

Mega Man Battle Network 3 White FAQ/Walkthrough

by Xel23

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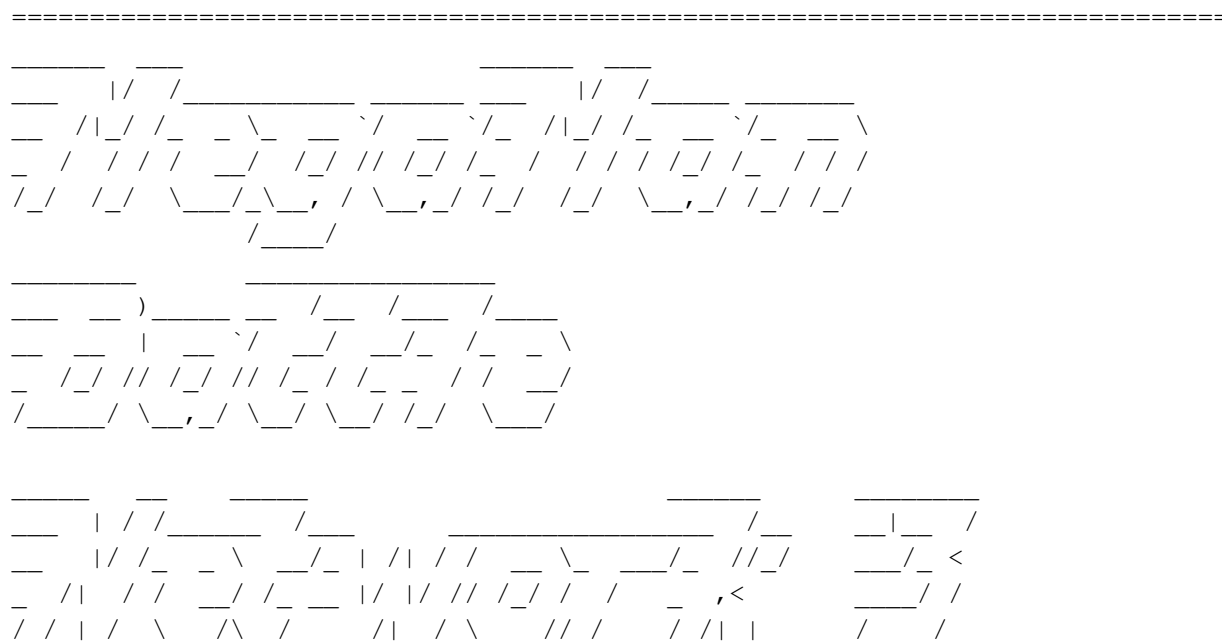
MegaMan Battle Network 3 (White Version)

FAQ/Walkthrough

Written by Xel23 and liZarDmaN exE

Version 2.0-Friday, October 10, 2003

Contact: leadervpl@yahoo.com (Xel23)



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1) INTRODUCTION AND CONTROLS:

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This is a General FAQ for MegaMan Battle Network 3. I wrote this because there is so many FAQs that had pretty good information in one area but incomplete or inaccurate in other areas. This is intended to be an all-in-one guide, one that you could pop-up and immediately find the information you seek. Now for the story: 20 years beforehand, a scientist, Lan Hikari and MegaMan's grandfather, had been designing a giant network that would link absolutely everyone together, called Alpha. For 10 years Alpha was tested and studied, but one day, there was a terrible glitch. All Proto's networks became completely out of order. All the scientists working on Alpha soon concluded that a project being devised by Dr. Cassock, and his super-Navi named Bass, had caused the problem. As a result, Bass was ordered deleted, but by a narrow escape, Bass got out onto the Net, and being the only one who knew the truth, claimed he would have his revenge. The rest should be found in your MMBN3 Instruction Booklet. One very important thing about this Walkthrough: North is the top-right corner of GBA screen, west is the top-left corner of GBA screen, south is the bottom-left corner of GBA screen and east is the bottom-right corner of GBA screen.

Controls-

- A Button: Confirms selections
 - Examine or talk to an object or person in Field
 - Use Battlechips in Battles
- B Button: Cancels selections
 - Run in Field (hold)
 - Shoot Buster, charge Buster (hold) in Battles
- L Button: Talk to Lan/MegaMan in Field
 - Run from Battles on the Chip Selection Screen in Battles
 - Enter Chip Selection Screen in Battles
- R Button: Jack-in/Jack-out an appliance
 - View chip info on the Chip Selection Screen in Battles
 - Enter Chip Selection Screen in Battles
- Start Button: Pauses Game and enters Menu
- Select Button: Presets a Battlechip in the Folder Screen, inputs Password

+Pad: Move your cursor/MegaMan/Lan

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2) ACKNOWLEDGMENTS:
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There are so many people to thank; I'll put the Acknowledgments section at the top, since I couldn't of wrote this without the helping hand of the people at GameFAQs.com. :)

Xel23, for writing the walkthrough, and some other stuff.
liZarDmaN exE, for doing most of the "other stuff".
CJayC, for having such a wonderful site hosting this guide.
Zidanet129, for allowing us use of various information.
CloudStrife765, for assisting the completion of the Chip Locations.

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3) VERSION HISTORY:
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Version 0.01-Sunday, February 9, 2003: Started this guide. Finished format, and layout.

Version 0.3-Tuesday, May 20, 2003: Finished half of walkthrough. More updates to come.

Version 0.4-Friday, June 20, 2003: Completed PlantMan scenario.

Version 0.5-Wednesday, July 9, 2003: FlameMan finished! The walkthrough is almost done!

Version 0.51-Friday, July 11, 2003: Added on to the FlameMan scenario.

Version 0.55-Saturday, July 12, 2003: I wrote a little on DrillMan, and added a whole bunch of chips. I also made numerous translations.

Version 0.7-Tuesday, July 15, 2003: I finished the normal chips section, wrote more on DrillMan, and made more translations.

Version 0.8-Wednesday, July 16, 2003: DrillMan scenario completed. The Mega-class chips are also done, along with a major format change.

Version 1.0-Saturday, July 19, 2003: Walkthrough completed! Awesome. I also did some more translations, along with a few additional corrections.

Version 1.1-Monday, July 21, 2003: Program Advances list completed.

Version 1.2-Wednesday, July 23, 2003: Secret Areas section finished.

Version 1.5-Sunday, August 3, 2003: NaviCustomizer and Virus Breeder section finished. However, I'm not sure if I got all the Program Block's English names correct. Mind if anyone clears this up?

Version 1.55-Monday, August 18, 2003: Minor errors fixed.

Version 2.0-Friday, October 10, 2003: Added chip locations!

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4) WALKTHROUGH/YELLOW STAR:
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4A) Scenario 1 (FlashMan)

Battlechip:	Location:
500Z	Mayl's homepage
SideGun S	Yai's homepage
Barrier L	Lan's doghouse
200Z	Dex's homepage
GutPunch B	Dex's homepage
800Z	Den Area 2
CopyDmg *	Den Area 2
LongSwrd E	Den Area 3
PanlOut3 *	Den Area 3
WideSwrd L	Den Area 1
RockCube *	Server
Roll R	Talk to Mayl
600Z	School Network 1
1200Z	School Network 2
Spreader P	School Network 2

Subchip:	Location:
MiniEnrg	Den Area 1

Upgrade:	Location:
RegUp1	Blackboard
RegUp2	Yai's homepage
HPMemory	Server
RegUp1	School Network 1
HPMemory	School Network 2

Program:	Location:
N/A	N/A

Key Item:	Location:
O Data	Den Areas
X Data	Den Areas
YaiCode	Talk to Yai
GateKey	Den Area 2
Parasol	Classroom 5-B
KeydataA	School Network 1
KeydataB	School Network 1
KeydataC	School Network 1
PasswrdC	School Network 2
PasswrdB	School Network 2
PasswrdA	School Network 2
DexCode	Beat GutsMan

Comments: I find this a very annoying scenario, especially if you are a beginner who is just getting used to a game like this.

Start by talking to the kid in the orange shirt, where you will get some e-Mail. Then talk to all the other kids, then to your teacher Ms. Mari. Jack-in by pressing R, and complete the Tutorial.

Now in the classroom, start by jacking-in the blackboard and getting the Mystery Data (RegUp1). Now head outside the school, go to Mayl's house, jack-in the computer, grab the Mystery Data (500Z), then head to Yai's mansion, snag the RegUp2 and SideGun S, and jack-out. Jack-in the doghouse outside Lan's house and steal the Mystery Data (Barrier L). Finally, go to Dex's

house, enter the computer, and take the 200Z and GutPunch B. After that, go in Lan's room, read your e-Mail, and jack-in your laptop. Now enter Den Area 1.

In Den Area 1, head east, all the way south, and all the way west to a Mystery Data (MiniEnrg). Then go east, and north all the way to Den Area 2.

