Mega Man Battle Network 3 Blue Chip List

by WoohooO   Updated on Aug 1, 2003

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This Chip list is for Megaman Battle Network 3 Blue only.
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These chip names are all official and this information comes
directly from the library in the game. Later Updates may
include PA's, Chip locations, and other information.

Note: All descriptions are directly from the chip, spelling
errors such as enmy instead of enemy are common.

Note2: All Navi chips(in exception to Roll V1-3 and Bass
chips can be found by defeating their corresponding Navi)
V5 chips can be received after defeating their corresponding
SP Navis (see Bonus Materials)

Update3: Added all chip locations
Update2: Added new section and a few more chip locations
Update1: Placed information on where to find chips in the faq. -incomplete

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Standard Class Chips
#.   Chip Name   Damage Element Rareness What it does
        Where to find it

1.   Cannon   40   None   *   Cannon to attack 1 enemy
        Canodumb's in Den Area 1
2.   HiCannon   60   None   **   Cannon to attack 1 enemy
        Canodumb2's in yoka areas
3.   M-Cannon   80   None   ***   Cannon to attack 1 enemy
        Canodumb3's in Tank in ACDC Town
4.   Airshot1   20   None   *   Knocks enemy back 1
        Comes in starting folder
5.   Airshot2   30   None   **   Knocks enemy back 1
        GMD's in beach area
6.   Airshot3   40   None   **   Knocks enemy back 1
        Enter 15789208 at the number machine in Higsby's shop
7.   LavaCan1   90   Fire   *   Fires lava fr. area
        Beat Volcano in Secret Area 2 and 3, undernet 3
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8.    LavaCan2      120     Fire    **       Fires lava fr. area
      Beat Volcaner in Secret Area 2 and 3
9.    LavaCan3      150     Fire    ***      Fires lava fr. area
      Beat Volcanest in Secret Area 3
10.   Volcanoe      150     Fire    ****     Fire lava from your area
      Beat Volcanest with Custom style in Secret Area 3
11.   ShotGun       30      None    *        Explodes 1 square behind
      GMD's in ACDC areas
12.   V-Gun         30      None    *        Explodes 2 diag. squares
      GMD's in ACDC areas
13.   SideGun       30      None    *        Explodes up, down on hit
      GMD's in ACDC areas
14.   Spreader      30      None    **       Creates a large explosion
      GMD's in ACDC areas
15.   Bubbler       60      Aqua    *        Explodes 1 square behind
      Shrimpy in Yoka areas
16.   Bub-V         60      Aqua    *        Explodes 2 diag. squares
      Shrimpy2 in undernet1
17.   BublSide      60      Aqua    **       Explodes up, down on hit
      Shrimpy3 in undernet7
18.   HeatShot      40      Fire    ***      Explodes 1 square behind
      Spikey in lans doghouse
19.   Heat-V        40      Fire    *        Explodes 2 diag. squares
      Spikey2 in lans doghouse
20.   HeatSide      40      Fire    **       Explodes up, down on hit
      Spikey3 in undernet 7, lans doghouse
21.   MiniBomb      50      None    ***      Throws a bomb 3 squares
      Comes in starting folder
22.   SnglBomb      50      None    *        Throws a big bomb 3 squares
      Beetle in beach areas
23.   DublBomb      50      None    *        Throws 2 big bombs 3 squares
      Deetle on Hades Isle
24.   TrplBomb      50      None    **       Throws 3 big bombs 3 squares
      Geetle in Secret areas
25.   CannBall      160     None    ***      Breaks 3rd panel ahead
      Hardheads in hospital area
26.   IceBall       120     Aqua    ***      Freezes 3rd sqr. ahead
      Coldheads in Hades Island's elimination console, must have fish
27.   LavaBall      140     Fire    ***      Shoot lava 3rd sq. ahead
      Heatheads in scilabs door to virus lab, must have oilbody
28.   BlkBomb1      120     Fire    **       Firebomb hits 3rd sq ahead!
      BMD in Hades elimination console
29.   BlkBomb2      170     Fire    ***      Firebomb hits 3rd sq ahead!
      BMD in undernet 2
30.   BlkBomb3      220     Fire    ****     Firebomb hits 3rd sq ahead!
      bugfrag trader in yoka area 1, costs 90
31.   Sword         80      None    *        Cuts enmy in front! Range: 1
      Comes in starting folder
