

Mega Man Battle Network 3 Blue Mega Man Battle Network 3 Chip Trader List Final

by BSkullX

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Megaman Battle Network 3. Blue - Chip Trader List

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GameBoyAdvance

All Battle Chips to can get it from Higsby's Chip Trader, 100% Complete.

All Battle Chips to can get it from Hospital Chip Trader Special, 100% Complete.

All Battle Chips to can get it from DNN Chip Trader Special, 100% Complete.

All Battle Chips to can get it from Secret 3 BugFrag Trader, 100% Complete.

TIP: Press CTRL + F to bring up a search box, then type the Battle Chip of your choice.

Basically, the traders will check to see if you have every chip on their list, and they are programmed to help you fill out your library to the extent of their list. On the other hand, the rarity (star count) determines the difficulty in getting a chip, so to increase your chances to get chips with high rarity you have to first get the chips of low rarity.

Higsby's - Chip Trader

Higsby's Chip Trader is available inside the Higsby's store after defeating BeastMan in Zoo Comp 4; and then talk with Yai, Dex, and Mayl. This trader require 3 battle chips for trading.

136 Battle Chips different in total. 644 Battle Chips in total counting each Code. All chips checked, one by one, 100% confirmed.

In Blue version, SonicWav W can not be gained of Mettaur2 viruses, so the only way to get it is by using the chip trader (if you do not want to trade with White version). There's a trade with a girl in the school who asks for a SonicWav W.

GrassStg J is a great combo with Prism J, and the Program Advance "HeatSprd" [HeatShot J, Heat-V J, HeatSide J].

Standard Chip Library: 136 / 200

4 STARS (3 Battle Chips)

15 Battle Chips counting each Code.



#041: StepSword L/M/N/O/P

#088: Geyser B/C/L/S/W

#173: NrthWind A/C/N/S/Z

3 STARS (45 Battle Chips)

225 Battle Chips counting each Code.



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#040: AirSwrd C/E/H/J/R	#125: Knight C/H/M/U/V	#151: Recov120 O/Q/S/U/W	#186: IceStage C/G/M/Q/T	

2 STARS (43 Battle Chips)

191 Battle Chips counting each Code.



#002: HiCannon H/I/J/K/L	#056: ZapRing2 B/G/N/R/W	#090: Rope2 E/G/O/T/U	#127: Team1 A/C/E/T/Z	#198: Elec+30 *
#005: AirShot2 *	#059: IceWave2 D/H/L/P/R	#093: Boomer2 E/I/K/N/V	#128: Team2 D/L/P/S/Z	#199: Wood+30 *
#008: LavaCan2 B/D/F/M/O	#062: Yo-Yo2 H/I/J/K/L	#096: PoisFace A/N/Q/V/W	#137: AreaGrab E/L/R/S/Y	#200: Navi+20 *
#014: Spreader M/N/O/P/Q	#065: AirStrm2 C/G/H/M/W	#098: RockArm2 G/M/P/S/V	#149: Recov50 C/E/G/I/N	
#016: Bub-V D/E/F/S/V	#068: Arrow2 F/R/S/U/Z	#101: CrsShld2 B/C/L/S/T	#150: Recov80 D/F/H/J/O	
#019: Heat-V F/I/J/K/V	#071: Ratton2 A/C/F/N/O	#104: Magnum2 B/G/N/O/Z	#166: Mole2 B/G/I/K/R	
#023: DublBomb A/C/H/K/Q	#077: Tornado C/L/R/T/U	#107: Plasma2 A/G/K/M/Q	#170: Barr100 E/J/M/R/T	
#028: BlkBomb1 F/L/N/P/Z	#079: Spice2 C/F/I/K/R	#113: Needler2 F/H/M/T/V	#184: HolyPanl E/J/L/R/U	
#032: WideSwrd C/E/L/Q/Y	#082: Shake2 B/F/I/L/Q	#116: Totem2 A/C/E/T/Z	#196: Fire+30 *	
#045: SonicWav G/I/M/S/W	#087: Hammer B/G/L/P/T	#122: MetaGel2 E/F/G/P/S	#197: Aqua+30 *	

1 STAR (45 Battle Chips)

213 Battle Chips counting each Code.

#001: Cannon A/B/C/D/E	#031: Sword E/H/L/S/Y	#078: Spice1 B/D/I/S/Z	#115: Totem1 G/H/M/O/V	#148: Recov30 B/D/F/H/M
#004: AirShot1 *	#044: ShockWav D/H/J/L/R	#081: Shake1 E/G/R/S/U	#121: MetaGel1 B/C/D/K/Y	#155: Repair A/C/D/F/S
#007: LavaCan1 A/G/S/T/V	#048: GutPunch B/C/D/E/F	#089: Rope1 D/G/J/M/O	#133: Guard *	#165: Mole1 A/D/H/J/O
#011: ShotGun B/F/J/N/T	#051: DashAtk C/D/G/J/Z	#092: Boomer1 F/H/J/M/T	#134: PanlOut1 A/B/D/L/S	#169: Barrier C/E/L/R/S
#012: V-Gun D/G/L/P/V	#055: ZapRing1 A/M/P/Q/S	#095: PoisMask A/F/N/Q/V	#135: PanlOut3 C/E/N/R/Y	#195: Atk+10 *
#013: SideGun C/H/M/S/Y	#058: IceWave1 A/K/M/Q/W	#097: RockArm1 D/H/J/O/P	#136: PanlGrab A/H/L/S/Y	
#015: Bubbler A/C/D/E/P	#061: Yo-Yo1 C/D/E/F/G	#100: CrsShld1 A/C/H/L/P	#140: RockCube A/C/E/H/R	
#018: HeatShot B/H/I/J/P	#064: AirStrm1 A/F/H/O/S	#103: Magnum1 A/C/H/T/V	#142: Wind A/E/H/O/S	
#021: MiniBomb B/G/L/O/S	#067: Arrow1 B/E/M/Q/T	#106: Plasma1 B/D/J/R/T	#143: Fan A/G/L/R/T	
#022: SnglBomb D/F/H/J/T	#070: Ratton1 A/C/F/H/J	#112: Needler1 I/J/M/R/S	#147: Recov10 A/C/E/G/L	

