

Mega Man Battle Network 3 Blue/White Shop List

by The Dark Unknown

Updated to v1.2 on Aug 3, 2004

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|M|e|g|m|a|n| |B|a|t|t|l|e| |N|e|t|w|o|r|k| |3|
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By: The Dark Unknown

Version: 1.2

Any suggestions can be posted at the Megaman Battle Network 3 Blue Message Board at GameFAQs (www.gamefaqs.com). If I don't reply or whatever, e-mail me at powerclash_192 AT hotmail DOT com.

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Section A) Introduction to Shops [#IntS]
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Within MegaMan Battle Network 3, like any other RPG game, Shops play an important role in upgrading your Characters and buying useful items.

Aside from picking up Mystery Data and deleting Viruses for Chips, you are

entitled to buying Chips from Shops. Not only that, but items like HP Memory, and various Navi Customizer Programs are available only in shops.

This Guide makes MMBN3 Shopping easy, with it's [ALL NEW E-SHOPPING NETWORK]! ...Wait...No. They must have deleted my program! ;_;

Anyhow, enjoy the lists! They'll help you find whatever is sold in shops. Both versions (White & Blue), as well as other shops like SubChip Shops are covered within this Guide.

And...we move down the page.

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Section B) Shop Lists for MMBN3 White [#ShopW]
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Looking for a certain chip? Look no further! Heeeeere's the MMBN3 <White> Shop List! [Zenny -> Chip/HP Mem]. For only \$19.99, you can take your very own Shop List home! </bad advertisement>

Example:

Shop Location: (Where the shop is)
 Shop Merchant: (What Navi sells the items)
 HP Memory --- Amount of Item in stock --- Cost of Item (Zenny)
 Chips: (Chips sold at that shop)
 Name of Chip [Code] --- Amount of chip in stock --- Cost of Chip (Zenny)

db-db

Shop Location: ACDC Area 2
 Shop Merchant: Green Generic Navi

```
HP Memory ----- x2 ----- 1000Z -> 3000Z
V-Gun L ----- x3 ----- 200Z
Barrier L ----- x3 ----- 500Z
Recover 10 * ----- x3 ----- 500Z
HeatShot B ----- x3 ----- 800Z
```

=====

Shop Location: ACDC Square
 Shop Merchant: Green Generic Navi (Behind a Counter)

```
HP Memory ----- x2 ----- 2000Z -> 5000Z
Attack +10 * ----- x3 ----- 300Z
PanelOut 1 L ----- x3 ----- 600Z
GrassStage * ----- x3 ----- 1000Z
BambooSword P ----- x1 ----- 5000Z
```

=====

Shop Location: SciLab Square
 Shop Merchant: Green Generic Navi (Behind a Counter)

```
HP Memory ----- x3 ----- 2000Z -> 4000Z -> 8000Z
RockCube * ----- x3 ----- 500Z
Cannon C ----- x3 ----- 800Z
```

Wind A ----- x3 ----- 1000Z
StepSword P ----- x1 ----- 7000Z

=====

Shop Location: Higsby's Shop (Regular Shop)
Shop Merchant: Higsby (Behind his counter)

StandOut * ----- x1 ----- 6000Z
WaterLine * ----- x1 ----- 6000Z
Lightning * ----- x1 ----- 6000Z
GaiaSword * ----- x1 ----- 6000Z
Elec +30 * ----- x1 ----- 5000Z
CountBomb M ----- x1 ----- 6000Z
AirSword R ----- x1 ----- 14000Z
OldWood W ----- x1 ----- 40000Z

=====

Shop Location: Yoka Square
Shop Merchant: Green Generic Navi (Behind a Counter)

HP Memory ----- x3 ----- 4000Z -> 8000Z -> 12000Z

AreaGrab * ----- x3 ----- 1600Z
DoubleBomb H ----- x3 ----- 2000Z
Yo-Yo 1 G ----- x3 ----- 3000Z
ElecSword N ----- x1 ----- 5000Z

=====

Shop Location: Beach Square
Shop Merchant: Green Generic Navi (Behind a Counter)

