

# Mega Man Battle Network 3 White Navi Customizer Guide

by zidanet129

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Megaman Battle Network 3: Navi Customizer Guide

By Zidanet\_129

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1. Prologue

Navi Customizer is the newest feature added to Megaman Battle Network games. This system is a new feature that replaced the PowerUP Systems. In other words, you don't collect PowerUP in this game anymore. Instead, you collect the Navi Customizer "Blocks", or Programs, that you can put into the Navi Customizer to power-up Megaman.EXE.

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 access the FAQs Section in this Guide, you can type in "^5" and then BOOM, you're there. This system works with subsections in the third section as well. All you have to do is type in the letters or Roman numerals and you'll be taken to that place, instead of numbers, and you'll be there in no time.

I understand that people will want the locations of each Program, but with my little knowledge on this game, sometimes I tend to forget the locations. I would love it if someone would help me out here.

Now, enjoy.



### 3. Navi Customizer Programs (^3)

Here we go: the most important part of this whole Guide. Since there are WAY too many Programs for the Navi Customizer, I'll have to divide them into different sections. I'll try to put the Programs in alphabetical orders. This part of the Navi Customizer Guide will be in the following format:

Name of Program  
Color  
Description of Effects  
Acquire  
Usefulness (Lowest being \* and highest being \*\*\*\*\*)  
Shape of Program (in diagram)

For the convenience of making the diagram (I suck at making ASCII Arts), I'll use "[ ]" for every single box a block takes up. The box that can be deleted after using the Program Compression Code will be showed as "[#]".

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#### a. Solid Navi Customizer Programs (^a)

The Solid Navi Customizer Programs are those that enhance Megaman.EXE's abilities indirectly. They're also called "Ability Programs".

Name of Program: Air Shoes / AirShoes  
Color: White  
Description of Effects: With this Program equipped, Megaman.EXE is able to stand on the Broken/Missing Panels during the Battles.  
Acquire: NumberMan Machine (23415891)  
Usefulness: \*\*\*\*  
Shape:

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[ ][ ][ ]
```

Name of Program: Shinobi Dash / SneakRun  
Color: Yellow  
Description of Effects: Reduces enemy encounter rates.  
Acquire: Zoo Network Area 2  
Usefulness: \*\*\*\*\*  
Shape:

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[ ][ ][#]
```

Name of Program: Press Program / Press  
Color: White  
Description of Effects: Compresses Megaman.EXE's data so he could fit onto the narrow paths on the Net. Without this Program equipped, Megaman.EXE cannot even set foot onto the narrow paths. (Is it just me or this Program kinda sounds like WinZip?)  
Acquire: Through Story Events.  
Usefulness: \*\*\*\*  
Shape:

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```

Name of Program: Humor Sense / Humor

Color: Pink

Description of Effects: Changes the hints of Megaman (when you're controlling Lan in the Real World) to jokes.

Acquire: Reward for Job Request "Help Rehab".

Usefulness: \*

Shape:

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[#]

Name of Program: Black Mind / BlkMind

Color: White

Description of Effects: Make the WWW Navi blocking the way to the Undernet Square move away. Also lets a WWW Navi in UlaInternet/UnderNet Area 4 give Megaman the Error Codes.

Acquire: Story Event. Acquired from Enzan.

Usefulness: \*\*\*

Shape:

[ ][ ][#]

Name of Program: Aim Fish/I'm Fish / Fish

Color: Pink

Description of Effects: Attracts Aqua-typed Enemies when wandering on the Net.

Acquire: Beach Square Program Shop

Usefulness: \*\*\*\*

Shape:

[ ][ ]

[#][ ][ ]

Name of Program: Oil Body / OilBody

Color: Yellow

Description of Effects: Attracts Fire-typed Enemies when wandering on the Net.

Acquire: Hospital Network Area 1

Usefulness: \*\*\*\*

Shape:

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[#][ ][ ]

Name of Program: Battery Mode / Battery

Color: Yellow

Description of Effects: Attracts Elec-typed Enemies when wandering on the Net.

Acquire: Undernet Square Program Merchant

Usefulness: \*\*\*\*

Shape:

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Name of Program: Jungle Land / Jungle

Color: White

Description of Effects: Attracts Wood-typed Enemies when wandering on the Net.

Acquire: WWW Computer 3

Usefulness: \*\*\*\*

Shape:

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[#][ ][ ]

Name of Program: Rush Support / Rush

Color: Yellow

Description of Effects: NetBattle only. Paralyzes the opponent if opponent uses Invisible/Mole#.

Acquire: Beach Square Program Shop

Usefulness: \*\*\*\*\*

Shape:

[#][ ]

Name of Program: Beat Support / Beat

Color: White

Description of Effects: NetBattle only. Steals Opponent's Mega- and Giga-Class Chips and use them yourself. Once per turn.

Acquire: UlaSquare/Undernet Square Program Shop

Usefulness: \*\*\*\*\*

Shape:

[ ][ ]  
[#][ ][ ]  
[ ][ ][ ]

Name of Program: Tango SupportTango

Color: Pink

Description of Effects: NetBattle only. Recovers HP when in Near-Death Status (means when the HP goes into a darker color and warning tones start to sound).

