

Mega Man Battle Network 3 White FAQ/Walkthrough

by PPM

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M E G A M A N B A T T L E N E T W O R K 3 W H I T E

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1) The Introduction

Hiya. I'm PPM, and this is an English MMBN3 walkthrough; at the time I'm writing it, only the second complete one on GameFAQs. I like to think of it as the HubBatch of walkthroughs here.

If you want a quick way to navigate this walkthrough by scenario, hit Ctrl+F and search for the number in the Table of Contents for what you want. For example, if you were looking for help with Alpha, you'd hit Ctrl+F and type in "2.11". It would bring you to the ToC, then here, then to the beginning of the Alpha scenario.

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1.1) Emailing Me
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WHAT I NEED FROM YOU

- Chip locations not listed in the chip sections
- Virus names not listed in the chip sections
- Corrections for chip effects or other things
- Praise
- Legitimate questions NOT answered in the FAQ or walkthrough
- Other contributions which would improve this walkthrough

WHAT I DO NOT NEED FROM YOU

- Questions concerning chip locations listed in the chip sections
- Questions concerning folder building. Check the Renown Folder FAQ.
- Hate mail
- Legitimate questions that ARE answered in the FAQ or walkthrough
- Illegitimate questions (meaning off-topic and such)

My email address is ppm42 AT yahoo DOT com. Replace "AT" and "DOT" with the necessary symbols. I type it like that to avoid webspiders. Note that if you do not get a response from me immediately, I have not forgotten you! More than likely, because of SoBig, my mailbox rejected your email because it was full. If that happens (you should get an email back regarding it automatically), wait a little while and send your message again. I clear my mailbox several times a day. One final note: If you do decide to email me, please put "MMBN3" or something similar to that in the subject line, or I'm liable to delete it accidentally. And PLEASE, for the love of whatever diety you choose, do NOT add me to your address book. I value what data I still have on this machine.

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1.2) FAQ
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There are some things I don't directly address in the walkthrough that I feel should be addressed. This is to keep people on the boards from asking questions for which the answers can easily be found in the FAQs.

--THE GAME--

Q: What's GMD/BMD/PMD?

A: GMD is Green Mystery Data. It appears randomly and has a random reward in it.
BMD is Blue Mystery Data. It only appears once and has a set reward in it.

PMD is Purple Mystery Data. You need Unlocker to open it, it only appears once, and it generally has a very good reward in it.

Q: How do I use Slasher?

A: Wait for an enemy to enter your area and hit and hold A.

Q: How do I use StandOut/Salamander/WatrLine/Fountain/Ligtning/Bolt/GaiaSwrđ/GaiaBlde?

A: Your style needs to be of the element that the chip is.

Q: What's the style on the back of the box?

A: NormBug. Yes, a Bug style with no element. How can you get it? Short answer, you can't. Long answer, you can through a GameShark, Action Replay, or some sort of freaky glitch that I don't know much about.

Q: How do I get <INSERT STYLE HERE> Style?

A: Refer to the Styles section later in the walkthrough.

Q: How do I get HiCannon J?

A: If you're going for the Z-Canon2 PA, use N1-FldrA from the Folder Kid during the N1. That comes with the Z-Canon2 PA. If you're going for a J-code folder, I can't help you. But there are much better chips than HiCannon J to put in a J-code folder anyway.

Q: How do I get M-Cannon P or S? I've done nothing but fight Canodumb3s and can only get O, Q, and R!

A: To get M-Cannon S, you need to S-rank a Canodumb3 with Cust style. M-Cannon P is not in this game.

Q: Where do I find a Wind *?

A: Search Yoka 1 for WindBox viruses, fight well enough to get a chip, and you should get Wind *.

Q: Where do I find a Yo-yo1 G?

A: 9-S rank Yort viruses in the Beach areas.

Q: Where do I find a IceBall M?

A: Run around Hades Isle Comp with Fish in your NaviCust to find ColdHead viruses. Fight well enough to get a chip and you'll get IceBall M.

Q: Where are Team1 and Team2 *?

A: Team1 * is in Yoka 1, but to get there, you need to take the teleporter in the Lion's Head at Yoka hot springs. Talk to the Navi there with Humor in your NaviCust twice to tell him a joke he really likes. As a reward, he'll give you Team1 *. For Team2 *, there is a Navi in Beach Square trying to act tough for a role in a TV show. Talk to him with BlckMind in your NaviCust and, as a reward, you'll get the chip.

Q: Okay, so where's Humor?

A: It's the reward for Job 16.

Q: Where can I get <INSERT OTHER CHIP HERE>?

A: Go to the "200 Fragments of Power", "85 More Fragments of Power", and "Even More Fragments of Power" sections. They're standard, mega, and giga chips, respectively.

Q: What are all the VarSword combos?

A: I know a few of them. Check the chip section for information on the combos, and check the other FAQs for the ones I'm missing.

Q: What's this "Virus Lab Door Comp"?

A: Walk up to the doorway to the Virus Lab and hit R. If you're in the right place, you should be able to jack in.

Q: I'm having trouble getting chips. Help me!

A: That's more like a command. Anyway, when you get off the boat at WWW Island, walk straight up. You'll find a hidden jack-in point. In that area, you'll find a BMD with the Collect NaviCust program. Install this to ensure that you'll always get a chip after battle.

Q: Where's the Secret 3 Trader?

A: There isn't one in Secret 3. You're probably thinking of the BugFrag Trader. What you're actually looking for is the Secret _2_ _Merchant_. See, in this walkthrough, "merchant" is used for Navis or people to whom you give Zenny or BugFragments and receive chips, programs, or power-ups in return. "Trader" is used to describe machines to which you give chips or BugFragments and receive chips in return.

Q: What's Mr. Famous' Wristband do?

A: It powers up the Punk chip. You can't get Punk without Gameshark/Action Replay, or from Capcom-sponsored events. Heck, you can't even fight Punk in White.

Q: Why didn't I get Bass GS from Forte GS?

A: That chip can only be gotten from Gameshark/Action Replay, or from Capcom-sponsored events.

Q: Where's the next Capcom-sponsored event?

A: Tokyo.

Q: Where was the last one?

A: Tokyo.

Q: When will there be one in America?

A: Never.

Q: So I can't get Punk or Bass GS legitimately?

A: No. Leave me alone.

--THE WALKTHROUGH--

Q: Why do you say "Forte", "FlameMan", and "YamatoMan" instead of "Bass", "FlamMan", and "JapanMan"?

A: I prefer Forte over Bass, FlamMan is the result of poor translation, and JapanMan is just plain offensive.

Q: Why do you call Serenade "she"? The game calls him "he"! OMG u n00b!!!!11one

A: The Japanese version uses a pronoun for Serenade that doesn't specify gender. It's my personal belief that Serenade is meant to be female (I mean, just look at the Giga Chip!), and since the Japanese version is obviously the better translated one, I'm following that and my own beliefs for Serenade's gender. If you can't deal with that explanation, feel free to read over this question with your fingers in your ears, chanting "La la la, I can't hear you".

Q: What the heck is a yamato, anyway?

A: A spear. Now tell me what a kuwanger is and we'll be even.

Q: y do u type otu thngs w/ all the lettrs? this is fstr!

A: I hate you.

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1.3) Version History

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v5.00

- Credited long-overdue creditors
- Started Chip Specifics section
- Started The Bosses In-Depth section
- Added "How do I use Slasher?" to the FAQ
- Added "How do I use [Elemental Chip]?" to the FAQ
- Added "What's GMD/BMD/PMD?" to the FAQ
- Sort-of corrected Error Code G2G

v4.01

- Corrected error code G2C

v4.00

- Added a few more questions to the FAQ
- Added Styles section
- Added chip codes to all chips
- Added location of LoBlow
- Corrected RedDevil and BlueDemon description
- Added much overdue credit to WhiteDragon Nall for his Serenade strategy

v3.50

- Added location of AirShot2
- Added The Short Little Virus Breeder Section

v3.00

- Finally fully corrected description to Balance
- Corrected several incorrect virus locations (arigato gozaimasu Sakura!)
- Added NaviCust section
- Added Virus List section
- Added NumberMan Trader section
- Added several missing chip locations
- Added questions about Mr. Famous' Wristband to the FAQ/NSFAQ
- Added VarSword combos to the VarSword chip data in its section

v2.00

- Added "Emailing Me" section
- Added Giga Chip section
- Added damage to all chips
- Minor chip description corrections
- Updated FAQ/NSFAQ with more specific information about Serenade

v1.51

- Further corrected description to Balance

v1.50

- Formatted this bad boy!
- Corrected BeastMan chip description
- Added note about Omega viruses in Omega Navi section
- Corrected description for Blues and DarkMan Omega
- Corrected method to get Balance
- Added question in FAQ for M-Cannon P/S
- Added question in FAQ for HiCannon J

v1.00

- Finished the walkthrough for all seven stars!

2) The Game

Welcome to Megaman Battle Network 3, Capcom's latest installment in the Megaman series. Skip the formalities and let's just dive right in!

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2.1) -SCENARIO 1- The Lights Go Out in ACDC
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You start out the game on a field trip to SciLab's Virus Lab. Hit L to hear Megaman tell you to talk to everybody. Most of the kids will refresh your memory on the absolute basics. After talking to everybody, including Ms. Mari, your teacher, the virus busting tutorial will begin. This is done step-by-step and the game won't let you screw it up. When all that's said and done, Yai will set up a chat for later that day, on her HP.

You'll soon be back at school, where Ms. Mari will tell you that you have to do a report on the Virus Lab, just like Yai suspected. When you regain control of Lan, talk to Dex, Mayl, and Yai, then go to the park. Your meeting will be interrupted by a man in a cowboy hat from DNN, pitching the N1 Grand Prix, a competition to find the number one Netbattler. Naturally, you want to join, so head back home and jack into the internet. Follow the yellow path to ACDC Square. Find the generic Navi to the right of the road connecting the blue area to the green area to receive your N1 Prelim assignment.

The first question, "Red means stop", is true, so look for the O data. From ACDC Square, it's up the ramp, take a right at the generic Navi past the elephant slide, take the first right after that, then follow the path to the next fork. Take that fork, turn right, and finally, turn left to find the O data. Bring it back to the N1 guy in ACDC square.

The second question, "A ton of lead is heavier than a ton of feathers", is false. A ton of anything is equal to a ton of anything else. The X data is in ACDC 2, on the large tan platform near the entrance to ACDC 3.

The final question, "Adding the numbers between 1 and 10 equals 54", is false; it gives you 55. In ACDC 1, the X data is on the small platform with the green program in front of it, near the platform with the purple door. Bring it back to the N1 Navi to pass the preliminaries. Glide will give you a YaiCode to get into Yai's HP for the chat later tonight. Go out to the kitchen and talk to your mom for some dinner before the chat.

Yai's HP is in ACDC 2, on the orange platform reached by taking the first left, coming from ACDC 1. Walk up to the security cube and hit A to remove it, then find Roll, Gutsman, and Glide and talk to all of them. After the chat, Mayl reminds Lan and Dex about their homework, to which Dex responds that he left his disk at school. Everybody but Lan will head to the school, and when you show up, you'll learn the gate is locked. The locking mechanism is on the web, though, so go back to your room and head to the platform in ACDC 2 where you found the first X data in the N1 Prelims. Walk up to the giant key and hit A to unlock the gate. You'll get email from Mayl saying the gate is, in fact, unlocked.

Head up to your classroom and a cutscene will start. Dex can't find his disk, but it's by the animal cages. Check that shelf to find it. When you do,

another cutscene will start. Yai hears something and chalks it up to her imagination. Try to leave the school.

When you get to the entrance, you'll hear many noises coming from the teachers' lounge. That's the last room in the hallway straight ahead of you. Walk in and check the door in the corner to find Rei, WWW member and controller of FlashMan. He'll sic FlashMan on Yai, Mayl, and Dex, hypnotizing them until FlashMan is deleted. Talk to everybody to figure out that you need to find something to block the Hypno Flash if you want to delete FlashMan. Go to room 5B.

Take the parasol from the desk in room 5B, then return to the principal's office, where FlashMan and Rei are. A cutscene will show Lan blocking the Hypno Flash, then jacking in to the principal's computer. Walk up to the purple door and talk to the program there, who will tell you to turn on a light switch in the real world to turn on the lights in the cyberworld. Go to classroom 5B and turn on the lights there. You'll warp back to cyberworld.

You need to find Keydata to open the doors here. It's in blue mystery data (BMD) which is constantly flickering into visibility. Go to the blue square closest to the doors to find the BMD with KeyDataA. From the KeyDataA door, KeyDataB is straight ahead. Follow the path to the BMD on the blue area with the desk to get KeyDataC. Go up to the KeyDataC door and use the warp to get to the second part of the principal's computer.

Turn on the lights in the teachers' lounge to light up this area of the comp. To get PasswrnC, go to the BMD in front of the statue Megaman looked at to figure out where he was. PasswrnB is the top BMD at the end of the large platform preceded by a series of lockers. PasswrnA is on the pencil platforms near the entrance to this area. Go to the door in the center of the area and put in all three passwords to meet up with FlashMan.

--BOSS--

FLASHMAN.EXE
HP: 300

-Attacks-

Neon Bulb: He will launch multicolored light bulbs which will home in on you. To dodge them, move one row up or down as they're about to hit you. (10 dmg)

Lightning Ray: He will shoot lightning two rows and one column in front of him. This is easy enough to dodge by standing in the column where the lightning isn't. (15 dmg)

Tesla Shock: He will summon 5HP light bulbs in your area. If they're not both destroyed after a few seconds, they will paralyze you, leaving you open to other attacks. (0 dmg)

Once you defeat FlashMan, he'll go out valiantly with his Shining Browser Crasher attack. It doesn't seem to affect Megaman severely yet, so Lan's not worried. Walk out of the teachers' lounge to meet up with the others, who are cured of hypnosis. After a cutscene, you'll wind up outside school and you'll get an email from Dex. He's waiting in the park to netbattle you with GutsMan. You'll also get DexCode, to open up his security cube in the area of ACDC 1 accessed by ACDC 3. Go to the park and challenge him to a battle.

--BOSS--

GUTSMAN.EXE
HP: 300

-Attacks-

Shockwave: He will pound the ground and produce a slow-moving shockwave, similar to a Mettaur's. If there is no panel in front of him when he smashes the ground, no shockwave will be sent out. (20 dmg)

Line Crack: He will pound the ground and crack the line of panels in front of him. If he does this on a cracked panel, it will break. If there's no panel to smash, nothing will happen. You can only get hurt by this if he hits you with the hammer. (20 dmg)

Guts Punch: If you stand at the column directly next to his area, he will come face-to-face and deliver a devastating punch. (30 dmg)

AreaGrab: He will counter any attempts to AreaGrab him by AreaGrabbing right back. (10 dmg)

When you beat GutsMan, you should get a chip for GutsMan G. Finish up this scenario by going back home and going to bed.

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2.2) -TRANSITION- N1 Preliminaries I
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This starts with Rei returning the mysterious "TetraCode" to his lord, Dr. Wily. Wily, quite pleased, says that it is now time for Takeo, another lackey, to serve his purpose.

Cut to the ACDC Metroline station. A small boy steps out and approaches a mysterious person to ask where the #1 Netbattler in town lives. Lan is the number one Netbattler, but this kid says that the #1 Netbattler is also his brother! The kid runs off looking for his brother...

Cut to Lan's room. Lan is almost ready to leave for school, but Megaman tries to remind him of something. Megaman's speech is choppy, though, and Lan can't understand him. This stuff has been happening since the Shining Browser Crasher affected Megaman, but it seems to fix itself after a while. Megaman also tells Lan quite clearly that his little brother is looking for him...except that Lan doesn't have a little brother! You need to see your dad to fix the PET, so head over to the Metroline Station.

Mayl, Yai, and the kid are there, all very frustrated. Talk to the kid to start a cutscene in which the kid claims that Lan is not his brother, and therefore not the #1 Netbattler in town. The kid is very reluctant to tell you his brother's name, saying you should know just by his rank. You need to go find the number one Netbattler in ACDC. Look around and you should figure out which important character isn't with you. Dex is in your classroom.

Dex demands to be taken to the kid, whose name is revealed as Chisao. Cut to the Metroline station. Chisao is happy to see his brother, but there's a dispute between everyone as to who the number one Netbattler actually is. You can fight Dex to prove that you're the best, and you probably should, just for the chip you'll get.

--BOSS--

GUTSMAN.EXE ALPHA
HP: 700

-Updated Attacks-

Shockwave: 40 damage.
Guts Punch: 60 damage.

-New Attacks-

Area Crack: Essentially the same as Line Crack, but your entire area's panels become cracked. (40 dmg)

When you beat GutsMan Alpha, you'll win the GutsManv2 G chip. And Chisao will hate Dex, but I call that a fringe benefit. Anyway, the Metroline is now clear, so buy a ticket to SciLab and go see your dad on his floor. He's in a meeting, but talk to the long-haired scientist to get a SubPET. Since you can't see your dad right now, head home. Your PET should survive until then.

You'll get email from Dex saying that he just set up a shortcut on his HP to ACDC Sq. Convenient.

As you leave the elevator, N1 Cowboy Hat Man (Sunayama) will tell you that the second round of the N1 Prelims are starting and you need to get to SciLab Square. The virus lab is blocked off, which is the direct route to SciLab Sq., so you need to take the CyberMetro, for which Sunayama gives you a ticket. Go back to ACDC and jack in to Dex's PC. In here, go up and to your left, to the green area, and find the glowing spot. This will bring you to ACDC 1 and, going downwards from there, the CyberMetro.

In SciLab 2, go up the ramp nearby and through the archway straight ahead of you. The red spot there will take you to SciLab Square. Go to the area to your right and talk to the purple Navi to start up the second round of preliminaries. The first round is a three-battle survival match.

Round 1: Mettaur2, Mettaur2, Mettaur2

Round 2: Bunny, Bunny, Canodumb

Round 3: Mettaur2, Mettaur2, Boomer

After beating these nine viruses, the second round consists of finding and beating a navi somewhere in the SciLab area. This Navi is on the upper level of SciLab 1. To get there, go to the right after leaving SciLab Sq., then fork upwards, right, down, and down again. Follow the direct path in SciLab 1 to meet the "Virus King". Megaman screws it up, though, and the "Virus King" is quite unsatisfied. He cuts to another camera and moves to SciLab 2. Go back to the entrance to SciLab Sq. and walk to the right, down, left, and left once more to find the "Virus King" again. You'll have to fight three Fishy viruses. Go back to the N1 Navi.

The third mission is given by a Navi in ACDC 2. Go to ACDC 3 from the CyberMetro, then exit to ACDC 2 and talk to the Navi in the middle of the path there. This is also a three-battle survival match.

Round 1: Quaker, Quaker, Canodumb

Round 2: Fishy, Canodumb, Canodumb

Round 3: Mettaur2, Mettaur2, Hardhead

When you win, the internet goes incredibly wonky and Megaman loses contact with Lan. Megaman can't just jack out; he has to run over to the place at which he jacked in (Dex's PC in our case) and teleport out. Since you can't contact Lan, you'll be doing battle without any chips. Since the PET is broken, Megaman needs to be stored in the SubPET until it's fixed. While in the SubPET, you can't go online or Netbattle.

Surprise! After a bit of talking, your dad comes back from work finally! He's going to fix your PET in time for the field trip to Yoka tomorrow. With all that taken care of, go off to bed.

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2.3) -SCENARIO 2- When Animals Attack
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Lan's overslept (so what else is new?) and he's got to rush to school. Do so and you'll meet up with the rest of your class in the nick of time. Cut to Yoka, where the air is clean, the water is pure, and the zoo is closed. Ms. Mari says the class will just go there tomorrow, so feel free to wander. Go to the left to find the inn. Go to the hallway in front of your room and talk to Dex and Ms. Mari. Walk into your room and talk to Mayl, then leave through the hidden door in the upper corner and talk to Yai. Check the fence and Ms. Mari will call all of you for bath time. After baths and dinner, the class participates in a pillow fight, using magic pillows that disappear shortly after being thrown and that appear out of nowhere. Then you'll all go to sleep.

An email will wake you up; it's from your dad and he's fixed the PET! He's also included the Navi Customizer, the utility that replaces stat points in this game. When you boot up the NaviCust by leaving the pause menu, Dr. Hikari will explain the rules to the NaviCust. He'll also send you an email later with those rules in it. Leave the NaviCust screen and join the others at the zoo.

En route, you'll notice a new person at the souvenir stand. Her name is Tamako, and she is the operator of MetalMan. You can fight MetalMan right now, and in fact, you probably should.

--BOSS--

METALMAN.EXE

HP: 500

Difficulty: Average

-Attacks-

Metal Blade: MetalMan throws this blade around the arena in the same fashion as the Boomer virus. (20 dmg)

Homing Missile: MetalMan shoots a series of missiles from his back onto your area. Move away from the flashing yellow squares to avoid the missiles. (20 dmg)

-Stage-

The stage has two metal blades patrolling the middle row which deal 10 damage if you are in their path when they reach the square you're standing on. If a blade is above or below you, you can't move directly up or down until it moves out of the way. They also cannot be shot past.

For beating Tamako, you'll get a MetalMan M chip. This chip is unique in that, if you hold A and press the D-Pad before MetalMan attacks, you can move him around.

At the front of the zoo, your class will be waiting. After a short cutscene, you'll be able to enter. Do so and check every single animal cage. Every one. While you're doing that, you'll probably run into Dex, Mayl, and Yai. Talk to all of them; Dex will set up a meeting place at the lion cage. After checking every other animal, walk over to the lions (in the second part of the zoo, near the bottom) and the others will meet you there. Chisao's been taken by the condor, and when you run back to do something about it, you find that the lion's escaped as well. In fact, all the animals have gotten out!

To escape, walk through the alcove in the panda cage, then walk towards the entrance of the zoo. Instead of leaving (you can't anyway), go up and left, past the zookeeper's building and to the fence. The fence is crushed and you now have open access to the inn. Go into the hallway, walk down the extreme right of the

stairs, and head to the front of the zoo.

Chisao is on top of the electricity tower, in the beak of the condor. When you go to rescue him, the condor slams you down and flies away. Dex comes along to get Chisao, but fails because Chisao is too scared. A zoo attendant then alerts Ian that the zookeeper is controlling the animals through chips and you have to stop him. Go to the panda computer and jack in to Zoo Comp 1.

In the zoo computers, the correct path is often blocked by Mettaur-like viruses which assume the identities of animals. There are also corresponding programs nearby which will delete the viruses and clear your path. Since the path is fairly straightforward, I'll just give a list of the viruses and the programs needed to delete them.

Zoo Comp 1...

Mouse virus = Cat program

Frog virus = Snake program

Zoo Comp 2...

Rabbit virus = Rabbit program

Gorilla virus = Banana program

Sea lion virus = Ball program

Clam virus = Otter program

Zoo Comp 3...(you can get a SneakRun NaviCust program in this area!)

Tree virus = Beaver program

Hungry panda virus + bored panda virus = Bamboo program + tire program (take both at once)

Mongoose virus = Cobra program

Jar virus = Octopus program

Zoo Comp 4...

Parrot virus = Tongue-Twister program

Monkey virus + peanut virus = Chestnut program + walnut program

Cat... virus + Wool... virus + Wolf... virus = Tiger program + sheep program + dog program

After all this program-switching is done, it's time to face BeastMan, controlled by the evil zookeeper who is also a WWW member.

--BOSS--

BEASTMAN.EXE

HP: 500

-Attacks-

Beast Dive: BeastMan will get on either the upper right or lower right corner of your area and dive diagonally downwards or upwards. (20 dmg)

Claw Swipe: He will disappear momentarily, then appear in front of you and slash you with his claws. His claws have the range of a WideSword. (20 dmg)

Primal Rage: BeastMan will split into three parts and attack you three times. One claw will appear at the upper right corner of your area and dive diagonally down, then one will appear at the lower right and go diagonally up, then BeastMan's head will barrel down the row you're currently on. To avoid this attack, go up to the top row, then down to the bottom, then back up. Dodge the head if necessary. (20 dmg)

After defeating BeastMan, he will explode immediately. Takeo runs off with the second TetraCode, saying Wily will be pleased. The cutscene that follows shows

Chisao being rescued by Lan and Dex. Cut to ACDC Park, where Dex says that Chisao came to take him to Netopia, and left for Netopia because of homesickness.

Cut to Wily's Lair, where he's babbling on about Cybergeddon, and how Megaman can't stop him, and other typical evil villian talk.

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2.4) -TRANSITION- N1 Preliminaries II
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Cut to your classroom, one month after destroying BeastMan. Ms. Mari is talking about compression. Class is over for the weekend, so go see what Mayl, Yai, and Dex are doing for the weekend. When you do that, you'll get an email from Higsby, saying he needs help. Head over to his store to learn that he needs three jobs to be done. For the first, head to the ACDC Metroline Station. (Note: Yai's opened a shortcut to SciLab square.)

The merchant with the order has left his bag in Yoka Inn. Travel there and check the table in the upper left corner of the hotel room, relative to the entrance. Grab the bag and go back to the merchant to get his stuff, then go back to Higsby for the second job. This job entails tracking down a deadbeat in ACDC 1. He's shortly after getting there from your PC, and he still doesn't want to pay. Instead, you have to fight a Swordy, a Swordy2, and a Swordy3. After dispatching them, you'll get your money. Go back to Higs and get your final job. Bring a Ratton1 C to a navi in front of the SciLab Square entrance. Go to Higs one last time to get Snake R.

