Mega Man Battle Network 3 (Import) Boss FAQ

by Nekomancer   Updated to v1.0 on Mar 11, 2003

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Rockman EXE 3 complete boss strategy guide V1.0
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-Version history-
1.0: Made this guide in whole, and, that's it really.


-Forward-
As you may have guessed, this is a guide that will, hopefully, give you tips to
beating Navis easily. All of the information presented here was directly
translated from the Rockman EXE 3 Perfect Navigation Guide released in Japan.
I like these books because some of the advice is very good (even if most of the
Navis are easy anyway), and you get to learn neat things like attack names.
I probably wont update this guide very much other than to add user submitted
info, correct flagrant errors, and eventually make an English friendly version
when the game itself is translated. Feel free to use any of the information I
put up in any way you want; technically I didn't come up with it. However, you
must ask the contributors who submitted their own info that you want to use.
Please do not repost this entire guide; if you want to use its info do a little
work yourself. To submit your own info, see section III. Other than all that,
enjoy the guide.


-Nekomancer


-Legend-
This info should be a no-brainer to people even fairly exposed to the EXE saga.
However, for completeness and those who may just be getting into the scene, I
am putting here some terms and info that will help you understand this guide
better.

HP: HP, or hit/health points, is the amount of life a boss (and you) has. It is
represented by a number. When that number reaches zero the boss is destroyed.
Attacks also have an HP number. This number is how much HP they'll deal in
damage when they hit. Easy, eh?

Versions: You will see V1, V2, V3 and V4 come up a lot. These are version
numbers and they apply to Navis and Navi Chips. When Navis reach higher
version, they become faster, stronger, gain more HP, and (sometimes) use more
clever strategies. Navis can only go as high as V3. When Navi chips come in
higher versions, they have a greater attack power. They go from V1 ~ V4
(and V5, if anyone finds out how to get those, even the book doesn't say).
You get Navi chips from beating Navis, usually in their V3 forms. The better
you do in battle, the higher version of a chip you'll get (V4 chips can only
be obtained if you have a Team Style).

Attributes: Some Navis have attacks that carry an elemental attribute, and some
Navis are wholey a certain attribute. I mark what attribute each Navi is, and
also mark what attributes their attacks are. They are as follow:
(n) Neutral, no attribute
(f) Fire
(a) Aqua
(e) Electricity
(w) Wood
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In classic RPG rock-paper-scissors fasion, each element is strong against one, but weak to another. As probably predicted, fire beats wood, wood beats electricity, electricity beats water, and water beats fire. In the case of EXE, using an elemental attack against am enemy who is weak to that element, it will do double damge, and possibly more depending on the terrain. So Heat Shot, which does 40 points of damage, will do 80 points of damage on an enemy with a Wood attribute. Enemies that are neutral are not effected differently by any elements, and of course most enemies you'll encounter will be neutral.

Breaking proficiency: Best I could think of calling it anyway. There are a lot of cases where bosses use extra objects in their fights. These objects can usually be destroyed, but sometimes only certain chips, like Hougan and Guts Punch, can destroy them. Usually these objects will have a set amount of HP as well, so make sure your chip does enough damage, even if it has proficiency.

Locations: Navis aren't always located in the same places. Civilian (non-enemy) Navis can always be fought by challenging their operator, though operators may not always be in the same spot. Enemy Navis you will always find the first time inevitably, since each scenario in the game ends with a fight against an enemy Navi. When you delete them, as the story says, their data flies somewhere out on the network community. Every V2 Navi in this situation is in an exact predetermined spot in the area listed. They are usually at dead ends, or sometimes, controversally, in the middle of wide open areas. Unlike the last two games, V3 Navis go to yet another area. This time they will appear like any random battle. You can usually tell an area has a V3 Navi, because you will also run into viruses related to the Navi (but out of place for the area you're in), and for some reason you can't escape, even if you're at a high level. Some V3 Navis have special requirements to find them, they will be listed where needed.

-Section I-
This section contains all the Navis you need to fight in order to get through the game's initial storyline. There are eight scenarios, each ending with a battle against a WWW Navi, though it's not uncommon to find other Navis during scenarions.

"Dazzling strength to manipulate light!!"
Navi: FlashMan

Operator: Rei Saiko

Attribute: Electric

HP: V1 = 300, V2 = 500, V3 = 700

Items obtained:
-Chips- V1 = Nothing, V2 = FlashMan F, V3 = FlashMan V1~4 F
-Zenny- V1 = 1000, V2 = Nothing, V3 = 100~2000

Attacks:
Neon Light (e) - (V1 = 10HP, V2 = 30HP, V3 = 60HP) The path of the colored spheres will bend to home in on your position. You can avoid it by moving up or down right before it strikes. It travels quickly so be sure to get your timing down. You can also find safety by using Panel Out, as this attack cannot move past a missing panel.
Spark Arm (e) - (V1 = 15HP, V2 = 45HP, V3 = 90HP) He will hit the ground with his hand and send electricity one space up, down and forward. The warning signal for this attack is when he raises his arm. Immediately move to the last column to avoid the attack altogether.

