

Mega Man Battle Network 3 White P.A. Guide

by zidanet129

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Megaman Battle Network 3 White Version/Rockman.EXE 3: P.A. Guide

by Zidanet_129

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1. Prologue (^1)

The P.A.s, or Program Advances, are one of the best features in the world of Megaman Battle Network 3. The Program Advances are usually composed of 3 Battle Chips selected in a preset order. For methods of getting the Chips, please refer to other Guides.

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 ways of composing Zeta Series of P.A.s, you can type in "^2" and then look for the desired P.A..

The Program Advances Guide will be in the following format:

Program Advance Shown Name / Translated Name | Program Advance Number
Chips Required
Damage per Hit
Number of Hits
Description
Range of Hit (in diagram)
Utilize

Here's the general legend for the Range of Hit:

M = Megaman
E = Enemies that could be hit
P = Empty Panels

Utilize only list the ways that I would utilize (abuse?) the PAs. If you have your own strategies, unless it's REALLY interesting, don't bug me about it.

Alright, here we go.

2. Zeta Series (^2)

Zeta Series: Composed of 3 Identical Chips with Chip Codes put into series. They (with the exception of H-Burst) grant Megaman 5 seconds of Invisibility and also unlimited use of the certain P.A. that Megaman Executed within the Limited Time.

Z-Canon1 / Zeta-Cannon1 | Program Advance #01

Cannon A-B-C / Cannon B-C-D / Cannon C-D-E

Damage per Hit: 40

Number of Hits: 3

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of Z-Canon1 (three linked Shots of Cannon, paralyzes the enemy) with A Button within the Limited Time.

Range of Hit:

PPPPPP
PMEEEE
PPPPPP

The Cannon can hit only one enemy though.

Utilize: Stunning your enemies with Chips such as PlantMan/FlashMan to ensure the hits.

Z-Canon2 / Zeta-Cannon2 | Program Advance #02

HiCannon H-I-J / HiCannon I-J-K / HiCannon J-K-L

Damage per Hit: 60

Number of Hits: 3

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of Z-Canon2 (three linked Shots of HiCannon, paralyzes the enemy) with A Button within the Limited Time.

Range of Hit:

PPPPPP
PMEEEE
PPPPPP

The Cannon can hit only one enemy though.

Utilize: Stunning your enemies with Chips such as PlantMan/FlashMan to ensure the hits.

Z-Canon3 / Zeta-Cannon3 | Program Advance #03

M-Cannon O-P-Q / M-Cannon P-Q-R / M-Cannon Q-R-S

Damage per Hit: 80

Number of Hits: 3

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of Z-Canon3 (three linked Shots of M-Cannon, paralyzes the enemy) with A Button within the Limited Time.

Range of Hit:

PPPPPP
PMEEEE

PPPPPP

The Cannon can hit only one enemy though.

Utilize: Stunning your enemies with Chips such as PlantMan/FlashMan to ensure the hits.

Z-Punch / Zeta-GutsPunch | Program Advance #04
GutsPnch B-C-D / GutsPnch C-D-E / GutsPnch D-E-F

Damage per Hit: 80

Number of Hits: 1

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of GutsPnch with A Button within the Limited Time.

Range of Hit:

PPPPPP

PMEPPP

PPPPPP

Utilize: Combine it with the GutsPnch Command to fire Rocket Punches.

Z-Straight / Zeta-GutsStraight | Program Advance #05
GutsStraight O-P-Q / GutsStraight P-Q-R / GutsStraight Q-R-S

Damage per Hit: 100

Number of Hits: 1

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of GutsStraight with A Button within the Limited Time.

Range of Hit:

PPPPPP

PMEEPP

PPPPPP

Utilize: Combine it with the GutsStraight Command to fire Rocket Punches on all 3 rows.

Z-Impact / Zeta-GutsImpact | Program Advance #06
GutsImpact G-H-I / GutsImpact H-I-J / GutsImpact I-J-K

Damage per Hit: 160

Number of Hits: 1

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of GutsImpact with A Button within the Limited Time.

Range of Hit:

PPPPPP

PMEEEP

PPPPPP

Utilize: Since you're invincible while using this PA, AreaLock and utilize (abuse?) the GutsImpact Command to deal some nice damages.

