

Mega Man Battle Network 3 Blue/White Character Guide

by Taka

Updated to v0.7 on Nov 25, 2004

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Megaman Battle Network 3 Blue/White Faq

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=====
CONTAINS SPOILERS TO GAME IF YOU HAVE NOT COMPLETED IT! Thats your warning!^_^

(Well No Duh...)

=====
Version:

- .1=Started working on it, and 1.0-43.0 Finished
- .2=Added Bowlman.EXE and Mistman.EXE and added Navies, HP, and Chips.
- .3=Added the Basics 0.0-3.0. Adding Chip Description.
- .4=More updates on chip description.
- .5=Added Basic6.0, Basic7.0, and corrected more spelling mistakes. Added Elemental Weakness.
- .6=Added Strategy for each Navi.
- .7=Mild Revisions

=====
This FAQ/Walkthrough is a Character Guide. It will explain how/who the characters in this game are.

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Basic0.0=Controls

Here are the controls for moving Lan and Megaman in this game.

Lan

The same controls apply to both character, so here they are.

D-Pad: Move Lan and Megaman, look through the NC, and choose through your chips by using the D-Pad.

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  [v]
<=Left
>=Right
^=Up
v=Down

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(A)

A Button=A lets you talk to people and navies when you press A in front of them. When you press A in front of GMD's or BMD's, you open them. During battle, A lets you select and use the chips you choose.

(B)

B Button=If you hold down the B button in the real or cyberworld, the characters will run faster. Holding down B in battle will let Megaman Charge his megabuster, or pressing it rapidly will let you fire your megabuster. B also lets you stop your action, like when some one challenges you to a net battle, pressing B will automatically say no to that challenge.

/L/

L=L will let you talk to each other out of battle. For example, when your Lan, pressing L will let you talk to Megaman, and vice-versa. During battle, L will let you go to the custom screen if your gauge is full.

\R\

R=R will let you Jack-In to the cyber world when your Lan, or Jack-Out when your Megaman. R will let you return to the custom screen in battle.

Game Boy Advance:

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|_      *Select |
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=====
 Basic1.0=Navi Customizer:

This is a speacial feature that lets you make Megaman the way you want. Even though this is a Character/Boss FAQ, the Navi Customizer has the ultimate importance and is a basic tool, so I included this.

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*On the right side of the Navi Customizer there is a list of all the blocks you have.

**The colors at the top shows what kind of color blocks will go in the Navi Customizer without having an error. (This will change depending on the style you have.

***The block the cursor is pointing to will show the size and the color.

****The RUN button will allow you test out what you put in.

*****This is where it says the style your in.

*****This is the information box. By pressing Select, you can enter a Mod, code, error code, or extra code.

Rules: These are the important rule of the Navi Customizer that dad will send to you in an E-mail.

- 1.Program parts must touch the Memory Map's Command Line.
- 2.Plus Part with a square pattern must NOT touch the line.
- 3.You cannot place same color programs next to each other.

Tips:

- 1.Follow the 3 Navi Customizer rules your dad gives you.
- 2.There can only be ONE error in the NC
- 3.There are many error,Extra, and mod codes that you can use and find throughout the game.
- 4.There can be bugs in the NC. Some can help and some can destroy you.

Good:

- 1.Invincible.
- 2.Barrier.
- 3.Shield.
- 4.Super Strong Megabuster.

Bad:

- 1.HP Draining.
- 2.Uncontrolable Movement.
- 3.NO megabuster.
- 4.Oil comes out of the megabuster.

Other Bugs:

- 1.Megabuster is a RockCube.

=====
Basic2.0=Styles

Styles are the other way to customize Megaman. You get different styles throughout the game that have advantages and disadvantages. This is an important concept to know in the game. You can get a style before you face-off against Bubbleman. Leveling up a style takes a different amount of battles, and each one gives you different Navi Customizer programs. Here are all the styles:

Normal: The style that you start with and can go back to any time. It is the normal Megaman.

Ground(White Only):

Dad's E-mail-The Ground Styl lets you crack panels with a Delayed Atk. Level up, and you'll get a program that changes the panels at the start of each battle. Use panel types in battle!

Shadow(Blue Only):

Dad's E-mail-The Shadow Style lets you use a Delay attack to vanish! Level up, and you'll get a tricky program for your NaviCust! Remember, they can't get you if they can't see you!

Guts:

Dad's E-mail-When you use the Guts Style, your MegaBuster becomes twice as strong, and if you fire it fast it becomes like a machine gun! Level up, and you'll get even more powerful programs! Now got out there and fight! With Guts!

Custom:

Dad's E-mail-With the Custom Style, you can choose from 6 chips to use. If you get a level "S" without using chips or Megabuster, you may be able to get a special data chip! If you level up, you will get a program that gives you even more chips each battle, letting you delete your enemies with style! Custom Style!

Team/Brother:

Dad's E-mail-The Team Style lets you keep 6 MChips in a folder! If you delete your enemies especially fast, you may recive a special data chip! Level up, and you will receive a program that lets you use even more MChips! Never forget "Team" work, Lan!

Shield:

Dad's E-mail-The Shield Style puts up a barrier when battle starts! Level up, and you can get a program that lets you guard by pressing Left+B Button. If you time it just right, it will even heal you! Make sure to time it right, and then go for an attack.

Bug:

Dad's E-mail-The Bug Style will simultaneosly both power up your Navi and introduce bugs into it. Even I don't know what kind of program you will get from leveling up with this style. Little is known about it!

=====
Basic3.0=Elements

Elements come along with the styles you get. They have advantages and disadvantages in battle. Elements that you get during a style change is random.

Elec

Color:Yellow

Strong:Aqua

Weak:Wood

Charge:ZapRing

Heat

Color:Red

Strong:Wood

Weak:Water

Charge:Flamethrower

Wood

Color:Green

Strong:N/A

Weak:Heat

Charge:Tornado

Auqa

Color:Blue

Strong:Heat

Weak:Elec

Charge:Bubbleshot

=====
Basic4.0=Stars

There are 7 Stars in the game. You need to fulfill the requirements to earn each star. I've listed them in the order you have to/should get them in.

Yellow Star-Defeat Alpha.

Blue Star-Obtain all 200 Standard Class Chips.

Green Star-Defeat Bass GS.

Light Blue Star-Beat Serenade's Time Trial.

Purple Star-Obtain all 85 Mega Class Chips.

Red Star-Defeat all 15 Omega (SP) Navis.

Orange Star-Complete your P.A. library by pulling off all 32 Program Advances.
=====

Basic5.0=Net Navi

A Net Navi is short for Navigator. They are special programs that can become close friends with their operators. They have the ability to "Jack-In" to the Cyber world. Megaman and his friends are all net navies and can walk around the net areas. Net Navies are kept in PETs, which is like their cyber home. Most navies can use battle chips to fight and get powered up. Dr. Hiraki, invented a special program that lets the navies feel different emotions such as anger, hate, friendship, and maybe even love.