32.   WideSwrd      80      None    **       Cuts enmy in front! Range: 3
      Comes in starting folder
33.   LongSwrd      80      None    ***      Cuts enmy in front! Range: 2
      Swordy in scilab areas
34.   FireSwrd      150     Fire    ***      Fire: Cuts fwd 3 squares
      Swordy2 in hospital areas
35.   AquaSwrd      150     Aqua    ***      Water: Cuts fwd 3 squares
      Swordy3 in secret areas
36.   ElecSwrd      130     Elec    ***      Elec: Cuts fwd 3 squares
      Shop in acdc square
37.   BambSwrd      140     Wood    ***      Wood: Cuts fwd 3 squares
      Shop in acdc square
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38.   CustSwrd       ????    None    ***      Cust Gauge = Atk Str
      Shop in acdc square
39.   VarSwrd        160     None    ****     A magical shifting sword
      Shop in beach square
40.   AirSwrd        100     None    ***      Wide swrd with air attack!
      Shop in under square
41.   StepSwrd       130     None    ****     2 steps, then uses wide swrd
      Job
42.   StepCros       130     None    ****     2 steps, then uses cross atk
      Bugfrag shop in undernet 2
43.   Slasher        240     None    ***      Cut while A button is held!
      Job
44.   ShockWav       60      None    *        Shock through enemies
      Metool in acdc areas
45.   SonicWav       80      None    **       Shock through enemies
      Metool2 in yoka areas
46.   DynaWave       100     None    ***      Shock through enemies
      Metool3 in yoka inn tv
47.   BigWave        190     None    ****     Shck wave cracks panels
      S-rank metool3 with custom style in yoka inn tv
48.   GutPunch       80      None    *        Punch pushes 1 square
      BMD in dex's pc
49.   GutStrgt       100     None    **       Punch 2 square range
      GMD's in beach areas
50.   GutImpct       160     None    ***      Punch pushes 1 square
      bugfrag trader in yoka area 1, costs 100
51.   DashAtk        90      None    *        Dash through enemies!
      Fishy in scilab area
52.   Burner         130     Fire    ***      Envelops you in flame!
      Fishy2 in yoka area 1
53.   Condor         180     None    ****     Chrge atk pierces enemies
      Fishy3 in undernet1
54.   Burning        150     Fire    ****     Fire atk in cross shape!
      S-rank Fishy2 with custom style in yoka area 1
55.   Zapring1       20      Elec    *        Pralyzing electric ring atk!
      Bunny in ACDC areas
56.   Zapring2       40      Elec    **       Pralyzing electric ring atk!
      HiBunny in undernet areas
57.   Zapring3       60      Elec    ***      Pralyzing electric ring atk!
      MegaBunny in WWW comp (flashmans)
58.   IceWave1       80      Aqua    *        Creates a 2 sq wide ice wave!
      Pengi in scilab vending machine
59.   IceWave2       100     Aqua    **       Creates a 2 sq wide ice wave!
      Pengu in scilab vending machine
60.   IceWave3       140     Aqua    ***      Creates a 2 sq wide ice wave!
      Penga in hospital area 5, equip fish
61.   Yo-Yo1         40      None    *        3-square yo-yo attack!
      Yorts in Beach areas
62.   Yo-Yo2         50      None    **       3-square yo-yo attack!
      Yurt in Undernet areas
63.   Yo-Yo3         60      None    ***      3-square yo-yo attack!
      Yart in Secret areas
64.   AirStrm1       50      None    *        Creates 3 whirlwinds
      SnoBlow in Beach areas
65.   AirStrm2       60      None    **       Creates 3 whirlwinds
      LoBlow in Hades Isle gargoyle
66.   AirStrm3       70      None    ***      Creates 3 whirlwinds
      MoBlow in Secret areas
67.   Arrow1         100     Elec    *        Bee fly diagonal paths
      Elebee in WWW area
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68.    Arrow2         130    Elec    **      Bee fly diagonal paths
       Elewasp in Secret area 2
69.    Arrow3         160    Elec    ***     Bee fly diagonal paths
       Elehornet in Principals PC, equip battery
70.    Ratton1        80     None    *       Crawling rat, turns once
       Ratty1 in Scilab area 1
71.    Ratton2        100    None    **      Crawling rat, turns once
       Ratty2 in undernet 7
72.    Ratton3        120    None    ***     Crawling rat, turns once
       Ratty3 in secret area 1
73.    FireRatn       230    None    ***     Activates when hit w/fire!
       PMD near Bowlman
