |  | 2 - Second attack targets
|  |  |  | 2 |  | 1 | 3 - Third attack targets
-----

```

10. BubblMnV5

Attack: 20 | Element: Aqua

Memory: 86 MB | Codes: B | Rarity: *****

Game Description: Fires several AquaShots

My Description: BubbleMan will appear, and he will shoot 10 tridents down the row in front of him. Every trident will hit the first available enemy.

Range: First available enemy down row in front of MegaMan

```

-----
|  |  |  |  |  |  | M - MegaMan
-----
|  |  |  |  |  |  | B - BubbleMan
|  | MB| X | X | X | X | X - Possible targets
-----
|  |  |  |  |  |  |
-----

```

11. DesrtMnV5

Attack: 210 | Element: None

Memory: 80 MB | Codes: D | Rarity: *****

Game Description: Launches fists at enemies!

My Description: MegaMan will summon DesertMan, and two hands will form on the panels above and below of the panel in front of him. They will dash down the rows, turning the panels in their path into sand panels.

Range: Rows in front of and adjacent to MegaMan

```

-----
|  |  | HX| X | X | X | M - MegaMan
-----
|  | MD|  |  |  |  | D - DesertMan
|  |  |  |  |  |  | H - Hands
-----
|  |  | HX| X | X | X | X - Targets
|  |  |  |  |  |  | Turns into sand panels
-----

```

12. PlantMnV5

Attack: 60 | Element: Wood

Memory: 80 MB | Codes: P | Rarity: *****

Game Description: Vines harm all enemies!

My Description: PlantMan will appear, and all enemies will be attacked by vines. They will be damaged multiple times.

Range: All enemies

13. FlamManV5

Attack: 240 | Element: Heat

Memory: 82 MB | Codes: F | Rarity: *****

Game Description: Flames burn all enemies!

My Description: MegaMan will summon FlamMan, who will send a fire down his row. The direction of the fire can be changed by pressing up or down.

Range: Down MegaMan's row, or wherever the player wants it to go

14. DrillMnV5

Attack: 150 | Element: None

Memory: 82 MB | Codes: D | Rarity: *****

Game Description: 3 drills fly at enemies!

My Description: DrillMan will appear, and three drills will come out of a hole in each row. Drills come up from the ground on three random panels, breaking them, and then three rocks will fall from the sky, hitting three more random panels.

Range: Down each row, then three random panels twice

15. MetalMnV5

Attack: 250 | Element: None

Memory: 90 MB | Codes: M | Rarity: *****

Game Description: Iron fist smashes 1 square!

My Description: MegaMan will summon MetalMan, who will punch out the panel in front of him. If the A button is held, the control pad can be used to change MetalMan's location.

Range: In front of MetalMan, or wherever the player wants it to be

16. KingManV5

Attack: 280 | Element: None

Memory: 84 MB | Codes: K | Rarity: *****

Game Description: Move up 3 square & 4-way hit

My Description: MegaMan will summon KingMan, and he will jump to the third square. If there is an enemy there, nothing will happen. Otherwise, the panels above, below, to the left, and to the right of KingMan will get hit.

Range: Panels above, below, to the left, and to the right of the third panel in front of MegaMan

```
-----  
| | | | X | | M - MegaMan  
----- K - KingMan  
| | M | | X | K | X | X - Targets  
-----  
| | | | X | |  
-----
```

17. MistManV5

Attack: 170 | Element: None

Memory: 80 MB | Codes: M | Rarity: *****

Game Description: Appears from mist & attacks

My Description: MegaMan will summon MistMan, and several mist clouds will appear. MistMan comes out of them and attacks all enemies.

Range: All available enemies

18. BowlManV5

Attack: 180 | Element: None

Memory: 88 MB | Codes: B | Rarity: *****

Game Description: Lines up pins for a strike!

My Description: MegaMan will summon BowlMan, and pins will come out of all available panels on the row in front of him. He will roll a bowling ball, and pins will fly to any enemies in front of them. The bowling ball will also hit any enemies in its path.

Range: All enemies

19. DarkManV5

Attack: 30 | Element: None

Memory: 88 MB | Codes: D | Rarity: *****

Game Description: Creates 3 caves in enemy area

My Description: MegaMan will summon DarkMan, and he will create holes in the enemy area. A total of (?) bats will fly out of them, hitting any enemies.

Range: All enemy rows

20. JapanMnV5

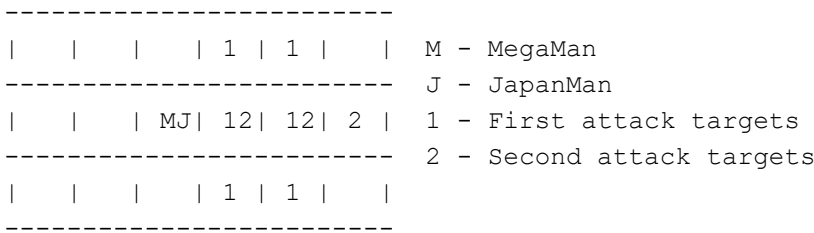
Attack: 60 | Element: None

Memory: 94 MB | Codes: Y | Rarity: *****

Game Description: Multiple attacks w/ spear

My Description: JapanMan will appear in place of MegaMan, and then attack the two columns in front of him. After that, he will attack the three squares in front of him.

Range:



5D) Program Advance List

01. Z-Cannon1

Combo: Cannon A, Cannon B, Cannon C
Cannon B, Cannon C, Cannon D
Cannon C, Cannon D, Cannon E

Description: Unlimited Cannon for 5 sec

02. Z-Cannon2

Combo: HiCannon H, HiCannon I, HiCannon J
HiCannon I, HiCannon J, HiCannon K
HiCannon J, HiCannon K, HiCannon L

Description: Unlimited HiCannon for 5 sec

03. Z-Cannon3

Combo: M-Cannon O, M-Cannon P, M-Cannon Q
M-Cannon P, M-Cannon Q, M-Cannon R
M-Cannon Q, M-Cannon R, M-Cannon S

Description: Unlimited MegaCannon for 5 sec

04. Z-Punch

Combo: GutPunch B, GutPunch C, GutPunch D

GutPunch C, GutPunch D, GutPunch E
GutPunch D, GutPunch E, GutPunch F
Description: Unlimited GutPunch for 5 sec

05. Z-Strght

Combo: GutStrgt O, GutStrgt P, GutStrgt Q
GutStrgt P, GutStrgt Q, GutStrgt R
GutStrgt Q, GutStrgt R, GutStrgt S
Description: Umlimited GutStrgt for 5 sec

06. Z-Impact

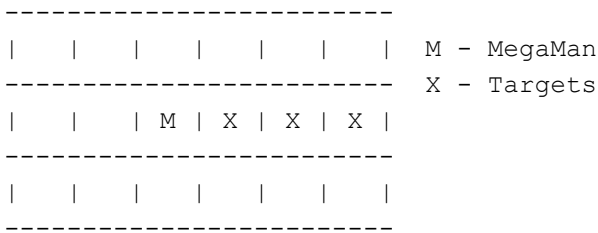
Combo: GutImpct G, GutImpct H, GutImpct I
GutImpct H, GutImpct I, GutImpct J
GutImpct I, GutImpct J, GutImpct K
Description: Unlimited GutImpct for 5 sec

07. Z-Varibl

Combo: VarSwrd B, VarSwrd C, VarSwrd D
VarSwrd C, VarSwrd D, VarSwrd E
VarSwrd D, VarSwrd E, VarSwrd F
Description: Unlimited VarSwrd for 5 sec

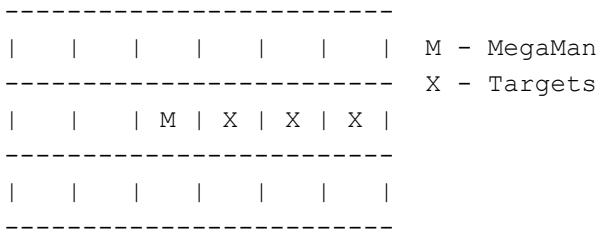
08. Z-Yoyol

Combo: Yo-Yo1 C, Yo-Yo1 D, Yo-Yo1 E
Yo-Yo1 D, Yo-Yo1 E, Yo-Yo1 F
Yo-Yo1 E, Yo-Yo1 F, Yo-Yo1 G
Description: Unlimited Yo-Yo for 5 sec
Range:



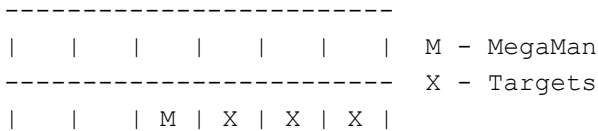
09. Z-Yoyo2

Combo: Yo-Yo2 H, Yo-Yo2 I, Yo-Yo2 J
Yo-Yo2 I, Yo-Yo2 J, Yo-Yo2 K
Yo-Yo2 J, Yo-Yo2 K, Yo-Yo2 L
Description: Unlimited Yo-Yo2 for 5 sec
Range:



10. Z-Yoyo3

Combo: Yo-Yo3 M, Yo-Yo3 N, Yo-Yo3 O
Yo-Yo3 N, Yo-Yo3 O, Yo-Yo3 P
Yo-Yo3 O, Yo-Yo3 P, Yo-Yo3 Q
Description: Unlimited Yo-Yo3 for 5 sec
Range:

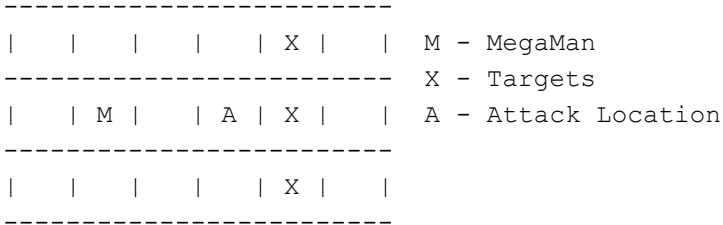




11. Z-Step1

Combo: StepSwrd L, StepSwrd M, StepSwrd N
 StepSwrd M, StepSwrd N, StepSwrd O
 StepSwrd N, StepSwrd O, StepSwrd P

Description: Unlimited StepSwrd for 5 sec
 Range:



12. Z-Step2

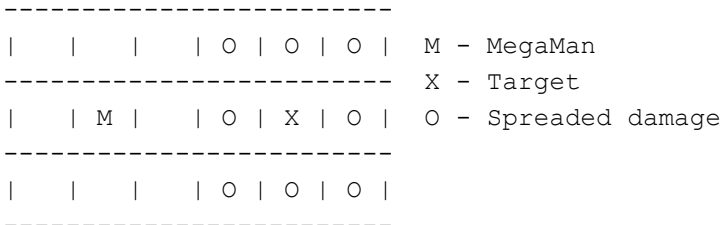
Combo: StepCros P, StepCros Q, StepCros R
 StepCros Q, StepCros R, StepCros S
 StepCros R, StepCros S, StepCros T

Description: Unlimited StepCros for 5 sec

13. BubSprd

Combo: Bubbler C, Bubbler D, Bubbler E
 Bub-V D, Bub-V E, Bub-V F
 BublSide E, BublSide F, BublSide G
 Bubbler E, Bub-V E, BublSide E

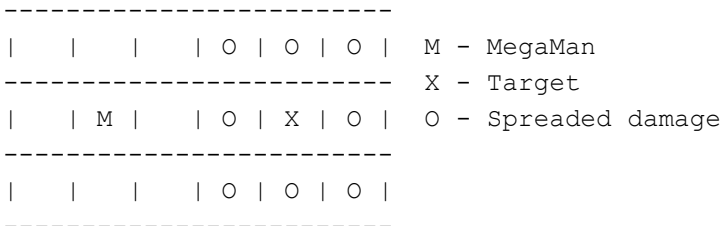
Description: Attk w/ spreading bubbles!
 Range:



14. HeatSprd

Combo: HeatShot H, HeatShot I, HeatShot J
 Heat-V I, Heat-V J, Heat-V K
 HeatSide J, HeatSide K, HeatSide L
 HeatShot J, Heat-V J, HeatSide J

Description: Attk w/ spreading fireball!
 Range:



15. H-Burst

Combo: Spreader M, Spreader N, Spreader O
 Spreader N, Spreader O, Spreader P
 Spreader O, Spreader P, Spreader Q

Description: Creates a giant explosion
 Range:

```

-----
|   |   |   | O | O | O | M - MegaMan
-----
|   | M |   | O | X | O | X - Target (Hit 5 times)
-----
|   |   |   | O | O | O | O - Spreaded damage (Hit 5 times)
-----

```

16. LifeSword

Combo: Sword E, WideSword E, LongSword E
 Sword L, WideSword L, LongSword L
 Sword Y, WideSword Y, LongSword Y

Description: Swings a huge 2x3 sword!

Range:

```

-----
|   |   |   | X | X |   | M - MegaMan
-----
|   |   | M | X | X |   | X - Targets
-----
|   |   |   | X | X |   |
-----

```

17. ElemSword

Combo: FireSword N, AquaSword N, ElecSword N, BambSword N
 FireSword P, AquaSword P, ElecSword P, BambSword P

Description: Wide sword contains 4 elements

Range:

```

-----
|   |   |   | X |   |   | M - MegaMan
-----
|   |   | M | X |   |   | X - Targets (Hit 4 Times)
-----
|   |   |   | X |   |   |
-----

```

18. EvilCut

Combo: StepSword P, HeroSword P, StepCross P

Description: Step up 2 & make 4 attacks!

19. HyperRat

Combo: Ratton1 A, Ratton2 A, Ratton3 A
 Ratton1 C, Ratton2 C, Ratton3 C
 Ratton1 F, Ratton2 F, Ratton3 F

Description: A giant Ratton charges!

Range: First enemy

20. TimeBomb+

Combo: TimeBomb J, TimeBomb K, TimeBomb L
 TimeBomb K, TimeBomb L, TimeBomb M
 TimeBomb L, TimeBomb M, TimeBomb N

Description: Sets Time Bomb in enemy area

21. GelRain

Combo: MetaGel1 B, MetaGel1 C, MetaGel1 D
 MetaGel2 E, MetaGel2 F, MetaGel2 G
 MetaGel3 S, MetaGel3 T, MetaGel3 U

Description: Gel steals squares

Range:

```

-----
|   |   |   | X | X |   | M - MegaMan

```

```

----- X - Targets
|   | M |   | X | X |   |   Stolen panels (if no enemy)
-----
|   |   |   | X | X |   |
-----

```

22. EverCrse

Combo: CrsShld1 C, CrsShld2 C, CrsShld3 C
 CrsShld1 L, CrsShld2 L, CrsShld3 L

Description: Shield chases enemies

23. MomQuake

Combo: RockCube *, RockCube *, GodStone S

Description: Awakens Mother Earth!

24. PoisPhar

Combo: PoisMask A, PoisFace A, Anubis A

Description: Pharaoh generates poison

25. BodyGrd

Combo: AntiDmg M, AntiNavi M, Muramasa M

Description: Bodyguard takes out enemies

Range: All enemies

26. 500Barr

Combo: Barrier E, Barr100 E, Barr200 E
 Barrier R, Barr100 R, Barr200 R

Description: Barrier absorbs 500HP dmg

Range: MegaMan

27. BigHeart

Combo: HolyPanl R, Recov300 R, Roll R
 HolyPanl R, Recov300 R, RollV2 R
 HolyPanl R, Recov300 R, RollV3 R

Description: Attacks, then heals HP!

Range: First enemy

28. GtsShoot

Combo: Guard *, DashAtk G, GutsMan G
 Guard *, DashAtk G, GutsManV2 G
 Guard *, DashAtk G, GutsManV3 G
 Guard *, DashAtk G, GutsManV4 G

Description: GutsMan throws MegaMan!

29. DeuxHero

Combo: CustSword B, VarSword B, ProtoMan B
 CustSword B, VarSword B, ProtoMnV2 B
 CustSword B, VarSword B, ProtoMnV3 B
 CustSword B, VarSword B, ProtoMnV4 B

Description: MegaMan & ProtoMan team up!

Range: All enemy panels

30. 2xHero

Combo: Slasher B, CustSword B, VarSword B, ProtoMan B
 Slasher B, CustSword B, VarSword B, ProtoMnV2 B
 Slasher B, CustSword B, VarSword B, ProtoMnV3 B
 Slasher B, CustSword B, VarSword B, ProtoMnV4 B

Description: MegaMan & ProtoMan dual atk

Range: All enemy panels

31. PrixPowr

Combo: Team1 *, Team2 *, KingManV5 K

Team1 *, Team2 *, MistManV5 M

Team1 *, Team2 *, BowlManV5 B

Description: 3 Navis attack at once!

32. MstrStyl

Combo: Salamndr *, Fountain *, Bolt *, GaiaBlad *

Description: MegaMan unleashes his power

6) Item List

Description coming soon.

6A) Key Items

Aspirin

It's a painkiller! We need to get it to dad!

Bag

A bag forgotten by a customer at Higsby's. Careful!

BsmntKey

This key opens the door to the basement of Seaside Hospital!

CACDCPas

It's a CyberMetro ticket to the ACDC Station!

Camera

It's a camera that someone lost. Have we met him?

CardKey

It looks like a key to some lock... But I wonder which one?

CashData

This is ID data for withdrawing cash from a bank.

CBeacPas

It's a CyberMetro ticket to the Beach Station!

CSciPass

It's a CyberMetro ticket to the SciLab Station!

CYokaPass

It's a CyberMetro ticket to the Yoka Station!

DadsNote

A letter from dad! It says...

"I need to research Alpha. Sorry for worrying you!"

DataDisk

This disk contains dad's research data! Take it to him soon!

DexCode

This file has the passcode from the Net to Dex's PC!

FireData

Match gave us this data. It looks like it can start a fire!

FlamData

Match gave us this data. It's extremely hot!

GigFreez

This is known as the "Forbidden Program". Use it for Alpha...?

GramNote

It's a message from Gramps to dad, but it's encrypted!

HadesKey

This key opens the door to the Victory Data!

Hammer

"For the smashing of seals" is carved on the hammer.

HeatData

Match gave us this data. It's really hot... Ouch!

HospCode

This file has the passcode from the Net to Hosp Comp 2!

ID-DataA

This key opens a lock in the WWW security robot!

ID-DataB

This key opens a lock in the WWW security robot!

ID-DataC

This key opens a lock in the WWW security robot!

ID-DataD

This key opens a lock in the WWW security robot!

InsrData

This data holds health info about all the students!

KeydataA

This data can bypass the lock on the Principal's PC!

KeydataB

This data can bypass the lock on the Principal's PC!

KeydataC

This data can bypass the lock on the Principal's PC!

LandTome

Old data that looks like a mountain...?

"_B__B_____B_B"

MaylCode

This file has the passcode from the Net to Mayl's PC!

ModTools

It's a tool that lets you customize Navis.

Needle

It's the only tool that can smash BubbleMan's door!

OfclPass

This gives you the same rights as an Official NetBattler!

Old Doll

It's an old doll, repaired many times.

Old Tool

It's a very old, well worn tool. Talk about craftsmanship!

OrderSys

This is a system for ordering chips from suppliers.

Origami

It's an origami bird that we took from the hospital.

Parasol

This is a high-tech parasol! It shuts out all light!

PasswrDA

This password can bypass the lock on the Principal's PC!

PasswrdB

This password can bypass the lock on the Principal's PC!

PasswrDC

This password can bypass the lock on the Principal's PC!

PET

Lan's portable terminal. I'm installed in here!

PET Case

It's the PET case dad gave us! It's really strong!

Photo

It's a photo of a man holding a baby, and a woman.

PresData

The beginnings of a compression program. We can't install it.

Rank 1

This data proves that we were ranked 1st place!

Rank 10

This data proves that we were ranked 10th place!

Rank 2

This data proves that we were ranked 2nd place!

Rank 3

This data proves that we were ranked 3rd place!

Rank 7

This data proves that we were ranked 7th place!

Rank 8

This data proves that we were ranked 8th place!

Rank 9

This data proves that we were ranked 9th place!

SeaTome

Old data that looks like an ocean...?

"B_____B_BBBB___B_"

SkyTome

Old data that looks like a cloud...?

"__B_B_____BB_BBBB"

SpinBlue

It lets you rotate blue parts with the L and R Buttons!

SpinDark

It lets you rotate gray parts with the L and R Buttons!

SpinGrn

It lets you rotate green parts with the L and R Buttons!

SpinOrng

It lets you rotate orange parts with the L and R Buttons!

SpinPink

It lets you rotate pink parts with the L and R Buttons!

SpinPrpl

It lets you rotate purple parts with the L and R Buttons!

SpinRed

It lets you rotate red parts with the L and R Buttons!

SpinWhit

It lets you rotate white parts with the L and R Buttons!

SpinYllw

It lets you rotate yellow parts with the L and R Buttons!

StmpCard

If we get a lot of stamps on this card, we may win a prize!

SubPET

This is a SubPET to use if your main one is malfunctioning.

Tally

Looks like a pass to somewhere. It feels evil, somehow...

TamaCode

This file has the passcode from the Net to Tamako's PC!

Tea

This is the tea that Yai wants!

TickStub

This is half of a map, drawn by hand in crayon.

VictData

Whoever gets this data wins the N1 Grand Prix prelims!

Will

"sierrthtdiia
qrlmwееееllr
uraoararvpls"

WrstBand

Mr. Famous' personal wristband! What will happen if we try it?

WWW-ID

This is ID data for WWW members! Maybe we can pass as one!

YaiCode

This file has the passcode from the Net to Yai's PC!

6B) Upgrades

HPMemory

1. ACDC 2 NetDealer
2. ACDC 2 NetDealer
3. ACDC Square NetDealer
4. ACDC Square NetDealer
5. SciLab Square NetDealer
6. SciLab Square NetDealer
7. SciLab Square NetDealer
8. Yoka Square NetDealer
9. Yoka Square NetDealer
10. Yoka Square NetDealer
11. Beach Square NetDealer
12. Beach Square NetDealer
13. Beach Square NetDealer
14. Under Square NetDealer
15. Under Square NetDealer
16. Under Square NetDealer
17. Undernet 4 NetDealer
18. Undernet 4 NetDealer
19. Undernet 4 NetDealer
20. Secret Area 2 NetDealer
21. Secret Area 2 NetDealer
22. Secret Area 2 NetDealer
23. Mayl's Homepage
24. School Server
25. Principal's PC 2
26. Zoo Computer 1
27. NumberMan Sign at Higsby's Shop
28. Yoka 2
29. Under Ramp in Hades Isle
30. Editing Room Computer
31. Tree of Life at Seaside Hospital 3rd Floor
32. Hospital Computer 2
33. Hospital Computer 5
34. Undernet 3
35. Undernet 5
36. Tank Computer
37. WWW Computer 1
38. WWW Computer 4
39. Secret Area 2
40. Undernet 7

41. Job 4
42. Job 6
43. Job 11
44. Job 22
45. QuizMaster Reward

RegUP

1. Class 5-A Blackboard (1)
2. Teacher's Lounge Desk (1)
3. Principal's PC 1 (1)
4. Trash Can in SciLab Metroline (1)
5. Front of Zoo Ticket Machine (1)
6. Broken Alarm in Zoo (1)
7. Yoka Inn Guest Room Vase (1)
8. TV Station Hall (1)
9. TV Station 2nd Floor Control Panel (1)
10. Hospital Computer 1 (1)
11. Yai's Homepage (2)
12. SciLab Vending Machine (2)
13. SciLab 2 (2)
14. Zoo Computer 4 (2)
15. Books in Class 5-B (2)
16. Editing Room Chart (2)
17. Hospital Monument (2)
18. 2nd Floor Hospital Bed (2)
19. Undernet 2 (2)
20. Tank Computer (2)
21. WWW Monitor (2)
22. WWW Computer 2 (2)
23. Job 2 (3)
24. Beach 2 (3)
25. Mr. Quiz at Yoka Inn Hall (3)
26. Job 10 (3)

SubMem

1. Yoka Inn Armor Display
2. Hospital Computer 3
3. Undernet 6
4. Job 15

ExpMem

1. E-Mail 18
2. Job 18

7) Enemies

Navi Name

Amount of HP

Element (If any, not complete)

-Attack or note 1...

-Attack or note 2...

-Attack or note 3...

And so forth.

7A) Viruses

Coming soon!

7B) Navis

Alpha

2000 HP

- His core will be protected. You'll have to destroy it before you can damage it. It will regenerate.
- His claw swipes across your column, and then the other one dashes through your row (50 HP).
- A machine gun fires at you twelve times (20 HP per hit). It doesn't make you blink, so all of them can hit you.
- He will charge up and fire a beam which cracks your first column, and the middle panel in your second column. The attack affects the middle panel in the third column as well, but the panel doesn't crack (80 HP).
- Alpha Arm Omega (?)
- Alpha Arm Sigma (?)

Alpha SP

3000 HP

Coming Soon!

Bass

1000 HP

- His Aura is unbreakable. You cannot destroy it.
- Sends an air burst down your row (200 HP).
- Sends electric balls randomly down all of your rows (200 HP).

Bass

1000 HP

- He has an 100 HP aura. You must deal 100 or more damage in one attack to break it. The aura will regenerate over time.
- Sends an air burst down your row (100 HP).
- Sends electric balls randomly down all of your rows (100 HP).
- Gets into your area and cracks a row of panels (100 HP).

BassGS

2000 HP

- He has an 200 HP aura. You must deal 200 or more damage in one attack to break it. The aura will regenerate over time.
- Sends an air burst down your row (300 HP).
- Sends electric balls randomly down all of your rows (300 HP).
- He will point ahead, and two claws will smash into your panels (300 HP), and he will use one of three things: Gospel's head to send out a fire breath (300 HP), Gospel's head to fire a massive beam that cracks a bunch of panels (500 HP), and gets in your area to crack a row of panels (450 HP). He will only use the Gospel head to fire a beam at low health.

Bass SP

3000 HP

- He has an 200 HP aura. You must deal 200 or more damage in one attack to break

it. The aura will regenerate over time.

- Sends electric balls randomly down all of your rows (300 HP).
- He will point ahead, and two claws will smash into your panels (300 HP), and he will use one of three things: Gospel's head to send out a fire breath (300 HP), Gospel's head to fire a massive beam that cracks a bunch of panels (500 HP), and gets in your area to crack a row of panels (450 HP). He will only use the Gospel head to fire a beam at low health.

BeastMan

500 HP

- Goes to a square and dash diagonally (20 HP).
- Jumps into the air, lands on a panels front of you and slashes (20 HP).
- His claw will slash diagonally two times, and then his head will dash across your row (20 HP).

BeastMan V2

700 HP

- Goes to a square and dash diagonally (40 HP).
- Jumps into the air, lands on a panels front of you and slashes (40 HP).
- His claw will slash diagonally two times, and then his head will dash across your row (40 HP). This will be done three times in a row.

BeastMan V3

Coming soon!

BeastMan V4

1600 HP

- Goes to a square and dashes diagonally towards you (120 HP).
- Jumps into the air, lands on a panel and slashes (120 HP).
- His claw will slash diagonally two times, and then his head will dash across your row (120 HP). This will be done five times in a row.

BowlMan

1000 HP

- Shoots bowling pins across all rows (40 HP if hit).
- Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (40 HP). If a pin is hit, it will fly into the air and home onto you (40 HP).
- If you try to destroy a pin, it will fly in the air and home onto you (40 HP).

BowlMan V2

1300 HP

- Shoots bowling pins across all rows (80 HP if hit).
- Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (80 HP). If a pin is hit, it will fly into the air and home onto you (40 HP).
- If you try to destroy a pin, it will fly in the air and home onto you (80 HP).

BowlMan V3

1600 HP

- Shoots bowling pins across all rows (120 HP if hit).
- Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (120 HP). If a pin is hit, it will fly into the air and home onto you (120 HP).
- If you try to destroy a pin, it will fly in the air and home onto you (120 HP).

BowlMan V4

2000 HP

- Shoots bowling pins across all rows (200 HP if hit).

-Three pins will appear on your panels, and BowlMan will hit you or one of the pins with a ball (200 HP). If a pin is hit, it will fly into the air and home onto you (200 HP).

-If you try to destroy a pin, it will fly in the air and home onto you (200 HP).

BubbleMan

500 HP

Aqua

-Bubbles will come out of the middle hole (30 HP if hit).

-A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (30 HP).

-There will sometimes be a bomb in a bubble (30 HP). The range of the explosion is shaped in a cross.

-He will throw a strange creature, and it will home onto you by going into your column, then going towards you (30 HP).

-If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (50 HP).

BubbleMan V2

800 HP

Aqua

-Bubbles will come out of the middle hole (80 HP if hit).

-A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (80 HP).

-There will sometimes be a bomb in a bubble (80 HP). The range of the explosion is shaped in a cross.

-He will throw a strange creature, and it will home onto you by going into your column, then going towards you (80 HP).

-If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (100 HP).

BubbleMan V3

1200 HP

Aqua

-Bubbles will come out of the middle hole (120 HP if hit).

-A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (120 HP).

-There will sometimes be a bomb in a bubble (120 HP). The range of the explosion is shaped in a cross.

-He will throw a strange creature, and it will home onto you by going into your column, then going towards you (120 HP).

-If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (??? HP).

BubbleMan V4

1800 HP

Aqua

-Bubbles will come out of the middle hole (200 HP if hit).

-A fish-type creature will be in a bubble sometimes, and if the bubble breaks, it will dash across the row it's in (200 HP).

-There will sometimes be a bomb in a bubble (200 HP). The range of the explosion is shaped in a cross.

-He will throw a strange creature, and it will home onto you by going into your column, then going towards you (200 HP).

-If his HP is low, he will envelope himself in a 1 HP bubble and shoot out tridents (300 HP).

DarkMan

1400 HP

- When he's blue, he will send out an ice wave that zigzags in 2 rows (100 HP).
- When he's purple, he will send out a row of flames that homes onto you (100 HP).
- When he's orange, he will send out a ray and stun you (100 HP).
- He will alternate between opening up three holes in your area, which bats will fly out of it (50 HP each) and sending an axe that follows you and tries to slash you (100 HP).
- He will only attack you with the first three attacks if you stay on the same row as him for a little while.

DarkMan V2

1600 HP

- When he's blue, he will send out an ice wave that zigzags in 2 rows (150 HP).
- When he's purple, he will send out a row of flames that homes onto you (150 HP).
- When he's orange, he will send out a ray and stun you (150 HP).
- He will alternate between opening up three holes in your area, which bats will fly out of it (75 HP each) and sending an axe that follows you and tries to slash you (150 HP).
- He will only attack you with the first three attacks if you stay on the same row as him for a little while.

DarkMan V3

Coming Soon!

DarkMan V4

2000 HP

- When he's blue, he will send out an ice wave that zigzags in 2 rows (300 HP).
- When he's purple, he will send out a row of flames that homes onto you (300 HP).
- When he's orange, he will send out a ray and stun you (300 HP).
- He will alternate between opening up three holes in your area, which bats will fly out of it (150 HP each) and sending an axe that follows you and tries to slash you (300 HP).
- He will only attack you with the first three attacks if you stay on the same row as him for a little while.

DesertMan

800 HP

- There will be two hands with 40 HP. They can transform into lions and dash down the row (40 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (60 HP).
- Two whirlpools will be formed from time to time on your area (40 HP if stepped on).
- The columns near DesertMan has 50 HP.

DesertMan V2

1200 HP

- There will be two hands with 60 HP. They can transform into lions and dash down the row (80 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (120 HP).
- Two whirlpools will be formed from time to time on your area (80 HP if stepped on).
- The columns near DesertMan has 80 HP.

DesertMan V3

Coming soon!

DesertMan V4

2000 HP

- There will be two hands with 100 HP. They can transform into lions and dash down the row (200 HP).
- When DesertMan has lower HP, the hands can transform into blocks and fall down on top of MegaMan (300 HP).
- Two whirlpools will be formed from time to time on your area (200 HP if stepped on).
- The columns near DesertMan has 200 HP.

FlamMan

1000 HP

- There will be two 8 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (60 HP).
- He will send a line of fire down your row (60 HP). When his HP is lower, the fire will spread across the column.

FlamMan V2

1400 HP

- There will be two 12 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (80 HP if hit).
- He will send a line of fire down your row (80 HP). When his HP is lower, the fire will spread across the column.

FlamMan V3

Coming soon!

FlamMan V4

2400 HP

- There will be two 20 HP candles on the back row. If it's green, it gives him invulnerability. If it's red, it'll recover his HP. If it's yellow, two fire balls will go around your area (200 HP if hit).
- He will send a line of fire down your row (200 HP). The fire can spread across the column.

FlashMan

300 HP

Electric

- Attacks front row and 2nd square ahead of him with a shock attack (15 HP).
- Sends electric bulbs toward you that either home or zig-zag (10 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

FlashMan V2

500 HP

Electric

- Attacks front row and 2nd square ahead of him with a shock attack (45 HP).
- Sends electric bulbs toward you that either home or zig-zag (30 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

FlashMan V3

700 HP

Electric

- Attacks front row and 2nd square ahead of him with a shock attack (90 HP).
- Sends electric bulbs toward you that either home or zig-zag (60 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

FlashMan V4

1500 HP

Electric

- Attacks front row and 2nd square ahead of him with a shock attack (150 HP).
- Sends electric bulbs toward you that either home or zig-zag (100 HP).
- Puts two bulbs in your area, which will stun you if they aren't destroyed.
- Uses his AreaGrab chip if you're stunned and in the back row.

GutsMan

300 HP

- Sends a shockwave through a row (20 HP).
- Cracks a row of panels (20 HP only if hit).
- Punches you, if you're in the front row (30 HP).

GutsMan V2

700 HP

- Sends a shockwave through a row (40 HP).
- Cracks all of your panels (40 HP only if hit).
- Punches you, if you're in the front row (60 HP).

GutsMan V3

900 HP

- Sends a shockwave through a row (100 HP).
- Cracks all of your panels (100 HP only if hit).
- Sends a flying punch down a row (150 HP).
- Uses the Z-Punch PA (150 HP per hit).

GutsMan V4

2000 HP

- Sends a shockwave through a row (200 HP). It will cause shaking, preventing you from moving for a short period of time.
- Cracks all of your panels (200 HP only if hit).
- Sends a flying punch down a row (300 HP).
- Uses the Z-Punch PA (300 HP per hit).

JapanMan

1600 HP

- He will attack you with his spear. It extends three squares ahead of him (150 HP).
- He will attack the first two columns of your area (100 HP). He will hit you three times, which can total up to 300 damage.
- If you hit him with projectiles, he will sometimes block the attack and send a wave towards you through your row (150 HP).
- When he uses Backup, a bunch of little soldiers with 3 HP will run in and steal your panels (100 HP if hit).

JapanMan V2

1800 HP

- He will attack you with his spear. It extends three squares ahead of him (200 HP).
- He will attack the first two columns of your area (150 HP). He will hit you three times, which can total up to 450 damage.
- If you hit him with projectiles, he will sometimes block the attack and send a wave towards you through your row (200 HP).
- When he uses Backup, a bunch of little soldiers with 4 HP will run in and steal your panels (150 HP if hit).

JapanMan V3

Coming Soon!

JapanMan V4

2200 HP

- He will attack you with his spear. It extends three squares ahead of him (300 HP).
- He will attack the first two columns of your area (200 HP). He will hit you three times, which can total up to 600 damage.
- If you hit him with projectiles, he will sometimes block the attack and send a wave towards you through your row (300 HP).
- When he uses Backup, a bunch of little soldiers with 6 HP will run in and steal your panels (200 HP if hit).

KingMan

800 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (50 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (50 HP).
- The pawns will have swords that extend two panels ahead of them (30 HP).

KingMan V2

1000 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (100 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (100 HP).
- The pawns will have swords that extend two panels ahead of them (60 HP).

KingMan V3

1500 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (150 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (150 HP).
- The pawns will have swords that extend two panels ahead of them (100 HP).

KingMan V4

2000 HP

- Plan A is the starting formation.
- Plan B takes your front row, and moves the pawns.
- Checkmate places two pieces in your area, and KingMan will jump on top of you (300 HP). The panels below, above, left, and right of KingMan will be affected as well. Right after that, Plan B will be used and there will be two knights.
- The knights will jump on top of you and send a shockwave down the row (300 HP).
- The pawns will have swords that extend two panels ahead of them (200 HP).

MetalMan

500 HP

- There will be 2 metal gears moving in the middle row.
- Stays in a square, and sends off three homing missiles (20 HP).
- Goes to the upper or lower row and send a buzzsaw that will go around your

area (20 HP).

-Gets in the front of you, punches you, and breaks the panel (40 HP).

MetalMan V2

800 HP

-There will be 2 metal gears moving in the middle row.

-Stays in a square, and sends off five homing missiles (40 HP).

-Goes to the upper or lower row and send a buzzsaw that will go around your area (40 HP).

-Gets in the front of you, punches you, and breaks the panel (80 HP).

MetalMan V3

1200 HP

-There will be 2 metal gears moving in the middle row.

-Stays in a square, and sends off five homing missiles (80 HP).

-Goes to the upper or lower row and send a buzzsaw that will go around your area (80 HP).

-Gets in the front of you, punches you, and breaks the panel (160 HP).

MetalMan V4

1700 HP

-There will be 2 metal gears moving in the middle row.

-Stays in a square, and sends off five homing missiles (120 HP).

-Goes to the upper or lower row and send a buzzsaw that will go around your area (120 HP).

-Gets in the front of you, punches you, and breaks the panel (240 HP).

MistMan V4

2000 HP

-He will move to a random panel in his area, and a genie will come out. If you're on his row, it'll dash towards you (200 HP).

-If he uses PoisMist, five clouds will appear in your area. They can move only horizontally, but if you're next to one of them, the genie will come out and punch you (200 HP).

-If he uses SoulGang, two black clouds will appear in your area. They'll chase you around, and if they catch you, they'll do damage to you and hold you, making you vulnerable to his attacks (150 HP).