Acquire: UlaSquare/Under Square Program Shop

Usefulness: \*\*\*\*\*

Shape:

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[ ][ ]

Name of Program: Protoscope / Alpha

Color: Pink

Description of Effects: Reveals the hidden Protos hidden in the floor in the WWW Network Areas.

Acquire: Story Event. Acquired from Dad's E-mail before heading to WWW Secret Base.

Usefulness: \*\*\*\*

Shape:

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[ ]

Name of Program: Custom 1 / Custom1

Color: Yellow

Description of Effects: Increases the number of Chips that you select in the beginning of a Battle by 1.

Acquire: Custom Styles Lv.3

Usefulness: \*\*\*\*

Shape:

[ ] [#]  
[ ] [ ] [ ]

Name of Program: Change Energy / ChngEnrg

Color: White

Description of Effects: Lets Megaman.EXE transform the Energy stored in Fire-elemental Chips to burn down trees or grasses on the Hospital Network or transform the Energy stored in Aqua-elemental Chips to extinguish the Fire on the Internet.

Acquire: Story Event. Acquired from a Program in Hospital Network Area 1.

Usefulness: \*\*\*\*

Shape:

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[ ]

Name of Program: Quick Gauge / FstGauge

Color: Pink

Description of Effects: Doubles the speed that the Custom Gauge Charges in every Battle. Same effect as the FstGauge Chip.

Acquire: NumberMan Machine (67918452)

Usefulness: \*\*\*\*\*

Shape:

[#] [ ] [ ]  
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Name of Program: Collector's Eye / Collect

Color: Pink

Description of Effects: Enemies will ALWAYS drop Chips after a Battle. ("No Data" if the enemy doesn't drop Chips AT ALL)

Acquire: Secret Panel Computer in WWW Secret Base Outside Wall

Usefulness: \*\*\*\*\*

Shape:

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[#] [ ]

Name of Program: Under Shirt / UnderSht

Color: White

Description of Effects: When Megaman.EXE gets hit by an attack that could've killed him, his HP would be reduced down to 1. This effect will stay as long as Megaman.EXE's HP is higher than 1.

Acquire: Initial Program

Usefulness: \*\*\*\*

Shape:

[ ] [#]  
[ ]

Name of Program: Buster MAX / BstrMAX

Color: Pink

Description of Effects: Raises the RockBuster's Attack/Rapid/Charge to MAX. Causes a Glitch that causes all Chips to be used in the beginning of a turn.

Acquire: UlaInternet/Undernet Area 6 BugFrag Program Shop

Usefulness: \*\*\*\*

Shape:

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[ ][ ][ ]
[#][ ]
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Name of Program: Bug Stopper / BugStop

Color: White

Description of Effects: Removes the Bugs caused by violating the Rules of Navi Customizer. (Cannot remove the Bugs caused by Bug Styles or EX Codes though.)

Acquire: Bug Styles Lv.2

Usefulness: \*\*\*\*\*

Shape:

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[ ][ ][ ][#]
```

Name of Program: Mega-Folder 1

Color: Pink

Description of Effects: Enables one more Mega-Class Chip being placed in each Folder.

Acquire: Brother/Team Styles Lv.3

Usefulness: \*\*\*\*

Shape:

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[#]
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[ ][ ]
```

Name of Program: Giga-Folder 1

Color: Purple

Description of Effects: Enables one more Giga-Class Chip being placed in each Folder. Causes a Glitch that changes every Panel that Megaman walks over into Poison Panels.

Acquire: Undernet Area 7 Top floor (after beating Forte GS)

Usefulness: \*\*\*

Shape:

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[ ]
[ ][ ][ ][#]
```

Name of Program: Saito Batch / HubBatc

Color: Orange

Description of Effects: Enables the following Programs:

- Super Armor
- Break Buster
- Break Charge
- Custom 1
- Mega-Folder 1
- Shield

- Under Shirt  
- Air Shoes  
- Float Shoes  
- Shadow Shoes  
Causes a Glitch of Half HP.  
Acquire: Secret Area 3 BMD  
Usefulness: \*\*\*\*\*  
Shape:

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[ ][ ][ ]

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b. Textured Navi Customizer Programs (^b)

The textured Navi Customizer Programs enhance Megaman's powers directly by enhancing his Buster and his HP, or other attributes. They serve as PowerUPs, extra HPmemorys and sometimes extra RegUPs. They're also called "Upgrade Programs".

Name of Program: Attack +1 / Attack+1  
Color: Pink/Yellow/White  
Description of Effects: Increases RockBuster's Attack Power by 1.  
Acquire:  
- Initial Program (Pink)  
- Beach Square Program Merchant (White)  
- DNN Editing Room Computer (Pink) (Need Unlocker)  
- Hospital Network Area 2 (Yellow) (Need HospCode)  
Usefulness: \*\*\*\*\*  
Shape:

[ ][ ]  
[ ]

Name of Program: Rapid +1 / Rapid+1  
Color: Pink/Yellow/White  
Description of Effects: Increases RockBuster's Shooting Speed by 1.  
Acquire:  
- Initial Program (White)  
- Beach Square Program Merchant (White)  
-  
-  
Usefulness: \*\*\*\*\*  
Shape:

[ ]

Name of Program: Charge +1 / Charge+1  
Color: Pink/Yellow/White  
Description of Effects: Increases RockBuster's Charging Speed by 1.  
Acquire:  
- Zoo Network Area 2 (?) (Pink)  
- Beach Area 1 (White)  
- Hospital Network Area 5 (Yellow)  
-  
Usefulness: \*\*\*\*\*  
Shape:



[ ]

Name of Program: HP +100 / HP+100

Color: Pink/Yellow

Description of Effects: Increases Megaman.EXE's MAX HP by 100.

Acquire:

- Zoo Network Area 4 (Pink)
- DNN Van Computer (Yellow)
- Undernet Area 6 BugFrag Merchant (White)

Usefulness: \*\*\*

Shape:

[ ][ ]

[ ][ ]

Name of Program: HP +200 / HP+200

Color: Pink/Yellow

Description of Effects: Increases Megaman.EXE's MAX HP by 200.

Acquire:

- Undernet Square Program Merchant (Yellow)
- Undernet Area 6 BugFrag Merchant (Pink)

Usefulness: \*\*\*\*

Shape:

[ ][ ][ ]

[ ][ ]

Name of Program: HP +300 / HP+300

Color: Pink

Description of Effects: Increases Megaman.EXE's MAX HP by 300.

Acquire: Undernet Square Program Merchant

Usefulness: \*\*\*\*

Shape:

[ ][ ][ ]

[ ][ ][ ]

Name of Program: HP +500 / HP+500

Color: Yellow

Description of Effects: Increases Megaman.EXE's MAX HP by 500.

Acquire: Secret Area 2

Usefulness: \*\*\*\*

Shape:

[ ][ ][ ][ ][ ]

[ ] [ ][ ][ ]

Name of Program: Regular +5 / Regular+5

Color: White/Yellow

Description of Effects: Increases Megaman's Regular Memory by 5 MB.

Acquire:

- Beach Square Program Merchant (White)
- Undernet Area 6 BugFrag Merchant (Yellow)

Usefulness: \*\*\*

Shape:

[ ][ ][ ]

Name of Program: Weapon Lv.+1 / Weapon+1

Color: Pink/White/Yellow

Description of Effects: Increases Megaman's Style Level by 1. This increases the Charged Attack's Power. (Note: This Block wouldn't affect Normal Style's Charged Attack's Power.)

Acquire:

- Devil Isle Gargoyle Statue (Pink)
- NumberMan Machine (41465278) (White)
- Undernet Area 6 BMD (Yellow)

Usefulness: \*\*\*\*\* (With Styles)/\* (With Normal Style)

Shape:

[ ][ ][ ]

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### c. Style Generated Programs (^c)

These Style Generated Programs are those generated by leveling up your Styles. Consequently, they're only usable by the corresponding Styles, unless you input the Error Codes correctly to nullify the Errors. The Codes are explained and listed in a later section. I personally call these Programs the "Style Programs". These special Blocks are categorized by the Styles that generate them in this guide.

-----

### i. Guts/Shadow Style Programs (^i)

These Programs can only be used with Guts Styles and Shadow Styles. Pretty surprising that Guts Style and Shadow Style, which look like two opposite styles of Styles, shares the same color of Programs, no?

Name of Program: Super Armor / SprArmor

Color: Red

Description of Effects: Megaman.EXE wouldn't flinch after getting hit. Prevents Megaman from losing the focus of the energy he is charging and also prevent the loss of Busting Level due to Megaman getting hit.

Acquire: Guts Styles Lv.2

Usefulness: \*\*\*\*

Shape:

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[ ][#]

Name of Program: Break Charge / BrakChrg

Color: Red/Orange

Description of Effects: The Charged RockBuster (with any Style Elements) becomes Piercing Shots.

Acquire:

- Guts Styles Lv.3 (Red)
- DNN Lobby (Orange)

Usefulness: \*\*\*\*

Shape:

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[ ]

Name of Program: Break Buster / BrakBstr

Color: Red

Description of Effects: The RockBuster (Normal Shots) becomes Piercing

Shots.

Acquire: Guts Styles Lv.4

Usefulness: \*\*\*\*

Shape: (Unconfirmed)

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[ ][ ][ ][ ]
  [#][ ][ ]
    [ ]
```

Name of Program: Shadow Shoes / ShdoShoe

Color: Red

Description of Effects: Megaman.EXE can step over a Cracked Panel without breaking it.