Hospital Chip Trader Special is available after defeating DesertMan in DNN Editing Room. This trader require 10 battle chips for trading.

137 Battle Chips different in total. 573 Battle Chips in total counting each Code. All chips checked, one by one, 100% confirmed.

Standard Chip Library: 136 + 38 / 200 4 + 31 + 3 + 0 = 38

Mega Chip Library: 26 / 86

(+): Battle Chips that can be achieved in previous Chip Traders.

4 STARS (16 Battle Chips)

36 Battle Chips counting each Code.



#039: VarSword B/C/D/E/F	M47: DesrtMn V2 D
#041: StepSword L/M/N/O/P (+)	M51: PlantMn V2 P
#042: StepCros P/Q/R/S/T	M55: FlamMan V2 F
#086: NoBeam3 H/M/V/W/Z	M59: DrillMn V2 D
#153: Recov200 M/N/U/V/W	M63: MetalMn V2 M
M24: Roll V2 R	M67: KingMan V2 K
M27: GutsMan V2 G	
M35: FlashMn V2 F	
M39: BeastMn V2 B	
M43: BublMn V2 B	

3 STARS (75 Battle Chips)

315 Battle Chips counting each Code.



#003: M-Cannon O/P/Q/R/S	#060: IceWave3 C/D/J/R/V	#105: Magnum3 D/F/I/S/W	#151: Recov120 O/Q/S/U/W (+)	M04: StandOut P
#009: LavaCan3 E/H/J/R/W	#063: Yo-Yo3 M/N/O/P/Q	#108: Plasma3 F/I/N/P/S	#152: Recov150 N/P/R/T/V (+)	M06: WatrLine C
#024: TrplBomb E/I/N/P/W	#066: AirStrm3 A/G/I/N/V	#109: RndmMetr E/I/S/V/Z (+)	#156: SloGauge A/C/R/S/Z (+)	M08: Lightning L
#025: CannBall A/D/F/L/P (+)	#069: Arrow3 A/H/J/N/P	#110: HoleMetr C/H/J/N/Q (+)	#157: FstGauge B/E/J/R/Y (+)	M10: GaiaSword G
#029: BlkBomb2 D/I/K/Q/S	#072: Ratton3 A/C/F/R/S	#111: ShotMetr A/D/F/S/Y	#158: Panic A/C/L/R/Z (+)	M23: Roll R
#034: FireSword F/N/P/R/U (+)	#074: Wave E/I/L/S/T (+)	#114: Needle3 D/L/O/U/Z	#162: CopyDmg A/F/H/L/Y (+)	M26: GutsMan G
#035: AquaSword A/H/N/P/T (+)	#075: RedWave B/F/J/R/U	#117: Totem3 D/I/K/N/Q	#164: Shadow H/J/N/Q/U	M34: FlashMan F
#036: ElecSword E/K/N/P/V (+)	#076: MudWave D/G/M/V/Z	#118: Sensor1 C/K/L/O/P (+)	#167: Mole3 C/E/L/M/Q	M38: BeastMan B
#037: BambSword B/L/N/P/W (+)	#080: Spice3 D/F/J/O/Q	#119: Sensor2 A/G/H/N/S (+)	#168: AirShoes H/I/N/U/Y (+)	M42: BublMan B
#038: CustSword B/F/R/V/Z (+)	#083: Shake3 D/M/R/T/Z	#120: Sensor3 B/E/J/O/P	#172: Aura F/I/S/U/Y	M46: DesrtMan D
#040: AirSword C/E/H/J/R (+)	#085: NoBeam2 E/I/S/U/Y	#123: MetaGel3 G/H/S/T/U	#185: LavaStge A/E/R/T/Y (+)	M50: PlantMan P
#043: Slasher B/D/G/R/S (+)	#091: Rope3 H/I/T/U/V	#131: Lance D/E/H/R/Z (+)	#186: IceStage C/G/M/Q/T (+)	M54: FlamMan F
#046: DynaWave E/N/Q/T/V	#094: Boomer3 L/O/P/U/Z	#138: GrabBack A/E/I/K/N (+)	#187: GrassStg E/J/R/W/Z (+)	M58: DrillMan D
#052: Burner B/F/Q/S/W (+)	#099: RockArm3 C/I/L/T/Z	#145: Discord D/F/N/T/Z (+)	#188: SandStge B/C/Q/U/W (+)	M62: MetalMan M
#057: ZapRing3 C/E/O/T/Z	#102: CrsShld3 C/E/L/N/R	#146: Timpani A/N/Q/U/W	#189: MetlStge D/G/M/O/S (+)	M66: KingMan K