In Den Area 2, go north thrice, east, and south to another Mystery Data (800Z). Now backtrack to the main path, continue north, then east. Go north again to that big platform with a Mystery Data (CopyDmg *) in the corner. Get back on the main path again, and head east a little to GutsMan. Talk to him. If you have some Zenny with you, backtrack to that big platform, head east just a little bit, then go south and west to a Netdealer. Keep on going east to Den Area 3.

In Den Area 3, start by traveling east, south all the way, and east to snag another Mystery Data (LongSwrd E). Now backtrack, and talk to Roll in the center of the area. Then move to the northern part, take the Mystery Data (PanlOut3 *), go east from the Mystery Data, south, east, south, west, and south to another entrance to Den Area 1.

Back in Den Area 1, just travel south to a Mystery Data (WideSwrd L). Then just head back up to Den Area 3.

In Den Area 3, go north, east, north, west all the way, north, west, south, west, south, and east to the platform. Go down the ramp, south, east, north, and west to a warp to DenSquare. Here, buy some stuff from the Netdealers if you like (they got really good chips!) and talk to Glyde. Also read the message boards. Now go north and speak with the Test Navi. Your mission: Find and return the proper card in the Net to the Navi, otherwise face a button-pressing challenge. The first O Data is in Den Area 3, near the top-right of the area. Return it, and go off to get the X Data in Den Area 2, on the giant platform. And finally, get the X Data from Den Area 1, which is really close to Lan's computer.

When you finish, go get the YaiCode from Yai, and speak with your mom. Then jack-in Yai's computer and talk with the 3 Navis inside. Jack-out, and speak with your friends outside the school. Get back on the Net in Den Area 2 and snag the GateKey on the big platform. Now return to the Real World, and enter the school. Go to your classroom, 5-A. It seems Dex lost his floppy disk, so search the places shown in the scene. After you found it, go downstairs to the principal's office.

Jack-in the server in the corner and swipe the HPMemory and RockCube *. When you are done, jack-out, and enter the next room. Mayl, Dex, and Yai will become zombie idiots, so leave the room and search for them in the school. Yai and Mayl are both in the first and second floor hallways and will give you Roll R. Dex is in your classroom. After speaking with them get the Parasol in classroom 5-B. Now go back to the "Zombie Room". You will block FlashMan's evil mind control powers. Jack-in the school network.

In School Network 1, get the nearby RegUP1, go west and north all the way and speak with the Navi. You will have to turn on a light, so as Lan go to classroom 5-B and flip the switch near the door. Back as MegaMan, grab the nearby Mystery Data (600Z), then go south then west to KeydataA. Take the KeydataA, head back to the Navi, and use it on the eastern lock. Then go east, and all the way south (ignore the first Mystery Data, it evil!) and grab the second Mystery Data for KeydataB. Backtrack to the Navi again and use it on the western lock this time. From the newly-opened lock, go north, west, then south all the way to a platform. Take the eastern Mystery Data (Recov10 *) and the KeydataC. Now use the KeydataC on the last gate near the Navi and go to

School Network 2.

In School Network 2, start by talking to the Navi on the platform. As Lan, flip the switch like the last time in the principle's office. Back as MegaMan, take the nearby Mystery Data (1200Z), then head south, west, and north to get the PasswrnC. Now go south, east, south, west, and south to another platform. Swipe the western Mystery Data (Spreader P) and north-eastern one (PasswrdB). Then backtrack onto the red platform, take the eastern-most exit south, east, south, and east again. Now go north and get the PasswrDA. Go south all the way then west to an HPMemory. Backtrack to the Navi, and use the Passwords to get to FlashMan and defeat him (see Section 6!) Then beat GutsMan in the park, win his chip and the DexCode from Dex, then go to bed.

4B) Scenario 2 (BeastMan)

Battlechip: | Location:

700Z	Virus Research Lab terminal
AirShoes *	Virus Research Lab terminal
BambSwrd N	Lab Computer
1000Z	Lab Computer
Invis *	SciLabs Area 1
GrabRvng A	SciLabs Area 2
300Z	SciLabs Area 1
Snake D	Stand
900Z	Stand
Repair *	Orange object
Geyser B	Lion Exhibit
1000Z	ZooComp 1
Geddon1 D	ZooComp 1
600Z	ZooComp 2
CopyDmg *	ZooComp 2
Cannon C	ZooComp 3
800Z	ZooComp 3
Hammer T	ZooComp 4

Subchip: | Location:

N/A	N/A
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Upgrade: | Location:

RegUp1	Trash
HPMemory	Mayl's Homepage
RegUp2	Vending Machine
RegUp2	SciLabs Area 2
RegUp1	Lion Exhibit
HPMemory	ZooComp 1
RegUp2	ZooComp 4

Program: | Location:

UnderSht	Comes with Navi Customizer
Atk+1	Comes with Navi Customizer
Speed+1	Comes with Navi Customizer
SneakRun	ZooComp 3
HP+100	ZooComp 4

Key Item: | Location:

SubPET	Tech Assistant
CsciPass	SciLabs
CACDCPas	SciLabs Square

Comments: This scenario is confusing as ****. Luckily once you get the hand of how the ZooComps work, everything should be OK. Just watch out for BeastMan, though, with his tough attacks...

It seems that loser Dex is missing. Figures. Talk to your friends Mayl, Chisao (Dex's little brother), and Yai. Actually it seems Dex isn't missing, he is at the School! Go to classroom 5-A and talk to him. Also go against his improved GutsMan for the GutsMan2 chip. Hooray! The Metroline is open! Take it to the SciLabs. Once you get there, search the trash for a RegUp1. Also buy the Unlockers from the Subchip Dealer so you can open purple Mystery Data, such as the one in Mayl's terminal containing an HPMemory.

Now go back to the SciLabs, go in the Virus Research Lab, and take the Mystery Datas (700Z and AirShoes *) inside the terminal next to the door. Also jack-in the Vending Machine to gamble with the Navi in the center. Guess the right answer to double the bet. If you are lucky, you can win 6400Z and a Prism H. Before you leave, go to the western corner for another Mystery Data (RegUp2). Now jack-out, go up the stairs, and take the SubPET. You will soon receive an e-mail from Dex.

In the nearby lab computer, steal the Mystery Data (a locked BambSwrd N and 1000Z). Once you try to exit the place you will the CSciPass. Use it for the Metroline on the Net to get to SciLabs Area 1.

In SciLabs Area 1, get the Invis * nearby. Also talk to Glyde. Then go north, and west all the way. Then travel north to SciLabs Area 2.

In SciLabs Area 2, go north some to a ramp and go up it. Now go north, speak with GutsMan, and go west to a RegUp2. I think there are also two 1500Z around here, so grab them. From the RegUp2, go west, north, east, south, east, north, east all the way, north, east, and south all the way across the arrow paths to a Mystery Data (GrabRvng A). Backtrack to the giant platform, and go north to the SciLabs Square. Here, read the Message Board, have a chat with all the Navis, buy some chips, and talk with the Test Navi.

Win the challenge, and talk to the Navi again. He will have a request. Exit the Square, and talk with your friends right outside the Square. Then go south to SciLabs Area 1 and get the 300Z, and talk to the purple Navi in the center. Delete the viruses he dishes out, and backtrack to the SciLabs Square. Get the CACDCPas. Now jack-out, do some Requests on the Request Board, and go back to ACDC Town and get on the Net.

Make your way to Den Area 2, and talk to a Green Navi near the Den Area 3 entrance. Fight him, and after you win, a strange incident will occur, which will result in loss of control of MegaMan. Jack-out by manually using the warp from which you jacked-into. Once in the Real World, Dr. Hikari will come home, and the next day, head to the school for the Field Trip.

Once you get to Yoka Village, start by going to the Yoka Inn and talking to Dex, then talking to Mayl in the Dormitory, and finally Yai in the back-alley. Still in the alley, read the sign, and quickly receive e-mail from Dad about the Navi Customizer. Follow the Tutorial, and when you are done, exit the Dormitory, receive more e-mail, and go back to the Yoka Inn. Outside, will be Tamako and her MetalMan. Defeat them (check Section 6, please!) And jack-in the stand. Inside, take the Mystery Data (Snake D and 900Z) and jack-out.

Your next destination is the Ticket Counter in the Zoo, north of the Metroline. Once there, jack-in it and take the RegUp1. Jack-out, and press A on the orange object near the wall with animals on it for a Repair *. Then read the lion's message. Go to the second ZooComp, jack-in behind the lion

exhibit and get the Mystery Data (Geysler B and a RegUp1). Now chat with all the people, and read the exhibit's signs. Go back to the first ZooComp, read the gate near the Yoka Inn alley. Head to the lion's cage afterwards. Then go back again to the first ZooComp. Talk with Dex, go through the broken gate, and jack-in the Panda thing to get into the ZooComp network.

