

Mega Man Battle Network 3 Blue /White FAQ/Walkthrough

by Girorogochou

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FAQ/Walkthrough
Battle Network
Rockman Exe 3 White/Black
Version 0.38
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1.	Introduction	Intd
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Welcome to my Guide for Rockman Exe 3 White/Black or called in English Megaman Battle Network 3 White/Blue. This Guide might has some spoilers. In my opinion 3 is one of the best Rockman Exe/Megaman Exe games. If you never played this series, you are missing out on one of the best series in history. I'm telling you this. I'm using a Japanese version of the game, so from here and on I'm going to refer to Characters and Chip names in Japanese. There is a translation page at the bottom if you're using an English version. This guide is starting to look like a real guide. Feel free to E-mail me if you know something, or have some requests. I want this guide to be the best on the planet.

=====		
2.	a. Story	Stry
=====		

Good Navis

Rockman

Operator: Hikari Netto

The other main character that you control. He's like a big brother of Netto. He's a sincere, and honest navi. He has some secrets lurking in him.

Roll

Operator: Sakurai Meiru

She's kind like Meiru. And she doesn't like fighting.

Gutsman

Operator: Ooyama Dekao

A Power model Navi. And he has a lot of similarity with Dekao.

Glide

Operator: Ayanokouji Yaito

He is a gentleman. He uses gorgeous, and rare chips to fight, and win battles.

Blues

Operator: Ijyuuiin Enzan

He takes down missions quickly, and easily. He has a cool character.

Enemy Characters

Dr. Wily

A scientist that worked at Kagakushou. And the boss of the WWW. He plans for the destruction of the network.

Saiko Rei

Navi: Flashman

A member of the WWW. He was a hypnotist before joining.

Inukai Takeo

Navi: Beastman

Another member of the WWW. He was a leader of a circus crew. But it closed down. So to get money he joined the WWW.

Sunayama Noboru

Navi: Desertman

The director at the T.V Station. He came up with the idea of the N1 Grand Prix.

Anneta

Navi: Plantman

A nature loving girl. She heard that the Network Society was the reason, nature was being demolished. So to stop it she joins the WWW.

Hino-Ken Ichi

Navi: Flameman

One of the former members of the WWW. He caused you some trouble in BN1, and he was a good citizen in BN2. He's also the only character that has 3 navis. If you want to see his other navis play the other games. (BN1,2,4,4.5,6,GP,NT)

Enemy Navis

Flashman

Operator: Saiko Rei

A navi that can freely go into lighting appliances. He can also control strong lights.

Beastman

Operator: Inukai Takeo

Even though he looks like a beast, he is very intellectual.

Bubbleman

An independent Navi. He's a big coward.

Desertman

Operator: Sunayama Noboru

He's made of computer generated sand. And can shift his appearance.

Plantman

Operator: Anneta

He actually takes orders from Wily. And he controls Anneta.

Flameman

Operator: Hino-Ken Ichi

The 3rd Net Navi of Hino-Ken. He'll burn everything with the flame coming from his body.

Drillman

He's also an independent navi. His whole body is a drill.

Darkman

A navi who assassinated many navis. He lost to a battle to Serenade. To battle again, he must delete 10,000 navis who step into the Secret Area who wants to challenge Serenade.

Yamatoman

He lost to Serenade. And now works as a body guard. He has the title of the number one spear user. He follows orders from Serenade. And he dislikes Darkman.

Serenade

King of the Ura-Internet. He has a calm, and peaceful mind.

Proto

This was the first bug created in the network. And was sealed deep in the Kagakushou area. It doesn't have a mind of its own, but grows with data, and viruses.

Forte

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

Other Characters

Higure Yamitarou

Navi: Numberman

He was a member of WWW, but changed his ways and started a chip shop. He loves rare chips. He has a crush on Mariko Sensei.

Shiraizumi Tamako

Navi: Metalman

A cheery Lady that sells Yoka-Yoka goods.

Aragoma Torakichi

Navi: Kingman

He came all the way from Akindo City to participate in the N1 Grand Prix. He has a fowl mouth, but he's a good guy.

Meijin

Navi: Punk

He knows everything. He gives you tips. But he only appears in BLACK. He also has a few more navis. Find out in the other games. (BN2,4,4.5,5,GP)

Mamoru

He has a heart disease. But Netto helps him overcome that problem.

Obihiro Shun

Was a leader of Gospel. Changed his ways thanks to Netto, and his friends. You can't net-battle him, but operates Freezeman. (Actually an independent navi in BN2)

Chisao

Dekao's little brother. He thinks Dekao's the best net-battler in the whole world.

Cossak

A mysterious man. But his programing technique is top notch.

Hikari Yuichiro

He created Net navis. And he's also Netto's Dad.

Hikari Haruka

She takes care of the house when Yuichiro's not home. And she's also Netto's Mom. In Rockman Exe Battle Chip GP she has a Normal Navi.

Oozono Mariko

Netto's teacher. It's her first year, but she teaches them hard.

Meijin Minarai

He appears in the place of Meijin. He gives you some good tips, but the rest are useless tips that you know. In Rockman Exe Battle Chip GP he has a Normal Navi V4.

Other Navis

Numberman

Operator: Higure Yamitarou

He's good at calculating. He's like a mascot of Higure's shop.

Metalman

Operator: Shiraizumi Tamako

He's mostly quiet, and stubborn. But he's sharp, and powerful in battle.

Kingman

Operator: Aragoma Torakichi

A broad-minded, generous navi. He's the King so he makes the plans. And lets his pawns, and knights do the attacking.

Mistman

He only appears in WHITE. He is the Ura-Rank 2. The lamp is actually Mistman.

Bowlman

He only appears in BLACK. He is the Ura-Rank 2. He uses Balls, and Pins to attack.

Punk

Operator: Meijin

He only appears in BLACK. His attacks have some wierd patterns in them.

=====
2. c. Controls

Cntrl
=====

Not in Battle

A button - Talk to others, and Examine things.

B button - Hold to run.

D-Pad - Move.

L trigger - Talk to Netto/Rockman.

R trigger - Plug-in or Plug-out.

Start - Go to Menu.

Select - During Cut-Scenes you can skip it.

Menu Screen

- A button - Select the option.
- B button - Go back.
- D-Pad - Move selection.
- R trigger - In the Chip Folder, or Data Library. Press to go down one page.
- L trigger - In the Chip Folder, or Data Libraby. Press to go up one page.
- Start - Go back.
- Select - In Chip Folder, and Data Library. Orders in what ever order you want.

In Battle

- A button - Use Battle Chips.
- B button - Buster.
- D-Pad - Move Rockman in Battle.
- L trigger - When the gauge is full you can go to the custom screen.
- R trigger - When the gauge is full you can go to the custom screen.
- Start - Pause.
- Select - Nothing.

Custom Screen

- A button - Select Battle chip.
- B button - Cancel last Battle chip selected.
- D-Pad - Move cursor.
- L trigger - Option to run away from battle.
- R trigger - Information on chip.
- Start - Automatically go to OK.
- Select - Go to Battle Screen without the Custom Screen.

These Styles were first introduced in Battle Network Rockman Exe 2. They make Rockman stronger. In a way. First of all there were only 5 Styles in 2. But in this game you get a few more. This is the list.

Guts Style
Custom Style
Brothers Style
Shield Style
Saito Style

These were the Styles you got to use in 2. But the Saito Style got cut off. But not to worry, you get to use 2 more Styles. You get...

Bug Style
Ground Style (White ONLY)
Shadow Style (Black ONLY)

Note: You can only get Ground Style in the White Version. And you can only get Shadow Style in Black version. This is one of the difference between the two games.

Oh and two more things. The Styles have Elements. Fire, Aqua, Elec, and Wood. And you can only have one Style at a time.

Now you know what Styles are. The next thing you want to know is, how do you get these cool Styles. You will get your first Style Change in Scenario 3, where you face Bubbleman. And after that you can choose to level that style up or choose another style. When you level up styles, you get Navi custom programs. But you need to battle the amount of times you need to get. Now if you choose to get another style, you still get the Style that you have, but after a 100 battles you get another Style Change.

Each Style has its own unique way of getting it. Oh yeah the Elements... You can't choose which element you want. It's all random. Now I will introduce you to each Style, and what you need to do in battle to get that Style.

Guts Style

This Style is awesome. If you prefer to battle with your buster, this Style is for you. One of my favorites. Maybe because it was my first Style I got.

How to get it: If you know that you want this Style from the beginning, stop using your battle chips. Use your BUSTER. Delete your enemies with your BUSTER as much as you can.

Level ups: Super Armor (Red)-Battle 80 times
Break Buster (Red)-Battle 100 times
Break Charge (Red)-Battle 130 times

Tips: Power up your BUSTERS Atk, Rapid, and Charge as much as you can. It'll bring out the best of this Style. Use the Guts Machine Gun.

Custom Style

This Style lets you choose 6 Battle chips in the beginning of the battle. And

you can increase it too.

How to get it: This Style is easy to get. Use Battle Chips, Use Program Advances to defeat your enemies, and use the ADD button. Do not use your BUSTER to delete enemies.

Level ups: Custom 1 (Blue) -Battle 50 times
 Custom 1 (Yellow) -Battle 100 times
 Custom 2 (Blue) -Battle 160 times

Tips: If you're going to use this Style, to get its full potential you have to put those Custom + parts in your Navi Customizer.

Brother Style

This Style is needed for you to get those powerful V4 Chips from the bosses. But you need to delete them in under 20 seconds. In addition you get to put another Mega chip in your folder. One more thing like the Custom Style. You can increase it.

How to get it: You need to delete your enemies with Navi Chips. You might not get this Style as your first as often. Because you barely have any Navi Chips in the beginning.

Level ups: Mega Folder 1 (Green) -Battle 50 times
 Mega Folder 1 (Pink) -Battle 100 times
 Mega Folder 2 (Green) -Battle 160 times

Tips: Put strong Mega Chips. Such as those V4 Navis. Put those programs you get from leveling up.

Shield Style

This Style is defensive.

How to get it: One word Defense. What this means is that you should use battle chips like Metguards, and Curseshields. Or Barriers. You can even use Recovery Chips such as Recovery 80. It's not that hard to get.

Level ups: Block (Blue) -Battle 50 times
 Shield (Blue) -Battle 80 times
 Reflect (Blue) -Battle 180 times

Tips: Put those programs in your NaviCust. If your timing is right then you'll recover 10 % of your HP.

Bug Style

This Style is cool. It has it's ups and downs but if you get use to it. It's a good style.

How to get it: This can be one of the most hardest Styles you can get. You have to battle with a bug, in your NaviCustomizer. It can't be a little bug. It has to be severe.

Level ups: Bug Stopper (White) -Battle 120 times
Dark Liscence (Gray) -Battle 200 times

Tips: When you're in Bug Style, 2 good things happen, and 1 bad thing happens.

Good Things: In 5/16 Your BUSTER's Atk, Rapid, and Charge will all be at Lv5.
In 5/16 You are invincible for the first 10 seconds of battle.
In 5/16 You get a 100 barrier in the beginning of the battle.
In 1/16 You can choose 10 chips in the beginning in the custom screen.

Bad Things: In 4/16 Your Buster doesn't shoot right.
In 6/16 Rockman moves up and down in battle.
In 2/16 In battle you lose HP.
In 4/16 You lose HP in the custom screen.

Ground Style

This Style is exclusive for only the White version. I don't like it that much.
It's not cool either.

How to get it: Use Panel outs. Use those chips that change the field, such as
Grass Field, or Magma Field.

Level ups: Set Green (Green) -Battle 50 times
Set Ice (Green) -Battle 50 times
Set Magma (Green) -Battle 50 times
Set Holy (Green) -Battle 200 times

Tips: If you're going to use this style, you should have one of those Navi
custom programs. And use a chip that takes advantage of that field. Like lets
say you have Aqua Ground Style. So you should put a Set Ice. Now put 4
Plasma Ball 3s. And use it. This is how I got half my V4 navi chips. If you
want to know more of this combo, go to the combo section.

Shadow Style

This Style is the coolest. You're a Ninja. And you fight like a Ninja. You can
only get this in the Black version.

How to get it: Use Invisibles. Just put 4 of these and use it in battle. You
can even use Kagebunshin/Shadow.

Charge Shot: Invisible

Level ups: Shadow Shoes (Red) -Battle 50 times
Float Shoes (Red) -Battle 100 times
Kawarimi Magic (Red) -Battle 150 times

Tips: To tell you the truth...I never got this style. So I don't know how many
battles you need to get those programs. And I don't know how you should battle
with this Style. But I know that when you charge your BUSTER you'll be
invisible for a while.

That's it. That's all the Styles you can get. Now for elements.

Elements

When you get an element, your charge shot changes.

Heat: You get a Flamethrower that goes through 3 panels.

Aqua: It turns into a BubbleShot. Same thing as the Chip. Except it's weaker.

Elec: You get a Rabring. Same as the chip. But weaker.

Wood: Turns into a Kogarashi. Same as the chip.

Note: For Shadow Style, If you want to use these Charge Shots just put a
Weapon Level +1 in your NaviCust.

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

This walkthrough should get you to the end. I tried to make it easy to
navigate, by putting important locations before what you do. Like this...

Akiharachou

Then I number the things you do for example...

- 1) Talk to Meiru.
- 2) Head to Meiru's House.

Cut-Scene

And sometimes, if you're in a place like Kagakushou Lobby, and you have to go
to Yoka-Yoka Mura I will put...

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Yoka-Yoka Station >>>
Yoka-Yoka Mura

And with Rockman, you're in Kagakushou Area 2 and you have to go to Yoka-Yoka
Area 2 I'll put...

Kagakushou Area 2 >>> Cyber Metro >>> Yoka-Yoka Square >>> Yoka-Yoka Area 2

I'll put (Note:) after something if I think you should do that. But that will
only help you for things such as Boss Fights. It's not necessary. If you want
to just beat the game with your skill then skip the Notes.

One more thing. When I'm telling you to go to a specific direction I always
use Netto/Rockman's eyes. Like lets say Netto is facing to the front of his
house. And I tell you to go left. You should be going to the direction where
Meiru's House is. Got it.

Now lets begin with this long walkthrough.

=====
4. a. Midnight Intruder Chap1
=====

You start off in a place called Kagakushou.

Virus Research Lab

Cut-Scene

- 1) Talk to Everyone.
- 2) When you talk to the boy in the orange you get an E-mail. Look at if you want.
- 3) When you talk to everyone you have to Plug-In.

Cut-Scene

Kagakushou Square

Cut-Scene

Now the Orange Navi's going to show you how to Net Battle.

1st Battle

Mettaur x2

You first learn how to use chips.

2nd Battle

Mettaur x3

Now you learn about Support Chips.

3rd Battle

Mettaur x3

Now you learn how to use the ADD button.

Cut-Scene

After the tutorial you go back to school.

Classroom 5A

Cut-Scene

- 1) Talk to Dekao, Meiru, and Yaito.
 - 2) Now leave the classroom.
-

Classroom Hallway

- 1) Get out of the school.

Classroom Hallway >>> School Hallway >>> Akiharachou

Akiharachou

- 1) Go to the Park.

Cut-Scene

- 2) Go to your house, but before that Plug-In into the Doghouse in front of your house.

Dog Comp

- 1) Go to the top, and you'll find your first Mystery Data. Examine it and you'll get a Barrier L Chip.
- 2) Plug-Out and go inside your house.

Netto's House

- 1) Talk to your Mom.
- 2) Go up stairs.

Netto's Room

- 1) You get an E-Mail from Dekao.
- 2) Plug-In to your computer.

Netto's HP

- 1) Nothing to do here. Go into the other Warp.

Akihara Area 1

One of the first biggest areas of the game. You're going to be traveling a lot in this area. So try to memorize the areas. There are three main areas, and a Main Square. And all your friend's HP is connected to one of the area. If you get lost, follow the yellow panels.

Note: If you want this chapter to be easy, you should face every virus you find. Find the Green Mystery data's. You're going to need 5000 Zennys.

- 1) Just follow the yellow panels. When you get to the door with a skull on it, just go pass it and just go straight. You should find a blue mystery

data. It contains a Mini Energy.

- 2) Now go back to the yellow path and follow it until you get to the next area.

Akihara Area 2

- 1) Go up and when you see the second corner go that way. You should find a Blue Mystery Data. It contains 800 Zennys.
- 2) Now go back to the yellow path.
- 3) Follow it until you get to another corner. It should be this huge area.
- 4) Get the Blue mystery data on top that contains a Copy Damage *.

Remember this place. You're going to come here about three more times.

- 5) Continue going to Akihara Area 3.

You should see Gutsman. He already started the preliminary round.

Akihara Area 3

- 1) Follow the path. And just go straight. You should get to another Blue Mystery Data. It contains a Long Sword E.
- 2) Now go back and take a right. And go down the hill. and follow the orange path.

Note: Now you know we're hunting for zennys. If you faced every virus you encountered, you should at least have about 300 Zennys. Plus the Zennys you got from the mystery data's. So about 2000 Zennys. Fight the viruses.

Akihara Square

- 1) Go up to see a lone Green Normal Navi. Talk to him and you'll start a o or x game. He gives you a question, and if that's true you have to get a o data. And if it's false then you have to find the x data. And those data's are somewhere in the Akihara Internet.

Q1: A Red Signal Light means stop.

And the data is somewhere in Akihara Area 3.

- 2) Head through the warp.

Akihara Area 3

- 1) Head to where Roll is. (The Pink Navi)
 - 2) Continue running through the path till you see the purple navi.
 - 3) Now take a left. (Rockman's View)
 - 4) Follow the path and take a right. You should see a o data. Grab it and head back to Akihara Square. Oh and get the blue mystery data. It contains a Panel Out 3 *.
-

Akihara Square

1) Go to the Normal Navi. And you get it right. Next question.

Q2: A ton of lead is heavier than a ton of feathers.

And he says the data is somewhere in Akihara Area 2.

2) Go through the warp.

Akihara Area 3

1) Head to Akihara Area 2.

Akihara Area 3 >>> Akihara Area 2

Akihara Area 2

1) Go to the place where you got the Copy Damage *. To the other side of that you should see a X card.

2) Get it.

3) Go back to Akihara Square.

Akihara Area 2 >>> Akihara Area 3 >>> Akihara Square

Akihara Square

1) Go to the Navi. And you got the correct answer. Next Question.

Q3: If you add everything from 1 to 10 you get 54.

The next data is in Akihara Area 1.

Note: If you finally have 5000 Zennys go to the Shop. And buy the Bamboo Sword P. If you're playing BLACK get the Custom Sword B. When I played this I still only had 4080 Zennys.

2) Plug-Out.

Netto's Room

1) Plug-In.

Netto's HP

1) Again nothing to do here.

Akihara Area 1

-
- 1) When you reach Akihara Area 1 go down all the way. And you should find the X card.
 - 2) Go to Akihara Square.

Akihara Area 1 >>> Akihara Area 2 >>> Akihara Area 3 >>> Akihara Square

Note: If you still don't have enough Zennys I highly recommend getting the Green Mystery data's and fight every virus that comes in your way.

Akihara Square

- 1) Talk to the Green Navi. Finally we're done. Done with Round 1.

You get Yaito's P Code from Glide.

- 2) Plug Out.

Note: If you didn't get the Bamboo Sword P, Or Custom Sword B for BLACK, then get it right now.

Netto's Room

- 1) Go down stairs.

Netto's House

- 1) Talk to Mom.
- 2) When you're done eating, head to your computer.

Netto's Room

- 1) Plug-In. Go to Akihara Area 2.

Netto's HP >>> Akihara Area 1 >>> Akihara Area 2

Akihara Area 2

- 1) Go left and follow the path. You'll see a Security Cube.
- 2) Open it with Yaito's P Code.
- 3) Go in the warp.

Yaito's HP

- 1) Talk to everyone.

When you're done talking, Dekao tells everyone that he forgot his floppy at

school. What a dumb***.

2) Plug-Out.

Netto's Room >>> Netto's House >>> Akiharachou >>> Front of the school

Akiharachou

Cut-Scene

1) It seems that the gate's locked. You have to go open the lock in Akihara Area 2. An easy way to get there is to go to Yaito's House. It's the big huge house.

Yaito's House

1) There should be a Laptop.
2) Plug-In into the Laptop.

Yaito's HP

1) Get the Side Gun S and the Regular-up 2
2) Go to the warp.

Akihara Area 2

1) Now go to the place where you got Copy Damage *
2) Examine the key.
3) You get an E-mail from Meiru.
4) Plug-Out

Note: If you got at least 1000 more zennys go to the guy that sells stuff. And get an HP memory.

Yaito's House

1) Head to the school.

Yaito's House >>> Akiharachou >>> School Hallway

School Hallway

1) Head to Classroom 5A.

School Hallway >>> Classroom Hallway >>> Classroom 5A

Classroom 5A

Cut-Scene

- 1) Go to the green box and you'll find the floppy.
(The one Yaito was talking about)

Cut-Scene

- 2) Go to the School Hallway.

Classroom 5A >>> Classroom Hallway >>> School Hallway

School Hallway

Cut-Scene

- 1) Head up to go to the Teacher's Hallway.

Teacher's Hallway

- 1) Head to the door at the end.

Cut-Scene

- 2) Go inside.

Teacher's Lounge

- 1) Go to the door almost across you.

Cut-Scene

Principle's Room

You meet Rei, and Flashman.

Cut-Scene

- 1) You have to find your friends.

Teacher's Lounge >>> Teacher's Hallway >>> School Hallway

School Hallway

- 1) Talk to Meiru. You get your first Mega chip, Roll R.
- 2) Move on to the next room.

Classroom Hallway

-
- 1) Talk to Yaito.
 - 2) Go to Classroom 5A.

Classroom 5A

- 1) Talk to Dekao.
- 2) Get out of the room.

Classroom Hallway

- 1) Go to Classroom 5B.

Classroom 5B

- 1) On one of the desk is a Higasa. Get it.
- 2) Go back to the Principle's room.

Classroom 5B >>> Classroom Hallway >>> School Hallway >>> Teacher's Hallway
>>> Teacher's Lounge >>> Principle's Room

Principle's Room

Cut-Scene

Principle's Computer Area 1

This area has an awesome BGM. One of my favorites. This is the Principles Computer so it has all the data's of the school. And it's dark.

- 1) Follow the path.
- 2) Follow the Red tiled Path.
- 3) Talk to the program navi.

Rockman is telling you to find the Light switch for this area. And you get a hint saying something being written on a blackboard.

Principle's Room

- 1) Get out of here and go to Classroom 5B

Principle's Room >>> Teacher's Lounge >>> Teacher's Hallway >>> School Hallway
>>> Classroom Hallway >>> Classroom 5B

Classroom 5B

- 1) Right next to the Blackboard, there should be a red switch.
- 2) Press it. It looks like the light turned on, a little.

Principle's Computer Area 1

- 1) Go down a little. And you should find a blue mystery data containing 600 Zennys.
- 2) Go down one square. And follow the other path. The tile should be blue. You can also see a blue mystery data. It's Key Data A.
- 3) Now go down more through the Red Panels. You should get a Regular Up 1.
- 4) Go back where the Program Navi is. And take a right. Open the door.
- 5) You can see a Blue mystery data, but DON'T GET it. It's a security virus. And just keep on going, unless you want to fight it. Go on to the next place. And get the Key Data B.
- 6) Go back to the place with the Program Navi and go to the one across you. Open it.
- 7) Keep on going till you get to a big area.
- 8) Don't get the first mystery data. It's another security virus. you can get the other one. It's a Recovery 10 *. Now go to the Blue paneled area. You get the Key Data C. Go back to the Program Navi.
- 9) Open the last door. Go on to the next area.

Principle's Computer Area 2

- 1) Talk to the Green Navi. You have to find 3 passwords. And put some light in this area.

Classroom 5B

Go to the Teacher's Lounge.

Classroom 5B >>> Classroom Hallway >>> School Hallway >>> Teacher's Hallway
>>> Teacher's Lounge

Teacher's Lounge

- 1) Turn the switch on. The light is on. Oh praise the lord.

Principle's Computer Area 2

- 1) You see the Mystery data? That's 1200 Zennys.
- 2) Go down, and take the right path. (Rockman's eyes) and take the path directly in front of you. You should obtain Password C.
- 3) Go the other way.
- 4) Follow the path. The first Mystery data contains a Spread Gun P.
- 5) Go down more and you'll find 2 mystery data's. The top one is Password B. While the other one is a virus.
- 6) Go back to the red panel. And go down.
- 7) Take the path that doesn't go to the blue panel. Follow it down to get an

HP memory. Go to the top path and you'll get the final Password.

- 8) Go back to where the Green Navi is.
- 9) Look over your folder before going in through the gate. Remember to have your Bamboo sword in your folder. Or the Custom Sword in BLACK. Oh and one more thing. Save just in case.
- 10) Then go through the gate and encounter your first boss Flashman!

 Boss-Flashman

HP:300
 Element: Elec
 Recommended Chips: Bamboo Sword, Custom Sword, Wide Sword, and Cannons.
 Reward: 1000 Zennys

Your first boss of the game. This guy is simple. If you followed this guide you should have gotten a Bamboo Sword from the Akihara Square. Use it. Make sure it hits him, or start all over. This chip should do 280 damage. Because Flashman is an Elec Element, the Bamboo Sword would do double the damage. And just finish him off with a cannon. Now in the BLACK version you should have gotten a Custom Sword B. The way you use this chip is to wait for the Custom Bar to fill up. But before the custom bar fills up, use the chip. It should at least do about 240 damage. Now use some cannons, or Wide Sword to finish him off.

 Boss-Flashman

Cut-Scene

 Teacher's Lounge

- 1) Get out.

 School Hallway

Cut-Scene

 Akiharachou

- 1) You get an E-mail from Dekao. And you get Dekao's P code.
- 2) Go to the park. Save if you want.
- 3) And Net-Battle for your second Navi Chip.

 Boss-Gutsman

HP:300
 Element: Normal
 Recommended Chips: Panel-out 3, Wide sword, Air shoot
 Reward: Gutsman G

First of all this guy is simple. Use Panel-out 3 to take full advantage of this battle. Hit him with the shooting chips and Mini bomb. When the panel is back use Sword and Wide Sword to deal some heavy damage. Air shoot can stun him so you can hit him.

Note: Air shoot sends Gutsman go back one space so keep that in mind when battling against him.

Boss-Gutsman

4) Go home.

Netto's House

1) Just go upstairs.

Netto's Room

1) Go to Sleep. Save if you want.

Cut-Scene in the WWW Base.

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4.	b. The Zoo Panic incident	Chap2
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Cut-Scene

Netto's Room

1) Go downstairs.

Netto's House

1) Talk to mom, if you want. Get out. Go head to the metro.

Akiharachou

1) Talk to Meiru, Yaito, and the kid.

Cut-Scene

2) Head to Classroom 5A.

Akiharachou >>> School Hallway >>> Classroom Hallway >>> Classroom 5A

Classroom 5A

1) Talk to Dekao.

Cut-Scene

Boss-Gutsman V2

HP:700

Element: Normal

Recommended Chips: Panel-out 3, Wide sword,

Reward: Gutsman V2 G

This guy cracks your panels more but, still the same thing, as the first one. Use Panel-out 3 to take full advantage of this battle. Hit him with the shooting chips and Mini bomb. When the panel is back use sword and Wide Sword to deal some heavy damage. Air shoot can stun him so you can hit him.

Boss-Gutsman V2

Akiharachou

Cut-Scene

1) Go in the Metro Station.

Metro Akihara Station

1) Get a Kagaku Ticket. Don't worry it's free. You're a kid.

2) Go through the thing where you put your ticket in.

Metro Kagakushou Station

1) Examine the garbage can.

You get a Regular Up +1.

2) Go up the Stairs.

Kagakushou Lobby

1) Follow the path. And go inside the elevator.

Dad's Research Lab

- 1) Follow the path and talk to the guy with the brown hair, or scientist.
- 2) You get a Sub-PET.
- 3) Now you get a mail from Dekao, telling you that he made a shortcut from his HP to the Akihara Square.
- 4) Before you leave, Plug-In into the thing right next to you.

Computer's Comp

- 1) Get the 1000 Zennys.
- 2) Plug-Out.

Dad's Research Lab

- 1) Go down the elevator.

Kagakushou Lobby

Cut-Scene

- 1) You get the C Kagaku Ticket.
- 2) Do you see the vending machine in front of you? Plug-In.

Vending Machine Comp

- 1) Go right to find a mystery data that contains a Regular UP 2.

Note: If you want you can play a mini-game with the Green Navi. For more info on this mini-game go to the mini-game section of this guide.

- 2) Plug-Out.

Kagakushou Lobby

- 1) Go to the Metro and go to Akiharachou. His house is the one right next to the metro.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Akihara Station >>> Akiharachou >>> Dekao's House

Dekao's House

- 1) Plug-In to his computer.

Dekao's HP

- 1) Follow the blue path, and get the 200 Zennys. Now follow the green path,

but don't go into the warp. Instead go more to the side to find a mystery data containing Guts-Punch B. Now go into the warp.

Akihara Area 1

- 1) Open the Security Cube with Dekao's P Code. And go through.
- 2) Get the blue mystery data if you didn't get it. Contains Wide Sword L.
- 3) Go down and into the metro. Use the Cyber Kagaku Ticket.

Kagakushou Area 2

This the Kagakushou Area. Two areas. One has a second floor that can be reached from the other. Memorize this area. This place also has an entrance to the Ura-Internet.

- 1) Go up the path and follow the road.
- 2) When you see a turn, go there and find Gutsman. Get the Regular up 2
- 3) Now follow the yellow path. You get to a huge area. Just go straight into the door, and enter the warp.

Kagakushou Square

- 1) Go to the bottom and talk to the Purple navi. He's going to send us viruses to fight.

Battle 1

Mettaur2 x3

Battle 2

Rabiri x2

Cannon Dumb x1

Battle 3

Mettaur2 x2

Raundu x1

- 2) Get out of here.

Kagakushou Area 2

- 1) Go down. And you should see another gate.
- 2) Go through it and follow it.
- 3) Take the transporter thing and go into the next area.

Kagakushou Area 1

- 1) Go straight and go down.
- 2) Follow the yellow path.
- 3) When you get to the end of the yellow line go right. And follow the path.
- 4) At the end of the path you should see a Heel navi.

Cut-Scene

- 5) Go back to Kagakushou Area 2.

Kagakushou Area 2

- 1) Go on the Transporter thing.
- 2) Go through the gate. And go down more. Take the only path here.
And take a left. You should see the Heel navi. Talk with him to Battle.

Battle 1

Kiyolushinx3

- 3) Go to Kagaku Square.

Kagakushou Square

- 1) Talk to the Purple navi.
- 2) Plug-Out.

Dekao's House

- 1) Plug-In.

Dekao's HP

- 1) Go to Akihara Square with the shortcut that he made. It's on the blue side.

Akihara Square

- 1) If you got more zennys feel free to get another HP memory. (3000 Zennys)
- 2) Go to Akihara Area 3.

Akihara Area 3

- 1) When you begin you're on a Orange tile. Go to the Purple tiled section.
- 2) Before you get to the end save.
- 3) Go to the end...

Boss-Flashman V2

HP: 500
Element: Elec
Recommended chips: Bamboo sword, Steal punish, Barrier
Reward: Flashman F

Same as before. But this time he has an AreaSteal of his own. So put some of your own AreaSteals.

- 4) Now head to Akihara Area 2.

Boss-Flashman V2

Akihara Area 2

- 1) Talk to the Orange navi in front of you. He's the one we're looking for.

Battle 1

Quaicker x2
Cannon Dumb x1

Battle 2

Kiorushin x1
Cannon Dumb x2

Battle 3

Mettaur 2 x2
HarudoBoluzu x1

Cut-Scene

- 2) You have to Plug-Out from where you came in. So run to Dekao's HP.

Akihara Area 2 >>> Akihara Area 3 >>> Akihara Square >>> Dekao's HP

Cut-Scene

Netto's House

Cut-Scene

1) Go upstairs.

Netto's Room

1) Go to sleep. Save if you want.

Cut-Scene

2) Head to the school.

Netto's Room >>> Netto's House >>> Akiharachou >>> School Hallway

School Hallway

Cut-Scene

Yoka-Yoka Mura

Cut-Scene

1) Go down and follow the path into the Front of the Inn.

Front of Inn

1) Nothing to do here. Move on and into the Inn.

Inn Lobby

1) Nothing yet. Go to the next room.

Inn Hallway

1) Go in through any of the doors. They take you to the same room.
Exception to the door in the way back.

Visitor Room

1) Talk to Meiru if you want. And go through the back.

Hot-Tub Room

- 1) Talk to Yaito if you want.
- 2) Examine the gate.

Cut-Scene

Visitor Room

- 1) You get a E-mail from dad.

Navi Custom Program- Learn more in the NaviCust Section of this guide.

- 2) Plug-In into the T.V at the top of this room.

Old T.V Comp

- 1) Go down to get a Open Lock.
- 2) Plug out

Visitor Room

- 1) Examine the jars right next to the T.V to get a Regular Up 1.
- 2) Head to the Inn Lobby.

Visitor Room >>> Inn Hallway >>> Inn Lobby

Inn Lobby

- 1) There's this Yoroi right next to you. Plug-In into the Yoroi.

Yoroi Comp

- 1) Go down to get a Sub Memory. Yeah you can carry more Sub items.
- 2) Plug-Out.

Inn Lobby

- 1) Get out of the Inn.

Front of Inn

- 1) You should see a lady in front of you. She's selling Yoka-Yoka goods.
Her name is Tamako. Guess what... Battle.

Boss-Metalman

HP: 500

Element: Normal

Recommended chips: Area steal, Wide sword, Long sword

Reward: Metalman M

When you begin the battle you should see two metal gears. And yes, if you hit it you get damaged. You might want to set your Area steal as a regular chip so you have more room to dodge the Metal Gears. Now on to Metalman. He has more HP than Flashman, and Gutsman. But not that hard either. Hit him with Swords, Cannons, and Dash Attacks. Use your 4 Navi Chips. Roll, Gutsman, Gutsman V2, and Flashman. Flashman can even paralyze him for a while.

Boss-Metalman

2) Go to Yoka-Yoka Mura.

Yoka-Yoka Mura

1) Go to where everyone is.

Cut-Scene

2) Go inside the zoo.

Zoo 1

- 1) Talk to Dekao.
- 2) Look at all the animals in the zoo.
- 3) In the top part of the Zoo 1 is a trashcan. Examine it to get a Panel Return *.
- 4) Move on to Zoo 2.

Zoo 2

- 1) Go into the building structure.
- 2) In the corner you can Plug-In.
- 3) So plug-In through the thing.

Emergency Comp

- 1) Get the Regular Up 1 on the right. And go to the otherside and open the Purple Mystery Data with a Open Lock that you got a while back. You get a Kanketsusen B.
- 2) Plug-Out.

Zoo 2

1) Now look at the rest of the animals. And go to the Lion.

Cut-Scene

Man those animals didn't get their meal. Oh well. But that's not the problem right now. We have to go save Chisao.

2) Go through the Building structure to get to Zoo 1.

Zoo 1

1) If you go to the entrance, you'll soon find out that it's locked. You can't get out. Well almost. Go to the west of this area. There should be a path that you can see. If you still can't find the path, remember where the Gorilla's cage is. It's to the left of that. Go through.

Hot-Tub Room

1) Hey it's the room where Yaito was. Get out.

Visitor Room

You see that Sh*t on the floor?

1) Forget the Sh*t and get out.

Inn Hallway

1) If you want to see a Hippo, go to the Hot-Tub room from this hallway. It's the door in the way back.
2) Now go to the front. Oh my god it's a Snake that's about to eat the lady in front of him. Who cares, go to the side of it and go to the Inn Lobby.

Inn Lobby

1) Head out the door.

Front of Inn

1) You meet your teacher. Get out. You can see a Flamingo in the river.

Yoka-Yoka Mura

1) Go to the Tower thing where Chisao is.

Cut-Scene

Wow you can do that to animals.

2) Go to Zoo 2.

Yoka-Yoka Mura >>> Zoo 1 >>> Zoo 2

Zoo 2

- 1) Go through the building.
- 2) You see that machine in front of the Panda?
- 3) Plug-In.

Zoo Comp 1

This area is sort of unique. There's going to be Mettaurs that act like something, and they block your path. And to go through you must find a Green Program that acts something that relates to that of the Mettaur. Such as...

Mettaur-Panda that's bored.

You have to get a Green Program that acts like a tire. And the Mettaur explodes. Got it? Ok lets begin.

- 1) When you first begin go straight and take a right.
- 2) Get the 1000 zennys.
- 3) Now go the opposite direction. On the way you should see a Green Program that acts like a Cat.
- 4) When you get to a cross section take a right.
- 5) You get DeathMatch 1 D.
- 6) Now go back to the cross section. And take a right.
- 7) You meet your first Mettaur. The Mettaur is acting like a Mouse.
- 8) Get the first program you saw. That's a cat. Take it to the mettaur that's acting like a mouse. The program eats the Mettaur.
- 9) Follow the path until you get to a square panel. And go straight.
- 10) Get the HP memory and take a right.
- 11) Now the Mettaur is acting like a Frog.
- 12) Go back to the square, and go back.
- 13) Turn right. The program should be a Snake.
- 14) Take it and go to the Frog. The Snake eats the Frog.
- 15) Head to the next area.

Zoo Comp 2

- 1) Just go straight all the way until you meet the Mettaur.
- 2) The Mettaur is acting like a Rabbit that's lonely.
- 3) Go back to where the programs are. The middle one is acting like a Rabbit.
- 4) Take it. The Mettaur blows up with joy.
- 5) Go up all the way to get a Charge+1.
- 6) Now take the other path and get the 600 Zennys you can get on the way.
- 7) Next take a right. Just go pass the programs and meet up with the mettaur.
- 8) It's a Gorilla. It looks like it's hungry. Go back.
- 9) The program we need is a Banana. The middle left one is the banana.
- 10) Take the Banana to the Gorilla. The Gorilla eats too much and explodes.

- 11) Follow the path, until you see the programs. And go all the way left to get a Copy Damage *.
- 12) Go to the opposite direction. The mettaur is acting like a sea lion.
- 13) Go back to where the programs are. Get the one all the way to the right. It's acting like a ball. So grab it and go to the mettaur.
- 14) It blows up. The next one is acting like a shell.
- 15) Get the middle one. It's a Sea Otter. Take it.
- 16) The Sea Otter bangs the shell so much it blew up.
- 17) Next area.

Zoo Comp 3

- 1) Run up to the mettaur. It's a Tree.
- 2) Now take a right. And go all the way straight. And get the Recovery 30 *.
- 3) The middle program is the one. The Beaver. He's the Chosen One.
- 4) Take it to the Tree, and like the other ones it explodes.
- 5) Follow the path all the way up to get a Cannon C.
- 6) Take the other path you saw and take the 800 Zennys. Follow the path and take a left.
- 7) Both mettaurs are Pandas. One's hungry, and the other is bored. Now take the other path.
- 8) Just keep on going up.
- 9) You should find a Shinobi Dash. It's a NaviCust Program.
- 10) Now for the programs. First get the one on the right. The one that's a Sasa.
- 11) Get the top one next. It's a Tire.
- 12) Take both of them to the mettaur. Both of them should explode.
- 13) Follow the path and take a left. Then take a right.
- 14) Keep on following the path. Go pass the program and talk to the mettaur.
- 15) The mettaur is a Mongoose.
- 16) The one of the most left is a Habu. Take it to the mettaur.
- 17) It should blow up momentarily.
- 18) The next one is a Tsubo (Pot).
- 19) The one on the top. It's a Octopus.
- 20) Take it and blow it up.
- 21) The next area is the last part of this area. So get ready for a boss fight.