2 STARS (35 Battle Chips)

167 Battle Chips counting each Code.

#002: HiCannon H//J/K/L (+)	#059: IceWave2 D/H/L/P/R (+)	#090: Rope2 E/G/O/T/U (+)	#127: Team1 A/C/E/T/Z (+)
#005: AirShot2 * (+)	#062: Yo-Yo2 H//J/K/L (+)	#093: Boomer2 E//K/N/V (+)	#128: Team2 D/L/P/S/Z (+)
#006: AirShot3 *	#065: AirStrm2 C/G/H/M/W (+)	#096: PoisFace A/N/Q/V/W (+)	#166: Mole2 B/G//K/R (+)
#008: LavaCan2 B/D/F/M/O (+)	#068: Arrow2 F/R/S/U/Z (+)	#098: RockArm2 G/M/P/S/V (+)	#170: Barr100 E/J/M/R/T (+)
#014: Spreader M/N/O/P/Q (+)	#071: Ratt0n2 A/C/F/N/O (+)	#101: CrsShld2 B/C/L/S/T (+)	#184: HolyPanl E/J/L/R/U (+)
#023: DublBomb A/C/H/K/Q (+)	#077: Tornado C/L/R/T/U (+)	#104: Magnum2 B/G/N/O/Z (+)	
#028: BlkBomb1 F/L/N/P/Z (+)	#079: Spice2 C/F//K/R (+)	#107: Plasma2 A/G/K/M/Q (+)	
#045: SonicWav G//M/S/W (+)	#082: Shake2 B/F//L/Q (+)	#113: Needler2 F/H/M/T/V (+)	
#049: GutStrgt O/P/Q/R/S	#084: NoBeam1 C/F/G/K/W	#116: Totem2 A/C/E/T/Z (+)	
#056: ZapRing2 B/G/N/R/W (+)	#087: Hammer B/G/L/P/T (+)	#122: MetaGel2 E/F/G/P/S (+)	

1 STAR (11 Battle Chips)

55 Battle Chips counting each Code.

#007: LavaCan1 A/G/S/T/V (+)	#121: MetaGel1 B/C/D/K/Y (+)
#067: Arrow1 B/E/M/Q/T (+)	
#078: Spice1 B/D//S/Z (+)	
#081: Shake1 E/G/R/S/U (+)	
#089: Rope1 D/G/J/M/O (+)	
#095: PoisMask A/F/N/Q/V (+)	
#100: CrsShld1 A/C/H/L/P (+)	
#103: Magnum1 A/C/H/T/V (+)	
#112: Needler1 I/J/M/R/S (+)	
#115: Totem1 GvH/M/O/V (+)	

DNN - Chip Trader Special

DNN TV Station Chip Trader Special is available in "TV Stn Hall1" after defeating Alpha (final boss). This trader require 10 battle chips for trading.

147 Battle Chips different in total. 707 Battle Chips in total counting each Code. All chips checked, one by one, 100% confirmed.

Standard Chip Library: $174 + 17 / 200 \cdot 12 + 5 + 0 + 0 = 17$

(+): Battle Chips that can be achieved in previous Chip Traders.

4 STARS (19 Battle Chips)

95 Battle Chips counting each Code.



#010: Volcano A/G/J/Y/Z	#139: GrabRvng C/G/P/R/Y
#030: BlkBomb3 C/G/L/U/Y	#153: Recov200 M/N/U/V/W (+)
#039: VarSwrd B/C/D/E/F (+)	#154: Recov300 O/R/V/W/Z
#041: StepSwrd L/M/N/O/P (+)	#160: Geddon2 F/H/N/O/W
#042: StepCros P/Q/R/S/T (+)	#161: Geddon3 C/M/U/W/Y
#047: BigWave E/J/M/P/Y	#173: NrthWind A/C/N/S/Z (+)
#053: Condor B//L/S/Z	#183: Hole A/B/S/T/Z
#054: Burning A/F/L/R/S	#190: Sntuary A/C/E/L/S

#086: NoBeam3 H/M/V/W/Z (+)	#193: AntiNavi A/M/N/V/W
#088: Geyser B/C/L/S/W (+)	