When you finish up with Higsby, you'll get an email from DNN giving a cryptic message as to where the final N1 Prelims will be held. You don't need to figure out jack, though; head to SciLab Square. If you take Yai's shortcut, there should be a yellow female Navi right next to you. Talk to her and learn that she needs a LongSwrd E. To get one, go to ACDC 3 and look for a BMD with it.

She'll give you a CYokaPas, to get to the Yoka Area on the CyberMetro. Go there, then go to the lowest level of Yoka Square (where you currently are). Talk to the blue and orange Navi to get your new mission, which is to seek out five Navi-costumed people in the real world and defeat them. They're listed below.

Behind a tree in ACDC, near the school: Slimer, Slimer, Slimer
Teachers' Lounge, ACDC School: Ratty, Ratty, Ratty
Near the vending machine in SciLab: Shrimpy, Shrimpy, Shrimpy
Yoka Inn Hot Springs: Beetle, Beetle, WindBox
Yoka Zoo, hidden by the Zookeeper's office: Spikey, Spikey2, Spikey3

When they're all gone, run back to Yoka Square and talk to the Navi for your second and final mission: A survival battle!

Battle 1: Ratty, Ratty, Ratty
Battle 2: Mettaur2, Fishy, VacuumFan
Battle 3: Shrimpy2, Boomer, Spikey2

You've won, and so have Dex and Glide. Roll, however, has failed. Boo-freaking-hoo, life goes on et cetera. Oh, and Blues made it, too. Head back to bed, because you don't have anything left to do today.

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2.5) -SCENARIO 3- Squeaky Clean
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When you wake up, you'll get an email from your dad saying he's going on a business trip for three days. Megaman, beforehand, will remind you that you promised to help Mayl with her BubbleWash today. Head over to Mayl's house when you regain control of Lan. After a short cutscene, you need to go find a Wind * and you won't be allowed back into Mayl's house without it. You can find WindBoxes in the Yoka area, which you'd best get used to, since this entire scenario takes place in that area. Take the CyberMetro to Yoka Square and hunt for WindBoxes in Yoka 1 to get the chip you need. When you have it, go back to Higsby.

The BubbleWash will arrive shortly after giving the chip to Higsby. After installing it, it will envelop Mayl and Ms. Mari in bubbles. You have to fix this, so head up to Mayl's room and jack in to her computer. Run to the internet and, after a brief confrontation with BubbleMan, use the MaylCode (in the email) to open the security cube. Follow the trail of bubbles to the CyberMetro, then go to Yoka and continue following the bubbles. When you reach a narrow path in Yoka 1, your path seems to be stopped. Jack out and go to your dad's lab to find a compression program. Jack into your dad's computer to get PresData, which comes in the form of the Press NaviCust program. After fighting three HardHeads, you'll find that your NaviCust is too advanced for the PresData. Go back to Higsby to see if he can modify it. He can't, so walk outside and you'll bump into a stranger who can. Install Press and go back to Yoka 1 to continue pursuing BubbleMan.

Follow the narrow paths (the Purple Mystery Data on your way is Tornado L) to BubbleMan, who sends the Bubble Brigade on you after setting up an impenetrable bubble. You'll have to hunt down the Bubble Brigade in ACDC 2, SciLab 1, and Yoka 1, in that order, to get the Needle that can break the bubble. The first battle with the Bubble Brigade is at the large platform near the entrance to ACDC 3, and involves two Pengi and a Penga. Remember that the Pengi family is invulnerable if it's on an ice panel. After defeating this member, you'll get your first style change! Hopefully it's not a Heat style, or the upcoming battle against BubbleMan will be that much more difficult. The Brigade will retreat to SciLab 1, on the large platform on the lower level. The battle there is against a Pengi and two Pengas. When you defeat these viruses, the Brigade will run back to the Bubble Door in Yoka 1. The final battle is three Pengas who all start on ice panels. After destroying the Bubble Brigade, take the Needle, pop the Bubble Door, and chase BubbleMan until he can't run any more.

--BOSS--

BUBBLEMAN.EXE

HP: 500

-Attacks-

Bubble Barrage: Bubbles will endlessly flow out of the hole in his side of the arena. They hold fish and bombs. (30 dmg)

Fish Missile: It emerges from a bubble when you pop it and shoots down the row on which you popped the bubble. (30 dmg)

Crab: This Crab behaves exactly like a Ratton. (30 dmg)

Spike Bomb: This 40 HP bomb will chase after you in a red bubble. If you fail to destroy it, it will explode one square around the impact zone. (30 dmg)

Spear Barrage: When low on HP, BubbleMan will shoot several spears down a row. They move quickly but are easy to dodge. (50 dmg)

All attacks are of the Aqua element.

-Stage-

There is a rock on the top row which BubbleMan will hide behind constantly. If

it is destroyed, he will stay in the back column and move up and down randomly. There is a hole in the center of his stage that is constantly shooting out bubbles, too.

When you finish BubbleMan, he'll beg for his life. Megaman will command him to delete the bubbles in the real world, which BubbleMan promises to do. Instead, he primes them to explode and tries to flee...until Blues jumps from nowhere and destroys him! After Chaud criticizes Megaman's compassion, Higsby, Ms. Mari, and Mayl will leave you to go home. Get to your room and you'll get an email from your dad explaining the style you picked up earlier. Go to bed and get ready for more excitement.

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2.6) -SCENARIO 4- The Game is Rigged
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You'll see a short cutscene of Chaud talking with his father at the DNN station. Chaud's father cares about nothing but winning, which deeply upsets Chaud. Cut to your room, where you'll get an email from DNN saying that there will be a pre-show filmed in Beach Square today. Megaman gets the idea to invite everybody. Roll and Glide are on their respective owners' HPs, and GutsMan is in Yoka 1, in an endurance contest. He only shows up there after talking to a program on Dex's HP. When you talk with everyone, you'll get an email with CBeacPas attached to it. Head to the CyberMetro and go to the Beach area.

Follow the orange path in Beach 2 around the area, down the ramps, and across the compress path to the teleporter, which will bring you to Beach Square's entrance. Walk up the orange ramp in Beach Square and talk to Jennifer, the yellow female Navi, who is giving interviews of N1 participants. GutsMan shows up and, in the middle of his interview, a riot breaks out in Beach 1. Go there and you'll almost immediately have to fight two Deetles and a Trumpy. Go down the first downward conveyor, then down the ramp to fight a Navi with two Shrimpy2s and a Trumpy. Continue down the orange path to the second set of conveyors. Go down, then go down again. Follow the path to find another Navi with a Swordy2, a Swordy3, and a Trumpy. Take the teleporter to face off with the rioters' boss. In a moment of extreme badassity, Blues shows up out of nowhere and destroys the other two Navis. The boss flees in terror, and you (and Blues) have saved GutsMan and Jennifer. Your day is done, so you'll cutscene to your house, where your mom wants you to take a disk to your dad.

Head to your dad's lab and you'll find he's in a meeting. One of the assistants in his lab will give him the disk when the meeting's over. Leave SciLab and you'll meet up with your dad and Chaud, whose father is the president of IPC Inc. You'll get an unbreakable PET Case from your dad. Now, head home and sleep for tomorrow.

When you wake up, you'll get an email from Dex that says he's in Block A of the Prix. Go to the MetroLine Station and head to Beach Street. The DNN station is the huge building along the river. Talk to everyone inside, especially the shady costumed guy on the wall and Tora, a kid not much older than you. You have to fight his Navi, KingMan, to advance the storyline, but you don't need to win. It's nice to learn the battle techniques early. Sunayama will walk in and tell everyone the N1 is beginning. Walk through the door in the corner and follow the hallway to the end to start a cutscene where the participants of your Block are introduced. When that's done, head onto the boat in front of the DNN building to go to Hades Isle and participate in Round 1 of the N1 Grand Prix! (Note: You'll get an expansion to your NaviCust from dad after the cutscene.)

Your folder's been switched for the first two rounds of the Prix. Meet inside and jack in to the computer hub to start the first round. You need to look for a

VictData and three of them have already been found. Your VictData is behind a password door. The password for that door is in a BMD reached by taking the compress path upwards, then the conveyor path left, then the compress path upwards again. The VictData is on the lower level, through all the compress paths. When you collect it, the round will automatically end. Four opponents will be eliminated and you'll be allowed to advance.

The second round is against Tamako and MetalMan Alpha. The door you enter determines the environment of your battle. The first door from the left is Lava, the second is Sand, the third is Ice, and the fourth is Wood. Try to select the same as your style's element. If you're Elec, the sky's the limit.

--BOSS--

METALMAN.EXE ALPHA

HP: 800

-Updated Attacks-

Metal Blade now does 40 damage.

Homing Missile now does 40 damage.

-New Attacks-

Iron Fist: MetalMan will come to the panel in front of you and smash his fist down on you. If you move before he does that, he cracks the panel. (80 dmg)

After beating MetalMan Alpha, you will have the opportunity to change your folder. You have three minutes to do so. There are five folders, four of which are on your way to the fifth. The folder that is considered the best is N1-Fldr A, on top of Hades Isle. Leave the cave and take the rocky path over the water (downwards from the entrance) to the top of Hades Isle. You'll need to beat a quiz to get it, though. The answers are: 100 l of water, zoo boss, Yasu, AquaGuts, and CannBall. If you feel like changing your folder, you should still have time left to talk to the other four folder guys. When three minutes are up, the announcer will bring you into the quarterfinals room. You'll have to face Dex and GutsMan Alpha. You've already fought him, when you proved yourself to Chisao, so you should be adequately prepared.

After owning GutsMan, your time on Hades Isle is over and you have to go back to the DNN building for the semis. Talk to Ribbita to learn that Chaud is missing. Walk along the river's edge to run into him and start a short cutscene. When it's over, go back to the DNN building and enter the battle arena. You face Tora and KingMan, who's the same version as the pre-battle you had to fight earlier. Switch to your regular folder before entering the studio, unless you like your extra folder better.

--BOSS--

KINGMAN.EXE

HP: 800

-Attacks-

Pawn: With the range of a LongSwrd, the two Pawns will slice at you if you get too close to the edge of your area. (30 dmg)

Knight: Jumping around your area, the Knight will send out a shockwave whenever it lands. (50 dmg)

Rook: When low on HP, KingMan will summon a Rook to shield him and follow his movements to prevent damage to him. (0 dmg)

Plan-B: KingMan will switch around the pieces and either AreaSteal and set up two Pawns and a Knight, or set up two Knights and a Pawn. (0 dmg)

Checkmate: KingMan will pin you in place with his pieces, then jump at you and send out shockwaves in a + pattern. (50 dmg)

When you defeat Tora, turmoil will break out. It's Q versus Chaud, but Mayl interrupts and says Yai is in trouble. Yai got injured after falling and is in the hospital now. You can't visit her because it's blocked off, but it's nice to know where she is. At the crowd's reaction, you run back inside and witness part of Chaud's battle. Q seems to have a generic Navi, but after removing the disguise, it's actually DesertMan! Dragging out the battle with his Desert Mirage, Q lets it slip that he works for the WWW. He pulls off his cloak and reveals himself as Sunayama! He beckons Chaud to the editing room. Follow him. Take the elevator in the hallway to the second floor.

You see Sunayama with Chaud's father as a hostage and demanding Chaud's PET in return. Lan comes up with possibly THE best idea ever and chucks his PET at Sunayama. You and Sunayama then get into a Netbattle.

--BOSS--

DESERTMAN.EXE

HP: 800

-Attacks-

Desert Lion: DesertMan's hand turns into a lion's head and charges at you. (40 dmg)

Desert Whirlpool: Two whirlpools appear on your side of the stage and damage you if you step on them. (40 dmg)

Desert Stone: When low on HP, sand blocks will drop from the sky randomly on your area. (60 dmg)

-Stage-

DesertMan's area is all Sand panels and nothing can change that. DesertMan is protected by two 50 HP pillars and two 50 HP hands, the latter of which do regenerate but the former do not. If you hit him with an Aqua chip, he will solidify and become immobile for several seconds.

When you defeat Sunayama, he will trick Lan to look the other way while he runs off, then he runs right in to Chaud. Sunayama is apprehended and the N1 Grand Prix is canceled. Cut to Wily's lair, where he's complaining about Sunayama's failure, but is ready to send in his next operative, Anetta. Cut to one week after the N1, in your classroom.

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2.7) -SCENARIO 5- Mother Nature's Had Enough
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Dex, Mayl, and Lan are worried about Yai's recovery, so you all decide to see her at the hospital. Lan has cleaning duty, so you have to stay after. When you regain control, go to the MetroLine and Beach Street. Go the opposite way of the DNN station to reach the Hospital. Talk to the receptionist and go to Yai's room. Yai, after explaining how high-tech the hospital is (and conveniently revealing a plot point), will send you to the vending machine in the lobby to get her some tea. Do so and a nurse will come in saying that a boy in a wheelchair is missing. The boy's named Mamoru, and he's on the coastline in front of the hospital. Go down and talk to him. He idolizes you for a while, then goes back into the hospital for his tests. Do the same to give Yai her tea. After you deliver her drink, Dex will start acting weird and go home. You should go do the same. While you're leaving the hospital, check under the children's examination room door, straight ahead from the first floor elevator. You'll get a Geddon1 * chip!

When you arrive home, you'll be surprised with your mom telling you that a friend of yours is in your room. Walk in and you'll discover it's Tora! After a

short cutscene, he'll tell you that he wants to make some money from the SciLab Job board. He wants you to do a few jobs for him in return for learning the secret of Chaud's strength. After a bit more cutscene, you'll get an email from Dex, telling you to meet him in the park. Go there and you'll learn that Dex...oh wait, Tora wants to NetBattle Dex. After that's over with, Dex will get weird again and leave. Head over to SciLab to deal with Tora's jobs. Find the solutions to those jobs in the Jobs section (section 4). When you're done doing Tora's dirty work, he will give you a second folder and the info you were seeking about Chaud. Head back to bed for an exciting day of uneventfulness tomorrow. Or IS IT?

You oversleep. Run to class and talk to Mayl, from whom you learn that Dex isn't here yet either. Talk to everyone else in the room and Ms. Mari will walk in to begin teaching. She will start class by revealing why Dex had been acting so strangely: He's moving! Lan takes it upon himself to go see if Dex is alright and rushes out of class. Walk up to Dex's door and a cutscene will start in which Lan gets mad at Dex for not telling him earlier, then Yai and the rest of your class joins you in sending Dex off. When that cutscene's over, you get an email from Mamoru. Head over to the hospital.

Talk to the receptionist to learn Mamoru's whereabouts, then go to the beach and talk to him. You'll learn his disease, HBD. Megaman is shocked at this. For those who have never played MMBN1, this cutscene holds major plot spoilers for that game. I won't go in to details. You need to get a doctor, so go into the hospital, talk to the receptionist, then go to the third floor and talk to the doctor at the end of the hall. Go back to Mamoru, who will need surgery immediately. He won't do it until he gets an IceBall M, which will give him hope enough to try the new HBD surgery. You need to get Mamoru an IceBall M to save his life. You can find these from ColdHead viruses in Hades Isle. Put the Fish program into your NaviCust (remember I told you to pick it up?) and walk around for a bit to run into some ColdHeads. Fight well enough to get a chip and you'll get IceBall M. Bring it back to Mamoru to give him enough hope to undergo surgery. Mamoru is in the room opposite Yai's room on the second floor. Go back home after doing that and get to bed.

You'll get an email saying Mamoru's condition is worsening. Head over to the hospital to see if he's okay. After checking on him in his room, go to the OR on the third floor. After a cutscene, head to the elevator. Another cutscene will start, where the hospital is swarmed with vines! If I may note, whose genius idea was it to put a tree in the hospital? Anyway, your conventional exits are blocked, so first check out the OR. The elevator is broken, so you need to jack in to the emergency exit along the nearby wall and unlock it to get down.

When you jack in, you should notice the giant trees blocking random pathways. Take the left fork and pick up the BMD with OilBody in it. Equip OilBody to make more Fire viruses appear. Take the upward conveyor belt and follow the path to the program. Talk to it to get the EngyChng program. Equip both that program and OilBody, then fight the viruses that appear to get at least one fire chip. Walk up to a tree and press A to be given the option to use up a fire chip to burn down the tree. Burn down the tree that was in front of you when you first entered and walk into the teleporter. Burn down the left tree ahead to pick up a Recov120 0, then burn down the right to find the emergency exit control panel. You'll fight a Viney. You can only damage the virus directly with fire attacks. Attack the vines it shoots out to hurt it any other way. Take the emergency exit to the second floor. Go to Yai's room and jump out the open window. Go to the receptionist to get a key to the Tree of Life Control Room, which is along the coastline. In that room, you'll encounter Anetta, who is convinced that you're a spy and a liar. You'll automatically jack in to the Tree of Life Computer.

Burn down the tree in front of you. Take the left fork to pick up GtsStrgt Q,

then the right to reach a teleporter. Go up and right to find an HPMemory, then go up and left to find three bundles of vines. The top bundle conceals the button that opens the purple door above the platform you just came from. Go up and you'll confront PlantMan. He's found the TetraCode and is rather annoyed at your presence. He sends a GoofBall to fight you. You can only hit this virus when its mask is removed, and even then, only with something that will penetrate its mask. FireSwrd, HeatShot, and Heat style's Flamethrower will work wonders here. Once GoofBall is defeated, you'll discover that PlantMan has fled. By defeating the GoofBall, you've removed the vines in the hospital. Take the elevator to the third floor and check out the OR. You'll automatically jack in to the OR computer.

Take the right fork here and burn the tree. Relative to your entrance point, burn the middle vine in the bottom row for a Geddon2 W chip. Burn the leftmost vine in the middle row to find a warp point. Follow the warp points to a fork. Burn the right tree to advance to the next area. In this area, go to the area with four squares with four vines each. From your entrance point, go to the top-left square and burn the top-right vine to open the door. Burn the tree beyond the door, then burn the vine second from the top along the long row of vines. You don't need to burn the tree past the warp point you uncover; the path takes you behind it and you can pick up a FullEnrg on your way. Take the warp point there and follow the path to Hosp Comp 5, PlantMan's domain. In this area, you'll need to unlock three laser doors to get to PlantMan. Go forward to the conveyor tiles, then turn right, then left, to the tree. Burn the tree, then burn the middle vine of the leftmost row to deactivate one door. Go up and left to the three vines in a row. Burn the middle vine to unlock a second door. Go down, burn the tree, then go to the lower area. From your entrance point, burn the top-left vine to unlock the third door. Go to the doors and follow the path to the teleporter.

--BOSS--

PLANTMAN.EXE

HP: 1000

-Attacks-

Thorn: PlantMan will shoot a bundle of thorns down the row he is currently on. (50 dmg)

Vine: PlantMan sends out a vine which behaves in exactly the same way as the Viney you fought earlier. If ensnared, struggle free by mashing the D-Pad. (40 dmg)

Tulip: Plants an 80HP flower in your area which sprays pollen one square around it that can paralyze you. (0 dmg)

Rose: Plants an 80HP flower in your area which sprays pollen one square around it that can confuse you. (0 dmg)

All attacks are of the Wood element.

When you defeat PlantMan, the hospital will be returned to normal. Mamoru is fine.

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2.8) -SCENARIO 6- That Burning Sensation
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Cut to Wily's lair. He's contacting some mysterious person and cluing him/her/it in on his Cybergeddon. Cut to ACDC Park, where Ms. Mari shortly arrives to tell Lan he's receiving a commendation for his work at the hospital. Head to SciLab when the cutscene's over. At the station, you'll run in to the man who helped you with the PresData. After a brief talk, go to the Virus Lab for your commendation. During the commencement, you'll hear that Mamoru wants you to pay

him a visit. Leave for the hospital and a cutscene will start. Lan's hero thing is going to his head. He starts walking, then runs in to Mr. Match (an ex-WWW member if you haven't played the first two games). A short cutscene involving mistrust ensues, but an employee of SciLab breaks it up by saying there's trouble in Yoka 2. Go there and you'll have to delete some Navis. From Yoka Square, go forward to the end of the path, then take the upward compress path to find one Navi. You'll face some exceptionally strong viruses, a Yurt, a StormBox, and a HardHead. Once you delete them, go to the downward compression path and find another Navi who claims to be with the WWW. This one has two Mettaur3s and another StormBox. When you beat them, Mr. Match calls you to say that they're now in the Beach area. Go there via the CyberMetro.

Two of the WWW Navis are in Beach 1. One is on the central platform, before the security cube. He has two Deetles and a StormBox. The second is on the platform with the teleporter, in the lower area, where you teleported to save GutsMan during the N1 Preshow. He has a Slimey, a Fishy, and a StormBox. The last one is in Beach 2, on the large platform that has the portal to Beach Square. This one has a Mettaur3, a Gloomer, and a StormBox. Match emails you with information about the WWW again. They're in SciLab 1. There's only one Navi here, on the upper level of SciLab 1. He's on the large platform with the four orange doors. He fights with a Swordy2, a Swordy3, and a StormBox. When you win, three more Navis will appear. Match will send in FlameMan to burn them all. Lan finally trusts Match, then gets a mysterious email telling him to go to the ACDC Square BBS. Do so. The Navi there warns you about Match. Lan pays him no regard and finally decides to go to the hospital.

At the hospital, go to Mamoru's room. He's at the window. Talk to him to receive HospCode, which will come in handy later in unlocking the security cube in Beach 1. When you leave, Match will show up and ask you to install a program on the SciLab systems. Head to the Virus Lab when you're ready to help him, then talk to him to get your instructions. Go to SciLab 1 with FireData and talk to the program on the upper level near the entrance to SciLab 2. Jack out and Match will have another assignment for you. Take the HeatData to the program in the vending machine. Finally, Match tells you to take some FlamData to a program in your dad's computer. When you're done, Match sends you off with a LavaStge T chip. Would it kill him to do something less predictable maybe? As you walk away, Match gives an evil chuckle...

Head home and into your room, where a cutscene will start. The entire SciLab is burning up! Gee, do you possibly think Torchy McFiremeister had anything to do with it? Dr. Hikari and the rest of the scientists refuse to evacuate before backing up SciLab's files. Cut to Lan's room. You'll get an email from DNN reporting the fire. Get to SciLab and you'll get a call from Match congratulating you on helping him sabotage SciLab. Stock up on water chips for the rest of this scenario. You need to put out all the fires in the four main areas of the net, and EngyChng and Fish are essential. For the first extinguishing mission, jack in to your PC and enter ACDC. The list of fires in ACDC is as follows.

--ACDC 1--

- 1) First fork from your HP
- 2) In the middle of main street
- 3) Path leading to Dex's PC (BublSide F x1)

--ACDC 2--

- 1) The platform with Yai's HP (BublSide F x2)
- 2) Second fork along main street (Virus)
- 3) First fork near entrance to ACDC 3

--ACDC 3--

- 1) Past main street to the final fork
- 2) Dead-end near ACDC Square entrance
- 3) Side road near entrance to ACDC 1 (BublSide F x3)

When you clear all nine fires, you'll get a call from Match congratulating you on clearing the area. Jack out and go to Yai's house. Take the shortcut to SciLab Square and clear these six fires.

--SciLab 1--

- 1) Upper Area: Side path off of main street, near SciLab 2 (Virus)
- 2) Lower Area: Main purple platform
- 3) Upper Area: Side path off of main street, near main platform w/ orange doors (400 Zenny)

--SciLab 2--

- 1) Behind the counter near the entrance to SciLab 1 lower area (400 Zenny)
- 2) On a side path on the lower area of the main platform
- 3) On a side path on the way to SciLab 1 upper area

When you're done here, Match will call you again. When that's over, take the CyberMetro to Yoka. Get off at Yoka 2 and put out these six fires. If you're running low on Aqua chips, pick some up from the viruses here.

--Yoka 1--

- 1) Upper Area: Platform near Tamako's HP (Virus)
- 2) Lower Area: Pathway near BugFrag Merchant (Virus)
- 3) Upper Area: Platform on which you fought BubbleMan (BublSide F x2)

--Yoka 2--

- 1) Same place where you found the first WWW Navi earlier in the scenario (100 Zenny)
- 2) Same place where you found the second WWW Navi earlier in the scenario (BublSide F x2)
- 3) Dead end near entrance to Yoka 1 upper level

Match will call you again. Take the CyberMetro to Beach 2 and put out the six fires there to rid the net of the fires.

--Beach 1--

- 1) After the teleporter on the path around the main platform (Virus)
- 2) Behind you after walking down to lower area
- 3) Where you saved GutsMan during the N1 (BublSide F x3)

--Beach 2--

- 1) Lower area, along the orange road near the compression path (Virus)
- 2) Upper area, near entrance to Beach Square
- 3) Lower area, near WWW door (Virus)

Match calls you to tell you that FlameMan is waiting in Undernet 3. To get to the Undernet, go to Beach 2 lower area and look for a teleporter guarded by a generic evil-looking Navi. Show him your Tally to get access to Hades Isle's isolated pathway to the Undernet.

In Undernet 1, take the fourth ramp downward, then the conveyor path to the right, then the fork upwards to get to Undernet 2. In Undernet 2, walk forward to the platform with the friendly purple Navi on it. Go to the left, then fork upwards and take the teleporter there. Take the teleporter above you when you rematerialize, then go down the ramp and back in to Undernet 1. Go down to the central platform and take the pathway to your right to go back in to Undernet 2. Follow this pathway to enter Undernet 3, where FlameMan is hiding. You'll feel an incredible power, but proceed undaunted. Follow the only pathway you can

follow right now to a large platform. The immense power you felt earlier will shatter it. Take the conveyor path nearby upward (pick up the BMD for an HPMemory) and follow the path back to the evil Navi who wouldn't let you through before. You'll have to fight him to get through. He fights with two Fishy2s and a Canodumb3. Fishy2s ignite the tiles they fly over, so be careful. When you beat him, he'll let you through. Take the conveyor path upwards and fork left. Go down, then follow the path upwards. That odd Navi is still following you...anyway, the path you're on will lead you right to FlameMan. Save before fighting him, because he's quite annoying.