Flash Light (e) - (V1 = 0HP, V2 = 0HP, V3 = 0HP) Creates light bulbs that will radiate at a fixed time. They cannon inflict damage but they will paralyze you after radiating. Destroy them both before they radiate. They each have 5HP (20HP at V2, and 40HP at V3).

Battle background: Electrical attributed Navi. He warps around quickly in his area, and if you aim too slowly with Cannon attacks you'll be likely to miss. Wait right until the moment he lines up with you before firing. When he comes up to the foremost column you can usually strike him with a sword attack. By using Wide Sword you can hit him and also avoid his Neon Light attack. Air Chute 1 will also work well because it strikes fast and will not make FlashMan invincible after damaging. Using Air Chute 1 and Cannon chips is very effective.

Recommended attacks: Cannon, Air Chute 1, Wide Sword

Locations:
V1: Story scenario 1
V2: Akihara Area 3
V3: Akihara Area 2

"The powerful Navi that overcomes with guts!"
Navi: GutsMan

Operator: Dekao Ooyama

Attribute: Neutral

HP: V1 = 300, V2 = 700, V3 = 900

Items obtained:
-Chips- V1 = GutsMan G, V2 = GutsMan V2 G, V3 = GutsMan V1~4 G
-Zenny- V1 = Nothing, V2 = Nothing, V3 = 100~2000

Attacks:
Shockwave (n) - (V1 = 20HP, V2 = 40HP, V3 = 100HP) A sonic boom that runs along the ground. It cannot travel past missing panels. Also, it wont hit an opponent who isn't on the same line.
Guts Hammer (n) - (V1 = 20HP, V2 = 40HP, V3 = 100HP) An accostumed attack where he cracks all of your panels with a hammer. You can only be damaged from it from getting hit by the hammer itself.
Guts Punch (n) - (V1 = 30HP, V2 = 60HP, V3 = ---) When you're standing on the foremost column, he will come up next to you and punch. Avoid the punch and make a counterattack.
Rocket Guts Punch (n) - (V1 = ---, V2 = ---, V3 = 150HP) Throws a punching fist straight forward. When Gutsman prepares to do this you should move up or down immediately.
Zeta Punch (n) - (V1 = ---, V2 = ---, V3 = 150HP) Only GutsMan V3 uses this skill. GutsMan will become invincible and throw rocket punches at high speed. Since GutsMan is invincible in this state do not bother attacking; devote all your time to avoiding the punches. Continue attacking after he's finished.

Battle background: Being similar to Dekao, a powerful Navi that tends to attack in a straight line. GutsMan moves around in a basic fashion and is pretty easy to hit with most attacks. When he uses his Guts Hammer all of your panels will be cracked; limiting your maneuvers to escape his attacks. Be sure to carry protection chips like Met Guard chips before going into battle. His Shockwave attack is unable to pass missing panels. It's also good to purposefully break cracked panels so they will return sooner. In V3 form his attacks become much faster. Watch him carefully.

Recommended attacks: Wide Sword, Cannon, Met Guard

Locations:
V1: Dekao
V2: Dekao
V3: Dekao

"Utilizing the stage with threatening attacks!!"
Navi: MetalMan

Operator: Tamako Shiraizumi

Attribute: Neutral

HP: V1 = 500, V2 = 800, V3 = 1200

Items obtained:
-Chips- V1 = MetalMan M, V2 = MetalMan V2 M, V3 = MetalMan V1~4 M
-Zenny- V1 = Nothing, V2 = Nothing, V3 = 100~2000

Attacks:
Metal Wheel (n) - (V1 = 20HP, V2 = 40HP, V3 = 80HP) Moves around the edge of
the field in the same manner as the Boomerang chip attack. When the slow moving
gear comes to the center of your area it can throw off your timing for trying
to avoid this attack. If you haven't destroyed the gears, use Area Steal to
guarentee a way out.
Metal Missile (n) - (V1 = 20HP, V2 = 40HP, V3 = 80HP) Fires three missiles from
his back which aim at your standing position. The panel a missile will strike
will shine yellow as a warning.
Metal Fist (n) - (V1 = ---, V2 = 80HP, V3 = 160HP) Starts using this attack at
V2 form. He will warp in front of you and slam his fist down. The panel which
he hits will become cracked.

Battle background: This Navi belongs to Tamako, the girl running the souveneir
stand in Yokayoka Village. She will first appear in story scenario 2. As for
the battle with MetalMan, two iron gears will move left and right across the
center line. Colliding with a gear will cause 20 points of damage (same with
V2 and V3). While not a major threat, the gears may restrict your movements.
Make sure to have an attack that is capable of destroying them. MetalMan is
much easier to fight without the gears.