=====
Basic6.0=Program Advances (P.A.s)

In this game, if you select certain chips in a certain order, they make a stronger chip. There are 32 Program Advances total, and every time you find a new one, it gets recorded in your P.A. Library. There are two kinds of P.A.s, indivisual and Zeta. Zeta P.A.s are made by putting the same kind of chips

(such as Cannon) and put them in order (A,B,C) and that will make the Zeta Cannon. Zeta P.A.s will let you use the same chip unlimited times for 5 seconds. Individual P.A.s are different. They don't have to be the same chip or have a chip code order. An example would be the "2xHero." It consists of: Slasher B- Customsword B- Varswrđ B- ProtomanV1-V4 B. They are 4 different chips and have one consistant code (B). Good luck pulling off all 32 P.A.s.

=====
Basic7.0=Chips

During battle, you can use your megabuster, or delete them more efficiently by using battle chips. There are 3 classifications of chips:

Standard-These are what your folder will mostly consist of.

Mega-These are more powerful chips that include the Navi Chips.

Giga-The most Powerful type of chips. These include the Navi V5 and Bass+.

Those are the 3 types of chips, but there a 5 other catagories of battle chips.

Attack-These chips are the ones that do damage to the enemy. They can have one hit attacks like Cannon, or be multiple hit like Serenade. The other type is a combo chip. You can do more damage by inputing certain combos such as Varsword.

Defense-Defense chips protect you during battle. The two types are Healing chips like Recov 300, and the others are chips that make it so the opponent cannot hurt you. It is a good idea to keep a good defense in a folder. Some of these are Invis, Mole, or Shadow.

Power-Up-These chips make the original base attack of a chip stronger. Some of them are Attack+10, Attack+30, or Navi+20. They can really power up a multiple attack chip like Bubbleman.

Navi-Navi Chips range from V1-V5. (Some chips like Roll only go to V3). All of them are Mega, except the V5 which are Giga chips. Each has their own unique power.

Field-Field Altering chips can change the Field that you play on like Set Grass or Set Lava which will turn the field into that elemental area. Others like Geddon 3 will cause the field to turn into poison, so both players take damage. Using Field Chips to your advantage can tip the scale in your favor in a net battle. Using Sanctuary chips will reduce the damage you recieve.

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0.0=Introduction:

Welcome to the world of Megaman.EXE. The year is 200X, almost everything is connected via the internet. This guide will explain all the characters in the game. Remember, Ctrl+F is your friend. The format is like this:

HP:(Navies Only)

Navi:(Humans Only)

Location:(Navi Only)

Age:

Gender:

Then a description.

Chips that they give.

Chip Class:(Navi Only)

Location:(Navi Only) (V3 Only)

Navi P.A.: (Navi Only)

Chip Description:(Navi Only)

Damage:(Navi Only)

V1- (Navi Only)
V2- (Navi Only)
V3- (Navi Only)
V4- (Navi Only)
V5- (Navi Only)
Elemental Weakness: (Navi Only)
Suggested Chip: (Navi Only)
Strategy: (Boss Navi Only)

=====

1.0-22.0=Humans:

These are the humans that you will meet in the game. Good or bad, they are still humans.

=====

1.0=Lan/Hikari Netto

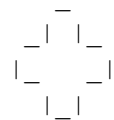
Navi: Megaman.EXE

Age: 11

Male

He is an eleven year old boy who lives in ACDC town. He is the main character of the game. He's kind of "dense" to what's going around him. While you're in the real world, you will be able to control Lan by using the D-Pad to move him around. If you hold down the B button, Lan will run. His navi is Megaman.EXE and they are an unbeatable team. Lan loves adventure and will go around stopping Dr. Wily's evil plans.

The D-Pad controls Lan around the real world.



(A) Press the A button to talk to people. "A" lets you choose the chips that you put into your folder.

(B) Hold B to make Lan run faster in the real world.

/L/ L lets you talk to Megaman out of battle.

\R\ R lets you Jack-In Megaman into the cyber world.

=====

2.0=Mayl (Meiru) Sakurai

Navi: Roll.EXE

Age: 11

Female

Mayl is a good friend of Lan's. She is always worried about Lan when he goes to stop Wily. She will help you along the journey by giving you RollV1-V3 chips. Remember: Those are the only Roll chips in the game, so don't waste them by trading them in the chip traders.

=====

3.0=Dex/Dekao Ohyama

Navi: Gutsman.EXE

Age: 11

Male

A big guy. That explains him. Dex is a friend of Lan's and is the operator of Gutsman.EXE. He has an attitude and thinks he's the best netbattler around. You will be able to fight his Gutsman.EXE for his chips and bugfrags. Tips: Gutsman is the easiest way to get bugfrags.

=====

4.0=Eugene Chaud/Ijuuin Enzan

Navi: Blues/Protoman.EXE

Age:??

Male

A prodigy netbattler. Chaud is a skilled netbattler and can prove it with his tough navi, Protoman. You will be able to fight Chaud on Hades Isle near the end of the game. Lan and Chaud are serious rivals.

=====
5.0=Yai

Navi:Glyde

Age:8

Female

A rich girl. Yai is a young girl in Dentown, but she is very smart. Even though she is only 8 years old, she is in the 5th grade class with Lan and the others. Yai's navi is a butler type named Glyde. Sadly, you cannot fight Glyde in this game.

=====
6.0=Chisao Ohyama

Navi:??

Age:

Male

Cute little brother. Dex's little brother from Electopia. He came to visit his older brother, "the best netbattler in the world." He doesn't have a navi in this game. During the game, Chisao gets into trouble, but what little kid doesn't?

=====
7.0=Higsby/Higeru Yamitaro

Navi:Numberman.EXE

Age:Maybe 30's

Male

Local chip shop owner. Higsby has a weird habit/accent of saying "huh" at the end of every sentence. Like this, Huh. So do you get the idea, huh. He owns the chip shop in ACDC. He has a vast collection, and every new chip you get, you can buy that chip from his chip order. He owns the navi Numberman.EXE, but you can't fight him in this game.

=====
8.0=Ms. Mari/Mariko-sensei

Navi:??

Age: ??

Female

It's your nice kind teacher in classroom 5-A. She isn't much help in this game, but always respect your teacher and do your homework.

=====
9.0=Mom/Hikari Haruka

Navi:??

Age:??

Female

Nice. Your mom will always encourage you throughout the game. She trusts you to save the world..... again.

=====
10.0=Dad/Hikari Yuuichiro

Navi:??

Age:??

Male

Genius. Your dad is one of the best scientists in the world. He created the PET and Megaman.EXE. He helps you a lot throughout the game by giving you the Navi Cutomizer, tips on style changes, and helps through the e-mails he sends.