Z-Variable / Zeta-Variable Sword | Program Advance #07
VarSwrd B-C-D / VarSwrd C-D-E / VarSwrd D-E-F

Damage per Hit: 160

Number of Hits: 1

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of Variable Sword with A Button

within the Limited Time. The combos of Variable Sword still work with this P.A. active.

Range of Hit:

PPPEEE
PMEEEE
PPPEEE

Range depends on what type of Combo was executed.

Utilize: ElementalSonic Command is strongly recommended while using this P.A., since your enemies DON'T get stunned while you burn/soak/shock/powder them with ElementalSonic, and you can input the command undisturbed. Even better if your enemies are elemental and are standing on Ice/Grass Panels, since extra damages will be added.

Z-Yoyo1 / Zeta-Yo-Yo1 | Program Advance #08

Yo-Yo1 C-D-E / Yo-Yo1 D-E-F / Yo-Yo1 E-F-G

Damage per Hit: 40

Number of Hits: (depends on the position of enemy)

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of Yo-Yo1 with A Button within the Limited Time.

Range of Hit:

PPPPPP
PM223P
PPPPPP

Special legends:

2 = 2 hit

3 = 3 hit

If the enemy doesn't move.

Utilize: Stunning your enemies with Chips such as PlantMan/FlashMan to ensure the hits.

Z-Yoyo2 / Zeta-Yo-Yo2 | Program Advance #09

Yo-Yo2 H-I-J / Yo-Yo2 I-J-K / Yo-Yo2 J-K-L

Damage per Hit: 50

Number of Hits: (depends on the position of enemy)

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of Yo-Yo2 with A Button within the Limited Time.

Range of Hit:

PPPPPP
PM223P
PPPPPP

Special legends:

2 = 2 hit

3 = 3 hit

If the enemy doesn't move.

Utilize: Stunning your enemies with Chips such as PlantMan/FlashMan to ensure the hits.

Z-Yoyo3 / Zeta-Yo-Yo3 | Program Advance #10

Yo-Yo3 M-N-O / Yo-Yo3 N-O-P / Yo-Yo3 O-P-Q

Damage per Hit: 60

Number of Hits: (depends on the position of enemy)

Description: After executed with the A Button, Megaman gains 5 seconds of

Invisibility and also unlimited uses of Yo-Yo3 with A Button within the Limited Time.

Range of Hit:

PPPPPP
PM223P
PPPPPP

Special legends:

2 = 2 hit

3 = 3 hit

If the enemy doesn't move.

Utilize: Stunning your enemies with Chips such as PlantMan/FlashMan to ensure the hits.

Z-Fumikumil/Z-Step1 / Zeta-FumikumiZan/Zeta-Step Sword | Program Advance #11

FumikumiZan L-M-N / FumikumiZan M-N-O / FumikumiZan N-O-P

(StepSwrd L-M-N / StepSwrd M-N-O / StepSwrd N-O-P)

Damage per Hit: 130

Number of Hits: 1

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of FumikumiZan/Step Sword with A Button within the Limited Time.

Range of Hit:

PPPPEP
PMPPEP
PPPPEP

Utilize: Not useful against Navis that move fast. Throw a Prism into the enemy's Center Panel to ensure the hit.

Z-Fumikumi2/Z-Step2 / Zeta-FumikumiCross/Zeta-Step Cross | Program Advance #12

FumikumiCross O-P-Q / FumikumiCross P-Q-R / FumikumiCross Q-R-S

(StepCros O-P-Q / StepCros P-Q-R / StepCros Q-R-S)

Damage per Hit: 130 (doubles if enemy is in the center of the cross)

Number of Hits: (depends on enemy position)

Description: After executed with the A Button, Megaman gains 5 seconds of Invisibility and also unlimited uses of FumikumiCross/Step Cross with

A Button within the Limited Time.

Range of Hit:

PPPEPE
PMPP2P
PPPEPE

Special legend:

2 = double damage

Utilize: VERY useful against Proto, the final boss of the game, since it does massive damage, is multi-hit, and doesn't freeze time.

3. Special Series (^3)

Special Series: Composed of 3 Different Chips with the same Chip Codes.