PlantMan

1000 HP

-He will send out a vine with 40 HP. If it catches you, it will bind you (40 HP) and then deal damage to you again (30 HP) before releasing you.

-He will send a needle flying down his row (50 HP).

-He will plant two flowers, with 80 HP, in your area. The pink flower confuses MegaMan, and the yellow flower stuns him.

PlantMan V2

1300 HP

-He will send out a vine with 60 HP. If it catches you, it will bind you (40 HP) and then deal damage to you twice (30 HP each) before releasing you.

-He will send a needle flying down his row (80 HP).

-He will plant two flowers, with 100 HP, in your area. The pink flower confuses MegaMan, and the yellow flower stuns him.

-He will envelop himself in a leaf shield. It will nullify the next amount of damage done to him, and recover that much HP.

PlantMan V3

Coming soon!

PlantMan V4

Coming soon!

Punk

800 HP

- Curls up into a ball and goes around your area, trying to hit you (30 HP).
- Curls up into a ball and goes across every panel in a zig-zag pattern (30 HP).
- Puts up a shield and attacks you from the back row (30 HP).
- Two spikey balls will go around, trying to home onto you (30 HP), and Punk will appear in front of you and attack (40 HP).

Punk V2

1000 HP

- Curls up into a ball and goes around your area, trying to hit you (60 HP).
- Curls up into a ball and goes across every panel in a zig-zag pattern (60 HP).
- Puts up a shield and attacks you from the back row (60 HP).
- Two spikey balls will go around, trying to home onto you (60 HP), and Punk will appear in front of you and attack (80 HP).

Punk V3

1600 HP

- Curls up into a ball and goes around your area, trying to hit you (100 HP).
- Curls up into a ball and goes across every panel in a zig-zag pattern (100 HP).
- Puts up a shield and attacks you from the back row (100 HP).
- Two spikey balls will go around, trying to home onto you (100 HP), and Punk will appear in front of you and attack (??? HP).

8) Navi Customizer Guide

Coming soon!

8A) Navi Customizer Parts

AirShoes

Colors: White | Type: Solid

Game Description: Walk even if no panels!

My Description: MegaMan will be able to walk over empty panels.

Location: Number Trader (Code: 23415891)

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Alpha

Colors: Pink | Type: Solid

Game Description: Find Alpha lurking in hallway!

My Description: MegaMan will be able to see Alpha underground in the WWW
Computers.

Location: E-Mail 35

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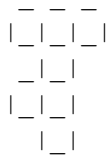
AntiDmg

Colors: Red | Type: Solid

Game Description: When hit, B Btn+Left hurls star

My Description: If you press B and then left, a ??? will appear on the screen for a short period of time. If MegaMan is hit while it is displayed, he will hurl (?) stars.

Location: Shadow Style LV4 Upgrade



Atk+1

Colors: White, Pink, Yellow | Type: Textured

Game Description: MegaBuster atk +1!

My Description: The attack of the MegaBuster will increase by 1.

Location: E-Mail 6, TV Station Control Panel, Hospital Computer 2, Beach Square NetDealer



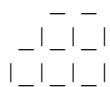
Battery

Colors: Yellow | Type: Solid

Game Description: Attracts Elec viruses!

My Description: MegaMan will encounter more electric viruses.

Location: Under Square NetDealer

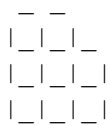


Beat

Colors: White

Location: Under Square NetDealer

Description: VS only! Take high lvl chips!



BlckMind

Colors: White

Location: Chaud in SciLab (DrillMan Scenario)

Game Description: Creates an evil disguise

My Description: Certain people will treat MegaMan as a UnderNavi.



Block

Colors: Blue

Location: Shield Style LV2 Upgrade

Game Description: Half dmg w/ B Button+Left

My Description: If you press B and then left, MegaMan will put up a shield for a short period of time. If MegaMan is hit while it is up, he will take only half of the damage dealt to him.



BrakBust

Colors: Red

Location: Guts Style LV4 Upgrade

Description: MegaBuster pierces guards!

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BrakChrg

Colors: Red, Orange

Location: Guts Style LV3 Upgrade, DNN Station Lobby

Description: PwrAtks pierce guards

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BugStop

Colors: White

Location: Bug Style LV2 Upgrade

Description: Stop occurrence of bugs

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BustrMAX

Colors: Pink

Location: Undernet 6 BugFrag Dealer

Description: Maximizes MegaBuster abilities!

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Charge+1

Colors: White, Pink, Yellow

Location: Zoo Computer 2, Beach 1, Hospital Computer 5, Beach Square NetDealer

Description: MegaBuster charge +1!

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Collect

Colors: Pink

Location: WWW Secret Console

Description: Find more chip data on enemies

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Custom1

Colors: Yellow, Blue

Location: Custom Style LV2/LV3 Upgrade

Description: Can choose 1 more chip!

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Custom2

Colors: Blue

Location: Custom Style LV4 Upgrade

Description: Can choose 2 more chips!

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DarkLcns

Colors: Dark

Location: Bug Style LV3 Upgrade

Description: Connect with dark denizens!

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EngyChng

Colors: White

Location: Hospital Computer 1

Description: Fire, water chips to energy!

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Fish

Colors: Pink

Location: Beach Square NetDealer

Description: Attracts Aqua viruses!

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FlotShoe

Colors: Red

Location: Shadow Style LV2 Upgrade

Description: No effect from panel type!

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FstGauge

Colors: Pink

Location: Number Trader

Description: Cust Gauge speeds up for battle

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GigFldr1

Colors: Purple

Location: Undernet 7

Description: Hold 1 more GigaChip!

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HP+100

Colors: White, Pink, Yellow

Location: Zoo Computer 4, Van outside of TV Station, Undernet 6 NetDealer

Description: Max HP +100!

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HP+200

Colors: Pink, Yellow

Location: Undernet 1, Undernet 6 NetDealer

Description: Max HP +200!

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HP+300

Colors: Pink

Location: Under Square NetDealer

Description: Max HP +300!

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HP+500

Colors: Yellow

Location: Secret Area 2

Description: Max HP +500!

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HubBatc

Colors: Orange

Location: Secret Area 3

Description: Become one with your Navi!

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Humor

Colors: Pink

Location: Job 16

Description: Install and try L Button!

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Jungle

Colors: White

Location: WWW Computer 3

Description: Attracts Wood viruses!

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MegFldr1

Colors: Green, Pink

Location: Team Style LV2/LV3 Upgrade

Description: 1 more MegaChip in folder!

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MegFldr2

Colors: Green

Location: Team Style LV4 Upgrade

Description: 2 more MegaChips in folder!

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OilBody

Colors: Yellow

Location: Hospital Computer 1

Description: Attracts Fire viruses!

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Reg+5

Colors: White, Yellow

Location: Beach Square NetDealer, Undernet 6 BugFrag Dealer

Description: +5MB for chip capacity!

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Rush

Colors: Yellow

Location: Undernet 6 BugFrag Dealer

Description: VS only! Find invis opponent!

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SetGreen

Colors: Green

Location: White Version only (Ground Style)

Description: Changes panels to grass!

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SetHoly

Colors: Green

Location: White Version only (Ground Style)

Description: Changes panels to holy!

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SetIce

Colors: Green

Location: White Version only (Ground Style)

Description: Changes panels to ice!

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SetLava

Colors: Green

Location: White Version only (Ground Style)

Description: Changes panels to lava!

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SetMetal

Colors: Green

Location: Under Square NetDealer

Description: Changes panels to metal!

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SetSand

Colors: Green

Location: Number Trader

Description: Changes panels to sand!

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ShdwShoe

Colors: Red

Location: Shadow Style LV1 Upgrade

Description: Walk safe on cracked blocks!

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Shield

Colors: Blue

Location: Shield Style LV3 Upgrade

Description: Zero dmg w/ B Button+Left

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SneakRun

Colors: Yellow

Location: Zoo Computer 3

Description: Weak enemy stops appearing!

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Speed+1

Colors: White, Pink, Yellow

Location: E-Mail 6, Yoka 1, Undernet 4, Undernet 6 BugFrag Dealer

Description: MegaBuster speed +1!

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SprArmor

Colors: Red

Location: Guts Style LV2 Upgrade

Description: You won't get pushed back!

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Tango

Colors: Pink

Location: Under Square NetDealer

Description: VS only! Heals in a pinch!

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Press

Colors: White

Location: Cossack outside of Mayl's House (BubbleMan Scenario)

Description: Shrink in tight places!

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UnderSht

Colors: White

Location: E-Mail 6

Description: Retain 1HP even on fatal hit!

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WeapLV+1

Colors: White, Pink, Yellow

Location: Hades Isle Statue, Undernet 6, Number Trader

Description: +1 to PwrAtks!

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8B) Compression Codes

You can perform those compression codes only if you have the ModTools. If you have the ModTools, you can use those compression codes to make some programs smaller. To use them, make sure your cursor is on the correct part on the list in the right part of the Navi Customizer. Hold select, and press the button

combinations. If you've done it correctly, you'll hear a sound and the program will become smaller.

AirShoes: Up, B, B, Down, A, R
AntiDmg: L, Left, R, A, Right, Down
Battery: Right, R, Right, R, L, Left
Beat: A, Down, A, A, R, A
BlckMind: Right, Left, Right, Down, R, Down
Block: Down, B, Up, Down, A, Left
BrakBust: R, A, B, Down, L, L
BrakChrg: B, A, Left, L, Up, B
BugStop: B, Down, Up, B, Down, B
BustrMAX: Down, A, R, R, L, Left, Left
Collect: B, Down, Right, R, Right, Right
Custom1: Right, Right, Right, Up, Left, B
Custom2: A, Down, Up, Down, R, Down
DarkLcns: R, L, R, Down, Left, B, R
Fish: L, R, Down, Up, Left, Right
FlotShoe: Left, Down, Left, Down, Left, L
GigFldr1: L, Down, A, Down, R, B, Up
HubBatc: B, Left, A, Down, Down, Up, Left
Humor: Up, R, A, Left, Right, Right
Jungle: A, R, Left, B, B, A
MegFldr1: Right, R, Down, R, L, Left
MegFldr2: A, R, Down, Down, Right, Left
OilBody: Up, Right, A, A, R, Up
QckGauge: B, Down, A, R, Left, R
Reflect: B, Up, A, Left, Left, B
Rush: L, A, Down, B, B, B
SetGreen: Down, R, R, Down, B, Left
SetHoly: A, B, R, R, Left, R
SetIce: A, Up, A, Up, Left, R
SetLava: B, Right, Right, B, R, A
SetMetal: B, R, Right, Right, L, L
SetSand: Left, A, A, B, Up, Left
ShdwShoe: Up, Left, Right, L, Up, R
Shield: Left, Right, Down, R, Down, R
SneakRun: R, L, B, Down, Down, Down
SprArmor: Up, Right, Up, R, Up, Down
Tango: A, Down, Left, L, L, R
UnderSht: Left, Up, B, L, Left, Up

8C) Error/EX Codes

A1: GYU2OPZQ (SprArmor)
A2: 3GKQ2RSQ (BrakBust)
