

Mega Man Battle Network 3 White Style Guide

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Megaman Battle Network 3 White Version/Rockman.EXE 3 Style Guide

by Zidanet_129

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Table of Contents

1. Prologue
2. Style List
3. Style Elements
4. Style Types
5. Style Change
6. Version Update
7. Legal Stuff & Credits

1. Prologue (^1)

In this game, the Styles are like the Styles from the previous game with some new interesting changes. They grant Megaman new abilities but they, most of the time, also gives him weaknesses.

To find the part you need help with, hit Ctrl + F to open the "Find..." Window, and type in "^x" and replace the "x" with the desired number of topic that you need help with. For example, to find info about the Wood Elemental Styles, you can type in "^3" and then look for the information there.

Now, enjoy.

2. Style List (^2)

The following is a complete (?) list of the Styles that appear in this game.

Normal Style

Heat Guts Style
Heat Custom Style
Heat Brother* Style
Heat Shield Style
Heat Ground Style
Heat Bugs Style

Aqua Guts Style
Aqua Custom Style
Aqua Brother* Style
Aqua Shield Style

Aqua Ground Style
Aqua Bugs Style

Electric Guts Style
Electric Custom Style
Electric Brother* Style
Electric Shield Style
Electric Ground Style
Electric Bugs Style

Wood Guts Style
Wood Custom Style
Wood Brother* Style
Wood Shield Style
Wood Ground Style
Wood Bugs Style

*: The Brother Styles are also known as "Team" Styles in English Version games.

As you can see, the Styles, with the exception of Normal Style, are all composed by an Element and a Type. These two factors will be discussed in the next two sections.

3. Style Elements (^3)

The element of a Style would affect the Style' Charged Attack and the Weakness of Megaman. The Charged attacks' strengths are determined by the amount of "Weapon +1" Programs that you installed in the Navi Customizer. There are 4 Elements in the Styles, and they're listed below:

Heat Styles

Description: A Style charged up with the power of Fire, hence its red color.

Weakness: Aqua

Charged Attack: Flamethrower

Charged Attack Power: 50 (V1), 80 (V2), 100 (V3)

Properties:

- Undamaged by Magma Panels
- The Flamethrower has the potential of doing multi-hit damages.
- The Flamethrower requires some time before the fire can be shot out.
- Megaman can't move while the Flamethrower is activated.

Aqua Styles

Description: A Style charged up with the power of Water, hence its bright blue color.

Weakness: Electric

Charged Attack: Bubble Shot

Charged Attack Power: 20 (V1), 40 (V2), 60 (V3)

Properties:

- No slipping on Ice Panels

- The Bubble Shot charges up very quickly

Electric Styles

Description: A Style charged up with the power of Electric, hence its yellow color.

Weakness; Wood

Charged Attack: Spark Ring

Charged Attack Power: 10 (V1), 20 (V2), 30 (V3)

Properties:

- Spark Ring can paralyze enemies.
- The Spark Ring requires some time for charging up.

Wood Styles

Description: A Style charged up with the power of Wood, hence its green color.

Charged Attack: Twister

Charged Attack Power: 10 (V1), 15 (V2), 20 (V3)

Properties:

- Recovers HP on Grass Panels
- The Twister can hit 8 times and stun most enemy Navis.
- The Twister's range is locked to 2 Panels ahead.
- Megaman can't move while Twister is activated.

4. Style Types (^4)

As you can see from the list in section 2, there are 7 Types of Styles in this game. They're Guts, Custom, Brothers/Team, Shield, Ground, Bug and Shadow. These Types of Styles all have different abilities that usually helps Megaman in his Battles.

Guts Styles

Description: A Style that grants Megaman infinite strength (hence the HUGE arm) and strong defense.

Properties:

- RockBuster's Attack Power is doubled.
- By mashing the B Button, a machine gun will fire to shoot out 5 normal Buster Shots.
- Uses Red Navi Customizer Programs.

Custom Styles

Description: A Style that grants Megaman the ability of better contact with his Operator so he could receive more Chip Datas when a Battle begins.

Properties:

- Megaman starts the Battle with 6 Chip Datas to select from.
- For deleting enemies with a Busting Leel of S, Megaman could acquire rarer

Chip Datas.

- Uses Blue Navi Customizer Programs.

Brothers/Team Styles (Brothers is in Japanese games while Team was the English Translation)

Description: A Style that lets Megaman to interact better with the Navis' Datas that he collected so he could have more Navi Datas in the folder to help his Battle.

Properties:

- The Folders can contain +1 Mega-Class Chip.
- By deleting Enemy V3 Navis with a Busting Level of S and Deleting Time lower than 20 seconds, Megaman could possibly acquire the Navi's V4 Battle Chip.
- Uses Green Navi Customizer Programs.