74.    Wave           80     Aqua    ***     Creates a wave that moves 3 sq
       Jelly in WWW comps
75.    RedWave        90     Fire    ***     Creates a 3 sq wave of lava
       HeatJelly in undernet 7
76.    MudWave        100    Wood    ***     Mud wave advances 3 squares
       EarthJelly in Secret area 2
77.    Tornado        20     None    **      An 8-hit tornado 2 ahead
       BMD in Yoka area 1
78.    Spice1         80     Wood    *       Dangerous powder on all grass
       Mushy in Hospital bed
79.    Spice2         110    Wood    **      Dangerous powder on all grass
       Mashy in Hospital bed
80.    Spice3         140    Wood    ***     Dangerous powder on all grass
       Moshy in Secret areas
81.    Shake1         90     None    *       Vertical shaking 3 sq ahead
       Heavy in undernet5
82.    Shake2         110    None    **      Vertical shaking 3 sq ahead
       Heavier in WWW hidden console
83.    Shake3         140    None    ***     Vertical shaking 3 sq ahead
       Heaviest in Secret areas
84.    NoBeam1        200    None    **      Fires if something behind
       NO1's in secret area 1
85.    NoBeam2        260    None    ***     Fires if something behind
       NO2's in secret area 2
86.    NoBeam3        300    None    ****    Fires if something behind
       NO3's in secret area 3
87.    Hammer         100    None    **      Hammer smashes front!
       BMD in ZOO area 4
88.    Geyser         200    Aqua    ****    Geyser 3 squares forward
       PMD in Zoo, hidden console
89.    Rope1          50     Wood    *       Entwines adjacent enemies!
       Viney in Hospital areas
90.    Rope2          70     Wood    **      Entwines adjacent enemies!
       Viner in Undernet
91.    Rope3          90     Wood    ***     Entwines adjacent enemies!
       Vinest in WWW comps, equip jungle
92.    Boomer1        60     Wood    *       Boomerang encircles field
       Boomer in SciLab areas
93.    Boomer2        80     Wood    **      Boomerang encircles field
       Gloomer in undernet areas
94.    Boomer3        100    Wood    ***     Boomerang encircles field
       Doomer in Secret areas
95.    PoisMask              None    *       Poison area w/ A button!
       Puffball in Undernet areas
96.    PoisFace              None    **      Spread poison w/ A button!
       Poofball in Hospital areas
97.    RockArm1       100    None    *       Paralyzes enemy w/ erthquake
       Crasher in Scilab areas
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98.     RockArm2        150     None    **      Paralyzes enemy w/ erthquake
        Crasher2 in DNN van
99.     RockArm3        200     None    ***     Paralyzes enemy w/ erthquake
        Breaker in Secret areas
100.    CrsShld1        160     None    *       Guard, and bite into the enemy
        Dominerd in Undernet areas
101.    CrsShld2        210     None    **      Guard, and bite into the enemy
        Dominerd2 in WWW consoles
102.    CrsShld3        260     None    ***     Guard, and bite into the enemy
        Dominerd3 in Secret area 3
103.    Magnum1         120     Fire    *       Cursor destroys panel!
        Basher in WWW areas
104.    Magnum2         150     Fire    **      Cursor destroys panel!
        Smasher in Secret area 3
105.    Magnum3         180     Fire    ***     Cursor destroys panel!
        Trasher in Tank in ACDC Town, equip oilbody
106.    Plasma1         30      Elec    *       Launches electric attack
        Plasma in Principals PC
107.    Plasma2         60      Elec    **      Launches electric attack
        PlasmaBall in WWW areas
108.    Plasma3         90      Elec    ***     Launches electric attack
        PlasmaGlobe in Secret areas
109.    RndmMetr        100     Fire    ***     Meteors smash enemies!
        Metrid in undernet1
110.    HoleMetr        100     Fire    ***     Meteors smash into sq
        WWW areas
111.    ShotMetr        100     Fire    ***     Meteors shoot out forward
        Secret areas
112.    Needler1        30      None    *       Advance w/ A, stop to attack
        Needler in Hospital areas
113.    Needler2        40      None    **      Advance w/ A, stop to attack
        Nailer in tank in ACDC Town
114.    Needler3        50      None    ***     Advance w/ A, stop to attack
        Needlest in Secret area 3