--BOSS--

FlameMan.EXE

HP: 1000

-Attacks-

Fire Breath Line: He will shoot fire down the line in front of him. If there is no panel in front of him, no fire will be sent. (60 dmg)

Fire Breath Spread: He will shoot fire which takes up the center panel of your first column, then the entire second and third columns. To avoid it, stand above or below the center panel in your first column. (60 dmg)

Evil Flame: When the candles in the back of the arena turn yellow, two flames will appear on your side of the arena and rotate around the center panel. They disappear if the flame on the candle goes out. (60 dmg)

-Stage-

In the top and bottom panels of the last column of FlameMan's area, there are two candles with 8 HP when lit. If the flame is green (both flames start out green), an aura protects FlameMan which makes him invincible. If the flame is red, FlameMan will slowly recover HP until the candle is put out. If the flame is yellow, the Evil Flame attack will be used.

When you defeat FlameMan, Match will notice that his Navi is barely scratched and Megaman is battered. Just as he's going to destroy you, the immense power appears and destroys FlameMan. Oh, and now you have to fight it.

--SCRIPTED BOSS FIGHT--

Forte

HP: 1000

-Attacks-

What does it really matter? You can't break his aura at all, and this is a scripted fight anyway. You can't win.

After the scripted boss fight, that bizarre Navi who has been following you takes on Forte. His imminent death (the Navi's, not Forte's) is delayed by Wily, saying he's finally gathered all four Tetra Codes. Which is bad. Get to SciLab to see if your dad's okay.

++++
2.9) -TRANSITION- Climbing the Ranks
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Your dad's taken to the hospital from the extreme heat, but he's going to be alright. Lan is devastated that his dad's been hospitalized because of something he did. Megaman (and myself) tells Lan to get over it and head home. Do so, then go to bed. Cut to Wily's lair, where he's gloating and getting ready to send out the Navi who's going to steal Alpha.

Cut to ACDC, three days later. Lan hasn't been showing up at school, so Yai and Mayl pay him a visit. They strike a nerve by calling him a hero and he tells

them to get lost. The bell rings and you go down to answer it. To your surprise, it's Chaud. He tells you that the Officials already know Alpha is about to be released, but there's one last security measure that can stop Alpha from awakening. You need to go get it because Chaud is too well-known. Lan blabs about helping Match and Chaud promises to keep it secret. He tells you to visit your dad, then go to Virus Lab. Do those two things in that order. You walk in on your dad talking to Sean (non-players of MMBN2, he was the mastermind/pawn in that game). After hearing that Sean is making up for the crimes he committed, Lan tells his dad everything. His dad tells him to go make amends for what he's done, at which point you and Megaman both decide to go meet Chaud at SciLab. (Note: You get an email from the virus breeder guy. Talk to him to get the virus families to appear on the net. Locations found in section 8.)

When you talk to Chaud, he'll tell you of the Ranking System in the Undernet. "S" is ranked #1, and unranked Navis can't take on ranked ones. You need to go to the UnderSquare to get ranked, and you need to make room in your NaviCust for BlckMind, which allows the UnderNavis to accept you as one of their own. Install it and get to Undernet 3. Instead of going to FlameMan's former location, go down the six-panel conveyor (you'll know it) and follow the path upwards until you find a teleporter surrounded by four conveyors. Follow them around and enter the teleporter to reach the UnderSquare. (By the way, you can now fight MetalMan.EXE Beta at Tamako's stands. No updated moves, just more powerful attacks.)

To begin the ranking procedure, talk to all the UnderNavis until you meet one who talks about ranking. Stand in front of the statue to meet all the other UnderNavis who want to be ranked. You need to find and defeat them all. There are groups of them in Under 1, Under 2, and Under 3. Leave the UnderSquare from the place you entered and you'll be able to fight all four of the UnderNavis in Under 3. Talk to one to fight a four-battle endurance fight.

Battle 1: Mettaur2, Mettaur2, Mettaur Omega

Battle 2: Shrimpy, Shrimpy, Shrimpy Omega

Battle 3: Yurt, Yurt, Canodumb Omega

Battle 4: Swordy, Swordy, Swordy Omega

After clearing out those four, go to Under 2. You'll cut in to Under 1 on your way; fight an UnderNavi there with two Canodumb Omegas and a Beetle Omega. In Under 2, there is an UnderNavi with two Spikey3s and a Spikey Omega on the blue platform where you teleported in to the main area. There's an UnderNavi guarding the main exit to Under 1 who wields two Bunny Omegas and a Metrod Omega. Follow the path of the second fork to the left from the entrance to Under 2 to find the final UnderNavi for this area next to a teleporter. Delete his two Ratties and his Ratty Omega, then move on to Under 1. There are two UnderNavis left here. One is down the fourth ramp (the one you use to get to Under 2) and the other is above it. The first one fights with three Yort Omegas, and the second with two Bunny Omegas and a Dominerd Omega. Remember after a few turns, Dominerd will use Geddon1. When you beat all ten of the challengers, you'll get a message from the statue in UnderSquare telling you where to find the Navi ranked #10. That Navi is in Hades Isle.

Find the suspicious cloaked Navi in Hades Isle to do battle with #10. He fights you with a SnowBlow Omega and a Gloomer. Once you defeat them, you'll be ranked #10 and he'll teleport out. You'll get a suspicious email from Mayl saying that Roll is in trouble in ZooComp 2. It's clearly not Mayl, but go there anyway. You'll have to fight four Navis after your rank all in a row.

Battle 1: Spikey3, Shrimpy3, Ratty3

Battle 2: Spikey3, Shrimpy3, Ratty3

Battle 3: Spikey3, Shrimpy3, Ratty3

Battle 4: Fishy3, Fishy3, Trumpy Omega

When you beat them all, they'll flee and you'll get a call from the Navi Formerly Known As #10, giving you a clue as to where #9 is. Go to Beach 1, past the Hospital Security Cube, and through the teleporter to reach the area where #9 is. He'll just give you his rank and the clue as to where #8 is. If you're having difficulty, it's "Under3". Rednu = Under backwards. Go to where you fought FlameMan to fight another cloaked Navi. This one is actually BeastMan! His Claw Slash attack can now hit you from behind, but otherwise, the only change is more HP. After beating BeastMan, an UnderNavi will face you for your ranking. He goes against you with two Fishies and a Fishy Omega. Beat him and go to the Principal's computer, area 2, and look for the cloaked Navi. He'll tell you to get him "one of many birds". Go to Mamoru's room in the hospital and check the stools at the foot of the bed to pick up some origami. Bring it back to #7 to get his rank.

Chaud will email you with a tip to find the next UnderNavi. Check the ACDC Square BBS and it turns out that #3 is challenging you! Go to the blue level of Under 4, found by taking a series of teleporters in Under 2 to the top exit, and descend the ramp there. Three Navis (#6, #5, and #4) will ambush you. GutsMan will show up and bash the boulder they throw at you, then teleport out, only to teleport back in again. Megaman notes that this isn't GutsMan. It's actually CopyMan, the #3 Navi, and you have to fight him in the guise of GutsMan Beta.

--BOSS--

GUTSMAN.EXE BETA

HP: 900

-Updated Attacks-

Shockwave now does 100 damage.

Area Crack now does 100 damage.

-New Attacks-

Rocket Punch: GutsMan sends a Guts Punch down the row you're on. (150 dmg)

Z-Punch: GutsMan uses the Zeta-Punch PA to shoot unlimited Rocket Punches for five seconds. He is also invincible while doing this. (150 dmg)

Defeat CopyMan to get rank #3 and a clue to the #2-ranked Navi. Go to the DNN Battle Console and jack in. Walk forward and talk to the strangely non-cloaked Navi. He is MistMan, the #2-ranked Navi. You have to defeat him to advance, so get ready! Oh, by the way...you can only directly injure MistMan by attacking the lamp.

--BOSS--

MISTMAN.EXE

HP: 1000

-Attacks-

Mist Punch: The magic lamp will shoot MistMan down the row you're on if you're on the same row as him. (40 dmg)

Mist Toxins: Five patches of poisonous mist will appear in your area. If you stand in one, you will slowly take damage. If you are in front of or behind one, MistMan will come out and punch you. (40 dmg)

Mist Grip: Two indestructible shadows will appear in your area and seek you out. If one touches you, you will take damage and be held in place for several seconds, leaving yourself open to other attacks. (20 dmg)

When you beat MistMan, you will be the #2-ranked Navi of all the Net. Go to Yoka Inn Hot Springs and you should see the boxes blocking the rear area of the springs are gone. Go to the rocks and check them to find an elevator. Jack in to

the computer you find there to see a very cool cutscene which I won't spoil by typing. Long story short, Mamoru is the Administrator of the Undernet.

++++
2.10) -SCENARIO 7- Construction Ahead
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You'll learn that Alpha is being stolen. Rush to SciLab 1! Erm...cut to SciLab 1! DrillMan is at the Tetra Gates, which are the four orange doors in SciLab 1. Bet you were wondering what that weird orb was! Drilling through the four Tetra Gates, DrillMan successfully steals Alpha and drills a hole in time-space to Undernet 5. Go to SciLab 1 when you regain control of Lan and pass through the hole into Undernet 5. DrillMan is very near. Navigate the area until you run into him.

--BOSS--
DRILLMAN.EXE
HP: 600

-Attacks-
Drill Drive: Three holes will appear in DrillMan's area. Two regular drills will pop out of two of the holes, and DrillMan will pop out of the third. (80 dmg)
14 Drills: Fourteen drills will pop out randomly from three holes in DrillMan's areas. The drills can be destroyed with the proper NaviCust program. If you shoot into an empty hole during this attack, DrillMan will take damage! (80 dmg)
Drill Demolition: DrillMan and two other drills will burst through three of your tiles, then three rocks will fall down on random remaining tiles. (80 drill/60 rock dmg)

-Notes-
DrillMan protects his head with a near-unbreakable drill, so the only time you can injure him, outside of the 14 Drills attack, is from the side with swords, or with a ranged penetrating attack such as Heat style's Flamethrower. With BrakBstr in your NaviCust, you can destroy the drill and leave his head open to attack. Also, if you paralyze DrillMan, he will remain still and vulnerable until the paralysis wears off.

When you defeat DrillMan, he drops Alpha. As you're going to pick it up, Forte arrives and steals it for Wily. You decide to use the Forbidden Program on Forte to stop the spread of Alpha. Forte catches it in one hand! Megaman deduces that Forte is also a Chosen One. Forte, impressed with your prowess, decides to let you live and leaves with Alpha. Cut to Wily's lair, where he summons all his minions together to witness Cybergeddon.

++++
2.11) -SCENARIO 8- Peer-to-Peer Peril
++++

Cut to Lan, in Cyberworld. Megaman says goodbye, which Lan cannot handle. He tries to chase after his Navi, but he can't move! Cut to Lan's room. Lan is in his bed. What you just saw was a nightmare. Nevermind that now. Outside, and all over Electopia, the Electopian Army has moved in. However, the tanks, like everything currently on the net, can fall victim to Alpha. Talk to Dex, Mayl, and Yai, who are in front of the school, in the park, and in front of the MetroLine station, respectively. You'll get Rollv3 R from Mayl. Once you talk to all of them, you'll get email from SciLab, regarding a meeting to be held concerning the WWW. Go to Blues in SciLab Square to get an OfclPass which will allow you to ride the MetroLine. Once you have it, go to Dr. Hikari's lab, where you'll discover that Alpha is actually the Internet! In the middle of the meeting, an alarm will go off. Just like I told you, the tanks in ACDC are going

nuts.

Go back to ACDC and walk the direction the people outside the MetroLine are facing. Your friends are under attack! You need to jack in to stop whatever's making it go crazy. You do so automatically. Look for the blue amoeba along the walls and fight and destroy it. A cutscene saying how odd that virus was will play immediately after the amoeba's defeat. After some more cutscene, you'll find that army systems all over the world have been infected with AlphaBug, pieces of decoded Alpha! More cutscene, then you find your dad has left the hospital. Go to his room and his mom will give his medicine. Search his bed to find a note and an ID card. The card opens the previously locked door in Dr. Hikari's lab. Go there and your dad will be looking for Alpha in that room. He will, after a cutscene, track down the location of the WWW base and say that it must be reached by boat. The boat at Beach Street would do nicely, if it weren't for the pathetic motor. But hey, Yai is rich. Maybe she can afford one. And of course, "maybe" always means "yes". Ask Yai about it and, after a bit of convincing, she'll install it on the boat for tomorrow. For now, head to bed.

Cut to Wily's lair. He's congregated the members to destroy the internet entirely. After a chorus of "DELETE IT!", cut to Lan's room. You get an email from Dad with the Alpha NaviCust program. Install it to see where Alpha is on the floor. It doesn't seem important now, but it will be very shortly. Go over to Beach Street and a glorious sendoff to WWW Island. You take Dex, Chaud, and Tora with you. When you land, the three run ahead. Catch up with them in the room behind the door at the end of your path. Check the elevator in this room to find that it's not operational. There aren't any places to jack in, either. When all seems lost, the man who helped with your PresData shows up to save the day. He introduces himself as Dr. Cossak and uses the strange machine in the center of the room to synchronize himself with a nonexistent Navi and turn on the elevator that way. Just so I don't spoil anything more, I'm not going to describe this cutscene further. Go up the elevator to the second level of the island. Walk to the next door and a strange tank that looks like those in ACDC will interrupt you. It'll try to use Hypno Flash on you, but Tora will come up with a genius plan. You'll automatically jack in to the robot.

You'll fight through four of these robots, so get used to it. Install Alpha as soon as you regain control if you haven't already. The purple things with claws will remove you upon stepping into their shadows, and if you step into Alpha, they will remove you, as well. In this tank, you'll fight primarily electric enemies, because it's FlashMan's Tank. Go forward, past two claw robots, and turn left. Take the path without Alpha to the BMD, or just skip it and move to the next claw robot section. Dodge the claw robots to get to the second trash area. Any claw robots you encounter will drop you there now, instead of at the beginning. Take the teleporter at the end of this fairly straightforward path. Walk with the three claw robots to the end of the straight path. You'll pick up ID-DataA for the laser door nearby. Here, you need to fight FlashMan Alpha. 500 HP, but nothing difficult. When you trash him, FlashMan will try his Shining Browser Crasher again, but KingMan will crush him before he gets the chance.

Enter the door in front of you to reach Wily's lair. Check both Wily statues, then check the one on the right until it falls into the water. Check Wily's desk for a Magnum1 V, a decent chip that you should add to your folder. Walk through the elevator and upwards to encounter a BubbleMan tank. You'll fight Aqua viruses here, naturally. It's smooth sailing until you reach the large square with the claw bots zooming by at supersonic speeds. To dodge these, run clockwise and into every small alcove to dodge the robots. Leave each alcove as soon as you see a robot zoom past. When you reach the central platform, take the teleporter. You have to fight BubbleMan Alpha. Aside from having 800 HP, he's got no new tricks and he's just as annoying. He's not the one controlling the tank, though. Continue the assault through the tank. Pick up the ID-DataB below

the large blue platform past the teleporter. The door waits to the left of the platform with ID-DataB. Beyond that door, you'll have to fight DesertMan Alpha. 1200 HP, nothing else new.

Go down the ramp after finishing up in the tank for some Indiana Jones action. At the bottom of the ramp, you'll have to deal with a FlameMan tank. Commence to the second trash deposit platform, then walk upwards, avoiding the claw robots and the Alpha pools. Go to the left and walk with and between the two claw bots to come upon ID-DataC. Go over to the purple door which will now open with ID-DataC. The first chain of clawbots is the toughest you've faced so far. Wait for the singular one to move to the top of the platform, then carefully walk through the two sets of two clawbots. Move as quickly as possible past the last set to solid ground again. Here, you have to take on both PlantMan and FlameMan in a two-shot endurance battle. They are both just the regular, scenario-encountered versions of the Navis, though, so you are definitely prepared for what's coming. When you defeat them both, Chaud will be safe from the flames. Enter the large door in front of you and go up the ramp. Try to go through the door and you will be stopped by a DrillMan tank.

This is the toughest tank yet, in relativity to the tanks in general. You can easily dodge the first two clawbots by sticking to the alcoves without Alpha in them. After that portion, there are several conveyors with clawbots between them. You have no room for error, so you have to time the path through the clawbots precisely. Go up from the end of that section, then to the square platform with four clawbots circling rapidly around it. As you see one zip by, dash forward to the teleporter in the center. Take the other path out of the central platform first to find ID-DataD. When you get it, take the teleporter and open the door. Here, wait for the first four clawbots to move up in unison, then dash forward to the last three clawbots, then forward again to DrillMan. He's still scenario-version.

When you defeat DrillMan, you'll be able to enter the innermost sanctum of the lair. From this point on, you won't be able to save your game, so SAVE NOW, BEFORE ENTERING THE DOOR! Enter the door and a long cutscene will ensue, after which you will go Full Synchro with Megaman. Run to the top of the area you're now in to encounter the Guardian Program, Wily, and Forte. You need to fight two very difficult boss fights in a row now, so get ready!

--BOSS--

Forte
HP: 1000

-Attacks-

Air Burst: Forte will align himself with you and shoot an air burst down your row. (100 dmg)

Air Explosion: Forte will charge his buster and shoot several air bursts down all the rows randomly. He will regenerate his aura after this attack! (100 dmg per burst)

Power Crusher: Forte will slam the column on which you're standing. If you're not on a panel in that column, it will break. He will regenerate his aura after this attack! (100 dmg)

-Notes-

Forte has a LifeAura that takes a single hit of 100 damage or more to break. He will regain said aura after both the Air Explosion and the Power Crusher attacks. If you manage to stun him during the execution of either of these attacks, he'll stop the attack and not regain his aura.

Now that Forte is out of the picture, you need to face the Internet itself, Alpha.

--FINAL BOSS--

ALPHA

HP: 2000

-Attacks-

Cyber Claw Swipe: Alpha will launch a claw down the column, then the row, on which you're standing. (50 dmg)

Cyber Laser Blast: Alpha will shoot a laser at the center panel of the first column in your area. The laser sends shockwaves up, down, and forward, which do the same damage as the laser. (80 dmg)

Cyber Bullet Barrage: Alpha will start shooting shoulder-mounted guns at you which track your every move. To avoid this attack, constantly move around your area. (20 dmg)

Alpha Arm Sigma: When low on HP, Alpha will extend a giant lightning rod which shoots lightning at the center row, then the outward two rows, then the center row, etc. for several seconds. The lightning rod has 500 HP and can be destroyed. (60 dmg)

Alpha Arm Omega: When low on HP, Alpha will shoot a gigantic missile that will explode and damage anything standing in the last two columns of your area. (100 dmg)

-Notes-

You cannot damage Alpha unless you expose its core by shooting the gel-like substance at the center of Alpha. You also cannot steal any panels from Alpha because it takes up the entire enemy area. Any chips which do enough damage to normally expose the core and deal more damage to Alpha, but do not deal the damage in realtime (IE the screen darkens upon use of that chip) would only expose the core, but not do any actual damage to Alpha.

Once you defeat this hulking behemoth of a program, sit back and watch the ending. But your adventure is far from over. Oh, quite far indeed...

=====
3) The Extras
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Like MMBN2 before it, there are tons of things you can do in MMBN3 after you beat Alpha. If you start up the game after you have cycled through the credits once, you should notice a yellow star next to "Continue". Now, you can go to Hades Isle and fight Blues! Also at Hades Isle is a gargoyle statue you can jack in to. Do so and take the teleporter to the main Net and you'll find a BugFrag merchant. Fork over 200 BugFragments to pick up NavRcycl, your first Giga class chip! You will need this chip later.

To start your extra quests, go to the Undernet Server under Yoka Inn Hot Springs and walk up to the circle where you got the Forbidden Program. Check it again with at least 100 different Standard chips in your library to enter...

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3.1) I've Got a Secret...Area
++++

You won't get very far in this area without Serenade's Hammer, found in Undernet 7. Talk to a ghost Navi in the lower area to get all the answers you need about the Hammer, except what you need to do to get it. You must beat FlameMan Beta and also have at least 50 BugFragments. To do the former, first you must find FlameMan Alpha, who is in a dead end in Undernet 5. When you defeat him, jack out, jack back in, and go to Yoka 1. To ease your search, equip OilBody. I don't know whether or not you need to get his v3 chip to open the security cube, but try to get it anyway. Neither of these forms have any new tricks, aside from

1400 HP and 1800 HP, respectively. Go to Undernet 5 through SciLab 1 and exit through the north exit. Follow the conveyors to the left portion of the area, then take the path away from the main area and unlock FlameMan's security cube. Follow this path up to Undernet 7. Turn right at the fork, then give the Spikey there 50 BugFragments to gain access to the Hammer. When you have it, go back to Secret 1. In Secret 1, you can smash the monolith to your left with the hammer. You will have to fight a ten-virus endurance match, though.

Battle 1: Mettaur3, Mettaur3, Mettaur3

Battle 2: Poofball

Battle 3: Yurt, Yurt

Battle 4: Swordy, Swordy2, Swordy3

Battle 5: Mettaur3, Mettaur3, Mettaur2

Battle 6: Poofball, Viner

Battle 7: Yurt, Metrod

Battle 8: BrushMan2, Fishy3, BrushMan2

Battle 9: Megabunny, Mettaur3, Megabunny

Battle 10: N.O-2, Metrod, Wind Omega

Behind this monolith is the Door of Wisdom, which opens when you defeat Mr. Quiz, the Quiz Master, the Quiz Queen, and the Quiz King, found in Yoka Inn's hallway, behind Yoka Hot Springs, on the third floor of the hospital, and on top of Hades Isle, respectively.

Mr. Quiz: 3, Mettaur, 9, 380 Zennys, 3 (RegUp3)

Quiz Master: 8th, Lion, 2, Stuffed Animal, Backward, 3, Teachers' Lounge, 3, 300 Zennys, Clay Statue (HPMemory)

Quiz Queen: Shadow, Pi, Slippers, Ohio, Age, Japan, Lamb, Gretel, Jupiter, Snake (Barr200 E)

Quiz King: It's free, 160, 5th, 2, Heat, 4, Silver gear, Robots, Battle Network, Bubbly Dance, Beast, Teacher, st.BEACH, Folding fans, Love & Loss (Navi+40 *)

Behind the Door of Wisdom is a chip for StepCros R.

Until you feel like taking on that monolith, take the bottom exit in this area around to the right side, up to the black tower guarding a BMD. These are Number Towers, the equivalent of Protectos. They are named, in this case, Number M-1, Number M-2, and Number M-2. You have to destroy them in sequential order, each with one-hit kills. If you hit a black one, it will hit you with a 1000 dmg Err/Del attack. If more than one is lit up, you need to destroy all the lit up ones. CopyDmg works wonders here. In this battle, hit the first tower with a strong PA, like LifeSwrd or HeatSprd, then use CopyDmg on one of the remaining Towers and quickly hit the other with another strong PA. Behind this Number Tower is 50,000 Zenny. Keep walking down this path to find another door. This one won't open unless you have 140 different Standard Class chips. Once you get 140 chips, walk through that door to confront DarkMan, the first guardian of the Secret Area.

--BOSS--

DARKMAN.EXE

HP: 1400

-Attacks-

Fire Burst (Fire): When DarkMan is colored purple, he will shoot out flames at you in the fashion of FlameMan. (100 dmg)

Icewave (Aqua): When DarkMan is colored blue, he will shoot out an Icewave in the style of the Pengi family of viruses. (100 dmg)

Killereye (Elec): When DarkMan is colored orange, he will have an invisible beam ready to fire. The beam is just the same as the KillerEye virus family's. (100 dmg)

Shadow Slice: DarkMan will summon an axe to swipe at you that can only be destroyed with sword chips. Yes, those accursed Shadows are back. (100 dmg)
Bats: DarkMan will open up caves in your area which send out several 1HP bats. (50 dmg)

After defeating DarkMan, you can advance to Secret 2, whose guardian is YamatoMan. I refuse to call him "JapanMan". Go straight down this path to the teleporter at the end. If you want to reach the merchant, you'll need to take this teleporter, go down the lower path, and defeat three 400HP Numbers, numbered 1, 2, and 3. To defeat the first one, lose 400 HP and use Muramasa. To defeat the second one, use LifeSword. To defeat the third, use LifeSword or a combination of GrassStg and HeatSprd. Once you finish up here, take the teleporter back down and smash the monolith.

Battle 1: Spikey3, Metrodo
Battle 2: Yart, Deetle
Battle 3: LowBlow
Battle 4: StormBox, Fishy3
Battle 5: PoofBall, PoofBall
Battle 6: Totam, Metrodo, BrushMan3
Battle 7: Yart, BrushMan3, HardHead
Battle 8: Mashy, Moshy
Battle 9: Fishy3, Smasher
Battle 10: DemonEye, Dominerd2, BrushMan Omega

Take the teleporter at the end of this path, then go down the middle path through that teleporter. The lower path there has the Door of Trust, behind which lies a NaviCust program for HP+500! After the teleporter on the middle path, there lies a monolith at the end. Smash it.