Zoo Comp 4

- 1) Follow the path and when you see another passage go.
- 2) Take a left at the end. You get a Regular Up 2.
- 3) Go back to where you first made a turn.
- 4) Just go straight. There's two mettaurs in front of you. But forget about them and take a right.
- 5) Talk to the mettaur right next to you. He's a Kyukanchou. (Myna)
- 6) Take the opposite side. And go down more to get a HP+100 a NaviCust Program. And right next to it is a program. He's a Hayakuchi. (Fast Talker)
- 7) Go to the mettaur with it.
- 8) It blows up. But before going in, go back to where the two mettaurs are, and talk to them.
- 9) Now go to the newly opened area. One of the mettaurs is a Monkey. You need a Usu. It's the top one.
- 10) The other one is a Crab. You have to get a Kuri. And it's the left one.
- 11) Now go to the mettaurs. Blow them up.
- 12) Follow the next path, and take a left.
- 13) Take another left, and get the Break Hammer T.

This is Higureya. And the guy in the back is Higure. He sells chips.

1) You see the huge Numberman Statue? Well Plug-In.

Numberman Comp

- 1) Get the HP Memory.
- 2) Plug-Out.

Higureya

1) Talk to Higure.

You get an E-mail from Yaito. Telling you that she made a shortcut from her HP and the Kagakushou Square.

2) Get out. And head to the Metro Akihara Station.

Higureya >>> Akiharachou >>> Metro Akihara Station

Metro Akihara Station

- 1) Talk to the business dude on the right.
- 2) Now you have to go to Yoka-Yoka Mura. And in the Inn is where his Brief Case is. So head to the Inn.

Akihara Metro Station >>> Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Front of Inn >>> Inn Lobby >>> Inn Hallway >>> Visitor Room

Visitor Room

- 1) Head to where the family is.
- 2) Go to the empty table on top. Examine it and you should get the guy's Brief Case.
- 3) Now go back to the guy.

Visitor Room >>> Inn Hallway >>> Inn Lobby >>> Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>> Metro Akihara Station

Metro Akihara Station

- 1) Talk to the guy.
- 2) And go to Higure.

Metro Akihara Station >>> Akiharachou >>> Higureya

Higureya

- 1) Talk to Higure. You have to head to Akihara Area 1.
- 2) So go home.

Higureya >>> Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

- 1) Plug-In.

Netto's HP

- 1) Go to the warp.

Akihara Area 1

- 1) He's around the corner. to be specific go down and you should see a Green Program. And you should see the Heel Navi.

Battle

Swordin x1
Swodora x1
Swotal x1

- 2) Plug-Out.

Netto's House

- 1) Go back to Higure.

Netto's Room >>> Netto's House >>> Akiharachou >>> Higureya

Higureya

- 1) Talk to him again. And you get a Ratton C to deliver. And you have to deliver it to a person in Kagakushou Area 2.
- 2) Head to Yaito's House.

Higureya >>> Akiharachou >>> Yaito's House

Yaito's House

- 1) Plug-In to her Laptop.

Yaito's HP

- 1) Instead of taking the warp, go up all the way and through the path to find the Short-Cut she made.
- 2) Use it.

Kagakushou Square

- 1) Go into the warp.

Kagakushou Area 2

- 1) Talk to the navi behind you.
- 2) Plug-Out.

Yaito's House

- 1) Go back to Higure.

Yaito's House >>> Akiharachou >>> Higureya

Higureya

- 1) Talk to him and you get a KamonSnake R.

You get an E-mail from the DNN.

- 2) Go back to Yaito's House.

Higureya >>> Akiharachou >>> Yaito's House

Yaito's House

- 1) Plug-In through her Laptop.

Yaito's HP

- 1) Head to the Short-Cut.

Kagakushou Square

- 1) Talk to the girl navi right next to you.
- 2) She wants a Long Sword E. You should have it. Unless it's in your folder. Take it out and give it to her. You get a C Yoka-Yoka Ticket.
- 3) Head to Kagakushou Area 2.

Kagakushou Area 2

- 1) Head to the Metro.
- 2) Use the Cyber Yoka-Yoka Ticket.

Yoka-Yoka Square

This is the third Square of the game. And the entrance to the Yoka-Yoka Areas. This area is famous for its narrow pathways. Don't get discouraged though. It's not hard when you get to know this place.

- 1) Go down the stairs.
- 2) Go down the little hill. And talk to the Orange Navi. If you read the dialogue you should know now that you have to use a Yosen Folder. But it's a good folder. You can use two P.As with this folder. Hyper Burst, and Dream Sword.
- 3) If you have tons of money, go to the shop and buy an HP Memory.
- 4) Plug-Out.

Yaito's House

- 1) Get out.

Akiharachou

- 1) Go behind Yaito's House and you should see a Guy wearing A Normal Navi's suit.
- 2) Talk to him and battle.

Battle

Jelime x3

- 3) Simple now head to the Teacher's Lounge.

Akiharachou >>> School Hallway >>> Teacher's Hallway >>> Teacher's Lounge

Teacher's Lounge

- 1) Go to the back of the room. And talk to the Normal Navi. Battle.

Battle

Chuuton x3

2) Now go to Kagakushou Lobby.

Teacher's Lounge >>> Teacher's Hallway >>> School Hallway >>> Akiharachou
>>> Metro Akihara Station >>> Metro Kagakushou Station >>> Kagakushou Lobby

Kagakushou Lobby

1) Head to the Vending Machine. And battle with the Normal Navi.

Battle

Ebiron x3

2) Head to Yoka-Yoka Mura.

Kagakushou Lobby >>> Metro Kagaku Station >>> Yoka-Yoka Mura

Yoka-Yoka Mura

1) Head to the Hot-Tub Room.

Yoka-Yoka Mura >>> Front of Inn >>> Inn Lobby >>> Inn Hallway >>> Hot Tub Room

Hot-Tub Room

1) Talk to Normal Navi, and Battle.

Battle

BombBeetle x2
Wind Box x1

2) Go to Yoka-Yoka Mura.

Hot-Tub Room >>> Inn Hallway >>> Inn Lobby >>> Front of Inn >>> Yoka-Yoka Mura

Yoka-Yoka Mura

1) Go to the entrance of the zoo but don't go in yet. Plug-In through the
Ticket Machine.

Ticket Machine Comp

1) Head up to get a Regular Up 1.
2) Plug-Out.

Yoka-Yoka Mura

1) Go inside the zoo.

Zoo 1

1) Remember in Scenario 2 where we had to get out of the zoo? Go to that path.
2) Stop where the building is. You should see the Normal Navi. Battle.

Battle

Galuu x1

Galuuba x1

Galuudan x1

3) Go back to Yoka-Yoka Square.

Zoo 1 >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Akihara Station >>> Akiharachou >>> Dekao's House

Dekao's House

1) Plug-In through his Computer.

Dekao's HP

1) Head to Yoka-Yoka Square.

Dekao's HP >>> Akihara Area 1 >>> Yoka-Yoka Square

Yoka-Yoka Square

1) Go to the Orange Navi. Now you have to battle.

Battle 1

Chuutons x3

There's a hole in the middle panel.

Battle 2

Mettaur 2 x1

Kiyolushin x1

Vacum Fan x1

There's a hole in the middle panel.

Battle 3

Ebideru x1

Raunda x1

Garuuba x1

There's a hole in the middle panel.

Cut-Scene I think...

2) Now go all the way up. And follow the path to Yoka-Yoka Area 2.

Note: Equip your regular folder.

Yoka-Yoka Area 2

- 1) Follow the blue path.
- 2) Go up the hill.
- 3) Follow the blue path all the way. It should get you to Yoka-Yoka Area 1.

Yoka-Yoka Area 1

- 1) Take the right path. And take another right to get a blue mystery data containing a Rapid+1. Put it in your NaviCust.
- 2) Now I brought you here for a reason. If we kept on going with the story, You eventually had to come here. This is where you get a chip called Toppu *. But you have to beat the virus that has that chip. It's a Wind Box virus. When you find it try to rank it as fast as possible. And don't get hit. And even if it's some other virus, just beat it. You should get zennys and new chips. Oh and remember, Equip your folder. It has 100 HP, it comes with a Jelime virus, and a Ebilon virus.
- 3) Plug-Out.

Dekao's Room

- 1) Get out.

Akiharachou

- 1) Go home.

Netto's House

- 1) Go upstairs.

Netto's Room

1) Go to sleep.

Next Day

Cut-Scene

You get an E-mail from dad.

2) Go to Meiru's House. The pink one right next to your house.

Netto's Room >>> Netto's House >>> Akiharachou >>> Meiru's House

Meiru's House

Cut-Scene

Now do you know why we got that chip?

Akiharachou

1) Go back in to her house.

Meiru's House

1) Talk to Higure.

Cut-Scene

Cut-Scene

2) Go upstairs to her room.

Meiru's Room

1) Plug-In to her computer.

Meiru's HP

- 1) Follow the path.
- 2) Don't take the first right turn. Just go all the way.
- 3) Go down the small hill. And take a right.
- 4) Follow the path until you get to the end.
- 5) You should get 500 Zennys.
- 6) Go back and go up the other small hill.
- 7) Get to the other side. And get into the warp.

Akihara Area 1

Cut-Scene

- 1) After that you get a E-mail from Meiru. You get Meiru's P Code, and a Roll V2. Put it in your folder.
- 2) Open the cube. And follow the bubbles on the floor.
- 3) Follow the Bubbles all the way to the metro.

Akihara Area 1 >>> Akihara Area 2 >>> Akihara Area 3 >>> Akihara Area 1

- 4) Go to the metro. Head to Yoka-Yoka Square.

Akihara Area 1 >>> Yoka-Yoka Square

Yoka-Yoka Square

- 1) Follow the Bubbles to Yoka-Yoka Area 1.

Yoka-Yoka Square >>> Yoka-Yoka Area 2 >>> Yoka-Yoka Area 1

Yoka-Yoka Area 1

- 1) Follow the Bubbles until you get to the end.

Cut-Scene

- 2) Plug-Out

Meiru's Room

- 1) Head to your Dad's Research Lab.

Meiru's Room >>> Meiru's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby >>> Dad's Research Lab

Dad's Research Lab

- 1) Go to the machine where you Plugged-In, in Scenario 2.

Computer's Comp

- 1) Go to the top. Talk to the green program.

Battle

Harudopose x3

- 2) You get a Press Program.
- 3) Plug-Out.

Dad's Research Lab

- 1) Head to Meiru's House.

Dad's Research Lab >>> Kagakushou Lobby >>> Metro Kagakushou Station >>>
Metro Akihara Station >>> Akiharachou >>> Meiru's House

Meiru's House

- 1) Talk to Higure.

Cut-Scene

- 2) Get out.

Akiharachou

Cut-Scene

- 1) Now you can put the Press Program, in your NaviCust.
- 2) Head to Dekao's House.

Dekao's House

- 1) Plug-In to his computer.

Dekao's HP

- 1) Head to the warp.

Akihara Area 1

- 1) Head to the metro.
- 2) Your destination is Yoka-Yoka.

Yoka-Yoka Square

- 1) Head to where Bubbleman was.

Yoka-Yoka Square >>> Yoka-Yoka Area 2 >>> Yoka-Yoka Area 1

Note: Buy an HP memory if you have the money.

Yoka-Yoka Area 1

- 1) Get to the place where we met Bubbleman.
- 2) Now put the Press Program into your NaviCust.
- 3) Now walk through it. That is so cool.
- 4) Go down the hill.
- 5) Go through the tiny path. Get to other side. And Save.

Cut-Scene

You get an E-mail from Higure.

- 6) Plug-Out.

Dekao's HP

- 1) Plug-In.
- 2) Head to Akihara Square.

Akihara Square

- 1) Head to Akihara Area 2.

Akihara Square >>> Akihara Area 3 >>> Akihara Area 2

Akihara Area 2

- 1) Save right now.
- 2) Go to where you opened the gate for the school.

Cut-Scene

Battle

Coripen x2

Coripentan x1

Style Change

- 3) You get your First Style Change.

Cut-Scene

Note: If you don't want the Style you just got, then reset. Start fighting viruses around here. And start using your Buster, Chips, Defense Chips, Navi Chips, Ground Cracking Chips, Invisible Chips, or have a BUG in your NaviCust. Remember Ground Style is only for White, and Shadow Style is only for Black.

4) Head to Yaito's HP.

Yaito's HP

1) Go to the Short-Cut.

Kagakushou Square

1) Head to Kagakushou Area 2.

Kagakushou Area 2

- 1) Now you have to head to Kagakushou Area 1. But on the first floor.
- 2) So head to where the metro is.
- 3) Take the path right next to you. To get to Kagakushou Area 1.

Kagakushou Area 1

- 1) Follow the path. Don't take the first corner you see. Just go on.
- 2) Go on the Transporter thing.
- 3) Get the Invisible *.
- 4) Talk to one of them.

Battle

Coripen x1
Coripentan x2

Cut-Scene

- 5) Go on the other Transport. But before leaving this place, you must do something. Remember that corner that I told you not to go? We're going in.
- 6) Remember to put that Invisible *. Save. Go to the end to face...

Boss-Beastman V2

HP: 700
Element: Normal
Recommended Chips: WideSword, AreaSteal, Zeta Cannon 1
Reward: Beastman B

Same thing as the V1. Just with more HP, and the attack value. Not hard.

Boss-Beastman V2

7) Now head to the metro in Kagakushou Area 2.

Kagakushou Area 2

- 1) Head to Yoka-Yoka.

Yoka-Yoka Square

- 1) If you didn't get a HP memory last time you were here. Get it now.

Yoka-Yoka Area 2

- 1) Follow the blue path. But when you get to the second set of orange path, take it. And go through the small path to get a HP Memory.
- 2) Now head to Yoka-Yoka Area 1.

Yoka-Yoka Area 1

- 1) Go back to where the Bubble is.

Cut-Scene

Battle

Coripentan x3

Cut-Scene

- 2) Use the Break Needle you just got.
- 3) Follow the Blue path and into the small path.
- 4) Follow the path until you get to the end.
- 5) Before you get into Bubbleman's face, Save. And take out the Press Program.

Boss-Bubbleman

This guy gets this bubble shield when he only has about 100 HP left. And these stupid bubbles pop up from the hole in his panels. And that gets in the way of attacking Bubbleman. There's also Torpedoes, and Bombs in them.

HP:500
Element: Aqua
Recommended Chips: Heat shot, Mini bomb, Shotgun
Reward: 2000 Zennys

Start off with shooting Rabrings. Use bomb type chips to throw over the rock and hole. Use Heatshot or Shotgun on the rock when Bubbleman's behind it.

Boss-Bubbleman

Cut-Scene

Cut-Scene

Akiharachou

1) Go home.

Netto's House

1) Go upstairs.

Netto's Room

- 1) You get a E-mail from Dad about the style you just got.
- 2) Go to sleep.

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4. d. N1 Tournament begins Chap4
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Cut-Scene

- 1) You get a E-mail from the DNN.
- 2) Plug-in to your computer and head to Meiru's HP.

Netto's HP >>> Akiharachou Area 1 >>> Meiru's HP

Meiru's HP

- 1) Go to where you got the 500 Zennys.
- 2) Talk to Roll. Oh and remember. This is the Short-Cut. Now head to Yaito's HP.

Meiru's HP >>> Akihara Area 1 >>> Akihara Area 2 >>> Yaito's HP

Yaito's HP

1) Talk to Glide. Now go to Dekao's HP.

Yaito's HP >>> Akihara Area 2 >>> Akihara Area 3 >>> Akihara Area 1 >>>
Dekao's HP

Dekao's HP

Talk to the Green Program. Now we have to go to Yoka-Yoka Area 1.

Dekao's HP >>> Akihara Area 1 >>> Yoka-Yoka Square >>> Yoka-Yoka Area 2 >>>
Yoka-Yoka Area 1

Yoka-Yoka Area 1

- 1) Go forward and talk to Gutsman.
- 2) You get a E-mail with the C Beach Ticket.
- 3) Plug-Out.

Netto's Room

- 1) Plug-In.
- 2) Head to the metro.

Netto's HP >>> Akihara Area 1 >>> Akihara Area 2 >>> Akihara Area 3 >>>
Akihara Area 1

Akihara Area 1

- 1) Talk to the Green Program. And put your destination as Beach.

Beach Area 2

Last of the big areas. With 2 areas and a square. Also the entrance to the
Ura-Internet.

- 1) Go up the hill.
- 2) If you want you can read the board right next to you.
- 3) Follow the path until you get to a set of hills.
- 4) Go down the hill.
- 5) Get the Recovery 50 G. Right behind you.
- 6) Go back to the hill, and go straight. And go through the tiny passage.
- 7) Follow the Blue passage first, to get a Regular Up 3.
- 8) Now follow the red passage. and follow the orange path.
- 9) Go into the warp.
- 10) Go into the other warp right next to you.

Beach Square

- 1) Go up the hill. And talk to the yellow navi.

Cut-Scene

- 2) First go all the way to the right to find a Program Shop.
 - 3) Buy a ImeFish. 8000 Zennys.
 - 4) Leave.
-

Beach Area 2

- 1) Go down and head right.
- 2) Follow the orange path. Until you find a Blue Path. Follow it to get to Beach Area 1.

Beach Area 1

Cut-Scene

- 1) Fight the Heel Navi in front of you.

Battle

Gabutank x2

Oenka x1

- 2) Go straight through the transporter.
- 3) Go down the hill.
- 4) Get the Charge+1 behind you.
- 5) Now fight the Heel Navi in front of you.

Battle

Ebideru x2

Oenka x1

- 6) Go straight and take a right.
- 7) Go through the transport.
- 8) Follow the path. And take the right transport.
- 9) Follow the path and talk to the Heel Navi.

Battle

Swodola x1

Swotal x1

Oenka x1

- 10) Go into the warp.

Cut-Scene

Cut-Scene at WWW

Netto's House

Cut-Scene

- 1) You get a E-mail from the N1 people. And a Data Disk from your mom.

2) Head to your Dad's Research Lab.

Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby >>> Dad's Research Lab

Dad's Research Lab

- 1) Give the Data Disk to the scientist close to you.
- 2) Now go to the elevator and go down.

Kagakushou Lobby

Cut-scene

- 1) You get a P.E.T Case from your dad.
- 2) Go home.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Akihara Station >>>
Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

- 1) Go to sleep.

You get a E-mail from Dekao.

- 2) Head to the metro.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station

Metro Akihara Station

- 1) Get a Beach Ticket.
- 2) And go through.

Metro Beach Station

- 1) Get out.

Beach Street

The last biggest area of the game. You have to come here a lot. Trust me.

- 1) First of all, talk to the guy in front of you. He's offering you a Kaizou Tool. Buy it. It's 5600 Zennys. If you want to know how to use this go to the Navi Customizer section of this guide.
- 2) Now go down the road. And take a left. And take a right. And then take another left.

- 3) Do you see the car in front of you?
- 4) Plug-in to the DNN Car.

DNN Car Comp

- 1) Get the HP +100.
- 2) Plug-out.

Beach Street

- 1) Now go into the building in front of you.

T.V Station Lobby

- 1) Talk to the guy at the way top. The one with the Blue clothes and hat.
He wants to Net-Battle. Accept it.

Boss-Kingman

HP:800
Element: Normal
Recommended Chips: Boomerang 1, Double Bomb, Guts Punch
Reward: 1000 Zennys

He's got chess pieces. What a cool navi. Ok down to business. He can summon Pawns, Knights, and Rooks. Pawns just attack Horizontally, Knights jump into your area making sonic waves, and Rooks just guard Kingman. Kingman's only attack is Checkmate. Where he makes his three chess pieces move into your area surrounding you and attacking from mid air. But don't worry about it. Just keep throwing things in the back and eventually you should be able to beat him.

Boss-Kingman

Cut-Scene

- 2) Go through the double doors.

T.V Station 1st Floor Hallway

- 1) Just follow the path to the other side. When you see some boxes, examine it to get a Regular Up 1.

T.V Station Studio

Cut-Scene

1) Head to the Lobby.

T.V Station Studio >>> T.V Station 1st Floor Hallway >>> T.V Station Lobby

T.V Station Lobby

You get a E-mail from your Dad.

You get a Kakuchou Memory. This makes the map of your Navi Customizer bigger.

1) Head outside.

Beach Street

1) Go down.

2) Talk to Sunayama.

Cut-Scene

Jigokujima

Cut-Scene

1) Go inside.

Hariyama Jigoku

Cut-Scene

At this point you can only use the Jigoku Folder they give you.

Jigokujima Area

We have to find the Victory Data. But first we have to do something before that. Put the ImeFish in your NaviCust. And find a virus called KorudoPoluzu. If you beat it fast enough you can get a KoriHougun M. You must get this chip right now. Get 5 of these. 4 for you and 1 for... Ok get 4 because it's going to help you with the next boss. And the other one, you need to give it to someone.

- 1) Go left. And go through the narrow path.
- 2) Go through the transporter. And take a left.
- 3) Follow the path and take a right.
- 4) Go through the narrow path, and take the Jigoku Key.
- 5) Now go back, and take the transporter in front of you.
- 6) Go straight, and go down the hill.
- 7) Go through the narrow path.
- 8) Follow the path, and take the next narrow path.
- 9) Open the gate. Follow the path into another narrow path.
- 10) When you're on the narrow path take a left.

- 11) Get the Black Bomb 1 P.
- 12) Go to the opposite side and get the victory data.

Note: If you haven't got the 5 KoriHougun M Plug-in and get it. If you don't want to get it, get at least one. It's needed to beat the game.

Hariyama Jigoku

Cut-Scene

- 1) Go up the hill.

Cut-Scene

- 2) Now you have to choose which door you want to go through. You still have the Jigoku Folder so looking at the chips you have you should choose the door all the way to the right. The jungle stage. Save.

4 Dai Jigoku

Cut-Scene

Boss-Metalman V2

HP:800
Element: Normal
Reward: Spot in the next round

I have nothing to tell you. Try your best. Use the Burning Body with the stage. You can even hit him with Flame Sword first. Hit him with everything you got.

Boss-Metalman V2

Cut-Scene

You got 3:00 to get a new folder that you are comfortable with.

- 1) Get out.

Hariyama Jigoku

- 1) Go outside.

Jigokujima

- 1) Go to the top.
- 2) Talk to the boy. We need to do a Quiz. It's simple.

Q1. Which is the most heaviest?

A1. Bottom 100 Liter Water

Q2. Inuaki Takeo's fake job was?

A2. Middle Nise Enchou

Q3. Who is the director of this Tournament?

A3. Up Yasu

Q4. Which of these Styles are for a person who uses your Buster?

A4. Down Aqua Guts

Q5. Which one of these is a Breaking Chip?

A5. Up Hougun

3) You get a N1 Folder A.

4) Let the rest of the time pass. Oh and Save.

Cut-Scene

Mugen Jigoku

Cut-Scene

Boss-Gutsman V2

HP:700

Element: Normal

Reward: Spot in the Semi-Finals

He's not that hard. With the folder you can create 2 P.A.s. Zeta Cannon 2, and Dream Sword. It should be easy.

Boss-Gutsman V2

Cut-Scene

1) Go up the hill, and into the elevator.

Jigokujima

1) Head down all the way.

2) Go to the boat.

Cut-Scene

You get a E-mail from Sunayama.

Beach Street

1) Head to the T.V Station.

T.V Station Lobby

- 1) Talk to Kero. The announcer.
- 2) Go outside.

Beach Street

1) Take a right. And head straight. To find Enzan.

Cut-Scene

2) Go back to the T.V Station.

T.V Station Lobby

1) Head to T.V Sation Studio. Oh and Save.

T.V Station Lobby >>> T.V Station 1st Floor Hallway >>> T.V Station Studio

T.V Station Studio

Cut-Scene

Boss-Kingman

HP:800
Element: Normal
Recommended Chips: Boomerang 1, Double Bomb, Guts Punch
Reward: Spot in the finals

Same thing, with the first time you faced him. What else do I say.

Boss-Kingman

Cut-Scene

1) Head outside the T.V Station.

T.V Station Studio >>> T.V Station 1st Floor Hallway >>> T.V Station Lobby
>>> Beach Street

Beach Street

Cut-Scene

1) Go back to the T.V Station Studio.

Beach Street >>> T.V Station Lobby >>> T.V Station 1st Floor Hallway >>>
T.V Station Studio

T.V Station Studio

Cut-Scene

1) Head to T.V Station 1st Floor Hallway.

T.V Station 1st Floor Hallway

1) Go inside the elevator.

T.V Station 2nd Floor Hallway

1) Save. Take out any unnecessary programs out of your NaviCust. And go to the next door.

T.V Station Editing Room

Cut-Scene

Boss-Desertman

HP:800

Element: Normal

Recommended Chips: Sonic Waves, Bubble Shot, Twister, KoriHougun

His whole field is covered in sand. Destroy the bottom hand and start attacking his face. Everytime you hit him he disappears into another panel. Using aqua chips dries him up, letting you attack him a second time. He's not hard as long as you don't get hit by his hands, and the sand pools.

Boss-Desertman

Cut-Scene

Cut-Scene at WWW

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4. e. Protecting a Life
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Chap5

Akiharachou

Cut-Scene

1) Head to Beach Street.

Akiharachou >>> Metro Akihara Station >>> Metro Beach Station >>> Beach Street

Beach Street

1) When you get here take a left. And then take a right. You should be in front of the Hospital.

Sea Side

This is where the Hospital is located.

- 1) Head straight. You should see this small structure in front of you.
- 2) Examine it. You get a Regular Up 2.
- 3) Now go inside the Hospital.

Hospital Lobby

1) Do you see the Vending Machine in front of you? Plug-in.

Vending Machine Comp

- 1) Get the 9000 Zennys.
- 2) Plug-Out.

Hospital Lobby

Plug-In to the T.V.

T.V Comp

- 1) Get the Recovery 120 *.
- 2) Plug-Out.

Hospital Lobby

- 1) Head to the left.
- 2) Examine the pink door and you get a DeathMatch 1 *.
- 3) Go to the elevator and go to the 2nd floor.

Hospital 2nd Floor

- 1) Go all the way straight.
- 2) And into the door right next to you.

Sickroom

Cut-Scene

- 1) Plug-in to the Bed.

Bed Comp

- 1) Get the Regular-Up 2.
- 2) Head out.

Hospital 2nd Floor

- 1) Go to the elevator and go to the 3rd Floor.

Hospital 3rd Floor

- 1) Go to where the Giant Tree is. Examine it to get an HP Memory.
- 2) Go to the elevator and go to the 1st Floor.

Hospital Lobby

- 1) Go to the Vending Machine. Examine it.

Cut-Scene

- 2) Go outside.

Sea Side

- 1) Take a right and go down the stairs. You should be at the beach.
- 2) Talk to the boy on the Wheelchair.

Cut-Scene

Oh and remember the door on top of you. We're going to use it soon.

- 3) Head to the Sickroom.

Sea Side >>> Hospital Lobby >>> Hospital 2nd Floor >>> Sickroom

Sickroom

Cut-Scene

1) Go home.

Sickroom >>> Hospital 2nd Floor >>> Hospital Lobby >>> Sea Side >>>
Beach Street >>> Metro Beach Station >>> Metro Akihara Station >>> Akiharachou
>>> Netto's House

Netto's House

Cut-Scene

1) Go upstairs.

Netto's Room

Cut-Scene

You get a E-mail from Dekao.

1) Go to the park.

Netto's Room >>> Netto's House >>> Akiharachou

Akiharachou

Cut-Scene

You get a E-mail from Tamako.

1) Go to Yoka-Yoka Mura. And go to where Tamako is.

Akiharachou >>> Metro Akihara Station >>> Metro Yoka-Yoka Mura Station >>>
Yoka-Yoka Mura >>> Front of Inn

Front of Inn

1) Talk to Tamako and Net-Battle.

Boss-Metalman V2

HP:800
Element: Normal
Recommended chips: Area steal, Wide sword, Long sword
Reward Metalman V2, Tamako's P Code

Nothing changes. Same strategy and you could beat him. You faced this guy already once with a handicap. What's so hard?

Boss-Metalman V2

2) Now head to Kagakushou Lobby.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby

Kagakushou Lobby

1) Head to where the jobs are.

First of all there's a separate section for Jobs in this FAQ. But these are sort of special. You must do these 4 jobs to go on with the story line. So I'm just going to tell you what to do here. But it'll still be in the Jobs section of the guide. And right now is a good time to do some of the other Jobs's on the board if you want some HP Memory's, Regular Ups, Chips, and Zennys. I highly recommend you to do so. But it's all up to you.

- 2) Choose the first one. The one that says Data Recovery. Well for the right translation it's Gathering Data.
- 3) Head to the Teacher's Lounge.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Akihara Station >>>
Akiharachou >>> School Hallway >>> Teacher's Hallway >>> Teacher's Lounge

Teacher's Lounge

- 1) Go to the back and talk to the guy.
- 2) Plug-in to the computer thing right next to you.

School-Server Comp

- 1) Get the HP memory, and the Stonecube *.
- 2) Plug-Out.

Teacher's Lounge

1) Head to the Virus Research Lab.

Teacher's Lounge >>> Teacher's Hallway >>> School Hallway >>> Akiharachou >>>
Metro Akihara Station >>> Metro Kagakushou Station >>> Kagakushou Lobby >>>

Virus Research Lab

Virus Research Lab

1) Plug-In.

Kagakushou Square

1) Head through the warp.

Kagakushou Area 2

1) Head to Kagakushou Area 1. The 2nd floor.

Kagakushou Area 1

- 1) Go straight and take a left.
- 2) Go straight more. and take a right. Then take a left. Talk to the Program.
- 3) Plug-out.

Virus Reseach Lab

1) Plug-In.

Kagakushou Square

1) Go to the shortcut that leads to Yaito's HP.

Yaito's HP

1) Head to Akihara Area 2.

Akihra Area 2

- 1) Go to where you style changed.
- 2) Talk to the Purple Navi.
- 3) Plug-out.

Virus Research Lab

Note: If you're playing the WHITE version follow this guide. If you're playing the BLACK version scroll down.

WHITE ONLY

1) Head to Meiru's Room.

Virus Research Lab >>> Kagakushou Lobby >>> Metro Kagakushou Station >>>
Metro Akihara Station >>> Akihrachou >>> Meiru's House >>> Meiru's Room

Meiru's Room

1) Plug-in.

Meiru's HP

1) Head to the Short-Cut that leads to Yoka-Yoka Square.

Yoka-Yoka Square

- 1) Buy Yo-Yo 1 G at the shop.
- 2) Go to Yoka-Yoka Area 2.

Yoka-Yoka Area 2

- 1) Go straight all the way and take the left small path. Follow the red path to get a Full Energy.
- 2) Now go back a little and go right. And head to Yoka-Yoka Area 1.

Yoka-Yoka Area 1

- 1) Keep on following the small red path until you get to a intersection.
- 2) Take a left. And another left. Save. Get to the end and...

Boss-Bubbleman V2

HP:800
Element: Aqua
Recommended Chips: Heat shot, Mini bomb, Shotgun
Reward: Bubbleman B

Same thing. Been there done that.

Boss-Bubbleman V2

3) Plug-out.

Meiru's Room

1) Go to Yaito's house.

Meiru's Room >>> Meiru's House >>> Akihrachou >>> Yaito's House

Yaito's House

1) Plug-in.

Yaito's HP

1) Go to Akihara Area 2.

Akihara Area 2

- 1) Go to where the Purple Navi is.
- 2) Give the guy the chip.
- 3) Plug-Out.

Yaito's House

1) Go to the Teacher's Lounge.

Yaito's House >>> Akihrachou >>> School Hallway >>> Teacher's Hallway >>>
Teacher's Lounge

Teacher's Lounge

- 1) Talk to the guy.
- 2) You get a Heavygauge *.
- 3) Head to Kagakushou Lobby.

Teacher's Lounge >>> Teacher's Hallway >>> School Hallway >>> Akiharachou >>>
Metro Akihara Station >>> Metro Kagakushou Station >>> Kagakushou Lobby

Scroll down until you see another set of stars to go on.

BLACK ONLY

1) Head to where Tamako is.

Virus Research Lab >>> Kagakushou Lobby >>> Metro Kagakushou Station >>>
Metro Yoka-Yoka Station >>> Yoka-Yoka Mura >>> Front of Inn

Front of Inn

- 1) Plug-in.

Tamako's HP

- 1) Head to where the Short-Cut is.

Beach Square

- 1) Go through the warp.

Beach Area 2

- 1) Now try to find a Yo-Yo-To. If you're lucky you can get a Yo-Yo 1 G.
I got nothing else to say. You have to find this.
- 2) If you're done finding it, you have something else to do.
- 3) Head to the Metro in this area.
- 4) Your destination is Yoka-Yoka.

Yoka-Yoka Square

- 1) Head to Yoka-Yoka Area 2.

Yoka-Yoka Area 2

- 1) Go straight all the way and take the left small path. Follow the red path to get a Full Energy.
- 2) Now go back a little and go right. And head to Yoka-Yoka Area 1.

Yoka-Yoka Area 1

- 1) Keep on following the small red path until you get to a intersection.
- 2) Take a left. And another left. Save. Get to the end and...

Boss-Bubbleman V2

HP:800
Element: Aqua
Recommended Chips: Heat shot, Mini bomb, Shotgun
Reward: Bubbleman B

Same thing. Been there done that.

Boss-Bubbleman V2

3) Plug-Out.

Front of Inn

1) Head to Yaito's House.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Station >>>
Metro Akihira Station >>> Akiharachou >>> Yaito's House

Yaito's House

1) Plug-in.

Yaito's HP

1) Go to Akihara Area 2.

Akihara Area 2

- 1) Go to where the Purple Navi is.
- 2) Give the guy the chip.
- 3) Plug-out.

Yaito's House

1) Go to the Teacher's Lounge.

Yaito's House >>> Akihrachou >>> School Hallway >>> Teacher's Hallway >>>
Teacher's Lounge

Teacher's Lounge

- 1) Talk to the guy.
- 2) You get a Heavygauge *.
- 3) Head to Kagakushou Lobby.

Teacher's Lounge >>> Teacher's Hallway >>> School Hallway >>> Akiharachou >>>
Metro Akihara Station >>> Metro Kagakushou Station >>> Kagakushou Lobby

Start Here for WHITE

Kagakushou Lobby

- 1) Go to where the jobs are.
- 2) Choose the next one.
- 3) It should be something like Riot Suppression. Something like that.
- 4) Head to the T.V Station Lobby.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Beach Station >>>
Beach Street >>> T.V Station Lobby

T.V Station Lobby

- 1) Talk to guy almost right next to you.
- 2) Go to the 2nd floor.

T.V Station Lobby >>> T.V Station 1st Floor Hallway >>>
T.V Station 2nd Floor Hallway

T.V Station 2nd Floor Hallway

- 1) Head to the otherside. But don't go in through the door.
- 2) There should be this Square looking machine right next to you.
- 3) Plug-in.

T.V Station Compene Comp

- 1) I don't know what this place is called. But for now get the Regular-Up 1 on the top.
- 2) And talk to the Heel Navi.

Battle

Garuba x1
Kyolushin x1
Rarachubu x1

- 3) Plug-Out.

T.V Station 2nd Floor Hallway

- 1) Now go through the door.

T.V Station Editing Room

- 1) Examine the board in front of you. You should get a Regular-Up 2.
- 2) Plug-In to the Editing machine thing.

Editing Machine Comp

- 1) Get the HP Memory.
- 2) Plug-out.

T.V Station Editing Room

- 1) Head to the T.V Station Studio.

T.V Station Editing Room >>> T.V Station 2nd Floor Hallway >>>
T.V Station 1st Floor Hallway >>> T.V Station Studio

T.V Station Studio

- 1) Plug-in to the Net-Battle Machine.

Net-Battle Machine Comp

- 1) Talk to the Heel Navi.

Battle

Swodola x1
Swotal x1
Rarachuba x1

- 2) Get the Ratton Hanabi H.
- 3) Plug-Out.

T.V Station Studio

- 1) Head outside.

T.V Station Studio >>> T.V Station 1st Floor Hallway >>> T.V Station Lobby >>>
Beach Street

Beach Street

- 1) Plug-In to the DNN Car.

DNN Car Comp

- 1) Talk to the Heel Navi.

Battle

Mettaur2 x1

Cannondumb2 x1

Rarachubu x1

2) Plug-Out.

Beach Street

1) Go back into the T.V Station.

T.V Station Lobby

1) Talk to the guy, and you get the Urano Warifu. Someone tell me the name of this in English.

2) Go back to Kagakushou Lobby.

T.V Station Lobby >>> Beach Street >>> Metro Beach Station >>>

Metro Kagakushou Station >>> Kagakushou Lobby

Kagakushou Lobby

1) Next one. The one that says Stuntman recruitment.

2) Go to Tamako's place.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Yoka-Yoka Station >>>

Yoka-Yoka Mura >>> Front of Inn

Front of Inn

1) Plug-In.

Tamako's HP

1) Go to the shortcut.

Beach Square

Head to Beach Area 1.

Beach Square >>> Beach Area 2 >>> Beach Area 1

Beach Area 1

-
- 1) Go straight and into the transporter.
 - 2) Go down the hill.
 - 3) Follow the orange path. Almost to the end.
 - 4) Go back a little turn to the corner.
 - 5) There should be a Navi. Save. And talk.

Battle 1

Mettaur2 x2

Battle 2

Yoyot x1
Mettaur x1

Battle 3

Ebiron x1
Mettaur x1
BonBeetle x1

Battle 4

Yoyot x2

Battle 5

Mettaur2 x2
Kiyolushin x1

- 6) You get a HP Memory.
- 7) Plug-Out.

Front of Inn

- 1) Head back to Kagakushou Lobby.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby

Kagakushou Lobby

- 1) Go to the board. And read the last one. It should say something like
Please find my Friend.

2) Go to the park in Akiharachou.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Akihara Station >>>
Akiharachou

Akiharachou

- 1) Head to the park.
- 2) Talk to the guy.
- 3) Go to Tamako's place.

Akiharachou >>> Metro Akihara Station >>> Metro Yoka-Yoka Mura Station >>>
Yoka-Yoka Mura >>> Front of Inn

Front of Inn

- 1) Plug-In.

Tamako's HP

Go to the warp.

Yoka-Yoka Area 1

- 1) When you're crossing the small path you should see a Green Normal Navi.
You have to go to where that Green Normal Navi is.
- 2) Talk to the Green Normal Navi.
- 3) Plug-out.

Front of Inn

- 1) Go to the Zoo.

Front of Inn >>> Yoka-Yoka Mura >>> Zoo 1

Zoo 1

- 1) Talk to the scientist looking guy in front of you .
- 2) Go back to the park.

Zoo 1 >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Akihara Station >>> Akiharachou

Akihrachou

- 1) Go to the park.

- 2) Talk to the guy.
- 3) You get a Regular-up 3.
- 4) Go to Kagakushou Lobby.

Akiharachou >>> Metro Akihara Station >>> Metro Kagakushou Station >>>
Kagakushou Lobby

Kagakushou Lobby

- 1) Go talk to Torakichi.

Cut-Scene

- 2) You get a Folder 2.
- 3) Go home.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Akihara Station >>>
Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

- 1) Go to sleep.

Cut-Scene

- 2) Go to school.

Netto's Room >>> Netto's House >>> Akiharachou >>> School Hallway >>>
Classroom Hallway >>> Classroom 5A

Classroom 5A

- 1) Talk to everyone.

Cut-Scene

- 2) Go to Dekao's house.

Classroom 5A >>> Classroom Hallway >>> School Hallway >>> Akiharachou

Akiharachou

- 1) Go to Dekao's House.

Cut-Scene

Cut-Scene

Netto's Room

You get a E-Mail from Mamoru.