In ZooComp 1, go west, north, east, and south to a Mystery Data (1000Z). Backtrack to the start of the area, and go west, south all the way, west, north, east, and north again to swipe another Mystery Data (Geddon1 D). Go back west, south, and west again to the platform, then head north and west and press A on the Mettaur. Now go east, south all the way, east, and north and ask the Navi to help you. Examine the Mettaur again to destroy it. From the Mettaur, travel west, south, west twice, north, east all the way, south, and east to secure an HPMemory. Backtrack to the platform, then go north and examine the Mettaur. Go back to the platform, then west, and north to find the Navi who will destroy it. After the destruction, go along the path to ZooComp 2.

In ZooComp 2, head north all the way to find a Mettaur, and ask the Navi directly south to destroy it. Then go north a little bit, west, north, west, take the Charge+1, east, and south to get another Mystery Data (600Z). After that, travel west, north, west, and south to find a Mettaur, and have the 3rd from top Navi take it out. Continue south all the way to the bottom to find a Mystery Data (CopyDmg *). For the next group of Mettaurs, ask the top Navi, and for the second, ask the middle. Go past the Mettaurs to ZooComp 3.

In ZooComp 3, go west, examine the Mettaur, go south all the way and east to the Recov30 *, and ask the middle Navi. Now continue west all the way and south for a pitiful Mystery Data (Cannon C), and north, east, and south for another Mystery Data (800Z). Follow the path south, then east to the Mettaurs. But first go west all the way to the SneakRun block. Then go back and ask the northern Navis for both of the Mettaurs. Continue east, north, east, south, west, south, and west to the Mettaur, where you should go south and west for the proper Navi. For the second enemy, take the northern Navi and go to ZooComp 4.

In ZooComp 4, start by going west, north, west and south to get the RegUp2, and after that north, east, north, east, north, east, and south to get the HP+100 Block. Examine the eastern most Mettaur, and have the Navi east of where the HP+100 was delete it. Examine the other Mettaurs, and have the bottom, then western Navis delete. From the killed Mettaurs, continue north, west, south, west, and south again to swipe a Hammer T. Then go north twice, east and north. The 3 Mettaurs are easily dispatched of with the 1st Navi from the left, the 3rd, and the 4th, respectively. Go along the path and challenge BeastMan, using Section 6.

4C) Scenario 3 (BubbleMan)

Battlechip: |Location:

1000Z |Defeat Navi

Ratton1 C |Higsby

Snake R |Navi in SciLabs Area 1

Roll2 R |Mayl's e-mail

Tornado L |Yoka Area 1

Subchip: |Location:

FullEnrg |Yoka Area 2

Upgrade: |Location:

RegUp2 |Classroom 5-B Terminal
HPMemory |Poster
HPMemory |Yoka Area 2

Program: |Location:
Rapid+1 |Yoka Area 1
PresProg |Cossack

Key Item: |Location:
Bag |Check table
OrderSys |Return Bag
CyokaPas |Trader in SciLabs Square
PresData |Navi in Research Lab
Needle |SciLabs Area 1
MaylCode |Mayl

Comments: This is similiar to the CutMan scenario in MMBN2. Short, but annoying. You will be on the Net the entire course, and have to do a lot of backtracking, but at least you get a new Navi Customizer piece.

In ACDC Town, talk to your friends Mayl, Dex, and Yai, and get your e-mail stating the Chip Shop from MMBN1 has re-opened! But before that, let's do some little side-tripping. Go into the school, into Classroom 5-B, jack-in the terminal on the left, and get a Reg-Up2. Also, there are two Traders; one in Classroom 5-B and the other next to the Administrator's Office. Finally, BeastMan v2 is available in SciLabs Area 1. Afterwards, talk to Higsby in his Chip Shop, get an e-mail, and the HPMemory in the Poster. While you're here, check out the NumberMan Codes section for codes, and the Chip Trader.

When you're done, it will be time to do some trading. Talk to the man by the Metroline, and head back to the Yoka Inn Dormitory, enter Okiaku's Cabin by searching the southern table and getting the Bag, and return the Bag to get the OrderSys. Jack-in through Lan's Homepage, and fight the nearby Navi. Now give the 1000Z to Higsby, and take his Ratton1 C to SciLabs Area 1, give it to the other Navi, and get your Snake R.

Head back to the SciLabs. You will receive an e-mail. Enter the newly-opened Virus Research Lab, and jack-in the SciLabs Square, where you should talk to the Navi and give her a LongSwrd E to get a CYokaPas. Use the ticket somewhere else and enter Yoka through YokaSquare. In the bottom-right corner speak with the two Navis and accept their challenge. The first Navi is near the Vending Machine. Make it to Yoka Area 1, where near the top and left you can find a Rapid+1 upgrade. Take it, jack-out, and go to the north-western corner of ACDC Town to find the second Navi, and the 3rd is in the School's Administration Office. The next Navi is in the Yoka Inn. Finally, go to Zoo Area 1 and fight off the last Navi. Congratulations! You have been invited to the N1 Grand Prix! Sleep at your house.

The next day, you will get some e-mail from Mayl, with Roll2 attached. Go down to SciLabs and do more jobs if you want. Enter Mayl's house, as you are her guest. Bring along a Wind * too (S-rank a WindBox). Give the chip to Higsby, and jack-in Mayl's computer. Now the hunt for BubbleMan begins. Go to Yoka Area 1 and find him, watch him flee, and chase after him to Yoka Area 2, then 1 again. He will again escape through some skinny wires, so jack-out, head to the SciLabs, and jack-in the computer in the Research Lab. Talk to the Navi and receive the PresData. Talk to Higsby in his shop, and exit outside and meet up with Cossack, to get the PresProg. Use the Navi Customizer and put it in.

Jack-in the Net again, and go to Yoka Area 1 again. Use the skinny paths to

reach a Mystery Data (Tornado L). Now just go south, east, and north to see BubbleMan make a bubble-block and release 3 Navis. Defeat the Navis in ACDC Area 2 to transform into either Electric, Fire, Wood, or Aqua element. Then get to the lower part of SciLabs Area 1 (accessible through SciLabs Area 2) to fight the 3 Navis again. Backtrack to where BubbleMan is, delete some viruses, and get a Needle. Box in BubbleMan and delete him (see section 6).

If you want, use your new wire-walking ability to snag an HPMemory and FullEnrg in Yoka Area 2! After you defeat BubbleMan you will get MaylCode for her PC and a bunch of e-mails. After reading them, go to sleep.

4D) Scenario 4 (DesertMan)

Battlechip: |Location:
Recov50 G |Beach Area 2
BlkBomb1 P |Hades net
FireRat H |Battle System computer

Subchip: |Location:
N/A |N/A

Upgrade: |Location:
RegUp3 |Beach Area 2
RegUp1 |Crate of tomatoes in DNN Center
HPMemory |Hades ramp
ExpMemory |E-mail
RegUp3 |Mr. Quiz at Yoka Inn
RegUp2 |Graph Chart

Program: |Location:
Charge+1 |Beach Area 1
HP+100 |Van
BreakCharge|Man at DNN Center

Key Item: |Location:
CBeacPas |DNN e-Mail
DataDisk |Lan's Mother
PET Case |Lan's Father
ModTools |Buy from man outside Beach Street Metroline
HadesKey |Hades net
VictData |Hades net
TamaCode |Tomako, after beating MetalMan

Comments: This scenario is really fun. You actually get to participate in this really awesome competition!

When you wake up you'll get an e-mail from DNN. Time to talk to Roll and Glyde. Find them in their respecting Homepages. Now, go to Dex's Homepage and find another Navi who will tell you GutsMan is in Yoka Area 1 by the Generator. Go there and talk to him. Very soon you will get another e-mail from DNN with an attached CBeacPas. Use the subway and head to Beach Area 2.

In Beach Area 2, start by going down the ramp, heading east to another ramp, going down the two ramps, then north all the way, and head east along the thin path to snag a Mystery Data (RegUp3). Backtrack west off the wire, then go south twice, west, and then north to a dead-end with a second Mystery Data (Recov50 G). Buy from the Netdealer if desired, then go up the previous 2 ramps and head north, east, south, west, and then south again to Beach Area 1.

In Beach Area 1, simply use the arrow path south, go down the ramp, and get the Charge+1 nearby. Then simply backtrack to the RegUp3 you got earlier, and go east along the wires to a warp, that leads to the Beach Square. In the Beach Square, talk to Bunny the Navi on the western side, and buy stuff. After that, backtrack to Beach Area 2 to get to the top of Beach Area 1. It seems your friends GutsMan and Bunny are about to be deleted. Take care of the 3 enemy Navis, then use the warp and head north. Watch the cut-scene. Loser Wiley.