Shield Styles

Description: A Style that grants Megaman the ability of using a Shield to defend against enemy attacks.

Properties:

- A Barrier surrounds Megaman at the beginning of every Battle.
- After equipping the Programs generated by this Style, Megaman can block enemy attacks with his arms, a Shield, or a Reflective Shield, depends on which Program was equipped.
- By timing correctly, the Shield or the Reflective Shield could absorb the enemy attack and thus recovering Megaman's HP.
- Uses Blue Navi Customizer Programs.

Ground Styles

Description: A Style that allows Megaman to alter the Battlefield at his will through the huge leg armor.

Properties:

- By installing certain Programs in the Navi Customizer, Megaman can alter the Panels of the Battlefield to his advantage.
- Megaman's Charged Buster can crack the panels that it hit. If it's the AquaShot or Spark Ring, the panel the enemy was standing on when it got hit would crack (AquaShot also cracks the panel where the Shot hits something).
- Uses Green Navi Customizer Programs.

Bug Styles

Description: A Style is born of Bugs and utilizes Bugs.

Properties:

- At the beginning of a battle, an advantageous and a disadvantageous Bug will occur:
 - Advantageous Bugs:
 - 100 Barrier
 - Invisible
 - 10 Chips to choose from in the Custom Window
 - Buster MAX
 - Disadvantageous Bugs:
 - HP Drain (either during the Battle or in the Custom Window)

- Uncontrollably moving up or down
- Uses Grey Navi Customizer Programs.

5. Style Change (^5)

The first Style Change that'll happen to Megaman will occur during the BubbleMan Incident, after Megaman defeated BubbleMan's Minions for the first time. With the exception of the First Style Change, the Style Changes are all affected by the way you Operate Megaman to battle the enemies. Below is a list of how to get the Element and Type of Styles that you want.

Elements:

The Elements are randomly chosen.

Types:

Guts: Frequently use the RockBuster to defeat the enemies.

Custom: Frequently use Chip combos (not P.A.s, although that might help too) based on the same Chip Codes.

Brothers/Team: Frequently use the Mega-Class Chips.

Shield: Frequently use Recovery and Defense Chips.

Ground: Frequently use Battle Chips that changes the Panels, such as ???Stage and (possibly) Geddon?/Death March? (substitute number from 1 to 3 for the question mark).

Bug: Battle with Bugs occurring in the Navi Customizer (check the Navi Customizer Guide for ways of causing Bugs).

Also, the following is a list showing how many battles it will take for each Style to Level up:

Type	Level 2	Level 3	Level 4	Level 5
Guts	80	120	160	-----
Custom	50	100	160	-----
Brothers/Team	50	100	180	-----
Shield	50	80	180	-----
Ground	50	50	50	120
Bug	120	200	-----	-----

After a Style is Mastered (Upgraded to the MAX Level), it will take around 100 Battles for the Style Change to occur.

Everytime a Style Upgrade occur or after a Style Change, an option like this one will appear:

"Keep Upgrading the current Style!"
"Change to another Style next time!"

If you choose the first one, you will have a Style Upgrade when the amount of Battles are achieved. The Boss Battles and Special Battles (such as the ones triggered by a Mission or storyline) will NOT count for the number of Battles finished.

If you choose the second one, you will have a Style Change the next time you've fought enough Battles, whether you've Mastered the current Style or not.

When you Master a Style by Upgrading it to the MAX Level it can go, Netto/Lan and Megaman will decide to see a new Style (Style Change) next time without giving you a chance to choose.

When a Style Change occurred, Netto/Lan's Dad will shortly introduce the Style and ask Netto/Lan and Megaman if they want to keep the Style. Also, with the exception of the first Style Change, Dad will warn Netto/Lan and Megaman about how Megaman can hold only ONE Style in his Memory System, and ask if they want to get rid of the old Style for the new one. The following option will appear:

"Yes, of course!"
"No, of course not!"

Very self-explanatory (sp?) option. By choosing each option, Dad will double check with Netto/Lan and Megaman before he makes changes on Megaman.

6. Version Updates (^6)

V 1.5 (March 20, 2003): Corrected some information and typos.

V 1.4 (February 16, 2003): Removed the info that belonged to the Black Version.

V 1.2 (January 29, 2003): Added several info about the Style Change and added the chart of # of Battles for Upgrading Styles.

V 1.0 (January 27, 2003): Completed the Guide. The problems in this guide will be fixed later.

7. Legal Stuff & Credits (^7)

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Special Thanks to:

A nameless Japanese Website.