=====
11.0=Gramps/Hikari Tadashi

Navi:??

Age:??

Male

~~Major Spoilers Below~~

Lan and Megaman haven't really seen their grandfather until now. His memory was stored inside Alpha to keep it from reawakening again. He explains a lot when you meet him. He was one of the greatest scientists ever, because he created the net.

=====
12.0=Torakichi Aragoma

Navi:Kingman.EXE

Age:15

Male

A skilled chess netbattle. Tora is a skilled netbattler with his net navi Kingman.EXE. When you first see him, he is mean and thinks that you have no skills, as you progress, Tora turns out to be polite and smart. You help him out with a couple of jobs during the game. Kingman.EXE will turn out to be a tough opponent at first but you'll eventually see his strategy.

=====
13.0=Mr. Famous/Meijin Eguchi

Navi:Punk

Age:??

Male

A skilled net battler with helpful tips for the game. Mr. Famous is back again but his time with his new navi, Punk. Everytime you talk to him, he tells you helpful tips about the game and specific chips.

=====
14.0=Tamako

Navi:Metalman.EXE

Age:??

Female

Ura Inn netbattler. Tamako owns a little shop in front of the Ura Inn. Her navi is Metalman.EXE. She's pretty friendly and nice. Her Navi is fun to net battle with.

=====
15.0=Mamoru

Navi:??

Age:??

Male

Sick boy. You will meet this sick boy in the beach area. He is a little younger than Lan and is in a wheelchair. He has stayed at the hospital for his whole life because of his illness. The same as Hub's illness. Lan will grow a strong friendship with Mamoru.

=====
16.0=Dr. Wily

Navi:??

Age:??

Male

Evil, Enemy, Old... Dr. Wily is back again to destroy the net. This time, he is going to try to revive Alpha the beast. He has new WWW lackeys to accomplish his tasks and needs. Defeat Wily, and you will save the net/world.

=====
17.0=Rei Seiko

Navi:Flashman.EXE

Age:??

Male

WWW worker. Rei Seiko is the operator of the first boss you'll fight, Flashman. He is asian and is a WWW worker. He threatens to kill Lan and his friends. He steals the first tetracode from the school. He hypnotizes Lan's friends and now you have to go save them.

=====
18.0=Takeo Inukai

Navi:Beastman.EXE

Age:??

Male

WWW worker. He is the operator of Beastman. If you beat him, Wily isn't too happy, and he "disposes" of Inukai.

=====
19.0=Mr. Match/Kenichi Hino "Hinoken"

Navi:Flamman.EXE

Age:??

Male

Fire is nice. Mr. Match is back again with his new navi Flamman. His loyalty to the WWW organization and Dr. Wily is truly strong. He "tricks" Lan and Megaman that he has turned over a new leaf and is good. His Net battling skills aren't bad though.

=====
20.0=Annetta

Navi:Plantman.EXE

Age:??

Female

Save nature. Annetta seems to be a "confused" girl. She is always influenced by either Plantman.EXE or Wily that getting the tetra codes to destroying the world is a good thing for the planet. Her navi is Plantman.EXE and he is pretty strong. A plant/wood based navi.

=====
21.0=Sunayama

Navi:Desertman.EXE

Age:??

Male

"DDN Director?" The host of the N-1 Grand Prix. He has a mysterious background. His navi is Desertman.EXE and has great power.

=====
22.0=Cossak

Navi:Bass.EXE

Age:??

Male

Mysterious Character. Unless you've played the earlier MM games, Cossak is pretty much a mystery until you get to the WWW base.

=====
23.0-43.0=Net Navies

=====
23.0=Megaman.EXE/Hub(Saito) Hikari/Rockman

HP:100-1000+(Depending on Navi Cust Blocks)

Male

Megaman.EXE the Hero. Megaman.EXE is really Lan's brother. He has many weapons that he can use in the game, such as the megabuster and the charged shot. When your in the Cyber World, you can control Megaman.EXE by using the D-pad to move him and if you hold B,Megaman will run. During battle, you can move Megaman.EXE by using the D-Pad and using the B button will shot the Megabuster. Hold the B button to charge a shot. Pressing A in battle will let you use chips. In this game, Megaman can be customized and have style changes. The real hero of the game.

Chips:N/A

Chip Class:N/A

Location:N/A

Navi P.A.:N/A

Chip Description:N/A

Damage:N/A

V1-N/A

V2-N/A

V3-N/A

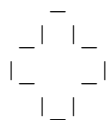
V4-N/A

V5-N/A

Elemental Weakness:It depends on his element of stlye.

The D-Pad controls Megaman around the real world.

Suggested Chip:N/A



(A) Press the A button to talk to Navies. "A" lets you choose the chips that you use in battle.

(B) Hold B to make Megaman run faster in the Cyber world.

/L/ L lets you talk to Lan out of battle.

\R\ R lets you Jack-Out Megaman and go back to the Real world.

Strategy:N/A

=====
24.0=Roll

HP:N/A

Female

Roll has healing powers throughout the game. She is a real good friend of Megaman. Along the way, her operator, Mayl will give you the Roll chips. You don't get to fight Roll in this game, but she encourages/helps Megaman and Lan.

Chips:

RollR-You get it from Mayl.

RollR V2-You get it from Mayl.

RollR V3-You get it from Mayl.

Chip Class: All Mega.

Location:N/A

Navi P.A.:Big Heart.

Chip Description: Roll comes to the closet enemy on the left hand side and hits them three time and then heals Megaman.

Damage:3 Hits

V1-20

V2-30

V3-40

V4-N/A

V5-N/A

Elemental Weakness:N/A

Suggested Chip:N/A

[P] [P] [P] [P] [P] [P]

[P] [R] [P] [>] [E] [P]

[P] [P] [P] [P] [P] [P]

P=Empty Panels

R=Roll

E=Enemy

>=Roll appears here to attack the enemy.

Strategy:N/A

=====
25.0=Gutsman.EXE

HP:V1-300, V2-700, V3-900, SP-2000

Male

A big Navi. Gutsman is a huge navi compared to Megaman. He has a big arm for smashing his opponents. Dex always thinks that Gutsman's power can crush Megaman, but you can try and beat Gutsman. You can battle Gutsman as many times as you want in this game. He gives you the Gutsman chips and he is the easiest navi to collect Bug Frags from.

Chips:

GutsmanG-Beat Gutsman V2 with a 4-7.

GutsmanG V2-Beat Gutsman V2 with a rank of 7-10.

GutsmanG V3-Beat GutsmanV2 or V3 with rank 7-S.

GutsmanG V4-Beat Gutsman V3 with rank S and under 20 seconds with Team Style.

GutsmanG V5-Beat Gutsman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location:Talk to Dex on the WWW Base.

Navi P.A.:Gutshoot.

Chip Description:Gutsman appears where you were and smashes all the panels in front of him.