Jack-out, get the DataDisc from Lan's mother, and read Mayl's e-mail. Take the Metroline to the SciLabs, perform some jobs, and fork over the DataDisk to the scientist in Dad's Lab. Now exit the SciLabs. You will see Chaud and Dad arrive. You will get the PET Case from them. Go back to ACDC Town, and sleep in the bed.

When Lan has awoken, you will receive an e-mail. Go to the Metroline, and get a ticket to the Beach Street. Now go there. When you get there, buy the ModTools from the man outside the station. Also, jack-in the nearby van for a HP+100. Now enter the center and head to the northern corner. Talk to the man and battle his KingMan. After that, you can find a RegUp1 on a crate of tomatoes in the inner pathway. Now head to the area where the contest takes place. Read your e-mail, then go to the pier, and take a ferry to the Hades Isle.

On Hades Isle, you can get an HPMemory by searching the white thing on the ramp. Now go up the ramp and jack-in the server into the Hades Area. Start by going north, east across the wires, north, west across the arrow path, south, west, and north all the way to get the HadesKey. Backtrack to the starting point, this time going down the ramp, then east along the wire paths and around to the firewall. Open it, then go east to a Mystery Data (BlkBomb1 P). Go west and snag the VictData.

Now the second round of the Grand Prix begins. Simply head north and choose a door to fight MetalMan in his second form. After the battle, you will have 3 minutes to snag some folders. Talk to everybody, they might exchange one with you. After the 3 minutes are up, you will battle GutsMan again, and get a ExpMemory upgrade from an e-mail. Now take the ferry back to the mainland.

You will get an e-mail from Dr. Cossack. Read it. If you want a RegUp3, go back to the Yoka Inn and take a quiz from some kid in the hallway. Go back to the DNN place, and speak with this black guy to get BreakCharge. Now go and battle MetalMan to get the TamaCode. You might want to switch back to your own folder before doing this. Now go to western side of the Center, the lower part. Speak with Chaud.

Go back to the competition room, fight KingMan again, get an e-mail from Mayl, and talk to your friends outside the building. Go back to the competition room again. Cool cut scene.... Jack-in the Battle System in the room and snag the FireRat H. Jack-out, and take the elevator outside the room to the next floor, and go in the room at the end of the hallway. Get a RegUp2 by looking at the graphs. Save your game. Now battle DesertMan.

4E) Scenario 5 (PlantMan)

Battlechip:|Location:
Spreader N |Security Panel
Recov120 * |Hospital TV
Geddon1 * |Hospital pink door
IceStage * |Trader at Yoka Inn

Jealousy J |DNN system
IceBall M |Hades Area viruses
Recov120 O |Hospital Area 1
GutStgt Q |Hospital Area 2
HeatShot I |All throughout the Hospital Areas
HeatSide T |Hospital Area 3
1600Z |Hospital Area 3
Geddon2 W |Hospital Area 3
2000Z |Hospital Area 4
Barr100 E |Hospital Area 4
FlameSwrd R|Hospital Area 5

Subchip: |Location:
FullEnrg |Hospital Area 4

Upgrade: |Location:
RegUp2 |Seaside Hospital Air Vent
HPMemory |Hospital 3F, check wood
HPMemory |DNN system
RegUp2 |Hospital Bed
RegUp1 |Hospital Area 1
HPMemory |Hospital Area 2
SubMem |Hospital Area 3
HPMemory |Hospital Area 5

Program: |Location:
OilBody |Hospital Area 1
EnrgyChange|Hospital Area 1 Navi
Charge+1 |Hospital Area 5

Key Item: |Location:
Tea |Vending Machine
BsmntKey |Nurse at Hospital

Comments: Ugh...this is the longest and most annoying scenario so far, not to mention the most confusing. Save often, and hope for the best.

Read your e-mail. Do some more jobs at the SciLabs if you want, but be sure to jack-in the Security Panel inside your house for a Spreader N. Take the Metroline to the Beach Street. Go south, check the air vent, and take the RegUp2. Go inside the nearby Hospital, check the pink door inside to get a Geddon1 *, and jack-in the TV for a Recov120 *. Chat with the lady at the counter, then go to the 3rd Floor, examine the wood for an HPMemory, then down a floor and talk with Yai. Go down to the first floor again and buy some Tea from a Vending Machine. Before delivering it, exit the hospital and talk to the wheelchair kid. Bring Yai the Tea.

Go back to your house, more specifically your room. Read your e-mail, and meet Dex in the neighborhood park. Get some more e-mail, head to the DNN Center's second floor, jack-in the system, take the two Mystery Data (HPMemory & Jealousy J) and trade with the Yoka Inn guy if you want. Do some SciLab requests as well. On your return from the jobs, a man will be at the board. He will give you Folder2! Now go to sleep in your bed.

At school, talk to every kid in your class. See Dex at his house. You will get another e-mail from the sick child. Visit him at Beach Street near the Hospital. Go up to the Hospital 3F, speak with the doctor, and talk to the kid again. Go to the Hades Area and fetch a IceBall M for the child. In the hospital bed nearby, jack-in and snag the Mystery Data (RegUp2). Sleep again. Read a depressing e-mail.

Head back to the hospital, see the kid, then go to the 3F operations room, then attempt to use the elevator. Watch the scene. Head back to the third floor, where MegaMan will be transmitted into the hospital computer system.

NOTE= Since there are so many HeatShot Mystery Data, I will not bother to list them all.

In Hospital Area 1, head north, west, and north to the OilBody program. Go south, take the arrow, and go around to the Navi in the center with the EnrgyChange program. Attach it to MegaMan, and burn the trees. If you ever need more ammo equip OilBody to attract fire viruses. From the Navi, go north and west to score a Mystery Data (RegUp1). Now travel east some to another tree, burn it, then go north, west, and around to a Mystery Data (Recov120 O). Go back and burn the other tree, and go to the end. Check the machine to have a virus battle.

You will be Lan again. Now use the elevator to get to the 2nd floor, and jump out the window. Reenter the Hospital, and get the BsmntKey from the nurse. Exit, then enter the hospital basement from the beach.

In Hospital Area 2, start by getting the GutStgt Q near the bottom of the area. Go the other way and warp, then west and north to an HPMemory. Now travel south, west, and south to some bushes. My advice would be to save, then keep trying each one until you get the switch for the gate. But remember to try the other ones if you want to get some HeatShot chips. Now go north and west, examine the machine, and watch the scene with PlantMan. Now go to the Hospital 3F, jack-in, and enter Hospital Area 3.

In Hospital Area 3, you can get a HeatSide T by going west north west. Now go west, south ALL THE WAY, and west to 1600Z. Then head back east, north all the way, and east to a bunch of plants. In there is a Geddon2 W. The warp is near the bottom. Use the warp, then travel west, and burn the southern plant to make way to a SubMem. Now go north and burn the other plant to get to Hospital Area 4.

In Hospital Area 4, start by going west, south, west, and past the plants to another Mystery Data (2000Z). Go past another group of plants and burn the first one you see to deactivate the firewall. Backtrack to the firewall you saw earlier, and travel north, west, north, burn the plant, and continue north. Go west to a long column of plants, but first go north all the way and along the path to a Barr100 E. Backtrack to the plants and burn the second one from the top for the warp. Go along the path to a FullEnrg and another warp. Take it, and head to the final area.

In Hospital Area 5, go west some, then south to get a Charge+1. Now go north twice, west, then north all the way to a FlameSword R. Head south, west, and burn the plant to encounter a bush. Burn the plant to the west of the center for the switch. Travel south, west all the way, south, west, and north to a column of plants. Burn the second to activate another switch. Travel south then east, burn the plant, head west to the bush, take the warp on the western side to an HPMemory, and go east to the other bush. The switch is near the bottom. Backtrack to the firewall, use the warp, and fight PlantMan. Good luck!

4F) Scenario 6 (FlameMan)

Battlechip: |Location:
StepSword N |Giraffe's Cage terminal

DynaWave V |Trader
VarSword B |Trader
1200Z |Undernet Area 1
2500Z |Undernet Area 2
Hammer S |Undernet Area 2
LavaStge T |Mr. Match
BublSide F |All throughout the Net (after the fire appears)
Panic C |Den Area 1 (WWW-ID required)
CustSword Z |SciLabs Area 1 (WWW-ID required)
Prism Q |Yoka Area 1 (WWW-ID required)

Subchip: |Location:
N/A |N/A

Upgrade: |Location:
RegUp2 |Undernet Area 2
HPMemory |Undernet Area 3

Program: |Location:
Atk+1 |Hospital Area 2 (through warp)
Fish |Beach Street Program Shop
HP+200 |Undernet Area 1 (WWW-ID required)

Key Item: |Location:
SpinOrng |In back of Hospital
HospCode |Mamoru
SpinPink |Beach Area 1
FireData |Mr. Match
HeatData |Mr. Match
FlamData |Mr. Match
WWW-ID |Job #16

Comments: This scenario has lots of fires you need to put out, but at least you get tons of new items and get to go even further into the Undernet.