1) Go to the beach in front of the Hospital.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Beach Station >>> Beach Street >>> Sea Side

Sea Side

- 1) Go to the beach.
- 2) Talk to Mamoru.

Cut-Scene

3) Go inside the Hospital.

Hospital Lobby

1) Go to the elevator. And go to the 3rd floor.

Hospital 3rd Floor

- 1) Talk to the doctor on the other side.
- 2) Go back to where Mamoru is.

Hospital 3rd Floor >>> Hospital Lobby >>> Sea Side

Sea Side

- 1) Go to Mamoru.
- 2) Talk to him.

Cut-Scene

Cut-Scene

NOTE: See I told you, we needed that KoriHougun M.

3) Go inside the Hospital, and go to the 2nd floor.

Sea Side >>> Hospital Lobby >>> Hospital 2nd Floor

Hospital 2nd Floor

1) Go to the room where Mamoru is.

Sickroom

Cut-Scene

2) go home.

Sickroom >>> Hospital 2nd Floor >>> Hospital Lobby >>> Sea Side >>>
Beach Street >>> Metro Beach Station >>> Metro Akihara Station >>> Akiharachou
>>> Netto's House

Netto's House

1) Go upstairs.

Netto's Room

1) Go to sleep.

Cut-Scene

You get a E-mail from the Hospital.

2) Head to the Hospital.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Beach Station >>> Beach Street >>> Sea Side >>> Hospital Lobby

Hospital Lobby

1) Go to the 2nd floor.

Hospital 2nd Floor

1) Go to the Sickroom.

Sickroom

1) Talk to Mamoru.

Cut-Scene

2) Head to the 3rd floor.

Sickroom >>> Hospital 2nd Floor >>> Hospital 3rd Floor

Hospital 3rd Floor

1) Get to the other side.

Cut-Scene

Cut-Scene

2) Go to the elevator. And head to the Hospital Lobby.

Hospital Lobby

Cut-Scene

1) Go to the 3rd Floor.

Hospital 3rd Floor

Cut-Scene

Hospital Comp 1

Ok there are 5 areas in the Hospital. Each one harder than the next. I'll tell you why later. Oh this place has a nice BGM too.

- 1) Take a left and follow the path to a Mystery Data. It contains a Oil Body.
- 2) Put the Oil Body inside your Navi Customizer.
- 3) Now go on the transporter right next to you.
- 4) You can't go through the big tree right next to you so follow the other path and talk to the program.
- 5) You get a Energy Change.
- 6) Put Energy Change in you Navi Cust.
- 7) Get the Blue Mystery Data that you can see from here.
- 8) It's a Regular-up 1.
- 9) Go to the opposite side.
- 10) Take the Transporter, and head down.
- 11) Go down more until you see another tree. Oh there's nothing on the other side.
- 12) Examine the tree and burn it down with a Fire chip you have.
- 13) If you don't have any fire chips, fight some of the viruses around here. You should have that Oil Body in your Navi Cust.
- 14) Go in the warp.
- 15) Follow the path.
- 16) Burn down the tree on the left. and follow the path to get to a Blue Mystery Data.
- 17) It's a Recovery 120 O.
- 18) Now go to the other tree and burn it down.
- 19) Follow the path to get to a system thing. But before that put some fire chips in your folder. Unless your Style is Heat.
- 20) Save.

Battle

Azomata x1

Tips: This guy cannot be damaged if you attack its body. You must attack his Vine thing. I know. There's no Vine in the field what so ever. Well wait

for a while. Yes the Vine is his attack. You must attack his Vine to damage him. Unless you hit him with a Fire Chip. And if your Style is Heat, just use your Charge Shot.

Hospital 3rd Floor

1) Go through the stairs to get to Hospital 2nd Floor.

Hospital 2nd Floor

1) Head to the Sickroom. The one where Yaito was.

Sickroom

- 1) Go to the windows.
- 2) Examine the open one.

Cut-Scene

Well you died. Netto didn't think carefully what would have happened when he landed. He hit his head when he landed. Yep. That's how life is. Sigh...
Oh my god he's alive!!! Oh praise the lord!!! It turns out his dumb luck saved him again. Now back to the game.

Sea Side

1) Go inside the Hospital.

Hospital Lobby

- 1) Talk to the nurse in front of you.
- 2) Get out and go to the beach.

Sea Side

- 1) You should be at the beach.
- 2) Do you see that door? Go in.

Basement

1) Follow the path.

Cut-Scene

2) Plug-in.

Hospital Comp 2

- 1) Burn the tree down and go left to get a Guts Straight Q.
- 2) Go back and take the other path.
- 3) Go into the warp.
- 4) Follow the path.
- 5) Follow the same path. You should get to a HP memory.
- 6) Now go back and take the other path.
- 7) Go right. Those things on the floor can be burned. If you need to recover some HP burn the bottom one.
- 8) Go to the other side.
- 9) Burn the one at the top.
- 10) It should be a switch.
- 11) Burn the one at the bottom to get 2 Heatshot I.
- 12) Save.
- 13) Go to the door that opened.
- 14) Go to the Control Panel.

Cut-Scene

Battle

Natarico x1

Cut-Scene

Hospital Basement

- 1) Go in the elevator to get to the 3rd floor.

Hospital 3rd Floor

- 1) Go to the otherside to where the surgeryroom.

Cut-Scene

Hospital Comp 3

- 1) Go left.
- 2) Follow it to a tree. And burn it.
- 3) Follow it and go right to get 1600 Zs.
- 4) Now go all the way down.
- 5) This should be new. 9 panels of grass. And there's going to be more of it.
- 6) Burn the one all the way to the right. You should get 2 Heatshot Is.
- 7) Now burn the one all the way to the left. You should get 2 more Heatshot Is.
- 8) Now go back to where you burned the first tree in this area.
- 9) Now go straight until you get to another tree. Burn it.
- 10) Follow the path and take a right to get to another set of Grass Panels.
- 11) Burn the one all the way to the top. You should get 2 Heatshot Is.
- 12) Burn the one under the one that's all the way to the right.

- 13) You get Death Match 2 W.
- 14) Burn the one under the one that's all the way to the left. It's a warp.
- 15) Go into the warp.
- 16) Next warp.
- 17) Take a right.
- 18) Burn the one all the way to the top. You should get 2 Heatshot Is.
- 19) Go to the opposite side.
- 20) Burn the one at the bottom. You should get 3 Heatshot Is.
- 21) Now go to the only path that you haven't taken yet.
- 22) Burn the tree on the left.
- 23) Get the Sub Memory.
- 24) Burn the other tree.
- 25) Go to the next area.

Hospital Comp 4

- 1) Take a left.
- 2) Follow the path. And take a right.
- 3) Follow it more to get 2000 Zennys.
- 4) Go up more.
- 5) Burn the one all the way to the left. You should get 2 Heatshot Is.
- 6) Go left.
- 7) Burn the one at the top. It's a switch.
- 8) Burn the right one too. You should get 3 Heatshot Is.
- 9) Go down.
- 10) Burn the one all the way to the bottom. You get 2 Heatshot Is.
- 11) Go back to where the door is.
- 12) Follow the path and burn the tree.
- 14) Burn the one all the way to the left. You should get 3 Heatshot Is.
- 15) If you need to heal burn the second one to the left. (After you burned the one in step 14.)
- 16) Burn the third one from the right. You should get 2 Heatshot Is.
- 17) Burn the second one from the right. It's a warp. But don't go through it yet.
- 18) Follow the path more to get the Barrier 100 E.
- 19) Now go through the warp.
- 20) Forget the tree and keep on going.
- 21) Follow the path.
- 22) Get the Full Energy.
- 23) Go into the warp.
- 24) Next area.

Hospital Comp 5

- 1) Go straight.
- 2) Take a left.
- 3) Get the Charge+1.
- 4) Go the opposite side.
- 5) Take a right and go straight all the way to get a Flame Sword R.
- 6) Now go back and take a right.
- 7) Burn the first tree you see.
- 8) Burn the one on top of the one that's all the way to the left.
- 9) It should be a switch.
- 10) Now get out of here and take another right.
- 11) Follow the path.
- 12) Take another right. It should be a field of Grass Panels.

- 13)Burn the one all the way to the top. You should get 2 Heatshot Is.
- 14)Burn the one to the right of that. You should get 2 more Heatshot Is.
- 15)Burn the one all the way to the bottom. You should get 2 more Heatshot Is.
- 16)Burn the one all the way to the right to recover 100 health.
- 17)Get out and go straight.
- 18)Take a right.
- 19)Burn the middle one. It's another switch.
- 20)Go down now and burn the last tree of this area.
- 21)Go right.
- 22)Burn the right one. You should get 3 more Heatshot Is.
- 23)Burn the left one. It's a warp.
- 24)Go into warp and get the HP Memory.
- 25)Go back.
- 26)Go all the way down.
- 27)Burn the left one. It's the last switch.
- 28)Burn the top one. It's 2 more Heat Shots Is.
- 29)Go to the beginning of this area. And follow the path to get to a warp.
- 30)Before going through the warp. Save. And put Fire Chips, take out unnecessary programs. Put the Flame Sword R you just got.

Cut-Scene

Boss-Plantman

Ah Plantman my favorite wood navi in the whole series.

HP:1000

Element: Wood

Recommended Chips: Totem, Firesword, P.A Heat Spread

Reward: 3000 Zennys

Use those Totem Chips you got in this area. Try using the Flameswords with Areasteal. He's not hard. I've always felt that Wood type navi's in Rockman games are really easy to beat. Especially in the Battle Chip GP game. Oh be careful when he uses Leaf Shield. (Veterans should remember this from Exe, and Exe 2-The Chip) If you hit him he recovers the damage you would've made. So to repel this use a fire chip and it'll burn away the shield.

Boss-Plantman

Cut-Scene

Cut-Scene

Cut-Scene at WWW

=====
4. f. A Burning Battle

=====
Chap6
=====

Akiharachou

Cut-Scene

1) Go to Kagakushou.

Akiharachou >>> Metro Akihara Station >>> Metro Kagakushou Station

Metro Kagakushou Station

- 1) Talk to the Professor guy that helped you.
- 2) Head to the Virus Research Lab.

Metro Kagakushou Station >>> Kagakushou Lobby >>> Virus Research Lab

Virus Research Lab

Cut-Scene

- 1) Get out.

Kagakushou Lobby

Cut-Scene

Well he's back. He changed his ways. He's going to help you from now on.

- 1) Go to Meiru's House.

Kagakushou Lobby >>> Metro Kagakushou Station >>> Metro Akihara Station >>>
Akiharachou >>> Meiru's House

Meiru's House

- 1) Go upstairs.

Meiru's Room

- 1) Plug-in.

Meiru's HP

- 1) Go to the shortcut that leads to Yoka-Yoka Square.

Yoka-Yoka Square

- 1) Go to Yoka-Yoka Area 2.

Yoka-Yoka Area 2

If you don't get the instructions below scroll down a little. To where it says Notes.

- 1) Go straight all the way and take a right. (Put the Press Program in your Navi Cust)
- 2) Follow the path.
- 3) You should get to a Heel Navi.
- 4) Talk to him.

Battle

Yoship x1
Harudopolse x1
Storm Box x1

- 5) Go back and take the other small path.
- 6) Follow it until you get to a regular path.
- 7) Now take a right and talk to the Heel Navi.

Note: The small path has two colors. Red and Blue. If you don't get the instructions on top follow this.

1) When you begin this area you just go straight. Now there should be 2 small paths to you left and right. The Right is Red. And the Left is Blue. You first take the right one. You should still be on the red small path. Now you should see a small blue portion. Take it. Then take a left. You should get to the first Heel Navi.

2) Now for the second. Go back to the place where we started. Instead of going right, now we go left. The blue path. Follow the blue small path until you get to a small red path. Go right. Follow it until you get to another blue small path. Take it and follow the Red path. Not the one leading to Yoka-Yoka Area 1. If you did it right you should get to the second Heel Navi.

Battle

Mettaur 3 x2
Storm Box x1

Cut-Scene

You get a E-mail from Hinoken.

- 8) Plug-Out.

Meiru's Room

- 1) Plug-In again.

Meiru's HP

1) Go to Yoka-Yoka Square.(Go to the shortcut)

Yoka-Yoka Square

- 1) Go to the Cyber Metro.
- 2) Your destination is the Beach Area.

Beach Area 2

- 1) Head to where the warp to Beach Square is.
- 2) Before going through the warp there should be a Heel Navi.

Battle

- Mettaur3 x1
- Raundrau x1
- Storm Box x1

3) Go to Beach Area 1.

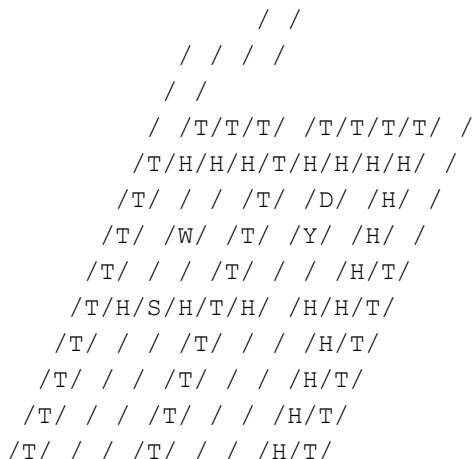
Beach Area 1

- 1) Go though the transporter that sends you straight. Oh watch the screen.
- 2) Did you see that Heel Navi. Go face him.

Battle

- Donbeetle x2
- Stormbox x1

- 3) You should be in the middle of two transporters. Now go to the opposite side of the left transporter.
- 4) Go all the way straight to the other side. In other words go North-East. So it should be like this...



T=Transporter
S=Security Cube
H=Hole
N=Where the Heel Navi was
W=Warp
D=Destination
Y=Where you should save

So you should be where the N is.
So go to where the Y is.

/T/ / / /T/ / / /H/T/
T/ /N/ /T/ / / /H/T/
/ / / / / / / /H/T/
/ /
/

5) Save. Put the chips that you faced Desertman with.

Boss-Desertman V2

HP:1200
Element: Normal
Recommended Chips: Sonic Waves, Bubble Shot, Twister, KoriHougun
Reward: Desertman D

His whole field is covered in sand. Not too hard. Same as V1 but with more HP.

Boss-Desertman V2

- 6) Now go back to where the Heel Navi was.
- 7) Go on the transporter right next to you on the left.
- 8) Go down the hill. And just go straight all the way till you get to two pathways.
- 9) Go right.(Rockman's View) And take the transporter. Follow the path until you get to another set of transporters. Take the right one. And Follow that path until you get to the Heel Navi.
- 10) Save if you want and fight.

Battle

Kiyolushin x1
Nurime x1
Stormbox x1

Cut-Scene

You get a E-mail from Hinoken.

10) Head to Kagakushou's Virus Research Lab. Just Plug-Out.

Meiru's Room

1) Head to the Virus Research Lab.

Meiru's Room >>> Meiru's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby >>> Virus Research Lab

Virus Research Lab

1) Plug-In.

Kagakushou Square

- 1) Head to Kagakushou Area 1 on the 2nd floor. (You should know where this is by now. If you don't scroll up to around scenario 2 or something. I'm lazy ok)

Kagakushou Area 1

- 1) Once again follow the yellow path.
- 2) You should get to the place where we did that N1 thing. Oh look there's a Heel Navi. You know what to do.

Battle

Swodola x1
Swotal x1
Stormbox x1

Cut-Scene

You get a E-mail from somebody.

- 3) Plug-Out.

Virus Research Lab

- 1) Plug-In.

Kagakushou Square

- 1) Head to the Cyber Metro in Kagakushou Area 2. And put your destination as Akihara.

Akihara Area 1

- 1) Go to Akihara Square.

Akihara Area 1 >>> Dekao's HP >>> Akihara Square

Akihara Square

- 1) Go to the top where the message boards are.
- 2) Talk to the guy in front of the message boards.

Cut-Scene

3) Plug-Out.

Virus Research Lab

1) Go to the hospital.

Virus Research Lab >>> Kagakushou Lobby >>> Kagakushou Metro Station>>>
Beach Metro Station >>> Beach Street >>> Sea Side

Sea Side

- 1) Remember when Netto jumped out of the window and landed safely thanks to his dumb luck. Go there.
- 2) Talk to the girl.
- 3) Yay you got a Spin Orange. Now your Orange Programs can be rotated.
- 4) Now go to the 2nd floor of the Hospital.

Sea Side >>> Hospital Lobby >>> Hospital 2nd Floor >>> Sickroom

Sickroom

1) Talk to Mamoru.

Cut-scene

You get the WHP Code.

2) Get out.

Hospital 2nd Floor

Cut-Scene

1) Go to the Virus Research Lab.

Hospital 2nd Floor >>> Hospital Lobby >>> Sea Side >>> Beach Street >>>
Beach Metro Station >>> Kagakushou Metro Station >>> Kagakushou Lobby >>>
Virus Research Lab

Virus Research Lab

- 1) Talk to Hinoken
- 2) Plug-In.

Kagakushou Square

1) Go to the second floor of Kagakushou Area 1.

Kagakushou Square >>> Kagakushou Area 2 >>> Kagakushou Area 1

Kagakushou Area 1

- 1) When you get there you should see a program navi. Give him the Fire data.
- 2) Plug-Out

Virus Research Lab

- 1) Talk to Hinoken.

Cut-Scene

- 2) Go to the Vending machine in Kagakushou Lobby.

Kagakushou Lobby

- 1) Talk to Hinoken.
- 2) Plug-In.

Vending Machine Comp

- 1) Talk to the program navi and give him the Heat Data.
- 2) Plug-Out.

Kagakushou Lobby

- 1) Talk to Hinoken.

Cut-Scene

- 2) Go to the elevator.

Dad's Research Lab

- 1) Talk to Hinoken.

Cutscene

Computer's Comp

- 1) Talk to the program navi and give the Flame Data to him.
- 2) Plug-Out.

Dad's Research Lab

1) Talk to Hinoken.

Cut-Scene

You get Magama Field T.

2) Go home.

Dad's Research Lab >>> Kagakushou Lobby >>> Kagakushou Metro Station >>>
Akihara Metro Station >>> Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

Cut-Scene

1) Go to Kagakushou.

Netto's Room >>> Netto's House >>> Akiharachou >>> Akihara Metro Station >>>
Kagakushou Metro Station

Kagakushou Metro Station

1) Talk to the guy at the top of the stairs.

Cut-Scene

You get a E-mail from the DNN.

2) Go home.

Kagakushou Metro Station >>> Akihara Metro Station >>> Akiharachou >>>
Netto's House >>> Netto's Room

Netto's Room

1) Plug-In.

Netto's HP

1) Go through the warp.

Akihara Area 1

This is one of the most frustrating parts of this game. You have to go through the net taking down fires. And that's only the first of it. Each area contains about 3 fires. So if my calculations are correct you need about 27 aqua chips. But not to worry some fires contain aqua chips. Some contains Zennys. But some also contains Viruses. And others don't even have anything. And for the second part. After you take down all the fire you have to go chase Hinoken by going into the Ura-Internet. The Ura-Internet contains tons of strong viruses.

So lets start this thing.

- 1) Go down and you should see your first fire. Remember to put the Energy change program into your NaviCust. Now press A on it and Rockman will ask you to sacrifice an aqua chip. Get like a Bubbleshot or something. That should put out that fire. One down twenty six to go.
- 2) Follow the path and you should see another Put it out. 2/27
- 3) Next area. (The other one is on the other side)

Akihara Area 2

- 1) Go up a little. And take a right. There's a fire. Put it out. Virus Battle. It's not too hard. 3/27
- 2) Go to where the warp to Yaito's HP is. Put the fire out. Oh yeah it's your lucky day. You win 2 Bubbleside Fs. 4/27
- 3) Now head to where the shop is. You should encounter a flame on the way. You know what to do. 5/27
- 4) Next Area.

Akihara Area 3

- 1) Go right.(Rockman's View) Head straight all the way. You should see a Flame. Put it out. 6/27
- 2) Now go back a little. And take a right. Go down the hill. Head to where you encountered Flashman V2. Flame #7. Put it out. 7/27
- 3) Now go back up the hill. And take a right.Now take another right. You be going to the path that leads to the other side of Akihara Area 1.
- 4) Now take the first left turn you see. Follow it to get to another flame. Put it out. And you get 3 Bubbleside Fs. 8/27
- 5) Now follow the path to Akihara Area 1.

Akihara Area 1

- 1) Follow the path to the Cyber Metro. On the way you should see Flame #9. Put it out, you get a Bubbleside F. And you get a call from Hinoken. So I guess we're done with the flames in Akihara Area. 9/27
- 2) Take the Cyber Metro to Kagakushou Area.

Kagakushou Area 2

- 1) Go to Kagakushou Area 1. (The one closer to you)

Kagakushou Area 1

- 1) Follow the path to get to the transporter. Your first flame in the Kagakushou Area. Put it out and go back to Kagakushou Area 2. 10/27

Kagakushou Area 2

- 1) Go up the hill and take the first left. You should get to another flame. Put it out, and you get 100 Zennys. 11/27
- 2) Now go back to the main road. When you get back take a right. Follow it and you should see a flame. Go there and put it out. 12/27
- 3) Now take the path that leads you to the top floor of Kagakushou Area 1. At the end of the transporter you should see a flame. Take it down. 13/27
- 4) Next Area.

Kagakushou Area 1

- 1) Follow the yellow path. Until you see another flame. Put it out and you go into battle. 14/27 Oh you're half way there.
- 2) Follow the yellow path until maybe about the end. You should see a fire on the way. Put it out and you get 400 Zennys. You get another phone call from Hinoken, that you're done with the Kagakushou Area. 15/27
- 3) Plug-Out.

Netto's Room

- 1) Head to Meiru's House.

Netto's Room >>> Netto's House >>> Akiharachou >>> Meiru's House >>>
Meiru's Room

Meiru's Room

- 1) Plug-In.

Meiru's HP

- 1) Head to the shortcut that leads to Yoka-Yoka Square.

Yoka-Yoka Square

- 1) Head to Yoka-Yoka Area 2.

Note: Buy any HP Memory you didn't get the last time you were here, if you have the Zennys.

Yoka-Yoka Area 2

- 1) Go straight all the way.
- 2) Put the Press Program in your NaviCust.
- 3) Take the right small path. Your first flame in this area. Put it out. You get 400 Zennys. 16/27
- 4) Go back and take the other small path. Follow it to get to another flame. Put it out and you get 2 Bubbleside Fs. 17/27 (10 more to go)

5) Head into the next area.

Yoka-Yoka Area 1

- 1) Follow the path to get to another fire. Put it out. And you go into a virus battle. 18/27
- 2) Plug-Out.

Meiru's Room

- 1) Plug-In.

Meiru's HP

- 1) Head to the shortcut that leads to Yoka-Yoka Square.

Yoka-Yoka Square

- 1) Head to Yoka-Yoka Area 2.

Yoka-Yoka Area 2

- 1) Now this time take the right path that's close to you.
- 2) Go up the hill. And keep on following the path leading to Yoka-Yoka Area 1.
- 3) You should see a fire when you're about to go into the next area. Go there and put it out. 19/27
- 4) Now go to the next area.

Yoka-Yoka Area 1

- 1) Go right. (Remember Rockman's View) And just follow the path to get to another flame. Put it out and you go into a virus battle. 20/27
- 2) Now go back to where you came from. Remember that chubby evil navi? What was his name? Oh yeah Bubbleman. Do you remember Bubbleman's scenario? Chances are you do. And if you don't refer back to that chapter of this guide. Go to where you faced Bubbleman the first time. Not the V2 version.
- 3) OK when you get here take down the fire obtaining 2 Bubbleside Fs. And someone calls you again. Ah Hinoken. If he's telling the truth we are done with this area. 21/27
- 4) Plug-Out.

Meiru's Room

- 1) Now head to Tamako's Place.

Meiru's Room >>> Meiru's House >>> Akiharachou >>> Akihara Metro Station >>>

Front of Inn

- 1) Plug-In.

Tamako's HP

- 1) Head to the shortcut that leads to the Beach Square.

Beach Square

- 1) Head to the warp leading to Beach Area 2.

Note: Again if you have enough Zennys that you can spare go buy some HP Memories. Or go buy NaviCust Programs.

Beach Area 2

- 1) There's a fire right next to us. Put it out. 22/27
- 2) Now go down. And head to Beach Area 1.

Beach Area 1

- 1) First take the transporter on the right. And keep on following the transporters. Now go through the warp.
- 2) Another fire to put out. Once again a Virus Battle. 23/27
- 3) Take the transporter. Now take the transporter that's directly beneath you. Watch the screen. Did you see that? That fire!!! Oh well leave it for now.
- 4) Just go down the hill. And take a right. A fire for us to put out. 24/27
- 5) I know you're anxious to put out that fire we just saw a minute ago. Well it's time to go put it out. Remember in Scenario 4 when Gutsman came here to help those reporter navis? Well use that same route.
- 6) Ok burn that fire. You get 3 Bubbleside Fs. 25/27
- 7) Now go back to Beach Area 2.

Beach Area 2

- 1) Ok now we are on the 2nd floor of this area. The last 2 fire's are on the bottom floor. So get crackin!!! (I got this from that uncle dude in Jackie Chan Adventure)
- 2) Ok as soon as go down the 2 consecutive hills you should see a fire. Put it out. Virus Battle. 26/27 One more to go!!!!!!!!!!!!!!!!!!!!
- 3) Take the path below you. And follow it to the end. There it is!!!!!!!!!!!!!!!!!!!! The last fire. Put it out. And a final Virus Battle. 27/27 Yes you did it. And finally one last call from Hinoken. Well it's really two.
- 4) Your next mission is to go into the Ura-Internet. Go back a little and take a turn. Talk to the Heel Navi. He should let you through. Go through the

warp.

Jigokujima-Area

- 1) Is your Press Program still inside your NaviCust? If not put it in. Go across the small path and into the next area.

Ura-Internet 1

- 1) Well we're here. Let's go find Flameman. Go straight, counting the hills that are leading down. Go down the 4th hill. And keep going down. Now you should get to a place with two transporters. One that leads up, and the other leading left. Take the left one.
- 2) Keep following the path. And when you get to an intersection, take the top route. And go through the long transporter. To the next area.

Ura-Internet 2

- 1) Go straight and take a right. Follow it until you see your first hill.
- 2) Go up the hill and keep going up. Skip the first warp. Just keep on going up. Go through that warp.
- 3) Keep on following the blue panels to another warp. Don't go down the hill.
- 4) Follow the path and you should get to a security cube. It's Flashman's. Open it. And get the Blackbomb 2 S. Now go back to the warp.
- 5) Now follow the path until you get to the hill that I told you to not go down. Next area.

Ura-Internet 1

- 1) We're back. Just go straight. And now you should see another path that came from the same side as you. Follow that back into Ura-Internet 2.

Ura-Internet 2

- 1) Just follow the path into the next area.

Ura-Internet 3

Cut-Scene

- 1) This is where Flameman is. Time to go find him. Follow the path. Take the path that the Heel Navi is not guarding.
- 2) Keep on following that path. Don't go through any of the transporters.
- 3) Eventually you should get to a bigger area.

Cut-Scene

- 4) Damn. That was the easiest way to Flameman. Time to go back to where that

Heel Navi was. But first, when you're going back take the first transporter you see. Go through it and grab the HP Memory. Now go all the way back.
5) Talk to the Heel Navi. And you have to battle.

Battle

Yoship x1
Garuba x1
Swordola x1

6) Now follow the path until you get to the second transporter. Go through it.
7) Now you should see 3 transporters below you. Don't go through. Take the route above you.
8) And head right. Follow the path.

Cut-Scene

9) Follow the path until you get to the place where the ground collapsed.
10) Now for the route above you. That's where Flameman is. So get ready to fight. First of all take out the Press Program, and the Imfish. Put some Buster improving programs. Now for the players who's Rockman's style is wood. Turn back to the regular Rockman. And finally put aqua chips in your folder. Especially the Bubbleman. Add some Attack 10s too. When you're ready save. And go up the route.

Cut-Scene

Boss-Flameman

Hinoken's third navi. And the most dangerous.

HP:1000
Element: Fire
Recommended Chips: Bubbleman, P.A Aqua Spread, AquaSword
Reward: 3500 Zennys

First of all when you start the battle, you should notice the candles in his back area. They light up too. If it's green Flameman will be invincible. If the light turns orange, he gets these flame balls that comes out in the middle of the field. And lastly if it turns red he gradually recovers. Now to stop these occurances you must hit the candle itself. The thing is, when the battle starts the candle is always going to be green so he's going to be invincible. Shoot your Charge Shot at one of the candle. It should have vanished. Do the same thing with the other candle. Now you can attack him. Hit him with tons of Aqua chips. Soon the candle should light up. It should be orange and maybe green. Always take out the orange, and red candles first. You should move a lot to dodge his Fire Breath.

Boss-Flameman

Cut-Scene

Boss-Forte

I bet you didn't expect this coming. I'm not putting anything for him because there is no way you can beat him. Try anything you want. (I never tested this but can people trade a Super Kitakaze to you before this battle in order to blow away his aura? I will never know unless you find out.) Well I know it wont work. Duh.

Boss-Forte

Cut-Scene

Front of Inn

1) Ok head to your dad's research lab.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby >>> Dad's Research Lab

Dad's Research Lab

1) Talk to your dad.

Cut-Scene

Hospital 2nd Floor

Cut-Scene

1) Go home. (Your Room)

Hospital 2nd Floor >>> Hospital Lobby >>> Sea Side >>> Beach Street >>>
Metro Beach Station >>> Metro Akihara Station >>> Akiharachou >>>
Netto's House >>> Netto's Room

Netto's Room

1) Nothing to do but to sleep.

Cut-Scene at WWW

=====
4. g. Infiltrate the Ura-Internet Chap7
=====

Cut-Scene

Cut-Scene

Netto's Room

1) Go down stairs.

Netto's House

1) Get out of your house.

Akiharachou

Cut-Scene

1) Head to Beach Street.

Akiharachou >>> Metro Akihara Station >>> Metro Beach Station >>> Beach Street

Beach Street

1) Go to where the store is. There should be a lady that's hiding. Talk to her
and she'll give you a Spin Purple.

2) Head to the Sickroom.

Beach Street >>> Sea Side >>> Hospital Lobby >>> Hospital 2nd Floor >>>
Sickroom

Sickroom

Cut-Scene

You get an E-mail from Kagakushou.

1) Head to Kagakushou.

Sickroom >>> Hospital 2nd Floor >>> Hospital Lobby >>> Beach Street >>>
Metro Beach Station >>> Metro Kagakushou Station >>> Kagakushou Lobby >>>
Virus Research Lab

Virus Research Lab

1) Talk to Enzan.

Cut-Scene

You obtain a NaviCust program called Blackmind.

Virus Research Lab >>> Kagakushou Lobby >>> Metro Kagakushou Station >>>
Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Front of Inn

Front of Inn

1) Plug-In.

Tamako's HP

1) Use the Short-Cut to go to Beach Square.

Beach Square

1) Go to the Ura-Internet.

Beach Square >>> Beach Area 2 >>> Jigokujioma Area >>> Ura-Internet 1

Ura-Internet 1

1) Head to Ura-Internet 3. Use the directions in scenario 6. (I'm lazy)

Ura-Internet 1 >>> Ura-Internet 2 >>> Ura-Internet 1 >>> Ura-Internet 2 >>>
Ura-Internet 3

Ura-Internet 3

- 1) Go through the area where you defeated the Heel navi.
- 2) You should see a Heel navi just ahead. Take the path where the arrow is pointing. Go up and equip your Blackmind if you didn't.
- 3) After you pass the Heel navi, you should reach the Ura-Square.

Ura-Square

The last square in this whole game. They sell good chips too. And also Navicust programs. Except they are all expensive.

1) Head up to where the statue is. Talk to it after you talk to the 4 Heel navi's in this area. Remember to have your Blackmind equipped.

Cut-Scene

2) Let the Battle Royal Start. Go back to Ura-Internet 3.

Ura-Internet 3

1) Battle the 4 Heel navi's thats right next to you. Save because it's going to be a consecutive battle. (4 Battles)

Battle Royal 1

Mettaur 2 x2
Mettaur SP x1

Battle Royal 2

Ebilon x2
Ebilon SP x1

Battle Royal 3

Yoship x2
Cannondam SP x1

Battle Royal 4

Swordin x2
Swordin SP x1

- 2) There's an additional 6 Heel Navi's in the Ura-Internet 1 & 2. There's 3 in Ura-Internet 1, and 3 in Ura-Internet 2. Let's get going.
- 3) Lets begin by going back to Ura-Internet 2.

Ura-Internet 2

- 1) There's no one here. So head to Ura-Internet 1.

Ura-Internet 1

- 1) There's a Heel Navi here. Just go straight and you should see him.

Battle Royal 5

Cannondam SP x2
Bombeetle SP x1

- 2) No one else here. Head to the other path that leads to Ura-Internet 2.

Ura-Internet 2

- 1) Go up the hill all the way. And head through the warp.
- 2) Go down the path a little. And go through the transporter.
- 3) Talk to the Heel Navi. (You should've seen this guy when you first came through the warp)

Battle Royal 6

Garudan x2

Garudan SP x1

4) Follow the path and go down the hill.

5) Now go behind this hill. And take the transporter. (The one below the hill)

6) Follow the path to the next Heel Navi.

Battle Royal 7

Chuton x2

Chuton SP x1

7) Now just head to the entrance to this area.

8) You should see a Heel Navi on the way.

Battle Royal 8

Rabily SP x2

Metemage SP x1

9) Head to Ura-Internet 1.

Ura-Internet 1

1) Take the only transporter you can go through. Follow the path, and go up the hill.

2) You should be at the top of the hill. Just go all the way straight. Until you meet up with the Heel Navi.

Battle Royal 9

Rabily SP x2

Caz SP x1

3) Just go down the hill, and talk to the final Heel Navi.

Battle Royal 10

Yoyoto SP x3

4) After you deal with them, head back to the Ura Square.

Ura-Internet 1 >>> Ura-Internet 2 >>> Ura-Internet 1 >>> Ura-Internet 2 >>>

Ura-Internet 3 >>> Ura-Square

Ura Square

1) Head to where the Statue is.

Cut-Scene

Now you get the to face the Ura-Rank 10.

2) Plug-Out.

Front of Inn

1) Head to Hariyama Jigoku.

Font of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Beach Station >>> Beach Street >>> Jigokujima >>> Hariyama Jigoku

Hariyama Jigoku

1) Plug-In to the thing.

Jigokujima Area

- 1) Put the Press-Program into your NaviCust.
- 2) When you begin go to the right side of the screen.
- 3) You should see some narrow paths. Follow it to the other side.
- 4) Now take the transporter.
- 5) Go right.
- 6) You should see the Ura-Rank 10.

Ura-Rank 10

Sunhawk SP x1
Raundarau x1

7) You are now the Ura-Rank 10.

Cut-Scene

You get a E-mail from Meiru.

8) Plug-Out.

Hariyama Jigoku

1) You have to head to the Zoo Comp.

Hariyama Jigoku >>> Jigokujima >>> Beach Street >>> Metro Beach Station >>>
Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Zoo 1 >>> Zoo 2

Zoo 2

1) Plug-In to the machine when we had to find Beastman.

Zoo Comp 1

- 1) I hope you remember how to get to Zoo Comp 2. If you don't, refer back to Scenario 2.
- 2) Head to Zoo Comp 2.

Zoo Comp 2

- 1) Before you head any further, take out unnecessary programs out of your NaviCust. Put some Gutsman or V2. It will help you on these battles. Save if necessary. And head straight.

Cut-Scene

Battle 1

Garudon x1
Chuton3 x1
Ebiside x1

Battle 2

Ebiside x1
Chuton3 x1
Garudon x1

Battle 3

Chuton3 x1
Ebiside x1
Garudon x1

Battle 4

HellCondor x2
Rarapapa x1

Cut-Scene

You get an E-mail from the former Ura-Rank 10.

2) Plug-Out.

Zoo 2

1) Head to the Front of Inn.

Zoo 2 >>> Zoo 1 >>> Yoka-Yoka Mura >>> Front of Inn

Front of Inn

1) Plug-In to Tamako's HP.

Tamako's HP

1) Head to the Short-Cut.

Beach Square

1) Head to the warp that leads to Beach Area 2.

Beach Area 2

1) Head to Beach Area 1.

Beach Area 1

- 1) Go straight. Look at the transporter carefully again. Look for a Security Cube. Did you see that?
- 2) Ok when you get off the transporter take the one right next to you.
- 3) Now head for the Security Cube.
- 4) Open it with the WHP Code you got from Mamoru.
- 5) Go into the warp.

Hospital Comp 2

- 1) Follow the path to where the Ura-Rank 9 is.
- 2) Talk to him. And get ready for one of the hardest battles.

Cut-Scene

- 3) Ok it turns out I was just joking. And the guy was nice enough to give it to you for free.
- 4) You are now officially the Ura-Rank 9.
- 5) Plug-Out.

Front of Inn

1) Plug-In again.

Tamako's HP

1) Head to the Short-Cut.

Beach Square

1) Head to Beach Area 2.

Beach Area 2

1) You should have gotten enough practice getting to the Ura-Internet by now right? No? Well refer back to Scenario 6.

2) So head to Ura-Internet 3.

Beach Area 2 >>> Jigokujima Area >>> Ura-Internet 1 >>> Ura-Internet 2 >>> Ura-Internet 1 >>> Ura-Internet 2 >>> Ura-Internet 3

Ura-Internet 3

- 1) Did you make it? Now go to where you fought Flameman, and Forte.
- 2) Oh wait before going all the way. Take out unnecessary Programs out. Take out any shooting chips like BubbleShots, and throwing chips like those Kori-Houguns. And replace it with Aqua-Swords, and Sword chips. Save.
- 3) Now head right into it.
- 4) Talk to the Ura-Rank 8.

Cut-Scene

Sound familiar?

Boss-Beastman V3

V3...He's at his fastest...Sigh...Let's kick his A**.

HP: 900

Element: Normal

Recommended Chips: Sword Chips

Ok this guy is fast. Maybe one of the fastest in this series. Nah I think Quickman is faster. He will definitely use his claws. And the Wild Rush too. What you should do is to stay in the middle panel. When he disappears get ready to move right or left. Then counter with a sword chip. Repeat. If you still can't beat him practice. You saved right?

Boss-Beastman V3

Cut-Scene

5) You are officially the new Ura-Rank 8.

Cut-Scene

Whoa it's the former Ura-Rank 8. Ok thank you for the hint. And bye...

Battle

Kiolushin x2

Kiolushin SP x1

Cut-Scene

6) Plug-Out.

Front of Inn

1) Head to the Principle's Room.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Akihara Station >>> Akiharachou >>> School Hallway >>> Teacher's Hallway
>>> Teacher's Lounge >>> Principle's Room

Principle's Room

1) Plug-In.

Principle's Computer Area 1

1) Head to Area 2.

Principle's Computer Area 2

- 1) Go straight. You are on a green tile.
- 2) Go down. You should be on a red tile.
- 3) Now go to the left side of the screen. And follow the path.
- 4) You should get to a big area with the Ura-Rank 7 dude in front of you.

Ura-Rank 7

Question 1

"One of many birds"

5) Plug-Out.

Note: Thank you to a lot of people for the question.

Principle's Room

1) Now we have to go find that answer. Head to the Sickroom.
(The one Mamoru was in)

Principle's Room >>> Teacher's Lounge >>> Teacher's Hallway >>> School Hallway
>>> Akiharachou >>> Metro Akihara Station >>> Metro Beach Station >>>
Beach Street >>> Sea Side >>> Hospital Lobby >>> Hospital 2nd Floor >>>
Sickroom

Sickroom

1) Examine the thing right next to the bed. You should get a crane. (Origami)
2) Now go back.