HP Memory ----- x3 ----- 5000Z -> 9000Z -> 13000Z

MetalStage S ----- x1 ----- 2800Z
CountBomb L ----- x1 ----- 4000Z
CustomSword B ----- x1 ----- 5000Z
GodStone S ----- x1 ----- 8000Z

=====

Shop Location: UnderNet 4
Shop Merchant: Purple UnderNet Navi

HP Memory ----- x3 ----- 8000Z -> 12000Z -> 16000Z

Pawn N ----- x3 ----- 5000Z
AntiDamage M ----- x1 ----- 5000Z
Recover 200 W ----- x1 ----- 10000Z
VarSword D ----- x1 ----- 10000Z

=====

Shop Location: UnderNet Square
Shop Merchant: Purple UnderNet Navi (Behind a counter)

HP Memory ----- x3 ----- 12000Z -> 16000Z -> 20000Z

VarSword E ----- x1 ----- 8000Z

Knight V ----- x1 ----- 1000Z
NorthWind Z ----- x1 ----- 1300Z
FullCust * ----- x1 ----- 500Z

=====

Shop Location: Secret Area 2
Shop Merchant: Ghost Navi

HP Memory ----- x3 ----- 2000Z -> 3000Z -> 4000Z

BlkBomb 3 L ----- x1 ----- 1000Z
GutsImpact I ----- x1 ----- 1300Z
Attack+30 * ----- x1 ----- 1500Z
Meteors R ----- x1 ----- 3000Z

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Section C) Shop Lists for MMBN3 Blue [#ShopB]
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You Blue Players seem left out...=P
Here's the MMBN3 Blue Shop List (For Zenny -> Chip/HP Mem Shops) to cheer you
d00ds up.

Example:
Shop Location: (Where the shop is)
Shop Merchant: (What Navi sells the items)
HP Memory --- Amount of Item in stock --- Cost of Item (Zenny)
Chips: (Chips sold at that shop)
Name of Chip --- Amount of chip in stock --- Cost of Chip (Zenny)

Shop Location: ACDC Area 2
Shop Merchant: Green Generic Navi

HP Memory ----- x2 ----- 1000Z -> 3000Z

BubbleShot E ----- x3 ----- 600Z
Recover 30 F ----- x3 ----- 800Z
AreaGrab * ----- x1 ----- 1200Z
DashAttack C ----- x1 ----- 1400Z

=====

Shop Location: ACDC Square
Shop Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x2 ----- 2000Z -> 5000Z

Invis * ----- x3 ----- 600Z
MetalStage D ----- x3 ----- 3000Z
ElecSword N ----- x1 ----- 3800Z
VarSword B ----- x1 ----- 5000Z

=====

Shop Location: SciLab Square
Shop Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x3 ----- 2000Z -> 4000Z -> 8000Z

Mole 1 * ----- x3 ----- 1000Z

Twister C ----- x3 ----- 3000Z

AntiDamage M ----- x1 ----- 3800Z

CountBomb K ----- x1 ----- 5200Z

=====

Shop Location: Higsby's Shop (Regular Shop)

Shop Merchant: Higsby (Behind his counter)

StandOut * ----- x1 ----- 6000Z

WaterLine * ----- x1 ----- 6000Z

Lightning * ----- x1 ----- 6000Z

GaiaSword * ----- x1 ----- 6000Z

Recover 80 * ----- x1 ----- 5000Z

RedWave J ----- x1 ----- 7500Z

Mine R ----- x3 ----- 14000Z

Anubis A ----- x1 ----- 80000Z

=====

Shop Location: Yoka Square

Ship Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x3 ----- 4000Z -> 8000Z -> 12000Z

Needler 1 J ----- x1 ----- 3200Z

BambooSword P ----- x1 ----- 3500Z

Lance Z ----- x1 ----- 4000Z

RockArm 1 R ----- x1 ----- 5000Z

StepSword P ----- x1 ----- 6400Z

=====

Shop Location: Beach Square

Shop Merchant: Green Generic Navi (Behind a counter)