Acquire: Shadow Styles Lv.2

Usefulness: \*\*

Shape:

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[ ][ ]
  [#]
```

Name of Program: Float Shoes / FlotShoe

Color: Red

Description of Effects: Megaman.EXE wouldn't be affected by the Panels' special NEGATIVE effects. (ex. no slipping on Ice Panels but still have HP Recovery when in WoodShadow Style on Grass Panels) Doesn't stop the Poison Panels from poisoning Megaman.EXE though.

Acquire: Shadow Styles Lv.3

Usefulness: \*\*\*\*\*

Shape:

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```

Name of Program: Kawarimi Magic / AntiDmg

Color: Red

Description of Effects: Right before an opponent's attack hits Megaman.EXE, press Left + B to activate Kawarimi Magic/AntiDmg to counter enemy attacks.

Acquire: Shadow Styles Lv.4

Usefulness: \*\*\*\*

Shape:

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## ii. Custom/Shield Style Programs (^ii)

These Programs are generated by Custom/Shield Styles. The first two Programs are generated by Custom Styles, while the other three are generated by Shield Styles. However, these Programs could be used with either Custom or Shield Styles.

Name of Program: Custom 1

Color: Blue

Description of Effects: Increases the number of Chips that you select in the beginning of a Battle by 1.

Acquire: Custom Styles Lv.2

Usefulness: \*\*\*\*

Shape:

```
[ ]  [#]
[ ][ ][ ]
```

Name of Program: Custom 2

Color: Blue

Description of Effects: Increases the number of Chips that you select in the beginning of a Battle by 2.

Acquire: Custom Styles Lv.4

Usefulness: \*\*\*\*\*

Shape:

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[ ][ ][ ]
```

Name of Program: Block

Color: Blue

Description of Effects: Press B + Left in Battle as an enemy attack hits will reduce the damage to 50%.

Acquire: Shield Styles Lv.2

Usefulness: \*\*

Shape:

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```

Name of Program: Shield

Color: Blue

Description of Effects: Press B + Left in Battle can generate a Shield that reduces the Damage to 0. This Shield is useless against piercing attacks though. If Megaman.EXE is equipped with a Shield Style and the Shield is generated right before an enemy attack hits, the attack will recover Megaman.EXE's HP instead of hurting him.

Acquire: Shield Styles Lv.3

Usefulness: \*\*\*\*

Shape:

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[#][ ][ ]
```

Name of Program: Reflect

Color: Blue

Description of Effects: Press B + Left in Battle can generate a Shield that reduces the Damage to 0 AND reflects the enemy attack to deal 100 Damage to the enemy straight ahead. This Shield is useless against piercing attacks though. If Megaman.EXE is equipped with a Shield Style and the Shield is generated right before an enemy attack hits, the attack will recover Megaman.EXE's HP instead of hurting him.

Acquire: Shield Styles Lv.4

Usefulness: \*\*\*\*\*

Shape:

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-----  
iii. Team/Ground Styles Programs (^iii)

These programs are generated by either Team or Ground Styles, but they could be used with either one of them.

Name of Program: Set Metal / SetMetal

Color: Green

Description of Effects: Changes the whole Battlefield into Metal Panels.

Acquire: Buy it from the NCP NetMerchant in Undernet Square

Usefulness: \*\*\*\*

Shape:

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[#][ ][ ]

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Name of Program: Set Sand / SetSand

Color: Green

Description of Effects: Changes the whole Battlefield into Sand Panels.

Acquire: NumberMan Chip Machine (19878934)

Usefulness: \*\*

Shape:

[ ]

[#][ ][ ]

[ ]

Name of Program: Set Green / SetGreen

Color: Green

Description of Effects: Changes the whole Battlefield into Grass Panels.

Acquire: Ground Styles Lv.2

Usefulness: \*\*\*

Shape:

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[#][ ][ ]

[ ]

Name of Program: Set Ice / SetIce

Color: Green

Description of Effects: Changes the whole Battlefield into Ice Panels.

Acquire: Ground Styles Lv.3

Usefulness: \*\*\* (Equip Non-Aqua Styles)/\*\*\*\* (Equip Aqua Styles)

Shape:

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[#][ ][ ]

[ ]

Name of Program: Set Magma / SetMagma

Color: Green

Description of Effects: Changes the whole Battlefield into Magma Panels.

Acquire: Ground Styles Lv.4

Usefulness: \*\* (Equip Non-Heat Styles)/\*\*\*\*\* (Equip Heat Styles)

Shape:

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[ ][ ]
[ ][ ]
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```

Name of Program: Set Holy / SetHoly

Color: Green

Description of Effects: Changes Megaman's Area into Holy Panels.

Acquire: Ground Styles Lv.5

Usefulness: \*\*\*\*\*

Shape:

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[ ][ ][ ]
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[ ]
[#]
```

Name of Program: Mega-Folder 1

Color: Green

Description of Effects: Enables one more Mega-Class Chip being placed in each Folder.

Acquire: Team Styles Lv.2

Usefulness: \*\*\*\*

Shape:

```
[#]
[ ][ ]
[ ][ ]
```

Name of Program: Mega-Folder 2

Color: Green

Description of Effects: Enables two more Mega-Class Chip being placed in each Folder.

Acquire: Team Styles Lv.4

Usefulness: \*\*\*\*\*

Shape:

```
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[ ][ ][ ][#]
```

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iv. Bug Styles Program (^iv)

This Program is generated by Bug Styles and should be used with them.

Name of Program: Dark License

Color: Dark

Description of Effects: The Chips that required DarkHole Chip to be used first to use (such as Forte or Senerade) can be used without using the DarkHole Chip first. Causes a Glitch of one less Chip to be chosen at the Custom Window.