Damage:One Hit

V1-50

V2-70

V3-90

V4-100

V5-120

Elemental Weakness:N/A

Suggested Chip: Using the Airshoe Chip or Navi Customizer Program will let you not be dragged down by Gutsman Panel Smashing.

[P][P][C][C][C][C]

[P][G][C][C][C][E]

[P][P][C][C][C][C]

P=Empty Panels

G=Gutsman

C=Cracked Panels

E=Enemy

Strategy:

=====
26.0=Gylde

HP:N/A

Male

Butler type navi. Gylde is a butler type that serves Yai. Even though Gylde can't fight too well, Yai always equips him with rare battle chips. he competes in the N-1 Grand Prix, but you don't get to fight him.

Chips: None.

Chip Class:None.

Location:N/A

Navi P.A.:N/A

Chip Description:N/A

Damage:N/A

V1-N/A

V2-N/A

V3-N/A

V4-N/A

V5-N/A

Elemental Weakness:N/A

Suggested Chip:N/A

Strategy:N/A
=====

27.0=Protoman.EXE/Blues

HP:V1-1000,V2-1300,V3-1600,SP-2000

Male

Powerful, skilled, and has an attitude. Protoman is Chauds Navi and he has great skills in Net Battling. He goes and doesn't depend much on Chaud to help him. He specializes in sword techniques and has the ultimate move called the Delta Ray Edge.

Chips:

ProtomanB-Beat Protoman V1 or V2 with a 4-7 rank.

ProtomanB V2-Beat ProtomanV2 or V3 with a 7-S rank.

ProtomanB V3-Beat Protoman V3 with S rank.

ProtomanB V4-Beat Protoman V3 with S rank and in under 20 secs with Team Style.

ProtomanB V5-Beat Protoman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location:Talk to Chaud inside Eternal Hades.

Navi P.A.: Deux Hero, 2xHero.

Chip Description: Hits all enemies with a wide sword.

Damage:Hits all enemies

V1-160

V2-180

V3-200

V4-220

V5-240

Elemental Weakness:N/A

Suggested Chip:AntiSword will automatically deal 300 damage to Protoman.

[P][P][>][E][P][P]

[P][B][P][P][>][E]

[P][P][P][>][E][P]

P=Empty Panels

B=Protoman starts here

>=Protoman appears here attacks the enemies in front

E=Enemies

Strategy:

=====
28.0=Numberman.EXE

HP:N/A

Male

Computer Navi. Numberman is Higsby's navi. He specializes in numbers, but you don't get to fight him in this game. He helps out with the chip order and Numberman machine. In the Numberman machine, you can enter codes (only once though) to get Programs, subchips, and other goodies.

Chips: None.

Chip Class: None.

Location:Chip Order and Numberman Machine. (You cannot Net Battle him).

Navi P.A.:N/A

Chip Description:N/A

Damage:N/A

V1-N/A

V2-N/A

V3-N/A

V4-N/A

V5-N/A

Elemental Weakness:N/A

Suggested Chip:N/A

Strategy:N/A
=====

29.0=Kingman.EXE

HP:V1-800,V2-1000,V3-1500,SP-2000

Male

Chess playing champion. Kingman is Tora's navi and he specializes in chess net battling. You first fight him in the N-1 grand Prix and he can turn out to be tough at first. He starts off with 2 pawns and a kinght, and his final attack

is the Checkmate. He becomes one of your friends and you can battle him as much as you want on the WWW base.

Chips:

KingmanK-Beat Kingman with a rank of 4-7.

KingmanK V2-Beat KingmanV2 or V3 with a rank of 7-S.

KingmanK V3-Beat KingmanV3 with S rank.

KingmanK V4-Beat Kingman with S rank and in under 20 secs with Team Style.

KingmanK V5-Beat Kingman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Talk to Tora on the WWW Base.

Navi P.A.: Prix Power.

Chip Description: Kingman appears where you were and jumps forward 3 spaces, and doing damage to the panel he landed on, the panel above him, the panel below him, and the panels to the left and right of him. Note-You cannot hurt the enemy by landing directly on them.

Elemental Weakness:N/A

Suggested Chip:N/A

[P][P][P][P][H][P]

[P][J][P][H][K][H]

[P][P][P][P][H][P]

P=Empty Panel

J=Where Kingman jumped FROM

K=Where Kingman LANDED

H=Where Kingman's attack HIT

Damage:One Hit

V1-140

V2-170

V3-200

V4-240

V5-280

Strategy:

=====
30.0=Metalman.EXE

HP:V1-500,V2-800,V3-1200,SP-1700

Male

Tamako's Metal navi. Metalman is a tough navi with a custom battle field. There are two gears that run through the middle row. He shoots missiles at you and he can throw his gears from his shoulders at you. He is a fun navi to battle with. He is located in front of the Ura Inn. Just talk to Tamako.

Chips:

MetalmanM-Beat Metalman with a rank of 4-7.

MetalmanM V2-Beat Metalman V2 or V3 with a rank of 7-S.

MetalmanM V3-Beat Metalman V3 with S rank.

MetalmanM V4-Beat Metalman V3 with S rank and in under 20 secs with Team Style.

MetalmanM V5-Beat Metalman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location:Talk to Tamako next to the cart right in front of the Ura Inn.

Navi P.A.: N/A

Chip Description:Metalman appears where you were standing and slams the panel in front with his fist. He cracks that same panel also.

Elemental Weakness:N/A

Suggested Chip:N/A

[P][P][P][P][P][P]

[P][P][M][H][P][P]

[P][P][P][P][P][P]

P=Empty Panels

M=Metalman

H=Hit

Damage:One Panel Punch

V1-100

V2-130

V3-160

V4-190

V5-250

Strategy:

=====

31.0=Flashman.EXE

HP:V1-300,V2-500,V3-700,SP-1500

Male

Electricity is nice. Flashman is the very first boss in the game. He is Rei's Net Navi. He specializes in electricity and sets up two towers that will stun you and he shoots electricity onto the floor. He also sends a row of bulbs at you.

Chips:

FlashmanF-Beat Flashman with a rank of 4-7.

FlashmanF V2-Beat Flashman V2 or V3 with a rank of 7-S.

FlashmanF V3-Beat Flashman V3 with a S rank.

FlashmanF V4-Beat Flashman V3 with a S rank in under 20 secs with Team Style.

FlashmanF V5-Beat Flashman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in ACDC 2.

Navi P.A.:N/A

Chip Description:Flashman comes out and shocks the enemies. Note-This hits all enemies on the field.

Damage:Hits all enemies

V1-50

V2-70

V3-90

V4-120

V5-150

Elemental Weakness:Wood

Suggested Chip:Tornado will do twice the damage.