HP Memory ----- x3 ----- 5000Z -> 9000Z -> 13000Z

GrassStage R ----- x3 ----- 1000Z

CountBomb J ----- x1 ----- 4000Z

Barrier 200 R ----- x1 ----- 6000Z

VarSword D ----- x1 ----- 10000Z

=====

Shop Location: UnderNet 4

Shop Merchant: Purple UnderNet Navi

HP Memory ----- x3 ----- 8000Z -> 12000Z -> 16000Z

CurseShield 3 N ----- x1 ----- 7500Z

FireRatton B ----- x1 ----- 9000Z

Recover 150 * ----- x1 ----- 12000Z

StepCross P ----- x1 ----- 13000Z

Attack +30 * ----- x1 ----- 14000Z

=====

Shop Location: UnderNet Square

Shop Merchant: Purple UnderNet Navi (Behind a counter)

```

HP Memory ----- x3 ----- 12000Z -> 16000Z -> 20000Z

CountBomb L ----- x1 ----- 4000Z
AirSword * ----- x1 ----- 6000Z
Navi +20 * ----- x1 ----- 7500Z
OldWood W ----- x1 ----- 15000Z

```

Shop Location: Secret Area 2
Shop Merchant: Ghost Navi

```

HP Memory ----- x3 ----- 20000Z -> 30000Z -> 40000Z

AirStorm 3 I ----- x3 ----- 9000Z
BigWave J ----- x1 ----- 11000Z
NorthWind C ----- x1 ----- 12000Z
GutsImpact G ----- X1 ----- 12000Z

```

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Section D) Higsby's Chip Order Price List [#HiCO]
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After Bubbleman's Scenario, Higsby's shop will have a new option called Chip Order (The new second option). This option allows you to buy any of the chips recorded in your Library, including any data obtained by using Library Compare. That means you can buy any chip you don't have if you use Library Compare with another cartridge that has the chip.

Chip Order has 1 of each chip in stock normally, so if you want to buy more of the same chip in Higsby's shop, you'll have to put that chip into any Chip Trader.

For example, if I were to slot a Invis F into a Chip Trader, 1 more Invis will be added to Higsby's Chip Order's Invis Stock. It will come in * code, since that's what Higsby sells it as.

<NOTE>
Punk (At the very end of the MegaClass Chips List) is only obtainable through Capcom Promotions. The only use for buying it is to give it to someone else.

The Virus Family chips as well as the GigaChips, are only in stock if you put the one you have into a Chip Machine. The Virus Family Chips will change code if you buy it from Higsby, but the GigaChips stay the same code.

Key:
(VF) = Virus Family Chip

db-db

Name of Chip ----- Code of chip (A-Z,*) ---- Price (Zenny)
=====

<+-[Standard Chips]-->

| | | |
|---------------|---------|--------------|
| Cannon | ----- C | ----- 200Z |
| HiCannon | ----- J | ----- 500Z |
| MegaCannon | ----- Q | ----- 1000Z |
| AirShot 1 | ----- * | ----- 600Z |
| AirShot 2 | ----- * | ----- 1200Z |
| AirShot 3 | ----- * | ----- 3000Z |
| MagmaCannon 1 | ----- S | ----- 4000Z |
| MagmaCannon 2 | ----- F | ----- 5500Z |
| MagmaCannon 3 | ----- J | ----- 8000Z |
| Volcano | ----- A | ----- 14800Z |
| ShotGun | ----- J | ----- 200Z |
| V-Gun | ----- L | ----- 300Z |
| SideGun | ----- M | ----- 400Z |
| Spreader | ----- O | ----- 1000Z |
| BubbleSho | ----- D | ----- 500Z |
| Bubble-V | ----- F | ----- 1000Z |
| BubbleSide | ----- F | ----- 1500Z |
| HeatShot | ----- I | ----- 500Z |
| Heat-V | ----- J | ----- 1000Z |
| HeatSide | ----- K | ----- 1500Z |
| MiniBomb | ----- L | ----- 100Z |
| SingleBomb | ----- H | ----- 800Z |
| DoubleBomb | ----- H | ----- 2200Z |
| TripleBomb | ----- N | ----- 4300Z |
| CannonBall | ----- F | ----- 5000Z |
| IceBall | ----- M | ----- 6400Z |
| LavaBall | ----- H | ----- 8000Z |
| BlkBomb 1 | ----- N | ----- 3500Z |
| BlkBomb 2 | ----- K | ----- 5000Z |
| BlkBomb 3 | ----- L | ----- 8000Z |
| Sword | ----- S | ----- 900Z |
| WideSword | ----- C | ----- 1700Z |
| LongSword | ----- Y | ----- 2100Z |
| FireSword | ----- N | ----- 4400Z |
| AquaSword | ----- N | ----- 5300Z |
| ElecSword | ----- N | ----- 7800Z |
| BambooSword | ----- N | ----- 7000Z |
| CustomSword | ----- B | ----- 3600Z |
| VarSword | ----- B | ----- 10000Z |
| AirSword | ----- H | ----- 5000Z |
| StepSword | ----- N | ----- 7800Z |
| StepCross | ----- R | ----- 11800Z |
| Slasher | ----- B | ----- 3600Z |
| Shockwave | ----- J | ----- 600Z |
| SonicWave | ----- M | ----- 1000Z |
| DynaWave | ----- V | ----- 2400Z |
| GreatWave | ----- J | ----- 13000Z |
| GutsPunch | ----- B | ----- 1200Z |
| GutsStraight | ----- O | ----- 2400Z |
| GutsImpact | ----- G | ----- 4000Z |
| DashAttack | ----- G | ----- 900Z |
| Burning | ----- Q | ----- 1600Z |
| Condor | ----- I | ----- 13500Z |
| Burner | ----- L | ----- 15000Z |
| ZapRing 1 | ----- S | ----- 600Z |
| ZapRing 2 | ----- W | ----- 1500Z |
| ZapRing 3 | ----- Z | ----- 2500Z |