These Program Advances usually utilize the Chips being used to compose the Program Advance and deal a great deal of damage to the enemies.

BubSprd / Bubble Spread | Program Advance #13

BubbleShot C-D-E

Bubble-V D-E-F

BubbleSide E-F-G

BubbleShot-Bubble-V-BubbleSide E

Damage per Hit: 300

Number of Hits: 1

Description: After executed with the A Button, Megaman shoots a Bubble Buster that spreads out like the Spreader Chip does.

Range of Hit:

PPPSSS

PMPSHS

PPPSSS

Special legend:

H = Hit

S = Spreaded region

Utilize: Throw a Prism into the enemies' Center Panel to deal an extra 300 Damage.

HeatSprd / HeatSpread | Program Advance #14

HeatShot H-I-J

Heat-V I-J-K

HeatSide J-K-L

HeatShot-Heat-V-HeatSide J

Damage per Hit: 300

Number of Hits: 1

Description: After executed with the A Button, Megaman shoots a Heat Buster that spreads out like the Spreader Chip does.

Range of Hit:

PPPSSS

PMPSHS

PPPSSS

Special legend:

H = Hit

S = Spreaded region

Utilize: Throw a Prism into the enemies' Center Panel to deal an extra 300 Damage, and another 600 will be added if GrassStage Chip is used beforehand. Looks familiar? Yes, it IS the basic concept of TEH famous DI (Disco Inferno) (and later, CDI, or Custom Disco Inferno) that Asakura Yoh and CrimsonKnight spent so much time to work on.

H-Burst / Hyper Burst | Program Advance #15

Spreader M-N-O / Spreader N-O-P / Spreader O-P-Q

Damage per Hit: 100

Number of Hits: 5

Description: After executed with the A Button, Megaman shoots a Buster Shot that spreads out for 5 times in the Spreader Chip's range, dealing 100 Damage per hit.

Range of Hit:

PPPSSS

PMPSHS

PPPSSS

Special legend:

H = Hit

S = Spreaded region

Utilize: Sadly, Prism on Center Panel wouldn't work for this one. Replace it with a RockCube so the shot will hit ALL enemy Panels.

DreamSrd/LifeSword / Dream Sword/Life Sword | Program Advance #16

Sword-WideSword-LongSword E/L/Y

Damage per Hit: 400

Number of Hits: 1

Description: Megaman slashes the area of 3x2 in front of him with a huge Sword.

Range of Hit:

PPEEPP

PMEEPP

PPEEPP

Utilize: AreaSteal once, chuck a Prism into any of the two Panels in the enemy's center row, then SLASH. Instant 800 Damage to all enemies.

ElemSword / Elemental Sword | Program Advance #17

FireSword-AquaSword-ElecSword-BambSword N/P

Damage per Hit: 150

Number of Hits: 4

Description: Megaman slashes the area of a Wide Sword in front of him, once with each Elemental Sword. Stuns Enemy and weakness still counts.

Range of Hit:

PPEPPP

PMEPPP

PPEPPP

Utilize: AreaSteal twice, change enemy's area to Ice/Grass Panels, THEN slash away to ensure the 750 Damage.

Akuretsuzan/EvilCut / Akuretsuzan/Evil Cut | Program Advance #18

(The English name will be added when I got my hands on the English Version)

FumikumiZan - Paladin Sword - FumikumiCross P

(StepSword - HeroSword - StepCros P)

Damage per Hit: 150

Number of Hits: depends on enemy position

Description: Megaman steps two columns up, slash with the 3 Blades involved in this P.A. in order. The enemy on the Panel right in front of Megaman will receive 4 hits.

Range of Hit:

PPP111

PMP141

PPP111

Special legends:

4 = 4-hit Panels

1 = 1-hit Panels

Utilize: Stun enemies with FlashMan/PlantMan Chips to ensure the hits.

H-Ratton / Hyper Ratton | Program Advance #19

Ratton1-Ratton2-Ratton3 A/C/F

Damage per Hit: 500

Number of Hits: 1

Description: Megaman throws a Ratton that runs VERY fast.

Range of Hit:

PPPEEE
PMPEEE
PPPEEE

As long as the Ratton can turn to hit the enemies.