A3: LO13ZXME (BrakChrg)
B1: JHGIUTOP (SetGreen)
B2: ALSK3W2R (SetIce)
B3: Y2UOMNCB (SetLava)
B4: 1LSKUTOB (SetSand)
B5: BM2KWIRA (SetMetal)
B6: UTI3OMDH (SetHoly)
C1: X2CD3KDA (Custom1)
C2: UTIXM1LA (Custom2)
D2C: WS1FS1AQ (DarkLcns)
D2G: OI1UWMAN (DarkLcns)

D2S: P3TOSIIS (DarkLcns)
E1: P2I3MSJL (MegFldr1)
E2: UTIR1SO2 (MegFldr2)
F1: QSAO3C3L (Block)
F2: NC1FKSA2 (Shield)
F3: ITA2CRWQ (Reflect)
G2C: TIS1LAEJ (GigFldr1)
G2G: CVVDS2WR (GigFldr1)
G2S: TUIEO23T (GigFldr1)
H1: A3DJMNB1 (ShdwShoe)
H2: UTIW2SMF (FlotShoe)
H3: SK3LROT1 (AntiDmg)
S2C: TU1AW2LL (HubBatc)
S2G: AX1RTDS3 (HubBatc)
S2S: F2AAFETG (HubBatc)

JIEU1AWT: HP+100
ASK3IETN: HP+200
SIE1TMSD: HP+250
SEIUT1NG: HP+300
GJHURIE2: HP+350
AWE3ETSW: HP+400 (Glitch: Custom -1)
3MZNBXH1: HP+450 (Glitch: Custom -1)
2YTIWOAM: HP+500 (Glitch: Custom -1)
O3IUTNWQ: HP+550 (Glitch: Custom -1)
ZMJ1IGIE: HP+600 (Glitch: Custom -2)
DMGEIO3W: HP+800 (Glitch: Panels turn to Poison Panels when you get off them)
SM2UIROA: HP+900 (Glitch: Panels turn to Poison Panels when you get off them)
CNJDU2EM: HP+1000 (Glitch: Panels turn to Poison Panels when you get off them)
KTEIUE2D: SprArmor
SKDSHUEO: BrakChrg (Glitch: Custom -1)
S11IEMGO: BrakBust (Glitch: Custom -2)
JDKGJ1U2: MegFldr1
3DIVNEIQ: MegFldr2 (Glitch: Custom -1)
URY33RRO: MegFldr3 (Glitch: Panels turn to Poison Panels when you get off them)
FFIM1OWE: MegFldr4 (Glitch: Panels turn to Poison Panels when you get off them)
SKFBM3UW: MegFldr5 (Glitch: Panels turn to Poison Panels when you get off them)
ZBKDEU1W: Block
EIR3BM3I: Shield
SK13EO1M: Reflect (Glitch: Custom -1)
PEOTIR2G: FlotShoe
GKHU1KHI: ShdwShoe
L3KJGUEO: AntiDmg (Glitch: Custom -1)
ZN3UDOIQ: AirShoes (Glitch: Custom -1)
SJH1UEKA: Humor
UIEU2NGO: SneakRun
SKJGURN2: UnderSht
XBCJF2RI: FstGauge (Glitch: Custom -2)

9) Style Guide

Coming Soon!

10) Shop Lists

Throughout the game, there will be multiple shops. You can buy chips or Navi Customizer parts with zennys or BugFragS. Below is a complete listing of all the shops in the game.

10A) Higsby's Shop

Normal Stock

Recov80 *	5000z
RedWave J	7500z
StandOut *	6000z
WatrLine *	6000z
Ligtning *	6000z
GaiaSwrd *	6000z
3x Mine R	10000z
Anubis A	80000z

Chip Order

Cannon C	200z
HiCannon J	500z
M-Cannon Q	1000z
AirShot1 *	600z
AirShot2 *	1200z
AirShot3 *	3000z
LavaCan1 S	4000z
LavaCan2 F	5500z
LavaCan3 J	8000z
Volcano A	14800z
ShotGun J	200z
V-Gun L	300z
SideGun M	400z
Spreader O	1000z
Bubbler D	500z
Bub-V F	1000z
BublSide F	1500z
HeatShot I	500z
Heat-V J	1000z
HeatSide K	1500z
MiniBomb L	100z
SnglBomb H	800z
DublBomb H	2200z
TrplBomb N	4300z
CannBall F	5000z
IceBall M	6400z
LavaBall H	8000z
BlkBomb1 N	3500z
BlkBomb2 K	5000z
BlkBomb3 L	8000z
Sword S	900z
WideSwrd C	1700z
LongSwrd Y	2100z
FireSwrd N	4400z
AquaSwrd N	5300z
ElecSwrd N	7900z

BambSwrd N	7000z
CustSwrd B	3600z
VarSwrd B	10000z
AirSwrd H	5000z
StepSwrd N	7800z
StepCros R	11800z
Slasher B	3600z
ShockWav J	600z
SonicWav M	1000z
DynaWave V	2400z
BigWave J	1300z
GutPunch B	1200z
GutStrgt O	2400z
GutImpct G	4000z
DashAtk G	900z
Burner Q	1600z
Condor I	13500z
Burning L	15000z
ZapRing1 S	600z
ZapRing2 W	1500z
ZapRing3 Z	2500z
IceWave1 A	2000z
IceWave2 D	4000z
IceWave3 C	6000z
Yo-Yo1 E	2800z
Yo-Yo2 J	4500z
Yo-Yo3 O	8000z
AirStrm1 A	1000z
AirStrm2 C	3000z
AirStrm3 A	4400z
Arrow1 B	6900z
Arrow2 F	8500z
Arrow3 A	10500z
Ratton1 F	1000z
Ratton2 F	2200z
Ratton3 F	3000z
FireRatn F	6500z
Wave L	9000z
RedWave J	11500z
MudWave M	13200z
Tornado U	1400z
Spice1 S	3000z
Spice2 K	4600z
Spice3 O	8900z
Shake1 S	4400z
Shake2 L	6600z
Shake3 T	9000z
NoBeam1 K	8200z
NoBeam2 U	10000z
NoBeam3 W	12300z
Hammer P	800z
Geyser C	4000z
Rope1 G	7000z
Rope2 U	9000z
Rope3 U	10000z
Boomer1 T	1600z
Boomer2 V	2800z
Boomer3 Z	4600z
PoisMask A	3000z
PoisFace A	5000z

RockArm1	P	1000z
RockArm2	V	4000z
RockArm3	Z	7000z
CrsShld1	C	3000z
CrsShld2	C	6200z
CrsShld3	C	9900z
Magnum1	H	7000z
Magnum2	N	9000z
Magnum3	I	10000z
Plasma1	R	1300z
Plasma2	M	4000z
Plasma3	P	5800z
RndmMetr	I	4000z
HoleMetr	H	6000z
ShotMetr	D	5500z
Needler1	R	3600z
Needler2	T	5200z
Needler3	U	7000z
Totem1	H	800z
Totem2	C	2800z
Totem3	I	3500z
Sensor1	K	8200z
Sensor2	G	10000z
Sensor3	E	13000z
MetaGel1	C	1500z
MetaGel2	F	3900z
MetaGel3	T	6500z
Pawn	B	4000z
Knight	C	6000z
Rook	D	4800z
Team1	Z	3000z
Team2	D	6000z
TimeBomb	N	7000z
Mine	S	11000z
Lance	H	7800z
Snake	Y	28000z
Guard	*	100z
PanlOut1	A	100z
PanlOut3	C	900z
PanlGrab	A	200z
AreaGrab	E	2000z
GrabBack	K	5700z
GrabRvng	P	11700z
RockCube	A	400z
Prism	H	9000z
Wind	S	700z
Fan	L	800z
Fanfare	E	3200z
Discord	F	6400z
Timpani	N	9600z
Recov10	C	100z
Recov30	F	500z
Recov50	E	1000z
Recov80	D	1500z
Recov120	S	3000z
Recov150	N	6000z
Recov200	M	9000z
Recov300	O	12000z
Repair	S	1000z
SloGauge	*	3000z

FstGauge *	9000z
Panic L	6000z
Geddon1 J	1000z
Geddon2 F	5600z
Geddon3 C	8800z
CopyDmg F	3100z
Invis *	3400z
Shadow H	12500z
Mole1 J	2800z
Mole2 K	4700z
Mole3 M	6200z
AirShoes N	8000z
Barrier R	200z
Barr100 R	3200z
Barr200 R	6200z
Aura I	12000z
NrthWind A	9800z
Mettaur ?	?
Bunny ?	?
Spikey ?	?
Swordy ?	?
Jelly ?	?
Mushy ?	?
Momogra ?	?
KillrEye ?	?
Scuttlst ?	?
Hole Z	13000z
HolyPanl U	6000z
LavaStge J	7200z
IceStage C	5000z
GrassStg E	2000z
SandStge W	3800z
MetlStge M	4500z
Snctuary A	18000z
AntiDmg S	7900z
AntiSwrd K	9200z
AntiNavi N	11100z
AntiRecv D	8800z
Atk+10 *	2000z
Fire+30 *	4300z
Aqua+30 *	4000z
Elec+30 *	5200z
Wood+30 *	5000z
Navi+20 *	8000z
Muramasa M	17000z
HeroSwrd P	14300z
ZeusHamr Z	18900z
StandOut P	9000z
Salamndr ?	?
WatrLine C	8800z
Fountain ?	?
Ligtning L	9400z
Bolt ?	?
GaiaSwrd G	9800z
GaiaBlad	?
Meteors R	17000z
Guardian O	16200z
Anubis A	18000z
GodStone S	12000z
OldWood W	13400z

Jealousy J	16200z
Poltrgst G	18000z
LifeAura D	15000z
FullCust *	10000z
Atk+30 *	13000z
Navi+40 *	1300z
Roll R	5000z
RollV2 R	8000z
RollV3 R	11000z
GutsMan G	6000z
GutsManV2 G	9000z
GutsManV3 G	12000z
GutsManV4 G	15000z
ProtoMan B	10000z
ProtoMnV2 B	13000z
ProtoMnV3 B	16000z
ProtoMnV4 B	19000z
FlashMan F	5000z
FlashMnV2 F	8000z
FlashMnV3 F	11000z
FlashMnV4 F	14000z
BeastMan B	6000z
BeastMnV2 B	9000z
BeastMnV3 B	12000z
BeastMnV4 B	15000z
BubblMan B	7000z
BubblMnV2 B	10000z
BubblMnV3 B	13000z
BubblMnV4 B	16000z
DesrtMan D	8000z
DesrtMnV2 D	11000z
DesrtMnV3 D	14000z
DesrtMnV4 D	17000z
PlantMan P	9000z
PlantMnV2 P	12000z
PlantMnV3 P	15000z
PlantMnV4 P	18000z
FlamMan F	10000z
FlamManV2 F	13000z
FlamManV3 F	16000z
FlamManV4 F	19000z
DrillMan D	11000z
DrillMnV2 D	14000z
DrillMnV3 D	17000z
DrillMnV4 D	20000z
MetalMan M	6000z
MetalMnV2 M	9000z
MetalMnV3 M	12000z
MetalMnV4 M	15000z
KingMan K	8000z
KingManV2 K	11000z
KingManV3 K	14000z
KingManV4 K	17000z
MistMan M	10000z
MistManV2 M	13000z
MistManV3 M	16000z
MistManV4 M	19000z
BowlMan B	10000z
BowlManV2 B	13000z
BowlManV3 B	16000z

BowlManV4 B	19000z
DarkMan D	12000z
DarkManV2 D	15000z
DarkManV3 D	18000z
DarkManV4 D	21000z
JapanMan Y	13000z
JapanMnV2 Y	16000z
JapanMnV3 Y	19000z
JapanMnV4 Y	21000z
FoldrBak *	?
Bass+ X	?
DarkAura A	?
AlphaArm0 V?	?
GutsManV5 G	?
ProtoMnV5 B	?
FlashMnV5 F	?
BeastMnV5 B	?
BubblMnV5 B	?
DesrtMnV5 D	?
PlantMnV5 P	?
FlamManV5 F	?
DrillMnV5 D	?
MetalMnV5 M	?
KingManV5 K	?
MistManV5 M	?
BowlManV5 B	?
DarkManV5 D	?
JapanMnV5 Y	?

10B) NetDealers

ACDC 2

HPMemory 1000z
HPMemory 3000z
3x Bubbler E 600z
3x Recov30 F 800z
AreaGrab * 1200z
DashAtk C 1400z

ACDC Square

HPMemory 2000z
HPMemory 5000z
3x Invis * 600z
3x MetlStge D 3000z
ElecSwrd N 3800z
CustSwrd B 5000z

SciLab Square

HPMemory 2000z
HPMemory 4000z
HPMemory 8000z
3x Mole1 * 1000z
3x Tornado C 3000z
AntiDmg M 3800z

TimeBomb K 5200z

Yoka Square

HPMemory 4000z
HPMemory 8000z
HPMemory 12000z
Needler1 J 3200z
BambSwrd P 3500z
Lance Z 4000z
Shakel R 5000z
StepSwrd P 6400z

Beach Square

HPMemory 5000z
HPMemory 9000z
HPMemory 13000z
3x GrassStg R 1000z
TimeBomb J 4000z
Barr200 R 6000z
VarSwrd D 10000z

Under Square

HPMemory 12000z
HPMemory 16000z
HPMemory 20000z
TimeBomb L 4000z
AirSwrd * 6000z
Navi+20 * 7500z
OldWood W 15000z

Undernet 4

HPMemory 8000z
HPMemory 12000z
HPMemory 16000z
CrsShld3 N 7500z
FireRatn B 9000z
Recov150 * 12000z
StepCros P 13000z
Atk+30 * 14000z

Secret Area 2

HPMemory 20000z
HPMemory 30000z
HPMemory 40000z
3x AirStrm3 I 9000z
BigWave J 11000z
NrthWind C 12000z
GutImpct G 12000z

10C) Navi Customizer Parts

Beach Square

Atk+1 3000z
Charge+1 2000z
Reg+5 5000z
Fish 8000z

Under Square

Battery 8000z
HP+300 20000z
Beat 10000z
Tango 10000z
SetMetal 5000z

10D) BugFrag Dealers

Yoka 1

LavaStge A 35BF
GutStrgt P 50BF
BlkBomb3 G 90BF
VarSwrd C 90BF
StepCros T 95BF
GutImpct I 100BF

Undernet 2

Elec+30 * 15BF
Wood+30 * 15BF
FullCust * 30BF
GodStone S 80BF
Meteors R 150BF
FoldrBak * 200BF

Undernet 6

Speed+1 40BF
HP+100 50BF
Reg+5 70BF
HP+200 80BF
Rush 100BF
BustrMAX 150BF

11) Extras

Throughout the game, there will be various things you can do. Most of them aren't required to complete the game. Below is a description, guide, or whatever it may be of those things.

11A) Job List

Job 1 - Please deliver this

"Can someone make a delivery for me? It isn't dangerous, so anyone can do it. I'm the red Navi between ACDC Square and the Cyber Metro. Come see me, and I'll tell you the rest."

Go to ACDC 1 through ACDC 3 and talk to the red Navi there. She will give you the Old Tool. Go to your classroom and jack into the blackboard. Talk to the green Navi there and give him the OldTool. Return to the red Navi and she will reward you with a Yo-Yo1 D.

Job 2 - My Navi is sick

"Hello! My Navi's feeling under the weather. Apparently I need a "Recov30 *" to fix him. Does anyone have a "Recov30 *"? I'll pay a reward to anyone who finds me the chip! I'm waiting at the SciLab Station."

Go to the SciLab MetroLine Station and talk to the little girl in the corner. Give her a Recov30 * for a RegUP3.

Job 3 - Help me with my son!

"Um... This is rather embarrassing, but I'm having trouble with my son. I can't talk about it here, so can you come to Yoka Station? I'd prefer someone skilled at NetBattling."

Go to the Yoka MetroLine Station and talk to the lady there, then go to ACDC 3 and talk to the bad-looking Navi there. Battle Mettaur2, Fishy, and Boomer to take care of him. Return to the lady, and she'll reward you with a SpinYllw.

Job 4 - Transmission error

"I sent some data to the wrong place! I need someone to delete it, or there's going to be trouble. Come to the Virus Lab at SciLab, and I'll fill you in."

Go to the Virus Lab and talk to the man in the corner. Go to Yoka and check the computer in front of the flamingoes and hippos to fight Yort, Ratty, and Ratty2. Return to the guy to get a HPMemory.

Job 5 - Chip prices

"I need to know the price a rival is asking for a chip. If he finds out, it could get ugly, so meet me at ACDC Sqr."

Go to ACDC Square and talk to the green Navi there. Go to SciLab Square and talk to the purple Navi there. Return to ACDC Square and talk to the Navi again. Go back to SciLab Square and talk to the Navi. Once again, return to ACDC Square. The Navi will give you Slasher B.

Job 6 - I'm broke...!

"I know this isn't something to ask a perfect stranger, but can someone PLEASE lend me 8000 Zennys? I lost my wallet and bag in Yoka. I don't know what to do! I promise I'll pay you back! I'm at the Inn Lobby."

Talk to the guy at the Yoka Inn Lobby. Go outside, and back in. He says the Navi carrying the account information got lost in Yoka. Go to Yoka 2, near the entrance to Yoka 1. Talk to the bad guy to battle Shrimpy2, Spikey2, and Ratty2. The green Navi will give you CashData. Give the CashData to the guy in the lobby, and he'll give you 8000 zenny and a HPMemory.

Job 7 - Rare chips for cheap!

"For certain reasons, I need to dispose of a rare chip. I'm inside a Telephone. The first one who finds me gets the chip!"

Go to Yai's house and jack into her telephone. Talk to the orange Navi. Battle two Twinners. Get 10000 zennys.

Job 8 - Be my boyfriend!

"Hiya! Do any of you have a male Navi that's kind, smart, handsome and strong? You know, an all-around great Navi? I'm too busy to explain! Meet me at Beach Square ASAP!"

Go to Beach Square and talk to the yellow Navi there. For every wrong answer, you'll have to delete 2 Fishy and a Dominerd2. The correct answers, in order, are "Yeah, that drama!", "My own CyberMetro?", and "Uh, sure...". You'll get a StepSwrd 0 after the three questions.