Recommended attacks: Hougan (cannonball), Wide Sword, Ratton 1

Locations:
V1: Tamako
V2: Tamako
V3: Tamako

"Fierce animal Navi of elusive appearances!!"
Navi: BeastMan

Operator: Takeo Inukai

Attribute: Neutral

HP: V1 = 500, V2 = 700, V3 = 900

Items obtained:
-Chips- V1 = Nothing, V2 = BeastMan B, V3 = BeastMan V1~4 B

-Zenny- V1 = 1500, V2 = Nothing, V3 = 100~2000

Attacks:
Beast Ray (n) - (V1 = 20HP, V2 = 40HP, V3 = 60HP) Aims from a slanted position
and thrusts at you diagonally. He will appear above or below you before
executing this attack, so move forward or back as necessary.
Jumping Claw (n) - (V1 = 20HP, V2 = 40HP, V3 = 60HP) Warps in front of you and
attacks with his claws. The attack range is three space in height (like the
Wide Sword), and once at V2 he can appear behind you as well.
Wild Rush (n) - (V1 = 20HP, V2 = 40HP, V3 = 60HP) After disappearing, his two
arms fly at you from the top and bottom in a diagonal direction, and then his
head flies at you from straight forward. Move right and left to avoid the arms,
and then up or down to avoid the head. If you stay on the center line it is
harder to guess where the arms will appear. Staying on the top or bottom lines
will make them easier to avoid.

Battle background: A Navi that proudly makes direct attacks. Since BeastMan is
very fast you should devote effort to evading. A good chance of counterattack
comes after he uses the Jumping Claw. Move back a space to avoid it, then rush
in and use a Sword attack. Since BeastMan warps around quick, the Shot series
of chips is also effective. Mainly, though, be sure to have a folder with a
good amount of Sword chips before going into battle.

Recommended attacks: Wide Sword, Long Sword, Boomerang 1

Locations:
V1: Story scenario 2
V2: Kagakushou Area 1
V3: Netto's doghouse system (using Shinobi Dash is required)

"Protected by the pukupuku bubble!!"
Navi: BubbleMan

Operator: None

Attribute: Aqua

HP: V1 = 500, V2 = 800, V3 = 1200

Items obtained:
-Chips- V1 = Nothing, V2 = BubbleMan B, V3 = BubbleMan V1~4 B
-Zenny- V1 = 2000, V2 = Nothing, V3 = 100~2000

Attacks:
Bubble Parade (a) - (V1 = 30HP, V2 = 80HP, V3 = 120HP) Bubbles which emerge
countlessly from a hole. Because they always have 1HP at any version, they can
easily be taken care of with the buster.
Fish Missile (a) - (V1 = 30HP, V2 = 80HP, V3 = 120HP) Appears in a bubble
which, if popped, it will race straight forward. If you're unable to destroy
it, evade by moving up or down.
Sea Crab (a) - (V1 = 30HP, V2 = 80HP, V3 = 120HP) The crab runs forward and
then turns up or down the column you are in. It is very smiliar to the Ratton
attack. When it comes to your column, move front or back to avoid it. It is
also destroyable, and has 10HP at V1, 20HP at V2 and 30HP at V3.
Mine (n) - (V1 = 30HP, V2 = 80HP, V3 = 120HP) A mine wrapped in a bubble.
Destroy it before it explodes. It has 40 HP (also 40 at V2, and 80 at V3).
Aqua Shoot (a) - (V1 = 50HP, V2 = 100HP, V3 = 150HP) BubbleMan will fire three
spears. They move at high speed but only go straight forward.

Battle background: The Navi of aqua attribute and no operator. When fighting

BubbleMan the stage will have a stone to guard him, and a hole. Countless bubbles will spring out from the hole and block your attacks. Use any bomb series of chips which will go past the bubbles. As well, Heat Shot is proficient since it hits the space behind the object it strikes. The stone can be broken if you have a chip with the capability of doing so.

Recommended attacks: Heat Shot, Minibomb, Shotgun

Locations:
V1: Story scenario 3
V2: Yokayoka Area 1
V3: Beach Area 1 (only appears when you have 25% HP or lower)

"His weapon is the strategy of chess!!"
Navi: KingMan

Operator: Torakichi Aragoma

Attribute: Neutral

HP: V1 = 800, V2 = 1000, V3 = 1500

Items obtained:
-Chips- V1 = Nothing, V2 = KingMan K, V3 = KingMan V1~4 K
-Zenny- V1 = 1000, V2 = Nothing, V3 = 100~2000

Attacks:
Pawn (n) - (V1 = 30HP, V2 = 60HP, V3 = 100HP) Stands at the foremost column and attacks with Long Sword. It also serves as a guard, but has only 5HP regardless of version.
Knight (n) - (V1 = 50HP, V2 = 100HP, V3 = 150HP) Constantly tries to jump on you and discharges a sonic boom straight forward every time it lands. It has an HP of 100 regardless ov version.
Rook (n) - (V1 = ---, V2 = ---, V3 = ---) It cannot attack, but it stays in front of KingMan acting as a shield, moving up and down to follow his movements. Its HP is always 200.
Checkmate (n) - (V1 = 50HP, V2 = 100HP, V3 = 150HP) He uses his pieces to trap you in a smaller area with no escape, and then attacks by jumping on you. Sonic booms will erupt around him front and back, above and below, so you can still be damaged even if he doesn't land on you.