Sickroom >>> Hospital 2nd Floor Hallway >>> Hospital Lobby >>> Sea Side >>>
Beach Street >>> Metro Beach Station >>> Metro Akihara Station >>> Akiharachou
>>> School Hallway >>> Teacher's Hallway >>> Teacher's Lounge >>>
Principle's Room

Principle's Room

1) Plug-In.

Principle' Computer Area 1

1) Head to Area 2.

Principle' Computer Area 2

1) Head to where the dude is.
2) Talk to him.

Cut-Scene

3) You are now Ura-Rank 7.

You get a E-Mail from Enzan.

4) Plug-Out.

Principle's Room

1) Head to Yaito's House.

Principle's Room >>> Teacher's Lounge >>> Teacher's Hallway >>> School Hallway
>>> Akiharachou >>> Yaito's House

Yaito's House

1) Plug-In to her Computer.

Yaito's HP

1) Head to the warp.

Akihara Area 2

1) Head to Akihara Square.

Akihara Area 2 >>> Akihara Area 3 >>> Akihara Square

Akihara Square

1) Go to the bulletin boards. Check the left one.
2) Read the first entry.

Cut-Scene

3) Plug-Out.

Yaito's House

1) Head to Front of Inn.

Yaito's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Front of Inn

Front of Inn

1) Plug-In.

Tamako's HP

1) Head to Ura-Internet 2.

Tamako's HP >>> Beach Square >>> Beach Area 2 >>> Ura-Internet 1 >>>
Ura-Internet 2

Ura-Internet 2

- 1) Our mission is to go to Ura-Internet 4. There's only one way to get there. Remember where you fought the 7th Heel Navi. The one in the Battle Royal? Well go there. Don't remember? Scroll up.
- 2) Go through the warp.
- 3) Go down and take the path going up.
- 4) Follow the path until you see your first transporter. Go through.
- 5) Take the route going up. Talk to the Heel Navi.
- 6) Go through.

Ura-Internet 4

- 1) Ok we're going to do a little side-trip. By following the path that leads going to the right side.
- 2) Just keep on following until you get to the warp.
- 3) When you get there, go back a little. There should be a little path way leading North-West. Do you see it? Well save. Put the chips you fought against Plantman. You know why? Because...

Boss-Plantman V2

HP: 1300
Element: Wood
Recommended Chips: Fire Chips
Reward: Plantman P

There's nothing different from his first version. Just with more HP.

Boss-Plantman V2

- 4) Now go back to the beginning of this area.
- 5) Now go left. The other path. The one that we didn't take.
- 6) Follow it all the way. You should get to a blue mystery data. It contains a Recovery 200 N.
- 7) Now take the path below you, and follow it all the way until you get to the warp.
- 8) Go through the warp. And follow the path. Skip the Security Cube. You can't open yet. And go into the next warp.
- 9) Follow the transporter's until you see a hill. Save. Take out those fire chips you fought Plantman V2 with. Put Plantman P into your folder. And some strong chips.
- 10) Go down the hill.

Cut-Scene

Boss-Copyman (Gutsman V3)

HP: 900
Element: Normal

Recommended Chips: M-Cannon, Swords, Invisibles, Houguns

Reward: None

He can use a P.A. Zeta Punch. But it's easy to dodge. So don't worry about it. Same pattern as his other versions. No worries.

Boss-Copyman (Gutsman V3)

Cut-Scene

You are now Ura-Rank 3. (His worker's were Ura-Rank 6,5,4 I think)

Plug-Out.

Front of Inn

1) Head to the T.V Station Studio.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Beach Street >>> T.V Station Lobby >>> T.V Station 1st Floor Hallway >>>
T.V Station Studio

T.V Station Studio

1) Plug-in to the machine.

Net-Battle Machine Comp

- 1) Head North-East. Depending on your version you have a different Navi standing here. For WHITE Mistman is your Ura-Rank 2. And for BLACK you have Bowlman.
- 2) SAVE. These two navis are not easy unless you have faced them before. They are special Navis. Mainly because some contest winners made these Navi's. Oh Kingman is also a contest Navi. Meaning three people living in Japan made these Navi's. They are just special. Ok on to business. Read below the one you are about to face. And figure out what you can do. Good Luck.

Boss-Mistman (WHITE)

HP: 1000

Element: Normal

Recommended Chips: Area-Steal, Sword Chips, Metalmans, Plantmans, Rolls

Reward: 2000 Zennys, Ura-Rank 2

Mistman is a lamp. So that means you have to attack the lamp. What you should do is to make your field as large as possible. So you can run from his attacks. During the battle, he will use an attack called Misty Poison. He these poison gas on your field. If you're on it you get damaged. So run all the time. Just keep on attacking the lamp. Remember to control where Metalman is going to drop his fist.

Boss-Mistman (WHITE)

Boss-Bowlman (BLACK)

HP: 1000

Element: Normal

Recommended Chips: Invisible, Kagebunshin, Rook, Navi Chips

Reward: 2000 Zennys, Ura-Rank 2

As his name states he's a BOWLING Navi. So he uses Bowling Balls, and Pins. If you shoot the Pins they fly at you. Mainly the battle is about defense. Use Rooks to defend against the Bowling Balls. And hit him hard. Dodge by going up, and down.

Boss-Bowlman (BLACK)

3) Yay, you are now Ura-Rank 2.

4) Plug-Out.

T.V Station Studio

Head to the Hot-Tub Room.

T.V Station Studio >>> T.V Station 1st Floor Hallway >>> T.V Station Lobby >>> Beach Street >>> Metro Beach Station >>> Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Front of Inn >>> Inn Lobby >>> Inn Hallway >>> Hot-Tub Room

Hot-Tub Room

1) Examine the cave.

2) Go through the elevator.

Secret Cave

Cut-Scene

Ura-Square

Cut-Scene

1) Plug-Out.

Secret Cave

Cut-Scene

1) Head to Virus Research Lab.

Secret Cave >>> Hot-Tub Room >>> Inn Hallway >>> Inn Lobby >>> Front of Inn
>>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby >>> Virus Research Lab

Virus Research Lab

1) Plug-In.

Kagakushou Area 2

1) Head to Kagakushou Area 1.

Kagakushou Area 1

- 1) Go to where Drillman was.
- 2) Go through the hole.

Ura-Internet 5

- 1) Follow the path until you get to your first corner. Follow. Examine under the hill. You get a HP Memory.
- 2) Now keep on following the path. Until you find a set of transporters.
- 3) Just go through, and find the path that leads South-East.
- 4) Follow the path until you get to another transporter. SAVE. Put water chips inside your deck. Especially Bubbleman. When you are ready take the path leading up...

Boss-Flameman V2

HP: 1400
Element: Fire
Recommended Chips: Water Chips
Reward: Flameman F

Same deal as his first version.

Boss-Flameman V2

- 5) Now go down, and take the transporter.
- 6) Now go up. And follow the path until you have a choice of going right, or left.
- 7) Take the left one.
- 8) Now follow the path, but before you go into the big area where Drillman is,

Save. Put some nice breaking chips.

Cut-Scene

Boss-Drillman

He says that he's Bubblemans brother...

HP: 600

Element: Normal

Recommended Chips: IaiForm, AquaSword, Burningbody

Reward: 4000 Zennys

This guy goes into your area almost every 3 seconds. You should have at least one IaiForm. Use it when he gets into your field. Or another thing you can do is, if you know Drillman is in front of you go to the side and use an AquaSword. I'm telling you to use AquaSword because out of all the WideSwords it's the strongest. When the three holes come out Drillman is in one of them so, shoot one of them at random with a strong chip.

Boss-Drillman

Cut-Scene

Cut-Scene at WWW

=====
4. h. The Revival of Proto Chap8
=====

Netto's Room

Cut-Scene

1) Go down stairs.

Netto's House

1) Go outside.

Akiharachou

- 1) Go to the park.
- 2) Talk to Meiru. And you get Roll V3.
- 3) Go to the front of the school.
- 4) Talk to Dekao.
- 5) Go to the front of the metro.
- 6) Talk to Yaito. You get a E-mail from Kagakushou.
- 7) Head to Yaito's House.

Yaito's House

1) Plug-In to her Laptop.

Yaito's HP

1) Head to the short-cut.

Kagakushou Square

1) Talk to Blues. You get the Official's Pass.
2) Plug-Out.

Yaito's House

1) Now head to your Dad's Research Lab.

Yaito's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Kagakushou Station >>> Kagakushou Lobby >>> Dad's Research Lab

Dad's Research Lab

1) Talk to Enzan.

Cut-Scene

2) Now go back to Akiharachou.

Dad's Research Lab >>> Kagakushou Lobby >>> Metro Kagakushou Station >>>
Metro Akihara Station >>> Akiharachou

Akiharachou

1) Get close to your friend's close to the park.

Cut-Scene

Uninhabited Tank Comp

1) Get the HP Memory on top. And the Regular Up+2 in the bottom.
2) SAVE. Put some chips that do major damage. Now talk to the thing.

Battle

???? x3

These guys will jump at you, absorbing your HP. When they get you just start rolling your control pad, and repeatedly hit A and B. Now they only have 140 HP so it's not that hard.

Cut-Scene

Akiharachou

Cut-Scene

1) Now head to the Sickroom. The one your dad was in.

Akiharachou >>> Metro Akihara Station >>> Metro Beach Station >>> Beach Street
>>> Sea Side >>> Hospital Lobby >>> Hospital 2nd Floor Hallway >>> Sickroom

Sickroom

- 1) Talk to your mom.
- 2) Examine the bed. You get a letter, and an ID Card.
- 3) Go to your Dad's Research Lab.

Sickroom >>> Hospital 2nd Floor Hallway >>> Hospital Lobby >>> Sea Side >>>
Beach Street >>> Metro Beach Station >>> Metro Kagakushou Station >>>
Kagakushou Lobby >>> Dad's Research Lab

Dad's Research Lab

1) Now you can go through that door in the back of this room. By using the ID.

Material Room

1) Go to where your dad is.

Cut-Scene

2) Now go to Beach Street.

Material Room >>> Dad's Research Lab >>> Kagakushou Lobby >>>
Metro Kagakushou Station >>> Metro Beach Station >>> Beach Street

Beach Street

- 1) Go to where the boat is. (The one that takes you to Jigokujima)
- 2) Examine the Boat.

Cut-Scene

3) Head to Yaito's House.

Beach Street >>> Metro Beach Station >>> Metro Akihara Station >>> Akiharachou
>>> Yaito's House

Yaito's House

1) Talk to Yaito.

Cut-Scene

2) Go to your room.

Yaito's House >>> Akiharachou >>> Netto's House >>> Netto's Room

Netto's Room

1) Sleep.

Cut-Scene at WWW

Next Day.

2) You get a E-mail from your dad. So read it. You get the Proto Scope.
3) Go to Beach Street.

Netto's Room >>> Netto's House >>> Akiharachou >>> Metro Akihara Station >>>
Metro Beach Station >>> Beach Street

Beach Street

1) Go to where the boat is.

Cut-Scene

2) Get on.

Wily's Castle

Cut-Scene

1) As soon as you have control go straight into that little corner with
nothing.
2) Plug-In.

Exterior Wall Comp

1) Get the Collector's Eye. This may be one of the most useful Programs you
will ever have. After a battle you will always get a Battlechip, no matter
what the Busting Level is.
2) Buy any Sub-Chips you want. I'd recommend getting some Full-Energies.

3) Plug-Out.

Wily's Castle

- 1) Follow the path until you get to a door.
- 2) Go in.

Monitor Room

- 1) Examine the big screen. You get a Regular Up +2.
- 2) Now examine the Elevator.

Cut-Scene

- 3) Go into the elevator.

Wily's Castle

- 1) Go down the hill.

Cut-Scene

WWW Comp 1

The first of the WWW Areas in this game. These areas are really annoying. So you have to be patient. Lets start with Area 1.

- 1) Start by putting your Collector's Eye, and the Proto Scope.
- 2) When you go forward you should see this floating thing that's going up and down. If you get caught by them, you would be taken to another place. So I suggest saving in front of them before you go on. Ok back to the game, the first two are easy to dodge. So time your aiming and dodge the first one.
- 3) Now you want to go right. So wait until the search thing goes to the left. And as soon as that happens run right.
- 4) Follow the path to get to a HP Memory.
- 5) Now go back, and take the path that you didn't take.
- 6) Keep on following the path. If you have your Proto Scope equipped you should see a red goo on the floor. DO NOT STEP ON IT!!! You will get caught by the Search Things. So just take the longer route to the Blue Mystery Data. You should get 1800 Zennys.
- 7) Now keep on following the path until you see a Search Thing.
- 8) If you're not good at reflexes save. So that when you get caught by the search thing you can reset. So get to the other side of this place.
- 9) Now just follow the path until you get to two more search things. Save.
- 10) Just go through. You should see a gate. You need an ID Data. So go right and into the warp.
- 11) Save once again. Now this one is tricky. The search things are lined up in a way where you can go in between. You should also have your Proto Scope on letting you see that goo on the floor. Again don't walk into it. Make your way through behind the goo.
- 12) Follow the path to get to a Mystery Data. Recovery 150 P. Now go back.

- 13) Save again. Now wait until the Search Things goes all the way up letting you go down all the way. Follow the path and you should get the ID Data A.
- 14) Go back to the gate. And Save. (Well you don't need to unless you have low health) And put Wood Chips into your deck. Or at least strong chips.
- 15) Go through the gate.

Cut-Scene

Boss-Flashman V2

I don't get it. It's the end of the game and they're making you face a boss with only 500 HP. At least Flashman should have been a V3 version.

HP:500
Element: Elec
Recomended chips: Bamboo sword, Bamboo Lance, Area Steal
Reward: Nothing

You should have faced him before in Akihara Area 3. So you shouldn't have any problems with this guy. I hope.

Boss-Flashman V2

Cut-Scene

Wily's Castle

- 1) Go through the door.

Wily's Research Lab

Cut-Scene

- 1) Examine the desk. You should get a Magnum 1 V. Put it in your deck.
- 2) Now examine the statue of Wily that's closer to the stream.
- 3) Go through the next door.

Why won't they just climb the desk? Those guys are Retards.

Wily's Castle

- 1) Follow the path.

Cut-Scene

WWW Comp 2

If you thought the first area was hard, you're in for a treat. This one is twice as complicated as the first area. Oh one more thing. I'm going to refer the search things as ST. And when you get to a ST I highly recommend for you to save. I'm not going to tell you to save anymore. So good luck.

- 1) Just go up. And take a right.
- 2) Circle around the place with the ST so you're on the other side.
- 3) Follow the path. Dodging the ST.
- 4) Take the longer path, so you don't hit the goo on the floor.
- 5) Now this next part is tricky. There's only 2 STs, and they go in a circle. So wait until one passes by and follow it. But go around it until you see a blue mystery data. It should be a Regular UP+2.
- 6) Now wait again and follow it to a path that leads to a warp. But don't go in yet. Put strong chips. And Elec Chips. Save. Go through.

Cut-Scene

Boss-Bubbleman V2

HP:800
Element: Aqua
Recommended Chips: Flashmans, Throwing chips, Barriers
Reward: Nothing

Same thing. Been there done that.

Boss-Bubbleman V2

Cut-Scene

- 7) Go through the warp.
- 8) Go down. Holy sh*t look at this place. Seven STs going up and down like crazy. Look at the pattern, and you should get when to go. Or you could try it out a few times. Well take the top route.
- 9) You should get 3000 Zennys.
- 10) Now just run straight down. To the bottom route.
- 11) Now you have to think. There's that goo on the floor. And two Sts circling around. What you do is wait until one of the Sts go by. As soon as that happens run and into that little corner.
- 12) Now follow the path to get the ID Data B.
- 13) Go back to the place with the seven STs.
- 14) You gotta go to the left. May take a few tries.
- 15) Open that gate. And follow the path.
- 16) 4 STs...Use your head and get to the other side.
- 17) Save. Put those chips that you faced Desertman with.

Cut-Scene

Boss-Desertman V2

HP:1200
Element: Normal
Recommended Chips: Sonic Waves, Bubble Shot, Twister, KoriHougun
Reward: Nothing

His whole field is covered in sand. Not too hard. Same as V1 but with more HP.

Boss-Desertman V2

Cut-Scene

Wily's Castle

1) Go down the hill.

Cut-Scene

WWW Comp 3

This area is crazier than the last one. And more STs searching around. But, hey you beat the first two, so you should be able to beat this one also. Oh and one more thing, put the Collector's Eye in your NaviCust. And get some good chips in this area.

- 1) Remember to have your Proto Scope on. Just head up.
- 2) An ST is there but it's not hard to dodge, keep moving on.
- 3) This is where it gets crazy a bit. You just have to keep on moving.
- 4) When you get to the 3rd set of STs, skip the first route and keep on circling, and you should see another route going down. Follow it to get to a Blue Mystery Data. It's a Jungle Land.
- 5) Now go back. And take the route that you didn't take.
- 6) Follow the path until you get to another set of STs.
- 7) Save right here. Your destination is to the left. Dodge the STs and keep on moving left. And go through the path, and follow the path.
- 8) When you get to another set of STs, wait until one of the STs pass.
- 9) As soon as that happens go in. And just follow the second ST to the end.
- 10) When you get to the end go through the path. And get the ID Data C.
- 11) Now go back and get caught by the ST.
- 12) You should be taken to another area. Just go up the transporter.
- 13) Remember this place? Well keep on moving.
- 14) You're back to the place where you had to go left. You guessed it. We're going right this time. Dodge the STs and get to the right path.
- 15) Open the door with the ID Data C.
- 16) Go down the hill and take a left. Follow the path to get the Full Energy.
- 17) Go back and follow the path.
- 18) The last set of STs for this area. This one is hard. Just save, and keep on trying till you get to the end. Just concentrate.
- 19) SAVE. In the last couple of battles we've faced past bosses. Guess who the next boss is. Yep it's Plantman. But wait, this next battle is special. WWW is getting tired of you getting through everyone of their obstacles. So they are giving you another challenge. Another Boss Battle. Who do you think it is? You are correct once again. It's Flameman. So what you should do is, to put half of your deck as fire chips, and the other half based on aqua chips. Next thing is your style. Your style will help if it's Heat, or Aqua. If not change your style into normal. And when you're ready follow the path for one hell of a party!!!

Cut-Scene

Boss-Plantman

The first of your consecutive boss battle.

HP:1000

Element: Wood

Recommended Chips: Firesword, Flameman, P.A Heat Spread or P.A Dream Sword

Reward: Nothing

Ok, let's begin. You should have put that FlameSword in your deck. Find it and use it. You should have also put Flameman. That's 500 damage. And you could still use aqua chips. That should make some scratches. And finish him with a Dream Sword or something. Oh and try not to get damaged either. Your HP will stay the same after you beat Plantman.

Boss-Plantman

Boss-Flameman

The second of your consecutive boss battle.

HP:1000

Element: Fire

Recommended Chips: Bubbleman, P.A Aqua Spread, AquaSword

Reward: Nothing

Do you still remember what the candles do? Here's a review...

Green-Invincible

Orange-Chaos Flames appear on your side of the field

Red-Flameman recovers his HP bit by bit

What I would do is pick the fire chips to blow out the candles. And then use the aqua chips on Flameman. Remember to power up your Bubbleman with Attack+10s. Or maybe Aqua+40s. Use Aqua Swords. It should do 300 damage. Not that hard.

Boss-Flameman

Cut-Scene

Wily's Castle

1) Go through the door.

Wily's Research Lab

Cut-Scene

- 1) Examine the wires in the back.

Cut-Scene

- 2) Go through.

Wily's Research Lab Hallway

- 1) Follow the path.

Cut-Scene

WWW Comp 4

This area has the most Proto Bugs, so make sure you have the Proto Scope in you NaviCust. And the STs are trickier. Collector's Eye.

- 1) As soon as you begin go down. But there's an ST. What you do is to go into those little panels, so you can dodge them. But be careful. Some contain Proto Bugs. So go carefully.
- 2) When you get to the end, take the top route. Bottom route has a Proto Bug.
- 3) Get the Blue Mystery Data. Contains 1400 Zennys.
- 4) Now follow the path until you get to a transporter.
- 5) The problem with this transporter is that if you go on it at the wrong time you can be caught by the ST. And after that first one there's a second one following. So save. When the ST goes to the side that's your chance, and keep on running down until you get to the end.
- 6) Follow the path until you get to another ST.
- 7) This one is simple to go through. But don't go into the warp yet.
- 8) Instead go North-East. And wait until the ST passes to your left.
- 9) That's your chance to go right. Then go into the little corner.
- 10) You should have a good view of the next ST.
- 11) When the ST goes up, you go down.
- 12) Follow the path to get the ID Data D.
- 13) Now go back to where the warp is. And go in.
- 14) Open the door. But don't go in.
- 15) Go down. Wait for an ST to pass by and follow it.
- 16) The first turn you see, go in. You get an HP Memory.
- 17) Now go back to where the door is.
- 18) Your last time with the STs. This is the hardest of all. But very simple when you concentrate. Wait for awhile. Look at the pattern. When you feel it's the time go.
- 19) When you're at the end SAVE. The Cut-Scene should have gave you a pretty good clue on who the next boss is. Drillman. If you had the Collector's Eye in your NaviCust then you should've gotten some Magnums. Put those in your deck. And put some IaiForms. Take out the Proto Scope, and Collector's Eye from your NaviCust. Put some good programs in your NaviCust.
- 20) When you're ready go farther into the area.

Cut-Scene

Boss-Drillman

The last of the Mini-Bosses.

HP: 600

Element: Normal

Recommended Chips: IaiForm, AquaSword, Burningbody

Reward: Nothing

You faced this guy yesterday. Or the day before yesterday. Whenever that was. Nothing has changed. Except for the fact that you got stronger chips. This battle should be easy.

Boss-Drillman

Cut-Scene

Wily's Research Lab Hallway

- 1) Save. This is the last place you can save.
- 2) When you're ready go through the double doors.

WWW Server Room

Cut-Scene

Proto

Cut-Scene

- 1) Just run straight until you see some real floors.
- 2) The last place for adjustments. Put Magnums, KoriHouguns, and other strong chips. Next up is your NaviCust. Put the Set Metal. HP+s, And Buster+s.
- 3) When you're ready go through to the last bosses of the game.

Cut-Scene

Boss-Forte

HP: 1000

Aura: 100

Element: Normal

Recommended Chips: Magnum 1, Plasma Ball 3, P.A Dream Sword

You must get rid of that Aura of his. Use a chip that does more than a 100 damage. Then hit him with all you got. When time passes he will regain his aura. He will defenitly use Explosion. When he uses that he'll regain his aura. Even Earthbreaker. Metal stage is effective.

Boss-Forte

Cut-Scene

Boss-Proto

The Final Boss of the game.

HP: 2000

Element: Normal

Recommended Chips: Plasma Ball 3, Pawn, P.A Dream Sword, P.A Giga Cannon 2

He has some kind of defense shield. But if you do enough damage it'll turn blue. That's when you attack with your chips. Put Plasma Ball 3s where his attacks won't reach. He takes up 2/3 of the whole battlefield. You can even do P.As like Dream Swords, Giga Cannon 2. You could use Giga Cannon 3, but I don't think you have the right chip codes. If you're going to face him with Bubbleman make sure you power it up a lot. Use Navi+20, Aqua+30s.

Strategy Contributed by GameingOne

First of all, make sure your blaster is level 5, blaster speed is at least 4, and that you have the Air Shoes program installed. Also make sure you have most of the HP bonuses found throughout the game.

Fill your folder with RndmMtrs (Random Meteors), a few 100 auras, and the P.As HeatSprd (Heat Spread), BubbleSprd (Bubble Spread) and LifeSword (Dream Sword).

Right after his "beam" attack where he cracks panels, place a RndmMtr somewhere in the front row. It should do amazing damage.

It's even better if you have a P.A available in your folder, and you use RndmMtr just before your Custom Gauge is full, or while it is full. Then, after the meteors have finished, use your program advance.

In between chip selections you should dodge attacks, and when you can, shoot him to keep his shield low. This should kill him pretty quickly.

Boss-Proto

Cut-Scene

Cut-Scene

Cut-Scene

4) Run back to the place where you came from.

Cut-Scene

Cut-Scene

Cut-Scene

Cut-Scene

Credits!!

Cut-Scene

Results Screen!!

You are finally done with the story line for Rockman Exe 3. But the game is just starting. Get ready for the challenges coming up.

=====
5. a. Secret Area 1 SecAra1
=====

Ok you beat the storyline. That's good. You should be proud of yourself. But the game is not over yet. Lets start the Secret Areas.

Wily's Research Lab Hallway

1) I'm sure you saved here. Well where ever you saved, go back to Beach Street.

Wily's Research Lab Hallway >>> Wily's Research Lab >>> Wily's Castle >>>
Wily's Research Lab >>> Wily's Castle >>> Monitor Room >>> Wily's Castle >>>
Beach Street

Beach Street

1) Get back on the boat right now!!!
2) Your destination is Jigokujima.

Jigokujima

1) Go to Mugen Jigoku.

Jigokujima >>> Hariyama Jigoku >>> 4 Dai Jigoku >>> Mugen Jigoku

Mugen Jigoku

1) Oh my god it's Enzan!!! Looks like he wants to battle.
2) Save. Put some good chips.

Boss-Blues

HP: 1000
Element: Normal
Recommended Chips: Dream Aura, Iaiform, Shirahadori
Reward: Blues B

Till V2 his attacks are under 200. Take full advantage and hit him with strong chips like iaiform when he hops to your panels. He uses a shield so be aware. Shirahadori can deal 200 or 300 damage. I'm saying 200 damage because he can move. But I'm not sure of him dodging the attack because I've only seen him get 2 or 3 hits from it.

Boss-Blues

- 3) Put that new chip you got. This chip is one of the best for now.
- 4) Now go back to Beach Street.

Mugen Jigoku >>> Jigokujima >>> Beach Street

Beach Street

- 1) Go to Yoka-Yoka Mura.

Beach Street >>> Metro Beach Station >>> Metro Yoka-Yoka Mura Station >>>
Yoka-Yoka Mura >>> Front of Inn

Front of Inn

- 1) Plug-In to Tamako's shop thing.

Tamako's HP

- 1) Head to the warp.

Yoka-Yoka Area 1

- 1) Put the Press Program. And walk through. Take it out. Oh put Oil Body.
- 2) Now search around the place for Flameman V3.

Boss-Flameman V3

HP: 1800
Element: Fire
Recommended Chips: Steal Jelly, Aqua Sword, Bubblemans
Reward: 100~2000 Zennys, Flamemans

Ah come on, you don't need anymore help. You do? Well scroll up some pages. Flameman is the same except he does more damage, and has more HP.

Boss-Flameman V3

- 3) Plug-Out.

Front of Inn

1) Now go to the Virus Research Lab.

Front of Inn >>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>>
Metro Kagakushou Station >>> Kagakushou >>> Virus Research Lab

Virus Research Lab

1) Plug-In.

Kagakushou Square

1) Go to Kagakushou Area 1.

Kagakushou Square >>> Kagakushou Area 2 >>> Kagakushou Area 1

Kagakushou Area 1

1) Go to where you first saw Drillman.
2) Go through that little vortex thing that leads to Ura-Internet 5.

Ura-Internet 5

1) Just follow the path till you see another way to an area.

Ura-Internet 6

1) Go straight all the way.
2) Now take the transporter to your left.
3) Now take the one to the left.
4) Go straight all the way.
5) And take a right.
6) Now go left. And take one transporter.
7) Now you should see a Heel Navi. He trades chips for your Bugs.
8) Trade anything you want. And Save. Put the chips that you faced Drillman
with. And walk right behind the Heel Navi.

Boss-Drillman V2

HP: 900
Element: Normal
Recommended Chips: Iai Form, Aqua Sword
Reward: Drillman D

Again you fought this guy yesterday.

Boss-Drillman V2

- 9) Drillman is a good chip. Now go back all the way to step 4.
- 10) Well instead of going straight all the way, take the transporter that's half way through.
- 11) Keep going straight. Take the transporter.
- 12) Keep following the path.
- 13) There's a Security Cube. And it's Flameman's. So we can open it.
- 14) Take the Weapon Level 1.
- 15) Take the transporter behind you.
- 16) And take the second transporter you see.
- 17) And go through to the next area.

Ura-Internet 7

The last area for the Ura-Internet. It's been long.

- 1) Well you have 2 choices. A Security Cube that belongs to Drillman, or the Garu.
- 2) You can pay the Garu 50 Bugs, or Plug-Out and go defeat Drillman V3. Well I'm going to do the obvious. Let's go defeat Drillman V3.
- 3) Plug-Out.

Note: I just lead you here so I don't have to tell you how to get here.

Virus Research Lab

- 1) Head to Hariyama Jigoku.

Virus Research Lab >>> Kagakushou >>> Metro Kagakushou Station >>>
Metro Beach Station >>> Beach Street >>> Jigokujima >>> Hariyama Jigoku

Hariyama Jigoku

- 1) Plug-In.

Jigokujima Area

- 1) Search around the place for Drillman V3.

Boss-Drillman V3

HP: 1200
Element: Normal
Recommended Chips: Iai Form, Aqua Sword
Reward: 100~2000 Zennys, Drillmans

This guy is a little faster.

Boss-Drillman V3

- 2) Now we can open that Security Cube.
- 3) So Plug-Out.

Hariyama Jigoku

- 1) Go to Virus Research Lab.

Hariyama Jigoku >>> Jigokujima >>> Beach Street >>> Metro Beach Station
>>> Metro Kagakushou Station >>> Kagakushou >>> Virus Research Lab

Virus Research Lab

- 1) Plug-In.

Kagakushou Square

- 1) Head to Ura-Internet 7. Scroll up for directions, if you still need them.

Kagakushou Square >>> Kagakushou Area 2 >>> Kagakushou Area 1 >>>
Ura-Internet 5 >>> Ura-Internet 6 >>> Ura-Internet 7

Ura-Internet 7

- 1) Open that Security Cube.
- 2) Go straight to get to a Blue Mystery Data. It's a GutsImpact J.
- 3) Now go back a little, and go up that hill. DON't worry about the curtains.
- 4) Take the Transporter. And get that Blue Mystery Data.
- 5) It's the Great Hammer.
- 6) Now we have the equipment that's needed in the Secret Area. So Plug-Out.

Virus Research Lab

- 1) Head to the Secret Cave in Yoka-Yoka Mura.

Virus Research Lab >>> Kagakushou >>> Metro Kagakushou Station >>>
Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Front of Inn >>>
Inn Lobby >>> Inn Hallway >>> Hot-Tub Room >>> Secret Cave

Secret Cave

- 1) Plug-In.

Ura-Square

1) Umm you have at least 100 Standad Chips right? Because if you don't your journey ends here. You must have at least 100 Standard Chips to go to the Secret Area. Now don't worry. It'll wait patiently. Just go get some chips around the Ura-Internet. Now if you do have 100 Standard Chips or more, the warp will activate taking you to...

Secret Area 1

- 1) Yes you are finally here. So what do we do here? Well our mission is to go kick the Royal Highness's Ass. And to start off we go kick the Highness's Royal Minions's ass. Sorry if this was offensive.
- 2) Ok start by going South-East.
- 3) Now just follow it until you see a statue. This is a Number's Statue. You'll see about five of these. Talk to it.
- 4) Put an Under Shirt in your Navi Cust.
- 5) Oh put a P.A Dream Sword, and other P.As that do more than 250 damage.

Number's Battle 1

HP: 250
Attack: 1000 damage

This is how these guys work. They have numbers on their body. And those numbers signify which to destroy first. In this case they are numbered 1~3. So you have to kill the one with the 1 on it's body. Then the 2, and then the 3. Sounds easy huh. But let's say you hit the one with the 2 on it's body by accident. The Statue will give you 1000 damage for hitting the wrong one. So please hit the right one. Oh and one more thing. You have to kill them with a one hit KO. Meaning you have to use a chip that does more than 250 HP. But you don't have anything like that. So you use P.A.s. A Dream Sword can do 400 damage. So hit the first one ONLY with the first Dream Sword. Now get another P.A like a Heat Spread to kill the second one. And finish the last one with another P.A.

- 6) Get that Blue Mystery Data. Holy Sh*t 50000 Zennys. Let's go shopping... Wait we still have to go kick somebody's ass.
- 7) Follow the path once again, until you get to a door. You need 140 Standard Chips to get through. Sorry for the people who don't have 140 Standard Chips, because your journey ends here. Hey don't worry, this is a totally new area. There are tons of viruses here, you never faced. Just put Collector's Eye, and beat the viruses to get the chips.
- 8) Now for those who has at least 140 Standard Chips, congrats, you can pass. But don't open it. SAVE. If you are not Elec Style, change to Normal Style. You'll find out shortly. Put some Area Steals, and Elemental Sword chips. Take out unnecessary programs out of the NaviCust.
- 8) Open it, and get ready for the Internet's Dark Assassin.

Cut-Scene

Boss-Darkman

HP: 1400

Recommended Chips: Area Steals, and Elemental Sword chips

Element: Fire, Aqua, Elec

Reward: 5000 Zennys, Secret Area 2

He is a three elemental navi. And he can take away your panels also. So be careful. He changes color when he's about to use an elemental attack. So use this as a guide. When he's

Purple- Flame Tower

Blue - Ice Wave

Orange- Killer's Beam

Yeah he actually doesn't change into the actual color. But he also uses other attacks. So just get use to dodging his attacks. And you'll do fine.

Boss-Darkman

Cut-Scene

9) Secret Area 1 is done. Next area is Secret Area 2.

=====
5. b. Secret Area 2

SecAra2
=====

1) I'm pretty sure Rockman's HP is low. So Plug-Out. It seems you can't. So everytime you come to the Secret Area, you must go back to the entrance. So get back to the entrance.

Ura-Square

1) Now Plug-Out.

Secret Cave

1) Go to Jigokujima.

Secret Cave >>> Hot-Tub Room >>> Inn Hallway >>> Inn Lobby >>> Front of Inn
>>> Yoka-Yoka Mura >>> Metro Yoka-Yoka Mura Station >>> Metro Beach Station
>>> Beach Street >>> Jigokujima

Jigokujima

1) Go up the hill.
2) Now do you see a statue? There's two. Pick the right one on the screen.
3) Go up to it and Plug-In.

Devil Statue Comp

-
- 1) Get the blue mystery data in South West side of this area. It's a Weapons LV+1.
 - 2) Now go north. And go through the warp.

Ura-Internet 2

- 1) Talk to the dude. He's a Bug-Exchanging Shop person. Buy the Giga-Chip at the end of the list. Navi-Recycle for WHITE and Folder Return for BLACK.
- 2) It's 200 bugs. I hope you have that much. If not go back through the warp and start collecting bugs. And if you do buy it.
- 3) Plug-Out.

Jigokujima

- 1) Now go back to the Secret Cave.

Jigokujima >>> Beach Street >>> Metro Beach Station >>>
Metro Yoka-Yoka Mura Station >>> Yoka-Yoka Mura >>> Front of Inn >>>
Inn Lobby >>> Inn Hallway >>> Hot-Tub Room >>> Secret Cave

Secret Cave

- 1) Plug-In.

Ura-Square

- 1) Go through the warp.

Secret Area 1

- 1) Go to where Darkman was.
- 2) Now go through to the next area.

Secret Area 2

- 1) We're finally in Secret Area 2. There's a trick to this area, so don't get lost.
- 2) Start by running straight through. But don't go through the warp.
- 3) Now you should see a big green statue right next to you. You should SAVE.
- 4) Go up to it, and examine it. Use your Great Hammer you got in Ura-Internet 7. The statue should break letting out viruses.

Monolis Battle 1

- 5) Now you're done. Now keep on following the path until you get to another warp. Go through.
- 6) Now there's three paths. Go through the middle. Following it to another warp.
- 7) This is where the trick comes in. There are invisible paths in this area. So run while tilting the control pad left.
- 8) Soon you should be running on the invisible path.
- 9) Now keep on running straight. But you'll get stuck because there's something stuck in the way. Examine it...

 Mega Numbers Battle 1

HP: 400

- 10) Now that the Numbers is gone walk to the left. You should be on a another invisible path.
- 11) Follow the path to get to a HP Memory.
- 12) Now go back. And follow the path to a door. SAVE. Do not examine the door.
- 13) First of all put some Fumikomizans, Shirahadoris, and Panel Out 3s. And put some nice P.As into your folder. Now to your NaviCust. Put some Buster Enhancing programs. When you're ready open that door.

Cut-Scene

 Boss-Yamatoman

HP: 1600
 Element: Normal
 Recommended Chips: Fumikomizan, Shirahadori, Pawn, Panel Out 3
 Reward: 5000 Zenny

A samurai looking navi. He will deflect your buster with his spear. So only use your buster when his little people starts attacking. His spear can reach further than a long sword. His spear acts like a sword chip so use the Shirahadori. And if you can't beat it, practice.

 Boss-Yamatoman

Cut-Scene

14) Secret Area 2 is done. Secret Area 3 is next. So move in.

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=====
5.          c. Secret Area 3                               SecAra3
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Secret Area 3
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- 1) This area has so many strong viruses. So try to survive. Begin by running foward.
- 2) There's a door right next to you. You need at least 8 types of Viruses that

you are breeding to enter. Go to the Virus Breeding section of this guide to get those 8. Then come back.

- 3) Enter the door. Put the Press Program into your NaviCust. Now just run all the way to the top. At the end of the narrow path you should get into a virus battle. It's the last two Dream Viruses. Kill it, and they should be transported to that machine in Kagakushou.
- 4) Now run back, except go West. And you should get to this big area with nothing, except for a trader machine. This is the Bug-Chip Trader. Remember where this is. You'll be using this a lot. But go to the West again. You should get to a Blue-Mystery Data. It's a Sanctuary C. Now hug the wall running north. You should be running on an invisible path. And you should get to another Monolis. You are not ready to face this Monolis. I just lead you here so I won't have to explain later.
- 5) Go back to the beginning of the area.
- 6) Take out the Press Program. And follow the path until you get to another Numbers Statue. SAVE just in case.

Mega Numbers Battle 2

HP: 400

- 7) Now follow the path to a Monolis Statue. SAVE.

Monolis Battle 2

- 8) Now run to the east. This is the strongest Numbers Statue. Don't face this yet unless you have these chips:

Kusamura Stage, Copy Damage, P.A Heat Spread, and Fire +30.

If you have these chips examine the statue. If you don't, come back here when you do.

Giga Numbers Battle

HP: 650

First use Kusamura Stage. Now get the 4 other chips you need in the chip selection menu. When you do, put it in the order: Copy Damage, P.A Heat Spread, and Fire+30. Now use Copy Damage on the top one. Then go all the way down and shoot the Numbers with the P.A. It should do 660 damage.

- 9) Now follow the path and get the Blue-Mystery Data. It's a Dark Hole *.
- 10) Now go back to where the Monolis was. Run to the West.
- 11) Follow the path until you get to this huge set of stairs. There's a door at the top. It requires for you to have all the Standard Chips. That's 200 chips. And I don't think you have this. So go to the chip section to find the chips you need. And come back.
- 12) Ok now you have them. SAVE. Put 4 Area Steals, 4 Steal Jellies, and some Magnum 2s. Why you ask? You find out soon. And put some P.As. Such as Dream Swords, Body Guard, and other high damage chips. When you're ready open the door.

Cut-Scene

Boss-Serenade

The king of the Ura-Internet.

HP: 2000

Element: Normal

Recommended Chips: Area Seal, Steal Jellys, Magnum 2

Reward: 5000 Zenny, Ura-Rank 1

You know why he's king? Because he can deflect your attacks. But there's a solution to this. Everytime he deflects your attack he has to move up or down. Now do you know what that means? Yeah we have to steal all of his panels except for one. So use those panel stealing chips. Now you are free to attack. Attck with all you got. Especially with the P.As. And just practice.