Job 9 - Will you deliver?

"Oh my aching back! I have to deliver this here chip, but I'll be darned if I'm not too old for this! Would someone be a darlin' and deliver it for me? I'm a'waiting at the bottom of the sloped street in front of the Inn!"

Go to Yoka and talk to the old lady near the Yoka Inn. Give the TimeBomb N to the man in the DNN hallway. Return to the old lady to get an Invis *. Go to ACDC Square and give the Invis * to the red Navi. Go back to the old lady for an Aqua+30 *.

Job 10 - Look for friends (Tora)

"I'd like someone to help me find an old friend. If you can help, come meet me at ACDC Park."

Go to ACDC and talk to the man in the park to get a TickStub. Go to Yoka 1, follow the blue path and cross the compressed path, and talk to the Navi. Go to the Zoo at Yoka and talk to the scientist. Return to the man to get a RegUP3.

Job 11 - Stuntmen wanted! (Tora)

"So you think you're good? Prove it! DNN is looking for a few good stunt Navis for "Cyber Corps: NetRangers"! For the details, come to Beach 1! This could be your big debut!"

Go to the bottom level of Beach 1 and talk to the orange Navi. You'll have to battle viruses for five rounds.

Battle 1
-Yort
-HardHead

Battle 2
-Spikey2
-Mettaur2

Battle 3
-Fishy
-Spikey2
-Shrimpy

Battle 4
-Beetle
-Beetle

Battle 5
-Shrimpy
-Shrimpy
-Boomer

Your reward for defeating all the viruses will be a HPMemory.

Job 12 - Riot stopped (Tora)

"There's a gang of Navis spreading viruses by the TV Station. They're mad because they lost at N1. I can't handle them alone, so if you can help, meet me at the Station Lobby."

Talk to the Official in the Station Lobby. Go outside and jack into the van. Talk to the evil Navi to battle Slimer, Slimer, and Momogro. Jack into the control panel on the 2nd floor of the TV station. The evil Navi will force you to battle Fishy, Fishy, and Momogro. Jack into the battle console on the TV stage and talk to the evil Navi to face Swordy2, Swordy, and Momogro. Return to the Official to receive a Tally.

Job 13 - Gathering data (Tora)

"I'm looking for some important data I lost. I can't talk much here. Come to the teacher's lounge at ACDC School."

Talk to the guy in the back of the teacher's lounge. Talk to the program near the door in upper SciLab 1. Talk to the purple Navi on the large platform in ACDC 2. Give him a Yo-Yo1 G for the InsrData. Return to the man for a SloGauge*.

Job 14 - Somebody, please help!

"Dear Sirs. A fellow teacher informed me of your board. A certain computer is presently infected by a virus. I seek the aid of a proficient virus-buster. I am waiting in the Principal's Office of ACDC School."

Talk to the girl next to the Principal's PC in the Principal's Office. There will be three bombs located throughout the Principal's PC. The first virus bomb will be located on the red panel in the first area. Choose red to deactivate it. The second bomb will be found in the second area, and will be

found in the strange statue. Choose wood to stop it from triggering. The last bomb will be in the same area. Check the thing that looks like the school server, and choose 0 to deactivate the last bomb. Talk to the girl to receive your reward, AntiRecv B.

Job 15 - Looking for condor

"Our condor still hasn't come back. Can someone find it and return it to the Zoo? Come to the front of the Zoo's Parrot Hut. I'll fill you in on the details there."

Talk to the girl in the front of the parrots. Talk to the old man in hospital room on the 2nd floor to get the Old Doll. Check the slide in ACDC Park to place the old doll there. Enter any other area, and come back to the slide. Check the slide again to catch the condor. Return to the girl for a SubMem.

Job 16 - Help with rehab

"I'm an Official, but I need someone to help me with rehab. You won't be battling me. I just want to watch you battle so I can regain my virus busting instincts. If you've got the time, come inside the Hospital's TV."

Jack into the Hospital TV and talk to the orange Navi.

Battle 1

-Quaker SP

Battle 2

-Viney SP

Battle 3

-Eleball SP

Battle 4

-Puffball SP

You'll get a Humor Navi Customizer part for defeating all of them. You'll also get a WWW-ID as well.

Job 17 - Old Master

"I'm a used Navi, and lately I've been thinking about my old master. Now I'm operated by someone else, though, so I can't see her. Can someone go check up on her? I'm in the SciLab Vending Machine. Please come for more info."

Talk to the Navi in the Vending Machine. Go to the Teachers' Lounge in the ACDC School, and check the yearbooks there. Talk to the waitress on Beach Street. Return to the Navi to get a GrabRvng Y.

Job 18 - Catching gang members

"There's been a lot of gang activity in Yoka recently. Can someone with skills help keep the peace? Ask the program in Yoka Square for more details."

Talk to the program in Yoka Square. It says that there are four bad Navis in the Yoka area. Go ahead and enter Yoka 2. The first evil Navi can be found by

taking the left compressed path in the compressed path split and following the path.

-Fishy2
-Ratty3

Return back to the beginning, and follow the blue path to the next evil Navi.

-Fishy2
-Doomer

Go on ahead to Yoka 1, and take a right at the path split. Follow the path to find another one.

-Fishy2
-Metrod

Go back on the blue path, and you'll find the last one after two series of compressed paths.

-Fishy
-Trumpy
-Fishy2

Return to the program to get a ExpMemry.

Job 19 - Please adopt a virus!

"Uh... you probably won't believe me, but I picked up some harmless viruses. They're cute, but alas, I can't keep them. If you want them, come to SciLab 2. There will be a test to make sure you can raise them properly."

Talk to the red Navi in SciLab 2. Give him 50 BugFraggs to get the Bunny virus family.

Job 20 - Legendary Tomes

"Come to Hades Isle..."

Jack into the console at Hades Isle and follow the compressed path to the end. Continue to the next compressed path, and go to the end to meet up with a ghost Navi. He'll speak of three tomes in the Undernet. Talk to the evil Navi in Undernet 6 to battle him.

-Twinnest
-Twinnest
-N.O

Get the SeaTome from him. Head to the Under Square, and give 7000 zennys to one of the evil Navis to get the LandTome. The last Navi is found in Undernet 3, and you'll have to give him a Magnum1 A to get the SkyTome. Before you return the tomes to the Navi, check the statue in the Teachers' Lounge for 300000 zennys. Then, return to the ghost Navi for a FstGauge *.

Job 21 - Hide and seek!

"We need someone to be It in a game of Hide&Seek! However, this is no ordinary

Hide&Seek! Whoever gets found by the one who's It must hand over a chip! Since we're looking for someone to be It, you have nothing to lose! So, who's up for some fun? We'll be waiting by the Ticket Machine in front of the Zoo."

Talk to the boy in front of the Ticket Machine in Yoka. Jack into the Zoo Computer. There will be one Navi in each of the Zoo Computers. They are very easy to find, since they're in plain sight. The first Navi will give you a Sword E. The next one will give you a WideSwrd E. You'll recieve a GutPunch E from the next Navi. The last Navi will give you a Barrier E. You'll get the GutImpct H chip as a reward from the boy.

Job 22 - Finding the blue Navi

"We want to meet that Navi MegaMan from the N1 Grand Prix! After seeing him battle, we're his biggest fans! You don't have to stay long. Please come meet us! We're waiting in Undernet 2."

Go to the upper portion of Undernet 2 and talk to the green Navi.

-Spikey3
-Metrod
-HardHed SP

You'll get an HPMemory for defeating him.

Job 23 - Give your support!

"I can't be specific, but something awful is happening! Mighty virus busters, come ASAP to Hades Mntn on Hades Isle!"

Head over to Hades Isle, and talk to the scientist inside to begin a seven-round battle.

Battle 1
-Mettaur3
-TuffBunny
-Elesphere

Battle 2
-Ratty3
-Swordy3
-Doomer

Battle 3
-Slimest
-Pengon
-Shrimpy3

Battle 4
-Yurt
-LowBlow
-Trumpy SP

Battle 5
-Totun
-Goofball
-Vinert

Battle 6

-Spikey3
-Fishy2
-Metrodo

Battle 7

-Elehornet
-Swordy3
-Scuttlest

You'll get 30 BugFrag as your reward.

Job 24 - Stamp collecting

"Want to enter the Cyberworld's stamp collecting contest? I'll discuss the specifics in person. Please come to the Seaside Hospital 2F."

Talk to the nurse on the second floor of Seaside Hospital. Go to ACDC 1 and talk to Prog to get the StmpCard. The first stamp is given by the program on the large platform in the upper level of SciLab 1. The second stamp is given by the program in the upper portion of Yoka 2. The final stamp is given by the program on the large platform in Beach 1. Give the StmpCard to Prog, and return to the nurse in Seaside Hospital to get a StepCros Q chip.

Job 25 - Help with a will

"I can't figure out my father's will. Can someone help me unravel its puzzle? First, I'll have to hand over the will. Meet me in front of the Class 5-A at ACDC School."

Talk to the little girl in front of Class 5-A to get the Will. Check the squirrel at ACDC 3, and it'll read "Samurai armor of ancient carnage". A virus battle will follow.

-Totem SP
-Mushy SP
-Needler SP

Go to Ura Inn and check the armor display. The clue is "Demonic fire that boils water". There'll be another virus battle.

-Heavy SP
-Basher SP
-Volcano SP

Go to Yoka 1 and check the water heater. The written message is "The demon awaits in Hades". Another virus battle will occur.

-Pengi SP
-Slimer SP
-Jelly SP

Head over to Hades Isle and check the gargoyle statue. The next clue is "The back pillars rise straight to heaven". Guess what happens next.

-KllrEye SP
-Elebee SP
-Momogra SP

Head over to Undernet 4, and take the left path. Continue to the warp, take it, and then take the first left. Check the top of the pillar to get the Photo, and you'll have to battle another group of viruses.

-Twins SP
-Twins SP
-Dominator SP

Return to the girl and give her the Photo to get a Recov300 R chip.

11B) Trades

1. SonicWav W for ElecSword P - Girl in Lounge Hall
2. FireSword P for IceStage * - Man in Front of Yoka Inn
3. Shake1 S for VarSword B - Official in SciLab
4. Shadow J for AntiSword Y - Man on DNN Station Stage
5. HoleMetr H for Rook F - Man in DNN Editing Room
6. Bubbler C for WideSword C - Boy in Class 5-B
7. WideSword C for Recov120 S - Girl on 2nd Floor of TV Station
8. Recov120 S for DynaWave V - Old Lady in Front of ACDC School
9. DynaWave V for GrabBack K - Man in Hospital Lobby
10. GrabBack K for ZeusHamr Z - Jennifer in Hades Isle

11C) Virus Breeder

The Virus Breeder will appear during the DrillMan scenario. It stores benevolent viruses, and you will obtain chips to use them in battle. In some specific areas, a preset battle will trigger and you'll battle the different versions of a virus, such as Mettaur, Mettaur2, and Mettaur3. After the battle, the viruses will come back and MegaMan will send them to the Virus Breeder.

Every pen will consist of one virus family, and you can feed them a maximum of 100 BugFragments to power up their attack for the chip. You can distribute the BugFragments you've already fed among the viruses as well.

When you feed 100 BugFragments to a virus family, you'll get a clue of the location of the 'boss' of the virus family, which is the SP version of them. You'll also have to battle them to send them into the virus breeder.

Mettaur Family

Location: Past the WWW door in ACDC 1, bottom square
SP Location: Bottom panel in 5-A Blackboard

Attack Power

-Mettaur: 40
-Mettaur2: 80
-Mettaur3: 120
-Mettaur SP: 150

Bunny Family

Location: Reward of Job 19

SP Location: Top square in Hospital Bed

Attack Power

-Bunny: 60

-TuffBunny: 90

-MegaBunny: 140

-Bunny SP: 160

Swordy Family

Location: Undernet 1 dead end

SP Location: Directly left of warp inside zoo broken alarm

Attack Power

-Swordy: 120

-Swordy2: 120

-Swordy3: 120

-Swordy SP: 120

Spikey Family

Location: Hades Isle statue

SP Location: Dead end in Zoo Computer 2, near entrance to Zoo Computer 3

Attack Power

-Spikey: 50

-Spikey2: 80

-Spikey3: 120

-Spikey SP: 170