| | | |
|---------------|---|--------|
| IceWave 1 | A | 2000Z |
| IceWave 2 | D | 4000Z |
| IceWave 3 | C | 6000Z |
| Yo-Yo 1 | E | 2800Z |
| Yo-Yo 2 | J | 4500Z |
| Yo-Yo 3 | O | 8000Z |
| AirStorm 1 | A | 1000Z |
| AirStorm 2 | C | 3000Z |
| AirStorm 3 | A | 4400Z |
| Arrow 1 | B | 6900Z |
| Arrow 2 | F | 8500Z |
| Arrow 3 | A | 10500Z |
| Ratton 1 | F | 1000Z |
| Ratton 2 | F | 2200Z |
| Ratton 3 | F | 3000Z |
| FireRatton | F | 6500Z |
| Wave | L | 9000Z |
| RedWave | J | 11500Z |
| MudWave | M | 13200Z |
| Twister | U | 1400Z |
| Spice 1 | S | 3000Z |
| Spice 2 | K | 4600Z |
| Spice 3 | O | 8900Z |
| Shake 1 | S | 4400Z |
| Shake 2 | L | 6600Z |
| Shake 3 | T | 9000Z |
| N.O. Beam 1 | K | 8200Z |
| N.O. Beam 2 | U | 10000Z |
| N.O. Beam 3 | W | 12300Z |
| Hammer | P | 800Z |
| Geyser | C | 4000Z |
| Rope 1 | G | 7000Z |
| Rope 2 | U | 9000Z |
| Rope 3 | U | 10000Z |
| Boomer 1 | T | 1600Z |
| Boomer 2 | V | 2800Z |
| Boomer 3 | Z | 4600Z |
| PoisonMask | A | 3000Z |
| PoisonFace | A | 5000Z |
| RockArm 1 | P | 1000Z |
| RockArm 2 | V | 4000Z |
| RockArm 3 | Z | 7000Z |
| CurseShield 1 | C | 3000Z |
| CurseShield 2 | C | 6200Z |
| CurseShield 3 | C | 9900Z |
| Magnum 1 | H | 7000Z |
| Magnum 2 | N | 9000Z |
| Magnum 3 | I | 10000Z |
| Plasma 1 | R | 1300Z |
| Plasma 2 | M | 4000Z |
| Plasma 3 | P | 5800Z |
| RandomMeteor | I | 4000Z |
| HoleMeteor | H | 6000Z |
| ShotMeteor | D | 5500Z |
| Needler 1 | R | 3600Z |
| Needler 2 | T | 5200Z |
| Needler 3 | U | 7000Z |
| Totem 1 | H | 800Z |
| Totem 2 | C | 2800Z |
| Totem 3 | I | 3500Z |