Utilize: Use IceStage, then FlashMan to stun enemies, before you launch this little ratty to deal a massive 500 Damage. Another familiar look? This is basically the main concept of Daimou43's Flash Crusher.

G-CntBomb/G-TimeBmb / Giga Count-Bomb/Giga TimeBomb | Program Advance #20
TimeBomb J-K-L / TimeBomb K-L-M / TimeBomb L-M-N

Damage per Hit: 500

Number of Hits: 1

Description: Megaman creates a Count Bomb that hits the whole battlefield.

Range of Hit:

EEEEEE
EMEEEE
EEEEEE

Utilize: Not too much I think..... The other obstacles WILL get destroyed when you put this down anyway, so it's hard to defend this against enemy attacks.

RainGel / Raining Gel | Program Advance #21
MetaGel1 B-C-D / MetaGel2 E-F-G / MetaGel3 S-T-U

Damage per Hit: 150

Number of Hits: 6

Description: A group of six MetaGels fall from the sky and steals every Panel they landed on. If an enemy is on the Panel, it gets damaged but the Panel remain unstolen.

Range of Hit:

PPPEEE
PMPEEE
PPPEEE

Utilize: AreaLock enemies then RainGel them.

Endless Curse / Endless Curse | Program Advance #22
CrsShld1-CrsShld2-CrsShld3 C/L

Damage per Hit: 100

Number of Hits: 15 (Thanks to Asakura Yoh for pointing this out!)

Description: Megaman summons a CrsShld that blocks enemy attack and bites all enemies until they're dead. It dissipates quickly though, if it doesn't hurt the enemies (LifeAura, Invis, etc.)

Range of Hit:

PPPEEE
PMPEEE
PPPEEE

Utilize: I don't really see how you can abuse your enemies with this attack..... Since it just chases after your enemies and kill them without you realizing it.

Mother Quake/MomQuake / Mother Quake/Mother Quake | Program Advance #23

RockCube *- RockCube *-GodStone S

Damage per Hit: 200

Number of Hits: (Lots)

Description: The whole screen shook violently and rocks appear out of nowhere and hit the enemies on their heads.

Range of Hit:

PPPEEE

PMPEEE

PPPEEE

Hits random locations in the enemy's Area.

Utilize: Naw, AreaLocking doesn't help in this. Although reducing enemy areas DOES help in the accuracy in this attack.

PoisPhar / Poison Pharoah | Program Advance #24

PoisonMask-PoisonFace-PoisonAnubis A

Damage per Hit: 1

Number of Hits: Unlimited as long as the Pharoah Statue stays active and enemies stays alive.

Description: A HUGE Purple PharoMan Statue drops in front of Megaman and poisons the enemies twice as fast as the Anubis Statue. The effect will keep on until the enemies are deleted OR until the Purple PharoMan Statue was destroyed.

Range of Hit:

EEEEEE

EMEEEE

EEEEEE

Hits EVERYONE on the Battlefield except for Megaman.

Utilize: Ooh yeah, good stuff. Use Geddon3 first, THEN put this attack down. Almost guarenteed toxic kill.

BodyGrd / Body Guard | Program Advance #25

Kiwarimi (AntiDmg)-NaviScout (AntiNavi)-Muramasa Blade M

Damage per Hit: 100

Number of Hits: 18

Description: The Battle continue as usual, but with Shurikens raining down on enemies from above the ceiling and chases after the enemies for 18 times.

Range of Hit:

PPPEEE

PMPEEE

PPPEEE

Not sure if it'll hit behind Megaman. Hits are evenly distributed if there is more than one enemy.

Utilize: Geddon2. DEFINITELY Geddon2. Unless your enemies happen to have AirShoes/Saito.BAT/Shield/Reflect equipped, they're screwed since they can only sit in the only panel and eat the Shurikens.

500Barrier / 500 Barrier | Program Advance #26

Barrier-100Barrier-200Barrier E/R

(Note: since there ARE Barrier *'s and 100Barrier *'s, it's possible to use any codes of 200Barrier with those two *-Coded Barrier Chips.)

Damage per Hit: 0

Number of Hits: 0

Description: Megaman summons a Barrier that can endure 500 Damage.