[A] [A] [A] [A] [A] [A]

[A] [F] [A] [A] [A] [E]

[A] [A] [A] [A] [A] [A]

A=Area Affected

F=Flashman

E=Enemy

Strategy: This guy is the first boss, but he isn't a pushover(not yet anyway). His first attack sends a wave of circuits in a path that can be this: /\ /\ /\, or it can follow you up and down, just move forward and up/down. The next attack is tough to avoid, it comes in two parts, he will first create 2 bulbs in your area. this is where you must make a decision, have 2 panels in between you and the nearest blue panel, use 2 chips to destroy the bulbs, or if neither is an option you must eat the hit. When the light bulbs blow up they stun you, so you will automatically get hit if in range of the next attack. note that he can steal your first row of panels and make the first option impossible, so you'll have to use chips, but remember after 30 chips are exhausted you will be unable to win easily, as your buster does 1 damage.

=====

32.0=Beastman.EXE

HP:V1-500,V2-700,V3-900,SP-1600

Male

Awaken the beast inside. He is the very second boss in the game. His operator is Inukai and fighting him can be hard at first. He is very quick and speedy. He can stand in one spot one second and the next, he is behind you and slashing you to bits. When you lower his health, he starts charging and

slashing you. He starts from the corners and then charges through the row you in.

Chips:

BeastmanB-Beat Beastman with a rank of 4-7.

BeastmanB V2-Beat Beastman V2 or V3 with a rank of 7-S.

BeastmanB V3-Beat Beastman V3 with a S rank.

BeastmanB V4-Beat Beastman V3 with a S rank in under 20 secs with Team Style.

BeastmanB V5-Beat Beastman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly in Lan's Dog House. (MUST have Sneak Run on; Navi Customizer or SubChip, it doesn't matter).

Navi P.A.:N/A

Chip Description:Beastman appears where Megaman is standing and disappears.

Then he comes out and hits the enemy by going diagonal from the top, diagonal from the bottom, and finally down the row you where in. Pressing A at the right moment will let you get more hits. Note-For the most damage, make sure you lock the enemy at 3 Panels ahead.

Damage:3 Claw Hit

V1-40

V2-50

V3-60

V4-70

V5-80

Elemental Weakness:N/A

Suggested Chip:N/A

[P][P][C][P][C][P]

[C][B][C][C][C][C]

[P][P][C][P][C][P]

B=Beastman

C=Claws Path

P=Empty Panels

Strategy: Second boss, but he is really tough! If you ~~致~~ played any other BN games consider this the temporary replacement for blues/protoman(protoman can be fought once you complete the main game). He likes to enter your side of the screen so be ready to dodge. During the first attack he will appear in front of you, or behind you and wide slash. If he appears in front of you, you can hit him with a sword, if he appears behind you just dodge. During the second attack, he will appear diagonally from you and fly diagonally towards (and if you are in the way) you. His only other attack is to disappear and have his body parts appear in your side of the field, move left/right to avoid the claws and up/down to avoid the head.

=====

33.0=Bubbleman.EXE

HP:V1-500,V2-800,V3-1200,SP-1800

Male

Dishwasher Trouble. You find out that the WWW has bugged the dishwashers that they are selling. After you chase down his lackies, you will meet him face to face. The good thing is that you should be getting a style change right about now. Bubbleman.EXE does not have an operator, but he has a cousin named Drillman. He has a hole on his side of the field and he summons bubbles and throws crabs at you. He can be really annoying at first.

Chips:

BubblemanB-Beat Bubbleman with a rank of 4-7.

BubblemanB V2-Beat Bubbleman V2 or V3 with a S rank.

BubblemanB V3-Beat Bubbleman V3 with a S rank.

BubblemanB V4-Beat Bubbleman V3 with a S rank in under 20 secs with Team Style.

BubblemanB V5-Beat Bubbleman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Beach 1. (MUST be in Critical health; Red must

be flashing for you HP).

Navi P.A.:N/A

Chip Description:Bubbleman appears and shoots 6 spears through the row you are in. This is a multiple hit chip, and can be powered up with Navi+20's and Attack+10's.

Elemental Weakness:Elec

Suggested Chip:FlashmanV4

[P][P][P][P][P][P]

[P][B][R][R][R][R]

[P][P][P][P][P][P]

P=Empty Panels

B=Bubbleman

R=Spears path/Enemy can get hit on ANY of these Panels

Damage:Multiple hit spears

V1-20

V2-20

V3-20

V4-20

V5-20

Strategy: Bubbles flow constantly out of the hole in the middle of his side and he refuses to move from the backrow, so it is nessesarry to hit him with long range attacks. Also, this guy is practically begging to be bolted as most of the time there are 2 or more objects in his side, but beware, it's hard to time it right unless he is behind the rock in his top row. The bubbles like to attack you so be on your gaurd. One buster shot pops the bubbles but sometimes they're trapped with razor sharks that zoom across the screen when you break the bubble. Also keep in mind he throws crabs that act like rattons. Last but not least, later in the fight some bubbles contain mines thet blow up in a + when next to you and hi will put a bubble barrier up and shoot harpoons. When he does this, pop the bubble, nail him with a long range attack then move out of the way. This was actually a challenging fight despite how much of a coward he was... and gutstyle machine gun busters are good for getting rid of bubbles AND shooting Bubbleman.

=====
34.0=Desertman.EXE

HP:V1-800,V2-1200,V3-1600,SP-2000

Male

Desert sand. Desertman is Sunayama's Net navi. He has a head the stays in one place, but he continuously has Lion head arms that shoot off through the row. He can be hard at first, but he gets easier. Desertman was hidden until Sunayama revealed that he was working for Wily. The whole N-1 Grand Prix was messed up and Lan and Megaman had to take action.

Chips:

DesertmanD-Beat Desertman with a rank of 4-7.

DesertmanD V2-Beat Desertman V2 or V3 with a S rank.

DesertmanD V3-Beat Desertman V3 with a S rank.

DesertmanD V4-Beat Desertman V3 with a S rank in under 20 secs with Team Style.

DesertmanD V5-Beat Desertman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Yoka Inn TV.

Navi P.A.:N/A

Chip Description:Desertman's head appears where you are standing and his Lion Heads come out and charge through the top and bottom rows. The panels that the heads go across will be turned into Sand panels.

Elemental Weakness:N/A

Suggested Chip:Bubblespread P.A. will stun him and does 300 damage.

[P][P][L][L][L][L]

[P][D][P][P][P][P]

[P][P][L][L][L][L]

P=Empty Panels.

D=Desertman's Head.

L=Lions head path.

Damage:Lions head charge

V1-120

V2-140

V3-160

V4-180

V5-210

Strategy: Desertman.EXE is constantly protected by two pillars, and he has two lions heads going across the row. Water attacks cause him to pause for moment. Use lots of bubble/heat spread attacks. His HP maybe overwhelming the first time you face him, but just watch out for his lion head attack, his whirlpool attack, and the rock cube that falls on top of you. A quick note would be that if you use Metagel, you destroy the hands and take only 1 panel. At first he may be hard, but is actually a fun boss.