| | | |
|--------------|---|--------|
| Sensor 1 | K | 8200Z |
| Sensor 2 | G | 10000Z |
| Sensor 3 | E | 13000Z |
| MetaGel 1 | C | 1500Z |
| MetaGel 2 | F | 3900Z |
| MetaGel 3 | T | 6500Z |
| Pawn | B | 4000Z |
| Knight | C | 6000Z |
| Rook | D | 4800Z |
| Team 1 | Z | 3000Z |
| Team 2 | D | 6000Z |
| CountBomb | N | 7000Z |
| Mine | S | 11000Z |
| Lance | H | 7800Z |
| Snake | Y | 2800Z |
| Guard | * | 100Z |
| PanelOut 1 | A | 150Z |
| PanelOut 3 | C | 900Z |
| PanelGrab | A | 200Z |
| AreaGrab | E | 2000Z |
| GrabBack | K | 5700Z |
| GrabRevenge | P | 11700Z |
| RockCube | A | 400Z |
| Prism | H | 9000Z |
| Wind | S | 700Z |
| Fan | L | 800Z |
| FanFare | E | 3200Z |
| Discord | F | 6400Z |
| Timpani | N | 9600Z |
| Recover 10 | C | 100Z |
| Recover 30 | F | 500Z |
| Recover 50 | E | 1000Z |
| Recover 80 | D | 1500Z |
| Recover 120 | S | 3000Z |
| Recover 150 | N | 6000Z |
| Recover 200 | M | 9000Z |
| Recover 300 | O | 12000Z |
| Repair | S | 1000Z |
| SlowGauge | * | 3000Z |
| FastGauge | * | 9000Z |
| Panic | L | 6000Z |
| Geddon 1 | J | 1000Z |
| Geddon 2 | F | 5600Z |
| Geddon 3 | C | 8800Z |
| CopyDamage | F | 3100Z |
| Invis | * | 3400Z |
| Shadow | H | 12500Z |
| Mole 1 | J | 2800Z |
| Mole 2 | K | 4700Z |
| Mole 3 | M | 6200Z |
| AirShoes | N | 8000Z |
| Barrier | R | 200Z |
| 100 Barrier | R | 3200Z |
| 200 Barrier | R | 6200Z |
| Aura | I | 12000Z |
| NorthWind | A | 9800Z |
| Mettool (VF) | L | 10000Z |
| Bunny (VF) | B | 10000Z |
| Spikey (VF) | G | 10000Z |
| Swordy (VF) | S | 10000Z |

| | | |
|----------------|---|--------|
| Jelly (VF) | I | 10000Z |
| Mushy (VF) | C | 10000Z |
| Mole (VF) | R | 10000Z |
| KillerEye (VF) | E | 10000Z |
| Scutt1st (VF) | M | 20000Z |
| HolyPanel | U | 6000Z |
| MagmaStage | J | 7200Z |
| IceStage | C | 5000Z |
| GrassStage | E | 2000Z |
| SandStage | W | 3800Z |
| MetalStage | M | 4500Z |
| Sanctuary | A | 18000Z |
| AntiDamage | S | 7900Z |
| AntiSword | K | 9200Z |
| AntiNavi | N | 11100Z |
| AntiRecover | D | 8800Z |
| Attack +10 | * | 2000Z |
| Fire +30 | * | 4300Z |
| Aqua +30 | * | 4000Z |
| Elec +30 | * | 5200Z |
| Wood +30 | * | 5000Z |
| Navi +20 | * | 8000Z |