Battle background: He attacks with the three pieces pawn, knight and rook. KingMan himself stays on the back column, moving up and down, and is difficult to strike. Therefore it is very helpful to destroy the pieces. The pawn guards KingMan, but only has 5HP and is easy to get rid of with any chip that has breaking proficiency. After destroying the pawns proceed to use Navi chips against KingMan. As well, having the Navi Customizer program "Break Buster" for this fight will make it easier.

Recommended attacks: Boomerang 1, Double Bomb, Guts Punch

Locations:
V1: Story scenario 4
V2: Torakichi
V3: Torakichi

"Fortified of sand and water!!"
Navi: DesertMan

Operator: Noboru Sunayama

Attribute: Neutral

HP: V1 = 800, V2 = 1200, V3 = 1600

Items obtained:
-Chips- V1 = Nothing, V2 = DesertMan D, V3 = DesertMan V1~4 D
-Zenny- V1 = 2500, V2 = Nothing, V3 = 100~2000

Attacks:
Lion Head (n) - (V1 = 40HP, V2 = 80HP, V3 = 120HP) When one of DesertMan's
hands lines up with you, it will become a large lion head and rush forward. It
can be avoided by moving up or down. Also, the hands have 40HP (60 at V2, 80 at
V3) and can be temporarily destroyed. Sword chips work well.
Doodlebug (n) - (V1 = 40HP, V2 = 80HP, V3 = 120HP) Two randomly appear on your
side of the stage. Try to move quickly as soon as you notice it begin to form
underneith you.
Heavy Sand (n) - (V1 = 60HP, V2 = 120HP, V3 = 180HP) A block of sand that falls
on you from overhead. You can tell when it is going to come down by its shadow
appearing on the ground, and move out of the way accordingly.

Battle background: The boss Navi who appears from the midst of sand and is
protected by pillars on his area. Each pillar has 50HP and it is best to take
them out with a chip attack. When DesertMan is attacked, he will immediately
dive back into the sand and appear in a new location, making it hard to damage
him continually. However, when hit with an aqua attack it will momentarily
freeze him in place. With some thought, you can use Bubble Shot and other aqua
attacks and hammer him with chip combos!

Recommended attacks: Bubble Shot, Ice Wave, GutsMan

Locations:
V1: Story scenario 4
V2: Beach Area 1
V3: Television system (Yokayoka hotel)

"Large-flowered battle blooming in the cyber world!!"
Navi: PlantMan

Operator: Anetta

Attribute: Wood

HP: V1 = 1000, V2 = 1300, V3 = 1700

Items obtained:
-Chips- V1 = Nothing, V2 = PlantMan P, V3 = PlantMan V1~4 P
-Zenny- V1 = 3000, V2 = Nothing, V3 = 100~2000

Attacks:
Rose Needle (w) - (V1 = 50HP, V2 = 80HP, V3 = 120HP) Discharges a needle
cluster straight forward. Move up and down to evade it, but take note of the
attack's speed.
Plant Weed (w) - (V1 = 40HP, V2 = 40HP, V3 = 40HP) Ivy that grows from the
ground and slowly moves in on your position. If it hits you it will tie you up
and gradually deplete your HP. If you are caught you can "struggle" a little
in order to destroy the rope and escape. It has 40HP (60HP at V2, 80HP at V3).
Yellow Flower (w) - (V1 = 0HP, V2 = 0HP, V3 = 0HP) This flower expels pollen
one space all around it that can paralyze you. The flower has 80HP (100HP at
V2, 120HP at V3).

Red Flower (w) - (V1 = 0HP, V2 = 0HP, V3 = 0HP) This flower expels pollen one space all around it that can disorientate your movements. The flower has 80HP (100HP at V2, 120HP at V3).

Battle background: Wood attributed Navi that works for Anetta. Therefore his weakness is fire attributed attacks which will do twice as much damage. Keep as many flame attributed Sword and Shot chips as possible. Also, if you use Grassy Stage, your fire attacks will do four times the damage, though remember that PlantMan can recover HP on grassy panels. PlantMan warps about to move but isn't very fast, so he should be easy to hit. Constantly attack with fire attacks and you should win the battle in no time.