=====

35.0=Flamman.EXE

HP:V1-1000,V2-1300,V3-1700,SP-2400

Male

Burning Candles. Flamman is Mr. Match's new Net navi for WWW. He can be found in the Undernet while your looking for the forbidden program. He could be considered one of the hardest bosses for begginers. He has candles that give him bonus powers. Red=Slowly recovers HP. Green= Invincible. Orange=Flameballs circle around you. When you battle him, auqa chips are so useful, and of course, you have to make sure that the candles aren't green. You'll have to win quick because he can recover HP. Flamman is a fun navi, and when your in the WWW, Mr. Match and Flamman Full Synchro for ultimate power.

Chips:

FlammanF-Beat Flamman with a rank of 4-7.

FlammanF V2-Beat Flamman V2 or V3 with a S rank.

FlammanF V3-Beat Flamman V3 with a S rank.

FlammanF V4-Beat Flamman V3 with a S rank in under 20 secs with Team Style.

FlammanF V5-Beat Flamman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Yoka 1.

Navi P.A.:N/A

Chip Description:Flamman appears where you are standing and blows a row of fire to the enemy. You can change the direction of the flame by pressing the Up and Down controls on the D-Pad.

Damage:Flame throughout the row

V1-120

V2-150

V3-180

V4-210

V5-240

Elemental Weakness:Aqua

Suggested Chip:Bubble Spread P.A.

[P][P][P][P][P][P]

[P][F][B][P][P][P]

[P][P][P][B][B][B]

P=Empty Panels

B=Burning Area

F=Flamman

Strategy: Flamman is a fire type navi you meet for the first time in Undernet

3. The candles explain his power. Such as green=invincible, orange=2 fire balls circle the center panel, and red=recovers hp at a certain rate. You can't win on green candles, so I suggest you keep his candles, all red, or one red and one orange. If you use areagrab, the fire balls won't hurt you. The best way to defeat him is to use lots of water chips, and metagels.

=====
36.0=Plantman.EXE

HP:V1-1000,V2-1300,V3-1700,SP-2100

Male

Mother nature needs help. Plantman is a WWW navi and with her operator, Annetta, they want to "help" mother nature by destroying the world. Plantman influences Annetta and takes over the hospital. The bad thing is that Mamoru needs the power for the operation. Plantman has a leaf shield and thorns that shoot at you. Plantman can summon flowers that confuse you. Fire chips double in power when they hit Plantman. Heatspread P.A. can do 300, but is doubles to 600.

Chips:

PlantmanP-Beat Plantman with a rank of 4-7.

PlantmanP V2-Beat Plantman V2 or V3 with a S rank.

PlantmanP V3-Beat Plantman V3 with a S rank.

PlantmanP V4-Beat Plantman V3 with a S rank in under 20 secs with Team Style.

PlantmanP V5-Beat Plantman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Hospital Computer 3.

Navi P.A.:N/A

Chip Description: Plantman appears and puts his vines into the ground. They constrict the enemy and hits them multiple times. Plantman grabs all the enemies on the field.

Damage:Constricting Vines

V1-20

V2-30

V3-40

V4-50

V5-60

Elemental Weakness:Flame

Suggested Chip:HeatSpread P.A. or Totem Chips

[*][*][*][*][E][*]

[*][P][*][E][*][*]

[*][*][*][*][*][E]

*=Panels

P=Plantman

E=Enemies being constricted.

Strategy: Plantman.EXE shoots thorns through the entire row. The damage varies from each version. He then puts his arm/vines into the ground and the vines reappear on your side of the field. They constrict you and do multiple damage. The attack is easy to avoid. Fire chips are so useful against this guy. Totems will help but remember to keep the vines away from the totems so they dont hit them and destroy them. If you charge up your Flamethrower, you will do 100 damage. If you have guts sytle the buster doubles. Plantman also puts 2 flowers on your side of the field. When the flowers open, the pollen confuses you. I would recommend that you use the lava stage chip or Navi Cust program if you are a heat element. Every panel Plantman steps on does 100 damage.

=====
37.0=Drillman.EXE

HP:V1-600,V2-900,V3-1200,SP-1800

Male

I like pointy drills. Drillman is an independent navi for the WWW. His cousin

is Bubbleman (o_o Net Navies can be related? Besides Netto and Saito though) and he doesn't have a operator. He keeps shooting 3 drills through all the rows. One of the drills are Drillman.EXE coming through. Right before you reach Alpha in the WWW base, Drillman comes and interrupts you. Sword chips are wonderful against him. Drillman has a huge drill on his head.

Chips:

DrillmanD-Beat Drillman with a rank of 4-7.

DrillmanD V2-Beat Drillman V2 or V3 with a S rank.

DrillmanD V3-Beat Drillman V3 with a S rank.

DrillmanD V4-Beat Drillman V3 with a S rank in under 20 secs with Team Style.

DrillmanD V5-Beat Drillman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Hades Net.(This is where you search for the vict. data during the N-1 Grand Prix).

Navi P.A.:N/A

Chip Description: Drillman goes up into the air and then three drills come out and go through the three rows. Then, out of the remaning panels, 3 drills randomly got through the floor and hurts the enemy. Finally, 3 rocks will randomly fall down onto the enemies side of the field.

Damage:Multiple Drill attacks

V1-70

V2-90

V3-110

V4-130

V5-150

Elemental Weakness:N/A

Suggested Chip:Hero Sword

P=Panels

D=Drillman

>=Drills path

E=Enemy

*=The enemy is standing here and a drill can come up hurt the enemy.

+ =Boulders fall on the enemies.

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

[D] [>] [>] [>] [E] [>]

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

Then

[P] [P] [P] [P] [P] [D]

[P] [P] [P] [P] [*] [P]

[P] [P] [P] [D] [P] [P]

Then

[P] [P] [P] [+] [P] [P]

[P] [P] [P] [P] [+] [P]

[P] [P] [P] [+] [P] [P]

Strategy: If you think he is easy because of his low hp, you're mistaken. This guys best weapon is SPEED. Sword chips make this guy fall on his knees.

=====
38.0=Bass(GS and Omega)

HP:V1-1000,V2-2000,V3-2600,SP-3000

Male

Must destroy humans. Bass is the very first independent navi, and he has gained incredible power. Now he's after revenge on the humans. You first fight him in the WWW base. He has powerful attacks and a 100 regenerating aura. After you

defeat him, you fight a even stronger Bass GS in the secret area. He has powered up and teamed up with Gospel the beast. Now he has a 200 aura and tremendous power. His final form is incredible, but by now you should be able to beat him with ease. When you fight later forms of Bass, you should put in Folderback if you have the Blue Version.

Chips:

Bass+X-Defeat Bass GS to deserve this Powerful Giga Chip.

Chip Class: Giga.