Range of Hit:

PPPPPP
PMPPPP
PPPPPP

Utilize: Utilize the Holy Panels. Using the combo of HolyPanel R-500Barrier R or even Sanctuary E-500Barrier E will give you the Holy Barrier, which will take in a whoopin' 1000 damage before your enemies can touch you.

4. Navi Program Advances (^4)

Navi Program Advances: These Program Advances need a Navi Chip in order to be completed. Though they might cost a lot, the Damages and Side Effects of these Program Advances are usually the best among all the Program Advances in the game.

BigHeart / Big Heart | Program Advance #27

HolyPanl-Recov300-Roll (any version) R

Damage per Hit: 50

Number of Hits: 9

Description: Roll appears to attack the enemy as usual, then recovers 300 HP for Megaman.

Range of Hit:

PPEEEE
PMEEEE
PPEEEE

It can't hit anything behind Megaman.

Utilize: Well..... Attach some Atk+ Chips after this P.A. for some extra damage.

GtsShoot / Guts Shoot | Program Advance #28

MetGuard *-DashAtk-GutsMan (V1~V4) G

Damage per Hit: 300

Number of Hits: 1

Description: GutsMan appears behind Megaman, grabs Megaman and throws Megaman (who opened up a shield in front of him) straight into an enemy. Upon contact, the blast will spread in a "+" pattern. (Nooooo..... It's powered down again.....)

Range of Hit:

PPPPSP
PMPSHS
PPPPSP

Special legends:

H = Hit

S = Spreaded area

Utilize: Although this P.A. IS time-freezing, the accuracy is still important. Since it's armor-piercing, Prisms will just get destroyed, so utilize stunning Chips like FlashMan/Plantman to your advantage.

DeuxHero / Deux Hero | Program Advance #29

CustomSword-VariableSword-Blues (V1~V4) B

Damage per Hit: 70

Number of Hits: 8

Description: Megaman and Blues appear and attack together to deal 560
(Basic) Damage to all Enemy Panels.

Range of Hit:

PPPEEE

PMPEEE

PPPEEE

Despite where Megaman is, the P.A. hits the whole Enemy Area.

Utilize: Prism. DEFINITELY Prism. Prism in enemies' Center Panel +
DeuxHero = death. Also, Atk+ Chips helps out too.

2xHero / Double Hero | Program Advance #30

IaiForm (Slasher)-CustomSword-VariableSword-Blues (V1~V4) B

Damage per Hit: 70

Number of Hits: 10

Description: Megaman and Blues appear and attack together to deal 700
(Basic) Damage to all Enemy Panels. Blue's Slashes, although
with the different colors, are confirmed to be NOT Elemental.

Range of Hit:

PPPEEE

PMPEEE

PPPEEE

Despite where Megaman is, the P.A. hits the whole Enemy Area.

Utilize: Prism. DEFINITELY Prism. Prism in enemies' Center Panel +
2xHero = OH SO VERY DEAD. Also, Atk+ Chips helps out too.

PrixPowr / Grand Prix Power | Program Advance #31

Brotherhood1 *-Brotherhood2 *-KingMan V5 K/MistMan V5 M/BowlMan V5 B (either one
of them would work)

Damage per Hit: 300

Number of Hits: Random +1

Description: BowlMan appears and shoots 2 MistMen on each of the enemy row,
dealing 300 Damage each. Then, KingMan appears, and jumps into
the enemy area, doing his Cross-Geyser attack for another 300
Damage.

Range of Hit:

BowlMan + MistMan:

PPPEEE

PMPEEE

PPPEEE

KingMan:

PPPPEP

PMPEEE

PPPPEP

Utilize: Cliched, but Prism helps out YET AGAIN. Prism in enemies' Center
Panel + PrixPowr (with NO Atk+ Chips) = easy 1800 Damage.

5. Master Style P.A. (^5)

I know it's not right for a Program Advance to hag a unique section of this FAQ, but since this P.A. is placed in #32 in the P.A. List in the game, this should be the best place for it to be located.