Recommended attacks: Totem 1, Flame Sword, Heat Shot

Locations:
V1: Story scenario 5
V2: Ura Internet Area 4
V3: Hospital system 3

"Intense thermal Navi that burns everything to nothing!!"
Navi: FlameMan

Operator: Kenichi Hino

Attribute: Fire

HP: V1 = 1000, V2 = 1400, V3 = 1800

Items obtained:
-Chips- V1 = Nothing, V2 = FlameMan F, V3 = FlameMan V1~4 F
-Zenny- V1 = 3500, V2 = Nothing, V3 = 100~2000

Attacks:
Fire Breath (f) - (V1 = 60HP, V2 = 80HP, V3 = 150HP) He uses this flame attack once he starts losing HP. It has a wide attack range but there will be an empty spaces near him which are safe. When you see FlameMan get into position for this attack move to safety immediately. Sometimes when he attacks the flame moves in a line instead of spreading.
Chaos Flame (f) - (V1 = 60HP, V2 = 80HP, V3 = 150HP) Appears when the candle flame turns yellow. Two fireballs appear and rotate around the outer edge of your side of the stage. Only the center panel is completely safe. The fireballs will remain until the candle flame is put out.

Battle background: True to his name, the Navi that fights with flames. Two candles will be on the back column to support his attacks. When a candle's flame is red it will allow FlameMan to recover HP, and when a candle flame is green FlameMan becomes invincible. As for the yellow candle flame, it generates two fireballs on your side of the stage. Each candle flame has a low HP of 8 (12HP at V2, 16HP at V3), you'll probably put out the flames in the preferential order of green to red to yellow. After the green flame is put out, immediately attack with Navi chips and aqua attributed chips which will do double damage.

Recommended attacks: Small Jelly, Aqua Sword, Bubble Buoy

Locations:
V1: Story scenario 6
V2: Ura Internet Area 5
V3: Yokayoka Area 1

"Magic Navi that appears from a lamp"
Navi: MistMan

Operator: None

Attribute: Neutral

HP: V1 = 1000, V2 = 1300, V3 = 1600

Items obtained:
-Chips- V1 = Nothing, V2 = MistMan M, V3 = MistMan V1~4 M
-Zenny- V1 = 2000, V2 = Nothing, V3 = 100~2000

Attacks:
Demon Tackle (n) - (V1 = 40HP, V2 = 80HP, V3 = 120HP) When the lamp reaches
the same line as you, the demon appears and rushes straight forward. It has an
HP of 10 (20HP at V2, 30HP at V3).
Misty Poison (Smoke) (n) - (V1 = 12HP/sec, V2 = 15HP/sec, V3 = 20HP/sec) You
are damaged just by touching the smoke. When the level rises to V2 and V3, the
smoke can damage a lot even if contact is brief.
Misty Poison (Punch) (n) - (V1 = 40HP, V2 = 80HP, V3 = 120HP) Poisonous smoke
drifts left and right in your area. When standing in to the left or right of a
smoke tuft, it will turn into the demon and punch one space forward. The damage
given by the smoke is probably less than the punch, and if there is no safe
escape you should run quickly through the smoke.
Soul Gengar (n) - (V1 = 20HP, V2 = 40HP, V3 = 80HP) Two ghosts appear on your
area and chase you slowly. Not only do they damage you upon contact, they try
to hold you in place.

Battle background: The Ura Rank 2 grade Navi. His true body is actually the
lamp, but the demon appears from it and attacks you. Because his attacks
Misty Poison and Soul Gengar restrict your movement, you should expand your
area right away with chips like Area Steal. These attacks affect a wide area
and the lamp can't be interrupted during them. Attack steadily while evading.

Recommended attacks: Small Jelly, Fumokomizan, MetalMan

Locations:
V1: Net Battling Machine (TV Station); story scenario 7
V2: Net Battling Machine (TV Station)
V3: Net Battling Machine (TV Station)

"Rushing Navi that bores holes into empty space!!"
Navi: DrillMan

Operator: None

Attribute: Neutral

HP: V1 = 600, V2 = 900, V3 = 1200

Items obtained:
-Chips- V1 = Nothing, V2 = DrillMan D, V3 = DrillMan V1~4 D
-Zenny- V1 = 4000, V2 = Nothing, V3 = 100~2000

Attacks:
Triple Hole (n) - (V1 = 80HP, V2 = 120HP, V3 = 160HP) Many drills emerge and
rush forward fromt he three holes. During this attack DrillMan himself does
not show up. The drills still block shots, but can be broken by certain
attacks. They have 10HP at all versions.

Drill Drive (n) - (V1 = 80HP, V2 = 120HP, V3 = 160HP) Similar to Triple Hole.
Three holes open and release a drill once; except DrillMan himself will emerge
from one of them. Quickly move to the next line and hit him with a wide ranged
attack.
Panel Crusher (n) - (V1 = 80HP, V2 = 120HP, V3 = 160HP) DrillMan and two drills
will burst through panels on your area, breaking them, and go straight up. The
panels they will come through will shine yellow before hand so take warning.
Rubble (n) - (V1 = 60HP, V2 = 100HP, V3 = 140HP) After the Panel Crusher
attack, three stones fall from the top. The panels that they will fall on shine
yellow before hand, so look to see where you need to move.