3 STARS (76 Battle Chips)

380 Battle Chips counting each Code.



#003: M-Cannon O/P/Q/R/S (+)	#066: AirStrm3 A/G/I/N/V (+)	#117: Totem3 D/I/K/N/Q (+)	#158: Panic A/C/L/R/Z (+)
#009: LavaCan3 E/H/J/R/W (+)	#069: Arrow3 A/H/J/N/P (+)	#118: Sensor1 C/K/L/O/P (+)	#162: CopyDmg A/F/H/L/Y (+)
#024: TrpIBomb E/I/N/P/W (+)	#072: Ratton3 A/C/F/R/S (+)	#119: Sensor2 A/G/H/N/S (+)	#163: Invis B/E/F/R/S (+)
#025: CannBall A/D/F/L/P (+)	#073: FireRatn B/F/H/M/Y (+)	#120: Sensor3 B/E/J/O/P (+)	#164: Shadow H/J/N/Q/U (+)
#026: IceBall F/I/M/Q/S	#074: Wave E/I/L/S/T (+)	#123: MetaGel3 G/H/S/T/U (+)	#167: Mole3 C/E/L/M/Q (+)
#027: LavaBall B/C/H/N/W	#075: RedWave B/F/J/R/U (+)	#124: Pawn B/E/N/R/Y (+)	#168: AirShoes H/I/N/U/Y (+)
#029: BlkBomb2 D/I/K/Q/S (+)	#076: MudWave D/G/M/V/Z (+)	#125: Knight C/H/M/U/V (+)	#171: Barr200 E/F/H/R/U
#034: FireSwrd F/N/P/R/U (+)	#080: Spice3 D/F/J/O/Q (+)	#126: Rook D/F/N/Q/U (+)	#172: Aura F/I/S/U/Y (+)
#035: AquaSwrd A/H/N/P/T (+)	#083: Shake3 D/M/R/T/Z (+)	#129: TimeBomb J/K/L/M/N (+)	#185: LavaStge A/E/R/T/Y (+)
#036: ElecSwrd E/K/N/P/V (+)	#085: NoBeam2 E/I/S/U/Y (+)	#130: Mine A/D/L/R/S (+)	#186: IceStage C/G/M/Q/T (+)
#037: BambSwrd B/L/N/P/W (+)	#091: Rope3 H/I/T/U/V (+)	#131: Lance D/E/H/R/Z (+)	#187: GrassStg E/J/R/W/Z (+)
#038: CustSwrd B/F/R/V/Z (+)	#094: Boomer3 L/O/P/U/Z (+)	#132: Snake D/E/I/R/Y (+)	#188: SandStge B/C/Q/U/W (+)
#040: AirSwrd C/E/H/J/R (+)	#099: RockArm3 C/I/L/T/Z (+)	#141: Prism H/J/K/Q/W (+)	#189: MetlStge D/G/M/O/S (+)
#043: Slasher B/D/G/R/S (+)	#102: CrsShld3 C/E/L/N/R (+)	#144: Fanfare C/E/G/L/Y (+)	#191: AntiDmg C/F/H/M/S (+)
#046: DynaWave E/N/Q/T/V (+)	#105: Magnum3 D/F/I/S/W (+)	#145: Discord D/F/N/T/Z (+)	#192: AntiSwrd B/K/R/U/Y
#050: GutImpct G/H/I/J/K	#108: Plasma3 F/I/N/P/S (+)	#146: Timpani A/N/Q/U/W (+)	#194: AntiRecv B/D/E/O/S (+)
#052: Burner B/F/Q/S/W (+)	#109: RndmMetr E/I/S/V/Z (+)	#151: Recov120 O/Q/S/U/W (+)	
#057: ZapRing3 C/E/O/T/Z (+)	#110: HoleMetr C/H/J/N/Q (+)	#152: Recov150 N/P/R/T/V (+)	
#060: IceWave3 C/D/J/R/V (+)	#111: ShotMetr A/D/F/S/Y (+)	#156: SloGauge A/C/R/S/Z (+)	
#063: Yo-Yo3 M/N/O/P/Q (+)	#114: Needler3 D/L/O/U/Z (+)	#157: FstGauge B/E/J/R/Y (+)	

2 STARS (41 Battle Chips)

177 Battle Chips counting each Code.

#002: HiCannon H/I/J/K/L (+)	#059: IceWave2 D/H/L/P/R (+)	#090: Rope2 E/G/O/T/U (+)	#127: Team1 A/C/E/T/Z (+)	#200: Navi+20 * (+)
#005: AirShot2 * (+)	#062: Yo-Yo2 H/I/J/K/L (+)	#093: Boomer2 E/I/K/N/V (+)	#128: Team2 D/L/P/S/Z (+)	
#006: AirShot3 * (+)	#065: AirStrm2 C/G/H/M/W (+)	#096: PoisFace A/N/Q/V/W (+)	#150: Recov80 D/F/H/J/O (+)	
#008: LavaCan2 B/D/F/M/O (+)	#068: Arrow2 F/R/S/U/Z (+)	#098: RockArm2 G/M/P/S/V (+)	#166: Mole2 B/G/I/K/R (+)	
#014: Spreader M/N/O/P/Q (+)	#071: Ratton2 A/C/F/N/O (+)	#101: CrsShld2 B/C/L/S/T (+)	#170: Barr100 E/J/M/R/T (+)	
#023: DublIBomb A/C/H/K/Q (+)	#077: Tornado C/L/R/T/U (+)	#104: Magnum2 B/G/N/O/Z (+)	#184: HolyPanl E/J/L/R/U (+)	
#028: BlkBomb1 F/L/N/P/Z (+)	#079: Spice2 C/F/I/K/R (+)	#107: Plasma2 A/G/K/M/Q (+)	#196: Fire+30 * (+)	
#045: SonicWav G/I/M/S/W (+)	#082: Shake2 B/F/I/L/Q (+)	#113: Needler2 F/H/M/T/V (+)	#197: Aqua+30 * (+)	
#049: GutStrgt O/P/Q/R/S (+)	#084: NoBeam1 C/F/G/K/W (+)	#116: Totem2 A/C/E/T/Z (+)	#198: Elec+30 * (+)	
#056: ZapRing2 B/G/N/R/W (+)	#087: Hammer B/G/L/P/T (+)	#122: MetaGel2 E/F/G/P/S (+)	#199: Wood+30 * (+)	