From Alexooo: You can also use Geedon 2 instead of area locking serenade to prevent him from reflecting your attacks.

Boss-Serenade

Cut-Scene

13)You're done with the Secret Areas. You should have two Stars now. So let's go get the other five. You're almost there.

=====
6. a. Seven Stars Starz
=====

I bet you're wondering what these stars are, and what they do. Every Rockman game is always deep. The storyline is only about half the game. These Seven Stars are almost the true objective of the game. First I'll list them in order, and how to get it. And from there I'll go deeper into the subject.

- 1) Yellow Star- Beat the main game.
2) Blue Star- Get all Standard Chips.
3) Green Star- Beat Forte GS.
4) L.Blue Star- Beat all Time Trials.
5) Purple Star- Get all Mega Chips.
6) Red Star- Beat all SP Navis.
7) Orange Star- Do all Program Advances.

1st Star Yellow

Difficulty: 1/5
Beat the main game.

This one is surely the easiest out of all the stars. Just beat the game. Follow my guide.

2nd Star Blue

Difficulty: 2/5
Get all Standard Chips.

If you beat the game reading my guide, then I told you there's more. The Secret Area. If you fought Darkman, you should already have at least 140 Standard Chips. And if you fought Serenade, you should have this Star. Because you need 200 Standard Chips if you want to face him. Use my chip guide under this. It'll tell you where you can get that chip.

3rd Star Green

Difficulty: 4/5
Beat Forte GS.

Well first of all you have to know how to encounter him. Get 300 Bug Pieces. Yes, 300. An easy way to do this is to go face Dekao, and Gutsman. When you know he's about to die, get a chip like WideSword and go to the front. He'll usually use a Guts Punch. Now side step and use your chip. If you timed it right just before he attacks, you should hear that cool sound that tells you that you countered him. In the result screen you should have gotten 10 bug pieces. Just keep on repeating it. Now when you get 300 Bug Pieces, go to Secret Area 3. Go to the Bug Trader and start putting them in. After the 30th time Log Out. Now Plug-in. Go back to Secret Area 3. On the way you should see Ghosts talking about this huge power they sense. I recommend Saving before you go through the small path. When you're done crossing, take out the Press Program and put some good Navi Programs. Oh and put tons of SuperKitakaze, and Chips that can do more than 200 damage. I said 200 because Forte GS has an aura of 200. Put some nice Program Advances, like Dream Sword, and Double hero. And...

Boss-Forte GS

HP: 2000
Aura: 200
Recommended Chips: P.A. Master Style, P.A. Body Guard, North Wind

Ok this guy is fricken hard. Well tell you the truth I got to Forte GS one day. And I couldn't beat him. If you read my guide from the top, you should know that I have a brother. We took turns, taking on this massive beast. I tried so much. About 20 times. Then suddenly my brother beats him. On that same day. We faced him so much that my brother finally found out where to move, when Forte did a pose. What I'm telling you is to practice. Just face him. Try looking at his poses, and what attacks come from it. You'll soon get it. When you think you got it, Hit him with all you got. Oh he got new attacks.

Boss-Forte GS

4th Star L.Blue

Difficulty: 3/5

Beat all Time Trials.

Ok when you beat Forte GS, There will be tons of Heel Navis. They hold records of the navis that Serenade deleted. And the time. Your mission is to rewrite these time. Meaning you have to beat the record time. Sounds easy huh. You're Wrong. You can't use your Chip Folder. You have to use your Extra Folder. Remember in the N1 Tournament you had to use those folders that were given to you? It's exactly the same thing. Except you have to beat the records with it. I know it sounds impossible, but me and my brother did it. If we can do it. So can you. This is the list of the Navis and time you need to beat. They are all V2 Navis.

Flashman:	00:10:00
Beastman:	00:30:00
Bubbleman:	00:40:00
Desertman:	00:45:00
Plantman:	00:40:00
Flameman:	00:40:00
Drillman:	00:45:00
Gutsman:	00:15:00
Metalman:	00:20:00
Kingman:	00:40:00
Mistman:	00:45:00
Bowlman:	00:45:00
Darkman:	00:45:00
Yamatoman:	00:40:00
Blues:	00:45:00

5th Star Purple

Difficulty: 2/5

Get all Mega Chips

I'll tell you this. If you were getting the 3rd Star where you had to face Forte GS, you must have gotten Mega Chips that you didn't have. That's what happened to me. Because I didn't have Brothers Style. So I couldn't get the V4 Navi Chips. Oh and one more thing. You need all 85 Mega Chips. But you only have 81 Mega Chips. Think about it. What other Mega Chip can you get. Well if you were smart I bet you just got it. And if you don't like thinking I'll tell you. Why is there two versions of this game? Now you probably got it. Yes there are two Navis that are only exclusive for each version. White can only get Mistman, while Black/Blue can only get Bowlman. I think you know what this means. If you don't have a relative, or friend that has the opposite version, you'll have to go buy it. And for the people who has a relative, or friend that has the opposite version, you're in luck. Now you have to trade. Trade those chips you need. All 4 versions. When you get it, you should have gotten the Purple Star.

6th Star Red

Difficulty: 5/5

Beat all SP Navis.

Uh oh. There's no more room for stars. Is my game broken? What do I do?
First of all your game isn't broken. Every game starts like this. Now what

First, prepare a folder with
4 Area Grab *
1 Posion Mask (A)
1 Posion Face (A)
1 Anubis (A)

Fill the rest of the 23 chips with * codes for Adding so that you can get the 7 chips.

So, here's the plan.

First, Area grab 4 times till Bass GS is trapped in a Corner. Then, Put P.A Posion Pharmacy on the opposite corner on the row where Bass GS is trapped. Stand on the middle (end) pannel and wait for Bass GS to be deleted by P.A Posion Pharmacy.

Also, watch out for Bass GS's Gospel arm. It will hurt.

Bass GS's Energy wave 300 dmg will not hit the row on the end side of the row. Which means your safe. Good Luck.

Boss-Forte GS

=====
6. c. Time Trials TmTrl
=====

If you read the section above this, you'll know what this is. And this part of the guide will give you some strategy for each Navi.

Here are two combos you're going to be using a lot.

Prism Combo- This is in the Minarai Folder. You use a P.A with the prism. What you do is to get a P.A Heat Spread or Aqua Spread. But before you unleash the P.A you throw a Prism into the enemy's field. I prefer throwing it into the middle. And as soon as you throw it, go into your Custom Screen and choose the P.A. Now you shoot the Prism. With the prism in the middle, the P.A hits the enemy, and the prism makes it double the damage.

NOTE: Here's a good combo. In your NaviCust have Custom+1, Custom +1, Custom+2, Set Green. And use a Heat Spread on the Prism. That's three times the damage. And if it's Plantman it's four times the damage.

KamonSnake Combo- Located in N1 Folder C. What you do is Area Steal, and Panel Steal as much as you can. And then Panel Break as much as you can. You should have Air Shoes in your NaviCust. And as soon as you have that set, unleash the Snakes. And power it up with Attack+10, and Wood+30.

And that's the two major combos. Here's something Miguel Angel Dominguez Hernandez suggested for the NaviCust...He suggests to get a shield style and put program Reflect, program QuickGauge, program HP +300, program HP +100 and program Atack +1. That should make everything easier and one more thing shrink QuickGauge so it fits. Oh another thing...He suggest to put the Error code GJHURIE2(The 2 meaning the second symbol)press Ok to get an extra 350 HP.

Good Luck. Oh remember they're all V2 Navis.

Time Trial Boss-Flashman

HP: 500

Time: 00:10:00

N1 Folder C

Minarai Folder

Use one of these folders. If you're using N1 Folder C hit him with the Snakes. He's not that hard.

Time Trial Boss-Flashman

Time Trial Boss-Beastman

HP: 700

Time: 00:30:00

N1 Folder A

Minarai Folder

Use N1 Folder A if you are use to fighting Beastman with swords.

Time Trial Boss-Beastman

Time Trial Boss-Bubbleman

HP: 800

Time: 00:40:00

Minarai Folder

Use the prism combo. Get a prism, and throw it into the enemy's field. Now get a P.A Heat Spread or Aqua Spread, and make it so that you hit the enemy and the prism. Does double the damage, and finish with Random Meteor's.

Time Trial Boss-Bubbleman

Time Trial Boss-Desertman

HP: 1200

Time: 00:45:00

Minarai Folder

Prism Combo. Aqua Spread is better to use.

Time Trial Boss-Desertman

Time Trial Boss-Plantman

HP: 1300
Time: 00:40:00

Minarai Folder

Prism Combo. Heat Spread is better to use.

Time Trial Boss-Plantman

Time Trial Boss-Flameman

HP: 1400
Time: 00:40:00

Minarai Folder

Prism Folder. Aqua Spread is better to use.

Time Trial Boss-Flameman

Time Trial Boss-Drillman

HP: 900
Time: 00:45:00

N1 Folder A
Minarai Folder

Same thing with Beastman. Use the Swords.

Time Trial Boss-Drillman

Time Trial Boss-Gutsman

HP: 700
Time: 00:15:00

N1 Folder C
Minarai Folder

The Snakes might work.

Time Trial Boss-Gutsman

Time Trial Boss-Metalman

HP: 800
Time: 00:20:00

Minarai Folder

Umm...I guess the Prism combo is the best here.

Time Trial Boss-Metalman

Time Trial Boss-Kingman

HP: 1000
Time: 00:40:00

Minarai Folder

Definitely the Prism combo.

Time Trial Boss-Kingman

Time Trial Boss-Mistman

HP: 1300
Time: 00:45:00

Minarai Folder

Prism Combo.

Time Trial Boss-Mistman

Time Trial Boss-Bowlman

HP: 1300

Time: 00:45:00

N1 Folder C
Minarai Folder

Prism Combo. Or you can use snakes.

Time Trial Boss-Bowlman

Time Trial Boss-Darkman

HP: 1600
Time: 00:45:00

Minarai Folder

Prism combo. It might be harder for this guy.

Time Trial Boss-Darkman

Time Trial Boss-Yamatoman

HP: 1800
Time: 00:40:00

N1 Folder C
Minarai Folder

Prism Combo. Snakes.

Time Trial Boss-Yamatoman

Time Trial Boss-Blues

HP: 1300
Time: 00:45:00

N1 Folder C
Minarai Folder

Prism Combo. Or Snakes.

Time Trial Boss-Blues

=====
Alright, you're almost done with the game. You should have five stars if you're reading this part of the guide. Now soft reset to get to the title screen. Now at the Title screen highlight continue, and hold left, then press RRLRLRLL. Now there are SP Navis in certain locations of the net. To get your next star, you must defeat all SP Navis.

One thing you must know about SP Navis is that, before fighting the SP Navi you must fight SP Viruses. These might give you some trouble, but there's always a way to beat them. I'll list the Navis in order of encounter in the story.

SP Navi Boss-Flashman SP

Location- Principle's Computer Area 2

He's in that big area in the South-West part of the map. Where Ura-Rank 7 was. Well behind the panel he was standing.

Battle 1

Rabiri SP
Rabiri SP
Paraball SP

Battle 2

Paraball SP
Paraball SP

Battle 3

Sparkbee SP
Sparkbee SP
Sparkbee SP

Battle 4

Flashman SP
HP: 1500
Element: Elec
Reward: Flashman V5 F

He uses mostly Neon Light to attack.

SP Navi Boss-Flashman SP

SP Navi Boss-Gutsman SP

Location- Dekao's HP

Remember where you got Guts Punch B? He's a little to the bottom of that.

Battle 1

Mettaur SP

Mettaur SP

Battle 2

Mettaur SP

HarudoBoluzu SP

HarudoBoluzu SP

Battle 3

Kiolushin SP

Kiolushin SP

Battle 4

Gutsman SP

HP: 2000

Element: Normal

Reward: Gutsman V5 G

Metal Stage is good.

SP Navi Boss-Gutsman SP

SP Navi Boss-Beastman SP

Location- Zoo Comp 3

Where you got Shinobidash. (NaviCust Program)

Battle 1

Chuton SP

Chuton SP

Battle 2

Garu SP
Chuton SP
Chuton SP

Battle 3

Bonbeetle SP
Momoguran SP

Battle 4

Beastman SP
HP: 1600
Element: Normal
Reward: Beastman V5 B

He's super fast. He jumps everywhere. But he has a flaw. Unlike other SP Navis he doesn't have an attack that does over 200. So just use Dream Aura.

SP Navi Boss-Beastman SP

SP Navi Boss-Metalman SP

Location- Tamako's HP

It's hard to explain where he is. So find him your self for now. I'll make a diagram later.

Battle 1

Cannondumb SP
Cannondumb SP
Cannondumb SP

Battle 2

Yoyoto SP
Wind SP

Battle 3

Yoyoto SP

Yoyoto SP

Battle 4

Metalman SP
HP: 1700
Element: Normal
Reward: Metalman V5 M

Breakbuster works. Even Metal Stage.

SP Navi Boss-Metalman SP

SP Navi Boss-Bubbleman SP

Location- Yoka-Yoka Area 2

I'll make a diagram.

Battle 1

Ebiron SP
Ebiron SP
Ebiron SP

Battle 2

Jeraim SP
Jeraim SP
Koripen SP

Battle 3

Jeraim SP
Jelly SP
Jelly SP

Battle 4

Bubbleman SP
HP: 1800
Element: Aqua
Reward: Bubbleman V5 B

Use the P.A Body Guard. Or use the Flashman V5, and other Flashmans.

SP Navi Boss-Bubbleman SP

SP Navi Boss-Kingman SP

Location- T.V Station Panel Comp

He's on the South-West side.

Battle 1

Swordin SP

Swordin SP

Battle 2

Swordin SP

Rarapapa SP

Battle 3

n.O-SP

HarudoBoluzu SP

Battle 4

Kingman SP

HP: 2000

Element: Normal

Reward: Kingman V5 K

Air Shoes. Get rid of the chess pieces with Plantman chips.

SP Navi Boss-Kingman SP

SP Navi Boss-Desertman SP

Location- Studio Car's Comp

What ever this place is called. It's the car parked in front of the DNN Studio. Just run all the way to the right.

Battle 1

Quaker SP
Quaker SP
Quaker SP

Battle 2

Momoguran SP
Momoguran SP
Quaker SP

Battle 3

Momoguran SP
Sunhawk SP

Battle 4

Desertman SP
HP: 2000
Element: Normal
Reward: Desertman V5 D

Uhh, hit him with aqua chips I guess. Use Plantman to destroy the hands.

SP Navi Boss-Desertman SP

SP Navi Boss-Plantman SP

Location- Hospital Comp 3

He's close to where the Sub-Memory was.

Battle 1

Bajiliko SP

Battle 2

Azomata SP

Battle 3

Bajiliko SP

Raunda SP

Battle 4

Plantman SP
HP: 2100
Element: Wood
Reward: Plantman V5 P

Aww come on. This guy is easy. Hit him with Fire Chips. Most of the chips do quite a damage. Especially Flameman chips. You won't have any problem dealing with this guy.

SP Navi Boss-Plantman SP

SP Navi Boss-Flameman SP

Location- Ura-Internet 3

Battle 1

Garu SP
Garu SP
Garu SP

Battle 2

DoGon SP
Garu SP
Volcano SP

Battle 3

Volcano SP
Metimage SP
Garu SP

Battle 4

Flameman SP
HP: 2400
Element: Fire
Reward: Flameman V5 F

Use Aqua chips. Remember what each candle does, and you'll be fine.

SP Navi Boss-Flameman SP

SP Navi Boss-Mistman SP

Location- Net-Battle Machine Comp

Battle 1

Bajiriko SP

Wind SP

Battle 2

TotoPole SP

Bajiriko SP

Battle 3

TotoPole SP

TotoPole SP

TotoPole SP

Battle 4

Mistman SP

HP: 2000

Element: Normal

Reward: Mistman V5 M

This guy isn't that hard. Just beat him as if it was his V3 version.

SP Navi Boss-Mistman SP

SP Navi Boss-Bowlman SP

Location- Net-Battle Machine Comp

Battle 1

HarudoBoluzu SP

HarudoBoluzu SP

Battle 2

Raunda SP
HarudoBoluzu SP

Battle 3

HarudoBoluzu SP
DoGon SP

Battle 4

Bowlman SP
HP: 2000
Element: Normal
Reward: Bowlman V5 B

Do not get hit by the Gatling Pins. Those pins will take down your HP at a high rate. So put Invisibles in your folder.

SP Navi Boss-Bowlman SP

SP Navi Boss-Drillman SP

Location- Ura-Internet 5

Battle 1

Mettaur SP
Mettaur SP
Mettaur SP

Battle 2

Momoguran SP
Momoguran SP
Mettaur SP

Battle 3

Nidocaster SP
Mettaur SP

Battle 4

Drillman SP
HP: 1800
Element: Normal
Reward: Drillman V5 D

This guy is really fast. He'll mainly use Drill Drive, and Triple Hole.

SP Navi Boss-Drillman SP

SP Navi Boss-Blues SP

Location- Jigokujima Area

Battle 1

Twins SP
Twins SP

Battle 2

Swordin Sp
Swordin SP

Battle 3

Kiolushin SP
Kiolushin SP

Battle 4

Blues SP
HP: 2000
Element: Normal
Reward: Blues V5 B

This guy is hard. You can deal with him by using Death Match 2. Only his Sonic Boom can reach you. So have Air-Shoes in your NaviCust and you won't have any problems.

SP Navi Boss-Blues SP

SP Navi Boss-Darkman SP

Location- Secret Area 1

Battle 1

DarkShadow SP

Battle 2

Kazu SP
KillersEye SP
KillersEye SP

Battle 3

Kazu SP
DarkShadow SP

Battle 4

Darkman SP
HP: 2000
Element: Fire/Aqua/Elec/Normal
Reward: Darkman V5 D

Put a lot of recovery chips. He does a lot of damage. Maybe have an UnderShirt. Use P.As, and good chip combos.

SP Navi Boss-Darkman SP

SP Navi Boss-Yamatoman SP

Location- Secret Area 2

Battle 1

Raunda SP
Raunda SP

Battle 2

Fudelo SP
Swordin SP
Raunda SP

Battle 3

Swordin SP
Swordin SP

Battle 4

Yamatoman SP
HP: 2200
Element: Normal
Reward: Yamatoman V5 Y

You should put Shirahadori. Paralyze him. Use some combos on im. Not that hard to beat.

SP Navi Boss-Yamatoman SP

SP Navi Boss-Serenade SP

Location- Secret Area 3

Battle 1

DreamBeat SP
DreamBeat SP

Battle 2

ProtoBug SP
ProtoBug SP

Battle 3

ProtoBug SP
DreamBeat SP

Battle 4

Serenade SP
HP: 2600
Element: Normal
Reward: 10000 Zennys

Ahh the King once again. He's almost the same with his original version. It's just his attacks and HP went up.

SP Navi Boss-Serenade SP

SP Navi Boss-Forte SP

Location- Secret Area 3

Battle 1

DreamRapia
DreamMeraru

Battle 2

DreamMos
DreamBeat

Battle 3

DreamBolt
DreamBeat SP

Battle 4

Forte SP
HP: 3000
Aura: 200
Element: Normal
Reward: 10000 Zennys

Forte SP...He's a beefed up version of Forte GS. Use a lot of P.As. Take him down with the same tactics that you used against Forte GS.

SP Navi Boss-Forte SP

=====
7. Power Up Items Pwrp
=====

Rockman has three power up items. Even though it's a little hard work to do, it will make a difference when you have all of the power ups.

=====
7. a. HP Memories Hpme

=====

Each HP Memory gives you 20 more HP. You start with 100 HP. There are 45 in all. If you do the math right, you should end up with 1000 HP. You can also have more HP by using NaviCust parts.

Principle's Computer Area 2

The HP Memory is located in the South. It should be on the same path as the Password A.

School-Server Comp

The HP Memory is in the West.

Akihara Area 2

The Net-Merchant sells 2 HP Memories for...

1000 Zennys
3000 Zennys

Akihara Square

The Net-Merchant sells 2 HP Memories for...

2000 Zennys
5000 Zennys

Zoo Comp 1

Located in the Northern-Middle area. It's close to the end of the area.

Meiru's HP

It's in the East. You need an Open-Lock.

Kagakushou Square

The Net-Merchant sells 3 HP Memories for...

2000 Zennys
4000 Zennys
8000 Zennys

Yoka-Yoka Area 2

You need a Press-Program to get to this HP Memory. It's located closer to the entrance of Yoka-Yoka Area 1.

Numberman Comp

It's in the North-East.

Job #4

When you complete this job you get a HP Memory.

Yoka-Yoka Square

The Net-Merchant sells 3 HP Memories for...

4000 Zennys

8000 Zennys

12000 Zennys

Job #6

When you complete this job you get a HP Memory.

Jigokujima

Under the hill right next to the boat. Just examine like crazy.

Beach Square

The Net-Merchant sells 3 HP Memories for...

5000 Zennys

9000 Zennys

13000 Zennys

Hospital Comp 2

This HP Memory is in the middle of the area. Very easy to find.

Hospital Comp 5

In the West are 4 grass panels. Burn the left one to make a warp appear. Take it to get to the HP Memory.

Ura-Internet 3

On the way to Flameman (Scenario 6), when the path collapse, you have to go back, on the way back should be the HP Memory. Hard to miss.

Editing Machine Comp

This one is located in the West.

Job #11

When you complete this job you get a HP Memory.

Hospital 3rd Floor

Examine the Tree of Life.

Ura-Internet 5

When you enter from Kagakushou Area 1, when you follow the path there should be a path that goes under the top floor, but looks like a dead end. That dead end has a Mystery Data that contains the HP Memory.

Quiz Master

Beat the Quiz Master to get a HP Memory.

Ura-Internet 4

The Net-Merchant sells 3 HP Memories for...

8000 Zennys
12000 Zennys
16000 Zennys

Ura Square

The Net-Merchant sells 3 HP Memories for...

12000 Zennys
16000 Zennys

20000 Zennys

WWW Comp 1

It's the first Mystery Data you see when you enter this area.

WWW Comp 4

You should see the Mystery Data before opening the door to Drillman.

Uninhabited Tank Comp

The HP Memory is located at North.

Job #22

When you complete this job you get a HP Memory.

Ura-Internet 7

Open the curtain in the East. You have to be Ura-Rank 1 to open it. At the end should be the Mystery Data with the HP Memory.

Secret Area 2

Before the door to Yamatoman, head back a little while running to the left to walk through an invisible path. Follow this path to the HP Memory.

Secret Area 2

The Net-Merchant sells 3 HP Memories for...

20000 Zennys
30000 Zennys
40000 Zennys

=====
7. b. Regular Ups Regp
=====

You get 1 Mega from each Regular Up. You have 4 MB when you start. You'll end up having 50 MB. There's 26 Regular Ups with different amounts. When you collect all the Regular Ups you'll be able to choose many Regular Chips.

Principle's Computer Area 1

Regular Up +1

This will be the first Mystery Data you'll see when you enter the area.

Black Board Comp

Regular Up +1

This one is located in the North.

Yaito's HP

Regular Up +2

This one is located in the South.

Kagakushou Area 2

Regular Up +2

This is located in the West. It's behind the counter.

Zoo Comp 4

Regular Up +2

The first turn you take should get you to the Regular Up.

Vending Machine Comp

Regular Up +2

This one is located in the East.

Ticket Machine Comp

Regular Up +1

This one is located in the East.

Emergency Comp

Regular Up +1

This one is located in the East.

Visitor Room

Regular Up +1

Examine the vases in the North-East.

Classroom 5-B

Regular Up +2

Examine the book shelf in the West.

Beach Area 2

Regular Up +3

On the bottom floor are small paths. The one to the North-East will take you to a dead end with the Mystery Data.

T.V Station Compene Comp

Regular Up +1

This one is located in the North.

Quiz Boy

Regular Up +3

Beat his quiz to get the Regular Up.

T.V Station 1st Floor Hallway

Regular Up +1

Examine the boxes in the middle of the area.

Hospital Comp 1

Regular Up +1

This one is located in the North-West.

Ura-Internet 2

Regular Up +2

This one is located in the East. It's close to the warp.

Bed Comp

Regular Up +2

This one is in the West.

Job #10

Regular Up +3

When you complete this job you get the Regular Up.

Seaside

Regular Up +2

Examine that block thing in front of the Hospital.

Metro Kagakushou Station

Regular Up +1

Examine the garbage can to get it.

Teacher's Lounge

Regular Up +1

Examine the Teacher's desk in the middle of the room.

T.V Station Editing Room

Regular Up +2

Examine the board at the entrance.

WWW Comp 2

Regular Up +2

Before the area where you fight Bubbleman V2, you should see the Mystery Data under the warp. That's the one.

Uninhabited Tank Comp

Regular Up +2

This one is in the South.

Monitor Room

Regular Up +2

Examine the big screen.

```
=====
7.          c. Sub Memories                                Sbme
=====
```

Each Sub Memory will let you hold an extra amount of a Sub Chip.

Armor Comp

In the South-East is the Sub Memory.

Hospital Comp 3

Head to the very West. You have to burn a tree to get there.

Ura-Internet 6

The Sub Memory is located in the South-East. Use the many transporters to get there.

Job #15

When you complete this job you get a HP Memory.

```
=====
8.          a. Iraikeyjiban                                Jobz
=====
```

```
=====
8.          b. Virus Breeder                                VirBre
=====
```

Alright now for the Virus Breeder. You can raise your own viruses in a way.

But first you have to go find some viruses. But to do this you must be at or after scenario 7 in the storyline. There should be this circular machine in the Virus Research Lab. That's where all the viruses you get go to.

Well you need to do this to get all the Standard chips. So lets go find those viruses.

Mettaur Virus

Location- Akihara Area 1
Items needed- WWW-ID

- 1) Plug-In from Netto's Room to Netto's HP.
- 2) Now head to Akihara Area 1.
- 3) Follow the path until you see a Skull Faced Door.
- 4) Open it with the WWW-ID.

D	
	D- WWW-ID Door
O _ _	O- Open-Lock Mystery Data
_ _ _	M- Mettaur Virus
M _ _	

RabiRi Virus

Location- Kagakushou Area 2
Items needed- 50 Bug Fragments

- 1) Go to Kagakushou Lobby.
- 2) Read the Job Board.
- 3) Pick the one that sayssomething about picking up a virus.
- 4) Now go to the Virus Research Lab, and Plug-In.
- 5) Go to Kagakushou Area 2.
- 6) Go south all the way.
- 7) Now go West. You should meet up with the Navi.
- 8) Talk, and give 50 Bug Fragments.
- 9) Plug-out, and talk to the guy right next to the machine.

Garu Virus

Location- Akumazou's Comp
Items needed- None

- 1) Go to Beach Street, and on to the boat to Jigokujima.
- 2) Go up the hill, and go to where those statue's are. You can Plug-In to one of them.
- 3) Now as Rockman, go North.

Swordin Virus

Location- Ura-Internet 1
Items needed- None

- 1) Go to Tamako's HP.
- 2) Head to Beach Square, then to Beach Area 2.
- 3) Now head to the Ura-Internet, by going through Jigokujima Area.
- 4) Now go all the straight.
- 5) You should be at the end of the road. Now look back and take blue path.
- 6) And follow it to the end.

Jelly Virus

Location- Beach Area 2
Items needed- None

- 1) Go to Tamako's HP.
- 2) Head to Beach Square, then to Beach Area 2.
- 3) Now head to the entrance of Ura-Internet.
- 4) But don't go in. Instead go South-West, you should meet up with the Jelly.

ChaMash Virus

Location- Kagakushou Area 2
Items needed- None

- 1) Go to the Virus Research Lab, and Plug-In.
- 2) Go to Kagakushou Area 2.
- 3) Go straight, until you see the first corner. Turn, and follow until another turn. Now just run straight.

Momoguran Virus

Location- Zoo Comp 4
Items needed- None

- 1) Go to the Zoo, and Plug-In to the machine.
- 2) Head to Zoo Comp 4.
- 3) Go to where Beastman was.
- 4) Search behind him.

KillersEye Virus

Location- Principle's Computer Area 1
Items needed- None

- 1) Go to the Principle's Room.
- 2) Plug-In.
- 3) Just head to area 2.
- 4) But after you walk through the last red carpet, go North.

DreamBeat Virus 1

Location- Secret Area 1

Items needed- None

- 1) When you enter the Secret Area 1, just run West.

DreamBeat Virus 2

Location- Secret Area 3

Items needed- Need all of the other Viruses

- 1) When you arrive to the Secret Area 3, there would be a door that won't let you pass until you have all the ones you can get except for this one. When you do, the door will open.
- 2) Just run straight up until you hit the wall.

//

Now you have all the viruses. Well not really. Viruses also have SP Versions. To get these SP Viruses, you must give 100 bugs to that type of Virus. So lets say I give 30 Bugs to Mettaur 1, 40 Bugs to Mettaur 2, and 30 Bugs to Mettaur 3. Now the program that's in charge of that virus will give you a hint to where that SP Virus is.

//

Mettaur SP Virus

Location- Blackboard's Comp

Items needed- None

- 1) Head to Classroom 5A.
- 2) Plug-In to the Blackboard.
- 3) Go south to meet Mettaur SP.

RabiRi SP Virus

Location- Bed's Comp

Items needed- None

- 1) Go to the Hospital.
- 2) Go to where Yaito, or Dad was.
- 3) Now Plug-In to the bed.
- 4) Go straight up to find RabiRi SP.

Garu SP Virus

Location- Zoo Comp 2

Items needed- None

- 1) Go to the Zoo.
- 2) Plug-In to the machine.
- 3) Go to Zoo Comp 2.
- 4) Now head to the entrance to Zoo Comp 3. No go back a little. And run South-West. And meet Garu SP.

Swordin SP Virus

Location- Hijyou Level Comp
Items needed- None

- 1) Go to the Zoo.
- 2) Now enter that little cave thing, and Plug-In.
- 3) I need the english name for this place. Swordin SP is located on the West side.

Jelly SP Virus

Location- Hot-Tub Comp
Items needed- None

- 1) Go to Yoka-Yoka Mura.
- 2) Now head to the Hot-Tub Room.
- 3) Plug-In to the statue.
- 4) Head to where the warp is. Jelly SP is a little to the bottom of that.

ChaMash SP Virus

Location- Hospital Comp 1
Items needed- None

- 1) Go to the Hospital.
- 2) Go to the 3rd floor.
- 3) Plug-In to the Door Sensor thing.
- 4) ChaMash SP is right under neath the warp you just came from.

MomoGuran SP Virus

Location- Yoka-Yoka Area 1
Items needed- None

- 1) Go to Tamako's HP.
- 2) Head to Yoka-Yoka Area 1.
- 3) Go to where Bubbleman was.
- 4) Search behind where he was standing.

KillersEye SP Virus

Location- Door Sensor's Comp
Items needed- None

- 1) Go to the Kagakushou Lobby.
- 2) Now head to the entrance of the Virus Research Lab.
- 3) You can't see it, but there is a Sensor that you can Plug-In.
- 4) KillersEye SP is on the North-West side.

DreamBit SP Virus

Location- Exterior Wall Comp
Items Needed- None

- 1) Go to Beach Street.
- 2) Ride the boat to WWW's Base.
- 3) Now go straight, and Plug-In.
- 4) DreamBit SP is on the North-East side.

And you have finally got all the Viruses you can obtain in this game.

=====
8. c. Shop Shp
=====

Here's the list of the shops.

Chips

WHITE		BLACK/BLUE	

Higureya			

Elec+30 *	5000 Zennys x1	Recovery 80 *	5000 Zennys x1
Countbomb M	6000 Zennys x1	Akatsunami J	7500 Zennys x1
Prominence *	6000 Zennys x1	Prominence *	6000 Zennys x1
Chikasuimyaku *	6000 Zennys x1	Chikasuimyaku *	6000 Zennys x1
Lightning *	6000 Zennys x1	Lightning *	6000 Zennys x1
Gaiasword *	6000 Zennys x1	Gaiasword *	6000 Zennys x1
Fuatsuken R	14000 Zennys x1	Stealthmine R	10000 Zennys x3
AllWood W	40000 Zennys x1	Poison Anubis A	80000 Zennys x1

Internet

Akihara Area 2

HP Memory	1000 Zennys	HP Memory	1000 Zennys
	3000 Zennys		3000 Zennys
V-Gun L	200 Zennys x3	Bubbleshot E	600 Zennys x3
Barrier L	500 Zennys x3	Recovery 30 F	800 Zennys x3
Recovery 10 *	500 Zennys x3	Areasteal *	1200 Zennys x1
Heatshot B	800 Zennys x3	Dashattack C	1400 Zennys x1

Akihara Square

HP Memory	2000 Zennys	HP Memory	2000 Zennys
	5000 Zennys		5000 Zennys
Attack+10 *	300 Zennys x3	Invisible *	600 Zennys x3
Panelsteal L	600 Zennys x3	Metalstage D	3000 Zennys x3
KusamuraStage *	1000 Zennys x3	Elecsword N	3800 Zennys x1
Bamboosword P	5000 Zennys x1	Customsword B	5000 Zennys x1

Kagakushou Square

HP Memory	2000 Zennys	HP Memory	2000 Zennys
	4000 Zennys		4000 Zennys
	8000 Zennys		8000 Zennys
StoneCube *	500 Zennys x3	YukashitaMogura *	1000 Zennys x3
Cannon C	800 Zennys x3	Tornadoe C	3000 Zennys x3
Toppu A	1000 Zennys x3	Kawarimi M	3800 Zennys x1
Fumicomizan P	7000 Zennys x1	CountBomb K	5200 Zennys x1

Yoka-Yoka Square

HP Memory	4000 Zennys	HP Memory	4000 Zennys
	8000 Zennys		8000 Zennys
	12000 Zennys		12000 Zennys
AreaSteal *	16000 Zennys x3	NeedleMachine J	3200 Zennys x1
DoubleBomb H	2000 Zennys x3	BambooSword P	3500 Zennys x1
Yo-Yo 1 G	3000 Zennys x3	BambooLance Z	4000 Zennys x1
ElecSword N	5000 Zennys x1	HeavyShake 1 R	5000 Zennys x1
		Fumikomizan P	6400 Zennys x1

Beach Square

HP Memory	5000 Zennys	HP Memory	5000 Zennys
	9000 Zennys		9000 Zennys
	13000 Zennys		13000 Zennys
MetalStage S	2800 Zennys x1	KusamuraStage R	1000 Zennys x3
CountBomb L	4000 Zennys x1	CountBomb J	4000 Zennys x1
CustomSword B	5000 Zennys x1	200 Barrier R	6000 Zennys x1
GodStone S	8000 Zennys x1	VariableSword D	10000 Zennys x1

Ura-Internet 4

HP Memory	8000 Zennys	HP Memory	8000 Zennys
	12000 Zennys		12000 Zennys
	16000 Zennys		16000 Zennys
Pawn N	5000 Zennys x3	CurseShield 3 N	7500 Zennys x1
Kawarimi M	5000 Zennys x1	RattonHanabi B	9000 Zennys x1
Recovery 200 W	10000 Zennys x1	Recovery 150 *	12000 Zennys x1
VariableSword D	10000 Zennys x1	FumikomiCross P	13000 Zennys x1
		Attack+30 *	14000 Zennys x1

Ura-Square

```

-----
HP Memory          12000 Zennys          HP Memory          12000 Zennys
                   16000 Zennys          16000 Zennys
                   20000 Zennys          20000 Zennys
VariableSword E    8000 Zennys x1          CountBomb L        4000 Zennys      x1
Knight V           10000 Zennys x1         Fuatsuken *        6000 Zennys      x1
SuperKitakaze Z   13000 Zennys x1         Navi+20 *          7500 Zennys      x1
FullCustom *       5000 Zennys x1          AllWood W          15000 Zennys     x1

```

Secret-Area 2

```

HP Memory          20000 Zennys          HP Memory          20000 Zennys
                   30000 Zennys          30000 Zennys
                   40000 Zennys          40000 Zennys
BlackBomb 3 L     10000 Zennys x1         AirStorm 3 I       9000 Zennys      x3
GutsImpact I      13000 Zennys x1         GreatWave J        11000 Zennys     x1
Attack+30 *       15000 Zennys x1         SuperKitakaze C    12000 Zennys     x1
Ryuuseigun R      30000 Zennys x1         GutsImpact G       12000 Zennys     x1

```

Yoka-Yoka Area 1

```

Air-Shoot 2 *     20 Bugs x1            MagmaStage A       35 Bugs x1
Wood+30 *         40 Bugs x1            GutsStraight P     50 Bugs x1
100 Barrier *     50 Bugs x1            BlackBomb 3 G      90 Bugs x1
CountBomb K       60 Bugs x1            VariableSword C    90 Bugs x1
MagmaStage *      80 Bugs x1            FumikomiCross T   95 Bugs x1
StealthMine A     100 Bugs x3           GutsImpact I       100 Bugs x1

```

Ura-Internet 2

```

BreakHammer *     20 Bugs x1            Elec+30 *          15 Bugs x1
GutsStraight P    40 Bugs x1            Wood+30 *          15 Bugs x1
Navi+20 *         40 Bugs x1            FullCustom *       30 Bugs x1
FumikomiCross P  90 Bugs x1            GodStone S         80 Bugs x1
PoisonAnubis A   150 Bugs x1           Ryuuseigun R       150 Bugs x1
NaviRecycle *    200 Bugs x1           FolderReturn *     200 Bugs x1

```

Sub-Chips

Akiharachou

```

Minienergy        100 Zennys
Shinobidash       200 Zennys
Enemysearch       10000 Zennys

```

Yoka-Yoka Mura

Minienergy 100 Zennys
Shinobidash 200 Zennys
Untrap 100 Zennys

Kagakushou Lobby

Minienergy 100 Zennys
Fullenergy 1000 Zennys
Openlock 4000 Zennys

Internet

Akihara Square

Minienergy 100 Zennys
Fullenergy 1000 Zennys
Shinobidash 200 Zennys

Yoka-Yoka Square

Minienergy 100 Zennys
Fullenergy 1000 Zennys
OpenLock 4000 Zennys

Beach Area 2

Fullenergy 1000 Zennys
Shinobidash 200 Zennys
Untrap 100 Zennys

T.V Comp (Hospital)

Minienergy 100 Zennys
Fullenergy 1000 Zennys
EnemySearch 10000 Zennys

Exterior Wall Comp

Fullenergy 1000 Zennys
EnemySearch 10000 Zennys
OpenLock 4000 Zennys

Programs

Beach Square

Attack+1	(White)	3000 Zennys
Charge+1	(White)	2000 Zennys
Regular+1	(White)	5000 Zennys
ImeFish	(Pink)	8000 Zennys

Ura-Square

BatteryMode	(Yellow)	8000 Zennys
HP+300	(Pink)	20000 Zennys
BeatSupport	(White)	10000 Zennys
TangoSupport	(Pink)	10000 Zennys
SetMetal	(Green)	5000 Zennys

Ura-Internet 6

Rapid+1	(Pink)	40 Bugs
HP +100	(White)	50 Bugs
Regular +5	(Yellow)	70 Bugs
HP +200	(Yellow)	80 Bugs
RushSupport	(Yellow)	100 Bugs
BusterMAX	(Pink)	150 Bugs

=====
8. d. Folders Fldr
=====

For now...

U L T I M A T E F O L D E R

By: Alexooo

This is my ultimate folder and really recommend it.

- 4 Slasher B
- 4 Cust Sword B
- 4 Var Sword B
- 4 Protoman B V1 to V4

This will let you use 2 X hero 4 times (Really Recommended in all folders)

- 4 Area Grab *
- 2 Aura F
- 1 Flashman V4
- 1 Flameman V4

Flashman V5 for the 11th glitch.