Battle background: From his starting position he drills through the air and
ground while coming at you. Since most of his attacks go straight forward they
are not difficult to avoid. However, DrillMan thrusts forward at high speed and
his drill head guards him from attack. There is no attack that can break
through it. The best chance to attack is during his Drill Drive attack, hit
him with Wide Sword or another attack that has a similar range as he passes by.
Be prepared for a long battle.

Recommended attacks: Wide Sword, Relic Form, Burning Body

Locations:
V1: Story scenario 7
V2: Ura Internet Area 6
V3: Hell Island system

"Awakening of the powerful fighting Navi!!"
Navi: Forte

Operator: None

Attribute: Neutral

HP: V1 = 1000

Items obtained:
-Chips- V1 = Nothing
-Zenny- V1 = 2000

Attacks:
Air Burst (n) - (V1 = 100HP) Fires a light sphere straight forward. Avoid it by
moving up or down. If you have the Navi Customizer program "Reflect," use it
to repel his attack back at him.
Explosion (n) - (V1 = 100HP) The increased attack which fires many air bursts
forward. It covers all three lines. Move up and down quickly to avoid them, or
use Invisible and wait out the attack.
Earth Breaker (n) - (V1 = 100HP) Forte will jump up high and slam his fist onto
you. It creates a sonic boom that cracks the panel it strikes, as well as the
one above and below it. Wait for him to come and them move front or back before
he hits the ground to evade it.

Battle background: The Navi Forte who hates humans and wishes to destroy the
world. His body is protected with an aura which nullifies all attacks under
100 damage points. To hit him, use an attack that does 100 or more damage then
immediately use another chip attack. He can revive his aura quickly so you
should carry many chips of the same code, or wait until the custom gauge is
full before subduing the aura to get more attacks from the custom screen.
Attack swiftly!

Recommended attacks: Random Meteor, Magnum 1, Met Guard

Locations:
V1: Story scenario 8

"Fearful giant of the cyber world!!"
Name: Proto

Operator: None

Attribute: Neutral

HP: V1 = 2000

Items obtained:
-Chips- V1 = Nothing
-Zenny- V1 = Nothing

Attacks:
Devil Hand (n) - (V1 = 50HP) The first arm appears from above and flies
downward at you, avoid it by moving front or back. The second arm then comes
straight at you so move up or down. This will happen roughly three times. The
arms also have breaking proficiency.
Reverse Vulcan (n) - (V1 = 20HP) Aims and fires a machine gun at you. It
follows your position, but if your timing is well you can quickly evade it,
even if you just have two panels.
Red Eye's Delete (n) - (V1 = 80HP[direct hit]/80HP[shockwave]) Fires a beam to
the center panel of your foremost column, cracking that panel and then panels
above, below, to the right and left of it. Immediately move to safety when this
attack is used. When the panels are missing the shockwave can't spread.
Proto Arm Sigma (n) - (V1 = 60HP) Discharges an electric shock from its body.
It will either fire at the top and bottom lines, or at the center line, and go
back and forth between these at high speed. Quickly adjust to this pattern and
you can avoid the attack moving up and down. Also, the device for this attack
has 500HP and can be destroyed.
Proto Arm Omega (n) - (V1 = 100HP[direct hit]/100HP[blast]) Fires a missile
forward which explodes and covers the back two columns. If you advance to your
foremost column you'll be safe.

Battle background: The last boss of the game's story, larger than any Navi
faced before and weilds a strong attack power. Be prepared for a long battle.
To damage Proto you must destroy the membrane guarding the blue core. Break
open the membrane and then hit the core with as high powered an attack as
possible. The Program Advance Zeta Cannon 2 lets you attack continueously at
high power and makes you invincible and therefore a very effective attack.
After a short while Proto's membrane will close back up. Whatever attack you
use keep hitting often and rapidly; PAs and rapid fire attacks are the way to
go.

Recommended attacks: Zeta Cannon 2 (PA), Random Meteor, Pawn

Locations:
V1: Story scenario 8

-Section II-
Now that you've beaten the game there are some special Navis you can still
face. Practice hard, because these Navis wont be as easy as the ones you faced
before.

"Rockman's greatest rival!!"
Navi: Blues

Operator: Enzan Ijuuin

Attribute: Neutral

HP: V1 = 1000, V2 = 1300, V3 = 1600

Items obtained:
-Chips- V1 = Blues B, V2 = Blues V2 B, V3 = Blues V1~4 B
-Zenny- V1 = Nothing, V2 = Nothing, V3 = 100~2000

Attacks:
Sonic Boom (n) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Slashes sonic booms at
you at high speeds, each slash covers a height of two panels. It's difficult
to avoid these by moving, so it's better to put up something to block the
shots.
Wide Sword (n) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Warps in front of you
and dispatches a Wide Sword attack. Avoid it by moving one step back.
Fighter Sword (n) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Appears on the
foremost column in front of you and dispatches a Fighter Sword attack. The
slash reaches three spaces ahead.
Surprise Sword (n) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) When Blues blocks one
of your attacks with his shield, he will immediately warp behind you and
dispatch a Wide Sword attack. Once the shiled appears you should advance
forward to avoid the attack. During the heat of battle evading this attack
becomes difficult.
Delta Ray Edge (n) - (V1 = ---, V2 = 150HP, V3 = 200HP) Blues invades your
area and makes a large, triangular slash. He only starts using this attack at
V2 and up.