1 STAR (11 Battl Chips)

55 Battle Chips counting each Code.

#007: LavaCan1 A/G/S/T/V (+)	#165: Mole1 A/D/H/J/O (+)
#067: Arrow1 B/E/M/Q/T (+)	

#078: Spice1 B/D/I/S/Z (+)	
#081: Shake1 E/G/R/S/U (+)	
#089: Rope1 D/G/J/M/O (+)	
#095: PoisMask A/F/N/Q/V (+)	
#100: CrsShld1 A/C/H/L/P (+)	
#103: Magnum1 A/C/H/T/V (+)	
#112: Needler1 I/J/M/R/S (+)	
#115: Totem1 G/H/M/O/V (+)	

Secret 3 - BugFrag Trader

Secret 3 BugFrag Trader is available after defeating Alpha (final boss). This trader require 10 BugFrag for trading.

174 Battle Chips different in total. 538 Battle Chips in total counting each Code. All chips checked, one by one, 100% confirmed.

I spent 10 000 bugfrags (1000 ATTEMPTS) after getting all standard and mega chips even BowlMan/V2/V3/V4 chips (except MistMan/V2/V3/V4 and Punk)...and didn't get a single BowlMan and MistMan chips in the BugFrag Trader.

Standard Chip Library: 191 + 0 / 200

Mega Chip Library: 26 + 51 / 86 32 + 10 + 9 + 0 + 0 = 50

(+): Battle Chips that can be achieved in previous Chip Traders.

5 STARS (32 Battle Chips)

32 Battle Chips counting each Code.



M01: Muramasa M	M36: FlashMn V3 F	M56: FlamMan V3 F	M84: JapanMn V3 Y
M03: ZeusHamr Z	M37: FlashMn V4 F	M57: FlamMan V4 F	M85: JapanMn V4 Y
M13: Guardian O	M40: BeastMn V3 B	M60: DrillMn V3 D	
M14: Anubis A	M41: BeastMn V4 B	M61: DrillMn V4 D	
M18: Poltrgst G	M44: BubbIMn V3 B	M64: MetalMn V3 M	
M25: Roll V3 R	M45: BubbIMn V4 B	M65: MetalMn V4 M	
M28: GutsMan V3 G	M48: DesrtMn V3 D	M68: KingMan V3 K	
M29: GutsMan V4 G	M49: DesrtMn V4 D	M69: KingMan V4 K	
M32: ProtoMn V3 B	M52: PlantMn V3 P	M80: DarkMan V3 D	
M33: ProtoMn V4 B	M53: PlantMn V4 P	M81: DarkMan V4 D	

4 STARS (40 Battle Chips)

116 Battle Chips counting each Code.

#010: Volcano A/G/J/Y/Z (+)	#139: GrabRvng C/G/P/R/Y (+)	M05: Salamndr S	M39: BeastMn V2 B (+)
#030: BlkBomb3 C/G/L/U/Y (+)	#153: Recov200 M/N/U/V/W (+)	M11: GaiaBlad G	M43: BubbIMn V2 B (+)
#039: VarSwrd B/C/D/E/F (+)	#154: Recov300 O/R/N/W/Z (+)	M12: Meteors R	M47: DesrtMn V2 D (+)
#041: StepSwrd L/M/N/O/P (+)	#160: Geddon2 F/H/N/O/W (+)	M15: GodStone S	M51: PlantMn V2 P (+)
#042: StepCros P/Q/R/S/T (+)	#161: Geddon3 C/M/U/W/Y (+)	M16: OldWood W	M55: FlamMan V2 F (+)
#047: BigWave E/J/M/P/Y (+)	#173: NrthWind A/C/N/S/Z (+)	M19: LifeAura D	M59: DrillMan V2 D (+)
#053: Condor B/I/L/S/Z (+)	#183: Hole A/B/S/T/Z (+)	M24: Roll V2 R (+)	M63: MetalMn V2 M (+)
#054: Burning A/F/L/R/S (+)	#190: Snctuary A/C/E/L/S (+)	M27: GutsMan V2 G (+)	M67: KingMan V2 K (+)
#086: NoBeam3 H/M/V/W/Z (+)	#193: AntiNavi A/M/N/V/W (+)	M31: ProtoMn V2 B	M79: DarkMan V2 D
#088: Geyser B/C/L/S/W (+)	M02: HeroSwrd P	M35: FlashMn V2 F (+)	M83: JapanMn V2 Y