Acquire: Bug Styles Lv.3

Usefulness: \*\*\*\*\*

Shape:

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#### 4. Glitches and Solutions (^4)

Well, for a convenient system like this, glitches are definitely inevitable. If you happen to place the Blocks wrong, glitches will occur and usually they're bad news. There are LOTS of Glitches and I'll try to list them based on the Glitched Programs (JPN Names only. Refer to previous parts for English Translations):

- Super Armor: Move Upwards
- Break Buster: Have a chance of 25% to have Jammed Buster (makes a click and nothing comes out)
- Break Charge: Charged Attack makes a RockCube. Can create a maximum of 2 at once.
- Set (Terrains): Changes all Normal Panels on your side to Poison Panels.
- Custom 1/2: HP Depletion during Custom Window
- Mega Folder 1/2: HP Depletion during Custom Window
- Block/Shield/Reflect: Move Upwards
- Shadow Shoes/Float Shoes/Kiwarimi Magic: Move Upwards
- Press Program/Energy Change/Proto Scope: HP Depletion during Battle
- Oil Body: Negative Effects
- I'm Fish: Negative Effects
- Battery Mode: Negative Effects
- Jungle Land: Negative Effects
- Shinobi Dash: Attracts enemies instead of repelling them
- Collector's Eye: Negative Effects (always gain 50~500 Zenny after Battle)
- Air Shoes: Move Upwards
- Under Shirt: Move Upwards
- Quick Gauge: Slow Gauge
- Rush Support: (Unconfirmed..... Failure to carry out the supporting function?)
- Beat Support: (Unconfirmed..... Failure to carry out the supporting function?)
- Tango Support: (Unconfirmed..... Failure to carry out the supporting function?)
- Weapon Lv.+1: Charged Attack makes a RockCube. Can create a maximum of 2 at once.
- HP+XXX: HP Depletion during Battle
- Regular +5: HP Depletion during Custom Window
- Attack/Rapid/Charge+1: Have a chance of 25% to have Jammed Buster (makes a click and nothing comes out)
- BugStopper: Guess what, this Program CANNOT BE GLITCHED!!
- Humor Sense: Move Upwards
- Black Mind: Move Upwards
- Buster MAX: (Auto-Glitch) Uses all Chips as soon as Battle Begins
- Giga-Folder 1: (Auto-Glitch) Panels become poisoned as soon as you step off them.
- Saito Batch: (Auto-Glitch) Half HP
- Dark License: (Auto-Glitch) Custom -1

And now, for a list of effects of Multiple Glitches:

- RockCube Charge
  - 2x: Water Gun with 100 Damage that hits the Panel right in front of Megaman
  - 3x: Flowers appear, No damage
- 25% Chance of Clogged Buster

- 2x: 50% Chance of Clogged Buster
- 3x: Buster Guard (creates a Guard Shield when B is pressed) for 15 times
- Move Upwards
  - 2x: Move Downwards
  - 3x: Confusion
- Depletion of HP (in Custom Window or in Battle) (\*)
  - 2x: Faster Depletion of HP
  - 3x: Even Faster Depletion of HP

(\*) The rate of HP Depletion is:

- 1x: 1.9 Dmg/s
- 2x: 3.8 Dmg/s
- 3x: 7.5 Dmg/s

After you select "Run!" in the Navi Customizer, Netto/Lan will ask a question and you'll see Megaman.EXE's answer. If Megaman's reply is "Hmm, a little weird, but I'm OK!", check your configurations immediately because that means Megaman.EXE's Programs are glitched! Another way of finding out whether Megaman.EXE is glitched up or not is to carefully watch the Megaman.EXE in his Status Screen. If he looks peculiarly shaped and there are some little horizontal lines flashing on his body, that means he is glitched up. To fix the glitches, check if your Programs match any of the following items:

- An Ability Program is NOT touching the Command Line.
- A PowerUP Program IS touching the Command Line.
- Two Programs with the same color are touching each other.

If you answer YES to any one of the items above, fix your Programs so you will not answer YES to any of the items above.

Also, by "abusing" some Glitches, you CAN have some effects that might prove to be useful to you. The examples are:

- Misplacing Shinobi Dash/SneakRun Program to attract more Viruses to attack you, to upgrade your Styles quickly.
- Put 1 WeaponLv.+1 Program on the Command Line to generate RockCubes from Charged Shots (shoot them with AirShots or GutsPunch Series Chips for 200 Damage).
- Same as above, but use TWO WeaponLv.+1 Programs and you get to use the Water Gun. That is, if you're a Sword freak who likes to attack at point-blank range.

You may send in your ways of abusing Glitches..... I would enjoy putting them, with full Credits to you, in this FAQ. :P

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## 5. Program Modifiers (^5)

What are these Program Modifiers, you ask? Do you ever feel that the Programs are in such stupid shapes and geometries that you can't make them JUST right? Well, here we go the Program Modifier that allows you to spin the Program with corresponding colots around with L and R button in the Navi Customizer screen! These are special Key Items that are found all over the places you would travel in the world of MMBN3. Below is a list of the Key Items and how to acquire them:

Spin Pink: Purple Mystery Data by the Portal in Beach Area 1 that leads to Hospital Network Area 2. The Security Block can be unlocked with Mamoru's P-Code.