Battle background: The Navi operated by Enzan; Netto's rival. After beating
the game you can fight him at Hell Island. His attack strategies have become
more powerful since the last games, and you cannot win without the proper
folder. Blues utilizes his troublesome Sonic Boom attack, releasing many
slashes that cover a wide area. Use a chip that will work as a shield for you,
such as a couple Pawns, to subdue this maneuver. As well, all of Blues' attacks
are sword attacks. You can hit him securely with the Shirahadori chip.

Recommended attacks: Pawn, Rook, Shirahadori

Locations:
V1: Hell Island (after game beaten)
V2: Hell Island
V3: Hell Island (need two stars by continue to fight)

"Assassin of the cyber world!!"
Navi: DarkMan

Operator: None

Attribute: Neutral

HP: V1 = 1400, V2 = 1600, V3 = 1800

Items obtained:
-Chips- V1 = Nothing, V2 = DarkMan D, V3 = DarkMan V1~4 D
-Zenny- V1 = 5000, V2 = Nothing, V3 = 100~2000

Attacks:
Flame Tower (f) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Uses this attack when

his body color is purple. The path of the flames bends to home in on you, move up or down right before it reaches you.
Ice Wave (a) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Uses this attack when his body color is blue. It is the same attack as the chip Ice Wave. Since it moves relatively slow you can probably evade it moving up or down as it nears.
Killer's Beam (e) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Uses this attack when his body color is yellow. This very fast attack has breaking proficiency and damages even if you're using Invisible. Do not stand on the same line when he's yellow.
Dark Shadow (n) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) The axe appears in front of and behind you and swings down on you. It can only be destroyed using Sword chips, using Shirahadori is also good.
Black Wing (n) - (V1 = 50HP, V2 = 75HP, V3 = 100HP) Three holes appear at the top of your area and send many bats downward. The bats have 1HP regardless of the version, but there are still DarkMan's other attacks to worry about. Use Area Steal to expand your area for a safer battle.

Battle background: A Navi who effectively uses fire, aqua and electricity attributed attacks. The color of his body changes according to what attack he'll use so watch carefully. Because he has no wood attributed attack, you can fight him with Elec Style or Normal Style without worry about elemental damage. His attack Black Wing sends bats all across your area; use Area Steal to give you another column of safety. Then, since DarkMan's area will be smaller, attack with Sword chips.

Recommended attacks: Area Steal, Variable Sword, Aqua Sword

Locations:
V1: Secret Area 1 (guardian)
V2: Secret Area 1
V3: Ura Internet Area 6 (must have Navi Customizer bugged)

"Warrior Navi overflowing with manly spirit!!"
Navi: YamatoMan

Operator: None

Attribute: Neutral

HP: V1 = 1600, V2 = 1800, V3 = 2000

Items obtained:
-Chips- V1 = Nothing, V2 = YamatoMan Y, V3 = YamatoMan V1~4 Y
-Zenny- V1 = 5000, V2 = Nothing, V3 = 100~2000

Attacks:
Straight Spear (n) - (V1 = 150HP, V2 = 200HP, V3 = 250HP) Thrusts his spear straight forward for a length of three panels. Move up or down to avoid it.
Thousand Spear (n) - (V1 = 100HP, V2 = 150HP, V3 = 200HP) Thrusts his spear in rapid succession two spaces ahead, covering an area of three panels' height. Evade by going one step back and strike with Fumikomizan. If none of your area has been taken the attack wont reach you if you're on the back column. In that case he'll use Straight Spear.
Spinning Reflect (n) - (V1 = 150HP, V2 = 200HP, V3 = 250HP) Spins his spear to reflect buster and Shot attacks. If possible refrain from using Shot attacks altogether.
Foot Soldier (n) - (V1 = 150HP, V2 = 200HP, V3 = 250HP) Numerous small warriors advance at you from the right side of the screen. They have 3HP (4HP at V2, 5HP at V3).

Battle background: Navi who attacks using a spear. He uses his spear from his foremost column and it has a long reach. Counterattack depending on his he attacks; Fumikomizan is effective because it also has a long reach. When YamatoMan's HP starts getting low he will summon his foot soldiers which are capable of stealing your panels. They will keep advancing until you have only the back column, and they attack as well. Use Pawn or Panel Out 3 to stop their advances and take them out with your buster.