3 STARS (91 Battle Chips)

359 Battle Chips counting each Code.



#003: M-Cannon O/P/Q/R/S (+)	#066: AirStrm3 A/G/I/N/V (+)	#120: Sensor3 B/E/J/O/P (+)	#186: IceStage C/G/M/Q/T (+)	M34: FlashMan F (+)
#009: LavaCan3 E/H/J/R/W (+)	#069: Arrow3 A/H/J/N/P (+)	#123: MetaGel3 G/H/S/T/U (+)	#187: GrassStg E/J/R/W/Z (+)	M38: BeastMan B (+)
#024: TrpIBomb E/I/N/P/W (+)	#072: Ratton3 A/C/F/R/S (+)	#124: Pawn B/E/N/R/Y (+)	#188: SandStge B/C/Q/U/W (+)	M42: BubbIMan B (+)
#025: CannBall A/D/F/L/P (+)	#073: FireRatn B/F/H/M/Y (+)	#125: Knight C/H/M/U/V (+)	#189: MetlStge D/G/M/O/S (+)	M46: DesrtMan D (+)
#026: IceBall F/I/M/Q/S (+)	#075: RedWave B/F/J/R/U (+)	#126: Rook D/F/N/Q/U (+)	#191: AntiDmg C/F/H/M/S (+)	M50: PlantMan P (+)
#027: LavaBall B/C/H/N/W (+)	#076: MudWave D/G/M/V/Z (+)	#129: TimeBomb J/K/L/M/N (+)	#192: AntiSwrd B/K/R/U/Y (+)	M54: FlamMan F (+)
#029: BlkBomb2 D/I/K/Q/S (+)	#080: Spice3 D/F/J/O/Q (+)	#130: Mine A/D/L/R/S (+)	#194: AntiRecv B/D/E/O/S (+)	M58: DrillMan D (+)
#034: FireSwrd F/N/P/R/U (+)	#083: Shake3 D/M/R/T/Z (+)	#131: Lance D/E/H/R/Z (+)	M04: StandOut P (+)	M62: MetalMan M (+)
#035: AquaSwrd A/H/N/P/T (+)	#085: NoBeam2 E/I/S/U/Y (+)	#132: Snake D/E/I/R/Y (+)	M06: WatrLine C (+)	M66: KingMan K (+)
#036: ElecSwrd E/K/N/P/V (+)	#091: Rope3 H/I/T/U/V (+)	#141: Prism H/J/K/Q/W (+)	M07: Fountain D	M78: DarkMan D
#037: BambSwrd B/L/N/P/W (+)	#094: Boomer3 L/O/P/U/Z (+)	#144: Fanfare C/E/G/L/Y (+)	M08: Lightning L (+)	M83: JapanMan Y
#038: CustSwrd B/F/R/V/Z (+)	#099: RockArm3 C/I/L/T/Z (+)	#145: Discord D/F/N/T/Z (+)	M09: Bolt T	
#040: AirSwrd E/H/J/R/Y (+)	#102: CrsShld3 C/E/L/N/R (+)	#146: Timpani A/N/Q/U/W (+)	M10: GaiaSwrd G (+)	
#043: Slasher B/D/G/R/S (+)	#105: Magnum3 D/F/I/S/W (+)	#157: FstGauge B/E/J/R/Y (+)	M17: Jealousy J	
#046: DynaWave E/N/Q/T/V (+)	#108: Plasma3 F/I/N/P/S (+)	#158: Panic A/C/L/R/Z (+)	M20: FullCust *	
#050: GutImpct G/H/I/J/K (+)	#111: ShotMetr A/D/F/S/Y (+)	#164: Shadow H/J/N/Q/U (+)	M21: Atk+30 *	
#052: Burner B/F/Q/S/W (+)	#114: Needler3 D/L/O/U/Z (+)	#167: Mole3 C/E/L/M/Q (+)	M22: Navi+40 *	
#057: ZapRing3 C/E/O/T/Z (+)	#117: Totem3 D/I/K/N/Q (+)	#171: Barr200 E/F/H/R/U (+)	M23: Roll R (+)	
#060: IceWave3 C/D/J/R/V (+)	#118: Sensor1 C/K/L/O/P (+)	#172: Aura F/I/S/U/Y (+)	M26: GutsMan G (+)	
#063: Yo-Yo3 M/N/O/P/Q (+)	#119: Sensor2 A/G/H/N/S (+)	#185: LavaStge A/E/R/T/Y (+)	M30: ProtoMan B	

2 STARS (11 Battle Chips)

31 Battle Chips counting each Code.

#006: AirShot3 * (+)	#200: Navi+20 * (+)
#049: GutStrgt O/P/Q/R/S (+)	
#077: Tornado C/L/R/T/U (+)	
#079: Spice2 C/F/I/K/R (+)	
#127: Team1 A/C/E/T/Z (+)	

#128: Team2 D/L/P/S/Z (+)	
#196: Fire+30 * (+)	
#197: Aqua+30 * (+)	
#198: Elec+30 * (+)	
#199: Wood+30 * (+)	

1 STAR (0 Battle Chips)

N/A

Extra

Green Mystery Data

ACDC 1: ShotGun T, Sword Y, PanlOut1 *, MiniBomb S, 200 z, 400 z, 800 z, 1200 z.

ACDC 2: 100 z, 300 z, 1000 z, 2000 z.

ACDC 3: DashAtk Z, Spreader O, ShockWav J, Recov30 *, 500 z, 900 z, 1300 z, 2000 z.

SciLab 1: Spreader N, ShotGun B, WideSwrd Y, Recov30 D, 300 z, 500 z, 1000 z, 1400 z.

SciLab 2: Spreader M, RockCube *, PanlGrab *, Recov50 C, 600 z, 1000 z, 1500 z, 2000 z.

Yoka 1: 1000 z, 1500 z, 2000 z, 3500 z, Virus battle.

Yoka 2: GutPunch C, GutPunch D, GutPunch E, GutPunch F, Virus battle.

Beach 1: Spreader Q, AirShot2 *, Barrier *, Recov50 *, 1000 z, 1200 z, 1400 z, 3000 z.