115.    Totem1          100     Fire    *       Creates a totem to blow fire
        Totem in Hospital areas
116.    Totem2          140     Fire    **      Creates a totem to blow fire
        Totam in undernet 5
117.    Totem3          180     Fire    ***     Creates a totem to blow fire
        Totem in secret area 1
118.    Sensor1         100     Elec    ***     Sensor to watch sq ahead
        KillerEye in Undernet
119.    Sensor2         130     Elec    ***     Watch sq ahead or diagonal
        DemonsEye in Undernet
120.    Sensor3         130     Elec    ***     Watch sq ahead or diagonal
        JokersEye in Secret area
121.    MetaGel1        90      Aqua    *       Gel atk steals a panel!
        Slimey in Yoka areas
122.    MetaGel2        130     Aqua    **      Gel atk steals a panel!
        Slimer in Hospital Vending Machine
123.    MetaGel3        170     Aqua    ***     Gel atk steals a panel!
        Slimest in Secret areas
124.    Pawn            90      None    ***     Attack by pressing A button
        Shop in Undernet 4
125.    Knight          150     None    ***     Jumps fwd and attacks
        Shop in Under Square
126.    Rook                    None    ***     Protects you from attacks
        GMD's In Secret areas
127.    Team1           10      None    **      Powers up when ally is hit
        Teamy in DNN editting room control panel
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128.   Team2                 None    **      Ally's HP recovered if hurt
       Teamy in DNN editting room control panel
129.   TimeBomb     150      None    ***     An area-wide time bomb
       Shop in Beach Square
130.   Mine         300      None    ***     Places a mine in enmy area
       GMD's in Secret area 3
131.   Lance        130      Wood    ***     Lances through back line
       BMD in Undernet 3
132.   Snake        40       Wood    ***     Snake from hole in area
       Recieve from higsby
133.   Guard                 None    *       Repels enemy's attack
       Mettaurs in ACDC areas
134.   PanlOut1              None    *       Destroys 1 panel in front
       GMD's in ACDC area
135.   PanlOut3              None    *       Destroys 3 panels in front
       BMD in ACDC area 3
136.   PanlGrab              None    *       Steals one enemy square!
       Shop in ACDC Square
137.   AreaGrab              None    **      Steals left edge from enmy
       Shop in Yoka Square
138.   GrabBack     40       None    ***     Retaliate stolen panels!
       BMD in Scilab 2
139.   GrabRvng     80       None    ****    Retaliate stolen panels!
       Job
140.   RockCube              None    *       Places a rock cube in front
       Shop in Scilab Square
141.   Prism                 None    ***     Prism fires randomly
       Win gambling in scilab 4 times in a row
142.   Wind                  None    *       Windbox blows at enmy area
       Windbox in Yoka areas
143.   Fan                   None    *       Vacuum pulls enemies
       FanBox in Undernet areas
144.   Fanfare               None    ***     Take no damage for a while
       Trumpy in Beach areas
145.   Discord               None    ***     Confuses enemies w/ music
       Tuby in Undernet areas
146.   Timpani               None    ***     Paralyzes enemies w/ music
       Piccolo in WWW areas
147.   Recov10               None    *       Recovers 10HP
       Shop in ACDC 2
148.   Recov30               None    *       Recovers 30HP
       BMD in ZOO area 3
149.   Recov50               None    **      Recovers 50HP
       GMD's in Yoka and Scilab areas
150.   Recov80               None    **      Recovers 80HP
       Beach area GMD's
151.   Recov120              None    ***     Recovers 120HP
       BMD in Hospital area 1
152.   Recov150              None    ***     Recovers 150HP
       BMD in WWW areas
153.   Recov200              None    ****    Recovers 200HP
       BMD in Undernet 4
154.   Recov300              None    ****    Recovers 300HP
       Will Job
155.   Repair                None    *       Fix your area's panels
       BMD in Yai's Phone
156.   SloGauge              None    ***     CustGauge slows down in battle
       Job
157.   FstGauge              None    ***     CustGauge speeds up in battle
       Job
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158.    Panic                   None    ***     Confuses enmies if you are