Recommended attacks: Fumikomizan, Pawn, Panel Out 3

Locations:
V1: Secret Area 2 (guardian)
V2: Secret Area 2
V3: Armor display system (Yokayoka hotel)

"The ruler of Ura with a compassionate heart!!"
Name: Serenade

Operator: None

Attribute: Neutral

HP: V1 = 2000

Items obtained:
-Chips- V1 = Nothing
-Zenny- V1 = 5000

Attacks:
Sonic Boom (n) - (V1 = 100HP) When you strike Serenade with an attack she will repel it without being damaged and send back a sonic boom. It flies forward with great speed and if you're on the same line it is difficult to evade. However if Serenade is unable to move any attack will hit her and she can't repel it, so there's no problem.
Saint Light (n) - (V1 = 100HP) Shoots a light sphere whic sways up and down greatly as it goes forward. Since it moves slowly, you can evade it by moving up or down with good timing.
Holy Shock (n) - (V1 = 100HP) Causes many light spheres to spark up around your area. In addition it also cracks a few panels and there are occasional wind bursts. Watch for the panels to shine yellow!

Battle background: The Ura Rank 1 grade Navi. Since she is capable of reflecting all attacks it would appear you can't damage her. However on close inspection, the instant she reflects an attack she moves up or down. The fact is, if there is no space for her to move up or down, she can't reflect the attack! Using Area Steal to corner her into one space, and then destroying the second column with Magnum 2, Serenade wont be able to move and any attack will strike her.

Recommended attacks: Magnum 2, Area Steal, Small Jelly

Locations:
V1: Secret Area 3 (guardian)

"This is Forte's true form!?"
Name: Forte GS

Operator: None

Attribute: Neutral

HP: V1 = 2000

Items obtained:
-Chips- V1 = Forte X
-Zenny- V1 = Nothing

Attacks:
Shooting Claw (n) - (V1 = 300HP) An enormous claw flies down from the top
aimed for your position. Watch when the panels shine yellow. that's the sign
to get out of the way.
Gospel Cannon (f) - (V1 = 300HP) Small-sized version of Gospel, the last boss
from the previous game, appears from his arm and fans out a storm of flames.
The safe areas are the panels above and below the panel in front of Forte. If
you stay in place you will be safe and close to Forte to lay an attack. But
just seeing this cannon made up of Gospel, do you gulp nervously!?
Vanishing World (n) - (V1 = 500HP) Thin light runs along the center, and in
the follow instant comes a wide-ranging attack. Get as far from Forte as you
can, don't stay on his line.

Battle background: Forte now revived from the bug piece trader. His HP has
risen to 2000, and he now has an aura where all attacks below 200 damage points
are nullified. On top of that, he has three new powerful attacks. First take
care of the aura with NO Beam and the like, then hammer him with powerful chip
attacks. A long battle is inevitable. Carefully select the chips you use.

Locations:
V1: Secret Area 3

-Section III-
This section is for viewer submitted info. After all, the book doesn't cover
every way to battling a Navi. For example, one blow from Bamboo Sword would
nearly finish FlashMan V1, and I'm pretty sure you can buy them before facing
him, yet the book mentions nothing of this. As well, while the book's info is
good, everyone has their own style of battling. This section is for people who
have found other great strategies for beating bosses not mentioned above. If
you want to submit your info, send it to nekomancer@cox.net and I'll put it
in the guide. Please make sure it's good info and, please, no cheats. Also,
I'd prefer if I could post your email address too so people can ask you for
permission to use the info, or if someone just wants to ask about the info
you posted. If you really do value you privacy, make sure to let me know that
you don't want me posting your address. If you don't say anything about it
then I will post it.

This section is empty, yay. I mean, boo.

-Section IV-
Here is a list of questions that people have asked about this guide. Of course,
there are none yet, so I'm posting some here that I thought people might ask
anyway.

Q: Where did you get this info from?
A: I translated it from the Rockman EXE 3 Perfect Navigation Guide. I take no
ownership of the info I translated.

Q: How do I submit my own boss battling info?
A: Read section III

Q: What's with the quotes above each Navi listing?
A: These titled the Navi battle section for each Navi. I thought they'd be neat

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to include.

Q: I don't read Japanese, and I have no idea what this chip you mentioned is.
How do I find it?
A: I have a complete chip listing at a sprites page I run:
http://dynamic4.gamespy.com/~mmm/spritesinc/index.html
Click on the image of Rockman EXE's head, then go to the EXE 3 dropdown, select
go down to battle chips and select it. I use the same names on that page in
this guide, and all 200 Standard Chips should be in the correct library order.

Q: How do I make NO Beam work?
A: I've never used this chip correctly myself, and I know some other people
have had trouble with it too, but the guidebook says "When an injury object is
behind you, a laser is discharged" and then it shows a little drawing of a
stone cube behind Rockman and an arrow pointing forward from him. I may have to
look into this sometime. I'm sure someone has figured it out already though.

-Section V-
Here is all the legal info I think is necessary.

Rockman EXE and all related chaarcters are copyright to Capcom Ltd. of Japan.
This guidebook and the info in it is copyright Capcom and Wonder Life Special,
which I think is a part of ShoPro.

Jan 13, 2003.
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