Beach 2: Spreader P, GutStrgt R, Recov80 J, RockCube *, 100 z, 500 z, 1000 z, 3000 z.

Hades Isle 'Network': GutStrgt Q, Hammer B, PanlOut3 *, Repair *, 800 z, 1200 z, 2000 z, 2500 z, Virus battle.

Undernet 1: Ratton2 O, HiCannon K, Geysr W, Recov120 W, 800 z, 1500 z, 2000 z, 3500 z.

Undernet 2: 2000 z, 2500 z, 3000 z, 4000 z, Virus battle.

Undernet 3: IceWave1 Q, Salamndr S, SandStge B, Repair *, Virus battle.

Undernet 4: Tornado T, Slasher S, Fountain D, Fan A, 500 z, 1000 z, 3000 z 5000 z.

Undernet 5: 2000 z, 3000 z, 4000 z, 5000 z, Virus battle.

Undernet 6: Wave I, ElecSwrd V, Bolt T, Recov150 V, 800 z, 1800 z, 2800 z, 4800 z.

Undernet 7: Knight H, Pawn Y, GaiaBlad G, Snake E, Virus battle.

Secret 1: 1500 z, 3300 z, 5800 z, 8000 z, Virus battle.

Secret 2: CannBall *, Lance E, CrsShld1 *, Rook *, 2400 z, 3800 z, 5200 z, 6600 z.

Secret 3: AntiDmg S, Mine *, GrabRvng C, Recov200 N, Virus battle.

Virus Locations

1. School Blkboard Cmp: Mettaur, Canodumb

2. Doghouse Cmp: Mettaur, Canodumb, Spikey (after BeastMan alpha, use necessarily "SneakRun"), Spikey2 (after BeastMan alpha, use necessarily "SneakRun"), Spikey3 (after BeastMan alpha, use necessarily "SneakRun")

3. Mayl's HP: Mettaur, Canodumb, Bunny, **Mettaur2**

4. ACDC 1: Mettaur, Canodumb

5. Dex's HP: Mettaur, Canodumb, **Spikey**

6. Yai's HP: Canodumb, Bunny, **Canodumb2**

7. ACDC 2: Mettaur, Canodumb, Bunny (after FlashMan alpha), Boomer (after FlashMan alpha), Eleball (after FlashMan alpha)

8. ACDC 3: Mettaur, Canodumb, Bunny

9. Sch Srv Comp: Mettaur, Canodumb, Boomer, **KillerEye** (equip "Battery"), **Elehornet** (equip "Battery")

10. Prncp's PC 1: Mettaur, Canodumb, Bunny

11. Prncp's PC 2: Mettaur, Canodumb, Bunny, Eleball

12. Yai's Phone Comp: Bunny, Shrimpy, Ratty

13. SciLab Vending Comp: Bunny, Shrimpy, Pengi, Penga

14. SciLab Data Computer: Canodumb, Mettaur2, Fishy

15. SciLab DoorSens Cmp: Mettaur, Canodumb, **Spikey** (equip "OilBody"), Fishy, **Spikey2** (equip "OilBody"), **HotHead** (equip "OilBody")

16. SciLab 2: Canodumb, Boomer, Ratty, Fishy, Quaker, Swordy

17. SciLab 1: Canodumb, Boomer, Fishy, Quaker, Swordy

18. Yoka Old TV Comp: Mettaur, Mettaur2, Ratty, Quaker, Totem (after DesertMan alpha), Mettaur3 (after DesertMan alpha)

19. Yoka Armor Comp: Mettaur, Mettaur2, HardHead (after JapanMan alpha), Fishy3 (after JapanMan alpha)

20. Tamako's HP: Mettaur, Canodumb, Boomer, WindBox, **HardHead**

21. Yoka 1: Mettaur2, Canodumb2, Shrimpy, Pengi, WindBox, Slimer, **Swordy3**, Fishy (after FlamMan alpha), Fishy2 (after FlamMan alpha)

22. Zoo Ticket Comp: Mettaur, Mettaur2, Canodumb2, Boomer, Ratty

23. Panda Alarm Comp: Mettaur, Canodumb, **Mettaur2**, Spikey

24. Zoo Comp 1: Mettaur, Mettaur2, Spikey, Boomer, Ratty

25. Zoo Comp 2: Mettaur, Mettaur2, Spikey, Boomer, Ratty, Swordy

26. Zoo Comp 3: Mettaur2, Spikey, Boomer, **Ratty**, **Swordy**, Beetle, **Viney** (equip "Jungle"), **Moshy** (equip "Jungle")

27. Zoo Comp 4: Mettaur2, Spikey, Boomer, Ratty, Swordy, Spikey2, Beetle

28. Higsby's Sign Comp: Mettaur, Mettaur2, Shrimpy, Ratty, Trumpy

29. Lan's Board Comp: Spikey, Eleball, Ratty, **Ratty2**

30. Yoka 2: Mettaur2, Shrimpy, Slimer

31. Giraffe EduComputer: Spikey, Ratty, **Mashy** (equip "Jungle")

32. Beach 2: Mettaur2, Fishy, **Beetle**, Trumpy, Deetle, Yort, SnowBlow

33. Beach 1: Fishy, Trumpy, Deetle, Yort, SnowBlow, Shaker, Swordy2, Ratty (after BubbleMan alpha, MegaMan must have 25% or less of his Max HP), Shrimpy2 (after BubbleMan alpha, MegaMan must have 25% or less of his Max HP)