MstrStyl / Master Style | Program Advance #32

Salamander-Daifunsui-Thunderbolt-GaiaBlade *

(Salamndr-Fountain-Bolt-GaiaBlde *)

Damage per Hit: 100

Number of Hits: 1 + X, X varies based on enemy HP

Description: Megaman splits into 3 Styles (HeatGuts, AquaCust, ElecTeam) and then start to attack the closest enemy 8 times, each time with a different attack (Punch/Kick/WideSwrd) and different Style Type and Element. (If the enemy died before 8 hits and another enemy is still alive, Megaman will continue on the assault on the next enemy) After the 8 hits (less than 8 times if the enemy dies before 8 hits were sent; if there are multiple enemies Megaman will go strike the next closest one until all enemies die or all 8 hits were delivered) Megaman goes back to his original location, charges up with different Style Elements flashing through, stops at his current Style's color, and causes a piercing explosion that hits the whole Battlefield.

Range of Hit:

EEEEEE

EMEEEE

EEEEEE

Note: the first 8 hits are based on the location of the closest enemy so it won't be shown here.

Utilize: Interestingly, this P.A. can't be too utilized, other than attaching an Atk+ Chip in it.

6. FAQs (^6)

Q: How exactly do I form a P.A.?

A: Check the P.A. you want to use, and choose ALL the necessary Chips for executing the P.A. IN ORDER AT ONCE in the Custom Window. When you select OK, the screen should go dark and the 3/4 Chips that form the P.A. will flash, then merge into the P.A..

Q: Why don't people like the Zeta- P.A.s?

A: Simply because the Zeta-P.A.s take 3 Chips with DIFFERENT Codes to compose, and are therefore unable to be boosted with Atk+ Chips. Also, more than one Code in your Folder (excluding *-Code) will lower your fludity like crazy.

Q: Why don't people like DeuxHero/2xHero/BodyGrd P.A.s?

A: Because they're too cheap. You don't need ANY aimings for them to hit the enemies. This completely takes the fun factor out of the game.

Q: Why do people diss the "Special P.A.," Master Style?

A: Although it IS strong and hits multiple enemies, it's composed of 4 MEGA-CLASS

Chips. Which means, you can have only ONE copy of this P.A. in your Folder. Unless you have Wood Styles (which allow you to utilize the GaiaBlade in this P.A. by sucking the Attack of the other 3 Mega-Class Chips), this P.A. won't do you too much good when you have to sacrifice some Chips to ADD for more

Chips.

Q: Speaking of Master Style, why can't I form the P.A.? I'm sure I used all 4 Chips IN ORDER!!

A: Ahh yes. One of the most commonly-seen problems posted on the Boards. This problem is caused by the fact that there are TWO of each Elemental Mega Chips that works basically in the same way (Prominence/Salamander, WaterLine/Fountain,

Lightning/Bolt, and GaiaSword/GaiaBlade). Make sure you're using the STRONGER versions of the Elemental Mega Chips. Their Chip Icons' background have a black circle around the "S", and they look darker than their weaker versions. People also tend to mistake GaiaBLADE with GaiaSWORD, so check to see if you ARE using the right ones.

7. Version Updates (^7)

V 2.0 (March 6, 2004): Added Utilizing methods for all the P.A.s, and added a FAQ Section. Now, people on the Boards, would you stop poking

me? >_>

V 1.6 (September 24, 2003): Fixed some problems. I can't believe I kept that problem

with ElementalSword PA for SUCH a long time.....

V 1.5 (July 13, 2003): Added BowlMan V5 B back into the GP Power PA. My bad. Also

added English Translations.

V 1.3 (February 16, 2003): Removed the parts that belonged to the Black Version.

V 1.2 (February 8, 2003): Aded descriptions for Grand Prix Power P.A., special thanks

and full credit goes to WhizKid!

V 1.0 (February 1, 2003): Checked some problems in the P.A.s so the wrong information

are corrected.

V 0.9 (January 26, 2003): Completed basic parts of the Guide. Formats will be checked and completed later.

8. Legal Stuff & Credits (^8)

Copyright to Zidanet_129 (Alan Tseng) 2003

The completion of this guide is heavily based on the help of the people listed below.

Special thanks to all these people!!

WhizKid (Grand Prix Power Description)

Dark Unknown (Complete P.A. List in order)

A nameless Japanese Website (Various information)

9. Contact Me (^9)

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

E-Mail: 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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