Battle 1: Shadow (remember these can only be killed with sword attacks!)
Battle 2: Spikey2, Spikey2, Spikey3
Battle 3: Mettaur3, Mettaur3
Battle 4: LowBlow, Canodumb2
Battle 5: Shrimpy2, Gloomer
Battle 6: Ratty2, Ratty2, Ratty2
Battle 7: Yurt, Yurt
Battle 8: Mettaur3, Slimey, Slimey
Battle 9: Elewasp, Elewasp
Battle 10: Totem, Totem, RedDevil (another Shadow!)

Behind this monolith there is what appears to be a dead end. Walk along the right edge to find an invisible path. The BMD there holds AntiNavi M, so you can finally complete the BodyGrd PA! Walk back to the main path, then down the left edge to find another invisible path. When you get back on visible ground, go straight up to come upon another door. This one won't open unless you have at least one Giga Chip. If you followed the preliminary measures in the beginning of this section, you should be good for that door. If you're not, go back to Secret 1, teleport out, and jack out. Go to Hades Isle's gargoyle statue and buy NavRcycl. Go back to this door and pass through. You'll fight YamatoMan, who is the prime subject of poor translation.

--BOSS--
YAMATOMAN.EXE
HP: 1600

-Attacks-
Spear Thrust: YamatoMan will thrust his spear down one solid row of your area. Dodge it by moving out of that row as quickly as possible. (150 dmg)
Spear Frenzy: YamatoMan will attack the first two columns of your area with

quick spear jabs. Move to the back column of your area to dodge this attack.

(150 dmg)

Spear Reflect: YamatoMan spins his spear to deflect buster attacks back at you.

(150 dmg)

Battalion: When low on HP, YamatoMan will call in reinforcements that have 3HP each. They deal damage and steal panels. They will not stop until you have only your back column remaining. They do fall through broken panels, though. (150 dmg)

When you defeat YamatoMan, you can access the deepest area of the Secret Areas, Secret 3, the lair of Serenade, the UnderQueen. She is called male in the game, but that is also poor translation. When you enter the area, you'll notice a laser door. This will not open unless you have collected all the Virus Breeder viruses, save the Scutzes. Through this door is your main source for chips from here on in, the BugFrag Trader! This trader will give nearly any non-Giga-class chip in the game! Put 300 in there to prime it for something big after you beat Serenade. In the lower corner of the BugFrag Trader's area, there is a chip for Sanctuary C. There is a hidden path along the left edge of this area with a monolith that's different from the others in that it's a 20-battle endurance match. Behind it lies the NaviCust program HubBatc!

Battle 1: Fishy2, Hardhead, Hardhead

Battle 2: Vinert

Battle 3: Mettaur3, Mettaur3

Battle 4: Eleglobe, Ratty3

Battle 5: Breaker, Breaker, Doomer

Battle 6: Mettaur3, Spikey3, Trumpy

Battle 7: Totun, Spiker

Battle 8: Swordy3, Swordy3, Shadow Omega

Battle 9: Fishy3, Trumpy

Battle 10: Volcanest, Spikey3, Metrodo

Battle 11: Mettaur3, Mettaur3, Trumpy

Battle 12: ErthJelly, Doomer

Battle 13: GoofBall, GoofBall

Battle 14: MoBlow

Battle 15: Pengon, Pengon

Battle 16: JokerEye, JokerEye, AlphaBug Omega

Battle 17: Yart, Canodumb3

Battle 18: Megabunny, Megabunny, Megabunny

Battle 19: N.O-3, Trasher

Battle 20: Slimest, Dominerd3, Scuttle Omega

When you're finished in the BugFrag Trader area, go back to the main area.

Defeat the Number Tower (two Number M1s and a Number M2) with an AreaGrab and two LifeSwrds. Past those Numbers lie another monolith.

Battle 1: Mettaur3, Mettaur3, ErthJelly

Battle 2: Pengon, Shadow

Battle 3: Ratty3, Ratty3, Canodumb3

Battle 4: N.O-2, Trasher

Battle 5: Eleglobe, Eleglobe

Battle 6: Slimest, Slimest, Trumpy

Battle 7: Doomer, Doomer

Battle 8: Geetle, Geetle

Battle 9: Momogre, Heaviest, Momogre

Battle 10: Yart, BlueDemon (another Shadow!)

Past this monolith lies the most powerful Number Tower you've seen yet, but you don't actually need to defeat it to advance. It's not worth it, anyway, because the 'Frag Trader will eventually spit a Hole of some code anyway. But, if you

insist, they're all Number G1s and they all have 650 HP. There are only two known ways to defeat these Towers. First, use GrassStg. Then, load up in this order, CopyDmg *, HeatShot J, Heat-V J, HeatSide J, and Fire+30 *. Use the CopyDmg on the top Tower and nail the bottom two with HeatSprd + 30. The damage is doubled because it's on GrassStg, making a grand total of 660 damage to all the Towers. The second, easier way involves you first losing 650 HP, then using CopyDmg on the top Tower and Muramasa on the bottom two. Either way you do it, behind these Towers lies a chip for Hole *.

JoeMoron2000 gives his own strategy for these pesky Number G-1s...

"I used a BlkBomb3 with 3 fire +30's, and an Atk +30. Then, I used GrsStg, and because I was a fire element, I charged up my blaster, and fired away at that bomb."

Follow the unobstructed path to the top of the large ramp. The door up here will ONLY open if you have all 200 Standard Class chips. Which brings us to...

++++
3.2) 200 Fragments of Power
++++

I'm going to list the easiest place to find them all and what they do. If no location is listed, assume it can be gotten from Secret 3's BugFrag Trader.

- S001: Cannon (40) | A B C D E *
 - Shoots an enemy in front of you
 - Canodumb, ACDC Area 1

- S002: HiCannon (60) | H I J K L *
 - Shoots an enemy in front of you
 - Canodumb2, Hospital Bed

- S003: M-Cannon (80) | O P Q R S *
 - Shoots an enemy in front of you
 - Canodumb3, ACDC Tank (Alpha scenario)

- S004: AirShot1 (20) | *
 - Blows an enemy back one space and damages
 - Starting folder

- S005: AirShot2 (30) | *
 - Blows an enemy back one space and damages
 - GMD in Beach 1

- S006: AirShot3 (40) | *
 - Blows an enemy back one space and damages
 - NumberMan Trader, code 15789208

- S007: LavaCan1 (90) | A G S T V *
 - Shoots lava into the enemy area
 - Volcano, Undernet 1

- S008: LavaCan2 (120) | B D F M O
 - Shoots lava into the enemy area
 - Volcaner, Secret 2

- S009: LavaCan3 (150) | E H J R W
 - Shoots lava into the enemy area
 - Volcanest, Secret 3 (Use OilBody for ease)

S010: Volcano (150) | A G J Y Z
-- Shoots lava into the enemy area
-- Powered up by Lava panels
-- Volcanest, Secret 3 (Cust style needed, use OilBody for ease)

S011: Shotgun (30) | B F J N T *
-- Hits the panel behind the enemy
-- Starting folder

S012: V-Gun (30) | D G L P V *
-- Hits the panels above and below the enemy in the column behind it
-- Starting folder

S013: SideGun (30) | C H M S Y *
-- Hits the panels above and below the enemy
-- Starting folder

S014: Spreader (30) | M N O P Q *
-- Hits one square around impact area
-- NumberMan Trader, code 31549798

S015: Bubbler (60) | A C D E P *
-- Hits one square behind enemy (Aqua)
-- Shrimpy, Yoka Network

S016: Bub-V (60) | D E F S V *
-- Hits the panels above and below the enemy in the column behind it (Aqua)
-- Shrimpy2, Undernet 1

S017: BublSide (60) | B E F G R *
-- Hits the panels above and below the enemy (Aqua)
-- Shrimpy3, Secret 1

S018: HeatShot (40) | B H I J P *
-- Hits the panel behind the enemy (Fire)
-- Spikey, Zoo Network

S019: Heat-V (40) | F I J K V
-- Hits the panels above and below the enemy in the column behind it (Fire)
-- Spikey2, Zoo Network

S020: HeatSide (40) | C J K L T
-- Hits the panels above and below the enemy (Fire)
-- Spikey3, Undernet 1

S021: MiniBomb (50) | B G L O S *
-- Hits the panel three spaces ahead
-- Starting folder

S022: SnglBomb (50) | D F H J T *
-- Hits the column three spaces ahead
-- Beetle, Zoo Network

S023: DublBomb (50) | A C H K W *
-- Hits the column three spaces ahead twice
-- Deetle, Beach Network

S024: TrplBomb (50) | E I N P W
-- Hits the column three spaces ahead thrice

-- Geetle, Secret 1

S025: CannBall (160) | A D F L P *
-- Breaks the panel three spaces ahead
-- Hardhead, Yoka Network

S026: IceBall (120) | F I M Q S *
-- Turns the panel three spaces ahead to ice (Aqua)
-- Coldhead, Hades Isle (equip Fish)

S027: LavaBall (140) | B C H N W *
-- Turns the panel three spaces ahead to lava (Fire)
-- Hothead, Virus Lab Door Comp (equip OilBody)

S028: BlkBomb1 (120) | F L N P Z
-- Hits the entire enemy area when ignited (Fire)
-- Hades Isle

S029: BlkBomb2 (170) | D I K Q S
-- Hits the entire enemy area when ignited (Fire)
-- Behind FlashMan's security cube in Undernet 2

S030: BlkBomb3 (220) | C G L U Y
-- Hits the entire enemy area when ignited (Fire)
-- Secret 2 Merchant

S031: Sword (80) | E H L S Y
-- Hits one panel in front of you
-- Starting folder

S032: WideSwrd (80) | C E L Q Y
-- Hits one column in front of you
-- Starting folder

S033: LongSwrd (80) | E I L R Y
-- Hits two panels in front of you
-- Starting folder, Swordy, SciLab Areas

S034: FireSwrd (130) | F N P R U
-- Hits one column in front of you (Fire)
-- Swordy2, Beach Network

S035: AquaSwrd (150) | A H N P T
-- Hits one column in front of you (Aqua)
-- Swordy3, Yoka Network

S036: ElecSwrd (130) | E K N P V
-- Hits one column in front of you (Elec)
-- Yoka Square merchant

S037: BambSwrd (140) | B L N P W
-- Hits one column in front of you (Wood)
-- ACDC Square merchant

S038: CustSwrd | B F R V Z
-- Hits three rows and two columns in front of you
-- Power is equal to how full the custom gauge is
-- If custom gauge is entirely full, power is 0
-- Beach Square merchant

S039: VarSwrd (160) | B C D E F
-- Attack by holding A and inputting button combinations
-- TrpSonic: Left B Right B
-- ElmSonic: B B Left Down Up
-- NumberMan Trader, code 63997824

S040: AirSword (100) | C E H J R *
-- Attack pushes back the enemy
-- Higsby's normal stock

S041: StepSwrd (130) | L M N O P
-- Step forward two spaces and slash
-- SciLab Square merchant

S042: StepCros (130) | P Q R S T
-- Step forward two spaces and slash in an X pattern
-- NumberMan Trader, code 76889120

S043: Slasher (240) | B D G R S
-- Hold A until an enemy enters your area, then slash away
-- Job 5 reward

S044: ShockWav (60) | D H J R L
-- Send a slow shockwave into the enemy area
-- Mettaur, ACDC 1

S045: SonicWav (80) | G I M S W
-- Send a faster shockwave into the enemy area
-- Mettaur2, Yoka Network

S046: DynaWave (100) | E N Q T V
-- Send an even faster shockwave into the enemy area
-- Mettaur3, Secret 1

S047: BigWave (190) | E J M P Y
-- Send a blazingly fast shockwave that cracks panels into the
enemy area
-- Mettaur3, Secret 1 (Cust style needed)

S048: GutPunch (80) | B C D E F
-- Deliver a powerful punch one square in front of you
-- GMD in Yoka 2, N1 Folder D

S049: GtsStrgt (100) | O P Q R S
-- Deliver a powerful punch two squares in front of you
-- NumberMan Trader, code 95913876

S050: GutImpct (160) | G H I J K
-- Deliver a powerful punch one square in front of you
-- Secret 2 merchant

S051: DashAtk (90) | C D G J Z *
-- Dash forward through many enemies
-- Fishy, SciLab Network

S052: Burner (130) | B F Q S W
-- Ignite the ground and burn anything nearby (Fire)
-- Fishy2, Hades Isle

S053: Condor (180) | B I L S Z

-- Reach supersonic speeds and annihilate your enemy
-- Fishy3, Undernet 1

S054: Burning (150) | A F L R S
-- Ignite the ground in a cross around you (Fire)
-- Fishy2, Hades Isle (Cust style needed)

S055: ZapRing1 (20) | A M P Q S *
-- Paralyze and damage the enemy (Elec)
-- Bunny, ACDC 1

S056: ZapRing2 (40) | B G N R W
-- Paralyze and damage the enemy (Elec)
-- Tuffbunny, Undernet Network

S057: ZapRing3 (60) | C E O T Z
-- Paralyze and damage the enemy (Elec)
-- Megabunny, Secret Areas

S058: IceWave1 (80) | A K M Q W *
-- Send a waving snowflake across two rows (Aqua)
-- Pengi, SciLab Vending Machine

S059: IceWave2 (100) | D H L P R *
-- Send a waving snowflake across two rows (Aqua)
-- Penga, SciLab Vending Machine

S060: IceWave3 (140) | C D J R V
-- Send a waving snowflake across two rows (Aqua)
-- Pengon, Secret 3

S061: Yo-yo1 (40) | C D E F G *
-- Shoot a bladed yo-yo
-- Yort, Beach Network

S062: Yo-yo2 (50) | H I J K L
-- Shoot a bladed yo-yo
-- Yurt, Undernet 3

S063: Yo-yo3 (60) | M N O P Q
-- Shoot a bladed yo-yo
-- Yart, Secret 1/2

S064: AirStrm1 (50) | A F H O S
-- Make three whirlwinds that seek out the enemy
-- SnowBlow, Beach Network

S065: AirStrm2 (60) | C G H M W
-- Make three whirlwinds that seek out the enemy
-- LowBlow, Undernet 6

S066: AirStrm3 (70) | A G I N V
-- Make three whirlwinds that seek out the enemy
-- MoBlow, Secret 2

S067: Arrow1 (100) | B E M Q T
-- Shoot a bee to dart at the enemy (Elec)
-- Elebee, FlashMan Tank on WWW Island

S068: Arrow2 (130) | F R S U Z

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-- Shoot a bee to dart at the enemy (Elec)
-- Elewasp, Secret 2

S069: Arrow3 (160) | A H J N P
-- Shoot a bee to dart at the enemy (Elec)
-- Elehornet, Teacher's Lounge server (Use Battery)

S070: Ratton1 (80) | A C F H J
-- Shoot a rat that can turn once to hit the enemy
-- Ratty, SciLab Network

S071: Ratton2 (100) | A C F N O
-- Shoot a rat that can turn once to hit the enemy
-- Ratty2, DNN Van

S072: Ratton3 (120) | A C F R S
-- Shoot a rat that can turn once to hit the enemy
-- Ratty3, Secret 1

S073: FireRatn (230) | B F H M Y
-- Place a rat on the battlefield that launches when ignited (Fire)
-- DNN Battle Console

S074: Wave (80) | E I L S T
-- Send a wave through all three rows, stops on contact or if no
panel (Aqua)
-- Jelly, Undernet 2, WWW Island BubbleMan Tank

S075: RedWave (90) | B F J R U
-- Send a wave through all three rows, stops on contact or if no
panel (Fire)
-- HeatJelly, WWW Island Hidden Computer

S076: MudWave (100) | D G M V Z
-- Send a wave through all three rows, stops on contact or if no
panel (Wood)
-- MudJelly, Secret 2

S077: Tornado (20) | C L R T U
-- Shoot an eight-hit tornado two spaces ahead
-- Yoka 1

S078: Spice1 (80) | B D I S Z *
-- Spread confusing spores to all grass panels (Wood)
-- Mushy, Hospital Network

S079: Spice2 (110) | C F I K R
-- Spread confusing spores to all grass panels (Wood)
-- Mashy, Hospital Bed

S080: Spice3 (140) | D F J O Q
-- Spread confusing spores to all grass panels (Wood)
-- Moshy, ZooComp3 (Use Jungle)

S081: Shake1 (90) | E G R S U
-- Send a barbell three spaces ahead to attack the column
-- Heavy, Hospital TV

S082: Shake2 (110) | B F I L Q
-- Send a barbell three spaces ahead to attack the column
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-- Heavier, WWW Island Hidden Computer

S083: Shake3 (140) | D M R T Z
-- Send a barbell three spaces ahead to attack the column
-- Heaviest, Secret 1

S084: NOBeam1 (200) | C F G T Z
-- If behind a field object, shoots a beam down the row
-- N.O.-1, Hospital TV

S085: NOBeam2 (260) | E I S U Y
-- If behind a field object, shoots a beam down the row
-- N.O.-2, Secret 2

S086: NOBeam3 (300) | H M V W Z
-- If behind a field object, shoots a beam down the row
-- N.O.-3, Secret 3 (Use Fish)

S087: Hammer (100) | B G L P T *
-- Breaks panel in front of you if empty
-- ZooComp 4

S088: Geyser (200) | B C L S W
-- Shoots water in a +, then X pattern out of empty panel three squares ahead (Aqua)
-- Yoka Zoo Alarm System

S089: Rope1 (50) | D G J M O *
-- Sends vines to ensnare the enemy (Wood)
-- Viney, Hospital Network

S090: Rope2 (70) | E G O T U
-- Sends vines to ensnare the enemy (Wood)
-- Viner, Undernet 6 (equip Jungle)

S091: Rope3 (90) | H I T U V
-- Sends vines to ensnare the enemy (Wood)
-- Vinert, WWW Island FlashMan Tank (equip Jungle)

S092: Boomer1 (60) | F H J M T *
-- Launches a boomerang along the outer rim of the arena (Wood)
-- Boomer, SciLab 2

S093: Boomer2 (80) | E I K N V *
-- Launches a boomerang along the outer rim of the arena (Wood)
-- Gloomer, Undernet Areas

S094: Boomer3 (100) | L O P U Z
-- Launches a boomerang along the outer rim of the arena (Wood)
-- Doomer, Secret 2

S095: PoisMask | A F N Q V
-- Poisons area one square around the mask while A is held
-- PuffBall, Undernet Areas

S096: PoisFace | A N Q V W *
-- Poisons area two squares around the mask while A is held
-- PoofBall, Hospital Network after beating PlantMan Alpha

S097: RockArm1 (100) | D H J O P *

-- Cracks row and sends shockwave
-- Quaker, SciLab Network

S098: RockArm2 (150) | G M P S V *
-- Cracks row and sends shockwave
-- Shaker, Beach Network

S099: RockArm3 (200) | C I L T Z
-- Cracks row and sends shockwave
-- Breaker, DNN Van, Secret 3

S100: CrsShld1 (160) | A C H L P *
-- Protects you and attacks attackers
-- Dominerd1, Undernet

S101: CrsShld2 (210) | B C L S T
-- Protects you and attacks attackers
-- Dominerd2, WWW Island Hidden Computer

S102: CrsShld3 (260) | C E L N R
-- Protects you and attacks attackers
-- Dominerd3, Secret 3

S103: Magnum1 (120) | A C H T V
-- Destroys column and deals damage (Fire)
-- Basher, WWW Island FlameMan Tank

S104: Magnum2 (150) | B G N O Z
-- Destroys row and deals damage (Fire)
-- Smasher, Secret 1/2

S105: Magnum3 (180) | D F I S W
-- Destroys column and deals damage (Fire)
-- Trasher, ACDC Tank (Use Oilbody)

S106: Plasma1 (30) | B D J R T
-- Rotates electricity (Elec)
-- Eleball, Principal's Computer, ACDC 2 after beating
FlashMan Alpha

S107: Plasma2 (60) | A G K M Q
-- Rotates electricity (Elec)
-- Elesphere, WWW Island FlashMan Tank

S108: Plasma3 (90) | F I N P S
-- Rotates electricity (Elec)
-- Eleglobe, Secret 1

S109: RandMetr (100) | E I S V Z
-- Shoots meteors randomly in enemy area (Fire)
-- Metrid, Undernet 1

S110: WholMetr (100) | C H J N Q
-- Shoots meteors randomly in enemy area (Fire)
-- Metrod, WWW Island FlameMan Tank

S111: ShotMetr (100) | A D F S Y
-- Shoots meteors randomly in enemy area (Fire)
-- Metrodo, Secret 1

S112: Needler1 (30) | I J M R S
-- Shoots needles in all directions but backwards
-- Needler, Hospital Bed

S113: Needler2 (40) | F H M T V
-- Shoots needles in all directions but backwards
-- Nailer, ACDC Tank

S114: Needler3 (50) | D L O U Z
-- Shoots needles in all directions but backwards
-- Spiker, Secret 3

S115: Totem1 (100) | G H M O V
-- Shoots flames three squares ahead (Fire)
-- Totem, Hospital Network

S116: Totem2 (140) | A C E T Z
-- Shoots flames three squares ahead (Fire)
-- Totam, Undernet 6

S117: Totem3 (180) | D I K N Q
-- Shoots flames three squares ahead (Fire)
-- Totun, Secret 1

S118: Sensor1 (100) | C K L O P
-- Rigs a line to zap the enemy on sight (Elec)
-- KillerEye, Undernet 6

S119: Sensor2 (130) | A G H N S
-- Rigs a line to zap the enemy on sight (Elec)
-- DemonEye, WWW Island FlashMan Tank

S120: Sensor3 (130) | B E J O P
-- Rigs a line to zap the enemy on sight (Elec)
-- JokerEye, Secret 1

S121: MetaGel1 (90) | B C D K Y
-- Drops and steals a panel (Aqua)
-- Slimer, Yoka Area

S122: MetaGel2 (130) | E F G P S
-- Drops and steals a panel (Aqua)
-- Slimey, Undernet 1

S123: MetaGel3 (170) | G H S T U
-- Drops and steals a panel (Aqua)
-- Slimest, Undernet 7 (use Fish)

S124: Pawn (90) | B E N R Y
-- Slash with range of LongSwrd when A is pressed
-- Tora's folder

S125: Knight (150) | C H M U V
-- Jumps across the arena and sends shockwaves
-- Tora's folder

S126: Rook | D F N Q U *
-- Protects you and is nearly unbreakable
-- Tora's folder

S127: Team1 (10) | A C E T Z *
-- Attacks the enemy area; attack power up if damaged
-- Twins, DNN Editing Room Comp

S128: Team2 | D L P S Z *
-- Heals 500 HP on fatal hit
-- Twins, DNN Editing Room Comp

S129: TimeBomb (150) | J K L M N
-- Blows up on the entire enemy area
-- Yoka 1 BugFrag merchant

S130: Mine (300) | A D L R S *
-- Hides in a panel and explodes when stepped on
-- Yoka 1 BugFrag merchant

S131: Lance (130) | D E H R Z
-- Spears the back column (Wood)
-- Undernet 3

S132: Snake (40) | D E I R Y
-- Snakes come out of all holes in your panels and attack (Wood)
-- Story Events

S133: Guard | *
-- Shield from attack and send shockwave in response
-- Mettaur, ACDC Network

S134: PanlOut1 | A B D L S *
-- Take out the panel in front of you
-- Starting folder

S135: PanlOut3 | C E N R Y *
-- Take out the column in front of you
-- ACDC 3

S136: PanlGrab | A H L S Y *
-- Steal the first panel in front of you that isn't yours
-- ACDC Square merchant

S137: AreaGrab | E L R S Y *
-- Steal the first column of the enemy area
-- Starting folder

S138: GrabBack | A E I K N
-- Do 40 damage to all enemies per stolen panel
-- SciLab 2

S139: GrabRvng | C G P R Y
-- Do 80 damage to all enemies per stolen panel
-- Job 17 reward

S140: RockCube | A C E H R *
-- Drop a stone block in front of you
-- SciLab merchant

S141: Prism | H J K Q W
-- Throw a prism three squares ahead
-- The prism reflects all damage dealt to it one square outward
-- PMD in SciLab Vending Machine

S142: Wind | A E H O S *
-- Blows the enemies to the back row
-- SciLab Square merchant, WindBox, Yoka 1, Tamako's HP

S143: Fan | A G L R T *
-- Sucks enemies to the front row
-- VacuumFan, Beach Network

S144: Fanfare | C E G L Y *
-- While music plays, Megaman is invincible
-- Trumpy, NumberMan Poster

S145: Discord | D F N T Z *
-- While music plays, enemies are confused
-- Tuby, Undernet 6

S146: Timpani | A N Q U W *
-- While music plays, enemies are immobile
-- Tromby, WWW Island Hidden Computer

S147: Recov10 | A C E G L *
-- Recover 10 HP
-- Starting folder

S148: Recov30 | B D F H M *
-- Recover 30 HP
-- ZooComp 3

S149: Recov50 | C E G I N *
-- Recover 50 HP
-- Beach 2

S150: Recov80 | D F H J O *
-- Recover 80 HP
-- Beach Network

S151: Recov120 | O Q S U W *
-- Recover 120 HP
-- Hospital TV

S152: Recov150 | N P R T V
-- Recover 150 HP
-- WWW Island FlashMan Tank

S153: Recov200 | M N U V W
-- Recover 200 HP
-- Undernet 4 merchant

S154: Recov300 | O R V W Z
-- Recover 300 HP
-- Job 25 reward

S155: Repair | A C D F S *
-- Restore all your panels to normal status
-- Yai's Phone