First go back to the Zoo and jack-in the newly-opened terminal by the Giraffe's Cage to find a StepSword N. Then, if you are in the mood for some trading, go to the DNN Center, 2F, trade with a worker to get a Recov120 S, then back to ACDC Town in front of the school to find an elderly woman who will give you a DynaWave V for it. If you want, you can even battle KingMan2 in the DNN Center. Behind the Hospital by some rocks there is a person with a SpinOrng. Now, take the Metroline to the SciLabs, and in the station you will find Dr. Cossack. Speak with him, and go to the Virus Research Lab to get an award. :) Outside the station, there is another trader too, who can give you a VarSword B. See the young boy at the Hospital, and MegaMan will direct you to the task of finding Navis.

It's time to go on a hunt for some evil Navis. There is one in Beach Area 2. Get to the lower area of Yoka Area 2, and defeat the two purple Navis in the area. Backtrack to Beach Area 2, and go southeast to a warp with a Navi in front of it. If you have the Undernet Code, he will move. Use the warp to get to another area of Hades, where you can head north to Undernet Area 1!

In the Undernet, go north to the third set of stairs and go down them to a Mystery Data (1200Z). Go back up the stairs, and take the next set north. Go down that ramp, east all the way, south, take the arrow path south, west, north, west, and take the really long arrow path north to the second Undernet Area. On the upper part of this area is a RegUp2. There is also a purple Navi around, and by him is another Mystery Data (2500Z). Also, a third Mystery Data containing a Hammer S exists in this area, play around with the warps to get

to it.

Jack-out, and get back to Beach Area 1 somehow. The evil Navi is near the bottom-right corner; take the arrow paths to get to him. For the next Navi, go to the warp in the lower part of the area, he should be close. One more to go! He is in the upper SciLab Area 1. After the battle, you will witness FlameMan do some stuff. Visit DenSquare, and talk to the guy by the boards. Now speak to Mamoru, the kid at the Hospital, who will give you the HospCode. Use this Code in Beach Area 1 to unlock a Security Cube & gain access to a warp, along with a Mystery Data, which holds a SpinPink! After getting the SpinkPink, use the warp and it will take you to a platform in Hospital Area 2 you couldn't reach before, which has a Mystery Data (Atk+1) on it.

Jack-out now, and go to the SciLabs. There are more jobs on the Request Board you can do if you want, but we are here for the Virus Research Lab. Talk to one of the scientists in there named Mr. Match to receive FireData. The Navi you need to deliver the FireData to is in the upper SciLab Area 1. Speak to the man again. Go to the SciLabSquare, and chat with all 4 Navis here. Jack-out, and talk to the man again by the Vending Machines, who will give you the HeatData. Jack-in the Vending Machine, deliver it to a Navi in the corner, jack-out, talk again, go to the lab to find him again, and receive the FlamData. Now jack-in the terminal near Mr. Match, and give it to a Navi inside. For all this, you get a LavaStge T. Go back to your room. I knew it...Read your DNN e-Mail, and direct yourself to the SciLabs Metrostation and talk to one of the people in there. You will get another e-Mail.

It seems you must now extinguish all the fires on the Net. It's long and boring, so don't get your hopes up. Use the Navi Customizer to equip EnrgChange and Fish (if you don't already have it, buy it from the Beach Square Program Shop). Now jack-in the Net. Make sure you jack-in by Lan's computer, because that is where we are going to be starting. There are 2 fires in Den Area 1, near the computer warps. There are 3 fires in Den Area 2, one is by Yai's page, the other two by the entrance/exits of the area. There are 3 fires in the third area, two are by the DenSquare entrance, the other by some dead-ends. Make sure to take the shortcut in Den Area 3 to Den Area 1, as there is also a fire by Dex's terminal.

Now let's tackle the Yoka Areas. Start by using the Yoka Inn PC to get into lower Yoka Area 2, where there are 2 fires; one is in the western side of the area, the other in the center. Exit to lower Yoka Area 1, where there is one fire. Now get to the upper part of the second area, where there is another fire, then back to the first area where 2 fires are to be found, one by BubbleMan's spot and one by a warp.

Take the Internet Metroline to the lower SciLab Area 1, go south into SciLab Area 1, and take the long arrow path to a fire. Go back to the Metroline, up the ramp, and north, where a fire will be in sight. There is another fire in the center of the area near the SciLab Square warp, and a third one you can get to by going east and taking the arrow path south. Continue south into the upper part of SciLab Area 1, where you can find the last two fires here.

Onto the Beach Areas! There are 3 fires in the first Area, one is in the upper part, another you must use a teleport to get to, and one is in the lower part near the stairs. The 3 fires in the second Area are found by the Netdealer, near the Square, and by the WWW Firewall. That's the last of the fires. Go to the eastern part of the area, take the warp to Hades, and go north into the Undernet.

In Undernet Area 1, go north to the fourth ramp, go down it, and go around to Undernet Area 2, just like last time. In Undernet Area 2, go north, east,

north, east, take the ramp, and go north past the first warp to get to the second. Take this warp, then go south and down the ramp to the other part of Undernet Area 1. Go south, east a little, and go right back up to yet another path to Undernet Area 2. Now just follow the path to the third Area. Here, grab the HPMemory and just stay put until the cut scene takes place. Backtrack to the Navi who wouldn't let you go pass. Defeat him in battle to continue, then go up north along the path until you encounter FlameMan (see section 6).

Ha-ha! Bass has arrived! It is IMPOSSIBLE to beat him at the moment, so commit suicide. Watch the cut-scene, and go to your father's lab at the SciLabs. There are more things to do, though. Go to the SciLabs Request Board and complete the 16th Request for the WWW-ID. Jack-in the net, and use the WWW-ID on the firewalls in Den Area 1, SciLabs Area 1, Yoka Area 1, and Undernet Area 1 for a Panic C, CustSwrd Z, Prism Q, and a HP+200 block, respectively. Then go to your house and sleep to conclude this chapter.

4G) Scenario 7 (DrillMan)

Battlechip:	Location:
Fire+30 *	Yoka Inn PC
Team1 *	Navi in Yoka Area 2
DynaWave K	Trader
Shadow J	Trader
BlkBomb2 S	Undernet Area 2 (past the Security Cube)
Lance R	Undernet Area 3 (past the Security Cube)
Recov200 N	Undernet Area 4
StepSwrd M	Undernet Area 4 (past the Security Cube)
SandStge C	Undernet Area 5 (past the Security Cube)
Aura F	Undernet Area 6 (past the Security Cube)

Subchip:	Location:
N/A	N/A

Upgrade:	Location:
SubMem	Undernet Area 6
HPMemory	Quiz behind Yoka Inn
HPMemory	Undernet 5 Navi

Program:	Location:
BlckMind	Chaud
WeapLV+1	Statue on Hades Isle
Speed+1	Undernet Area 4
WeapLV+1	Undernet Area 6 (past the Security Cube)

Key Item:	Location:
Rank 10	Navi in Hades Area
Rank 9	Navi in Hospital Area 2
Rank 8	Navi in Undernet Area 3
Origami	Hospital, 2F Patient's Room
Rank 7	Deliver Origami
SpinDark	Undernet Area 4
Rank 3	Undernet Area 4 Navi
SpinPrpl	Hidden Woman in Beach Street
Rank 2	Defeat MistMan
GigFreez	Behind the boulder

Comments: I like this Scenario. You get to go really far in the Undernet, and a lot more of the game's side quests are opening up to you.

Exit your house to find Chaud outside waiting for you. After you talk to him, there will be plenty of new stuff you can do. There are two new requests at the SciLabs Request Board, Tamako has MetalMan v3 ready, along with a mini-game with some cool prizes waiting for you in the Hospital Vending Machine. When all is said and done, go back to the Yoka Inn in Yoka. Jack-in the Yoka Inn PC for a Fire+30 *. While you are here, use the warp in here to get to Yoka Area 2. There is a Navi in here who will give you a Team1 *.

Now go back to the Hospital, and visit Dr. Hikari in the patient's room, where you will also get an e-mail. There is also a trader on the first floor, if you're interested. Head back to the SciLabs Virus Research Lab to find Chaud again, who will give you a Navi Customizer piece called BlckMind, which you should equip. Time to get back in the Undernet. Get back by taking the warp in Beach Area 2 to Hades, then going north to Undernet Area 1, like always. Get back to Undernet Area 3 again, then talk to the Navi blocking the path on the left side of the area. He should move, if you have BlckMind on. Continue on the path to the UnderSquare.