        PMD in ACDC area 1
159.    Geddon1                 None    ***     Cracks all panels!
        BMD in Zoo comp
160.    Geddon2                 None    ****    Breaks all empty squares!
        Under plant in Hospital area 3
161.    Geddon3                 None    ****    Turn all panels to swamp!
        BMD in Secret area 1
162.    CopyDmg                 None    ***     Duplicate damage on 2nd enemy
        BMD in Zoo area 2
163.    Invis                   None    ***     Invisible for a while
        ACDC Square Shop
164.    Shadow                  None    ***     Only swrd attack hurt you
        Shadow in Secret area 2
165.    Mole1                   None    *       Attacks fr. under ground!
        Momogra in Hades area
166.    Mole2                   None    **      Attacks fr. under ground!
        Momogro in undernet 7
167.    Mole3                   None    ***     Attacks fr. under ground!
        Momogru in secret areas
168.    AirShoes                None    ***     Can stand on empty squares
        BMD in Virus Lab door
169.    Barrier                 None    *       Nullifies 10HP of damage!
        Shop in ACDC area 2
170.    Barr100                 None    **      Nullifies 100HP of damage!
        Shop in Beach Square
171.    Barr200                 None    ***     Nullifies 200HP of damage!
        Job
172.    Aura                    None    ***     Repels attacks under 100
        Undernet 6, access from DNN Editting room
173.    NrthWind                None    ****    Wind removes auras, etc
        Shop in Secret area 2
174.    Mettaur       ????      None    *****   Summons a Mettaur to fight!
        Virus lab
175.    Bunny         ????      Elec    *****   Summons a Bunny to fight!
        Virus lab
176.    Spikey        ????      Fire    *****   Summons a Spikey to fight!
        Virus lab
177.    Swordy        ????      None    *****   Summons a Swordy to fight!
        Virus lab
178.    Jelly         ????      None    *****   Summons a Jelly to fight!
        Virus lab
179.    Mushy         ????      Wood    *****   Summons a Mushy to fight!
        Virus lab
180.    Momogra       ????      None    *****   Summons a Momogra to fight!
        Virus lab
181.    KillrEye      ????      Elec    *****   Summons a KillerEye to fight!
        Virus lab
182.    Scuttlst      ????      None    *****   Summons a Scuttlest to fight!
        Virus lab
183.    Hole                    None    ****    Open hole to dark world
        BMD in secret area 3
184.    HolyPanl                None    **      Creates a holy pnl in front
        Brushman in Undernet 5
185.    LavaStge                None    ***     Changes all panls to lava
        Mr. Match (main story)
186.    IceStage                None    ***     Changes all panls to ice
        Trade for FireSword P outside Ura Inn
187.    GrassStg                None    ***     Changes all panls to grass
        ACDC Square Shop
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188.    SandStge              None    ***      Changes all panls to sand
        GMD's in Undernet area 3
189.    MetlStge              None    ***      Changes all panls to metal
        Shop in Beach Square
190.    Snctuary              None    ****     Change own panls to holy
        BMD in Secret area 3
191.    AntiDamg      100     None    ***      Sets trap & throws stars!
        Shop in Scilab Square
192.    AntiSwrd      100     None    ***      Retaliate for sword damage
        Trade for Shadow J with man in DNN Editting Room
193.    AntiNavi              None    ****     Take the enemy's Navi away
        BMD in Secret area 2
194.    AntiRecv              None    ***      Punish recovery of HPs!
        Job
195.    Atk+10                None    *        +10 for selected atk chip
        ACDC area 2 shop
196.    Fire+30               None    **       +30 for Fire atk chip
        BMD in hot springs Lion Console
197.    Aqua+30               None    **       +30 for Aqua atk chip
        Job
198.    Elec+30               None    **       +30 for Elec atk chip
        Zoo area
199.    Wood+30               None    **       +30 for Wood atk chip
        Bugfrag shop in Yoka 1
200.    Navi+20               None    **       +20 for selected Navi chip
        Bugfrag shop in Undernet 2