Spin Red: NumberMan Slot Machine (72563938)

Spin Orange: Talk to the girl hidden behind the beach by the hospital (go top-left from the underground entrance of the Tree of Life at the Hospital)

Spin Yellow: Complete Job #3.

Spin Green: NumberMan Slot Machine (28274283)

Spin Blue: NumberMan Slot Machine (11002540)

Spin Purple: Talk to the girl hidden behind the pillar in the Beach Street (a pillar beside the restaurant on the Beach Street).

Spin White: NumberMan Slot Machine (77955025)

Spin Dark: Talk to a Program hidden behind the huge pillar in Undernet Area / UlaInternet Area 4.

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### 6. Program Compatibility (^6)

The Programs listed in Section c in the Program List are specially designed for the correponding Styles to use. There IS a way of making the Programs work even if they're applied on a different Style and the method is listed in the next section. This section covers the Compatibility of the Programs in the following form:

Style Type	Compatible Colors
------------	-------------------

Here goes the list:

Normal Style	Pink/Yellow/White
Guts/Shadow Styles	Pink/Yellow/White/Red
Custom/Shield Styles	Pink/Yellow/White/Blue
Ground/Teaam Styles	Pink/Yellow/White/Green
Bug Styles	Pink/Yellow/White/Dark

For the ways of Nullifying the Errors caused by using wrong Programs, check the next section for the Error Codes that showed up.

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### 7. Error Codes and ModTool (^7)

These Error Codes are showed if you used a Program that doesn't fit with your current Style. To solve the Error and make the Programs work properly, you can input the Codes that correspond with the Error Code shown. However, you can only input ONE set of Codes to nullify the Error. Also, these Codes wouldn't solve ANY problem caused by Glitches. To input the Codes, you have to purchase the ModTool from the blonde guy outside the Beach Metroline Station. After that, when you see an Error Message with an Error Code showing up after selecting "Run!", press Select Button and enter the Codes. There are several weird letters that I'll substitute with certain numbers. Here's a list of the letters in the order that they were placed on the screen:

A B C D E F G H I J K L M N O

P Q R S T U V W X Y Z 1 2 3 Enter

Depends on what the Error Number is, you'll have to input the corresponding Codes to nullify the problem. Here's the list of the Error Codes.

Note: These Error Codes only need to be keyed-in ONCE. The game WILL record these Codes and load them when the Program causing the Error is loaded again. However, you DO have to press Select and then Start to bypass this process of keying-in Error Code, which is already keyed-in for you.

(This part will be in the following format:

Error Number: Code)

Here we go:

Guts Style Programs:

A1: GYU2OPZQ (Super Armor)

A2: 3GKQ2RSQ (Break Buster)

A3: LO13ZXME (Break Charge)

Ground Style Programs:

B1: JHGIUTOP (Set Green)

B2: ALSK3W2R (Set Ice)

B3: Y2UOMNCB (Set Magma)

B4: 1LSKUTOB (Set Sand)

B5: BM2KWIRA (Set Metal)

B6: UTI3OMDH (Set Holy)

Custom Style Programs:

C1: X2CD3KDA (Custom 1)

C2: UTIXM1LA (Custom 2)

Dark Licence Program (from Bug Style):

D2C: WS1FS1AQ

D2G: OI1UWMAN

D2S: P3TOSIIS

Team/Brothers Style Programs:

E1: P2I3MSJL (Mega-Folder 1)

E2: UTIR1SO2 (Mega-Folder 2)

Shield Style Programs:

F1: QSAO3C3L (Block)

F2: NC1FKSA2 (Shield)

F3: ITA2CRWQ (Reflect)

Giga-Folder Program:

G2C: TIS1LAEJ

G2G: CVVDS2WR

G2S: TUIEO23T

Shadow Style Programs:

H1: A3DJMNB1 (Shadow Shoes)

H2: UTIW2SMF (Float Shoes)

H3: SK3LROT1 (Kawarimi Magic/AntiDmg)

Saito Batch Program:

S2C: TU1AW2LL

S2G: AX1RTDS3

S2S: F2AAFETG

Also, when there are no Errors occurring, it IS possible to input the EX-Codes to add some extra Power-UP Abilities (like the General Programs) to Megaman.EXE. These EX-Codes could be found in various places in the game, in the Anime, or even in the Nintendo GameCube title "Megaman Network Transmission". To use the EX-Codes, press Select when the "OK!" is shown after selecting "Run!" to bring up the ModTool and input the following Codes (only one can be used and it must be keyed in EVERYTIME you Run the Programs in the Navi Customizer):

Here are the Codes:

JIEU1AWT: HP +100  
U2IEOSKW: HP +150  
ASK3IETN: HP +200  
SIE1TMSD: HP +250  
SEIUT1NG: HP +300  
GJHURIE2: HP +350  
AWE3ETSW: HP +400 (Glitch: Custom -1)  
3MZNBXH1: HP +450 (Glitch: Custom -1)  
2YTIWOAM: HP +500 (Glitch: Custom -1)  
O3IUTNWQ: HP +550 (Glitch: Custom -1)  
ZMJ1IGIE: HP +600 (Glitch: Custom -2)  
SRUEIT3A: HP +650 (Glitch: Custom -2)  
DMGEIO3W: HP +800 (Glitch: Panels turn to Poison Panels when you get off them)  
SM2UIROA: HP +900 (Glitch: Panels turn to Poison Panels when you get off them)  
CNJDU2EM: HP +1000 (Glitch: Panels turn to Poison Panels when you get off them)  
KTEIUE2D: Super Armor  
SKDSHUEO: Break Charge (Glitch: Custom -1)  
S11IEMGO: Break Buster (Glitch: Custom -2)  
JDKGJ1U2: Mega Folder1  
3DIVNEIQ: Mega Folder2 (Glitch: Custom -1)  
URY33RRO: Mega Folder3 (Glitch: Panels turn to Poison Panels when you get off them)  
FFIM1OWE: Mega Folder4 (Glitch: Panels turn to Poison Panels when you get off them)  
SKFBM3UW: Mega Folder5 (Glitch: Panels turn to Poison Panels when you get off them)  
(this is kinda getting out of hand, don't you think?)  
ZBKDEU1W: Block  
EIR3BM3I: Shield  
SK13EO1M: Reflect (Glitch: Custom -1)  
GKHU1KHI: Shadow Shoes  
PEOTIR2G: Float Shoes  
L3KJGUEO: Kiwarimi Magic (Glitch: Custom -1)  
ZN3UDOIQ: AirShoes (Glitch: Custom -1)  
SJH1UEKA: Humor Sense (Why would this be here.....)  
UIEU2NGO: Shinobi Dash  
SKJGURN2: Under Shirt  
XBCJF2RI: FstGauge (Glitch: Custom -2)  
2BKD1UEW: SloGauge

More will be added when discovered.

## 8. Program Compress Codes

I believe everybody will, sometime when playing customizing his/her Megaman, mumble about "Only if this Program could be a bit smaller.....!" Well, guess what, I'm here to enlighten you by telling you the Codes to actually make the Programs literally a BIT smaller!

To use these Codes, all you have to acquire is the Navi Customizer --- NOTHING ELSE (well, except for those Programs that you want to compress, of

course). To use these Codes, highlight the Program in the Navi Customizer (without selecting it or putting it into the Memory Map), hold Select and input the corresponding Codes without letting go of the Select button. If you hear a tone after inputting the Codes, you should see the Program with one of its pieces gone. If you have multiple Programs that goes by the same name (for example, the Blue and Yellow Custom +1s), they'll BOTH get compressed once you input the Codes for one of them. It seems that the Upgrade Programs and certain Ability Programs don't have Codes for compression, though. The following is the list of the Compress Codes:

(Legend:

u = Up  
d = Down  
l = Left  
r = Right  
A = A  
B = B  
L = L  
R = R)

Generic Programs:

ShinobiDash .... R L B d d d  
Oilbody .... u r A A R u  
I'mFish/AimFish .... L R d u l r  
BatteryMode .... r R r R L l  
JungleLand .... A R l B B A  
Collector'sEye .... B d r R r r  
AirShoes .... u B B d A R  
UnderShirt .... l u B L l u  
QuickGauge .... B d A R l R  
RushSupport .... L A d B B B  
BeatSupport .... A d A A R A  
TangoSupport .... A d l L L R  
BugStopper .... B d u B d B  
HumourSense .... u R A l r r  
BlackMind .... r l r d R d  
Buster MAX .... d A R R L l l  
Saito Batch .... B l A d d u L  
Giga Folder1 .... L d A d R B u  
Dark License .... R L R d l B R

Style (Generated) Programs:

Super Armor: u r u R u d  
Break Charge: B A l L u B  
Break Buster: R A B d L L  
Custom1: r r r u l B  
Custom2: A d u d R d  
Mega Folder1: r R d R L l  
Mega Folder2: A R d d r l  
Block: d B u d A l  
Shield: l r d R d R  
Reflect: B u A l l B  
Set Sand: l A A B u l  
Set Metal: B R r r L L  
Set Ice: A u A u l R  
Set Green: d R R d B l  
Set Magma: B r r B R A  
Set Holy: A B R R l R

Bug Stopper: B d u B d B  
Dark Licence: R L R d l B R  
Float Shoes: l d l d l L  
Shadow Shoes: u l r L u R  
Kiwarimi Magic: L l R A r d

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9. FAQs (^9)

Well, I don't like this section AT ALL. C'mon, this whole bloody thing IS an FAQ! Ahh well. This section is for those people that are too lazy to find answers to their questions in the stuff I provided up there or those that couldn't find any help with the stuff up there. The first few questions are those I can't find a place good enough for it to sit.

Q: What's the Command Line?

A: The Command Line is the line of spaces in your Navi Customizer that has two rows of black line in it. To the right of it is an arrow. When you choose "Run!", there's a beam of light flowing through this line. This line is usually the first reason that people glitch up their Megaman.EXE.

Q: How do you extend your Navi Customizer's Area?