In the UnderSquare, head west up the ramps to the center area, and talk to the Navi. Now you must track down and delete all the purple Navis. Let's begin. Get back to Undernet Area 3, where there are 4 Navis who will challenge you. Delete them all, then get back to Undernet Area 1 through Undernet Area 2, where you will find another Navi. Now get back to Undernet Area 2 through the path in Undernet Area 1 that involved going down the fourth ramp, and you'll see the sixth Navi. The seventh is on the upper level of Undernet Area 2, right in the center.

There is only a few left. The 8th is in Undernet Area 2, southwestern side next to a ramp and a warp. If you have beaten FlashMan3, you can also get a BlkBomb2 S in here. Go to Undernet Area 1 and fight the Navi by the fourth ramp. Right by the ramp's other side rests the tenth Navi. That's all! Now you can access another trader in the DNN Center who will give you a Shadow J, and another request on the Request Board. Now go back to the Beach Street, and take the ferry to Hades Isle, where you should jack-in the Hades Area. Fight the Navi in the area to get the Rank 10. You will also receive an e-mail, along with instructions to go to the ZooComp 2. Just head north, and delete the viruses that surprised you. Read the next e-mail, then get to the "secret" part of Hospital Area 2 through Beach Area 1, and talk to the Navi in there to get the Rank 9.

Backtrack to Undernet Area 3 (you should know by now, take Undernet 1's fourth ramp, etc.) and get to where FlameMan was. Speak with the Navi and take down a reincarnation of your old buddy BeastMan again to get the Rank 8. When you have beaten BubbleMan3, remember to come back here and open the Security Cube for a Lance R. Remember the School Network? It's time to go back there. Go back to the school, and jack-in the terminal in the Principal's Office to enter the School Network 1. Then go west, north all the way, east, and north to enter the second area. Here just go north, west, south, west, and follow the path downwards to meet another Navi.

This Navi wants an Origami. The Origami is in the Hospital, 2F in the Patient's Room. Deliver the Origami to the Navi, and get the Rank 7. You'll soon get an e-mail from Chaud, directing you to go the DenSquare Message Boards. Do so, and investigate the post from the #3 Navi. He'll tell you to meet him in Undernet 4, by a dead-end ramp. Before doing that, let's take some side-quests. Travel back to Hades Isle, and jack-in one of the statues to get a WeapLV+1 and a terminal to access the Undernet 2 Bugfrag Netdealer.

Jack-out, and get to the other side of Undernet 2 through Undernet 1, like always. In Undernet 2, go north, west, and get to that warp to the left of you

by taking the arrow path right above it. After taking the warp, go east, north, east, south, and take the first arrow path you see to the right to get to a Navi, who should move. Go north into Undernet 4. SpinDark I think is in here, so grab it. Then go west, and around the path to a Recov200 N. Now head south to a warp, which you should take. After taking the warp go east (when you have beaten PlantMan3 remember to open the Security Cube for a StepSwrd M) and north to another warp. Now go east and north across the arrow paths, then east down the ramp to that Navi. After you defeat him, you'll get the Rank 3.

Before jacking-out, backtrack to the beginning of the area. Now take the east path instead. Go north all the way, west, then south to a warp (in one of the dead-ends is PlantMan2, if you're interested). After taking the warp, go east to claim a Rapid+1, and west to enter Undernet Area 5. If you have beaten DesertMan3, go west, open up the Security Cube, and claim a SandStge C. When you're done get to the UnderSquare, and take the northern warp in there to the other side of Undernet Area 5. Go east, and talk to the Navi to make him move. Then continue east, north, west, north, west, north, east, (continue east along the path if you want to meet up with FlameMan again) south over the arrows, up the ramp, north, down the ramp, and north into Undernet 6.

In Undernet 6, there are a ton of arrow paths. Try to get the SubMem on the right side of the area, and if you have beaten FlameMan3 unlock the Security Cubes on the left for an Aura F and a WeapLV+1. You can't do much in Undernet 7 right now, so jack-out. Go back to the Yoka Village Yoka Inn, and go behind it to find a Quiz person. Answer all 10 questions correctly for an HPMemory. You can get a SpinPrpl by going to Beach Street, then talking to a hidden woman left of the Cafe and behind a pillar.

Now go to the DNN Studio, and jack-in the Battle Console. In here, you will encounter MistMan. See the Navi section for battle strategies. After the battle you will receive Rank 2, and another hint. Head to the Yoka Inn, specifically where you found that Quiz person. The door we need is right there. Go through the bath door, watch the awesome cut-scene, and take the GigFreez. Travel to upper SciLab 1, and find the huge hole dug by DrillMan. Enter it to get to Undernet 5. An HPMemory is found here, under the nearby ramp. Now go east and take the arrows down. Continue east to some more arrows you can go down. Then go all the way west, and take the lower western path. Go north along the path, but save the game right before the path widens. DrillMan awaits.

4H) Scenario 8 (Alpha)

Battlechip: | Location:
Roll3 R | Mayl
HoleMtr H | Trader in DNN Studio
Barr200 E | Quiz Queen in Hospital
1800Z | WWWComp 1
Recov150 P | WWWComp 1
Magnum1 V | Check desk
3000Z | WWWComp 2
1400Z | WWWComp 4

Subchip: | Location:
FullEnrg | WWWComp 3

Upgrade: | Location:
HPMemory | ACDC Town
RegUp2 | ACDC Town
RegUp1 | Yoka Inn Dorm

RegUp2	WWW Isle base, check the console
HPMemory	WWWComp 1
RegUp2	WWWComp 2
HPMemory	WWWComp 4

Program:	Location:
Alpha	E-mail from Dad
Collect	WWW Isle terminal
Jungle	WWWComp 3

Key Item:	Location:
OfclPass	ProtoMan in SciLab Square
Aspirin	Hospital
CardKey	Check Hospital bed
DadsNote	Check Hospital bed
ID-DataA	WWWComp 1
ID-DataB	WWWComp 2
ID-DataC	WWWComp 3
ID-DataD	WWWComp 4
GramNote	Defeat Alpha

Comments: Ah. The last chapter in the main game. Load up on everything you can, you'll need all of it to survive the challenges of the WWW Base!

To start off with this scenario, head to the school, and chat with Dex. Then go to the Metroline station and meet Yai, and the guard. Now go to the park and talk with Mayl to get her Roll3 R chip, along with an e-mail. Do as it commands and meet ProtoMan in the SciLab Square to get the OfclPass. Now jack-out, and use the Metroline to get to the SciLabs and encounter Chaud on the upper floor. Now go back to ACDC Town and head north all the way to find your friends.

There is an HPMemory in the top-left side, and a RegUp2 in the bottom-right for you. Then go left to find a rather strange object. You will then battle with it. Watch out, they are powerful and regenerate. Go into your room to get an e-mail from Dad. Visit the Seaside Hospital, and go up to the second floor where Dr.Hikari usually is. You will get Aspirin, and if you examine the bed you'll receive the CardKey and the DadsNote. If you want, you can find the Quiz Queen on the 3rd floor who can give you a Barr200 E.

Head to the SciLabs. The Request Board has more jobs if you are interested, and use the CardKey to unlock the side door in your father's lab. But before that, go to the DNN Studio to find a trader on the second floor who will give you a HoleMtr H for a Rook F. MistMan is also still in his Battle Console. After using the CardKey, head to the Beach Street and examine the boat. Then talk to Yai in her mansion. After that head to your house and take a rest in the bed. When you wake, check your e-mail. It is from Dad, and attached is the program Alpha.

Before continuing, take a side trip to the Yoka Inn, and check the vase in one of the dorms for a RegUp1. I also recommend you do anything that you've been holding off, like requests or anything that can give you an edge before heading to one of the toughest places in the game. When you are finished, take the boat in Beach Street to the WWW Isle.

On the WWW Isle, simply head north, but avoid going to the left. You will find a secret place by some stairs. Jack-in, and get the program Collect next to the Subchip Merchant on the left. Jack-out, and find a RegUp2 by checking the thing that Tora was standing at. Now attempt to enter the door, and view the scene. So take the elevator, exit the place, go down, and jack-in the blue

robot to enter the WWWComp 1.

In WWWComp 1, be sure to equip the program Alpha. This will let you see the foe in certain places, and also allow you to avoid him. If he gets hold of you a crane will come and take you to the beginning. Now, head north, and after the crane, go right to find a Mystery Data (HPMemory). Get back on the main path by going north when the crane tries to get you again. Now go west all the way, then south and east to snag another Mystery Data (1800Z). After that, travel north (dodge the crane by going south) and head along the path. When you reach a part with 2 cranes, dodge them and continue following the path to the firewall. You can't open it yet, so go north, east, and use the warp. Then go south, dodge the cranes, and continue south. Alpha is on the first path, so continue south and take the second one to get to a third Mystery Data (Recov150 P). Backtrack onto the main path, go south, and west to get the ID-DataA. Backtrack to the firewall, save, and fight FlashMan2 again.