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Mega Class Chips
#.      Chip Name       Damage  Element Rareness What it does
        Where to find it

1.      Muramasa        ????    None    *****    Power= amount of HP lost!
        Enter 50098263 at the number machine in Higsby's shop
2.      HeroSwrd        180     None    ****     Legendary swrd cuts 3 sq!
        Enter 03284579 at the number machine in Higsby's shop
3.      ZeusHamr        250     None    *****    Damages anyone on a panel
        Trade at hades isle, bring grabback K
4.      StandOut        220     Fire    ***      Heat: Send Fire into hole
        Can be bought from Mr. Higsby at his shop
5.      Salamndr        300     Fire    ****     Heat: Send Fire into hole
        Enter 65497812 at the number machine in Higsby's shop
6.      WatrLine        180     Aqua    ***      Water: Draw wter from hole
        Can be bought from Mr. Higsby at his shop
7.      Fountain        240     Aqua    ***      Water: Draw wter from hole
        Enter 88543997 at the number machine in Higsby's shop
8.      Ligtning        160     Elec    ***      Elec: Dmgs object & area
        Can be bought from Mr. Higsby at his shop
9.      Bolt            210     Elec    ***      Elec: Dmgs object & area
        Enter 54390805 at the number machine in Higsby's shop
10.     GaiaSwrd        100     Wood    ***      Wood: Take power frm next chip
        Can be bought from Mr. Higsby at his shop
11.     GaiaBlad        100     Wood    ****     Wood: Take power fr. next chip
        Enter 33157825 at the number machine in Higsby's shop
12.     Meteors         40      Fire    ****     Drop many meteors on enemy
        Bugfrag Trader in Undernet 2, use gargoyle on Hades Isle to access
13.     Guardian              None    *****    Statue punishes when hit
        BMD in undernet 7
14.     Anubis                None    *****    Anubis poisons enemies
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              Can be bought from Mr. Higsby at his shop for 80000z
15.     Godstone       150     None    ****    Summons a GodStone from hole
        Bugfrag Trader in Undernet 2, use gargoyle on Hades Isle to access
16.     OldWood        100     Wood    ****    Summons OldWood from hole
        Can be bought from shop in Undernet Square
17.     Jealousy       100     None    ***     More dmg if enemy has chips
        DNN editting console
18.     Poltrgst               None    *****   Objects thrown at enemies!
        Basement of hospital, behind tree of life
19.     LifAura                None    ****    Repel all attacks under 200
        Scuttles in Secret Area 3
20.     FullCust               None    ***     CustGauge instantly refills!
        Bugfrag Shop in undernet 2
21.     Atk+30                 None    ***     +30 for selected atk chip
        Shop in undernet 4
22.     Navi+40                None    ***     +40 for selected Navi chip
        Quiz Master on Hades Isle
23.     Roll           20      None    ***     Attack an enemy, heal you
24.     RollV2         30      None    ****    Attack an enemy, heal you
25.     RollV3         40      None    *****   Attack an enemy, heal you
26.     GutsMan        50      None    ***     Sneaks up to smash panels
27.     GutsManV2      70      None    ****    Sneaks up to smash panels
28.     GutsManV3      90      None    *****   Sneaks up to smash panels
29.     GutsManV4      100     None    *****   Sneaks up to smash panels
30.     ProtoMan       160     None    ***     Moves in to slice the enemy
31.     ProtoMnV2      180     None    ****    Moves in to slice the enemy
32.     ProtoMnV3      200     None    *****   Moves in to slice the enemy
33.     ProtoMnV4      220     None    *****   Moves in to slice the enemy
34.     FlashMan       50      Elec    ***     Flash atk paralyzes enemy
35.     FlashMnV2      70      Elec    ****    Flash atk paralyzes enemy
36.     FlashMnV3      90      Elec    *****   Flash atk paralyzes enemy
37.     FlashMnV4      120     Elec    *****   Flash atk paralyzes enemy
38.     BeastMan       40      None    ***     Claw atk 3 squares ahead!
39.     BeastMnV2      50      None    ****    Claw atk 3 squares ahead!
40.     BeastMnV3      60      None    *****   Claw atk 3 squares ahead!
41.     BeastMnV4      70      None    *****   Claw atk 3 squares ahead!
42.     BubblMan       20      Aqua    ***     Fires several AquaShots
43.     BubblMnV2      20      Aqua    ****    Fires several AquaShots
44.     BubblMnV3      20      Aqua    *****   Fires several AquaShots
45.     BubblMnV4      20      Aqua    *****   Fires several AquaShots
46.     DesrtMan       120     None    ***     Launches fists at enemies!
47.     DesrtMnV2      140     None    ****    Launches fists at enemies!
48.     DesrtMnV3      160     None    *****   Launches fists at enemies!
49.     DesrtMnV4      180     None    *****   Launches fists at enemies!
50.     PlantMan       20      Wood    ***     Vines harm all enemies!
51.     PlantMnV2      30      Wood    ****    Vines harm all enemies!
52.     PlantMnV3      40      Wood    *****   Vines harm all enemies!
53.     PlantMnV4      50      Wood    *****   Vines harm all enemies!
54.     FlamMan        120     Fire    ***     Flames burn all enemies!
55.     FlamManV2      150     Fire    ****    Flames burn all enemies!
56.     FlamManV3      180     Fire    *****   Flames burn all enemies!
57.     FlamManV4      210     Fire    *****   Flames burn all enemies!
58.     DrillMan       70      None    ***     3 drills fly at enemies!
59.     DrillMnV2      90      None    ****    3 drills fly at enemies!
60.     DrillMnV3      110     None    *****   3 drills fly at enemies!
61.     DrillMnV4      130     None    *****   3 drills fly at enemies!
62.     MetalMan       100     None    ***     Iron fist smashes 1 square!
63.     MetalMnV2      130     None    ****    Iron fist smashes 1 square!
64.     MetalMnV3      160     None    *****   Iron fist smashes 1 square!
65.     MetalMnV4      190     None    *****   Iron fist smashes 1 square!
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66.     KingMan         140     None    ***     Move up 3 square & 4-way hit
67.     KingManV2       170     None    ****    Move up 3 square & 4-way hit
68.     KingManV3       200     None    *****   Move up 3 square & 4-way hit
69.     KingManV4       240     None    *****   Move up 3 square & 4-way hit
70.     MistMan         90      None    ***     Appears from mist & attacks
71.     MistManV2       110     None    ****    Appears from mist & attacks
72.     MistManV3       130     None    *****   Appears from mist & attacks
73.     MistManV4       150     None    *****   Appears from mist & attacks
74.     BowlMan         100     None    ***     Lines up pins for a strike!
75.     BowlManV2       120     None    ****    Lines up pins for a strike!
76.     BowlManV3       140     None    *****   Lines up pins for a strike!
77.     BowlManV4       160     None    *****   Lines up pins for a strike!
78.     DarkMan         30      None    ***     Creates 3 caves in enmy area
79.     DarkManV2       30      None    ****    Creates 3 caves in enmy area
80.     DarkManV3       30      None    *****   Creates 3 caves in enmy area
81.     DarkManV4       30      None    *****   Creates 3 caves in enmy area
82.     JapanMan        40      None    ***     Multiple attacks w/ spear
83.     JapanMnV2       45      None    ****    Multiple attacks w/ spear
84.     JapanMnV3       50      None    *****   Multiple attacks w/ spear
85.     JapanMnV4       55      None    *****   Multiple attacks w/ spear