<+- [MegaChips] -+>

| | | |
|-------------|---|--------|
| Murmasa | M | 17000Z |
| HeroSword | P | 14300Z |
| ZeusHammer | Z | 18900Z |
| StandOut | P | 9000Z |
| Salamander | * | 10000Z |
| WaterLine | C | 8800Z |
| Fountain | * | 10000Z |
| Lightning | L | 9400Z |
| Bolt | * | 10000Z |
| GaiaSword | G | 9800Z |
| GaiaBlade | * | 10000Z |
| Meteors | R | 17000Z |
| Guardian | O | 16200Z |
| Anubis | A | 18000Z |
| GodStone | S | 12000Z |
| OldWood | W | 13400Z |
| Jealousy | J | 16200Z |
| Poltergeist | G | 18000Z |
| LifeAura | D | 15000Z |
| FullCust | * | 10000Z |
| Attack +30 | * | 13000Z |
| Navi +40 | * | 13000Z |
| Roll | R | 5000Z |
| Roll V2 | R | 8000Z |
| Roll V3 | R | 11000Z |
| GutsMan | G | 6000Z |
| GutsMan V2 | G | 9000Z |
| GutsMan V3 | G | 12000Z |
| Gutsman V4 | G | 15000Z |
| ProtoMan | B | 10000Z |
| ProtoMan V2 | B | 13000Z |
| ProtoMan V3 | B | 16000Z |
| ProtoMan V4 | B | 19000Z |
| FlashMan | F | 5000Z |

| | | | | |
|--------------|-------|---|-------|--------|
| FlashMan V2 | ----- | F | ----- | 8000Z |
| FlashMan V3 | ----- | F | ----- | 11000Z |
| FlashMan V4 | ----- | F | ----- | 14000Z |
| BeastMan | ----- | B | ----- | 6000Z |
| BeastMan V2 | ----- | B | ----- | 9000Z |
| BeastMan V3 | ----- | B | ----- | 12000Z |
| BeastMan V4 | ----- | B | ----- | 15000Z |
| BubbleMan | ----- | B | ----- | 7000Z |
| BubbleMan V2 | ----- | B | ----- | 10000Z |
| BubbleMan V3 | ----- | B | ----- | 13000Z |
| BubbleMan V4 | ----- | B | ----- | 16000Z |
| DesertMan | ----- | D | ----- | 8000Z |
| DesertMan V2 | ----- | D | ----- | 11000Z |
| DesertMan V3 | ----- | D | ----- | 14000Z |
| DesertMan V4 | ----- | D | ----- | 17000Z |
| PlantMan | ----- | P | ----- | 9000Z |
| PlantMan V2 | ----- | P | ----- | 12000Z |
| PlantMan V3 | ----- | P | ----- | 15000Z |
| PlantMan V4 | ----- | P | ----- | 18000Z |
| FlameMan | ----- | F | ----- | 10000Z |
| FlameMan V2 | ----- | F | ----- | 13000Z |
| FlameMan V3 | ----- | F | ----- | 16000Z |
| FlameMan V4 | ----- | F | ----- | 19000Z |
| DrillMan | ----- | D | ----- | 11000Z |
| DrillMan V2 | ----- | D | ----- | 14000Z |
| DrillMan V3 | ----- | D | ----- | 17000Z |
| DrillMan V4 | ----- | D | ----- | 20000Z |
| MetalMan | ----- | M | ----- | 6000Z |
| MetalMan V2 | ----- | M | ----- | 9000Z |
| MetalMan V3 | ----- | M | ----- | 12000Z |
| MetalMan V4 | ----- | M | ----- | 15000Z |
| KingMan | ----- | K | ----- | 8000Z |
| KingMan V2 | ----- | K | ----- | 11000Z |
| KingMan V3 | ----- | K | ----- | 14000Z |
| KingMan V4 | ----- | K | ----- | 17000Z |
| MistMan | ----- | M | ----- | 10000Z |
| MistMan V2 | ----- | M | ----- | 13000Z |
| MistMan V3 | ----- | M | ----- | 16000Z |
| MistMan V4 | ----- | M | ----- | 19000Z |
| BowlMan | ----- | B | ----- | 10000Z |
| BowlMan V2 | ----- | B | ----- | 13000Z |
| BowlMan V3 | ----- | B | ----- | 16000Z |
| BowlMan V4 | ----- | B | ----- | 19000Z |
| DarkMan | ----- | D | ----- | 12000Z |
| DarkMan V2 | ----- | D | ----- | 15000Z |
| DarkMan V3 | ----- | D | ----- | 18000Z |
| DarkMan V4 | ----- | D | ----- | 21000Z |
| YamatoMan | ----- | Y | ----- | 13000Z |
| YamatoMan V2 | ----- | Y | ----- | 16000Z |
| YamatoMan V3 | ----- | Y | ----- | 19000Z |
| YamatoMan V4 | ----- | Y | ----- | 21000Z |
| Punk | ----- | P | ----- | 30000Z |