After you defeat FlashMan2, you can battle KingMan3 by talking to Tora. When your done, go to the next section of the WWW Isle. Go into the office, and check the desk for a Magnum1 V. Now keep examining the statues until Lan starts to get mad. Then take the elevator up, and go east to the green terminal thing. Jack-in WWWComp 2.

In WWWComp 2, start by going west, north (dodge the cranes, but by now I shouldn't have to tell you that), east, south, east, north, and west as soon as you can (the upper western path has Alpha on it). When you get to the fast cranes, take off after two have gone by. When you get to the warp, keep going to find a RegUp2, then backtrack to the warp. Save, and enter it to encounter BubbleMan2 again. Defeat him, then continue north to another warp, which you should take. Go south to where a ton of cranes are, and when the middle crane starts moving down and the crane on the right moves up, dash left for a Mystery Data (3000Z). Now go right to the path directly across from where you are, and take the left southern path (the other has Alpha) to get near the ID-DataB. Backtrack to the big group of cranes, and go south to the firewall. Save the game, and continue north past the cranes to DesertMan2 and defeat him.

Once DesertMan is finished and you have jacked-out, head down the stairs, and jack-in WWWComp3. Dex's GutsMan2 & version 3 is also available for a fight, if you are up to it.

In WWWComp3, travel west to the first square thing, then go north to the second and third square thing, (avoiding the cranes, of course) and then go east on the path to find a Jungle program. Go back west to the 3rd square, west to the fourth, and to the fifth. Alpha lurks on the fifth square, so instead of going north head around to the west. Continue west all the way, then south, because Alpha is on the bottom row. Go south along the crane-ridden path to the ID-DataC. Backtrack north to the firewall, and go through it. Then go north, down the ramp, and west to a FullEnrg. Now go east and north, save, and face both PlantMan and FlameMan.

Go north, and head through the door. Examine the wires nearby to find a secret passage and continue to find the robot and enter WWWComp 4.

In WWWComp 4, head east, and dodge the crane by heading into the little side paths. Watch out, because the south-eastern one has Alpha. Now go north, and note that Alpha is on the side path to the right, the second side path on the top, and the third side path on the bottom. Continue west. When going north, take the path on the left to avoid Alpha and get a 1400Z. Continue north, and plan your moves properly to get east across the arrow path safely. Then go north, and west to a warp, but don't use it. Go north and follow the path

around to the ID-DataD. Backtrack to the warp and use it. Instead of going through the firewall, travel south to a bunch of cranes. Don't head south to where Alpha is, but follow the cranes along and go west to an HPMemory. Backtrack to the firewall, and go through it. Save, take off north, and fight DrillMan.

Make sure you absolutely save your game now. If you don't, you won't get the chance later when you go even deeper into the WWW Base. Consider yourself warned. Now go inside, watch the cut scene, and simply head north to find your best friend Bass. Crush him! Use the Navi section. After you defeat Bass and watch another cut scene, fight Alpha. Even though his strategy is in the Navi section as well, remember to break his Aura with your Buster before wasting your good chips. Good luck. After your foe's defeat, you will get the GramNote. Now quickly get back to the entrance of the base, watch the cut scenes and everything, then pat yourself on the back. Onto the Secret Areas!

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5) SECRET AREAS/GREEN STAR:
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Battlechip: |Location:

Navi+40 * |QuizKing on Hades Isle
GutImpct J |Undernet Area 7 (past the Security Cube)
Geddon3 U |Secret Area 1
StepCros R |Secret Area 1
50000Z |Secret Area 1
AntiNavi M |Secret Area 2
Snctuary C |Secret Area 3
Hole * |Secret Area 3
Bass X |Defeat Bass GS
Serenade S |Complete Time Attack
Guardian O |Undernet Area 7

Subchip: |Location:

Unlocker |Yoka Inn TV

Upgrade: |Location:

SubMem |Yoka Inn armor
HPMemory |Secret Area 2
HPMemory |Undernet Area 7

Program: |Location:

HP+500 |Secret Area 2
HubBatc |Secret Area 3
GigFldr1 |Undernet Area 7

Key Item: |Location:

Hammer |Undernet Area 7
Rank 1 |Defeat Serenade

Comments: Hehehehe.....we can finally enter the Secret Areas, where you will face unique challenges, powerful viruses, and long-lasting migraines. Be sure you are ready, because once in the Secret Areas there is NO JACKING-OUT.

There should now be a Yellow Star next to continue, if you beat Alpha. When the game reloads, get back on the boat and off the island. Before we head on, make sure you've done all the jobs, have a decent folder, and have a Giga-class chip. You can buy a Giga-class chip from the BugFrag Merchant in Undernet Area 2, through the Hades Isle statue. ProtoMan is also available to fight, go to the Hades Isle, last room, to find Chaud. On top of Hades Isle,

there is a QuizKing who can give you a Navi+40 *.

You can get a SubMem inside the Yoka Inn, by jacking-in the suit of armor. There is also an Unlocker inside the TV in the Inn. Now, get to Undernet Area 6. Now head north, take the arrow paths to the left, go west and take the arrow path south, then west all the way across some arrow paths, now north, east, north all the way, then go a little east then north into Undernet Area 7.

In Undernet Area 7, go north, and break the Security Cube on the left by deleting DrillMan3. Continue west to a GutImpct J. Now head east some, go north, open the firewall, and go up the ramp. Go east across the panels to retrieve the Hammer, a very important item. Now you are ready. Go back to the Undernet server thing by that boulder, jack-in, and go west into the warp. Also be sure to equip the program Collect so you can get cool chips.

In Secret Area 1, remember that you can not jack-out. From the warp, head west until you see a statue thing. Save your game, and listen up. These guys have a unique strategy behind them. Each statue has a number, which dictates the order in which you must defeat them. You must delete them in one attack. Otherwise they will recover instantly and attack you. If two have the same number, you have to destroy both in the same attack. Try it, then go south and west to a Mystery Data (Geddon3 U). Now backtrack to the warp, go south, and use the Hammer on the wall to fight lots of viruses. Now go south, west, and north to a firewall. To open it, you have to beat all 4 quizzes. Get the Mystery Data (StepCros R). Backtrack to the warp, go east and north along the path to another tower. Beat them and take the 50000Z. Continue left along the path to another firewall, where you must have 140+ chips. Save, & fight DarkMan. Then go into Secret Area 2.

In Secret Area 2, simply go west all the way and take the warp. Take the path on the right (the one on the left leads to a Green Mystery Data) to a statue. Take it out, and go south to a Netdealer with some awesome chips. Backtrack to the warp, and break the wall with the Hammer. Delete the viruses, and head east all the way to find another warp, which you should take. Take the eastern most path south to a firewall. Open it, and continue south to an HP+500 program. Backtrack to the warp, and take the middle path south to another warp. Use the warp, then go west all the way and use the Hammer on the wall. Now, get to the very edge, and walk north off the platform to an AntiNavi M. Freaky...Backtrack to where we passed the tower. Stay south on the very edge, where you will hopefully get on another invisible road that leads you to another path, then (still sticking south) go west, and when you hit something press A to fight the statues. Continue west to an HPMemory. Backtrack north then west to a firewall. Save, and fight JapanMan (see section 6). Continue into Secret Area 3.

In Secret Area 3, go west to a firewall, open it, and head along the wires north to a platform with some Virus Breeder viruses, and south to a giant platform with a BugFrag trader. Go south to a Mystery Data (Snctuary C). Back at the BugFrag trader, put in 300 BugFragments, you will thank me later....Now stay on the left side of the giant platform, and walk along the side to get on a hidden path. Go along the path, and use the Hammer on the wall. After the battle, crack open the Mystery Data to get the HubPatch program! Backtrack to the firewall you opened earlier. Head west along the path to another tower. After that, go east and break down the wall. After that, go north to a tower, and save because this one is hard....When the tower is gone, go along and grab the Hole *! Backtrack to where the wall was, go south along the path to a giant ramp. Go up the ramp to a firewall, and be sure to save your game. Final warning. If you have all 200 normal-class chips, fight Serenade, the ultimate evil. You will get Rank 1.

Now, if you were a good reader and did what I told you, you would have spent 300 BugFragS at that machine, then do it immediately. Now, exit the Secret Areas, then reenter and step in the BugFrag Machine to face Bass GS!! You will receive the Bass X battlechip. Awesome. Too bad things are far from over. Now you will have to use your ExtraFolder to do these "time attacks" and beat every v2 Navi under a certain time. Since strategies are more appropriately covered in the Navi section, I will just give out the locations and times. The first 3 Navis (DarkMan, JapanMan, and ProtoMan) are on top of Secret Area 3's giant ramp and you must beat them in 45s, 40s, 45s respectively. The Secret Area 2 Navis (MistMan, KingMan, MetalMan, and GutsMan) are all around and you must beat them in 45s,40s,20s, 15s respectively. Secret Area 1's left side Navis (DesertMan, BubbleMan, BeastMan, and FlashMan) must be beaten in 45s,40s,35s,10s respectively. Secret Area 1's right side Navis (DrillMan, FlameMan, and PlantMan) must be beaten in 45s,40s,40s respectively.