A: There are only two Extenders you can find in this game. The first one will be sent to you from Netto's/Lan's Dad after you've made it into the Top 8 of the N-1 Grand Prix. The second one can be acquired by completing Mission #18. (The one that requires you to defeat the Yoka Gangsters)

Q: I can't find [Insert Program Name here] in this Guide.

A: It'll be added in later version of this Guide.

Q: I can't find [Insert Program Name here].

A: Do I care? Check the other FAQs/Guides to find it.

Q: I can't find the Memory Extender Programs to enlarge my Memory Map.

A: The other FAQs covered their locations.

Q: Why the \*\*\*\* can't I compress Press Program/Energy Change/Proto Scope/  
<insert Textured Programs here>?

A: It'll be totally unfair if you get to compress the Textured Programs. Also, the three storyline-acquired Programs just can't be compressed. Especiall Press Program..... It was already compressed from "Press Data" by Dr. Cossack.....

Q: I can't bring up the Error Nullifier when I press Select.

A: Check if you're pressing Select at the right time and if you had purchased the Error Nullifier from the blonde guy in front of the Beach Metroline Station.

Q: My Megaman.EXE is glitched up but I'm sure I didn't say YES to any of the items on the checklist in the Glitches Section.

A: Check if you're using Bug Styles. They randomly produce a Glitch and an advantage for Megaman.EXE in every Battle. Also, some Programs automatically generate Glitches, as some EX Codes do.

Q: I have questions/suggestions/flames/compliments, etc..

A: Send them to my E-mail. It could be found in the Contact Me Section.  
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## 10. Version Updates (^10)

- V 3.2 (March 14, 2004): Added some little things here and there. Yes, I AM bored. It's spring break and I have nothing to do. <\_<
- V 3.1 (March 2, 2004): Corrected one important information..... See if you can find it. >\_>
- V 3.0 (November 29, 2003): Added the WHOLE LIST of Glitches! Yay for me!
- V 2.0 (August 31, 2003): Corrected some problems and added some more Locations.
- V 1.8 (June 23, 2003): Finally completed the Program Compression Codes Section.
- V 1.5 (April 6, 2003): Completed the Program Compression Codes Section.  
Completed the Program Compression Diagrams. Checked some problems and added some little info.
- V 1.4 (February 25, 2003): Added yet another section of information regarding to the Program Compression Codes (Thanks to Marshmallow Man and Unknownting!!). Added a new Error Nullifier Code.
- V 1.2 (January 23, 2003): Added the new section (Program Modifiers) and added some Enhancement Codes again.
- V 1.0 (January 22, 2003): Updated the Enhancement Code Section. Corrected some mistakes and stuff, ugh. Added correponding names to the Error Numbers and some Error Codes and solutions I missed in the last update.
- V 0.8 (January 19, 2003): Updated and corrected certain information again.  
Completed the ASCII Art of Navi Customizer's layout.  
Added Programs for Shadow Styles and added the Compatibility Section.
- V 0.7 (January 1, 2003): Fixed some problems in the previous version.
- V 0.6 (December 26, 2002): Basic Parts Completed. Added Some Programs, including all of the Guts Style Programs (Red) and Custom/Shield Style Programs (Blue).

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## 11. Legal Stuff & Credits (^11)

This FAQ/Guide belongs to me, Zidanet\_129 (a.k.a. Alan Tseng in the real world), 2003.

Credits and Special Thanks to the following:

- CJayC for creating GameFAQs, the best FAQ website in the world, and uploading this Guide on the GameFAQs Website!
- Capcom for producing such a great game!!
- WhizKid, our beloved Moderator of GameFAQs Forums, for supporting the correct shape of "Buster MAX", "Giga Folder1" and "Mega Folder2" Programs!
- Ray2dark from GameFAQs (correct me if I'm wrong. I got this info from WhizKid) for supporting the Shadow Styles' Programs!
- Golden Chocobo from GameFAQs Forum for the correct shape of "Set Magma" and "Set Holy" Programs!
- Unknownting from GameFAQs Forum for providing the names "Ability Program"

and "Upgrade Program" and also the information about the "Collector's Eye" Program!! Another special thanks for the full list of ALL the Program Compressor Codes!

- Nekomancer from GameFAQs Forum for providing a webpage full of information for this Guide!
- Mimicmasterax from GameFAQs Forum for providing information about the "HP +500" Program and some of the Error Codes!
- Marshmallow Man from GameFAQs Forum for providing information about the Program Compressor Codes!

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## 12. Contact Me (^12)

If you have flames/complaints/compliments/suggestions, either send me an E-mail at:

E-Mail: [zidanet\\_129@hotmail.com](mailto:zidanet_129@hotmail.com)

Or leave me a message on the GameFAQs' MMBN3 Board.

You do NOT have my permission to add me to your MSN Contact List. I will Lock you if I find out about the reason you add me into your Contact List. And I DON'T have time to chat with you, so do NOT expect to add me and chat with me. If you want to ask general questions about this game, DO NOT E-MAIL or MSN me. I WILL ignore you unless I find your question interesting. There are plenty of other FAQs that will answer your questions, which are VERY possibly answered to death MANY times.

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