- 1 Geddon 2 F
- 1 Airshoe *

1 Fst Gauge * (Put this as a regular chip)
1 Atk + 30 *
1 Mine *

Total 30 chips.

Also, this folder requires 11 th chip glitch, and 7 mega chip folder.
If you do 11 th chip glitch, you need to be shield or cust style (because of the blue custom 2 blocks)

Which means, you only have 5 mega chips availble in a folder.

Use the 11 th chip glitch on a custom style which makes Custom 12 and use the EX code Mega folder + 2 (glitch that subtracts 1 custom) To make 7 Mega chip in a folder with 11th chip glitch and all the chips that I recommand listed up.

If planning on different folder, always make sure you have at most 2 coded folder. This way, its easier to select more chips per turn.

My folder's 2 code: B, and F.

=====
9. Chips Chps
=====

Chips as in Battle Chips are your primary weapons in this game.
Lets get started

This how I'm going to list it.

#. Name
Atk-
Rare-
MB-
Chip Codes, and where to get it.

////////////////////////////////////
CT- Chip Trader in Higure
CS1-Chip Trader Special in Hospital Lobby
CS2-Chip Trader Special in T.V Station 1st Floor Hallway
BT- Bug Trader in Secret Area 3
////////////////////////////////////

Code--A--B--C--D--E--*--
Virus Name White--O--O--O--X--X--C--
 Black--X--X--X--O--O--C--

O- Possible to get from the Virus in that version
X- Not Possible from the Virus in that version
C- Possible to get with Custom Style

Tips-

[][][][][][][]
[R][>][>][>][>][V]
[][][][][][][]

R- Rockman

V- Virus
O- Splash Damage
C- Cracked Panel
=- Pushed back virus

=====

9. a. Standard Chips SChps

=====

OK lets begin with the 200 Standard Chips.

001. Cannon

Atk-40
Rare-*
MB-12

A- You have it in the beginning, CT
B- You have it in the beginning, CT
C- Shop, Mystery Data in Zoo Comp 3, CT
D- CT
E- CT
*- CT

Code--A--B--C--D--E--*--
CannonDumb White--O--O--O--X--X--C--
 Black--X--X--O--O--O--C--

Tips-

[][][][][][][]
[R][>][>][>][>][V]
[][][][][][][]

002. Hi-Cannon

Atk-60
Rare-**
MB-24

H- CT, CS1, CS2
I- CT, CS1, CS2
J- CT, CS1, CS2
K- Random Mystery Data in Ura-Internet 1, CT, CS1, CS2
L- CT, CS1, CS2
*- Number Trader, CT, CS1, CS2

Code--H--I--J--K--L--*--
CannonDumb2 White--O--O--O--X--C--X--
 Black--X--O--O--O--C--X--

Tips-

[] [] [] [] [] []
[R] [>] [>] [>] [>] [V]
[] [] [] [] [] []

003. Mega-Cannon

Atk-80
Rare-***
MB-36
O- CS1, CS2, BT
P- CS1, CS2, BT
Q- CS1, CS2, BT
R- CS1, CS2, BT
S- CS1, CS2, BT

Code-----O--P--Q--R--S--
CannonDumb3 White-----O--X--O--O--C--
 Black-----X--O--O--O--C--

Tips-

[] [] [] [] [] []
[R] [>] [>] [>] [>] [V]
[] [] [] [] [] []

004. Air-Shoot 1

Atk-20
Rare-*
MB-4
*- You have it in the beginning, CT

Tips-

[] [] [] [] [] []
[R] [>] [>] [>] [V] [=]
[] [] [] [] [] []

005. Air-Shoot 2

Atk-30
Rare-**
MB-12
*- Bug-Trading Navi, Random Mystery Data in Beach Area 1, CT, CS1, CS2

Tips-

[] [] [] [] [] []
[R] [>] [>] [>] [V] [=]
[] [] [] [] [] []

006. Air-Shoot 3

Atk-40

Rare-**

MB-18

*- Number Trader, CS1, CS2, BT

Tips-

[][][][][][][]

[R][>][>][>][V][=]

[][][][][][][]

007. MagmaCannon 1

Atk-90

Rare-*

MB-34

A- CT, CS1, CS2

G- CT, CS1, CS2

S- CT, CS1, CS2

T- CT, CS1, CS2

V- CT, CS1, CS2

```

-----
Volcano           Code-----A--G--S--T--V--
                  White-----O--C--O--O--X--
                  Black-----O--C--O--X--O--
-----

```

Tips-

[][][][][][][]

[R][>][>][>][>][V]

[][][][][][][]

008. MagmaCannon 2

Atk-120

Rare-**

MB-42

B- CT, CS1, CS2

D- CT, CS1, CS2

F- CT, CS1, CS2

M- CT, CS1, CS2

O- CT, CS1, CS2

```

-----
VolcanoDon       Code-----B--D--F--M--O--
                  White-----X--C--O--O--O--
                  Black-----O--C--O--O--X--
-----

```

Tips-

[][][][][][][][]
[R][>][>][>][>][V]
[][][][][][][][]

009. MagmaCannon 3

Atk-150
Rare-***
MB-60
E- CS1, CS2, BT
H- CS1, CS2, BT
J- CS1, CS2, BT
R- CS1, CS2, BT
W- CS1, CS2, BT

Code-----E--H--J--R--W--
VolcanoGiren White-----C--O--X--O--O--
Black-----C--O--O--X--O--

Tips-

[][][][][][][][]
[R][>][>][>][>][V]
[][][][][][][][]

010. Volcano-Cannon

Atk-150
Rare-****
MB-75
A- CS1, BT
G- CS1, BT
J- CS1, BT
Y- CS1, BT
Z- CS1, BT

Code-----A--G--J--Y--Z--
Volcano White-----X--X--X--C--X--
Black-----X--X--X--X--C--

Code-----A--G--J--Y--Z--
VolcanoDon White-----X--C--X--X--X--
Black-----X--X--C--X--X--

Code-----A--G--J--Y--Z--
VolcanoGiren White-----C--X--X--X--X--
Black-----C--X--X--X--X--

Tips-

[>][>][>][>][V][]
[R][>][>][V][][]
[>][>][>][>][>][V]

011. Shot-Gun

Atk-30
Rare-*
MB-8
B- Random Mystery Data in Kagakushou Area 1, CT
F- CT
J- You have it in the beginning, CT
N- CT
T- Random Mystery Data in Akihara Area 1, CT
*- ???

Tips-

[][][][][][][]
[R][>][>][>][V][O]
[][][][][][][]

012. V-Gun

Atk-30
Rare-*
MB-8
D- You have it in the beginning, CT
G- CT
L- Shop, CT
P- CT
V- CT
*- CT

Tips-

[][][][][][][O]
[R][>][>][>][V][]
[][][][][][][O]

013. Side-Gun

Atk-30
Rare-*
MB-8
C- CT
H- CT
M- CT
S- You have it in the beginning, Mystery Data in Yaito's HP, CT
Y- CT

*- CT

Tips-

[][][][][O][]
[R][>][>][>][V][]
[][][][][O][]

014. Spread-Gun

Atk-30

Rare-**

MB-16

- M- Random Mystery Data in Kagakushou Area 2, CT, CS1, CS2
- N- Mystery Data in Compans's Comp, Random Mystery Data in Kagakushou Area 1
CT, CS1, CS2
- O- Random Mystery Data in Akihara Area 3, CT, CS1, CS2
- P- Mystery Data in Principle's Computer Area 2,
Random Mystery Data in Beach Area 2, CT, CS1, CS2
- Q- Random Mystery Data in Beach Area 1, CT, CS1, CS2
- *- Number Trader, CT, CS1, CS2

Tips-

[][][][O][O][O]
[R][>][>][O][V][O]
[][][][O][O][O]

015. Bubble-Shot

Atk-60

Rare-*

MB-14

A- CT

C- CT

D- CT

E- CT

P- CT

*- ???

```

-----
                                Code--A--C--D--E--P--*--
Ebiron                          White--C--O--O--O--X--X--
                                Black--X--O--O--O--O--C--
-----

```

Tips-

[][][][][][]
[R][>][>][>][V][O]
[][][][][][]

016. Bubble-V

Atk-60
Rare-***
MB-22
D- CT
E- CT
F- CT
S- CT
V- CT

Code-----D--E--F--S--V--
EbiDeru White-----O--O--O--C--X--
Black-----O--O--O--X--C--

Tips-

[][][][][][O]
[R][>][>][>][V][]
[][][][][][O]

017. Bubble-Side

Atk-60
Rare-***
MB-30
B- CT
E- CT
F- Scenario 6- You could get a few when you take down a fire, CT
G- CT
R- CT

Code-----B--E--F--G--R--
EbiSide White-----X--O--O--O--C--
Black-----C--O--O--O--X--

Tips-

[][][][][O][]
[R][>][>][>][V][]
[][][][][O][]

018. HeatShot

Atk-40
Rare-*
MB-16
B- Shop in Akihara Area 2, CT
H- CT
I- CT
J- CT
P- CT
*- ???

Code--B--H--I--J--P--*--
Garu White--C--O--O--O--O--X--
Black--X--O--O--O--C--X--

Tips-

[][][][][][][]
[R][>][>][>][V][O]
[][][][][][][]

019. Heat-V

Atk-40
Rare-**
MB-24
F- CT
I- CT
J- CT
K- CT
V- CT

Code-----F--I--J--K--V--
GaruBa White-----O--O--O--C--O--
Black-----O--O--O--C--O--

Tips-

[][][][][][][O]
[R][>][>][>][V][]
[][][][][][][O]

020. HeatSide

Atk-40
Rare-***
MB-32
C- CT
J- CT
K- CT
L- CT
T- Mystery Data in Hospital Comp 3, CT
*- CT

Code--C--J--K--L--T--*--
GaruDan White--X--O--O--O--C--X--
Black--C--O--O--O--X--X--

Tips-

[][][][][][O][]

[R][>][>][>][V][]
[][][][][][O][]

021. MiniBomb

Atk-50
Rare-*
MB-6
B- You have it in the beginning
G- CT
L- CT
O- CT
S- You have it in the beginning, Random Mystery Data in Akihara Area 1, CT
*- Torakichi's Folder

Tips-

[][][][][][][]
[][R][>][>][V][]
[][][][][][][]

022. SingleBomb

Atk-50
Rare-*
MB-12
D- CT
F- CT
H- CT
J- CT
T- CT
*- CT

Code--D--F--H--J--T--*--
BonBeetle White--X--X--X--O--O--C--
 Black--O--O--O--X--X--C--

Tips-

[][][][][][O][]
[][R][>][>][V][]
[][][][][][O][]

023. DoubleBomb

Atk-50
Rare-**
MB-24
A- CT, CS1, CS2
C- CT, CS1, CS2
H- Shop in Yoka-Yoka Square, CT, CS1, CS2
K- CT, CS1, CS2

Q- CT, CS1, CS2
*- CT, CS1, CS2

Code--A--C--H--K--Q--*--
DonBeetle White--X--O--O--O--C--X--
Black--C--O--O--O--X--X--

Tips-

[][][][][O][]
[][R][>][>][V][]
[][][][][O][]

024. TripleBomb

Atk- 50

Rare-***

MB-36

E- CS1, CS2, BT

I- CS1, CS2, BT

N- CS1, CS2, BT

P- CS1, CS2, BT

W- CS1, CS2, BT

Code-----E--I--N--P--W--
GonBeetle White-----C--X--O--X--O--
Black-----C--O--X--O--X--

Tips-

[][][][][O][]
[][R][>][>][V][]
[][][][][O][]

025. Hougun

Atk-160

Rare-***

MB-33

A- CT, CS1, CS2, BT

D- CT, CS1, CS2, BT

F- CT, CS1, CS2, BT

L- CT, CS1, CS2, BT

P- CT, CS1, CS2, BT

*- Random Mystery Data in Secret Area 2, CT, CS1, CS2, BT

Code--A--D--F--L--P--*--
HarudoBoluzu White--X--O--X--C--X--X--
Black--C--X--X--X--O--X--

Tips-

[][][][][][][]
[][R][>][>][V][]
[][][][][][][]

026. KouriHougun

Atk-120
Rare-***
MB-18
F- CS1, BT
I- CS1, BT
M- CS1, BT
Q- CS1, BT
S- CS1, BT
*- CS1, BT

Code--F--I--M--Q--S--*--
CorudoBoluzu White--X--O--X--C--X--X--
Black--C--X--X--X--O--X--

Tips-

[][][][][][][]
[][R][>][>][V][]
[][][][][][][]

027. YouganHougun

Atk-140
Rare-***
MB-20
B- CS1, BT
C- CS1, BT
H- CS1, BT
N- CS1, BT
W- CS1, BT
*- CS1, BT

Code--B--C--H--N--W--*--
MaguraBoluzu White--C--X--O--X--X--C--
Black--X--C--X--O--X--C--

Tips-

[][][][][][][]
[][R][>][>][V][]
[][][][][][][]

028. Blackbomb 1

Atk-120
Rare-**
MB-60
F- CT, CS1, CS2
L- CT, CS1, CS2
N- CT, CS1, CS2
P- Mystery Data in Jigokujima Area, CT, CS1, CS2
Z- CT, CS1, CS2

Tips-

[][][][][][][]
[][R][>][>][B][]
[][][][][][][]

029. Blackbomb 2

Atk-170
Rare-***
MB-70
D- CS1, CS2, BT
I- CS1, CS2, BT
K- CS1, CS2, BT
Q- CS1, CS2, BT
S- Mystery Data in Ura-Internet 2, CS1, CS2, BT

Tips-

[][][][][][][]
[R][>][>][>][V][]
[][][][][][][]

030. Blackbomb 3

Atk-220
Rare-****
MB-80
C- CS1, BT
G- CS1, BT
L- Shop in Secret Area 2, CS1, BT
U- CS1, BT
Y- CS1, BT

Tips-

[][][][][][][]
[R][>][>][>][V][]
[][][][][][][]

031. Sword

Atk-80

Rare-*
MB-10
E- CT
H- CT
L- You have it in the beginning, CT
S- CT
Y- Random Mystery Data in Akihara Area 1, CT

Tips-

[][][][][][][]
[][][R][>][V][]
[][][][][][][]

032. WideSword

Atk-80
Rare-**
MB-16
C- Trade in Classroom 5B, CT
E- CT
L- You have it in the beginning, Mystery Data in Akihara Area 1, CT
Q- CT
Y- Random Mystery Data in Kagakushou Area 1, CT

Tips-

[][][][>][][]
[][][R][>][V][]
[][][][>][][]

033. LongSword

Atk-80
Rare-***
MB-24
E- Mystery Data in Akihara Area 3, CT
I- CT
L- CT
R- CT
Y- CT

Code-----E--I--L--R--Y--
Swordin White-----O--X--O--C--O--
Black-----O--O--O--C--X--

Tips-

[][][][][][][]
[][][R][>][>][V]
[][][][][][][]

034. FlameSword

Atk-130
Rare-***
MB-20
F- CT, CS1, CS2, BT
N- CT, CS1, CS2, BT
P- CT, CS1, CS2, BT
R- Mystery Data in Hospital Comp 5, CT, CS1, CS2, BT
U- CT, CS1, CS2, BT

Code-----F--N--P--R--U--
Swordola White-----C--O--O--X--O--
Black-----C--O--O--X--O--

Tips-

[][][][>][][]
[][][R][>][V][]
[][][][>][][]

035. AquaSword

Atk-150
Rare-***
MB-25
A- CT, CS1, CS2, BT
H- CT, CS1, CS2, BT
N- CT, CS1, CS2, BT
P- CT, CS1, CS2, BT
T- CT, CS1, CS2, BT

Code-----A--H--N--P--T--
Swotal White-----O--O--O--C--O--
Black-----O--O--O--C--O--

Tips-

[][][][>][][]
[][][R][>][V][]
[][][][>][][]

036. ElecSword

Atk-130
Rare-***
MB-23
E- CT, CS1, CS2, BT
K- CT, CS1, CS2, BT
N- Shop in Yoka-Yoka Square, CT, CS1, CS2, BT
P- Trade in School Hallway, CT, CS1, CS2, BT
V- Random Mystery Data in Ura-Internet 6, CT, CS1, CS2, BT

Tips-

[][][]>[][]
[][][R]>[V][]
[][][]>[][]

037. BambooSword

Atk-140

Rare-***

MB-18

B- CT, CS1, CS2, BT

L- CT, CS1, CS2, BT

N- Open Lock Mystery Data in Computer's Comp, CT, CS1, CS2, BT

P- Shop in Akihara Square, CT, CS1, CS2, BT

W- CT, CS1, CS2, BT

Tips-

[][][]>[][]
[][][R]>[V][]
[][][]>[][]

038. CustomSword

Atk-0~256

Rare-***

MB-21

B- Shop in Beach Square, CT, CS1, CS2, BT

F- CT, CS1, CS2, BT

R- CT, CS1, CS2, BT

V- CT, CS1, CS2, BT

Z- Mystery data in Kagakushou Area 1, CT, CS1, CS2, BT

Tips-

[][][]>[>][]
[][][R]>[>][V]
[][][]>[>][]

039. VariableSword

Atk-160

Rare-****

MB-68

B- Trade in Kagakushou Lobby, CS1, CS2, BT

C- CS1, CS2, BT

D- Shop in Ura-Internet 4, CS1, CS2, BT

E- Shop in Ura-Square, CS1, CS2, BT

F- CS1, CS2, BT

Tips-

LongSword

Command- Hold A + Down, Down-Right, Right

[][][][][][][]
[][][R][>][>][V]
[][][][][][][]

FighterSword

Command- Hold A + Left, Down-Left, Down, Down-Right, Right

[][][][][][][]
[][][R][>][>][>]
[][][][][][][V]

WideSword

Command- Hold A + Up, Right, Down

[][][][>][][]
[][][R][>][V][]
[][][][>][][]

DreamSword

Command- Hold A + Down, Left, Up, Right, Down

[][][][>][>][]
[][][R][>][>][V]
[][][][>][>][]

SonicBoom

Command- Hold A + Left, B, Right, B

[][])[][][][]
[R][])][>][>][>][V]
[][])[][][][]

ElementSonic

Command- Hold A + B, B, Left, Down, Up

[][])[][][][]
[R][])][>][>][>][V]
[][])[][][][]

040. Fuatsuken

Atk-100

Rare-***

MB-30

C- CT, CS1, CS2, BT

E- CT, CS1, CS2, BT

H- CT, CS1, CS2, BT

J- CT, CS1, CS2, BT

R- Higureya, CT, CS1, CS2, BT

Tips-

[][][][>][V][=]
[][][R][>][V][=]
[][][][>][V][=]

041. Fumikomizan

Atk-130
Rare-****
MB-43
L- CT, CS1, CS2, BT
M- Mystery Data in Ura-Internet 4, CT, CS1, CS2, BT
N- Mystery Data in Explanation Machine's Comp, CT, CS1, CS2, BT
O- Job, CT, CS1, CS2, BT
P- Shop in Kagakushou Square, CT, CS1, CS2, BT

Tips-

[][][][>][][]
[R][-][R][>][V][]
[][][][>][][]

042. Fumikocross

Atk-130
Rare-****
MB-74
P- Bug-Trader in Ura-Internet 2, CS1, CS2, BT
Q- Job, CS1, CS2, BT
R- Mystery Data in Secret Area 1, CS1, CS2, BT
S- CS1, CS2, BT
T- CS1, CS2, BT

Tips-

[][][>][][>][]
[R][-][R][>][V][]
[][][>][][>][]

043. Iaiform

Atk-240
Rare-***
MB-12
B- Job, CT, CS1, CS2, BT
D- CT, CS1, CS2, BT
G- CT, CS1, CS2, BT
R- CT, CS1, CS2, BT
S- Random Mystery Data in Ura-Internet 4, CT, CS1, CS2, BT

Tips-

[][][][][][][][][]
[R][][V][<][<][<][<]
[][][][][][][][][]

044. Shockwave

Atk-60
Rare-*
MB-10
D- CT
H- CT
J- Random Mystery Data in Akihara Area 3, CT
L- CT
R- CT

Code-----D--H--J--L--R--
Mettaur White-----X--O--O--C--X--
Black-----O--X--O--X--C--

Tips-

[][][][][][][][][]
[R][>][>][>][V][>]
[][][][][][][][][]

045. Sonicwave

Atk-80
Rare-**
MB-26
G- CT, CS1, CS2
I- CT, CS1, CS2
M- CT, CS1, CS2
S- CT, CS1, CS2
W- CT, CS1, CS2

Code-----G--I--M--S--W--
Mettaur2 White-----C--X--O--X--O--
Black-----C--O--X--O--X--

Tips-

[][][][][][][][][]
[R][>][>][>][V][>]
[][][][][][][][][]

046. Dynawave

Atk-100
Rare-***

MB-42

E- CS1, CS2, BT

N- CS1, CS2, BT

Q- CS1, CS2, BT

T- CS1, CS2, BT

V- Trade in Akiharachou, CS1, CS2, BT

```

-----
Code-----E--N--Q--T--V--
Mettaur3   White-----O--O--X--X--X--
           Black-----X--X--O--O--X--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][>]
[ ][ ][ ][ ][ ][ ][ ]

```

047. Greatwave

Atk-190

Rare-****

MB-82

E- CS1, BT

J- CS1, BT

M- CS1, BT

P- CS1, BT

Y- CS1, BT

```

-----
Code-----E--J--M--P--Y--
Mettaur3   White-----X--X--C--X--C--
           Black-----C--X--X--C--X--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][>]
[ ][ ][ ][ ][ ][ ][ ]

```

048. GutsPunch

Atk-80

Rare-*

MB-14

B- Mystery Data in Dekao's HP, CT
C- Random Mystery Data in Yoka-Yoka Area 2, CT
D- Random Mystery Data in Yoka-Yoka Area 2, CT
E- Random Mystery Data in Yoka-Yoka Area 2, CT
F- Random Mystery Data in Yoka-Yoka Area 2, CT

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]

```

[][][R][V][=][]
[][][][][][][]

Command- Hold A + Down, Down-Right, Right

[][][][][][][]
[R][>][>][>][V][]
[][][][][][][]

049. GutsStraight

Atk-100
Rare-**
MB-30
O- CS1, CS2, BT
P- Bug-Trader in Ura-Internet 2, CS1, CS2, BT
Q- Mystery Data in Hospital Comp 2, Random Mystery Data in Jigokujima Area,
CS1, CS2, BT
R- Random Mystery Data in Beach Area 2, CS1, CS2, BT
S- CS1, CS2, BT

Tips-

[][][][][][][]
[][][R][>][V][=]
[][][][][][][]

Command- Hold A + B, B, Down, Left, Right, B

[][][][][][][]
[][][R][>][V][=]
[][][][][][][]

050. GutsImpact

Atk-160
Rare-***
MB-50
G- CS1, BT
H- Job, CS1, BT
I- Shop in Secret Area 2, CS1, BT
J- Mystery Data in Ura-Internet 7, CS1, BT
K- CS1, BT

Tips-

[][][][][][][]
[][][R][V][=][]
[][][][][][][]

Command- Hold A + Left, B, Down, B, Down, B

[][][][][][][]
[][][R][V][=][]
[][][][][][][]

051. DashAttack

Atk-90

Rare-*

MB-11

C- CT

D- CT

G- CT

J- CT

Z- Random Mystery Data in Akihara Area 3, CT

*- CT

```

-----
                                Code--C--D--G--J--Z--*--
Kiolushin                       White--X--O--O--O--X--C--
                                Black--O--X--O--X--O--C--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][>]
[ ][ ][ ][ ][ ][ ][ ][ ]

```

052. Burning Body

Atk-130

Rare-***

MB-15

B- CT, CS1, CS2, BT

F- CT, CS1, CS2, BT

Q- CT, CS1, CS2, BT

S- CT, CS1, CS2, BT

W- CT, CS1, CS2, BT

```

-----
                                Code-----B--F--Q--S--W--
BadoRaft                         White-----O--O--X--X--O--
                                Black-----O--X--O--O--X--
-----

```

Tips-

```

[ ][ ][^][ ][ ][ ][ ][ ]
[ ][<][R][>][V][ ][ ]
[ ][ ][v][ ][ ][ ][ ][ ]

```

053. Dash Condor

Atk-180

Rare-****

MB-44

B- CS1, BT

I- CS1, BT

L- CS1, BT
S- CS1, BT
Z- CS1, BT

Code-----B--I--L--S--Z--
HellCondor White-----C--X--O--X--O--
Black-----C--O--X--O--X--

Tips-

[][][][][][][]
[R][>][>][>][V][>]
[][][][][][][]

054. Burning Cross

Atk-150
Rare-****
MB-42
A- CS1, BT
F- CS1, BT
L- CS1, BT
R- CS1, BT
S- CS1, BT

Code-----A--F--L--R--S--
BadoRaft White-----X--C--X--X--C--
Black-----C--X--X--C--X--

Tips-

[][][^][][][][]
[][<][R][>][V][][]
[][][v][][][][]

055. Rabiring-1

Atk-20
Rare-*
MB-20
A- CT
M- CT
P- CT
Q- CT
S- CT
*- ???

Code--A--M--P--Q--S--*--
Rabiri White--O--O--C--O--X--X--
Black--O--O--C--X--O--X--

Tips-

```
[ ][ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][ ]
[ ][ ][ ][ ][ ][ ][ ][ ]
```

056. Rabiring-2

Atk-40

Rare-**

MB-18

B- CT, CS1, CS2

G- CT, CS1, CS2

N- CT, CS1, CS2

R- CT, CS1, CS2

W- CT, CS1, CS2

```
-----
                                Code-----B--G--N--R--W--
HiRabiri                        White-----X--C--O--O--O--
                                Black-----O--C--X--O--O--
-----
```

Tips-

```
[ ][ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][ ]
[ ][ ][ ][ ][ ][ ][ ][ ]
```

057. Rabiring-3

Atk-60

Rare-***

MB-28

C- CS1, CS2, BT

E- CS1, CS2, BT

O- CS1, CS2, BT

T- CS1, CS2, BT

Z- CS1, CS2, BT

```
-----
                                Code-----C--E--O--T--Z--
MegaRabiri                       White-----C--O--O--X--O--
                                Black-----C--O--O--O--X--
-----
```

Tips-

```
[ ][ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][ ]
[ ][ ][ ][ ][ ][ ][ ][ ]
```

058. IceWave-1

Atk-80
Rare-*
MB-14
A- CT
K- CT
M- CT
Q- Random Mystery Data in Ura-Internet 3, CT
W- CT
*- CT

Code--A--K--M--Q--W--*--
KoriPen White--C--X--O--O--X--C--
Black--X--C--X--O--O--C--

Tips-

[][/][/][/][/][/][/]
[R][/][/][/][V][/]
[][][][][][][][]

059. Icewave-2

Atk-100
Rare-**
MB-22
D- CT, CS1, CS2
H- CT, CS1, CS2
L- CT, CS1, CS2
P- CT, CS1, CS2
R- CT, CS1, CS2
*- CT, CS1, CS2

Code--D--H--L--P--R--*--
KoriPentan White--X--C--O--X--O--C--
Black--O--C--X--O--X--C--

Tips-

[][/][/][/][/][/][/]
[R][/][/][/][V][/]
[][][][][][][][]

060. Icewave-3

Atk-140
Rare-***
MB-30
C- CS1, CS2, BT
D- CS1, CS2, BT
J- CS1, CS2, BT
R- CS1, CS2, BT

V- CS1, CS2, BT

```

-----
Code-----C--D--J--R--V--
KoriPentaro White-----O--X--X--C--O--
Black-----X--O--O--C--X--
-----

```

Tips-

```

[ ][/][/][/][/][/][/]
[R][/][/][/][V][/]
[ ][ ][ ][ ][ ][ ][ ][ ]

```

061. Yo-Yo-1

Atk-40
Rare-*
MB-72
C- CT
D- Job, CT
E- CT
F- CT
G- Shop in Yoka-Yoka Square, CT
*- ???

```

-----
Code--C--D--E--F--G--*--
YoYoto White--C--X--O--O--O--X--
Black--X--C--O--O--O--X--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ][ ]
[R][>][>][>][V][ ]
[ ][ ][ ][ ][ ][ ][ ][ ]

```

062. Yo-Yo-2

Atk-50
Rare-**
MB-80
H- CT, CS1, CS2
I- CT, CS1, CS2
J- CT, CS1, CS2
K- CT, CS1, CS2
L- CT, CS1, CS2

```

-----
Code-----H--I--J--K--L--
YoShip White-----O--O--O--X--C--
Black-----C--O--O--O--X--
-----

```

Tips-

[][][][][][][]
[R][>][>][>][V][]
[][][][][][][][]

063. Yo-Yo-3

Atk-60
Rare-***
MB-88
M- CS1, CS2, BT
N- CS1, CS2, BT
O- CS1, CS2, BT
P- CS1, CS2, BT
Q- CS1, CS2, BT

Code-----M--N--O--P--Q--
YoLand White-----O--O--O--C--X--
Black-----O--O--O--X--C--

Tips-

[][][][][][][]
[R][>][>][>][V][]
[][][][][][][][]

064. Air Storm-1

Atk- 50
Rare-*
MB-26
A- CT
F- CT
H- CT
O- CT
S- CT

Code-----A--F--H--O--S--
SuunHawk White-----X--X--O--O--C--
Black-----O--O--X--X--C--

Tips-

[][][][][/][][]
[][R][][/][V][]
[][][][][/][][]

065. Air Storm-2

Atk-60

SparkBee White-----C--X--O--O--O--
 Black-----C--O--X--O--O--

Tips-

[][][][][][][V]
[][][][][][/][]
[R][>][>][/][][]

068. Bee Arrow-2

Atk-130
Rare-**
MB-60
F- CT, CS1, CS2
R- CT, CS1, CS2
S- CT, CS1, CS2
U- CT, CS1, CS2
Z- CT, CS1, CS2

 Code-----F--R--S--U--Z--
SparkEagle White-----C--O--X--O--O--
 Black-----C--X--O--O--O--

Tips-

[][][][][][][V]
[][][][][][/][]
[R][>][>][/][][]

069. Bee Arrow-3

Atk-160
Rare-***
MB-80
A- CS1, CS2, BT
H- CS1, CS2, BT
J- CS1, CS2, BT
M- CS1, CS2, BT
P- CS1, CS2, BT

 Code-----A--H--J--M--P--
SparkRay White-----O--X--O--O--C--
 Black-----O--O--X--O--C--

Tips-

[][][][][][][V]
[][][][][][/][]
[R][>][>][/][][]

070. Ratton-1

Atk-80

Rare-*

MB-14

A- CT

C- CT

F- CT

H- CT

J- CT

```

-----
                        Code-----A--C--F--H--J--
Chewton1                White-----C--O--X--O--O--
                        Black-----C--O--O--O--X--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][V]
[ ][R][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ]

```

071. Ratton-2

Atk-100

Rare-**

MB-24

A- CT, CS1, CS2

C- CT, CS1, CS2

F- CT, CS1, CS2

N- CT, CS1, CS2

O- Random Mystery Data in Ura-Internet 1, CT, CS1, CS2

```

-----
                        Code-----A--C--F--N--O--
Chewton2                White-----C--O--X--O--O--
                        Black-----C--O--O--X--O--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][V]
[ ][R][ ][ ][ ][ ][ ]
[ ][ ][ ][ ][ ][ ][ ]

```

072. Ratton-3

Atk-120

Rare-***

MB-34

A- CS1, CS2, BT

C- CS1, CS2, BT

F- CS1, CS2, BT

R- CS1, CS2, BT
S- CS1, CS2, BT

Code-----A--C--F--R--S--
Chewton3 White-----C--O--X--O--O--
Black-----C--X--O--O--O--

Tips-

[][][][][][][V]
[][R][][][][][]
[][][][][][][]

073. RattonHanabi

Atk-230
Rare-***
MB-35
B- CT, CS1, BT
F- CT, CS1, BT
H- Mystery Data in Net Battle Machine's Comp, CT, CS1, BT
M- CT, CS1, BT
Y- CT, CS1, BT

Tips-

[][][][][][][V]
[][R][H][][][][]
[][][][][][][]

[][][][][][][V]
[][R][][][][][]
[][][][][][][]

074. Tsunami

Atk-80
Rare-***
MB-60
E- CT, CS1, CS2
I- Random Mystery Data in Ura-Internet 6, CT, CS1, CS2
L- CT, CS1, CS2
S- CT, CS1, CS2
T- CT, CS1, CS2

Code-----E--I--L--S--T--
Jelly White-----X--X--X--C--O--
Black-----C--X--O--X--X--

Tips-

[][][][][>][>][>]

[][][R][>][>][V]
[][][][>][>][>]

075. AkaTsunami

Atk-90
Rare-***
MB-72
B- CS1, CS2, BT
F- CS1, CS2, BT
J- CS1, CS2, BT
R- CS1, CS2, BT
U- CS1, CS2, BT

Code-----B--F--J--R--U--
JellyHeat White-----C--X--X--X--O--
Black-----X--O--X--C--X--

Tips-

[][][][>][>][>]
[][][R][>][>][V]
[][][][>][>][>]

076. DoroTsunami

Atk-100
Rare-***
MB-84
D- CS1, CS2, BT
G- CS1, CS2, BT
M- CS1, CS2, BT
V- CS1, CS2, BT
Z- CS1, CS2, BT

Code-----D--G--M--V--Z--
JellyEarth White-----X--C--X--X--O--
Black-----C--X--X--O--X--

Tips-

[][][][>][>][>]
[][][R][>][>][V]
[][][][>][>][>]

077. Tornado

Atk-20
Rare-**
MB-18

C- CT, CS1, CS2, BT
L- Open Lock Mystery Data in Yoak-Yoka Area 1, CT, CS1, CS2, BT
R- CT, CS1, CS2, BT
T- Random Mystery Data in Ura-Internet 4, CT, CS1, CS2, BT
U- CT, CS1, CS2, BT

Tips-

[][][][][][][]
[][][R][][>][]
[][][][][][][V]

078. BudSpice-1

Atk-80
Rare-*
MB-22
B- CT, CS1, CS2
D- CT, CS1, CS2
I- CT, CS1, CS2
S- CT, CS1, CS2
Z- CT, CS1, CS2
*- CT, CS1, CS2

Code--B--D--I--S--Z--*--
ChaMash White--X--O--X--O--O--C--
Black--O--X--O--O--X--C--

Tips-

[][][][V][][]
[R][][][][][V]
[][][][][V][]

079. BudSpice-2

Atk-110
Rare-**
MB-34
C- CT, CS1, CS2, BT
F- CT, CS1, CS2, BT
I- CT, CS1, CS2, BT
K- CT, CS1, CS2, BT
R- CT, CS1, CS2, BT

Code----C--F--I--K--R--
KiMash White----X--O--O--O--C--
Black----O--X--O--O--C--

Tips-

[][][][V][][]

[R][][][][][V]
[][][][][V][]

080. BudSpice-3

Atk-140
Rare-***
MB-46
D- CS1, CS2, BT
F- CS1, CS2, BT
J- CS1, CS2, BT
O- CS1, CS2, BT
Q- CS1, CS2, BT

Code-----D--F--J--O--Q--
KuroMash White-----C--O--O--X--O--
Black-----C--O--O--O--X--

Tips-

[][][][V][][]
[R][][][][][V]
[][][][][V][]

081. HeavyShake-1

Atk-90
Rare-*
MB-34
E- CT, CS1, CS2
G- CT, CS1, CS2
R- CT, CS1, CS2
S- CT, CS1, CS2
U- CT, CS1, CS2

Code-----E--G--R--S--U--
HeavyArray White-----O--O--C--O--X--
Black-----X--O--C--O--O--

Tips-

[][][][>][][]
[R][][][>][][V]
[][][][>][][]

082. HeavyShake-2

Atk-10
Rare-**
MB-40

B- CT, CS1, CS2
F- CT, CS1, CS2
I- CT, CS1, CS2
L- CT, CS1, CS2
Q- CT, CS1, CS2

Code-----B--F--I--L--Q--
HeavyArrayZu White-----X--X--O--C--O--
Black-----O--O--X--C--X--

Tips-

[][][][>][][]
[R][][][>][][V]
[][][][>][][]

083. HeavyShake-3

Atk-140
Rare-***
MB-50
D- CS1, CS2, BT
M- CS1, CS2, BT
R- CS1, CS2, BT
T- CS1, CS2, BT
Z- CS1, CS2, BT

Code-----D--M--R--T--Z--
HeavyArrayDo White-----O--C--X--X--O--
Black-----X--C--O--O--X--

Tips-

[][][][>][][]
[R][][][>][][V]
[][][][>][][]

084. no Beam-1

Atk-200
Rare-**
MB-66
C- CS1, CS2
F- CS1, CS2
G- CS1, CS2
K- CS1, CS2
W- CS1, CS2

Code-----C--F--G--K--W--
N.O White-----C--X--C--X--O--
Black-----C--C--X--O--X--

Tips-

[][][][][][][][][]
[B][R][>][>][>][V]
[][][][][][][][][]

085. no Beam-2

Atk-260
Rare-***
MB-77
E- CS1, CS2, BT
I- CS1, CS2, BT
S- CS1, CS2, BT
U- CS1, CS2, BT
Y- CS1, CS2, BT

Code-----E--I--S--U--Y--
N.O-2 White-----C--X--C--O--X--
Black-----X--O--C--X--C--

Tips-

[][][][][][][][][]
[B][R][>][>][>][V]
[][][][][][][][][]

086. no Beam-3

Atk-300
Rare-****
MB-88
H- CS1, CS2, BT
M- CS1, CS2, BT
V- CS1, CS2, BT
W- CS1, CS2, BT
Z- CS1, CS2, BT

Code-----H--M--V--W--Z--
N.O-3 White-----O--X--C--X--C--
Black-----X--C--X--O--C--

Tips-

[][][][][][][][][]
[B][R][>][>][>][V]
[][][][][][][][][]

087. BreakHammer

Atk-100

Rare-**

MB-16

B- Random Mystery Data in Joigokujima Area, CT, CS1, CS2

G- CT, CS1, CS2

L- CT, CS1, CS2

P- CT, CS1, CS2

T- Mystery Data in Zoo Comp 4, CT, CS1, CS2

*- Bug-Trader in Ura-Internet 2, CT, CS1

Tips-

[][][][][][][]

[][R][>][][][V]

[][][][][][][]

088. Kanketsusen

Atk-200

Rare-****

MB-22

B- Open-Lock Mystery Data in Hijyoulevel Comp, CT, CS1, BT

C- CT, CS1, BT

L- CT, CS1, BT

S- CT, CS1, BT

W- Random Mystery Data in Ura-Internet 1, CT, CS1, BT

Tips-

[][][][][][][]

[][R][>][>][H][V]

[][][][][][][]

089. Greenrope-1

Atk-50

Rare-*

MB-45

D- CT, CS1, CS2

G- CT, CS1, CS2

J- CT, CS1, CS2

M- CT, CS1, CS2

O- CT, CS1, CS2

*- CT, CS1, CS2

Code--D--G--J--M--O--*--

Azomata White--X--X--O--C--O--C--

Black--C--O--O--X--X--C--

Tips-

[][>][>][>][][]

[]>[R]>[V][]
[]>[>][>][] []

090. Greenrope-2

Atk-70
Rare-**
MB-55
E- CT, CS1, CS2
G- CT, CS1, CS2
O- CT, CS1, CS2
T- CT, CS1, CS2
U- CT, CS1, CS2

Code-----E--G--O--T--U--
Azomatoru White-----C--X--O--O--X--
Black-----C--O--X--X--O--

Tips-

[]>[>][>][] []
[]>[R]>[V][]
[]>[>][>][] []

091. Greenrope-3

Atk-90
Rare-***
MB-65
H- CS1, CS2, BT
I- CS1, CS2, BT
T- CS1, CS2, BT
U- CS1, CS2, BT
V- CS1, CS2, BT

Code-----H--I--T--U--V--
Azomatiga White-----X--C--O--X--O--
Black-----C--X--O--O--X--

Tips-

[]>[>][>][] []
[]>[R]>[V][]
[]>[>][>][] []

092. Boomerang-1

Atk-60
Rare-*
MB-15

F- CT
H- CT
J- CT
M- CT
T- CT
*- CT

Raunda Code--F--H--J--M--T--*--
 White--C--X--O--O--X--C--
 Black--C--O--X--X--O--C--

Tips-

[<][<][<][<][<][]
[] [R][] [] [V][^]
[>][>][>][>][>][^]

093. Boomerang-2

Atk-80
Rare-**
MB-22
E- CT, CS1, CS2
I- CT, CS1, CS2
K- CT, CS1, CS2
N- CT, CS1, CS2
V- CT, CS1, CS2
*- CT, CS1, CS2

Raundarau Code--E--I--K--N--V--*--
 White--O--C--X--X--O--C--
 Black--X--C--O--O--X--C--

Tips-

[<][<][<][<][<][]
[] [R][] [] [V][^]
[>][>][>][>][>][^]

094. Boomerang-3

Atk-100
Rare-***
MB-30
L- CS1, CS2, BT
O- CS1, CS2, BT
P- CS1, CS2, BT
U- CS1, CS2, BT
Z- CS1, CS2, BT

Code-----L--O--P--U--Z--

Raundaba White-----C--O--O--X--C--
 Black-----C--X--O--O--C--

Tips-

[<][<][<][<][<][]
[][R][] [] [V][^]
[>][>][>][>][>][^]

095. PoisonMask

Atk-?
Rare-*
MB-30
A- CT, CS1, CS2
F- CT, CS1, CS2
N- CT, CS1, CS2
Q- CT, CS1, CS2
V- CT, CS1, CS2
*- CT, CS1, CS2

 Code--A--F--N--Q--V--*--
Bajiriko White--O--X--O--O--X--C--
 Black--O--O--X--X--O--C--

Tips-

[][][][][][][]
[][R][P][>][V][>]
[][][][][][][]

096. PoisonFace

Atk-?
Rare-**
MB-38
A- CT, CS1, CS2
N- CT, CS1, CS2
Q- CT, CS1, CS2
V- CT, CS1, CS2
W- CT, CS1, CS2
*- CT, CS1, CS2

 Code--A--N--Q--V--W--*--
Aporiko White--O--O--O--X--X--C--
 Black--O--X--X--O--O--C--

Tips-

[][][>][>][][]
[][R][P][>][V][]

[][][>][>][][]

097. StoneArm-1

Atk-100

Rare-*

MB-23

D- CT

H- CT

J- CT

O- CT

P- CT

*- CT