S156: SloGauge | A C R S Z *
-- Slows down rate of custom gauge
-- Job 13 reward

S157: FstGauge | B E J R Y *
-- Speeds up rate of custom gauge
-- Job 20 reward

S158: Panic | A C L R Z
-- Confuses enemies and Megaman
-- Purple mystery data behind WWW door in ACDC 1

S159: Geddon1 | D J M O S *
-- Cracks all panels
-- ZooComp 1

S160: Geddon2 | F H N O W
-- Breaks all panels without an object on them
-- Hospital Comp 3

S161: Geddon3 | C M U W Y
-- Turns all panels to swamps (poisoned while standing)
-- Secret 1

S162: CopyDmg | A F H L Y *
-- Use on one enemy and attack another to injure both
-- NumberMan Trader, code 01697824

S163: Invis | B E F R S *
-- Become invisible for a little while
-- SciLab 1 BMD

S164: Shadow | H J N Q U *
-- Only can be hurt by swords for a little while
-- Shadow, Secret 2

S165: Mole1 | A D H J O *
-- Invisible when not attacking
-- Momogra, Hades Isle

S166: Mole2 | B G I K R *
-- Invisible when not attacking
-- Momogro, WWW Island DrillMan Tank

S167: Mole3 | C E L M Q
-- Invisible when not attacking
-- Momogre, Secret 3

S168: AirShoes | H I N U Y *
-- Can step on cracked panels without breaking them
-- Virus Lab Door Frame

S169: Barrier | C E L R S *
-- Prevents 10 total damage
-- ACDC 2 merchant

S170: Barr100 | E J M R T *
-- Prevents 100 total damage
-- HospComp 4

S171: Barr200 | E F H R U
-- Prevents 200 total damage
-- Reward from Quiz Queen, 3rd floor Hospital

S172: Aura | F I S U Y

- Prevents all attacks of less than 100 damage
- Behind BubbleMan security cube in Undernet 6 (from DNN Editing Room Console)

S173: NrthWind | A C N S Z

- Immediately removes all auras and barriers from enemy
- UnderSquare merchant

S174: Mettaur | E L M O T (Metol -> Metool)

- Mettaur drops down and, at press of A, sets off a shockwave
- Virus Breeder (Virus found in ACDC 1, behind WWW door)

S175: Bunny | A B I L R (Rabil -> Rabili)

- Bunny drops down and, at press of A, sends off a ZapRing (Elec)
- Virus Breeder (Virus is reward of job 19)

S176: Spikey | A E G R U (Gaeru -> Gairu)

- Spikey drops down and, at press of A, shoots a HeatShot (Fire)
- Virus Breeder (Virus is found in Hades Isle Gargoyle)

S177: Swordy | D I O S W (Swodi -> Swordin)

- Swordy drops down and, at press of A, swipes its sword
- Range/Element is dependant upon type of Swordy chosen
- Virus Breeder (Virus is found at dead end on Undernet 1 blue level)

S178: Jelly | E J L R Y (Je[l/r]y -> Jelly)

- Jelly drops down and, at press of A, sends off a Wave
- Element is dependant upon type of Jelly chosen
- Virus Breeder (Virus is found at dead end in Beach 2, near WWW Door)

S179: Mushy | C H M S Y (Chmsy -> Chamush)

- Mushy drops down and, at press of A, poisons the grass
- Will not work if no grass panels
- Virus Breeder (Virus is found behind counter in SciLab 2)

S180: Momogra | G M O R U (Mogur -> Mogura)

- Momogra pops up and, at press of A, smacks enemy in front with shovel
- Will not hit if no enemy in front of it
- Virus Breeder (Virus is found where you fought BeastMan)

S181: KillrEye | E I K L R (Kiler -> Killer)

- KillerEye drops down and, at press of A, zaps the enemy (Elec)
- Direction is dependant on type of KillerEye chosen
- Virus Breeder (Virus is found near chalkboard in Principal's Comp)

S182: Scutt1st | A D E M R (Dream)

- Scutz drops down and, at press of A, fires a projectile
- Element is dependant on type of Scutz chosen
- Virus Breeder
- First part of the virus is in Secret 1, on the starting platform
- Second part is in Secret 3, at a dead end along the compression path

S183: Hole | A B S T Z *

- Opens up a Hole which lets you use Dark chips
- Secret 3, behind 650 HP Number Towers

S184: HolyPan1 | E J L R U *

- While standing on HolyPan1, damage is halved

-- BrushMan, Undernet 1

S185: LavaStge | A E R T Y *
-- Turns the stage into Lava Panels
-- If non-Heat, take 50 damage when stepping on panel
-- Yoka 1 BugFrag merchant

S186: IceStage | C G M Q T *
-- Turns the stage into Ice Panels
-- If non-Aqua, move in one direction until object is hit
-- Trade FireSwrd P in front of Yoka Inn

S187: GrassStg | E J R W Z *
-- Turns the stage into Grass Panels
-- If Wood, recover HP while on panel
-- ACDC Square merchant

S188: SandStge | B C Q U W
-- Turns the stage into Sand Panels
-- Slows down movement
-- Undernet 5 blue level, behind DesertMan's security cube

S189: MetlStge | D G M O S
-- Turns the stage into Metal Panels
-- Panels cannot be broken
-- Beach Square merchant

S190: Snctuary | A C E L S
-- Turns all of your panels into Holy Panels
-- Secret 3

S191: AntiDmg (100) | C F H M S
-- If hit, throw three shurikens at enemies
-- Undernet 4 merchant

S192: AntiSwrd (100) | B K R U Y
-- If hit with a sword, slash back at enemy
-- Trade Shadow J (S-rank a Shadow) on 2nd floor DNN Station

S193: AntiNavi | A M N V W
-- If enemy uses a Navi, steal it and use it against enemy
-- Secret 2

S194: AntiRecv | B D E O S
-- If enemy recovers HP, do damage equal to that instead
-- Job 14 reward

S195: Atk+10 | *
-- Add 10 to the attack power of the preceding chip
-- Starting folder

S196: Fire+30 | *
-- Add 30 to the attack power of the preceding fire chip
-- Lion's Head at Yoka Springs

S197: Aqua+30 | *
-- Add 30 to the attack power of the preceding aqua chip
-- Job 9 reward

S198: Elec+30 | *

-- Add 30 to the attack power of the preceding elec chip
-- Higsby's normal stock

S199: Wood+30 | *

-- Add 30 to the attack power of the preceding wood chip
-- Yoka 1 BugFrag merchant

S200: Navi+20 | *

-- Add 20 to the attack power of the preceding Navi chip
-- Undernet 2 BugFrag merchant

Once you get all 200 of these chips, in addition to getting your second star, you can now fight Serenade, the UnderQueen!

--BOSS--

SERENADE

HP: 2000

-Attacks-

Reflect: If you shoot at Serenade, she will reflect your attack back at you.
(100 dmg)

Mystic Spark: Serenade will shoot a projectile that behaves like IceWave, except it covers all three rows. (100 dmg)

Divine Wrath: Serenade will stand stationary while several projectiles attack your area. The projectiles may crack tiles, tiles may crack randomly, and there may be bursts of wind. The yellow squares show where the next attack is going to be, so get out of the way before it hits you! (100 dmg)

-Notes-

While Serenade may seem invincible, she has one fatal flaw. If she has no panel above or below her to move to, she will not reflect any attacks. The obvious solution here is to use Geddon2 to trap her within your range and pummel her until the panels come back. Lather, rinse, repeat.

Once you defeat Serenade, you will finally be regarded as the King of the Undernet! If you haven't yet fed the BugFrag Trader 300 BugFrag (you'll know when you've hit that number), do so. When you do, teleport out from Secret 1 and jack out. Jack back in and go to the compression path just before the BugFrag Trader. SAVE! You are in for one of the toughest battles of your life. Walk up to the BugFrag Trader and, after a cutscene, you will fight the awakened Bass GS, who now has the assistance of Gospel!

--BOSS--

BASS GS

HP: 2000

-Updated Attacks-

Air Burst now does 300 damage.

Air Explosion now does 300 damage.

Power Crusher now does 300 damage.

-New Attacks-

Gospel Claw: A giant claw will seek you out, not unlike Alpha's claws. The yellow panels show where the claw will strike. Avoid it, naturally. (300 dmg)

Gospel Cannon: In the style of the Gospel chips from MMBN2, Bass will use Gospel as a cannon and shoot flaming breath (non-elemental) in the same pattern as FlameMan's Fire Breath Spread. Dodge it in the same fashion as you would that attack. (300 dmg)

Gospel Force: A huge air burst appears. Get out of Bass' row and as far away from him as humanly possible. Avoid this at all costs! (500 dmg)

-Notes-

Bass GS has a LifeAura of 200 this time! Use some really strong chips or PAs, like LifeSwrd, Heat/BublSprd, or NOBeam, to get rid of it. He will regenerate the aura after using Air Explosion and any of his new attacks. Stun him (if you can) before execution of those attacks. You're in for quite a difficult fight either way...

When you finally defeat Bass GS, you will get your third star and second Giga Chip, Bass. Also, the Time Trials have been opened for your fourth star.

++++
3.3) On The Clock
++++

The Time Trials are a series of battles against the Alpha versions of every Navi in the game, save Serenade, Forte, and Alpha. You must use your extra folder to fight. The folder commonly considered the best for the Time Trials is the ApprFldr, found from a SciLab employee near the MetroLine Station in ACDC. When you've picked up your chosen extra folder, go back into Secret 1. There are seven Navis here, each with a different Alpha version. You need to defeat those Navis in a very short time limit.

- DesertMan Alpha: 45 seconds
- BubbleMan Alpha: 40 seconds
- BeastMan Alpha: 30 seconds
- FlashMan Alpha: 10 seconds (!_!)
- PlantMan Alpha: 40 seconds
- FlameMan Alpha: 40 seconds
- DrillMan Alpha: 45 seconds

Go to Secret 2. There are Navis placed on every checkerboard-colored square and next to every teleporter.

- MetalMan Alpha: 20 seconds
- KingMan Alpha: 40 seconds
- MistMan Alpha: 45 seconds
- GutsMan Alpha: 15 seconds

Go to Secret 3. Ascend the ramp to Serenade's lair and you will find the final three Time Trial Navis.

- DarkMan Alpha: 45 seconds
- YamatoMan Alpha: 40 seconds
- Blues Alpha: 45 seconds

Clear the Time Trials and you will get your fourth star and third Giga Chip, Serenade. To use both Bass and Serenade, you need to have an open Hole on the field or DarkLcns in your NaviCust.

++++
3.4) 85 More Fragments of Power
++++

For your fifth star, you need to get all 85 Mega class chips. You can find most of them from the BugFrag Trader in Secret 3, in addition to the locations listed here. The only ones you can't get from the trader are the MistMan and BowlMan chips. If a location isn't listed, you can still get it from the BugFrag Trader.

Just as a general note, the v4 Navi chips can only be gotten from the v3 forms of the Navis when you get an S rank in under 20 seconds with a Team style.

M001: Muramasa | M

- Does damage equal to the amount of HP you've lost
- Found from the NumberMan Trader, code 50098263

M002: HeroSwrd (180) | P

- Attacks three squares ahead of you
- NumberMan Trader, code 03284579

M003: ZeusHamr | Z

- Hits everybody for 250 damage (including you)
- Trade GrabBack K in Hades Isle lava room

M004: StandOut (220) | P *

- Sends fire in a straight line to the nearest hole
- Need to be Heat style
- Higsby's regular stock

M005: Salamndr (300) | S *

- Sends fire in a straight line to the nearest hole
- Need to be Heat style
- NumberMan Trader, code 65497812

M006: WatrLine (180) | C *

- Brings water out of all holes in a straight line
- Need to be Aqua style
- Higsby's regular stock

M007: Fountain (240) | D *

- Brings water out of all holes in a straight line
- Need to be Aqua style
- NumberMan Trader, code 88543997

M008: Ligtning (160) | L *

- Hits area one square around field object
- Need to be Elec style
- Higsby's regular stock

M009: Bolt (210) | T *

- Hits area one square around field object
- Need to be Elec style
- NumberMan Trader, code 54390805

M010: GaiaSwrd (100) | G *

- Takes the attack power of the chip after it and adds it to its own
- Need to be Wood style
- Higsby's regular stock

M011: GaiaBlad (100) | G *

- Takes the attack power of the chip after it and adds it to its own
- Need to be Wood style
- NumberMan Trader, code 33157825

M012: Meteors (40) | R

- Rains 30 meteors on the enemy area
- Secret 2 merchant

M013: Guardian | O
-- If damaged, will do 200 electric damage to the damager
-- Found behind a curtain behind DrillMan's cube in Undernet 7

M014: Anubis | A
-- An Anubis statue will drop and slowly poison the enemy
-- Bought from the Undernet 2 BugFrag merchant

M015: GodStone (150) | S
-- Summons GodStone from a broken panel to drop rocks on the enemy
-- Beach Square merchant

M016: OldWood (100) | W
-- Summons OldWood from a broken panel to skewer the enemy (Wood)
-- Grass panels power up attack
-- Higsby's regular stock

M017: Jealousy (100) | J
-- Deals more damage the more chips the enemy has selected
-- PMD, DNN Editing Room Console

M018: Poltrgst | G
-- Launches all field objects at enemy for 150 dmg/hit
-- Ghost Navi behind Tree of Life after beating Alpha

M019: LifeAura | D
-- Prevents any attacks of less than 200 damage
-- Found from the Scutz family in Secret 3

M020: FullCust | *
-- Fills your Custom meter
-- UnderSquare merchant

M021: Atk+30 | *
-- Adds 30 to the attack power of the chip before it
-- Merchant in Secret 2

M022: Navi+40 | *
-- Adds 40 to the attack power of the Navi chip before it
-- Reward from Quiz King on top of Hades Isle

M023: Roll (20) | R
-- Attacks the enemy and heals you
-- Mayl, FlashMan scenario

M024: Rollv2 (30) | R
-- Attacks the enemy and heals you
-- Mayl, BubbleMan scenario

M025: Rollv3 (40) | R
-- Attacks the enemy and heals you
-- Mayl, Alpha scenario

M026: GutsMan (50) | G
-- Smashes the enemy's panels and sends out three shockwaves
-- Dex, FlashMan scenario

M027: GutsManv2 (70) | G
-- Smashes the enemy's panels and sends out three shockwaves

-- Dex, BeastMan scenario

M028: GutsManv3 (90) | G
-- Smashes the enemy's panels and sends out three shockwaves
-- Dex, Alpha scenario

M029: GutsManv4 (100) | G
-- Smashes the enemy's panels and sends out three shockwaves
-- Dex, Alpha scenario

M030: ProtoMan (160) | B
-- Slashes all the enemies
-- Chaud, Secret Area scenario

M031: ProtoManv2 (180) | B
-- Slashes all the enemies
-- Chaud, Secret Area scenario after defeating DarkMan

M032: ProtoManv3 (200) | B
-- Slashes all the enemies
-- Chaud, Secret Area scenario after defeating YamatoMan (JapanMan)

M033: ProtoManv4 (220) | B
-- Slashes all the enemies
-- Chaud, Secret Area scenario after defeating YamatoMan (JapanMan)

M034: FlashMan (50) | F
-- Shocks and paralyzes the enemies (Elec)
-- ACDC 3, at a dead end near the Square entrance

M035: FlashManv2 (70) | F
-- Shocks and paralyzes the enemies (Elec)
-- ACDC 2, random encounter

M036: FlashManv3 (90) | F
-- Shocks and paralyzes the enemies (Elec)
-- ACDC 2, random encounter

M037: FlashManv4 (120) | F
-- Shocks and paralyzes the enemies (Elec)
-- ACDC 2, random encounter

M038: BeastMan (40) | B
-- Performs Primal Rage on enemy three panels in front of you
-- SciLab 1, in a dead end near the lower entrance to SciLab 2

M039: BeastManv2 (50) | B
-- Performs Primal Rage on enemy three panels in front of you
-- Lan's doghouse, random encounter (SneakRun MUST BE ON!)

M040: BeastManv3 (60) | B
-- Performs Primal Rage on enemy three panels in front of you
-- Lan's doghouse, random encounter (SneakRun MUST BE ON!)

M041: BeastManv4 (70) | B
-- Performs Primal Rage on enemy three panels in front of you
-- Lan's doghouse, random encounter (SneakRun MUST BE ON!)

M042: BubbleMan (20) | B
-- Shoots 6 spears across your row (Aqua)

-- Yoka 1

M043: BubbleManv2 (20) | B
-- Shoots 7 spears across your row (Aqua)
-- Beach 1 (Must have less than 25% HP)

M044: BubbleManv3 (20) | B
-- Shoots 8 spears across your row (Aqua)
-- Beach 1 (Must have less than 25% HP)

M045: BubbleManv4 (20) | B
-- Shoots 9 spears across your row (Aqua)
-- Beach 1 (Must have less than 25% HP)

M046: DesertMan (120) | D
-- Launches sand hands at the enemy
-- Beach 1

M047: DesertManv2 (140) | D
-- Launches sand hands at the enemy
-- Yoka Inn TV, random encounter

M048: DesertManv3 (160) | D
-- Launches sand hands at the enemy
-- Yoka Inn TV, random encounter

M049: DesertManv4 (180) | D
-- Launches sand hands at the enemy
-- Yoka Inn TV, random encounter

M050: PlantMan (20) | P
-- Vines ensnare enemies and deal damage (Wood)
-- Undernet4, dead end on the red level

M051: PlantManv2 (30) | P
-- Vines ensnare enemies and deal damage (Wood)
-- Hosp Comp 3, random encounter

M052: PlantManv3 (40) | P
-- Vines ensnare enemies and deal damage (Wood)
-- Hosp Comp 3, random encounter

M053: PlantManv4 (50) | P
-- Vines ensnare enemies and deal damage (Wood)
-- Hosp Comp 3, random encounter

M054: FlamMan (120) | F
-- Flames burn the enemies (Fire)
-- Control the flames with the D-Pad!
-- Undernet5, dead end near the UnderSquare portal

M055: FlamManv2 (150) | F
-- Flames burn the enemies (Fire)
-- Control the flames with the D-Pad!
-- Yoka 2, random encounter (use OilBody for ease)

M056: FlamManv3 (180) | F
-- Flames burn the enemies (Fire)
-- Control the flames with the D-Pad!
-- Yoka 2, random encounter (use OilBody for ease)

M057: FlamManv4 (210) | F
-- Flames burn the enemies (Fire)
-- Control the flames with the D-Pad!
-- Yoka 2, random encounter (use OilBody for ease)

M058: DrillMan (70) | D
-- Three drills pop out of the ground, then three rocks fall
-- Undernet6

M059: DrillManv2 (90) | D
-- Three drills pop out of the ground, then three rocks fall
-- Hades Isle, random encounter

M060: DrillManv3 (110) | D
-- Three drills pop out of the ground, then three rocks fall
-- Hades Isle, random encounter

M061: DrillManv4 (130) | D
-- Three drills pop out of the ground, then three rocks fall
-- Hades Isle, random encounter

M062: MetalMan (100) | M
-- Smash a square with a crushing fist
-- Control MetalMan by holding A and the D-Pad!
-- Tamako, BeastMan scenario

M063: MetalManv2 (130) | M
-- Smash a square with a crushing fist
-- Control MetalMan by holding A and the D-Pad!
-- Tamako, DesertMan scenario

M064: MetalManv3 (160) | M
-- Smash a square with a crushing fist
-- Control MetalMan by holding A and the D-Pad!
-- Tamako, DrillMan scenario

M065: MetalManv4 (190) | M
-- Smash a square with a crushing fist
-- Control MetalMan by holding A and the D-Pad!
-- Tamako, DrillMan scenario

M066: KingMan (140) | K
-- Land three squares ahead and send shockwaves in a +
-- Does not damage if it lands on an enemy or broken panel
-- Tora, DesertMan scenario

M067: KingManv2 (170) | K
-- Land three squares ahead and send shockwaves in a +
-- Does not damage if it lands on an enemy or broken panel
-- Tora, PlantMan scenario

M068: KingManv3 (200) | K
-- Land three squares ahead and send shockwaves in a +
-- Does not damage if it lands on an enemy or broken panel
-- Tora, Alpha scenario

M069: KingManv4 (240) | K
-- Land three squares ahead and send shockwaves in a +
-- Does not damage if it lands on an enemy or broken panel

```
-- Tora, Alpha scenario

M070: MistMan (90) | M
-- Mist surrounds the enemies and MistMan punches them
-- DNN Battle Console, DrillMan scenario

M071: MistManv2 (110) | M
-- Mist surrounds the enemies and MistMan punches them
-- DNN Battle Console, Alpha scenario

M072: MistManv3 (130) | M
-- Mist surrounds the enemies and MistMan punches them
-- DNN Battle Console, Secret Area scenario

M073: MistManv4 (150) | M
-- Mist surrounds the enemies and MistMan punches them
-- DNN Battle Console, Secret Area scenario

M074: BowlMan (100) | B
-- Pins appear and get bowled into the enemy
-- Trade with Blue

M075: BowlManv2 (120) | B
-- Pins appear and get bowled into the enemy
-- Trade with Blue

M076: BowlManv3 (140) | B
-- Pins appear and get bowled into the enemy
-- Trade with Blue

M077: BowlManv4 (160) | B
-- Pins appear and get bowled into the enemy
-- Trade with Blue

M078: DarkMan (30) | D
-- DarkMan opens up caves in the enemy area which send out bats
-- Opens up a Hole!
-- Secret 1, where you found Geddon3

M079: DarkManv2 (30) | D
-- DarkMan opens up caves in the enemy area which send out bats
-- Opens up a Hole!
-- Undernet6, random encounter (NaviCust MUST be bugged!)

M080: DarkManv3 (30) | D
-- DarkMan opens up caves in the enemy area which send out bats
-- Opens up a Hole!
-- Undernet6, random encounter (NaviCust MUST be bugged!)

M081: DarkManv4 (30) | D
-- DarkMan opens up caves in the enemy area which send out bats
-- Opens up a Hole!
-- Undernet6, random encounter (NaviCust MUST be bugged!)

M082: YamatoMan (40) | Y
-- Rapid spear attacks, then a sharp jab
-- Secret 2

M083: YamatoManv2 (45) | Y
-- Rapid spear attacks, then a sharp jab
```

-- Samurai armor in Yoka Inn, random encounter

M084: YamatoManv3 (50) | Y

-- Rapid spear attacks, then a sharp jab
-- Samurai armor in Yoka Inn, random encounter

M085: YamatoManv4 (55) | Y

-- Rapid spear attacks, then a sharp jab
-- Samurai armor in Yoka Inn, random encounter

++++
3.5) Super Navigation
++++

You can get up to seven stars in MMBN3, but it seems that there's only enough room for five stars on the continue screen. Not true! Highlight "Continue", then hold left on the D-Pad and press R R L R L R L L. The stars will move closer together, and the Omega Navis will be unlocked! From these Navis, you can get their v5 chips, filling out your Giga Chip library nearly! All the Omega Navis have ungodly amounts of HP and deal astounding amounts of damage, but none gain any new attacks. To get your sixth star, you need to seek out and delete all of them. They're not random encounters, so if you walk along every panel and you see Megaman stop and stand straight up as the screen flashes white, you'll know you've found one. Here is a list of their general locations.

--IMPORTANT NOTE--

Before fighting each of the following Omega Navis, you will fight three consecutive battles against Omega viruses.

- GutsMan Omega: Bottom-left corner of Dex's HP.
- Blues Omega: Lower area of Hades Isle, near where you found VictData.
- FlashMan Omega: Principal's computer, where you found the #7-ranked Navi.
- BeastMan Omega: ZooComp 3, where you found the SneakRun NaviCust program.
- BubbleMan Omega: Yoka 2, where you found an HPMemory.
- DesertMan Omega: Top-right corner of DNN Van.
- PlantMan Omega: Corner in the back of HospComp 3.
- FlameMan Omega: Top-left torch in Under 3, where you deleted FlameMan in the story.
- DrillMan Omega: Under 5, where you fought DrillMan in the story.
- MetalMan Omega: Tamako's HP, in one of the dead ends near the entrance.
- KingMan Omega: Left side of DNN 2nd Floor Door Console.
- MistMan Omega: DNN Battle Console, top-left corner.
- BowlMan Omega: DNN Battle Console, bottom-right corner.
- DarkMan Omega: Secret 1, dead-end near where you found Geddon3 U.
- YamatoMan Omega: Secret 2, where you found AntiNavi M.
- Serenade Omega: Secret 3, where you fought Serenade.
- Forte Omega: Secret 3, where you found HubBatc.

When you manage to defeat all of these Omega Navis, you'll get your sixth star. One left!

++++
3.6) 32 Combinations of Fragments of Power
++++

For your seventh star, you need to find every Program Advance in the game. But who has time to figure out all the combinations? That's why we have this.