Location: Bass is in the Alpha Brain in the WWW Base. Bass GS is in Secret Area 3 after you beat Serenade and pay 300 Bug Frags.

Navi P.A.:N/A

Chip Description: When you use Bass+, you MUST have the Hole chip out and open, or have the Dark License in your NaviCust. Bass appears and hits the closet enemy's column and hits them for 550. The other panels in the coloumn are cracked. This takes a lot of set up, but the ultimate power.

Damage:Powerful Punch

Bass-550

Elemental Weakness:N/A

Suggested Chip:Northwind (for Bass Gs and Omega)

[P][P][P][P][C][P]
[P][B][P][P][D][P]
[P][P][P][P][C][P]

P=Panels

B=Bass

C=Cracked Panels

D=Damaged Area

Strategy: Bass.EXE has 1000 HP and a 100 barrier that keeps regenerating. He shoots a ball of energy at you which goes through the whole row. Then he shoots a bunch of energy balls through all the rows. The best tactic is to avoid them. Once you get him down to 300, he puts out one hand that is glowing, then jumps onto your side of the field. This crushes the whole column. His barrier goes up automatically after he does this attack. Good luck on Bass. Also if you have Elec or Guts using the zapring or machine gun during the random spark or earthbraker attacks will stop him from regenerating his Aura (Spoilers). After you beat Bass, you automatically face Alpha.

=====
39.0=Alpha/Proto(Omega)

HP:V1-2000,SP-3000

N/A

Alpha the beast. Well, you've made it too Alpha/Proto. Are you ready to save the net? He was created when the original net was created. Wily has now used his power to completely destroy the net. Now you must stop him. Alpha is located in the deepest part of the WWW base. Lan and Megaman will Full Synchro to get the MAX power. During battle, you cannot take over any of his panels. Alpha has a protected core that you have to break, when its open, you can hurt him. Once you reach his Omega version, Alpha is powered up and harder than ever. Depending on the version you have, you will either get Alpha Arm Omega or Alpha Arm Sigma. Alpha has a huge head with horns on the side and a protected core.

Chips:

Alpha Arm Omega-Beat Alpha Omega(Blue Version Only)

Alpha Arm Sigma-Beat Alpha Omega(White Version Only)

Chip Class: Giga

Location: In the WWW Base. Go past Chaud through the door and you'll meet the big boss of the game.

Navi P.A.:N/A

Chip Description:N/A

Damage:Multiple and single hit attacks

Alpha Arm Omega-500

Alpha Arm Sigma-80

Elemental Weakness:N/A

Suggested Chip:For the first time, Zeta P.A.s are great. It's up to you.

Strategy: Alpha has 2000 HP, and if your a beginner that might seem overwhelming, but it is easy.

Spoilers-Easy ways to beat him.

1.Random Meteorsx4- They do 100 each, they take him down about 600 damage.

2.Undersht,Grass Stage Combo- If you are a wood element, equip undersht and use grass stage. you can never die as long as you stand on a grass panel.

(Does not work on Proto Omega)

3. Zeta P.A.s will kill him easily

=====

40.0=Punk(Blue Only)

HP:V1-800,V2-1000,V3-1600

Male

Punk. This is a Blue Version exclusive. When you talk to Mr. Famous, Megaman will ask you if you want to challenge Punk. Punk is a fun challenge and only gives zenny. There are rumors that you can get the Punk chip, but that is only by a Capcom Specail Event and by cheating(Game Shark,AR,ect). Punk uses pysical attacks and cannot go through objects on the field. He rolls through the field and hurts you when he hits. Punk is a red color and has a mohawk on his head. He has spikes sticking out all over and has stretchable arms to hit you.

Chips:

Punk-Only obtained by Cheating or Events.

Chip Class: Mega or Giga(Sorry, I don't have it...then again...I don't cheat)

Location: Talk to Mr. Famous next to the electric tower, near the zoo entrance.

Navi P.A.:N/A

Chip Description:N/A

Damage:

Punk-180 (360 with Mr. Famous's Wristband)

Elemental Weakness:N/A

Suggested Chip:N/A

Punk's Rolling Attack

[0][0][>][>][E][0]

[0][0][P][0][>][0]

[0][0][>][>][E][0]

0=Panels

P=Punk

>=Punks Path

E=Enemy

Strategy:

=====

41.0=Darkman.EXE

HP:V1-1400,V2-1600,V3-1800,SP-2000

Male

Assassin of the Dark. The first gaurd of Serenade and the Secret Area 1.

Darkman.EXE is an assassin that lost to Serenade once, and needs to delete enemies to get the chance face Serenade again. Darkman can change elements and do different elemental attacks. Darkman will also summon 3 holes on your side on the field and bats will fly out hitting you. Areagrab him and the bats won't be a problem. Darkman doesn't have a specific face and wears dark cloak. You can tell what element he is by looking at what color his cloak is.

Chips:

DarkmanD-Beat Darkman with a rank of 4-7.

DarkmanD V2-Beat Darkman V2 or V3 with a rank of 7-S

DarkmanD V3-Beat Darkman V3 with S rank.

DarkmanD V4-Beat Darkman V3 with S rank and in under 20 secs in Team Style

DarkmanD V5-Beat Darkman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Undernet 6. (MUST have a glitch in the Navi Customizer.)

Navi P.A.:N/A

Chip Description: Darkman appears and create 3 holes on the enemies side of the field. Then, bats will fly out, hitting the enemy multiple times.

Damage:Multiple hit bat attacks

V1-30

V2-30

V3-30

V4-30

V5-30

Elemental Weakness:N/A

Suggested Chip:N/A

() () ()

[P] [P] [P] [V] [V] [V]

[P] [D] [P] [V] [V] [V]

[P] [P] [P] [V] [V] [V]

()=Bat Caves

P=Panels

D=Darkman

V=Bats Path

Strategy:

=====
42.0=Yamatoman/Japanman.EXE

HP:V1-1600,V2-1800,V3-2000,SP-2200

Male

Bodyguard of "S". Yamatoman.EXE is the personal bodyguard of Serenade. He blocks the entrance to Secret Area 3. He is pretty tough, and he can reflect any buster attack. He can spear you if your in the back row or hit you multiple times if your in the front. He can call for back-up once you lower his health. Yamatoman is a tall navi in old Japanese armor. He holds a huge spear to kill his enemies.

Chips:

YamatomanY-Beat Yamatoman with a rank of 4-7.

YamatomanY V2-Beat Yamatoman V2 or V3 with a rank of 7-S

YamatomanY V3-Beat Yamatoman V3 with S rank.

YamatomanY V4-Beat Yamatoman V3 with S rank and in under 20 secs in Team Style

YamatomanY V5-Beat Yamatoman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Randomly appears in Yoka Inn Armor Display.