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Giga Class Chips
#.      Chip Name       Damage  Element Rareness What it does
        Where to find it


1.      FoldrBak                None    *****    Restores all chips & folders
        Bugfrag Trader in Undernet 3, use gargoyle on Hades Isle to access.
2.      Bass+           550     None    *****    Dark chip Smashes panels!
        Defeat Bass GS
3.      DarkAura                None    *****    Dark chip repels <300 atks
        Complete serenade time trials
4.      DeltaRay        220     None    *****    Use A btn for up to 3 attacks
        Have 3 stars and then netbattle with a friend.  S-rank them to earn it.
5.      AlphArmQ        500     None    *****    Launches a giant rocket
        Defeat Alpha omega after obtaining 7 stars
6.      GutsManV5       120     None    *****    Sneaks up to smash panels
7.      ProtoMnV5       240     None    *****    Moves in to slice the enemy
8.      FlashMnV5       150     Elec    *****    Flash atk paralyzes enemy
9.      BeastMnV5       80      None    *****    Claw atk 3 squares ahead!
10.     BubblMnV5       20      Aqua    *****    Fires several AquaShots
11.     DesrtMnV5       210     None    *****    Launches fists at enemies!
12.     PlantMnV5       60      Wood    *****    Vines harm all enemies!
13.     FlamManV5       240     Fire    *****    Flames burn all enemies!
14.     DrillMnV5       150     None    *****    3 drills fly at enemies!
15.     MetalMnV5       250     None    *****    Iron fist smashes 1 square!
16.     KingManV5       280     None    *****    Move up 3 square & 4-way hit
17.     MistManV5       170     None    *****    Appears from mist & attacks
18.     BowlManV5       180     None    *****    Lines up pins for a strike!
19.     DarkManV5       30      None    *****    Creates 3 caves in enmy area
20.     JapanMnV5       60      None    *****    Multiple attacks w/ spear