Mushy Family

Location: Yellow square in SciLab 2

SP Location: Bottom square in starting area of Hospital Computer 1

Attack Power

-Mushy: 60

-Mashy: 80

-Moshy: 100

-Mushy SP: 120

Jelly Family

Location: Beach 1 dead end

SP Location: Ura Inn Hot Spring

Attack Power

-Jelly: 50

-HeatJelly: 80

-ErthJelly: 80

-Jelly SP: 150

KillerEye Family

Location: Front of Server in Principal's PC 1
SP Location: Northwest panel in SciLab Doorway Console

Attack Power
-KillerEye: 100
-DemonEye: 100
-JokerEye: 100
-KillerEye SP: 150

Momogra Family

Location: Last area of Zoo Computer 4
SP Location: Furthest top square in last square in Yoka 1

Attack Power
-Momogra: 90
-Momogro: 120
-Momogre: 150
-Momogra SP: 200

Scuttlest Family

Location #1: Directly left from warp in Secret Area 1
Location #2: Dead end in Secret Area 3
SP Location: Northeastmost square in Hidden WWW Console

Attack Power
-Scutz: 150
-Scuttle: 200
-Scuttler: 130
-Scuttzer: 100
-Scuttlest: 100
-Scuttle SP: 200

11D) Quiz Family

Folderboy - Hades Isle (only during N1 Grand Prix)

- 1. Which is heaviest? 100 l of water
2. What is the fake job of BeastMan's operator? Zoo boss
3. Who is the host of N1's Hades Isle battle? Yasu
4. Which style is ideal for operators that use busters!? AquaGuts
5. Which of these is a breaking chip? CannBall
You'll get the N1-FldrA.

NOTE: Folderboy isn't part of the Quiz family.

Mr. Quiz - Hallway of Yoka Inn

- 1. How many holes are in ACDC Park's Hole Mountain? 3
2. What is on the left screen in the virus lab? Mettaur
3. How many drawings are on the wall outside classroom 5-A? 9
4. How much is a cup of coffee at the Beach Street Cafe? 380 Zennys
5. How many toy pandas are there in the zoo raffle ticket booth? 3
Your reward will be a RegUP3.

QuizMaster - Back of Outdoor Bath

1. Which Breeder Grand Prix did class 5-B win? The 8th
 2. What animal pours out water into the inn's outdoor bath? Lion
 3. At the mini cake stand in front of the zoo... How many gas bottles are next to the stand? 2
 4. Which of these items is not in Mayl's room? Stuffed animal
 5. In what direction is the panda at the zoo looking? Backward
 6. How many statues of people are there, just inside the zoo? 3
 7. Where is the newest blackboard in the school? Teachers' Lounge
 8. How many gold shield displays are in the Principal's Office? 3
 9. How much is it buy a lottery ticket in front of the zoo? 300 Zennys
 10. Which of these is actually placed in the school? A clay statue
- Your reward will be a HPMemory.

Quiz Queen - 3rd Floor of Seaside Hospital

1. Small at noon, tall in the evening, and gone at night: It's... A shadow
 2. 3.1415926535... What is this? Pi
 3. What do you get when you cross sandals and a banana peel? Slippers
 4. What's round on both ends and high in the middle? Ohio
 5. What goes up but never comes down? Your age
 6. Where would you find Mt. Fuji? Japan
 7. A pig gives pork, a cow gives beef, and a baby sheep is? A lamb
 8. In the fairy tale, what is Hansel's sister called? Gretel
 9. What planet is between Mars and Saturn? Jupiter
 10. Which one of these animals lays eggs? A snake
- Your reward will be a Barr200 E.

Quiz King - Top of Hades Isle

1. How much is a ticket from ACDC Town to Yoka for a child? It's free!
 2. What's the attack force of "CannBall"? 160
 3. Dr. Hikari's lab is on what floor in SciLab? The 5th
 4. A spider has 8, a rhino has 4, how many have you? 2
 5. What did GutsMan have to face in the Endurance Contest? Heat
 6. How many girls are in Class 5-A? 4
 7. How does Tamako decorate her hair? A silver gear
 8. In what field was Wily the master? Robots
 9. What is this game's second title? Battle Network
 10. What is BubbleMan's dance called? Bubbly Dance
 11. What type of Navi is BeastMan? A beast
 12. What was Higsby's job in the past? Teacher
 13. What name is on the pillars in Metroline Beach Station? st. BEACH
 14. In the past, what was Yai crazy about? Folding fans
 15. What is the title of the DNN TV series? Love & Loss...
- Your reward will be a Navi+40 * chip.

11E) Number Trader Codes

Chips

- 15789208 - AirShot3 *
- 54390805 - Bolt *
- 01697824 - CopyDmg *
- 88543997 - Fountain *

33157825 - GaiaBlde *
95913876 - GutStrgt S
03284579 - HeroSwrd P
21247895 - HiCannon *
50098263 - Muramasa M
65497812 - Salamndr *
31549798 - Spreader *
76889120 - StepCros S
63997824 - VarSwrd F

Navi Customizer Parts

23415891 - AirShoes
67918452 - FstGauge
19878934 - SetSand
41465278 - WeapLV+1

Key Items

11002540 - SpinBlue
28274283 - SpinGrn
72563938 - SpinRed
77955025 - SpinWhit
90690648 - WrstBand

SubChips

56892168 - FullEnrg
99826471 - FullEnrg
87824510 - LocEnemy
57789423 - MiniEnrg
86508964 - MiniEnrg
24586483 - SneakRun
05088930 - Untrap
46823480 - Untrap
35331089 - Unlocker

11F) E-Mail List

01. NetCrime alert - Mail News

"The number of Net Crimes has increased in recent years. Please be careful of viruses and evil Navis!"

02. I'm Starting - Dex

"The prelims have started! I'm gonna start without ya! Hurry up and come to ACDC Square!"

03. It's opened! - Mayl

"We unlocked the school gate! But it's strange... The school doors are unlocked. Could they have just forgottn? Come as soon as you can! We're waiting in the school!"

04. Let's battle! - Dex

"I can't sleep... I'm in the park now. Want to NetBattle? Oh, and thanks for today!! Take this as a thank you from me."

05. New shortcut! - Dex

"Lan, check it out! I made a shortcut from my homepage to ACDC Square! Now you can go from my homepage straight to ACDC Square!"

06. Fixed - Dad

"Lan, I've fixed the transmission program. I also finished the "Navi Customizer" I was working on. I'll attach that to this mail, too. If you install this into your PET and start it up, you can install various programs into MegaMan. If you program him well, MegaMan can become stronger! I've also included a few programs. Try them out! When you customize, you will sometime need to change folders, so I'm sending this, as well."

07. Customizing - Dad

"Just a quick review of the NaviCust rules... Rule #1: Program parts must touch the Memory Map's Command Line. Rule #2: Plus Parts with a square pattern must NOT touch the line. Rule #3: You cannot place same color programs next to each other. Remember these rules when programming, and then select RUN. If you don't follow these rules, you may create a bug. Also, the colors you can use depend on your style. If you try using a color you can't use, you'll get an error. Also, don't forget the "XtraFoldr", your Extra Folder. You can equip your Extra Folder, but you can't edit it!"

08. Help, huh!! - Higsby

"Lan, it's Higsby! I have a favor to ask you, huh! Could you please come down to my store, huh?"

09. New shortcut! - Yai

"I can't believe Dex made a shortcut to ACDC Square! Just to show him, I made a shortcut to the SciLab Square! It's on my homepage. Feel free to use it anytime! Mine is much better than Dex's!"

10. N1 preliminary - DNN

"The final N1 Grand Prix preliminary will be held today. The location of the event is a secret. You must all find it by yourselves. We will provide you with a clue. 'Enemy of viruses; Cyber square; Yellow'. We look forward to your arriving as soon as possible."

11. Business trip - Dad

"Lan, I have to go overseas for 3 days on a business trip. Since I won't be home, can you look after mom? Thanks!"

12. Use this - Mayl

"Lan, I'm sorry I got you involved in all of that... But you and MegaMan are the only ones that I can rely on! I'll be waiting for you two! Here, use this!"

13. Ready, huh!! - Higsby

"Lan, huh-hurry!! The bubble has already turned yellow, huh! If you don't hurry, it will explode, huh!!"

14. Recording - DNN

"The much-anticipated N1 Grand Prix will be held tomorrow at DNN on Beach Street. In preparation for the N1, we will be recording a special program in Beach Square on the Net today. Everyone is invited to come, so feel free to bring your friends!"

15. C-Beach Pass - DNN

"We forgot to attach an important thing to our last mail. Please use this to get to Beach Square."

16. New shortcut! - Mayl

"Lan, thank you for the other day. I just made a shortcut from my homepage to

Yoka Square! Please feel free to use it any time!"

17. N1 time!! - Dex

"Hey! Today is finally the N1 Grand Prix! I'm in Block A, so my battle is pretty early. I'll go on ahead of you to the TV station! See you at the finals!"

18. Good luck!! - Dad

"Lan, good luck today! I'll be rooting for you on TV! The item I attached will increase your Memory Map size. This will let you use more programs at once! That should let you customize MegaMan in new ways. Good luck!"

19. Disembarking - Sunayama

"Hello, Sunayama here! Contestants should come to the studio as soon as you get off the boat! Ciao!"

20. Yai in trouble - Mayl

"Lan! Can you come outside? I have to tell you something. Yai's in trouble! Meet me outside the TV station!"

21. Killer plant!? - Mail News

"3 chemical plants in DenCity were covered in vines last night, completely shutting down all functions. Still no word on how the plants could have grown so fast, but it is thought that chemical waste could be the cause."

22. Need to talk... - Dex

"We've gotta talk. Come to the park."

23. A shortcut - Tamako

"This is Tamako from the gift shop at the Ura Inn! I made a shortcut to Beach Square as a promo for my shop! The shortcut is on my homepage! Hope you enjoy it!"

24. Thanks! - Mamoru

"Thanks for the other day, Lan! Come drop by again, OK?"

25. Mamoru - Hospital

"Mamoru's condition has taken a sudden turn for the worse. We will perform an emergency operation today."

26. Hurry! - Mr. Match

"Now the WWW is terrorizing the Beach area! Hurry! All I can do now is direct you, but I'm rooting for you!"

27. Next!! - Mr. Match

"Now the WWW has entered SciLab 1! The Officials are having a hard time. My former WWW instinct tells me they must be up to something. Hurry over here!"

28. Waiting@Square - Anon

"Come to ACDC Square immediately. I'm in front of the BBS."

29. Newsflash - DNN

"A fire has just occurred at SciLab. At present the fire is localized, but the internal temperature is 160 degrees and rising. Ten scientists have been hospitalized."

30. Fire alert! - DNN

"A giant fire has swept through the Internet, causing extreme damage. It continues to burn with no end in sight. General use Navis should jack out immediately."

31. Virus breeder - SciLab

"Development of the "Virus Breeder" has finished. Come soon!"

32. Come quickly! - Mayl

"Lan! Help! Roll is in trouble in Zoo Comp 2! Get over here now, kiddo!"

33. Head to Square - Chaud

"Looks like an under-ranked Navi has posted on the ACDC Square BBS. It may be a trap, so be careful!"

34. Emergency - SciLab

"A meeting concerning the WWW will be held at SciLab today. We planned to meet only with Official Battlers, but we need all of the talented Battlers we can find. Please meet ProtoMan at the Internet SciLab Square, and recieve a "OfclPass" from him. You can use that to take the Metroline. We will be waiting for you."

35. Use this - Dad

"Lan, you are heading for the toughest battle you've known. I can't stress how powerful Alpha is... Install this program into MegaMan. This will let you find Alpha where he hides in Cyberworld. I'm sorry that this is all I can do. Please forgive me. The fate of the world is in your hands, my sons."

12) Thanks/Copyright

Thanks...

-GameFAQs, for posting this guide.

-Capcom, for making this wonderful game.

-Zidanet129, for allowing me to use information from his Navi Customizer Guide.

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13) Contact

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Please note that I don't need help with things that contain 'Coming Soon!'. Sooner or later, those sections or information will be completed. For things marked with a '???' or '(?)', go ahead and do what you want. If you have any suggestions, corrections, or questions, feel free to contact me.

The remainder of the Undernet 7 area has not been added, but it will be. Some descriptions for chips, customizer blocks, etc. has not been added.

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