<+-[GigaChips]-+>

| | | | | |
|----------------------|-------|---|-------|--------|
| Navi Recycle | ----- | * | ----- | 30000Z |
| FolderBack | ----- | * | ----- | 40000z |
| Forte/Bass | ----- | X | ----- | 40000Z |
| Forte Another/Bass + | ---- | X | ----- | 40000z |

Usefulness: ***

<-<Untrap>->

Description: This Subchip, when used, will last until you Plug Out again. It removes all Viruses from Green Mystery Datas (GMD), so that you will not find Viruses when opening them. However, the amount of Zenny obtained from the GMD may decrease.

Usefulness: **

<-<EnemyLock>->

Description: This expensive Subchip is fairly useful. Whatever your last Virus Battle (Or Navi) was, you will keep on finding the same group of Viruses (Or that Navi) for the next...6-7 battles. That means you can use this to obtain the chips you want, or to get BugFragS. Whatever.

Usefulness: **

<-<Unlocker>->

Description: Unlocker only works when you stand next to a Purple Mystery Data, and then use it. Normally, PMDs say that it's "Locked". With Unlocker, you can unlock it, and take the Item.

The problem with this is that there are only 7 or so PMDs, so there's not much point of buying lots, unless you like stocking up/collecting SubChips.

Usefulness: * (** if there are any PMDs)

These shops have unlimited Supply of SubChips. Subchip Shops are the same in both White and Blue.

Example:

Shop Location: (where the shop is)

World: Real/Internet

SubChips:

Name of SubChip ----- Cost: Zenny

db-db

Shop Location: ACDC Town

World: Real

Shop Merchant: Scientist

SubChips:

MiniEnergy ----- 100Z

SneakRun ----- 200Z

EnemySearch ----- 10000Z

=====

Shop Location: ACDC Square

World: Internet

Shop Merchant: Purple Generic Navi (Behind a counter)

SubChips:

MiniEnergy ----- 100Z

FullEnergy ----- 1000Z

SneakRun ----- 200Z

=====

Shop Location: SciLab

World: Real

Shop Merchant: Scientist

SubChips:

MiniEnergy ----- 100Z
FullEnergy ----- 1000Z
Unlocker ----- 4000Z

=====

Shop Location: SciLab Square
World: Internet
Shop Merchant: Purple Generic Navi

MiniEnergy ----- 100Z
FullEnergy ----- 1000Z
Unlocker ----- 4000Z

=====

Shop Location: Yoka Village
World: Real
Shop Merchant: Scientist

MiniEnergy ----- 100Z
SneakRun ----- 200Z
Untrap ----- 100Z

=====

Shop Location: Yoka Square
World: Internet
Shop Merchant: Purple Generic Navi
SubChips:
MiniEnergy -----100Z
FullEnergy -----1000Z
Unlocker -----4000Z

=====

Shop Location: Beach Area 2
World: Internet
Shop Merchant: Purple Generic Navi (Behind a counter)

FullEnergy ----- 1000Z
SneakRun ----- 200Z
Untrap ----- 100Z

=====

Shop Location: Hospital: TV on 1F
World: Internet
Shop Merchant: Purple Generic Navi

MiniEnergy ----- 100Z
FullEnergy ----- 1000Z
EnemySearch ----- 10000Z

=====

Shop Location: WWW Isle: Hidden Plug In Point (NW from Boat)
World: Internet
Shop Merchant: Purple UnderNet Navi

you WILL get Capcom suing you. I actually don't care much for TEH CARPCORM =).

-> Contact Me

Well, you can contact me for whatever reason. *Runs Off*. =). Now you'll never contact me! <Insert Manically Evil Laugh>

Drops slip of Paper

You -> *Picks it up and reads it*

```
-----  
|  The Dark Unknown's Contact Details  |  
|                                       |  
| MSN/Email: powerclash_192@hotmail.com |  
| AIM: Call of Kudzu                  |  
-----
```

Happy now? ^_^

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Places I have placed this FAQ/Guide: GameFAQs (www.gamefaqs.com)

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