34. Ribitta's Relay Comp: Ratty2, Shaker, **Breaker**

35. Hades Isle 'Network': Spikey, **Canodumb2**, **Shrimpy** (equip "Fish"), **Spikey2** (equip "Fish"), Deetle, Yort, **Shrimpy2** (equip "Fish"), Fishy2, Momogra, **Shrimpy3** (equip "Fish"), **ColdHead** (equip "Fish"), Momogra (after DrillMan alpha), Yurt (after DrillMan alpha)

36. DNN NetBattl Cmp: Mettaur2, Swordy, Swordy2

37. Spring Lion Comp: Spikey, **Spikey2**, ??? [red]

38. Gargoyle Demon Comp: WindBox, Swordy3, Totem, ??? [red], Fishy3, LowBlow, VacuumFan

39. Undernet 2: Canodumb2, KillerEye, **Spikey2**, **Spikey3**, **Swordy3**, Shrimpy2, **Shrimpy3**, Fishy3, TuffBunny, Metrid, Jelly

40. DNN TV Board Cmp: Mettaur2, Deetle, **Mettaur3**, TuffBunny

41. DNN Editing Comp: **Mettaur2**, Spikey2, Trumpy, Shrimpy2, Twins

42. Undernet 6: LowBlow, TuffBunny, Mettaur3, Totam, Tuby, Viner, DemonEye, Dominerd2 (after DarkMan alpha, MegaMan must have a bug in the Navi Customizer), Shadow (after DarkMan alpha, MegaMan must have a bug in the Navi Customizer)

43. Hospital TV Comp: WindBox, Heavy, Momogra, N.O

44. Hospital Vending Comp: Penga, Slimey, MegaBunny

45. Hospital Bed Comp: Canodumb2, **Mashy**, Totem, Needler, Mushy

46. Undernet 1: **KillerEye**, **Spikey2**, Spikey3, Shrimpy2, **Shrimpy3**, Fishy3, Metrid, Slimey

47. Undernet 3: Spikey2, Spikey3, Deetle, Swordy2, Fishy3, **Metrid**, Yurt, Volcano

48. Hosp Comp 1: Mettaur2, Canodumb2, HardHead, Totem, Needler, Mushy
49. Hosp Comp 2: Mettaur2, Canodumb2, HardHead, Totem, Needler, Mushy, Viney
50. Hosp Comp 3: Mettaur2, Canodumb2, HardHead, Viney, Swordy2, Totem, Mushy, Needler, Totam (after PlantMan alpha), Poofball (after PlantMan alpha) **51.**
Hosp Comp 4: Mettaur2, Canodumb2, HardHead, Viney, Swordy2, Totem, Needler, Puffball
52. Hosp Comp 5: Mettaur2, Canodumb2, Pengi (equip "Fish"), HardHead, Viney, Swordy2, Totem, Slimey (equip "Fish"), Needler, Puffball, Pengon (equip "Fish")
53. Undernet 5: Ratty2, Shaker, Mettaur3, Heavy, Gloomer, Dominerd, BrushMan
54. Undernet 4: Ratty2, Mettaur3, Fishy3, Gloomer, Dominerd, BrushMan
55. Undernet 7: Canodumb2, Spikey3, Ratty2, Shaker, Shrimpy3, Mettaur3, Fishy3, TuffBunny, Totam, Tuby, Poofball, Momogro, Slimey, Gloomer, HeatJelly, Slimest **56. ACDC Tank Cmp:** Spikey (equip "OilBody"), Spikey2 (equip "OilBody"), Spikey3 (equip "OilBody"), Canodumb3, Nailer, Trasher (equip "OilBody") **57.**
WWW Wall Comp: Jelly, Slimey, Dominerd2, Tromby, Heavier
58. WWW Comp Robot 1: KillerEye, HardHead (equip "Jungle"), Momogra (equip "Jungle"), Viner (equip "Jungle"), MegaBunny, Canodumb3, Nailer, Elebee, Elesphere, Vinert (equip "Jungle") **59. WWW Comp Robot 2:** KillerEye, Jelly, Slimey, MegaBunny, Canodumb3, Nailer, Elebee
60. WWW Comp Robot 3: Spikey3, MegaBunny, HeatJelly, Canodumb3, Nailer, Basher, Metrod
61. WWW Comp Robot 4: Mettaur3, Fishy3, Momogro, MegaBunny, Gloomer, Basher
62. Alpha Core: KillerEye, Slimey, AlphaBug
63. Secret 1: Swordy3, Mettaur3, ColdHead, VacuumFan, Doomer, Metrodo, Geetle, Ratty3, Yart, Heaviest, Totun, JokerEye, Eleglobe **64. Secret 2:** Spikey3, Mettaur3, Volcano, Doomer, Metrodo, Geetle, Shadow, Volcaner, Elewasp, MoBlow, Smasher, N.O-2, ErthJelly (equip "Jungle" or strangely "Battery") **65. Secret 3:** Spikey3, Swordy3, Breaker, Shrimpy3, Fishy3, Volcano, Tromby, Volcaner, Momogre, Dominerd3, Spiker, N.O-3, Volcanest, Scutz, Scuttle, Scuttler, Scuttzer, Scuttlest

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