--Z-CANON1--

Chips: Cannon A B C; B C D; C D E

Damage: 40 (3 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited Cannon use during that time

--Z-CANON2--

Chips: HiCannon H I J; I J K; J K L

Damage: 60 (3 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited HiCannon use during that time

--Z-CANON3--

Chips: M-Cannon O P Q; P Q R; Q R S

Damage: 80 (3 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited M-Cannon use during that time

--Z-PUNCH--

Chips: GutPunch B C D; C D E; D E F

Damage: 80 (1 hit)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited GutPunch use during that time
- Remember it can only hit one square ahead of you

--Z-STRGHT--

Chips: GtStrgt O P Q; P Q R; Q R S

Damage: 100 (1 hit)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited GtStrgt use during that time
- Remember it can only hit two squares ahead of you

--Z-IMPACT--

Chips: GutImpct G H I; H I J; I J K

Damage: 160 (1 hit)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited GutImpct use during that time
- Remember it can only hit one square ahead of you

--Z-VARIBL--

Chips: VarSword B C D; C D E; D E F

Damage: 160 (? hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited VarSword use during that time
- Back-B-Forward-B is your friend

--Z-YOY01--

Chips: Yo-Yo1 C D E; D E F; E F G

Damage: 40 (2/3 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited Yo-Yo1 use during that time
- The enemy three spaces ahead of Megaman, provided it doesn't move, will be hit three times

--Z-YOYO2--

Chips: Yo-Yo2 H I J; I J K; J K L

Damage: 50 (2/3 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited Yo-Yo2 use during that time
- The enemy three spaces ahead of Megaman, provided it doesn't move, will be hit three times

--Z-YOYO3--

Chips: Yo-Yo3 M N O; N O P; O P Q

Damage: 60 (2/3 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited Yo-Yo3 use during that time
- The enemy three spaces ahead of Megaman, provided it doesn't move, will be hit three times

--Z-STEP1--

Chips: StepSword L M N, M N O, N O P

Damage: 130 (1 hit)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited StepSword use during that time
- Remember that the enemy in front of Megaman after stepping two columns is the one that will be injured

--Z-STEP2--

Chips: StepCross P Q R; Q R S; R S T

Damage: 130 (1/2 hits)

Effects:

- Five seconds of invisibility/invincibility
- Unlimited StepCross use during that time
- Remember that any enemies above or below Megaman will be hurt, as well as any enemies behind and above or below the enemy you're attacking

--BUBSPRD--

Chips: Bubbler C D E; Bub-V D E F; BubSide E F G

Bubbler, Bub-V, BubSide E

Damage: 300 (1 hit)

Effects:

- Aqua element
- Will hit one square out from the impact area in all directions

--HEATSPRD--

Chips: HeatShot H I J; Heat-V I J K; HeatSide J K L

HeatShot, Heat-V, HeatSide J

Damage: 300 (1 hit)

Effects:

- Fire element
- Will hit one square out from the impact area in all directions

--H-BURST--

Chips: Spreader M N O; N O P; O P Q

Damage: 100 (5 hits)

Effects:

- Will hit one square out from the impact area in all directions

--LIFESWRD--

Chips: Sword, WideSwrd, LongSwrd E
Sword, WideSwrd, LongSwrd L
Sword, WideSwrd, LongSwrd Y

Damage: 400 (1 hit)

Effects:

- Will hit three columns and two rows in front of you

--ELEMESWRD--

Chips: FireSwrd, AquaSwrd, ElecSwrd, BambSwrd N
FireSwrd, AquaSwrd, ElecSwrd, BambSwrd P

Damage: 150 (4 hits)

Effects:

- Cycles through the elements in the order of the chips
- Has range of a WideSwrd

--EVILCUT--

Chips: StepSwrd, HeroSwrd, StepCros P

Damage: 150 (1/4 hits)

Effects:

- Steps forward two columns
- Will slash with all three swords
- The enemy directly in front of Megaman will be hit 4 times

--HYPERRAT--

Chips: Ratton1, Ratton2, Ratton3 A
Ratton1, Ratton2, Ratton3 C
Ratton1, Ratton2, Ratton3 F

Damage: 500 (1 hit)

Effects:

- Will seek the enemy and turn once
- Can be destroyed

--TIMEBOM+--

Chips: TimeBomb J K L; K L M; L M N

Damage: 500 (1 hit)

Effects:

- Plants in first column of enemy area
- Can be destroyed

--GELRAIN--

Chips: MetaGel1 B C D; MetaGel2 E F G; MetaGel3 S T U

Damage: 150 (6 hits)

Effects:

- Steals panels randomly
- If enemy is on panel, enemy is damaged and panel is not stolen

--EVERCRSE--

Chips: CrsShld1, CrsShld2, CrsShld3 C
CrsShld1, CrsShld2, CrsShld3 L

Damage: 1500 (? Hits)

Effects:

- Protects Megaman
- Will hit enemies until death or until 1500 damage is dealt

--MOMQUAKE--

Chips: RockCube *, RockCube *, GodStone S

Damage: 200 (? Hits)

Effects:

- Rocks rain down on enemy area

- Can isolate rockfall with AreaGrab for more damage

--POISPHAR--

Chips: PoisMask, PoisFace, Anubis A

Damage: N/A

Effects:

- PharaohMan statue drops in front of Megaman
- Poisons enemy at 100HP/sec
- Can be destroyed, but very difficult to

--BODYGRD--

Chips: AntiDmg, AntiNavi, Muramasa M

Damage: 100 (18 hits)

Effects:

- 18 shurikens rain on the enemy in realtime

--500BARR--

Chips: Barrier, Barr100, Barr200 E

Barrier, Barr100, Barr200 R

Damage: N/A

Effects:

- Creates a barrier that can withstand 500 total damage
- Can use Barrier * and Barr100 * instead of E or R

--BIGHEART--

Chips: HolyPan1, Recov300, Roll R

HolyPan1, Recov300, Rollv2 R

HolyPan1, Recov300, Rollv3 R

Damage: 50 (9 hits)

Effects:

- Heals 300 HP after doing damage

--GTSSHOT--

Chips: Guard *, DashAtk, GutsMan G

Guard *, DashAtk, GutsManv2 G

Guard *, DashAtk, GutsManv3 G

Guard *, DashAtk, GutsManv4 G

Damage: 300 (1 hit)

Effects:

- Only damage if enemy is in same line as you
- Explodes in a + pattern

--DEUXHERO--

Chips: CustSword, VarSword, ProtoMan B

CustSword, VarSword, ProtoMnv2 B

CustSword, VarSword, ProtoMnv3 B

CustSword, VarSword, ProtoMnv4 B

Damage: 70 (8 hits)

Effects:

- Blues and Megaman slash and bust the entire area

--2XHERO--

Chips: Slasher, CustSword, VarSword, ProtoMan B

Slasher, CustSword, VarSword, ProtoMnv2 B

Slasher, CustSword, VarSword, ProtoMnv3 B

Slasher, CustSword, VarSword, ProtoMnv4 B

Damage: 70 (10 hits)

Effects:

- Blues and Megaman slash and bust the entire area
- Blues' slashes are NOT elemental

--PRIXPOWR--

Chips: Team1, Team2 *, KingManv5 K
Team1, Team2 *, MistManv5 M
Team1, Team2 *, BowlManv5 B

Damage: 300 (Max 7 hits)

Effects:

- BowlMan shoots MistMan out of his arm cannon repeatedly
- KingMan appears and jumps three spaces ahead
- KingMan sends shockwaves in a + pattern
- No damage from KingMan if he lands on an enemy

--MSTRSTYL--

Chips: Salamndr, Fountain, Bolt, GaiaBlad *

Damage: 100 (9 hits)

Effects:

- Megaman attacks each enemy in suspended time
- When all enemies are dead or he hits 8 times, he explodes for 100 damage
- The explosion destroys all field objects

+++++

3.7) The Beginning and the End

+++++

You now have all seven stars, but there's one last thing you have to do. Go back to where you fought Alpha during the story. After defeating the now-pathetically-easy Forte, the toughest challenge yet awaits you. Prepare your folder long beforehand with 2xHero, PrixPowr, and BodyGrd, or some other all-encompassing PAs.

--FINAL BOSS--

ALPHA OMEGA

HP: 3000

-Updated Attacks-

Cyber Laser Blast does 200 damage.

Alpha Arm Sigma does 200 damage.

Alpha Arm Omega does 200 damage.

Cyber Bullet Barrage does some amount of damage that's pretty big. Not enough to break a LifeAura, though.

-New Attacks-

Golden Cyber Swipe: Taking the place of Cyber Claw Swipe, Golden Cyber Swipe's column claw cracks the panels it flies over and its row claw turns the panels it flies over to a random other type of panel. (150 dmg)

-Notes-

LifeAura will work wonders in this fight, since Cyber Laser Blast is easy enough to avoid, Golden Cyber Swipe doesn't do 200 damage, and if you're at the point where Alpha Omega is resorting to the Alpha Arm attacks, you shouldn't need much more protection. Remember that attacks done while the screen is darkened will not damage Alpha Omega if the core is not exposed; they will only expose the core. If you can pull the chips and destroy the core quickly enough, PrixPowr, 2xHero, and BodyGrd in rapid succession will destroy Alpha Omega. $900 + 700 + 1800 = 3400$.

When you defeat Alpha Omega, wait through the credits again. When the game restarts, check your pack to get your 19th Giga Chip, AlphArm[insert Greek letter sigma here].

To get your 20th Giga Chip, NetBattle someone else with at least one star and either version of the game. If you S-rank them, you have a 1/32 chance of getting Balance, which halves the maximum HP of each player. In addition to those requirements, you need to fight in a Middleweight Real battle.

++++
3.8) Even More Fragments of Power
++++

G001: NavRcycl | *
-- Reuses the last Navi you used
-- Undernet 2 BugFrag merchant

G002: Bass (70) | X
-- Bass uses Air Explosion on the enemies
-- Needs a Hole active to use
-- Defeat Bass GS

G003: Serenade (100) | S
-- Serenade uses Divine Wrath on the enemies
-- Needs a Hole active to use
-- Clear the Time Trials

G004: Balance | Y
-- Halves max HP of both players
-- S-rank another person (both need at least 1 star) in Middleweight Real

G005: AlphArm[sigma] (50) | V
-- Alpha uses Alpha Arm Sigma on the enemies
-- Defeat Alpha Omega

G006: GutsMnv5 (120) | G
-- Smashes the enemy's panels and sends out three shockwaves
-- Defeat GutsMan Omega in Dex's PC

G007: ProtoMnv5 (240) | B
-- Slashes all the enemies
-- Defeat Blues Omega in Hades Isle Comp

G008: FlashMnv5 (150) | F
-- Shocks and paralyzes the enemies (Elec)
-- Defeat FlashMan Omega in the Principal's Computer

G009: BeastMnv5 (80) | B
-- Performs Primal Rage on enemy three panels in front of you
-- Defeat BeastMan Omega in ZooComp 3

G010: BubblMnv5 (20) | B
-- Shoots spears across your row (Aqua)
-- Defeat BubbleMan Omega in Yoka 2

G011: DesrtMnv5 (210) | D
-- Launches sand hands at the enemy
-- Defeat DesertMan Omega in the DNN Van

G012: PlantMnv5 (60) | P
-- Vines ensnare enemies and deal damage (Wood)
-- Defeat PlantMan Omega in HospComp 3

G013: FlamManv5 (240) | F
-- Flames burn the enemies (Fire)
-- Control the flames with the D-Pad!
-- Defeat FlameMan Omega in Undernet 3

G014: DrillMnv5 (150) | D
-- Three drills pop out of the ground, then three rocks fall
-- Defeat DrillMan Omega in Undernet 5

G015: MetalMnv5 (250) | M
-- Smash a square with a crushing fist
-- Control MetalMan by holding A and the D-Pad!
-- Defeat MetalMan Omega in Tamako's HP

G016: KingManv5 (280) | K
-- Land three squares ahead and send shockwaves in a +
-- Does not damage if it lands on an enemy or broken panel
-- Defeat KingMan Omega in the DNN Station 2nd Floor Door Console

G017: MistManv5 (170) | M
-- Mist surrounds the enemies and MistMan punches them
-- Defeat MistMan Omega in the DNN Battle Console

G018: BowlManv5 (180) | B
-- Pins appear and get bowled into the enemy
-- Defeat BowlMan Omega in the DNN Battle Console

G019: DarkManv5 (30) | D
-- DarkMan opens up caves in the enemy area which send out bats
-- Opens up a Hole!
-- Defeat DarkMan Omega in Secret 1

G020: YamatoMnv5 (60) | Y
-- Rapid spear attacks, then a sharp jab
-- Defeat YamatoMan Omega in Secret 2

After you get 200 Standard Chips, 85 Mega Chips, 20 Giga Chips, and 7 stars, there's one thing left. The jobs! Unless you already did the jobs to open the Door of Trust in Secret 2. Oh well.

++++
3.9) Chip Specifics
++++

This section will detail rankings required to get chips in specific codes, as well anything extraneous, like Blue-only chip codes. This will probably remain incomplete for a little while as my only reference point is a Blue-exclusive guide which details White-only chip codes, rather than Blue-only ones. Consequently, I'll have to find each of the viruses and get every possible rank on them before I determine what's Blue-exclusive.

There. With that lengthy explanation out of the way, I'm going to use a great deal of abbreviations in this portion, and I want you to know what they are. They'll always be directly after the chip code and will always have a dash on either side.

-C- means it can be ordered from Higsby's Chip Order system.
-H- means it's in Higsby's regular stock.
-N- means you can get it from the NumberMan Machine.
-T- means the code is only found in chip traders.

-M- means it's from a merchant somewhere on the web.
-SC- means it's a Custom Style S-Rank drop.
-B- means Blue-exclusive.
-AC- means it's in ACDC (only applies to Mystery Data)
-SL- means it's in SciLab (only applies to Mystery Data)
-Y- means it's in Yoka (only applies to Mystery Data)
-BE- means it's in Beach (only applies to Mystery Data)
-UR- means it's in the Undernet (only applies to Mystery Data)
-W- means it's in the WWW Network (only applies to Mystery Data)
-SA- means it's in the Secret Areas (only applies to Mystery Data)

Other abbreviations

GMD means it can be found in Green Mystery Data.
BMD is the same as above, except replace "Green" with "Blue".
PMD is Purple Mystery Data.

Finally, to eliminate redundancy, I'm not going to be including where the virus can be found, because that's already in the walkthrough.

=STANDARD CHIPS=

S001 - Cannon

Cannon A: Starting Folder

Cannon B: Starting Folder

Cannon C: S-rank -C-

Cannon D: 7 to 10

Cannon E: 1 to 6

Cannon *: S-rank -SC-

S002 - HiCannon

HiCannon H: 7 to 10

HiCannon I: 1 to 6

HiCannon J: S-rank -C-

HiCannon K: 7 to 10 -B-

HiCannon L: S-rank -SC-

HiCannon *: -N-

S003 - M-Cannon

M-Cannon O: 7 to 10

M-Cannon P: 7 to 10 -B-

M-Cannon Q: 1 to 6 -C-

M-Cannon R: S-rank

M-Cannon S: S-rank -SC-

S004 - AirShot1

AirShot1 *: Starting Folder -C-

S005 - AirShot2

AirShot2 *: GMD -BE, C-

S006 - AirShot3

AirShot3 *: -N, C-

S007: LavaCan1

LavaCan1 A: S-rank

LavaCan1 G: -T-

LavaCan1 S: 7 to 10 -C-

LavaCan1 T: 1 to 6

LavaCan1 V: 1 to 6 -B-

S008: LavaCan2

LavaCan2 B: 1 to 6 -B-

LavaCan2 D: -T-

LavaCan2 F: 7 to 10 -C-

LavaCan2 M: S-rank

LavaCan2 O: 1 to 6

S009: LavaCan3

LavaCan3 E: -T-

LavaCan3 H: 1 to 6

LavaCan3 J: 7 to 10 -B, C-

LavaCan3 R: 7 to 10

LavaCan3 W: S-rank

S010: Volcano

Volcano A: S-rank a Volcanest -C, SC-

Volcano G: S-rank a Volcaner -SC-

Volcano J: S-rank a Volcaner -SC, B-

Volcano Y: S-rank a Volcano -SC-

Volcano Z: S-rank a Volcano -SC, B-

S011: Shotgun

ShotGun B: GMD -SL-

ShotGun F: -T-

ShotGun J: -C-

ShotGun N: -T-

ShotGun T: GMD -AC-

ShotGun *: -T-

S012: V-Gun

V-Gun D: Starting Folder

V-Gun G: -T-

V-Gun L: -C-

V-Gun P: -T-

V-Gun V: -T-

V-Gun *: -T-

S013: SideGun

SideGun C: -T-

SideGun H: -T-

SideGun M: -C-

SideGun S: BMD -AC-

SideGun Y: -T-

SideGun *: -T-

S014: Spreader

Spreader M: -T-

Spreader N: GMD -SL-

Spreader O: -C-

Spreader P: BMD -AC-

Spreader Q: -T-

Spreader *: -N-

S015: Bubbler

Bubbler A: S-rank -SC-

Bubbler C: S-rank

Bubbler D: 7 to 10 -C-

Bubbler E: 1 to 6

Bubbler P: S-rank -SC, B-

S016: Bub-V

Bub-V D: 7 to 10

Bub-V E: 1 to 6

Bub-V F: S-rank -C-

Bub-V S: S-rank -SC-

Bub-V V: S-rank -SC, B-

S017: BublSide

BublSide B: S-rank -SC, B-

BublSide E: 7 to 10

BublSide F: 1 to 6 -C-

BublSide G: S-rank

BublSide R: S-rank -SC-

S018: HeatShot

HeatShot B: S-rank -SC-

HeatShot H: 1 to 6

HeatShot I: 7 to 10 -C-

HeatShot J: S-rank

HeatShot P: S-rank -SC, B-

S019: Heat-V

Heat-V F: S-rank

Heat-V I: 7 to 10

Heat-V J: 1 to 6 -C-

Heat-V K: S-rank -SC-

Heat-V V: -T-

S020: HeatSide

HeatSide C: S-rank -SC, B-

HeatSide J: 1 to 6

HeatSide K: 7 to 10 -C-

HeatSide L: S-rank

HeatSide T: S-rank -SC-

S021: MiniBomb

MiniBomb B: Starting Folder

MiniBomb G: -T-

MiniBomb L: -C-

MiniBomb O: -T-

MiniBomb S: Starting Folder, GMD -AC-

S022: SnglBomb

SnglBomb D: S-rank -B-

SnglBomb F: -T-

SnglBomb H: 1 to 10 -B-

SnglBomb J: S-rank

SnglBomb T: 1 to 10

SnglBomb *: S-rank -SC-

S023: DublBomb

DublBomb A: -T-

DublBomb C: S-rank -B-

DublBomb H: S-rank -C-

DublBomb K: 1 to 10 -B-

DublBomb Q: 1 to 10

DublBomb *: S-rank -SC-

S024: TrplBomb
TrplBomb E: S-rank -SC-
TrplBomb I: S-rank -B-
TrplBomb N: S-rank -C-
TrplBomb P: 1 to 10 -B-
TrplBomb W: 1 to 10

S025: CannBall
CannBall A: S-rank -SC, B-
CannBall D: Any rank
CannBall F: -C-
CannBall L: S-rank -SC-
CannBall P: Any rank -B-
CannBall *: GMD -SA-

S026: IceBall
IceBall F: -T-
IceBall I: -T-
IceBall M: Any rank -C-
IceBall Q: -T-
IceBall S: -T-
IceBall *: S-rank -SC-

S027: LavaBall
LavaBall B: -T-
LavaBall C: -T-
LavaBall H: Any rank -C-
LavaBall N: Any rank -B-
LavaBall W: -T-
LavaBall *: S-rank -SC-

S028: BlkBomb1
BlkBomb1 F: -T-
BlkBomb1 L: -T-
BlkBomb1 N: -C-
BlkBomb1 P: BMD -BE-
BlkBomb1 Z: -T-

S029: BlkBomb2
BlkBomb2 D: -T-
BlkBomb2 I: -T-
BlkBomb2 K: -C-
BlkBomb2 Q: -T-
BlkBomb2 S: -UR-

S030: BlkBomb3
BlkBomb3 C: -T-
BlkBomb3 G: -M-
BlkBomb3 L: -C-
BlkBomb3 U: -T-
BlkBomb3 Y: -T-

S031: Sword
Sword E: -T-
Sword H: -T-
Sword L: Starting Folder
Sword S: -C-
Sword Y: GMD -SL-

S032: WideSwrd

WideSwrd C: -C-
WideSwrd E: Reward of Job 22
WideSwrd L: Starting Folder
WideSwrd Q: -T-
WideSwrd Y: GMD -SL-

S033: LongSwrd
LongSwrd E: S-rank
LongSwrd I: 1 to 6
LongSwrd L: 7 to 10
LongSwrd R: S-rank -SC-
LongSwrd Y: -C-

S034: FireSwrd
FireSwrd F: S-rank -SC-
FireSwrd N: 7 to 10 (1 to 10 -B-) -C-
FireSwrd P: S-rank
FireSwrd R: -T-
FireSwrd U: 1 to 6

S035: AquaSwrd
AquaSwrd A: S-rank
AquaSwrd H: -T-
AquaSwrd N: 1 to 10 -C-
AquaSwrd P: S-rank -SC-
AquaSwrd Y: -T-

S036: ElecSwrd
ElecSwrd E: -T-
ElecSwrd K: -T-
ElecSwrd N: -M, C-
ElecSwrd P: -T-
ElecSwrd V: -T-

S037: BambSwrd
BambSwrd B: -T-
BambSwrd L: -T-
BambSwrd N: PMD -SL-
BambSwrd P: -M-
BambSwrd W: -T-

S038: CustSwrd
CustSwrd B: -M, C-
CustSwrd F: -T-
CustSwrd R: -T-
CustSwrd V: -T-
CustSwrd Z: BMD -SL-

S039: VarSwrd
VarSwrd B: -M, C-
VarSwrd C: -T, B-
VarSwrd D: -M-
VarSwrd E: -T-
VarSwrd F: -N-

S040: AirSwrd
AirSwrd C: -T-
AirSwrd E: -T-
AirSwrd H: -C-
AirSwrd J: -T-

AirSwrd R: -H-
AirSwrd *: -M, B-

S041: StepSwrd
StepSwrd L: -T-
StepSwrd M: BMD -UR-
StepSwrd N: -T, C-
StepSwrd O: Reward for Job 8
StepSwrd P: -M-

S042: StepCros
StepCros P: -M-
StepCros Q: Reward for Job 24
StepCros R: -SA, C-
StepCros S: -N-
StepCros T: -M-

S043: Slasher
Slasher B: Reward for Job 5
Slasher D: -T-
Slasher G: -T-
Slasher R: -T-
Slasher S: -T-

S044: ShockWav
ShockWav D: 7 to 10 -B-
ShockWav H: 7 to 10
ShockWav J: S-rank -C-
ShockWav L: S-rank -SC-
ShockWav R: S-rank -SC, B-

S045: SonicWav
SonicWav G: S-rank -SC-
SonicWav I: 7 to 10 -B-
SonicWav M: S-rank -C-
SonicWav S: S-rank -B-
SonicWav W: 1 to 10

S046: DynaWave
DynaWave E: S-rank
DynaWave N: 7 to 10
DynaWave Q: S-rank -B-
DynaWave T: 7 to 10 -B-
DynaWave V: -C-

S047: BigWave
BigWave E: S-rank -SC, B-
BigWave J: -M, C-
BigWave M: S-rank -SC-
BigWave P: -T-
BigWave Y: -T-

S048: GutPunch
GutPunch B: BMD -AC, C-
GutPunch C: GMD -Y-
GutPunch D: GMD -Y-
GutPunch E: Reward for Job 21, GMD -Y-
GutPunch F: -T-

S049: GutStrgt

GutStrgt O: -C-
GutStrgt P: -M-
GutStrgt Q: BMD -BE-
GutStrgt R: GMD -BE-
GutStrgt S: -T-

S050: GutImpct
GutImpct G: -M, C-
GutImpct H: Reward for Job 21
GutImpct I: -M-
GutImpct J: BMD -UR-
GutImpct K: -T-

4) The Jobs

The job board is in the SciLab, and at the end of the game, 25 jobs are available. Most of the later ones give excellent rewards, and one in particular can make you rich beyond your wildest dreams.

--JOB 1--

Go to ACDC 1 through ACDC 3 and talk to the red Navi. She will give you her husband's work tools. Go over to your classroom's blackboard and jack in. Talk to the Navi there to give him his tools. Go back to the red Navi in ACDC 1 to get your reward, Yo-yo1 D.

--JOB 2--

Go to SciLab Station and talk to the girl near the entrance to SciLab. She needs a Recov30 * to heal her Navi. It's in a BMD in ZooComp 3. When you give her the chip, you'll get a RegUp3.

--JOB 3--

Talk to the portly woman at Yoka Station to learn that her son is giving her problems. Go to ACDC 3, near the entrance to ACDC 2, and you'll find an aggressive-looking Navi. He will fight you with a Canodumb2 and two Boomers. Jack out and go back to that guy's mother to get your reward, SpinYllw. You can now spin yellow NaviCust programs with L and R.

--JOB 4--

Go to Virus Lab and talk to the scientist standing between the computers. He sent virus data to the wrong location and is in it deep unless it's deleted. Go to the hippo/flamingo pen in Yoka Zoo and check the information computer there. A virus will spring out at you and you'll have to fight a SnowBlow and two Canodumb2s. When you delete that data, go back to the scientist in Virus Lab to get an HPMemory.

--JOB 5--

Go to ACDC Square and talk to the green Navi to learn about sibling rivalry. Go to SciLab Square and talk to the purple Navi there to see his price for a Slasher B. Go back to ACDC and tell the green Navi his brother's price. Go back to SciLab Square and talk to the purple Navi again to learn his new price. Finally, go back to the green Navi in ACDC Square to get a chip for Slasher B.

--JOB 6--

Make SURE you have at least 8000 Zenny before taking on this job! Go to Yoka Inn's lobby and talk to the man there. Walk out of the inn then walk back in and talk to him again. His Navi has gotten lost in the Yoka area. Go to the upper exit to Yoka 1 in Yoka 2 and talk to the mean-looking Navi holding up the generic one. You'll have to destroy three Shakers. When you do, talk to the

generic Navi to get CashData. Bring it to the man to get your 8000 Zenny back, plus an HPMemory.