```

-----
                                Code--D--H--J--O--P--*--
Quaker                          White--O--X--O--X--C--C--
                                Black--X--O--X--O--C--C--
-----

```

Tips-

[][][][][][][]

[R][S][>][>][>][V]

[][][][][][][]

098. StoneArm-2

Atk-150

Rare-**

MB-35

G- CT, CS1, CS2

M- CT, CS1, CS2

P- CT, CS1, CS2

S- CT, CS1, CS2

V- CT, CS1, CS2

*- CT, CS1, CS2

```

-----
                                Code--G--M--P--S--V--*--
QuaickDomu                      White--O--X--C--O--X--C--
                                Black--X--O--C--X--O--C--
-----

```

Tips-

[][][][][][][]

[R][S][>][>][>][V]

[][][][][][][]

099. StoneArm-3

Atk-200

Rare-***

MB-47

C- CS1, CS2, BT

I- CS1, CS2, BT

L- CS1, CS2, BT

T- CS1, CS2, BT

Z- CS1, CS2, BT

```

-----
Code-----C--I--L--T--Z--
QuackDaba   White-----C--X--X--O--O--
            Black-----C--O--O--X--X--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][S][>][>][>][V]
[ ][ ][ ][ ][ ][ ][ ]

```

 100. Curse Shield-1

Atk-160

Rare-*

MB-25

A- CT, CS1, CS2

C- CT, CS1, CS2

H- CT, CS1, CS2

L- CT, CS1, CS2

P- CT, CS1, CS2

*- Random Mystery Data in Secret Area 2, CT, CS1, CS2

```

-----
Code--A--C--H--L--P--*--
Kazu     White--X--O--X--O--O--C--
            Black--X--O--O--O--X--C--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[ ][R][K][>][V][ ][ ]
[ ][ ][ ][ ][ ][ ][ ]

```

 101. Curse Shield-2

Atk-210

Rare-**

MB-33

B- CT, CS1, CS2

C- CT, CS1, CS2

L- CT, CS1, CS2

S- CT, CS1, CS2

T- CT, CS1, CS2

```

-----
Code-----B--C--L--S--T--

```

Kazuna White-----X--C--O--X--O--
Black-----O--O--X--C--X--

Tips-

[][][][][][][][]
[][R][K][>][V][][]
[][][][][][][][]

102. Curse Shield-3

Atk-260
Rare-***
MB-41
C- CS1, CS2, BT
E- CS1, CS2, BT
L- CS1, CS2, BT
N- CS1, CS2, BT
R- CS1, CS2, BT

Code-----C--E--L--N--R--
Kazudo White-----X--X--O--X--C--
Black-----O--C--X--X--X--

Tips-

[][][][][][][][]
[][R][K][>][V][][]
[][][][][][][][]

103. Magnum-1

Atk-120
Rare-*
MB-35
A- CT, CS1, CS2
C- CT, CS1, CS2
H- CT, CS1, CS2
T- CT, CS1, CS2
V- CT, CS1, CS2

Code-----A--C--H--T--V--
Dogon White-----O--C--X--O--X--
Black-----O--C--O--X--X--

Tips-

[][][][][+][>][>]
[][R][][][+][V][>]
[][][][][+][>][>]

104. Magnum-2

Atk-150

Rare-**

MB-55

B- CT, CS1, CS2

C- CT, CS1, CS2

N- CT, CS1, CS2

O- CT, CS1, CS2

Z- CT, CS1, CS2

```

-----
Code-----B--C--N--O--Z--
Dogyura      White-----C--O--X--X--O--
              Black-----C--X--O--O--X--
-----

```

Tips-

[][][][v][v][v]

[][R][][v][V][v]

[][][][+][+][+]

105. Magnum-3

Atk-180

Rare-***

MB-75

D- CS1, CS2, BT

F- CS1, CS2, BT

I- CS1, CS2, BT

S- CS1, CS2, BT

W- CS1, CS2, BT

```

-----
Code-----D--F--I--S--W--
Dogon        White-----C--X--O--O--X--
              Black-----C--O--X--X--O--
-----

```

Tips-

[][][][+][>][>]

[][R][][+][V][>]

[][][][+][>][>]

106. PlasmaBall-1

Atk-30

Rare-*

MB-14

B- CT

D- CT

J- CT

R- CT
T- CT

Code-----B--D--J--R--T--
ParaBall White-----C--X--O--X--O--
Black-----X--O--O--C--X--

Tips-

[]>]>]>][][]
[R]>][P]>][V][]
[]>]>]>][][]

107. PlasmaBall-2

Atk-60
Rare-**
MB-26
A- CT, CS1, CS2
G- CT, CS1, CS2
K- CT, CS1, CS2
M- CT, CS1, CS2
U- CT, CS1, CS2

Code-----A--G--K--M--U--
ParaRaika White-----X--C--O--O--X--
Black-----C--X--O--X--O--

Tips-

[]>]>]>][][]
[R]>][P]>][V][]
[]>]>]>][][]

108. PlasmaBall-3

Atk-90
Rare-***
MB-34
F- CS1, CS2, BT
I- CS1, CS2, BT
N- CS1, CS2, BT
P- CS1, CS2, BT
S- CS1, CS2, BT

Code-----F--I--N--P--S--
ParaKurossa White-----O--X--O--C--X--
Black-----X--O--O--X--C--

Tips-

[]>[>][>][] []
[R]>[P]>[V][]
[]>[>][>][] []

109. RandomMeteo

Atk-100
Rare-***
MB-28
E- CT, CS1, CS2
I- CT, CS1, CS2
S- CT, CS1, CS2
V- CT, CS1, CS2
Z- CT, CS1, CS2

Code-----E--I--S--V--Z--
MetaMage White-----O--X--C--O--O--
Black-----O--O--C--O--X--

Tips-

[][][]>[>][>]
[R][M][]>[V]>
[][][]>[>][>]

110. HoleMeteo

Atk-100
Rare-***
MB-48
C- CT, CS1, CS2
H- CT, CS1, CS2
J- CT, CS1, CS2
N- CT, CS1, CS2
Q- CT, CS1, CS2

Code-----C--H--J--N--Q--
MetaRod White-----C--O--O--X--O--
Black-----C--O--O--O--X--

Tips-

[][][] [3][2][1]
[R][M][] [v][V][v]
[][][] [v][v][v]

111. ShootMeteo

Atk-100

Rare-***

MB-38

A- CS1, CS2, BT

D- CS1, CS2, BT

F- CS1, CS2, BT

S- CS1, CS2, BT

Y- CS1, CS2, BT

```

-----
Code-----A--D--F--S--Y--
MetaFlare   White-----C--X--O--X--O--
            Black-----C--O--X--O--X--
-----

```

Tips-

```

[ ][ ][ ][>][ ][ ]
[R][ ][M][>][V][ ]
[ ][ ][ ][>][ ][ ]

```

 112. NeedleMachine-1

Atk-30

Rare-*

MB-32

I- CT, CS1, CS2

J- CT, CS1, CS2

M- CT, CS1, CS2

R- CT, CS1, CS2

S- CT, CS1, CS2

```

-----
Code-----I--J--M--R--S--
NidoCaster  White-----X--X--O--X--C--
            Black-----O--X--X--C--X--
-----

```

Tips-

```

[ ][ ][ ][V][^][ ]
[R][>][>][>][N][>]
[ ][ ][ ][ ][v][V]

```

 113. NeedleMachine-2

Atk-40

Rare-**

MB-52

F- CT, CS1, CS2

H- CT, CS1, CS2

M- CT, CS1, CS2

T- CT, CS1, CS2

V- CT, CS1, CS2

```

-----
Code-----F--H--M--T--V--

```

NidoCarrier White-----C--X--X--X--O--
 Black-----X--C--X--O--X--

Tips-

[][][][V][^][]
[R][>][>][>][N][>]
[][][][][v][V]

114. NeedleMachine-3

Atk-50
Rare-***
MB-72
D- CS1, CS2, BT
L- CS1, CS2, BT
O- CS1, CS2, BT
U- CS1, CS2, BT
Z- CS1, CS2, BT

 Code-----D--L--O--U--Z--
NidoRoller White-----X--C--C--O--X--
 Black-----C--C--X--X--O--

Tips-

[][][][V][^][]
[R][>][>][>][N][>]
[][][][][v][V]

115. Totem-1

Atk-100
Rare-*
MB-29
G- CT, CS1, CS2
H- CT, CS1, CS2
M- CT, CS1, CS2
O- CT, CS1, CS2
V- CT, CS1, CS2

 Code-----G--H--M--O--V--
TotoPole White-----C--C--O--O--O--
 Black-----C--C--O--O--O--

Tips-

[][][][][][]
[R][T][>][>][>][V]
[][][][][][]

116. Totem-2

Atk-140

Rare-**

MB-38

A- CT, CS1, CS2

C- CT, CS1, CS2

E- CT, CS1, CS2

T- CT, CS1, CS2

Z- CT, CS1, CS2

```

-----
                                Code-----A--C--E--T--Z--
TorinPole                    White-----C--C--O--O--O--
                                Black-----C--C--O--O--O--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][T][>][>][>][V]
[ ][ ][ ][ ][ ][ ][ ]

```

117. Totem-3

Atk-180

Rare-***

MB-47

D- CS1, CS2, BT

I- CS1, CS2, BT

K- CS1, CS2, BT

N- CS1, CS2, BT

Q- CS1, CS2, BT

```

-----
                                Code-----D--I--K--N--Q--
TongaPole                    White-----C--C--O--O--O--
                                Black-----C--C--O--O--O--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][T][>][>][>][V]
[ ][ ][ ][ ][ ][ ][ ]

```

118. Killersenser-1

Atk-100

Rare-***

MB-52

C- CT, CS1, CS2, BT

K- CT, CS1, CS2, BT

L- CT, CS1, CS2, BT

O- CT, CS1, CS2, BT
P- CT, CS1, CS2, BT

KillersEye Code-----C--K--L--O--P--
 White-----X--O--C--X--O--
 Black-----O--X--C--O--X--

Tips-

[][][][][][][][]
[R][K][>][>][>][V]
[][][][][][][][]

119. Killersenser-2

Atk-130
Rare-***
MB-60
A- CT, CS1, CS2, BT
G- CT, CS1, CS2, BT
H- CT, CS1, CS2, BT
N- CT, CS1, CS2, BT
S- CT, CS1, CS2, BT

DemonsEye Code-----A--G--H--N--S--
 White-----O--X--X--O--C--
 Black-----X--O--O--X--C--

Tips-

[][][][][/][][][]
[R][][/][][][][V]
[][K][][][][][]

120. Killersenser-3

Atk-130
Rare-***
MB-72
B- CS1, CS2, BT
E- CS1, CS2, BT
J- CS1, CS2, BT
O- CS1, CS2, BT
P- CS1, CS2, BT

JokersEye Code-----B--E--J--O--P--
 White-----C--X--X--O--C--
 Black-----C--C--O--X--X--

Tips-

[][][][/][][]
[R][][/][][][V]
[][K][][][][]

121. StealZelly-1

Atk-90
Rare-*
MB-18
B- CT, CS2
C- CT, CS2
D- CT, CS2
K- CT, CS2
Y- CT, CS2

Code-----B--C--D--K--Y--
Jeraim White-----O--O--O--X--C--
Black-----O--O--O--C--X--

Tips-

[][][][J][][]
[R][][][J][][][V]
[][][][J][][][]

122. StealZelly-2

Atk-130
Rare-**
MB-28
E- CT, CS1, CS2
F- CT, CS1, CS2
G- CT, CS1, CS2
P- CT, CS1, CS2
S- CT, CS1, CS2

Code-----E--F--G--P--S--
Nuraim White-----O--O--O--C--C--
Black-----O--O--O--C--C--

Tips-

[][][][J][][]
[R][][][J][][][V]
[][][][J][][][]

123. StealJelly-3

Atk-170

Rare-***

MB-38

G- CS1, CS2, BT

H- CS1, CS2, BT

S- CS1, CS2, BT

T- CS1, CS2, BT

U- CS1, CS2, BT

```

-----
                                Code-----G--H--S--T--U--
NebaReem                        White-----X--X--O--O--C--
                                Black-----X--X--O--O--C--
-----

```

Tips-

```

[ ][ ][ ][J][ ][ ]
[R][ ][ ][J][ ][V]
[ ][ ][ ][J][ ][ ]

```

124. Pawn

Atk-90

Rare-***

MB-44

B- CT, CS1, BT

E- CT, CS1, BT

N- Shop in Ura-Internet 4, CT, CS1, BT

R- CT, CS1, BT

Y- Random Mystery Data in Ura-Internet 7, CT, CS1, BT

Tips-

```

[ ][ ][ ][ ][ ][ ]
[R][ ][P][>][>][ ]
[ ][ ][ ][ ][ ][V]

```

125. Knight

Atk-150

Rare-***

MB-64

C- CT, CS1, BT

H- Random Mystery Data in Ura-Internet 7, CT, CS1, BT

M- CT, CS1, BT

U- CT, CS1, BT

V- Shop in Ura Square, CT, CS1, BT

Tips-

```

[ ][ ][ ][ ][ ][ ]
[R][K][>][>][>][>]
[ ][ ][ ][ ][ ][V]

```

126. Rook

Atk-N/A
Rare-***
MB-30
D- CT, CS1, BT
F- Trade in T.V Station Editingv Room, CT, CS1, BT
N- CT, CS1, BT
Q- CT, CS1, BT
U- CT, CS1, BT
*- Random Mystery Data in Secret Area 2

Tips-

[][][][][][][]
[R][][][][][][]
[][][R][][][V]

127. Brotherhood-1

Atk-10
Rare-**
MB-16
A- CT, CS1, CS2, BT
C- CT, CS1, CS2, BT
E- CT, CS1, CS2, BT
T- CT, CS1, CS2, BT
Z- CT, CS1, CS2, BT
*- CT, CS1, CS2, BT

Twins Code--A--C--E--T--Z--*--
 White--X--X--O--O--X--C--
 Black--O--O--X--X--X--C--

Tips-

[][][>][>][>][>]
[R][T][>][>][>][V]
[][][>][>][>][>]

128. Brotherhood-2

Atk-N/A
Rare-**
MB-20
D- CT, CS1, CS2, BT
L- CT, CS1, CS2, BT
P- CT, CS1, CS2, BT
S- CT, CS1, CS2, BT
Z- CT, CS1, CS2, BT
*- CT, CS1, CS2, BT

Code--D--L--P--S--Z--*--

Twins White--X--C--X--C--X--C--
 Black--O--X--O--X--X--C--

Tips-

[][T][][][][]
[R][][][][V][]
[][][][][][]

129. Countbomb

Atk-150
Rare-***
MB-32
J- CT, CS1, BT
K- Bug-Trader in Yoka-Yoka Area 1, CT, CS1, BT
L- Shop in Beach Square, CT, CS1, BT
M- Higure, CT, CS1, BT
N- CT, CS1, BT

Tips-

[][][][][][]
[R][][][][V][]
[][][][B][][]

130. StealthMine

Atk-300
Rare-***
MB-16
A- Bug-Trader in Yoka-Yoka Area 1, CT, CS1, BT
D- CT, CS1, BT
L- CT, CS1, BT
R- CT, CS1, BT
S- CT, CS1, BT
*- Random Mystery Data in Secret Area 3, CT, CS1, BT

Tips-

[][][][][][]
[R][][][][V][S]
[][][][][][]

131. BambooLance

Atk-130
Rare-***
MB-46
D- CT, CS1, CS2, BT
E- Random Mystery Data in Secret Area 2, CT, CS1, CS2, BT
H- CT, CS1, CS2, BT
R- Mystery Data in Ura-Internet 3, CT, CS1, CS2, BT

Z- CT, CS1, CS2, BT

Tips-

[][][][][][][<]
[R][][][][][][=][V]
[][][][][][][][<]

132. KamonSnake

Atk-40

Rare-***

MB-20

D- Open-Lock Mystery Data in Tamako's HP, CT, CS1, BT

E- Random Mystery Data in Ura-Internet 7, CT, CS1, BT

I- CT, CS1, BT

R- CT, CS1, BT

Y- CT, CS1, BT

Tips-

[][S][>][>][>][V]
[R][][S][>][V][]
[S][>][>][V][][]

133. MetGuard

Atk-N/A

Rare-*

MB-5

*- CT

Mettaur Code--*--
White--0--
Black--0--

Mettaur2 Code--*--
White--0--
Black--0--

Mettaur3 Code--*--
White--0--
Black--0--

Tips-

[][][][][][][]
[R][>][>][>][V][>]
[][][][][][][]

134. Panelout-1

Atk-10
Rare-*
MB-4
A- CT
B- You have it in the beginning, CT
D- CT
L- CT
S- CT
*- Random Mystery Data in Akihara Area 1, CT

Tips-

[][][][][][][]
[][][R][H][V][]
[][][][][][][]

135. Panelout-3

Atk-10
Rare-*
MB-7
C- CT
E- CT
N- CT
R- CT
Y- CT
*- Mystery Data in Akihara Area 3, Random Mystery Data in Jogokujima Area, CT

Tips-

[][][][H][][]
[][][R][H][V][]
[][][][H][][]

136. PanelSteal

Atk-10
Rare-*
MB-10
A- CT
H- CT
L- Shop in Akihara Square, CT
S- CT
Y- CT
*- Random Mystery Data in Kagakushou Area 2, CT

Tips-

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

137. AreaSteal

Atk-10
Rare-**
MB-15
E- CT
L- You have it in the beginning, CT
R- CT
S- CT
Y- CT
*- Shop in Yoka-Yoka Square, CT

Tips-

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

138. StealPunish

Atk-40
Rare-***
MB-10
A- Mystery Data in Kagakushou Area 2, CT, CS2
E- CT, CS2
I- CT, CS2
K- Trade in Hospital Lobby, CT, CS2
N- CT, CS2

Tips-

[][][][][][]
[R][][][][V][]
[][][][][][]

139. StealRevenge

Atk-80
Rare-****
MB-30
C- Random Mystery Data in Secret Area 3, CS1, BT
G- CS1, BT
P- CS1, BT
R- CS1, BT
Y- Trade, CS1, BT

Tips-

[][][][][][]
[R][][][][V][]
[][][][][][]

140. StoneCube

Atk-N/A

Rare-*

MB-9

A- CT

C- CT

E- CT

H- CT

R- CT

*- Shop in Kagakushou Square, Mystery Data in School Server Comp,
Random Mystery Data in Kagakushou Area 2, and Beach Area 2, CT

Tips-

[][][][][][][]
[R][S][][][V][]
[][][][][][][]

141. Prism

Atk-N/A

Rare-***

MB-60

H- CT, CS1, BT

J- CT, CS1, BT

K- CT, CS1, BT

Q- Mystery Data in Yoka-Yoka Area 1, CT, CS1, BT

W- CT, CS1, BT

Tips-

[][][>][>][>][]
[R][][>][P][>][V]
[][][>][>][>][]

142. Toppu

Atk-N/A

Rare-*

MB-14

A- Shop in Kagakushou Square, CT

E- CT

H- CT

O- CT

S- CT

*- CT

Code--A--E--H--O--S--*--
WindBox White--X--X--X--X--X--O--
Black--X--X--X--X--X--O--

Tips-

[][][][][][][]
[R][][T][][V][=]

[][][][][][][][][]

143. Suikomi

Atk-N/A
Rare-*
MB-14
A- Random Mystery Data in Ura-Internet 4, CT
G- CT
L- CT
R- CT
T- CT
*- CT

Code--A--G--L--R--T--*--
VacumFan White--X--X--X--X--X--O--
Black--X--X--X--X--X--O--

Tips-

[][][][][][][][][]
[R][S][][][][][][][][]
[][][][][][][][][][]

144. Oenka

Atk-N/A
Rare-***
MB-32
C- CT, CS1, BT
E- CT, CS1, BT
G- CT, CS1, BT
L- CT, CS1, BT
Y- CT, CS1, BT
*- CT, CS1, BT

Code--C--E--G--L--Y--*--
RaraBapa White--C--X--X--O--O--C--
Black--X--C--O--X--O--C--

Tips-

[][][][][][][][][]
[R][O][][][][][][][][]
[][][][][][][][][][]

145. Discode

Atk-N/A
Rare-***

MB-38

- D- CT, CS1, CS2, BT
- F- CT, CS1, CS2, BT
- N- CT, CS1, CS2, BT
- T- CT, CS1, CS2, BT
- Z- CT, CS1, CS2, BT
- *- CT, CS1, CS2, BT

```

-----
                                Code--D--F--N--T--Z--*--
RaraChuba                        White--X--C--X--O--O--C--
                                Black--O--C--O--X--X--C--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][D][ ][ ][V][ ]
[ ][ ][ ][ ][ ][ ][ ]

```

146. Timpani

Atk-N/A
Rare-***
MB-42

- A- CS1, CS2, BT
- N- CS1, CS2, BT
- Q- CS1, CS2, BT
- U- CS1, CS2, BT
- W- CS1, CS2, BT
- *- CS1, CS2, BT

```

-----
                                Code--A--N--Q--U--W--*--
RaraPawn                          White--C--O--X--X--O--C--
                                Black--C--X--O--O--X--C--
-----

```

Tips-

```

[ ][ ][ ][ ][ ][ ][ ]
[R][T][ ][ ][V][ ]
[ ][ ][ ][ ][ ][ ][ ]

```

147. Recovery-10

Atk-N/A
Rare-*
MB-5

- A- You have it in the beginning, CT
- C- CT
- E- CT
- G- CT
- L- You have it in the beginning, CT
- *- Shop in Akihara Area 2, Mystery Data in Principle's Computer Area 1, CT

148. Recovery-30

Atk-N/A

Rare-*

MB-8

B- CT

D- Random Mystery Data in Kagakushou Area 1, CT

F- CT

H- CT

M- CT

*- Mystery Data in Zoo Comp 3, Random Mystery Data in Akihara Area 3, CT

149. Recovery-50

Atk-N/A

Rare-**

MB-14

C- Random Mystery Data in Kagakushou Area 2, CT

E- CT

G- Mystery Data in Beach Area 2, CT

I- CT

N- CT

*- Random Mystery Data in Beach Area 1, CT

150. Recovery-80

Atk-N/A

Rare-***

MB-20

D- CT, CS1

F- CT, CS1

H- Random Mystery Data in Beach Area 2, CT, CS1

J- CT, CS1

O- CT, CS1

*- CT, CS1

151. Recovery-120

Atk-N/A

Rare-***

MB-35

O- Mystery Data in Hospital Comp 1, CT, CS1, CS2

Q- CT, CS1, CS2

S- Trade in T.V Station 2nd Floor Hallway, CT, CS1, CS2

U- CT, CS1, CS2

W- Random Mystery Data in Ura-Internet 1, CT, CS1, CS2

*- Mystery Data in T.V Comp, CT, CS1, CS2

152. Recovery-150

Atk-N/A
Rare-***
MB-50
N- CT, CS1, CS2
P- Mystery Data in WWW Comp 1, CT, CS1, CS2
R- CT, CS1, CS2
T- CT, CS1, CS2
V- Random Mystery Data in Ura-Internet 6, CT, CS1, CS2

153. Recovery-200

Atk-N/A
Rare-****
MB-65
M- CS1, CS2, BT
N- Mystery Data in Ura-Internet 4, Random Mystery Data in Secret Area 3, CS1, CS2, BT
U- CS1, CS2, BT
V- CS1, CS2, BT
W- Shop in Ura-Internet 4, CS1, CS2, BT

154. Recovery-300

Atk-N/A
Rare-****
MB-80
O- CS1, BT
R- Job, CS1, BT
V- CS1, BT
W- CS1, BT
Z- CS1, BT

155. PanelReturn

Atk-N/A
Rare-*
MB-8
A- Mystery Data in Telephone Comp, CT
C- CT
D- CT
F- CT
S- CT
*- Random Mystery Data in Jigokujima Area, and Ura-Internet 3, CT

156. HeavyGauge

Atk-N/A
Rare-***
MB-20
A- CT, CS1, CS2
C- CT, CS1, CS2
R- CT, CS1, CS2

S- CT, CS1, CS2
Z- Job, CT, CS1, CS2

157. QuickGauge

Atk-N/A
Rare-***
MB-40
B- CT, CS1, CS2, BT
E- CT, CS1, CS2, BT
J- CT, CS1, CS2, BT
R- CT, CS1, CS2, BT
Y- CT, CS1, CS2, BT
*- Job, CT, CS1, CS2, BT

158. Panickmood

Atk-N/A
Rare-***
MB-14
A- CT, CS1, CS2, BT
C- Open-Lock Mystery Data in Akihara Area 1, CT, CS1, CS2, BT
L- CT, CS1, CS2, BT
R- CT, CS1, CS2, BT
Z- CT, CS1, CS2, BT

159. DeathMatch-1

Atk-N/A
Rare-***
MB-10
D- Mystery Data in Zoo Comp 1, CT
J- CT
M- CT
O- CT
S- CT
*- Hospital Lobby, examine the door

Tips-

[C] [C] [C] [C] [C] [C]
[R] [C] [C] [C] [V] [C]
[C] [C] [C] [C] [C] [C]

160. DeathMatch-2

Atk-N/A
Rare-****
MB-50
F- CS1, BT
H- CS1, BT

N- CS1, BT
O- CS1, BT
W- Hospital Comp 3, CS1, BT

Tips-

[H] [H] [H] [H] [H] [H]
[R] [H] [H] [H] [V] [H]
[H] [H] [H] [H] [H] [H]

161. DeathMatch-3

Atk-N/A
Rare-****
MB-90
C- CS1, BT
M- CS1, BT
U- Mystery Data in Secret Area 1, CS1, BT
W- CS1, BT
Y- CS1, BT

Tips-

[P] [P] [P] [P] [P] [P]
[R] [P] [P] [P] [V] [P]
[P] [P] [P] [P] [P] [P]

162. CopyDamage

Atk-N/A
Rare-***
MB-18
A- CT, CS1, CS2
F- CT, CS1, CS2
H- CT, CS1, CS2
L- CT, CS1, CS2
Y- CT, CS1, CS2
*- Mystery Data in Akihara Area 2, and Zoo Comp 1, CT, CS1, CS2

Tips-

[] [] [] [V] [] []
[R] [] [] [] [V] []
[] [] [] [] [] [V]

163. Invisible

Atk-N/A
Rare-***
MB-11
B- CT, CS1
E- CT, CS1
F- CT, CS1
R- CT, CS1

S- CT, CS1

*- Mystery Data in Kagakushou Area 1, CT, CS1

164. Kagebunshin

Atk-NA

Rare-***

MB-60

H- CS1, CS2, BT

J- CS1, CS2, BT

N- CS1, CS2, BT

Q- CS1, CS2, BT

U- CS1, CS2, BT

*- CS1, CS2, BT

```

-----
                                Code--H--J--N--Q--U--*--
DarkShadow                    White--C--O--X--X--O--C--
                                Black--X--O--C--O--X--C--
-----

```

165. YukashitaMogura-1

Atk-N/A

Rare-*

MB-28

A- CT, CS1

D- CT, CS1

H- CT, CS1

J- CT, CS1

O- CT, CS1

*- CT, CS1

```

-----
                                Code--A--D--H--J--O--*--
MomoGuran                    White--X--C--O--O--X--C--
                                Black--O--C--X--X--O--C--
-----

```

166. YukashitaMogura-2

Atk-N/A

Rare-**

MB-35

B- CT, CS1, CS2

G- CT, CS1, CS2

I- CT, CS1, CS2

K- CT, CS1, CS2

R- CT, CS1, CS2

*- CT, CS1, CS2