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Bonus Material:

Get all 7 stars!
1: Beat Alpha
2: Get all Standard Chips
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3: Beat Forte GS
4: Finish all Serenade Time-Trials
5: Get all Megachips
6: Complete PA Library
7: Defeating all SP Navis (Not including Proto SP)


SP Navis!
After earning atleast 5 stars, go to the title screen and enter the code...
Hold Left and press... RRLRLRLL
The stars should move closer together and you can now fight SP Navis


Custom Style * Codes (entire section by PhatoseAlpha)
The following chips are known to drop in * code if you s-rank the
appropriate viruses in custom style without using the buster or megachips.


Cannon * - Cannondumb, ACDC and other places
SnglBomb * - Beetle, Zoo computer
DbleBomb * - Beetle2, Beach area
DashAtk * - Fishy1s, Scilab Area
IceWave * - Penguin, Hospital TV/Scilab drink machine
IceWav2 * - Penguin2, Hospital Drink Machine
Spice * - Mushy, Bed Yai was in in the hospital
Boomer * - Boomer, Tamiko's HP
Boomer2 * - Boomer2, lower areas of undernet
PosnFace * - Poisonface, Undernet 7
Rockarm * - Rockarms, scilab
Rockarm2 * - Rockarms2s, beach area/undernet
CrseShld * - Dominerds, lower areas of undernet
Team 1 * - Twins1 enemy - don't remember where, I think TV station
computer that leads to bubbleman
Fanfare * - Eh..the trumpet looking things, Numberman poster
Discord * - The purple trumpets, Undernet 7
Shadow * - Shadow enemys, secret area/Undernet 6 when darkman beta
can appear there
HolyPanl * - Brushman, Undernet 4/5/6
Lavaball * - Lavahead, Scilab door w/ oilbody
Iceball * - Coldheal, Hades isle w/fish
PosnMask * - Poisonmasks, Hospital computer 4 ect
Mole1 * - Mole1s, Hades Isle
Mole2 * - Mole2s, Undernet 7


Those are all the ones I know of. There may be others, I've missed.
If you have one to add, let me know, I'll check it out and add it.
No "Only rarely drops in custom sytles" please - if I can't confirm
it, I can't add it.


Crseshld 1 * is very hard to obtain, just cause dominerds are a
pain to S rank. I got lucky with a blackbomb 3, heatside, and
lifesword draw against 2 ratton2s and a dominerd. Expect difficulties
if you're after that one.


Shadow * is easiest to obtain when darkman can appear in Undernet 6.
An encounter with a shadow and some other weak virus appears, and you
can kill both in 1 shot with lifesword.


Poisonface's always seem to appear with totems 2s. Use copydamage on
the poisonface, and a high powered attack on the totem2 to s-rank them.


Lavaball is the easiest - quickly chuck a blackbomb 3 directly at it,
it will detonate and take out it and the 2 fishys that are always with
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it. Unforunately, you usually get dash *, so keep at it.

Iceball is a pain too, primarily cause they appear in only pairs, so
you have to work darned fast for the S rank. I did this - equip a heatstyle
or floatshoes. Move forward 1 square, toss a blackbomb 3 L. Move up 1 square.
Wait till the bottom coldhead makes the about to open motion, then copydamage
on the top one, then a heatside L to detonate the blackbomb.

PosnMask - Use the Poisonface copydamage trick. Copydamage on the face, hit
the totem1 that's always there with something hard enough to kill them.

Mole 1/2 - Oh good lord, this one is sheer torture. Since you can't use
gutsman, you're very limited. I suppose you could hope to get lucky with
a gelrain PA. I personally got lucky with Bigwaves and Mine * - move to
the back row to use bigwave, so they won't jump behind you and dodge it.
Use mines, and hope. It's not pleasant.

Credits: PhatoseAlpha for the Custom Style * Code drops
                 Phoenix Blade for the Godstone location
                 Capcom for the great game
                 The game for the info

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