--JOB 7--

Go to Yai's phone and look for the orange and blue Navi in the lower corner. He's tricked you and you now need to fight two Twinners. You have to delete them both in a single attack, but you can lower their HP as much as you want. Win and get 10000 Zenny.

--JOB 8--

Go to Beach Square and talk to the yellow N1 Navi. Answer her questions "Yeah, that drama!", "My own CyberMetro?", and "Uh, sure...". You'll get a chip for StepSwrd 0.

--JOB 9--

Go to the old woman at the bottom of the slope in front of Yoka Inn. She'll give you a chip for TimeBomb N to give to a client in the hallway of the DNN Station. Give it to him and go back to the old woman to learn that you gave him the wrong chip. Take the Invis * and run to ACDC Square. Look for a red Navi and give him the chip. Go back to the old woman to get an Aqua+30 * for your efforts.

--JOB 10--

(Tora Job 1)

Talk to the man in the green shirt in ACDC Park to get a piece of paper to bring to a Navi in Yoka 1. That Navi can be found on the right fork of the path after the first compress path in Yoka 1. You'll learn that that Navi's operator works at the Zoo. Jack out and head to Yoka Zoo. Soon after you enter, you'll see a guy in a lab coat. Talk to him to have him remember his friend. Go back to ACDC Park and talk to the man in the green shirt again. You'll get a RegUp3 for your efforts.

--JOB 11--

(Tora Job 2)

Go to Beach Square via the shortcut in Tamako's HP. To save time later, pick up the Fish program from the NaviCust Program merchant on the top of the lower level. Now, go to Beach 1 and seek out the DNN Navi, who's a generic orange-and-blue model on the lower level of Beach 1. You need to fight a five-battle endurance match to pass this one.

Battle 1: Mettaur2, Mettaur2

Battle 2: Yort, Mettaur

Battle 3: Shrimpy, Mettaur2, Beetle

Battle 4: Yort, Yort

Battle 5: Mettaur2, Mettaur2, Fishy

When you beat these viruses, you'll get an HPMemory.

--JOB 12--

(Tora Job 3)

Head to DNN Station, where four rebellious Navis have broken out into a riot. The first of the four is in the DNN Van outside the station, and fights with Mettaur2, Canodumb2, and Tuby, whose music confuses you. The next Navi is in the Battle Console in the studio. Face off with a Swordy2, a Swordy3, and a Tuby. Go upstairs to the control panel that controls the door to the editing room and you'll find a third Navi there, who takes you on with Spikey2, Fishy, and Tuby. That's all, go back to the guy who gave you the job to get your reward, a Tally. The Tally lets you get into the Undernet later in the story.

--JOB 13--

(Tora Job 4)

For your last required job (for now, anyway), go to the Teachers' Lounge. An official is missing some InsrData, which is now in the SciLab area. The Navi carrying it is in SciLab 1, on the upper level, near the WWW Door on a side path. That Navi has lost the data, so find it in ACDC 2, on the large platform near the entrance to ACDC 3, in the hands of a different Navi. You need a Yo-Yo1 G, obtained by S-Ranking Yurts in the Beach areas. Once you get a Yo-Yo1 G, bring it to that Navi and take the InsrData to the official in the Teachers' Lounge to get your reward, a chip for SloGauge *.

--JOB 14--

Go to the Principal's Office and talk to the secretary. She's planted three virus bombs accidentally in the Principal's computer. Check the red panel in the first area, the cactus-like statue in the second area, and the large server in the lower part of the second area. The correct answers are red, wood, and 0. Jack out and talk to the secretary to get AntiRecv B.

--JOB 15--

Go to the parrot hut, talk to the woman there, then go to Mamoru's room in the Hospital and talk to the old man there. With the Old Doll in hand, go to the ACDC elephant slide and put the doll on it by pressing A. Go into a house or the MetroLine Station, then go back to the slide and bag the bird. Bring it back to the zoo employee to get your due, a SubMem.

--JOB 16--

Go to the Hospital TV and talk to the orange-and-blue Navi. You'll fight a tough endurance battle. First, you face a Quaker Omega. Next, a Viney Omega. Third, an Eleball Omega. Last, a PuffBall Omega. When you beat all of them, you will get the Humor NaviCust program and a WWW-ID. This can open the purple skull doors scattered around the Net.

--JOB 17--

Jack in to the SciLab Vending Machine and talk to the purple Navi below the teleporter. Go to the Teachers' Lounge and look at the first set of books from the large computer at the bottom of the room. You'll find Anna Mori in the book. Go to the Beach Street Cafe and talk to the waitress. Go back to the purple Navi to get your reward, GrabRvng Y.

--JOB 18--

Head to Yoka Square and talk to the program on the main platform. Head into Yoka 2 and go to the lower entrance to Yoka 1. This Navi has two Fishy3s and a Gloomer. Go back to the main area and follow main street up the ramp. You'll find a second Navi, with a Fishy2 and two Canodumb3s. Go into upper Yoka 1. Behind the WWW Door here you'll find a Prism Q. Go to the compression path in front of Tamako's HP to find the third gang member. He has two Fishy3s and a Trumpy. The final gang member is on the platform where BubbleMan put up his Bubble Door. When you take care of his Slimey and two Fishy3s, go back to the program in Yoka Square to get your second ExpMemry, which will make your NaviCust five blocks by five blocks.

--JOB 19--

Go to SciLab 2 and talk to the Navi with the Bunny in front of it. Give the Navi 50 BugFragS to get the Bunny virus for the Virus Breeder.

--JOB 20--

Get to Hades Isle, in the upper left area, where a ghost Navi will be waiting. You need to collect three legendary tomes. The first, the SkyTome, is in Undernet 3. You need a chip for Magnum1 A to get that one. Go to the FlameMan Tank on WWW Island and search for Bashers. S-rank them to get the chip. The second one, the LandTome, is in UnderSquare. Fork over 7000 Zenny to the Navi there to get it. The last one, the SeaTome, is in Undernet 6. You have to face

two Twinnest and a Dominerd to get it. BUT WAIT! Do NOT bring the tomes back to the ghost yet! Go to the statue in the Teachers' Lounge and check it. You will get a whopping 300,000 Zenny! Now you can bring back the tomes and get a FstGauge * in return.

--JOB 21--

Talk to the kid in front of the ticket machine at the Zoo. Jack in to the panda computer and check all the dead ends in the four ZooComp areas. From the first Navi you will get a Sword E. The second will give a WideSwrd E. The third will give a GutPunch E, and the fourth a Barrier E. Talk to the kid again after you jack out to get GutImpct H.

--JOB 22--

Go to Undernet 2, near the entrance to Undernet 4. Talk to what looks like a Surface Navi to face two Swordy3s and a Hardhead Omega. When you win, you'll get an HPMemory.

--JOB 23--

Go inside of Hades Isle and talk to the scientist there. You need to fight a seven-virus endurance battle.

Battle 1: Mettaur3, Megabunny, Eleglobe

Battle 2: Ratty3, Swordy3, Doomer

Battle 3: Slimest, Pengon, Shrimpy3

Battle 4: Yart, MoBlow, Trumpy Omega

Battle 5: Totun, Goofball, Vinert

Battle 6: Spikey3, Fishy2, Metrodo

Battle 7: Elehornet, Swordy3, Scuttlest

You'll get a meager reward of 30 BugFragS.

--JOB 24--

Talk to the nurse between Yai's room and Mamoru's room, then go to the program in ACDC 1 near the purple Navi along main street to get a Stamp Card. The SciLab stamp program is in SciLab 1 on the large program near the TetraCode doors. The Yoka stamp program is in Yoka 2, near the program running in circles constantly. The Beach stamp program is in Beach 1, on the central platform, to the right side of the upward conveyor belt. When you finish, check back in with the ACDC program to finish the contest. Go back to the nurse on the second floor of the hospital to get your reward, a chip for StepCros Q.

--JOB 25--

Go to the very end of the school hallway with your classroom and talk with the little girl. After getting the cryptic card, go to ACDC 3 and check the squirrel. You'll face a Totem Omega, a Mushy Omega, and a Needler Omega. Next, go to the samurai armor in Yoka Inn and check it. Another virus will pop out, this time Heavy Omega, Basher Omega, and Volcano Omega. Go to the hot water heater in Yoka 1. A Pengi Omega, a Slimer Omega, and a Jelly Omega will attack you. Go to Hades Isle's gargoye statue. A KillrEye Omega, an Elebee Omega, and a Momogra Omega will attack you. The final clue of the will is the top of the pillar in Undernet 4. Fork to the left from the entrance and follow the path. You will eventually reach the yellow level. Fork upwards to find BeastMan's security cube. Kill BeastMan Beta if you haven't already. If you haven't yet found BeastMan Alpha, his location is described in the main walkthrough. BeastMan Beta is hiding in your doghouse. To find him, you must have SneakRun either in your NaviCust or, as a Subchip, activated. 900 HP, but no new attacks. After destroying him, go back to the security cube, open it, and check the top of the pillar. You'll get a photo and a nasty surprise of Twins Omega and a N.O. Omega. This is one of the toughest non-boss fights you've had yet. Eventually destroy the viruses and jack out. Bring the photo back to the girl and get

5) The NumberMan Trader

The NumberMan Trader is in Higsby's shop, from which you can get many an amazing chip. However, this is also the source of the absolute cheapest PA ever. But I'm not one to discriminate. To use these eight-digit codes, go up to the Trader and put them in. If you input it correctly, you'll get what I say you'll get.

--CHIPS--

CopyDmg * - 01697824
HeroSwrd P - 03284579
AirShot3 * - 15789208
HiCannon * - 21247895
Spreader * - 31549798
VarSword F - 63997824
StepCros S - 76889120
GtStrght S - 95913876
Salamndr * - 65497812
Fountain * - 88543997
Bolt * - 54390805
GaiaBlde * - 33157825

--NAVICUST PROGRAMS--

SetSand - 19878934
AirShoes - 23415891
SneakRun - 24586483
WepnLV+1 - 41465278
FstGauge - 67918452

--KEY ITEMS--

SpinBlue - 11002540
SpinGrn - 28274283
SpinRed - 72563938
SpinWht - 77955025
Mr. Famous' Wristband - 90690648

6) The Navi Customizer

You first get the Navi Customizer, or NaviCust, early in the BeastMan scenario. It starts out as 4x4, but through story events and completing Job 18, it will be expanded to 5x5. When you get the NaviCust, your dad will explain to you the rules of it. One, command programs (flat programs) must be on the Command Line. Two, support programs (textured programs) must NOT be on the Command Line. Three, programs of the same color canNOT touch each other. Break these rules and you'll create a bug, which isn't always a bad thing...

++++++
6.1) Programs
++++++

Bad ASCII art follows. This section will show the shape of the program, the effects, the color, the way to obtain it, and which block will be removed by

using a Compression code (signified by [#]).

--COMMAND PROGRAMS--

AirShoes

Found - NumberMan Trader, code 23415891 | [] [#]
Color - White | [] []
Effect - Walk on broken panels | [][][]

Alpha

Found - Story events | [][]
Color - Pink | []
Effect - Can see Alpha blobs on the Net | []
| []

AntiDmg

Found - Shadow Style upgrade (Blue only) | [][][]
Color - Red | []
Effect - Press <+B to counter attack w/
shurikens | [#][]
| []

Battery

Found - UnderSquare Merchant | [][]
Color - Yellow | [#][][]
Effect - Attracts Elec viruses |

Beat

Found - UnderSquare Merchant | [][]
Color - White | [#][][]
Effect - Power up Mega/Giga chips in
NetBattle | [][][]
|

BlckMind

Found - Story events |
Color - White | [][][#]
Effect - Make UnderNavis think you're bad;|
use in Beach Sq. to get Team2 * |

Block

Found - Shield Style upgrade | []
Color - Blue | [#]
Effects - Press <+B to take halfdamage |

BrakBstr

Found - Guts Style upgrade | []
Color - Red | [#][]
Effects - Pierce guards and break field
objects like Rook w/ Buster | [][][]
| [][]

BrakChrg

Found - Guts Style upgrade, DNN Station | []
Color - Red (Guts), Orange (DNN) | [#][][]
Effects - Pierce guards and break field
objects w/ charged Buster | []
|

BugStop

Found - Bug Style upgrade | []
Color - White | []
Effects - No negative NaviCust bugs | []
| [][][][][#]

BustrMAX (Bugged: Custom -1)

Found - Undernet 6 merchant | []
Color - Pink | [][][]
Effect - All buster stats at 5 | [#][]

Collect

Found - WWW Island Hidden Wall Comp | [][#]
Color - Pink | [][][]
Effect - Enemies ALWAYS drop chips | [][]

Custom1

Found - Custom Style upgrade | [] [#]
Color - Blue, Yellow | [][][]
Effect - One more chip at start of battle |

Custom2

Found - Custom Style upgrade | []
Color - Blue | [#][][]
Effect - Two more chips at start of battle | [][][]

DarkLcns (Bugged: Custom -1)

Found - Bug Style upgrade | [][]
Color - Black | [#][][]
Effect - Can use Dark chips w/o Hole | []

EngyChng

Found - Story events | []
Color - White | [][]
Effect - Change Fire & Aqua chips to fire | []
and water |

Fish

Found - Beach Square Merchant | [][]
Color - Pink | [#][][]
Effect - Attract Aqua viruses |

FlotShoe

Found - Shadow Style upgrade (Blue only) | []
Color - Red | [][][#]
Effect - No neg. effects from panels | []
| []

FstGauge

Found - NumberMan Trader, code 67918452 | [][][#]
Color - Pink | []
Effect - Automatic FstGauge | []
| []
| []

GigFldr1

Found - Undernet 7, after beating Forte GS | [] []
Color - Pink | [][][]
Effect - One more Giga chip in folder | [] []
| [#]

HubBatch (Bugged: HP halved)

Found - Secret 3, behind 20-virus monolith |
Color - Orange | [][#][]
Effect - AirShoes, ShaShoes, FlotShoe, | [][][]

SuprArmr, BrakBstr, Custom1, | [] [] []
BrakChrg, MegFldr1, UnderSht, |
Shield |

Humor

Found - Job 16 reward |
Color - Pink | []
Effect - Mega Seinfeld; use in Yoka 1 to | [#]
get Team1 * |

Jungle

Found - WWW Island FlameMan Tank | [] []
Color - White | [#] [] []
Effect - Attract Wood viruses |

MegFldr1

Found - Team Style upgrade | [#]
Color - Pink | [] []
Effect - One more Mega chip in folder | [] []

MegFldr2

Found - Team Style upgrade | [] []
Color - Green | [] []
Effect - Two more Mega chips in folder | [] []
| [#]

OilBody

Found - HospComp 1 | [] []
Color - Yellow | [#] [] []
Effects - Attract Fire viruses |

Press

Found - Story events | [] []
Color - White | []
Effects - Walk on compression paths |

Reflect

Found - Shield Style upgrade | [] [] []
Color - Blue | []
Effect - <-+B to block attack and do 100 | []
dmg to attacker; can heal | [#]

Rush

Found - Undernet 6 Merchant |
Color - Yellow | [#] []
Effect - Foe paralyzed if they use Invis |
in NetBattles |

SetGreen

Found - Ground Style upgrade | []
Color - Green | [#] [] []
Effect - All panels are Grass panels | []

SetHoly

Found - Ground Style upgrade | [] [] []
Color - Green | [] [] []
Effect - All your panels are Holy panels | [] [] []
| []
| [#]

SetIce

Found - Ground Style upgrade | []
Color - Green | [#][][]
Effect - All panels are Ice panels | []

SetLava

Found - Ground Style upgrade | [][]
Color - Green | [][]
Effect - All panels are Lava panels | [][]
| [#][][][]

SetMetal

Found - UnderSquare Merchant | []
Color - Green | [#][][]
Effect - All panels are Metal panels | []

SetSand

Found - NumberMan Trader, code 19878934 | []
Color - Green | [#][][]
Effect - All panels are Sand panels | []

ShdwShoe

Found - Shadow Style upgrade (Blue only) | []
Color - Red | [][]
Effect - Don't break cracked panels | [#]

Shield

Found - Shield Style upgrade | []
Color - Blue | [#][][]
Effect - <-+B to block attack |

SneakRun

Found - ZooComp3, near the two "pandas" | [][][#]
Color - Yellow | [][]
Effect - Don't fight weak viruses |

SuprArmr

Found - Guts Style upgrade | []
Color - Red | [][]
Effect - Don't flinch when hit | [][#]

Tango

Found - Undernet 6 Merchant | [][]
Color - Pink | []
Effect - Restore HP when low in Netbattles | [#][]
| [][]

UnderSht

Found - Default program w/ NaviCust | [][#]
Color - White | []
Effect - If hit is fatal, HP is 1 instead |

--SUPPORT PROGRAMS--

Atk+1

Found - BeachSq. Merchant, HospComp2, |
default w/NaviCust, DNN door panel | [][]
Color - White, Yellow, Pink | []
Effect - Buster damage +1 |

Charge+1

Found - HospComp5, BeachSq. Merchant, |
 ZooComp2, default w/NaviCust, |
 Beach 1 | []
 Color - White, Yellow, Pink |
 Effect - Buster charges more quickly |

HP+100

Found - Undernet 6 Merchant, DNN Van, |
 ZooComp4 | [][]
 Color - White, Yellow | [][]
 Effect - Max HP +100 |

HP+200

Found - Undernet 6 Merchant, Undernet 1 | [][][]
 Color - Yellow, Pink | [][]
 Effect - Max HP +200 |

HP+300

Found - UnderSquare Merchant | [][][]
 Color - Pink | [][][]
 Effect - Max HP +300 |

HP+500

Found - Secret 2 | [][]
 Color - Yellow | []
 Effect - Max HP +500 | [][]
 | [][]
 | [][]

Reg+5

Found - Undernet 6 Merchant, BeachSq. |
 Merchant | [][][]
 Color - White, Yellow |
 Effect - Regular Memory +5MB |

Speed+1

Found - Undernet 4 & 6 Merchants, Yoka 1, |
 default w/NaviCust, Undernet 5 | []
 Color - White, Yellow, Pink |
 Effect - Buster shoots more quickly |

WepnLV+1

Found - Hades Isle Gargoyle, Undernet 6, |
 NumberMan Trader, code 41465278 | [][][]
 Color - White, Yellow, Pink |
 Effect - Elemental charged shot damage up |

++++
 6.2) Compression Codes
 ++++

To use Compression Codes, highlight the program you want to compress in your program list, hold Select, and input the code. There aren't any known compression codes for Support Programs currently. Sorry. BE WARNED! These effects are not reversible...well, unless you don't save after compression. Certain programs can be better off without being compressed, so choose your programs carefully.

AirShoes - Up, B, B, Down, A, R

AntiDmg - L, Left, R, A, Right, Down
Battery - Right, R, Right, R, L, Left
Beat - A, Down, A, A, R, A
BlckMind - Right, Left, Right, Down, R, Down
Block - Down, B, Up, Down, A, Left
BrakBstr - R, A, B, Down, L, L
BrakChrg - B, A, Left, L, Up, B
BugStop - B, Down, Up, B, Down, B
BustrMAX - Down, A, R, R, L, Left, Left
Collect - B, Down, Right, R, Right, Right
Custom1 - Right, Right, Right, Up, Left, B
Custom2 - A, Down, Up, Down, R, Down
DarkLcns - R, L, R, Down, Left, B, R
Fish - L, R, Down, Up, Left, Right
FlotShoe - Left, Down, Left, Down, Left, L
FstGauge - B, Down, A, R, Left, R
GigFldr1 - L, Down, A, Down, R, B, Up
HubBatch - B, Left, A, Down, Down, Up, L
Humor - Up, R, A, Left, Right, Right
Jungle - A, R, Left, B, B, A
MegFldr1 - Right, R, Down, R, L, Left
MegFldr2 - A, R, Down, Down, Right, Left
OilBody - Up, Right, A, A, R, Up
Reflect - B, Up, A, Left, Left, B
Rush - L, A, Down, B, B, B
SetGreen - Down, R, R, Down, B, Left
SetHoly - A, B, R, R, Left, R
SetIce - A, Up, A, Up, Left, R
SetLava - B, Right, Right, B, R, A
SetMetal - B, R, Right, Right, L, L
SetSand - Left, A, A, B, Up, Left
ShdwShoe - Up, Left, Right, L, Up, R
Shield - Left, Right, Down, R, Down, R
SneakRun - R, L, B, Down, Down, Down
SuprArmr - Up, Right, Up, R, Up, Down
Tango - A, Down, Left, L, L, R
UnderSht - Left, Up, B, L, Left, Up

+++++

6.3) Error Codes

+++++

To input Error Codes, you need to first buy ModTools from a man standing at the railing near the Beach Street MetroLine Station. They cost 5,600 Zenny. After doing that, if you install a program of a different color than the one your style can support, you'll get an error. Hit Select and input one of these codes to fix it. On the screen, you'll notice three strange characters. Since they can't be made in standard ASCII (nay, any text at all), the first will be 1, the second 2, and the third 3.

--STANDARD ERROR CODES--

These errors are caused by installing a program from a certain style that your NaviCust does not support. Guts and Shadow use Red programs. Ground and Team use Green programs. Custom and Shield use Blue programs.

-Guts-

A1: GYU2OPZQ

A2: 3GKQ2RSQ

A3: LO13ZXME (NOTE! This error code works with both the Red and Orange versions

of BrakChrg!)

-Ground-

B1: JHGIUTOP
B2: ALSK3W2R
B3: Y2UOMNCB
B4: 1LSKUTOB
B5: BM2KWIRA
B6: UTI3OMDH

-Custom-

C1: X2CD3KDA
C2: UTIXM1LA

-Team-

E1: P2I3MSJL
E2: UTIR1SO2

-Shield-

F1: QSAO3C3L
F2: NC1FKSA2
F3: ITA2CRWQ

-Shadow-

H1: A3DJMNB1
H2: UTIW2SMF
H3: SK3IROT1

--ADVANCED ERROR CODES--

These errors are caused by DarkLcns, GigFldr1, and HubBatch by default. The error you'll get from these programs is dependant upon your style.

-DarkLcns-

D2C: WS1FS1AQ
D2G: OT1UWMAN
D2S: P3TOSIIS

-GigFldr1-

G2C: TIS3LAEJ
G2G: Supposedly CWDS2WR, but that's one character short...
G2S: TUIEO23T

-HubBatch-

S2C: TU1AW2LL
S2G: AX1RTDS3
S2S: F2AAFETG

+++++

6.4) EX Codes

+++++

EX Codes are special bonus codes, entered in the same fashion as Error Codes. If you don't have any errors in your NaviCust, press Select and input one of the following codes to get their effect. You can get loads of HP and even some programs you wouldn't be able to put into your NaviCust without an error code.

HP+100 - JIEU1AWT
HP+200 - ASK3IETN
HP+250 - SIE1TMSD

HP+300 - SEIUT1NG
HP+350 - GJHURIE2
HP+400 - AWE3ETSW (Bugged: Custom -1)
HP+450 - 3MZNBXH1 (Bugged: Custom -1)
HP+500 - 2YTIWOAM (Bugged: Custom -1)
HP+550 - O3IUTNWQ (Bugged: Custom -1)
HP+600 - ZMJ1IGIE (Bugged: Custom -2)
HP+750 - AKZ21UMW (Bugged: Custom -2)
HP+800 - DMGEIO3W (Bugged: Panels turn to swamp when you step off them)
HP+900 - SM2UIROA (Bugged: Panels turn to swamp when you step off them)
HP+1000 - CNJDU2EM (Bugged: Panels turn to swamp when you step off them)
SuprArmr - KTEIUE2D
BrakChrg - SKDSHUEO (Bugged: Custom -1)
BrakBstr - SI1IEMGO (Bugged: Custom -2)
MegFldr1 - JDKGJ1U2
MegFldr2 - 3DIVNEIQ (Bugged: Custom -1)
MegFldr3 - URY33RRO (Bugged: Panels turn to swamp when you step off them)
MegFldr4 - FFM1OWE (Bugged: Panels turn to swamp when you step off them)
MegFldr5 - SKFBM3UW (Bugged: Panels turn to swamp when you step off them)
Block - ZBKDEU1W
Shield - EIR3BM3I
Reflect - SK13EO1M (Bugged: Custom -1)
FlotShoe - PEOTIR2G
ShdwShoe - GKHU1KHI
AntiDmg - L3KJGUEO (Bugged: Custom -1)
AirShoes - ZN3UDOIQ (Bugged: Custom -1)
Humor - SJH1UEKA
UnderSht - SKJGURN2
FstGauge - XBCJF2RI (Bugged: Custom -2)

+++++
6.5) Styles
+++++

Your first style change comes just after defeating the first member of the Bubble Brigade, then after maxing a style or changing it voluntarily, every 100 battles. Styles come in four elements, and they are all SEMI-random. You do, in fact, have some control over the element of your style.

If you get a style change with the element you want, but not the actual style, you can reject the change and work for the style you want. When you get another style change, the element will be the same as the one from your rejected change.

-EXAMPLE-

Style Change: HeatCust
Reject the style
Work towards Ground style
Next Style Change: HeatGround
Reject the style
Work towards Guts style
Next Style Change: HeatGuts

Get the point?

You've been hearing all this talk about elements and styles, but I've been stalling for a good two paragraphs now with the explanation. Well, you've waited long enough.