```

-----
                                Code--B--G--I--K--R--*--
MomoGlow                    White--C--X--X--O--O--C--
-----

```

Black--C--O--O--X--X--C--

167. YukashitaMogura-3

Atk-N/A

Rare-***

MB-42

C- CS1, CS2, BT

E- CS1, CS2, BT

L- CS1, CS2, BT

M- CS1, CS2, BT

Q- CS1, CS2, BT

Code-----C--E--L--M--Q--
MomoGuleo White-----C--X--X--O--O--
Black-----C--O--O--X--X--

168. AirShoes

Atk-N/A

Rare-***

MB-26

H- CT, CS1, CS2

I- CT, CS1, CS2

N- CT, CS1, CS2

U- CT, CS1, CS2

Y- CT, CS1, CS2

*- Mystery Data in Door Sensor Comp, CT, CS1, CS2

169. Barrier

Atk-N/A

Rare-*

MB-7

C- CT

E- CT

L- Shop in Akihara Area 2, Mystery Data in Dog Comp, CT

R- CT

S- CT

*- Random Mystery Data in Beach Area 1, CT

170. 100 Barrier

Atk-N/A

Rare-**

MB-25

E- Mystery Data in Hospital Comp 4, CT, CS1, CS2

J- CT, CS1, CS2

M- CT, CS1, CS2

R- CT, CS1, CS2
T- CT, CS1, CS2
*- Bug-Trader in Yoka-Yoka Area 1

171. 200 Barrier

Atk-N/A
Rare-***
MB-50
E- Quiz Queen, CS1, BT
F- CS1, BT
H- CS1, BT
R- CS1, BT
U- CS1, BT

172. Aura

Atk-N/A
Rare-***
MB-55
F- Mystery Data in Ura-Internet 6, CS1, CS2, BT
I- CS1, CS2, BT
S- CS1, CS2, BT
U- CS1, CS2, BT
Y- CS1, CS2, BT

173. SuperKitakaze

Atk-N/A
Rare-****
MB-43
A- CT, CS1, BT
C- CT, CS1, BT
N- CT, CS1, BT
S- CT, CS1, BT
Z- Shop in Ura Square, CT, CS1, BT

174. Mettaur

Atk-?
Rare-*****
MB-30
T- Virus Breeding

Mettaur1, Mettaur2, Mettaur3

[][][][][][][]
[R][M][>][>][V][>]
[][][][][][][]

Mettaur SP

Swordin

[] [] [] [] [] [] []
[R] [S] [>] [>] [] [V]
[] [] [] [] [] [] []

Swordola, Swotal

[] [] [>] [] [] [] []
[R] [S] [>] [] [V] [] []
[] [] [>] [] [] [] []

Swordin SP

[] [] [>] [>] [] [] []
[R] [S] [>] [>] [] [V]
[] [] [>] [>] [] [] []

178. Jelly

Atk-?

Rare-*****

MB-46

Y- Virus Breeding

Jelly, JellyHeat, JellyEarth, Jelly SP

[] [>] [>] [>] [>] [>]
[R] [J] [>] [>] [V] [>]
[] [>] [>] [>] [>] [>]

179. Chamashu

Atk-?

Rare-*****

MB-38

H- Virus Breeding

ChaMash, KiMash, KuroMash, ChaMash SP

[] [>] [>] [>] [] [] []
[] [R] [C] [>] [V] [] []
[] [>] [>] [>] [] [] []

180. Momoguran

Atk-?

Rare-*****

MB-38

G- Virus Breeding

MomoGuran, MomoGlow, MomoGuleo, MomoGuran SP

Atk-N/A

Rare-****

MB-55

A- CS1, BT

B- CS1, BT

S- CS1, BT

T- CS1, BT

Z- CS1, BT

*- Mystery Data in Secret Area 3,

184. HolyPanel

Atk-N/A

Rare-**

MB-14

E- CT, CS1, CS2

J- CT, CS1, CS2

L- CT, CS1, CS2

R- CT, CS1, CS2

U- CT, CS1, CS2

*- CT, CS1, CS2

	Code--E--J--L--R--U--*--
Fudelo	White--X--X--C--O--O--C--
	Black--O--C--X--O--X--C--

185. MagmaStage

Atk-N/A

Rare-***

MB-22

A- CT, CS1, CS2, BT

E- CT, CS1, CS2, BT

R- CT, CS1, CS2, BT

T- CT, CS1, CS2, BT

Y- CT, CS1, CS2, BT

*- Bug-Trader in Yoka-Yoka Area 1, CT, CS1, CS2, BT

186. IceStage

Atk-N/A

Rare-***

MB-20

E- CT, CS1, CS2, BT

G- CT, CS1, CS2, BT

M- CT, CS1, CS2, BT

Q- CT, CS1, CS2, BT

T- CT, CS1, CS2, BT

*- Trade in Front of Inn, CT, CS1, CS2, BT

187. KusamuraStage

Atk-N/A

Rare-***

MB-10

E- CT, CS1, CS2, BT

J- CT, CS1, CS2, BT

R- CT, CS1, CS2, BT

W- CT, CS1, CS2, BT

Z- CT, CS1, CS2, BT

*- Shop in Akihara Square, CT, CS1, CS2, BT

188. SandStage

Atk-N/A

Rare-***

MB-18

B- Random Mystery Data in Ura-Internet 3, CT, CS1, CS2, BT

C- Mystery Data in Ura-Internet 5, CT, CS1, CS2, BT

Q- CT, CS1, CS2, BT

U- CT, CS1, CS2, BT

W- CT, CS1, CS2, BT

189. Metalstage

Atk-N/A

Rare-***

MB-26

D- CT, CS1, CS2, BT

G- CT, CS1, CS2, BT

M- CT, CS1, CS2, BT

O- CT, CS1, CS2, BT

S- Shop in Beach Square, CT, CS1, CS2, BT

190. Sanctuary

Atk-N/A

Rare-****

MB-54

A- CS1, BT

C- Mystery Data in Secret Area 3, CS1, BT

E- CS1, BT

L- CS1, BT

S- CS1, BT

191. Kawarimi

Atk-100

Rare-***

MB-45

C- CT, CS1, BT
F- CT, CS1, BT
H- CT, CS1, BT
M- Shop in Ura-Internet 4, CT, CS1, BT
S- Random Mystery Data in Secret Area 3, CT, CS1, BT

[] [] [] [V] [] []
[R] [] [] [] [V] []
[] [] [] [] [] [V]

192. Shirahadori

Atk-100
Rare-***
MB-68
B- CS1, BT
K- CS1, BT
R- CS1, BT
U- CS1, BT
Y- Trade in T.V Station Studio, CS1, BT

[] [>] [>] [V] [>] [>]
[R] [>] [>] [>] [V] [>]
[] [>] [>] [>] [>] [V]

193. Navi-Scout

Atk-N/A
Rare-****
MB-60
A- CS1, BT
M- Mystery Data in Secret Area 2, CS1, BT
N- CS1, BT
V- CS1, BT
W- CS1, BT

194. BadMedicine

Atk-N/A
Rare-***
MB-73
B- Job, CT, CS1, BT
D- CT, CS1, BT
E- CT, CS1, BT
O- CT, CS1, BT
S- CT, CS1, BT

195. Attack+10

Atk-N/A
Rare-*
MB-4

Rare-*****

MB-74

M- Number Trader, BT

[][][][][][][][]
[R][>][>][][V][]
[][][][][][][][]

02. PaladinSword

Atk-180

Rare-****

MB-65

P- Number Trader, BT

[][][][][][][][]
[R][>][>][>][V][]
[][][][][][][][]

03. Zeus Hammer

Atk-250

Rare-*****

MB-90

Z- Trade in 4 Dai jigoku, BT

[>][>][>][>][>][>]
[R][>][>][>][V][>]
[>][>][>][>][>][>]

04. Prominense

Atk-220

Rare-***

MB-22

P- CS2, BT

*- Higureya

[][][][][][][][]
[R][>][>][>][V][H]
[][][][][][][][]

05. Salamander

Atk-300

Rare-****

MB-50

S- Random Mystery Data in Ura-Internet 3, BT

*- Number Trader

[][][][][][][][]
[R][>][>][>][V][H]

[][][][][][][][][]

06. Chikasuimyaku

Atk-180

Rare-***

MB-18

C- CS2, BT

*- Higureya

[][][][][][][][][]

[R][H][>][>][V][>]

[][][][][][][][][]

07. Daifunsui

Atk-240

Rare-***

MB-48

D- Random Mystery Data in Ura-Internet 4, BT

*- Number Trader

[][][][][][][][][]

[R][H][>][>][V][>]

[][][][][][][][][]

08. Lightning

Atk-160

Rare-***

MB-30

L- CS2, BT

*- Higureya

[][][][][V][>][V]

[R][][][][>][B][>]

[][][][][>][>][V]

09. ThunderBolt

Atk-210

Rare-***

MB-52

T- Random Mystery Data in Ura-Internet 6, BT

*- Number Trader

[][][][][V][>][V]

[R][][][][>][B][>]

[][][][][>][>][V]

10. GaiaSword

Atk-100
Rare-***
MB-28
G- CS2, BT
*- Higureya

[]>[] [] []
[R]>[] [] [V] []
[]>[] [] [] []

11. GaiaBlade

Atk-100
Rare-****
MB-55
G- Random Mystery Data in Ura-Internet 7, BT
*- Number Trader

[] [] [] [] [] []
[R]>[>] [] [V] []
[] [] [] [] [] []

12. Ryuuseigun

Atk-40
Rare-****
MB-86
R- Shop in Secret Area 2, BT

[] [] []>[>][>]
[R][] []>[V][>]
[] [] []>[>][>]

13. Ojizousan

Atk-200
Rare-*****
MB-82
O- Mystery Data in Ura-Internet 7, BT

[] [] [] [V] [] []
[R][O][] [] [V] []
[] [] [] [] [] [V]

14. Poison Anubis

Atk-?
Rare-*****
MB-90
A- Bug-Trader in Ura-Internet 2, BT

Atk-N/A
Rare-****
MB-77
D- BT

20. FullCustom

Atk-N/A
Rare-***
MB-10
*- Shop in Ura-Square, BT

21. Attack+30

Atk-N/A
Rare-***
MB-50
*- Shop in Secret Area 2, BT

22. Navi+40

Atk-N/A
Rare-***
MB-60
*- Quiz King, BT

23. Roll

Atk-20
Rare-***
MB-10
R- You get it from Meiru in the 1st Scenario, CS2, BT

[][][][][][V]
[][][][R][V][]
[][][][][][V]

24. Roll V2

Atk-30
Rare-****
MB-22
R- You get it from Meiru in the 3rd Scenario, CS2, BT

[][][][][][V]
[][][][R][V][]
[][][][][][V]

25. Roll V3

Atk-40

Rare-*****

MB-34

R- You get it from Meiru in the 8th Scenario, BT

[][][][][][][V]

[][][][][R][V][]

[][][][][][][V]

26. Gutsman

Atk-50

Rare-***

MB-15

G- Gutsman, Gutsman V3, CS2, BT

[][][>][>][>][V]

[][G][>][>][V][>]

[][][>][>][>][V]

27. Gutsman V2

Atk-70

Rare-****

MB-41

G- Gutsman V2, Gutsman V3, CS2, BT

[][][>][>][>][V]

[][G][>][>][V][>]

[][][>][>][>][V]

28. Gutsman V3

Atk-90

Rare-*****

MB-57

G- Gutsman V3, BT

[][][>][>][>][V]

[][G][>][>][V][>]

[][][>][>][>][V]

29. Gutsman V4

Atk-100

Rare-*****

MB-63

G- Gutsman V3 with Brothers Style, BT

Atk-50

Rare-***

MB-39

F- Flashman V2, Flashman V3, CS2, BT

[][][][][V][]
[F][][][V][][]
[][][][][][V]

35. Flashman V2

Atk-70

Rare-****

MB-59

F- Flashman V3, CS2, BT

[][][][][V][]
[F][][][V][][]
[][][][][][V]

36. Flashman V3

Atk-90

Rare-*****

MB-69

F- Flashman V3, BT

[][][][][V][]
[F][][][V][][]
[][][][][][V]

37. Flashman V4

Atk-120

Rare-*****

MB-79

F- Flashman V3 with Brothers Style, BT

[][][][][V][]
[F][][][V][][]
[][][][][][V]

38. Beastman

Atk-40

Rare-***

MB-38

B- Beastman V2, Beastman V3, CS2, BT

[][][][\][][/]
[-][B][-][][V][>]
[][][][/][][\]

39. Beastman V2

Atk-50

Rare-****

MB-60

B- Beastman V3, CS2, BT

[][][][\][][/]

[-][B][-][-][V][>]

[][][][/][][\]

40. Beastman V3

Atk-60

Rare-*****

MB-68

B- Beastman V3, BT

[][][][\][][/]

[-][B][-][-][V][>]

[][][][/][][\]

41. Beastman V4

Atk-70

Rare-*****

MB-76

B- Beastman V3 with Brothers Style, BT

[][][][\][][/]

[-][B][-][-][V][>]

[][][][/][][\]

42. Bubbleman

Atk-20

Rare-***

MB-50

B- Bubbleman V2, Bubbleman V3, CS2, BT

[][][][][][][]

[B][>][>][>][V][]

[][][][][][][]

43. Bubbleman V2

Atk-20

Rare-****

MB-62

B- Bubbleman V3, CS2, BT

[][][][][][][][]
[B][>][>][>][V][]
[][][][][][][][]

44. Bubbleman V3

Atk-20
Rare-*****
MB-74
B- Bubbleman V3, BT

[][][][][][][][]
[B][>][>][>][V][]
[][][][][][][][]

45. Bubbleman V4

Atk-20
Rare-*****
MB-80
B- Bubbleman V3 with Brothers Style, BT

[][][][][][][][]
[B][>][>][>][V][]
[][][][][][][][]

46. Desertman

Atk-120
Rare-***
MB-38
D- Desertman V2, Desertman V3, CS2, BT

[][>][>][>][V][>]
[D][][][V][][]
[][>][>][>][>][V]

47. Desertman V2

Atk-140
Rare-****
MB-52
D- Desertman V3, CS2, BT

[][>][>][>][V][>]
[D][][][V][][]
[][>][>][>][>][V]

48. Desertman V3

Atk-160
Rare-*****
MB-64
D- Desertman V3, BT

[]>]>]>][V]>]
[D][][][V][][]
[]>]>]>]>][V]

49. Desertman V4

Atk-180
Rare-*****
MB-72
D- Desertman V3 with Brothers Style, BT

[]>]>]>][V]>]
[D][][][V][][]
[]>]>]>]>][V]

50. Plantman

Atk-20
Rare-***
MB-60
P- Plantman V2, Plantman V3, CS2, BT

[][][][][V][]
[P][][][V][][]
[][][][][][V]

51. Plantman V2

Atk-30
Rare-****
MB-65
P- Plantman V3, CS2, BT

[][][][][V][]
[P][][][V][][]
[][][][][][V]

52. Plantman V3

Atk-40
Rare-*****
MB-70
P- Plantman V3, BT

[][][][][V][]

[P][][][V][][]
[][][][][][V]

53. Plantman V4

Atk-50
Rare-*****
MB-75
P- Plantman V3 with Brothers Style, BT

[][][][][V][]
[P][][][V][][]
[][][][][][V]

54. Flameman

Atk-120
Rare-***
MB-32
F- Flameman V2, Flameman V3, CS2, BT

[][][][][>][]
[F][>][>][/][][\]
[][][][][][]

55. Flameman V2

Atk-150
Rare-****
MB-52
F- Flameman V3, CS2, BT

[][][][][>][]
[F][>][>][/][][\]
[][][][][][]

56. Flameman V3

Atk-180
Rare-*****
MB-62
F- Flameman V3, BT

[][][][][>][]
[F][>][>][/][][\]
[][][][][][]

57. Flameman V4

Atk-210

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

[] [] [] [] [] [] [+]
[D] [] [] [] [+][] []
[] [] [] [] [] [+][]

[] [] [] [] [] [+][]
[D] [] [] [] [] [] []
[] [] [] [] [+][] [+]

61. Drillman V4

Atk-130
Rare-*****
MB-78
D- Drillman V3 with Brothers Style, BT

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

[] [] [] [] [] [+]
[D] [] [] [] [+][] []
[] [] [] [] [] [+][]

[] [] [] [] [] [+][]
[D] [] [] [] [] [] []
[] [] [] [] [+][] [+]

62. Metalman

Atk-100
Rare-***
MB-40
M- Metalman, MEtalman V3, CS2, BT

[] [] [] [] [] [V][]
[] [] [M] [V][] []
[] [] [] [] [] [] [V]

Hold A to move Metalman.

[] [] [] [] [M] [V][]
[] [] [M] [V][] []
[] [] [] [] [] [] [V]

63. Metalman V2

Atk-130
Rare-****
MB-60
M- Metalman V2, Metalman V3, CS2, BT

[] [] [] [] [V] []
[] [] [M] [V] [] []
[] [] [] [] [] [V]

Hold A to move Metalman.

[] [] [] [M] [V] []
[] [] [M] [V] [] []
[] [] [] [] [] [V]

64. Metalman V3

Atk-160
Rare-*****
MB-70
M- Metalman V3, BT

[] [] [] [] [V] []
[] [] [M] [V] [] []
[] [] [] [] [] [V]

Hold A to move Metalman.

[] [] [] [M] [V] []
[] [] [M] [V] [] []
[] [] [] [] [] [V]

65. Metalman V4

Atk-190
Rare-*****
MB-80
M- Metalman V3 with Brothers Style, BT

[] [] [] [] [V] []
[] [] [M] [V] [] []
[] [] [] [] [] [V]

Hold A to move Metalman.

[] [] [] [M] [V] []
[] [] [M] [V] [] []
[] [] [] [] [] [V]

66. Kingman

Atk-140
Rare-***
MB-36
K- Kingman V2, Kingman V3, CS2, BT

[] [] [] [] [] [] [] []
[] [K] [] [] [] [] [] []
[] [] [] [] [] [] [] [V]

67. Kingman V2

Atk-170
Rare-****
MB-48
K- Kingman V3, CS2, BT

[][][][][+][]
[][K][][+][K][+]
[][][][][+][V]

68. Kingman V3

Atk-200
Rare-*****
MB-60
K- Kingman V3, BT

[][][][][+][]
[][K][][+][K][+]
[][][][][+][V]

69. Kingman V4

Atk-240
Rare-*****
MB-72
K- Kingman V3 with Brothers Style, BT

[][][][][+][]
[][K][][+][K][+]
[][][][][+][V]

70. Mistman

Atk-90
Rare-***
MB-68
M- Mistman V2, Mistman V3

[][][][M][V][M]
[M][][][][][]
[][][][M][V][M]

71. Mistman V2

Atk-110
Rare-****
MB-71

M- Mistman V3

[][][][M][V][M]
[M][][][][][][]
[][][][M][V][M]

72. Mistman V3

Atk-130

Rare-*****

MB-74

M- Mistman V3

[][][][M][V][M]
[M][][][][][][]
[][][][M][V][M]

73. Mistman V4

Atk-150

Rare-*****

MB-77

M- Mistman V3 with Brothers Style

[][][][M][V][M]
[M][][][][][][]
[][][][M][V][M]

74. Bowlman

Atk-100

Rare-***

MB-80

B- Bowlman V2, Bowlman V3

[][][][][][][V]
[B][>][P][P][P][P]
[][][][][][][]

75. Bowlman V2

Atk-120

Rare-****

MB-82

B- Bowlman V3

[][][][][][][V]
[B][>][P][P][P][P]
[][][][][][][]

76. Bowlman V3

[D][H][][V][v][v]
[][][][][V][V]

81. Darkman V4

Atk-30
Rare-*****
MB-84
D- Darkman V3 with Brothers Style, BT

[][][][][][V][V]
[D][H][][V][v][v]
[][][][][V][V]

82. Yamatoman

Atk-40
Rare-***
MB-82
Y- Yamatoman V2, Yamatoman V3, BT

[][][][][][V][V]
[][][Y][][][V][V]
[][][][][][V][V]

[][][][][][V][V]
[][][Y][][][V][V]
[][][][][][V][V]

83. Yamatoman V2

Atk-45
Rare-****
MB-85
Y- Yamatoman V3, BT

[][][][][][V][V]
[][][Y][][][V][V]
[][][][][][V][V]

[][][][][][V][V]
[][][Y][][][V][V]
[][][][][][V][V]

84. Yamatoman V3

Atk-50
Rare-*****
MB-88
Y- Yamatoman V3, BT

[][][][][][V][V]

[] [] [Y] [] [] [] []
[] [] [] [] [] [] []

[] [] [] [] [] [] []
[] [] [Y] [-] [-] [-]
[] [] [] [] [] [] []

85. Yamatoman V4

Atk-55
Rare-*****
MB-91
Y- Yamatoman V3 with Brothers Style, BT

[] [] [] [] [] [] []
[] [] [Y] [] [] [] []
[] [] [] [] [] [] []

[] [] [] [] [] [] []
[] [] [Y] [-] [-] [-]
[] [] [] [] [] [] []

That's all. Now for the Giga Class Chips.

=====

9.	c. Giga-Class Chips	GChps
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=====

When you begin this game and get all 3 Giga-Class Chips, I bet you think you're done with the Giga-Class Chips. You're Wrong. There's actually 20 Giga-Class Chips. I bet you're thinking. Where do you get 20 Giga Chips? That's what this guide is for.

White EXCLUSIVE

01. Navi Recycle

Atk-N/A
Rare-*****
MB-50
*- Bug-Trading Navi in Ura-Internet 2

Tips-

02. Forte

Atk-60
Rare-*****
MB-98
F- Get it after defeating Forte GS

Tips-

[] [>] [>] [V] [>] [>]
[F] [H] [>] [>] [V] [>]
[] [>] [>] [>] [>] [V]

03. Serenade

Atk-100
Rare-*****
MB-97
S- You get it after changing all the records for the Time Trial

Tips-

[] [] [] [>] [>] [>]
[S] [H] [] [>] [>] [>]
[] [] [] [>] [>] [>]

04. Ryuseibai

HP Cut in Half
Rare-*****
MB-60
R- You have to battle a friend and out of 1/32 you get this as a prize.

Tips-

[] [] [] [] [] [] []
[] [R] [] [] [R] [] []
[] [] [] [] [] [] []

05. ProtoArm Sigma

Rare-*****
MB-
S- After getting all seven stars, face Proto SP and when you beat him, you get it

Tips-

[] [] [] [-] [-] [-]
[] [P] [-] [-] [-] [-]
[] [] [] [-] [-] [-]

Black EXCLUSIVE

01. Folder Return

N/A
Rare-*****

Both Versions

06. Gutsman V5

Atk-120
Rare-*****
MB-79
G- Defeat Gutsman SP

Tips-

[] [] [>] [>] [>] [V]
[] [G] [>] [>] [V] [>]
[] [] [>] [>] [>] [V]

07. Blues V5

Atk-240
Rare-*****
MB-98
B- Defeat Blues SP

Tips-

[] [] [] [] [B] [V] []
[] [] [] [B] [V] [] []
[] [] [] [] [] [B] [V]

08. Flashman V5

Atk-150
Rare-*****
MB-89
F- Defeat Flashman SP

Tips-

[] [] [] [] [] [V] []
[F] [] [] [V] [] []
[] [] [] [] [] [V]

09. Beastman V5

Atk-80
Rare-*****
MB-84
B- Defeat Beastman SP

Tips-

[][][][\][][/]
[-][B][-][-][V][>]
[][][][/][][\]

10. Bubbleman V5

Atk-20
Rare-*****
MB-86
B- Defeat Bubbleman SP

Tips-

[][][][][][]
[B][>][>][>][V][]
[][][][][][]

11. Desertman V5

Atk-210
Rare-*****
MB-80
D- Defeat Desertman SP

Tips-

[][>][>][>][V][>]
[D][][][V][][]
[][>][>][>][>][V]

12. Plantman V5

Atk-60
Rare-*****
MB-80
P- Defeat Plantman SP

Tips-

[][][][][V][]
[P][][][V][][]
[][][][][][V]

13. Flameman V5

Atk-240
Rare-*****
MB-82
F- Defeat Flameman SP

Tips-

[][][][][+][]
[][K][][+][K][+]
[][][][][+][V]

17. Mistman V5

Atk-170
Rare-*****
MB-80
M- Defeat Mistman SP

Tips-

[][][][M][V][M]
[M][][][][][]
[][][][M][V][M]

18. Bowlman V5

Atk-180
Rare-*****
MB-88
B- Defeat Bowlman SP

Tips-

[][][][][][V]
[B][>][P][P][P][P]
[][][][][][]

19. Darkman V5

Atk-30
Rare-*****
MB-88
D- Defeat Darkman SP

Tips-

[][][][][][][]
[D][H][][V][v][v]
[][][][][][V][V]

20. Yamatoman V5

Atk-60
Rare-*****
MB-94
Y- Defeat Yamatoman SP

Tips-

[] [] [] [] [] [] [] []
[] [] [Y] [] [] [] [] []
[] [] [] [] [] [] [] []

[] [] [] [] [] [] [] []
[] [] [Y] [-] [-] [-]
[] [] [] [] [] [] [] []

=====
9. d. Program Advances
=====

PAZ

The Program Advances. 32 Different P.As. Lets Begin.

01. Zeta Cannon 1

Cannon A, Cannon B, Cannon C
Cannon B, Cannon C, Cannon D
Cannon C, Cannon D, Cannon E

02. Zeta Cannon 2

Hi-Cannon H, Hi-Cannon I, Hi-Cannon J
Hi-Cannon I, Hi-Cannon J, Hi-Cannon K
Hi-Cannon J, Hi-Cannon K, Hi-Cannon L

03. Zeta Cannon 3

Mega-Cannon O, Mega-Cannon P, Mega-Cannon Q
Mega-Cannon P, Mega-Cannon Q, Mega-Cannon R
Mega-Cannon Q, Mega-Cannon R, Mega-Cannon S

04. Zeta Punch

Guts-Punch B, Guts-Punch C, Guts-Punch D
Guts-Punch C, Guts-Punch D, Guts-Punch E
Guts-Punch D, Guts-Punch E, Guts-Punch F

05. Zeta Straight

Guts-Straight O, Guts-Straight P, Guts-Straight Q
Guts-Straight P, Guts-Straight Q, Guts-Straight R
Guts-Straight Q, Guts-Straight R, Guts-Straight S

06. Zeta Impact

Guts-Impact G, Guts-Impact H, Guts-Impact I
Guts-Impact H, Guts-Impact I, Guts-Impact J
Guts-Impact J, Guts-Impact K, Guts-Impact L

07. Zeta Variable

VariableSword B, VariableSword C, VariableSword D
VariableSword C, VariableSword D, VariableSword E
VariableSword D, VariableSword E, VariableSword F

08. Zeta Yo-Yo-1

Yo-Yo 1 C, Yo-Yo 1 D, Yo-Yo 1 E
Yo-Yo 1 D, Yo-Yo 1 E, Yo-Yo 1 F

Yo-Yo 1 E, Yo-Yo 1 F, Yo-Yo 1 G

09. Zeta Yo-Yo-2

Yo-Yo 2 H, Yo-Yo 2 I, Yo-Yo 2 J
Yo-Yo 2 I, Yo-Yo 2 J, Yo-Yo 2 K
Yo-Yo 2 J, Yo-Yo 2 K, Yo-Yo 2 L

10. Zeta Yo-Yo-3

Yo-Yo 3 M, Yo-Yo 3 N, Yo-Yo 3 O
Yo-Yo 3 N, Yo-Yo 3 O, Yo-Yo 3 P
Yo-Yo 3 O, Yo-Yo 3 P, Yo-Yo 3 Q

11. Zeta Fumicomi

Fumikomizan L, Fumikomizan M, Fumikomizan N
Fumikomizan M, Fumikomizan N, Fumikomizan O
Fumikomizan N, Fumikomizan O, Fumikomizan P

12. Zeta Cross

FumikomiCross P, FumikomiCross Q, FumikomiCross R
FumikomiCross Q, FumikomiCross R, FumikomiCross S
FumikomiCross R, FumikomiCross S, FumikomiCross T

13. BubbleSpread

BubbleShot C, BubbleShot D, BubbleShot E
BubbleV D, BubbleV E, BubbleV F
BubbleSide E, BubbleSide F, BubbleSide G
BubbleShot E, BubbleV E, BubbleSide E

14. HeatSpread

HeatShot H, HeatShot I, HeatShot J
HeatV I, HeatV J, HeatV K
HeatSide J, HeatSide K, HeatSide L
HeatShot J, HeatV J, HeatSide J

15. HyperBurst

Spreadgun M, Spreadgun N, Spreadgun O
Spreadgun N, Spreadgun O, Spreadgun P
Spreadgun O, Spreadgun P, Spreadgun Q

16. DreamSword

Sword E, WideSword E, LongSword E
Sword L, WideSword L, LongSword L
Sword Y, WideSword Y, LongSword Y

17. ElementSword

FlameSword N, AquaSword N, ElecSword N, BambooSword N
FlameSword P, AquaSword P, ElecSword P, BambooSword P

18. Akuletsuzan

Fumikomizan P, PaladinSword P, FumikomiCross P

19. HyperRatton

Ratton 1 A, Ratton 2 A, Ratton 3 A
Ratton 1 C, Ratton 2 C, Ratton 3 C
Ratton 1 F, Ratton 2 F, Ratton 3 F

20. GigaCountBomb

CountBomb J, CountBomb K, CountBomb L
CountBomb K, CountBomb L, CountBomb M
CountBomb L, CountBomb M, CountBomb N

21. RainingZelly

StealZelly 1 B, StealZelly 1 C, StealZelly 1 D
StealZelly 2 E, StealZelly 2 F, StealZelly 2 G
StealZelly 3 S, StealZelly 3 T, StealZelly 3 U

22. EndlessCurse

CurseShield 1 C, CurseShield 2 C, CurseShield 3 C
CurseShield 1 L, CurseShield 2 L, CurseShield 3 L

23. MothersQuake

StoneCube *, StoneCube *, GodStone S

24. PoisonPharaoh

PoisonMask A, PoisonFace A, PoisonAnubis A

25. BodyGuard

Kawarimi M, NaviScout M, MuramasaBlade M

26. 500 Barrier

Barrier E, 100 Barrier E, 200 Barrier E
Barrier R, 100 Barrier R, 200 Barrier R

27. Big Heart

HolyPanel R, Recovery 300 R, Roll R
HolyPanel R, Recovery 300 R, Roll V2 R
HolyPanel R, Recovery 300 R, Roll V3 R

28. GutsShoot

MetGuard *, DashAttack G, Gutsman G
MetGuard *, DashAttack G, Gutsman V2 G
MetGuard *, DashAttack G, Gutsman V3 G
MetGuard *, DashAttack G, Gutsman V4 G

29. Double Hero

CustomSword B, VariableSword B, Blues B
CustomSword B, VariableSword B, Blues V2 B
CustomSword B, VariableSword B, Blues V3 B
CustomSword B, VariableSword B, Blues V4 B

30. Double Hero Shin

IaiForm B, CustomSword B, VariableSword B, Blues B
IaiForm B, CustomSword B, VariableSword B, Blues V2 B
IaiForm B, CustomSword B, VariableSword B, Blues V3 B
IaiForm B, CustomSword B, VariableSword B, Blues V4 B

31. Master Style

Salamander *, Daifunsui *, ThunderBolt *, GaiaBlade *

32. GrandprixPower

BrotherHood 1 *, BrotherHood 2 *, Kingman V5
BrotherHood 1 *, BrotherHood 2 *, Mistman V5
BrotherHood 1 *, BrotherHood 2 *, Bowlman V5

=====
10. Boss Strategies BossS
=====

This section will tell you the bosses attacks, and specific weaknesses.

The order:

- Gutsman
- Blues
- Flashman
- Beastman
- Bubbleman
- Desertman
- Plantman
- Flameman
- Drillman
- Mistman
- Bowlman
- Forte
- Proto
- Darkman
- Yamatoman
- Serenade
- Forte GS

Boss- Gutsman

HP: 300
Element: Normal
Recommended Chips: Panel-out 3, Wide sword, Air shoot
Reward: Gutsman G

First of all this guy is simple. Use Panel-out 3 to take full advantage of this battle. Hit him with the shooting chips and Mini bomb. When the panel is back use sword and widesword to deal some heavy damage. Air shoot can stun him so you can hit him.

Note: Air shoot sends Gutsman go back one space so keep that in mind when battling against him.

Boss- Gutsman V2

HP: 700
Element: Normal
Recommended Chips: Panel-out 3, Wide sword, Airshoot
Reward: Gutsman V2 G

This guy cracks your panels more but, still the same thing, as the first one. Use Panel-out 3 to take full advantage of this battle. Hit him with the shooting chips and Mini bomb. When the panel is back use sword and widesword to deal some heavy damage. Air shoot can stun him so you can hit him.

Boss- Gutsman V3

Ok I told you that his V1 and V2 Versions are simple. It changes here. His V3 version is tough but not hard. He gets to use a Program Advance. Zeta-Punch.

HP: 900
Recommended Chips: Fuatsuken, Fumicomizan, Hougan
Reward: Gutsman G~V4 G 100~2000Z

Use Fuatsuken when he uses a gutspunch. Then send him flying to the back panels. Use Fumicomizan and deal 230 damage! Use Hougan to destroy the middle panel. After that use Kanketsusen to deal 200 or 360 damage! Or you can use PanelOut in front of you and use Chikasuimiyaku or Daifunsui.

Boss- Blues

HP: 1000
Recommended Chips: Dream Aura, Iaiform, Shirahadori
Reward: Blues B

Till V2 his attacks are under 200. Take full advantage and hit him with strong chips like iaiform when he hops to your panels. He uses a shield so be aware. Shirahadori can deal 200 or 300 damage. I'm saying 200 damage because he can move. But I'm not sure of him dodging the attack because I've only seen him get 2 or 3 hits from it.

Boss- Blues V2

HP: 1300
Recommended Chips: Same from V1
Reward: Blues B V2

V2 only has a Delta Ray Edge but the other moves are the same. If you have a Dream Aura, you can protect yourself.

Boss- Blues V3

HP: 1600

Recommended Chips: Shirahadori, Invisible, StealthMine

Reward: Blues B~V4 100~2000Z

Blues has a really powerful move called Delta Ray Edge. He slashes 3 times and if he hits you you get 600 damage so be aware of that to.

Boss- Flashman

HP: 300

Element: Elec

Recommended Chips: Bamboo Sword, Custom Sword, Wide Sword, and Cannons.

Reward: 1000 Zennys

Your first boss of the game. This guy is simple. If you followed this guide you should have gotten a Bamboo Sword from the Akihara Square. Use it. Make sure it hits him, or start all over. This chip should do 280 damage. Because Flashman is an Elec Element, the Bamboo Sword would do double the damage. And just finish him off with a cannon. Now in the BLACK version you should have gotten a Custom Sword B. The way you use this chip is to wait for the Custom Bar to fill up. But before the custom bar fills up, use the chip. It should at least do about 280 damage. Now use some cannons, or Wide Sword to finish him off.

Boss- Flashman V2

HP: 500

Element: Elec

Recommended chips: Bamboo sword, Steal punish, Barrier

Reward: Flashman F

Same as before. But this time he has an AreaSteal of his own. So put some of your own AreaSteals. Use Steal punish when he uses an Area Steal Same as before, use Bamboo sword to deal 280 damage. Barrier can prevent you from getting stunned from the light bulb.

Boss- Flashman V3

HP: 700

Element: Elec

Recommended Chips: Bamboo Sword, Bamboo Lance, Green Rope 3

Reward: Flashman F~V4 F 100~2000Z

Use Green Rope 3 when he uses Spark Arm, then use Bamboo sword. That does at least 460 damage! Bamboo lance can do 260 and that can defeat him.

Boss- Beastman

HP:500

Element: Normal

Recommended Chips: Wide Sword, Area Steal, Zeta Cannon 1

Reward: 1500 Zennys

This guy is fast. You better dodge his Wild Rush too. Just him with WideSwords and he should get deleted soon. You can even shoot cannons if you aim carefully. If you want to beat him fast, use Zeta Cannon 1. To use this you have to have the correct combination of chips. So for Zeta Cannon 1 you have to have Cannon A,B, and C. Put it in that order and you have your first P.A. But you only have about 4 seconds so aim carefully.

Boss- Beastman V2

HP: 700
Element: Normal
Recommended Chips: WideSword, Iaiform, Invisible
Reward: Beastman B

Hit Beastman with an Iaiform and WideSword. Use Invisible when he starts to use WildRush

Boss- Beastman V3

HP: 900
Element: Normal
Recommended Chips:
Reward:

Boss-Bubbleman

This guy gets this bubble shield when he only has about 100 HP left. And these stupid bubbles pop up from the hole in his panels. And that gets in the way of attacking Bubbleman. There's also Torpedoes, and Bombs in them.

HP:500
Element: Aqua
Recommended Chips: Heat shot, Mini bomb, Shotgun
Reward: 2000 Zennys

Start off with shooting Rabrings. Use bomb type chips to throw over the rock and hole. Use Heatshot or Shotgun on the rock when Bubbleman's behind it.

=====
11. a. Navi Customizer N Cust
=====

The new addition to the series.

=====
11. b. Custom Programs CustP
=====

I'm going to list them in order. And how to get it.

01. SuperArmor

Red - Guts Style level 2

02. BreakBuster

Red - Guts Style level 3

03. BreakCharge

Red - Guts Style level 4

04. BreakCharge

Orange - TV Station Lobby from a man (Scenario 4~)

05. Custom 1

Blue - Custom Style level 2

06. Custom 1

Yellow - Custom Style level 3

07. Custom 2

Blue - Custom Style level 4

08. MegaFolder 1

Green - Brother Style level 2

09. MegaFolder 1

Pink - Brother Style level 3

10. MegaFolder 2

Green - Brother Style level 4

11. Block

Blue - Shield Style level 2

12. Shield

Blue - Shield Style level 3

13. Reflect

Blue - Shield Style level 4

14. SetGreen

Green - Grand Style level 2

15. SetIce

Green - Grand Style level 3

16. SetMagma

Green - Grand Style level 4

17. SetHoly

Green - Grand Style level 5

18. BugStopper

White - Bug Style level 2

19. DarkLicence

Grey - Bug Style level 3

20. SetSand

Green - Number Trader

21. SetMetal

Green - Ura Square (Shop)

22. UnderShirt

White - Comes with Navi Cust.

23. Umoasence

Pink - Job Event #16

24. BlackMind

White - Scenario 7

25. AirShoes

White - Number Trader

26. Collector's Eye

Pink - Mystery Data in Exterior Wall Comp

27. PressProgram

White - Scenario 3

28. EnergyChange

White - Scenario 5

29. ProtoScope

Pink - Scenario 8

30. HP +100

Yellow - Zoo Comp. 4

31. HP +100

Pink - DNN Car Comp

32. HP +100

White - Ura 6 (Bug Frag. Trade)

33. HP +200

Pink - Ura Internet 1 Mystery Data

34. HP +200

Yellow - Ura Internet 6 (Bug Frag. Trade)

35. HP +300

Pink - Ura Square (Shop)

36. HP +500

Yellow - Secret Area 2 Mystery Data

37. Regular +5

White - Beach Square (Shop)

38. Regular +5

Yellow - Ura Internet 6 (Bug Frag. Trade)

39. QuickGuage

Pink - Number Trader

40. ShinobiDash

Yellow - Zoo Comp 3 Mystery Data

41. OilBody

Yellow - Hospital Comp 1 Mystery Data

42. ImeFish

Pink - Beach Square (Shop)

43. BatteryMode

Yellow - Ura Square (Shop)

44. JungleLand

White - WWW Comp 3 Mystery Data

45. Attack +1

Pink - Comes with Navi Cust.

46. Attack +1

Pink - TV Station Control Panel Comp Mystery Data

47. Attack +1

Yellow - Hospital Comp 2 Mystery Data

48. Attack +1

White - Beach Square (Shop)

49. Rapid +1

Yellow - Yoka Yoka Area 1 Mystery Data

50. Rapid +1

White - Comes with Navi Cust.

51. Rapid +1

White - Ura Internet 4 Mystery Data

52. Rapid +1

Pink - Ura Internet 6 (Bug Frag. Trade)

53. Charge +1

Pink - Zoo Comp 2 Mystery Data

54. Charge +1

Pink - Beach Area 1 Mystery Data

55. Charge +1

Yellow - Hospital Comp 5 Mystery Data

56. Charge +1

White - Beach Square (Shop)

57. Weapon +1

Pink - Devil Statue Comp Mystery Data

58. Weapon +1

White - Number Trader

59. Weapon +1

Yellow - Ura Internet 6 Mystery Data

60. RushSupport

Yellow - Ura Internet 6 (Bug Frag. Trade)

61. BeatSupport

White - Ura Square (Shop)

62. TangoSupport

Pink - Ura Square (Shop)

63. BusterMAX

Pink - Ura Internet 6 (Bug Frag. Trade)

64. GigaFolder

Purple - Ura Internet 7 Mystery Data

65. SaitoBach

Orange - Secret Area 3 Mystery Data

=====

12. Translation

Tranl

=====

This is how I'm going to list this.

- 1) Good Characters
- 2) Good Navis
- 3) Enemy Characters
- 4) Enemy Navis
- 5) Other Characters
- 6) Other Navis
- 7) Places
- 8) Internet
- 9) Items
- 10) Chips/P.A.s

Japanese names on left, and English names on right.

1) Good Characters

Hikari Netto-	Lan
Sakurai Meiru-	Mayl
Ooyama Dekao-	Dex
Ayanokouji Yaito-	Yai
Ijyuuin Enzan-	Chaud

2) Good Navis

Rockman-	Megaman
Roll-	Roll
Gutsman-	Gutsman
Glide-	Glide
Blues-	Protoman

3) Enemy Characters

Wily-	Wily
Saiko Rei-	Rei
Inukai Takeo -	
Sunayama Noboru-	
Anneta-	Anneta
Hino-ken-Ichi-	Mr. Match

4) Enemy Navis

Forte-	Bass
Proto-	Alpha
Flashman-	Flashman
Beastman-	Beastman
Bubbleman-	Bubbleman
Desertman-	Desertman
Plantman-	Plantman
Flameman-	Flameman
Drillman-	Drillman
Darkman-	Darkman
Yamatoman-	Japanman
Serenade-	Serenade

5) Other Characters

Higure-	Higzby
Tamako-	Tamako
Torakichi-	Tora
Meijin-	Mr. Famous
Mamoru-	Mamoru
Shun-	Sean
Chisao-	Chisao
Hikari Hakase-	Dr. Hikari
Haruka-	Mom
Meijin-Minarai-	Apprentice

6) Other Navis

Numberman-	Numberman
Metalman-	Metalman
Kingman-	Kingman
Mistman-	Mistman
Bowlman-	Bowlman

7) Places

Akiharachou- ACDC
Kagakushou- Sci Lab
Yoka-Yoka Mura- Yoka-Yoka
Beach Street- Beach St.
Jigokujima- Hades Isle.
Wily Jyou- WWW Isle.

8) Internet

Akihara Area- ACDC Area
Kagakushou Area-
Yoka Yoka Area-
Beach Area-
Jigoku Area-
Ura-Internet- Under Net
WWW Area-
Secret Area- Secret Area

9) Items

P.E.T-

10) Chips/P.As

Translation Done for now...

=====
13. Frequently Asked Questions
=====

FAQ

Q) Where do you get this chip?

A) Go to the Chips Section of this guide.

Q) 11th Chip Glitch?

A) From Alexooo...

Put 2 Custom + 2 on two end of corner.

Note: You must trade with some other player for more custom blocks.

Then fit 2 yellow custom +1 anywhere.

Note: Custom 2 and 1 all have to be touching the command line.

Custom 1 should not be touching each other.

The Custom 1 must be Yellow (which you get in second lvl advance when custom style) Because Custom + 2 is blue and if they are all blue, it will cause a negative glitch.

Now, I call this Custom + 6

If your shield style, you have 5 custom in the beginning.
If you put the custom this way 6+5= 11 and you can get the 11th chip glitch.

Put the chip that you want as the 11 th chip glitch in the second chip in the folder.

Example: In the chip edit screen

1. Slasher
2. (chip that you want to glitch)
3. Var sword
4. Protoman

Etc...

If you glitch it, the chip that you want to glitch must be used as a first chip in the round. But, you can re use it every turn ^^

The chip can be used like a regular chip with reusable every turn regardless of MB. Really effective ^^

How to do it during battle...

When you have Custom 11 (Custom + 6+5)
you first need to select any chip. Then go to the 10th chip of the screen. (bottom right) Then you use D-Pad and go 1 to the right. Then you press A
The picture will show the chip that you first selected, but it will show your glitched chip in the chip shape battle screen. (Like Navi chips = Star looking thing...) Press B to cancel the first chip that you selected that is not the 11th chip glitch.

Enjoy ~

I'm not making a separate section for this because I am lazy at the moment.

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14. Version History Whis
=====

- Version 0.38 (01/01/09)- Added information on NaviCust Programs.
- Version 0.37 (06/21/08)- Added HP Memory, Regular Up and Sub Memory locations.
- Version 0.36 (02/12/08)- Fixed more information.(Or translated)
- Version 0.35 (08/03/07)- Fixed some parts of the guide.
- Version 0.34 (07/29/07)- Done with the SP Navis.
- Version 0.33 (07/28/07)- Done with the general part of the guide about chips.
- Version 0.32 (07/20/07)- Done with Virus Breeding.
- Version 0.31 (07/11/07)- Worked on some parts of the guide.
- Version 0.3 (07/04/07)- Independence Day!!! Worked on half of the SP Navis.
- Version 0.29 (07/03/07)- Worked on Forte GS, and Time Trials.
- Version 0.28 (06/10/07)- Finished Secret Area 3.
- Version 0.27 (06/09/07)- Finished Secret Area 2.
- Version 0.26 (06/03/07)- Finished Secret Area 1.
- Version 0.25 (03/18/07)- Finished the storyline.
- Version 0.24 (03/04/07)- Finished half of scenario 8.
- Version 0.23 (02/17/07)- Finished Shop List, and P.As.
- Version 0.22 (02/12/07)- Finished Drillman's Scenario.
- Version 0.21 (01/14/07)- Finished Flameman's Scenario.
- Version 0.2 (09/04/06)- Finished until Plantman's Scenario.
- Version 0.19 (08/26/06)- Finished until Desertman's Scenario.
- Version 0.18 (08/19/06)- Finished until Bubbleman's Scenario.
- Version 0.17 (08/13/06)- Finished till Beastman's Scenario.

Version 0.16 (08/09/06)- Added more informations.
Version 0.15 (08/03/06)- Characters, Story, and Controls.
Version 0.14 (08/01/06)- Started the actual guide till Flashman's scenario.
Version 0.13 (07/29/06)- Started Translation page.
Version 0.12 (07/25/06)- Started informations about Styles.
Version 0.11 (07/21/06)- Added informations such as chips and P.As.
Version 0.1 (07/19/06)- Started the guide.

=====
15. What's Next
=====

Wnxt

Alright this is the part of the guide where I put what I need to work on the next time, I work on this guide.

- 1) Iraikejiban/Jobs
- 2) Differences between the two versions of this game
- 3) Details on Chips, NaviCust Programs
- 4) Translations

And some of you who want to help me, can send me an E-mail.

I especially need help on the names of the Jobs in english, and the translations. I pretty much have the rest. I just gotta put it in the guide.

I won't be working on this guide for the next 5 months. I'm sorry. I'm a University Student, so I have to focus on that stuff. But don't let that stop you from sending me anything. It'll be included in the guide. I promise. It'll be included in the next update.

=====
16. Thanks/Credits
=====

T/Cre

Credits:

To Capcom's Official Guidebook: For Info on Styles, All Chips, Boss HPs, and Internet names.

To Korokoro Comics Guidebook: For info on Shadow Style, Boss Info, and Secret stuffs.

To Korokoro Comics SP Guidebook: For the code.

To Miguel Angel Dominguez Hernandez: For the Great NaviCust strategy for the Time Trials.

To Gamemaster4628, and his friend Josh: For Shadow Style, and some translations.

To Mher Bazarbashian: For the translation of Torakichi's first job.

To Michael Duglas: The question given by the Ura-Rank 7.(Translated)

To Lonelyxxx, Richard Luu: The question given by the Ura-Rank 7.(Translated)

To GameingOne: The question given by the Ura-Rank 7.(Translated), reminding me that Plantman has a Leaf Shield, and the Proto Strategy.

To ChaozKirby, Avery Bob: The 2nd question the Normal Navi gives you in the
N1 grand prix preliminary rounds.(Translated)

To Anthony Rocca: The 2nd question the Normal Navi gives you in the N1 grand
prix preliminary rounds.(Translated)

To Alexooo: For the 11 Chip Glitch, A strategy for Serenade and Forte GS, and
his Ultimate Folder.

To my brother KeroroG: For helping me.

Note: Many people gave me an E-mail answering the same questions. It was my
fault to not update this, so that is why most people gave me the same
contribution.

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