Navi P.A.:N/A

Chip Description: Yamatoman appears and does multiple hits with his spear to enemies in the area that is 2 columns ahead. Then he spears the enemies that are 3 spaces ahead. The best way to do damage is to get the enemy in front of you, and 2 columns ahead.

Damage:Multiple Spear attack

V1-40

V2-45

V3-50

V4-55

V5-60

Elemental Weakness:N/A

Suggested Chip:N/A

P=Panels
Y=Yamatoman stands here
H=Area of hits
B=Back-Up soilders
<=Path of the soilders

Multiple Hits

[P] [P] [P] [P] [H] [P]
[P] [P] [Y] [P] [H] [P]
[P] [P] [P] [P] [H] [P]

Spear Point

[P] [P] [P] [P] [P] [P]
[P] [P] [Y] [H] [H] [H]
[P] [P] [P] [P] [P] [P]

Back-Up

[P] [B] [<] [<] [<] [<]
[P] [P] [P] [Y] [P] [P]
[P] [<] [B] [<] [<] [<]

Strategy:

=====

43.0=Serenade

HP:V1-2000, SP-2600

Male=English Game;Female=Japanese(Thats what I hear, I might be wrong, but the translation of the game might have changed that)

The "King"(I'm talking about the English version of the game) of the Undernet. He is Ranked Number 1. If you beat him, you will become the champion. There is only one way to hurt him, and that is when he is in the middle front row and is about the blast you and crack panels. Buster attacks are useless against him. Good P.As are Bodyguard or 2xHero. If you have Blue version, you might want to have Folderback in your folder. He looks like a little arabian boy with loose clothes and has a couple ribbon like shields that stick out of his back.

Chips:

None. (There is the Serenade chip, but you get that in the Serenade Time Trails in the White Version)

Chip Class: None

Location: Serenade is in Secret Area 3 and is located on top of the stairs.

You MUST collect all 200 standard to enter past the "Door of Honor", to fight Serenade.

Navi P.A.:N/A

Chip Description: A Multiple hit Air burst attack on the enemies side of the field. Note-Requires Hole Chip to out on the field.

Nessie's Description:First, you need to use to Hole chip. The chip attack is exactly like a Serenade attack except that it freezes the time. It does 100 dammage and it's a Giga chip. It cracks random opponent's panels and all the cracked panels inflict 100 dammage to the enemy. If the opponent is locked, it does a lot of dammage.

Suggested Chip:N/A

Damage:100 damage Multiple hit attack.

Elemental Weakness:N/A

[P] [P] [P] [C] [E] [C]
[P] [S] [P] [C] [E] [C]
[P] [P] [P] [E] [C] [C]

S=Serenade

P=Panels

C=Cracked Panels

Enemies

Strategy:

=====

44.0=Bowlman.EXE (Blue Only)

HP:V1-1000,V2-1300,V3-1700,SP-2000

Male

Bowling theme Navi. Bowlman is a Blue Version only exclusive character. He can be found in the DNN fight machine. He is ranked number 2 in the Undernet and you must beat him for the title. He has a gattling type machine gun that shoots bowling pins at you. He also brings up bowling pins on your side of the field and knocks them down with a bowling ball to do damage. He is a fun Navi to net battle. He is pretty tall and has an arm made up of bowling balls and the other is a huge pin.

Chips:

BowlmanB-Beat Bowlman with a rank of 4-7.

BowlmanB V2-Beat Bowlman V2 or V3 with a rank of 7-S.

BowlmanB V3-Beat Bowlman with S rank.

BowlmanB V4-Beat Bowlman V3 with S rank and in under 20 secs in Team Style.

BowlmanB V5-Beat Bowlman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Top corner of the DNN netbattle machine in the studio.

Navi P.A.: Prix Power.

Chip Description: Bowlman appears and bowling pins be summoned and will go across the row you are in. Then he will roll a bowling ball at the pins. The pins and the ball will do damage. To do more damage, stand in the back row and line up with the enemy.

Damage:Multiple Bowling Attack

V1-100

V2-120

V3-140

V4-160

V5-180

Elemental Weakness:N/A

Suggested Chip:N/A

[+][+][+][+][+][+]

[B][P][P][P][P][P]

[+][+][+][+][+][+]

B=Bowlman

P=Pins rising/Row of where Bowlman rows bowling pins across the row.

+=Panels

Strategy: Move up and down to avoid his pin attack. After the pin attack he may do it again or pins will appear in your area and he will try to get a strike by hitting pins and sending them flying at you. If you hit pins enough when they are flying through the air in the pin shooter attack they will do the same thing, so move out of the way. strategy isnt that important here, skill and luck are.

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45.0=Mistman.EXE (White Only)

HP:SP-2000

Male

Genie in a bottle.

A white exclusive navi. He can be found in the DNN computer and he holds the rank of number two in the Undernet and you must beat him to claim the title.

MistmanM-Beat Mistman with a rank of 4-7.

MistmanM V2-Beat Mistman V2 or V3 with a rank of 7-S.

MistmanM V3-Beat Mistman with S rank.

MistmanM V4-Beat Mistman V3 with S rank and in under 20 secs in Team Style.

MistmanM V5-Beat Mistman SP.

Chip Class:All of them are Mega, but V5 is Giga.

Location: Top corner of the DNN netbattle machine in the studio.

Navi P.A.: Prix Power.

Chip Description:Mistman appears and goes through the rows to inflict damage.

If target it right, Mistman can do more damage by attacking twice in the middle row.

Nessie's Descrtiption:When you use the chip, one square of purple mist appears in front and one at the back of the opponent . However, if the opponent is on the back column, one square of mist appears in front but none at the back. If the opponent is on the front column, one square of mist will appear behind him but none at the front. It means that the spots of mists can only be on the opponent rows. Then, mistman appears from the spots of mist and hits the opponent.

Damage:Multiple Genie Damage

V1-90

V2-110

V3-130

V4-150

V5-170

Elemental Weakness:N/A

Suggested Chip:N/A

[P][P][P][#][E][P]
[P][M][P][P][#][E]
[P][P][P][E][#][P]

M=Mistman

#=Mist

E=Enemy

P=Panels

Strategy:

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Thanks for reading this character guide. You've made it to the end of the Guide!

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Any Thing Missed? Please E-mail me if I might have missed something or should have included something. If I can use it, I'll put it in the next update and give you proper credit. Don't send me useless crap like Japanese names and stuff...

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Credits:

CjayC for making the best site in the world. www.gamefaqs.com

GameFAQs: The best site in the world.

Myself: Well you guys have to give me credit.

Capcom: For making this awesome game.

GameFreakKid/Kyle Bennett:For Helping me from the beginning and helping me with the Strategies.

Blue Wizard: For giving me information on the Serenade Chip.

megaman9xp: For giving me information on the Serenade Chip.

nessie: For giving me Serenade and Mistman Chip Descriptions.

badfurl3: Ground Style info.

AngelicDemon3: For the ASCII Converter link.

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THE END

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