HEAT ELEMENT

- Charged buster is a flamethrower with a range of three panels ahead

- Moderate charge speed
- Weak to Aqua attacks (double damage)
- Double damage to Wood enemies

AQUA ELEMENT

- Charged buster is a Bub1Shot
- Fastest charge speed
- Weak to Elec attacks (double damage)
- Double damage to Fire enemies

ELEC ELEMENT

- Charged buster is a ZapRing
- Fast charge speed
- Weak to Wood attacks (double damage)
- Double damage to Aqua enemies

WOOD ELEMENT

- Charged buster is a Tornado that hits two panels ahead
- Slow charge speed
- Weak to Heat attacks (double damage)
- Double damage to Elec enemies
- If you keep hitting B throughout the tornado shot, you'll do extra damage

You've seen the elements, now here are the styles. Note that, through a glitch, it is possible to get Shadow Style in White (and Ground Style in Blue). While it may seem like a blessing, you can NEVER CHANGE YOUR STYLE AGAIN if you accept it. Never. EVER. No style levelling, either. Basically, get what you're not meant to, screw yourself for eternity.

GUTS STYLE

- Buster attack power is doubled
- Cannot be stunned
- Mash B for a machine gun
- Gets SuprArmr, BrakBstr, and BrakChrg, uses Red NaviCust programs

CUSTOM STYLE

- Gets one more chip at the start of each battle
- Gets Custom1 and Custom2, uses Blue NaviCust programs

TEAM STYLE

- One more Navi chip in folder
- Gets MegFldr1 and MegFldr2, uses Green NaviCust programs

SHIELD STYLE

- Starts with a Barrier
- Gets Shield, Block, and Reflect, uses Blue NaviCust programs

BUG STYLE

- Start with at least one positive bug and only one negative bug
- Gets BugStop and DrkLcns, uses Dark NaviCust programs

GROUND STYLE (White only, except through glitch)

- Charged shot cracks panels
- Gets SetGreen, SetIce, SetLava, and SetHoly, uses Green NaviCust programs

SHADOW STYLE (Blue only, except through glitch)

- Charged shot is very short Invis
- Gets ShdwShoe, FlotShoe, and AirShoes, uses Red NaviCust programs

Now that you know what these styles are and what they do, you'll probably want

to know how to get them. I'll give that information to you, plus a bit more on Bug Style, because it seems to be a hot topic as of late.

- GUTS- Use your buster and very, very few chips. Might be no chips, I'll have to check.
- CUSTOM- Use chips and PAs primarily; do not use your buster.
- TEAM- Use Navi chips EXCLUDING GUTSMAN!
- SHIELD- Use chips that block damage, such as Barrier and LifeAura.
- GROUND- Use stage-changing chips, such as GrassStg, Geddon1, and GutsMan.
- SHADOW- Preset an Invis chip and use it EVERY SINGLE BATTLE.
- BUG- Fight with a bug in your NaviCust.

--MORE ABOUT BUG STYLE--

The easiest bug to have while going for BugStyle is Increased Encounters, made by glitching the SneakRun program. Other not-too-bad ones include glitching one, two, or three WPNLv+1s, which turn your charged shot into a RockCube, a splash of water (hits one panel ahead for 100 Aqua damage), and a bouquet of flowers, respectively.

Positive bugs generated randomly from Bug Style at the beginning of battle include:

- 500 Barrier
- Invincibility
- 10 Chips

Negative bugs include:

- HP loss at chip screen
- HP loss on battlefield
- Constant movement up
- Constant movement down
- Buster jam (regular shot sometimes doesn't fire)

Note that these are by no means all of the positive or negative bugs. If anyone out there has a full list, please tell me. You'll be credited.

7) The Virus List

Just a quick note: The "F", "A", "E", or "W" next to attack damage is the element: "F" = Fire, "A" = Aqua, "E" = Elec, "W" = Wood. Now, in no particular order, the viruses!

Mettaur, Mettaur2, Mettaur3, Mettaur Omega

HP: 40, 60, 120, 160

Attacks: Shockwave - Sends a shockwave down your row (10/40/80/--)

BigWave - Sends a shockwave that breaks panels (--/--/--/150)

Drops: Mettaur1 - ShockWav, Guard; Mettaur2 - SonicWav, Guard;

Mettaur3 - DynaWave, BigWave, Guard

Canodumb, Canodumb2, Canodumb3, Canodumb Omega

HP: 60, 90, 130, 180

Attacks: Cannon - Shoots your row with a cannon (10/90/80/200)

Drops: Canodumb1 - Cannon; Canodumb2 - HiCannon; Canodumb3 - M-Cannon

Bunny, TuffBunny, Megabunny, Bunny Omega (Elec)

HP: 60, 100, 160, 220

Attacks: ZapRing - Shoots a paralyzing ZapRing (10E/60E/90E/150E)

Drops: Bunny - ZapRing1; TuffBunny - ZapRing2; Megabunny - ZapRing3

Eleball, Elesphere, Eleglobe, Eleball Omega (Elec)

HP: 80, 150, 200, 220

Attacks: Electrocute - Electric balls rotate around the virus (20E/50E/100E/160E)

Drops: Eleball - Plasma1; Elesphere - Plasma2; Eleglobe - Plasma3

Quaker, Shaker, Breaker, Quaker Omega

HP: 80, 140, 240, 360

Attacks: RockArm - Sends a shockwave down your row (15/40/80/--)

BigRockArm - Sends a shockwave that breaks panels (--/--/--/150)

Drops: Quaker - RockArm1; Shaker - RockArm2; Breaker - RockArm3

Boomer, Gloomer, Doomer, Boomer Omega

HP: 70, 140, 180, 230

Attacks: Boomerang - Sends a boomerang along the outer edge (30W/60W/90W/150W)

Drops: Boomer - Boomer1; Gloomer - Boomer2; Doomer - Boomer3

Swordy, Swordy2 (Fire), Swordy3 (Aqua), Swordy Omega

HP: 90, 140, 220, 320

Attacks: LongSwrd - Slashes two squares ahead (20/40F/80A/200)

WideSwrd - Slashes one column ahead (20/40F/80A/200)

AreaGrab - Steals your first column (10/10/10/10)

Drops: Swordy - WideSwrd, LongSwrd; Swordy2 - FireSwrd; Swordy3 - AquaSwrd

Spikey, Spikey2, Spikey3, Spikey Omega (Fire)

HP: 90, 140, 190, 260

Attacks: HeatShot - Explodes one square behind (10F/--/--/150F)

Heat-V - Explodes in a V behind impact zone (--/60F/--/--)

HeatSide - Explodes above and below impact zone (--/--/90F/--)

Drops: Spikey - HeatShot; Spikey2 - Heat-V; Spikey3 - HeatSide

Beetle, Deetle, Geetle, Beetle Omega

HP: 90, 130, 170, 220

Attacks: Bomb - Explodes above and below impact zone (40/50/80/150)

Drops: Beetle - SnglBomb; Deetle - DublBomb; Geetle - TrplBomb

Shrimpy, Shrimpy2, Shrimpy3, Shrimpy Omega (Aqua)

HP: 100, 130, 160, 200

Attacks: Bubbler - Explodes one square behind (30A/--/--/150A)

Bub-V - Explodes in a V behind impact zone (--/60A/--/--)

BublSide - Explodes above and below impact zone (--/--/90A/--)

Drops: Shrimpy - Bubbler; Shrimpy2 - Bub-V; Shrimpy3 - BublSide

Fishy, Fishy2, Fishy3, Fishy Omega

HP: 90, 150, 180, 300

Attacks: Dash - Dashes down your row (30/60/90/150)

Burn - Dashes down your row, burns panels it flies over (--/10F/--/--)

Drops: Fishy - DashAtk; Fishy2 - Burner, Burning; Fishy3 - Condor

Ratty1, Ratty2, Ratty3, Ratty Omega

HP: 40, 100, 160, 230

Attacks: Ratton - Shoots a Ratton Bomb, turns to seek you (20/50/80/160)

Drops: Ratty1 - Ratton1; Ratty2 - Ratton2; Ratty3 - Ratton3

HardHead, ColdHead, HotHead, HardHead Omega

HP: 80, 120, 160, 230

Attacks: CannBall - Shoots a CannBall at you; breaks panel (60/--/--/200)

IceBall - Shoots an IceBall at you; freezes panel (--/100A/--/--)

LavaBall - Shoots a LavaBall at you; turns panel to Lava (--/--/100F/--)

Drops: HardHead - CannBall; ColdHead - IceBall; HotHead - LavaBall

Jelly (Aqua), HeatJelly (Fire), ErthJelly (Wood), Jelly Omega (Aqua)

HP: 170, 220, 270, 370

Attacks: Wave - Launches a wave down the field (50A/--/--/200A)

RedWave - Launches a wave down the field (--/100F/--/--)

MudWave - Launches a wave down the field (--/--/150W/--)

Drops: Jelly - Wave; HeatJelly - RedWave; ErthJelly - MudWave

Slimer, Slimey, Slimest, Slimer Omega (Aqua)

HP: 90, 150, 220, 300

Attacks: Theiving Jump - Jumps forward and steals a panel (10A/60A/90A/150A)

Drops: Slimer - MetaGel1; Slimey - MetaGel2; Slimest - MetaGel 3

WindBox, VacuumFan, StormBox, Wind Omega

HP: 90, 100, 300, 500

Attacks: Wind - Blows you to the back row (0/--/0/0)

Fan - Sucks you to the front row (--/0/--/--)

Drops: WindBox - Wind; VacuumFan - Fan

Puffball, Poofball, Goofball, Goofball Omega (Wood)

HP: 200, 220, 280, 400

Attacks: Mask - Shoots mask one panel ahead (40/90/150/220)

Poison - Slowly drains life (??/??/??/??)

Drops: Puffball - PoisMask; Poofball - PoisFace

Mushy, Mashy, Moshy, Mushy Omega (Wood)

HP: 50, 100, 160, 200

Attacks: Spore - Moves to your area and confuses w/spores (50W/80W/240W/600W)

Drops: Mushy - Spice1; Mashy - Spice2; Moshy - Spice3

Dominerd, Dominerd2, Dominerd3, Dominerd Omega

HP: 100, 170, 220, 300

Attacks: Protect - Protects an enemy (0/0/0/0)

Bite - Charges at you and chomps (80/100/120/200)

Geddon1 - Cracks all panels (0/0/0/0)

Drops: Dominerd - CrsShld1; Dominerd2 - CrsShld2; Dominerd3 - CrsShld3

Yort, Yurt, Yart, Yort Omega

HP: 120, 160, 210, 420

Attacks: Yo-yo - Shoots a yo-yo three panels ahead (20/40/60/240)

Drops: Yort - Yo-yo1; Yurt - Yo-yo2; Yart - Yo-yo3

Shadow, RedDevil, BlueDemon, Shadow Omega

HP: 130, 170, 210, 250

Attacks: Sword - Appears a panel above or below and stabs (30/100/150/200)

Axe - Appears a panel in front of or behind and slices (30/100/150/200)

Drops: Shadow - Shadow

BrushMan, BrushMan2, BrushMan3, BrushMan Omega

HP: 120, 170, 220, 300

Attacks: Paintbrush - Changes enemy panel to HolyPanl (0/0/0/0)

Paintbrush - Changes one of your panels to another panel (0/0/0/0)

Drops: BrushMan - HolyPanl; BrushMan2 - HolyPanl; BrushMan3 - HolyPanl

Metrod, Metrid, Metrodo, Metrod Omega (Fire)

HP: 150, 200, 250, 300

Attacks: Meteors - Shoots meteors randomly on your area (40F/80F/120F/200F)

AreaGrab - Steals your first column (10/10/10/10)

Drops: Metrod - RndmMetr; Metrid - HoleMetr; Metrodo - ShotMetr

SnowBlow, LowBlow, MoBlow, SnowBlow Omega

HP: 100, 140, 180, 300

Attacks: Fan - Sucks you to the front row (0/0/0/0)

Twister - Shoots tornadoes that seek you out (40W/50W/100W/240W)

Drops: SnowBlow - AirStrm1; LowBlow - AirStrm2; MoBlow - AirStrm3

KillerEye, DemonEye, JokerEye, KillerEye Omega (Elec)

HP: 140, 190, 240, 300

Attacks: Death Beam - Looks down row; shoots if intercepted (50E/100E/150E/200E)

Drops: KillerEye - Sensor1; DemonEye - Sensor2; JokerEye - Sensor3

Momogra, Momogro, Momogre, Momogra Omega

HP: 60, 130, 180, 250

Attacks: Shovel Whack - Pops out of hole and *CLANG* (40/80/120/200)

Drops: Momogra - Mole1; Momogro - Mole2; Momogre - Mole3

Smasher, Basher, Trasher, Smasher Omega (Fire)

HP: 150, 200, 250, 300

Attacks: Magnum - Searches for you; breaks row if found (50F/100F/150F/200F)

Drops: Smasher - Magnum1; Basher - Magnum2; Trasher - Magnum3

Heavy, Heavier, Heaviest, Heavy Omega

HP: 100, 150, 200, 300

Attacks: Shake - Moves up and down in your column (30/60/90/200)

Drops: Heavy - Shakel; Heavier - Shake2; Heaviest - Shake3

Penga, Pengi, Pengon, Penga Omega (Aqua)

HP: 80, 100, 130, 260

Attacks: Icewave - Sends a snowflake down two rows (30A/60A/90A/150A)

Freeze - Becomes invincible when on an ice panel (0/0/0/0)

Drops: Penga - IceWave1; Pengi - IceWave2; Pengon - IceWave3

Viney, Viner, Vinert, Viney Omega (Wood)

HP: 120, 160, 200, 300

Attacks: Vine - Shoots a vine into your area to seek you out (60W/130W/150W/200W)

Bundle - Only Fire attacks can hurt it (0/0/0/0)

Drops: Viney - Rope1; Viner - Rope2; Vinert - Rope3

Elebee, Elewasp, Elehornet, Elebee Omega (Elec)

HP: 90, 130, 170, 230

Attacks: Sting Zap - Teleports into your area and charges (30E/60E/90E/150E)

Drops: Elebee - Arrow1; Elewasp - Arrow2; Elehornet - Arrow3

Needler, Nailer, Spiker, Needler Omega

HP: 90, 140, 200, 400

Attacks: Needle - Shoots needles every direction but backwards (30/60/90/200)

Needle Dash - Dashes forward, shooting needles (30/60/90/200)

Drops: Needler - Needler1; Nailer - Needler2; Spiker - Needler3

Trumpy, Tuby, Tromby, Trumpy Omega

HP: 90, 150, 200, 300

Attacks: Music 1 - Makes other enemies invincible (0/--/--/0)

Music 2 - Confuses Megaman (--/0/--/--)

Music 3 - Immobilizes Megaman (--/--/0/--)

Drops: Trumpy - Fanfare; Tuby - Discord; Tromby - Timpani

N.O-1, N.O-2, N.O-3, N.O. Omega

HP: 120, 160, 200, 300

Attacks: NOBeam - Shoots a paralyzing beam (50/80/120/600)

Drops: N.O-1 - NOBeam1; N.O-2 - NOBeam2; N.O-3 - NOBeam3

Volcano, Volcaner, Volcanest, Volcano Omega (Fire)

HP: 130, 180, 230, 330

Attacks: Magma - Shoots magma onto your field (40F/80F/120F/350F)

Drops: Volcano - LavaCan1; Volcaner - LavaCan2; Volcanest - LavaCan3, Volcano

Totem, Totam, Totun, Totem Omega (Fire)

HP: 100, 160, 250, 300

Attacks: Flamethrower - Shoots flames three panels ahead (50F/100F/150F/200F)

Drops: Totem - Totem1; Totam - Totem2; Totun - Totem3

Twins, Twinner, Twinnest, Twins Omega

HP: 100, 150, 200, 300

Attacks: Twin Cannon - Crosshairs appear and damage if touched (70/110/150/200)

Drops: Twins - Team1, Team2

Scutz (Fire), Scuttle (Aqua), Scuttler (Elec), Scuttzer (Wood), Scuttlest, Scuttle Omega

HP: 200, 300, 200, 300, 200, 400

Attacks: Fire Tower - Sends fire at you (200F/--/--/--/--)

Ice Cube - Shoots an ice cube at you (--/200A/--/--/--)

Lightning - Shoots lightning at you (--/--/200E/--/--/--)

Vine - Sends a vine to entangle you (--/--/--/200W/--/--)

Laser - Shoots a laser down the entire row (--/--/--/--/200/400)

Aura - Prevents attacks of less than 100 dmg (--/0/--/0/--/--)

LifeAura - Prevents attacks of less than 200 dmg (0/--/0/--/0/0)

Drops: Scutz - LifeAura; Scuttle - LifeAura; Scuttler - LifeAura; Scuttzer - LifeAura; Scuttlest - LifeAura

AlphaBug, AlphaBug2, AlphaBug3, AlphaBug Omega

HP: 100, 140, 180, 300

Attacks: Leech - Jumps at you for massive damage (90/200/200/440)

Life Regenerate - Quickly regenerates HP if damaged (0/0/0/0)

Drops: None

8) The Short Little Virus Breeder Section

The Virus Breeder becomes available a short way into the Ranking side quest. At any time after that event, you may go to any of the following locations to find a virus family, consisting of all three forms of that virus. Once you defeat the virus family, it will come back and Megaman will store it with him. Talk to the Virus Breeder guy with that virus to get a chip for it.

Mettaur: ACDC 1, behind WWW door

Bunny: Job 19 reward

Spikey: Hades Isle gargoyles

Swordy: Undernet 1, dead end on blue level

Jelly: Beach 2, dead end near WWW door

Mushy: Scilab 2, behind counter

Momogra: ZooComp 4, where you fought BeastMan

KillerEye: Principal's Comp, near the cyber-chalkboard

Scuttlest: Secret 1, near warp-in point; Secret 3, dead end at the top of the compression path

You may be asking, "PPM, these chips are too weak! How can I power them up?", and there is a simple answer to this. Viruses feed on BugFragments, so jack in to the Virus Breeder and enter one of the virus pens. Walk up to the dish of one of the viruses and press A to feed it five BugFragments. The green program in each pen will redistribute food to each of the viruses to power up their attacks.

Now you may be asking, "PPM, there just aren't enough viruses for me! Aren't there any more in the game?". The answer to that is a resounding yes! First, you have to beat Alpha. Next, give a virus family 100 BugFragS and talk to the food program. He'll tell you that the viruses have a "boss". You can go search for their boss, which is the Omega version of that virus, to add a more powerful version of the virus to your chip's repertoire. Every Omega virus fight is versus three Omega viruses.

Mettaur Omega: Class 5A blackboard
Bunny Omega: Bed in Yai's hospital room
Spikey Omega: Dead end in ZooComp 2
Swordy Omega: Alarm system behind panda cage in zoo
Jelly Omega: Yoka hot springs lion head
Mushy Omega: Directly below starting point in HospComp 1
Momogra Omega: Yoka 1, where you fought BubbleMan
KillerEye Omega: Virus Lab Door Comp
Scuttlest Omega: WWW Island Hidden Comp (Only two Scuttlest Omega!)

Now you may be asking, "PPM, what codes do these viruses come in? I want to add these to my folder!", to which I respond "Hey! Check the chip list!".

9) The Bosses In-Depth

At the request of several, I've decided to add a section about boss strategies for you. This will list the forms of a Navi, their respective HPs, their element, their weakness, and the actual strategy. The Navis are listed in the order in which you fight them during the story.

FLASHMAN.EXE (HP: 300)
FLASHMAN.EXE ALPHA (HP: 500)
FLASHMAN.EXE BETA (HP: 700)
Element: Elec
Weakness: Wood

Main Strategy:

Build up a healthy supply of Zenny in ACDC in order to buy a BambSwrd in ACDC Square. This will actually take him down to 20 HP in one hit. Hit him with a Cannon to finish him off. The Alpha version is slightly harder, but not by much. Hit him with two BambSwrds and another Cannon. Beta will require three BambSwrds to kill. Nothing too hard.

GUTSMAN.EXE (HP: 300)
GUTSMAN.EXE ALPHA (HP: 700)
GUTSMAN.EXE BETA (HP: 900)
Element: None
Weakness: None

Main Strategy:

GutsMan is easy to trick, so if you have some hard-hitting close-range chips like WideSwrd, LongSwrd, or any of the elemental Swords (or even if you can pull together a sword PA), wait at your first column until he comes up to punch you, then move one panel up, down, or back, depending on your sword and your position, then slash him. GutsMan Alpha has 400 more HP, but is exactly the same as the regular one. Beta is where the tricks start coming in, because he's learned the Z-Punch PA. He only begins to use this attack at half-HP, I believe, so until you take him down to 450, you're safe. Once he hits that mark, try to

immobilize him with Timpani or a chip like it so he doesn't go crazy with the invincible punches. I've never had him use Z-Punch more than once in a battle, though, so while it may be dangerous, it certainly doesn't make him very much more challenging.

METALMAN.EXE (HP: 500)
METALMAN.EXE ALPHA (HP: 800)
METALMAN.EXE BETA (HP: 1200)

Element: None
Weakness: None

Main Strategy:

The first thing you'll want to do is get that gear out of the way, but at the point in the game where you can first fight MetalMan, you can't use your buster to smash them. Try putting in some CannBalls, if you can get them this early in the game. Once the gears are out of the way, MetalMan really only has two attacks. The first, the blade, is easy to dodge with the gear gone; slightly less so with it there. The second attack, the missile, just requires that you keep moving. The best way to damage MetalMan is with pretty much anything you have. He might try to hide behind his gear, in which case you'll want some chips that hit a panel behind the impact zone, like the Shot chips. Alpha and Beta forms introduce a third attack, the Metal Fist. This attack does massive damage and cracks the panel it hits. Try the Slasher chip for when he enters your area to slam your square for a quick 240 damage and a stun. You can also restrict his movement with AreaGrab chips to make him a sitting duck for even more sword attacks.

BEASTMAN.EXE (HP: 500)
BEASTMAN.EXE ALPHA (HP: 700)
BEASTMAN.EXE BETA (HP: 900)

Element: None
Weakness: None

Main Strategy:

You'll definitely want some swords for this fight, as well as some Shot chips, since BeastMan is VERY fast. When he's in his area, hit him with Shot chips like HeatShot, which you should have plenty of from the many Spikies in ZooComp. When he enters your area to do the claw slash, back up one space, wait for him to slash, then hit him with a sword. I suggest Slasher, because, if I'm not mistaken, you can complete Job 5 this early in the game and get a Slasher B. When he uses Beast Rush and breaks into three parts, only the head is vulnerable, but it still falls subject to Slasher. You know what to do. Alpha and Beta will be much easier despite their extra HP because you can get more powerful chips (and more Slashers!) to do more damage. He never gets new attacks, either, so the same basic strategy applies to all three forms!

BUBBLEMAN.EXE (HP: 500)
BUBBLEMAN.EXE ALPHA (HP: 800)
BUBBLEMAN.EXE BETA (HP: 1200)

Element: Aqua
Weakness: Elec

Main Strategy:

You can't do anything about the bubbles coming out of his center hole, so learn to deal with it. With that out of the way, try to destroy the rock in his area, because he can, will, and does hide behind it every waking moment of the battle. ZapRing chips will help you out a great deal because they'll both deal double damage to him and immobilize him

for bigger chip combos. If you get lucky enough to find a Fan chip, or if you use two AreaGrabs, you can get him (or yourself) close enough for a devastating ElecSword attack which will nearly halve his max HP. Do it again and hit him with a Cannon or a Shot chip to kill him. You can also turn his defense against him and throw Shot chips at his rock, which will explode behind him and damage him. When his HP gets really low, he'll start shooting spears, but these hardly count as an attack. Alpha is essentially the same, but Beta presents a problem. Since you can only encounter him when your HP is in the red, he'll probably have the upper hand. What you do here is kill him any way you can, use the subchip LocEnemy after the battle, use FullEnerg or something like that, and encounter him with full HP.

KINGMAN.EXE (HP: 800)

KINGMAN.EXE ALPHA (HP: 1200)

KINGMAN.EXE BETA (HP: 1500)

Element: None

Weakness: None

Main Strategy:

If you're Guts Style, this battle will be very easy because of one program and one program only: BrakBstr. The pawns have five HP, the knight has 100, and the very-rarely seen Rook (so rarely seen that, through two complete runs through the game, I still haven't seen it used) has 200 HP. BrakBstr will entirely decimate KingMan's guards, leaving him open for Cannon and Shot chips, as well as pretty much anything with a long range. Remember that sword chips will not work, though, because he stays in the back row, there's no safe place to put a Fan, and the pawns prevent you from AreaGrabbing to the back row. He's a big fan of locking you, though, which makes him one of the more annoying bosses. He doesn't block, though, so he's always vulnerable to Navi attacks. Alpha and Beta don't get any new tricks, but they do use Plan-B much more quickly, thus regenerating all his pieces and often putting two Knights and a Pawn into play.

10) The End

I'm gonna finish up at least one of the two sections I added with version 5.0.

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10.1) Thanks

+++++

- WhiteDragon Nall

-- For coming up with the Deathmatch 2 (Geddon2) Serenade strategy and also figuring out a crucial bit about Serenade's AI (I'd like to note here that I knew I had heard the strategy from somebody, and I was just waiting for a name to credit. Why not check out wotn.2ya.com in thanks to Nall?)

- Tofuchong

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- MasterMario3000

- Elektro3334

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- Thomas Baatz

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 - For further correcting my description of the Balance chip
- The n00bs of the world
 - For giving us reasons to write these things

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