For doing all this, you get the ultimate Serenade S chip! Now make sure you have 50 spare BugFragS, and head back to Undernet Area 7. Go west and north to a firewall, and open it. Get a Guardian O. Get back to the entrance, and go east now. When you get to the Spikey give him 50 BugFragS. Now go to the firewall, open it, and take the HPMemory. Finally, go up the ramp, unlock the firewall, and take the GigFldr1 program!

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6) NAVI STRATEGIES, LOCATIONS & TIME ATTACK/LIGHT BLUE STAR:
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Coming soon!

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7) BATTLECHIPS GUIDE/DARK BLUE STAR:
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Number Name: Attribute|Codes Attack Power/Capacity-Description

#001 Cannon: None|ABCDE 040/16-A forward shot
Location: ACDC Areas (Canodumb virus)

#002 HiCannon: None|HIJKL 060/24-A forward shot
Location: Yoka or Hosp Comp Areas (Canodumb2 virus)

#003 M-Cannon: None|OPQRS 080/36-A forward shot
Location: WWW Comps (Canodumb3 virus)

#004 Airshot1: None|* 020/04-Hits an enemy back one space
Location: You start with this.

#005 Airshot2: None|* 030/12-Hits an enemy back one space
Location: Beach Areas GMD

#006 Airshot3: None|* 040/18-Hits an enemy back one space
Location: NumberMan Lottery Code (15789208)

#007 LavaCan1: Fire|AGSTV 090/34-A forward lava shot
Location: Secret 2 & 3 (Volcano virus)

#008 LavaCan2: Fire|BDFMO 120/42-A forward lava shot
Location: Secret 2 (Volcaner virus)

#009 LavaCan3: Fire|EHJRW 150/60-A forward lava shot

Location: Secret 3 (Volcanest virus)

#010 Volcano: Fire|AGJYZ 150/75-A forward lava shot that spreads out
Location: S-Rank Volcanest virus w/CustomStyle

#011 Shotgun: None|BFJNT 030/08-Attacks 2 enemies behind each other
Location: ACDC Areas GMD

#012 V-Gun: None|DGLPV 030/08-Attacks 1 enemy and 2 diagonal-back
Location: ACDC Areas GMD

#013 SideGun: None|CHMSY 030/08-Attacks 3 enemies in a column
Location: ACDC Areas GMD

#014 Spreader: None|MNOPQ 030/16-Attacks an enemy and all around it
Location: ACDC Areas GMD

#015 Bubbler: Aqua|ACDEP 060/14-Attacks 2 enemies behind each other
Location: Yoka Areas (Shrimpy virus)

#016 Bub-V: Aqua|DEFSV 060/22-Attacks 1 enemy and 2 diagonal-back
Location: Undernet 1 (Shrimpy2 virus)

#017 BublSide: Aqua|BEFGR 060/30-Attacks 3 enemies in a column
Location: Undernet 7 (Shrimpy3 virus)

#018 HeatShot: Fire|BHIJP 040/16-Attacks 2 enemies behind each other
Location: Zoo Comp Areas (Spikey virus)

#019 Heat-V: Fire|FIJKV 040/24-Attacks 1 enemy and 2 diagonal-back
Location: Hades Isle (Spikey2 virus)

#020 HeatSide: Fire|CJKLT 040/32-Attacks 3 enemies in a column
Location: Hades Isle, WWW Comp 3 (Spikey3 virus)

#021 MiniBomb: None|BGLOS 050/06-Throw a single shot 3 panels ahead
Location: You start with this.

#022 SnglBomb: None|DFHJT 050/12-Throw a 3x1 shot 3 panels ahead
Location: Beach Areas (Beetle virus)

#023 DublBomb: None|ACHKW 050/24-Throw a double 3x1 shot 3 panels ahead
Location: Hades Isle (Deetle virus)

#024 TrplBomb: None|EINPW 050/36-Throw a triple 3x1 shot 3 panels ahead
Location: Secret Areas (Geetle virus)

#025 CannBall: None|ADFLP 160/33-Breaks 3rd panel ahead
Location: Hosp Comp Areas (HardHead virus)

#026 IceBall: Aqua|FIMQS 120/18-Freezes 3rd panel ahead
Location: Hades Isle (ColdHead virus, use Fish!)

#027 LavaBall: Fire|BCHNW 140/20-Burns 3rd panel ahead
Location: Hades Isle (HotHead virus, use OilBody!)

#028 BlkBomb1: Fire|FLNPZ 120/60-Throw a bomb 3 panels ahead; use fire to lite
Location: Hades Isle BMD

#029 BlkBomb2: Fire|DIKQS 170/70-Throw a bomb 3 panels ahead; use fire to lite

Location: Undernet 2 BMD

#030 BlkBomb3: Fire|CGLUY 220/80-Throw a bomb 3 panels ahead; use fire to lite
Location: Yoka 1 BugFrag Trader

#031 Sword: None|EHLSY 080/10-Cuts panel in front of you
Location: You start with this.

#032 WideSwrd: None|CELQY 080/16-Cuts column in front of you
Location: You start with this.

#033 LongSwrd: None|EILRY 080/24-Cuts front 2 panels
Location: SciLab Areas (Swordy virus)

#034 FireSwrd: Fire|FNPRU 150/20-Cuts column in front of you
Location: Hosp Comps Areas (Swordy2 virus)

#035 AquaSwrd: Aqua|AHNPT 150/25-Cuts column in front of you
Location: Secret Areas (Swordy3 virus)

#036 ElecSwrd: Elec|EKNPV 130/23-Cuts column in front of you
Location: Netdealer in Yoka Square

#037 BambSwrd: Wood|BLNPW 140/18-Cuts column in front of you
Location: Netdealer in ACDC Square

#038 CustSwrd: None|BFRVZ ???/21-Damage based on Custom Gauge
Location: Netdealer in Beach Square

#039 VarSwrd: None|BCDEF 160/68-Button combos=different attacks
Location: NumberMan Lottery Code (63997824)

#040 AirSwrd: None|CEHJR 100/30-Cuts column in front of you, hits enemy back
Location: Buy from Higsby's store

#041 StepSwrd: None|LMNOP 130/43-Cuts column 3 panels ahead
Location: Complete Request #8, Netdealer in SciLab Square

#042 StepCros: None|PQRST 130/74-Cuts panel 3 panels ahead, and diagonally
Location: NumberMan Lottery Code (76889120), Complete Request #24

#043 Slasher: None|BDGRS 240/74-Hold down A to automatically slash
Location: Complete Request #5

#044 ShockWav: None|DHJRL 060/10-Hits entire row, empty panels block it
Location: ACDC Areas (Mettaur virus)

#045 SonicWav: None|GIMSW 080/26-Hits entire row, empty panels block it
Location: Zoo Comp Areas, Yoka Areas (Nettaur2 virus)

#046 DynaWave: None|ENQTV 100/42-Hits entire row, empty panels block it
Location: Undernet Areas, WWW Comp Areas, Secret Areas (Mettaur3 virus)

#047 BigWave: None|EJMPY 190/82-Hits entire row, and crack panels
Location: S-Rank Mettaur3 virus w/CustomStyle

#048 GutPunch: None|BCDEF 080/14-Punches things 1 panel back
Location: Dex's HP BMD, Yoka 1 GMD

#049 GutStrgt: None|OPQRS 100/30-Punches things 1 panel back

Location: NumberMan Lottery Code (95913876)

#050 GutImpct: None|GHIJK 160/50-Punches things 1 panel back

Location: Complete Request #21, Secret 2 Netdealer

#051 DashAtk: None|CDGJZ 090/11-Hits entire row, obstacles block it

Location: SciLabs Areas, Doghouse (Fishy virus)

#052 Burner: Fire|BFQSW 130/15-Surround yourself with fire

Location: Yoka Areas (Fishy2 virus)

#053 Condor: None|BILSZ 180/44-Hits entire row, obstacles block it

Location: Undernet Areas (Fishy3 virus)

#054 Burning: Fire|AFLRS 150/42-Surround yourself with fire in a cross

Location: S-Rank Fishy2 virus w/CustomStyle

#055 Zapring1: Elec|AMPQS 020/08-Shoot a stunning ring down the row

Location: ACDC 2-3, Yai's HP, Principal's PC (Bunny virus)

#056 Zapring2: Elec|BGNRW 040/18-Shoot a stunning ring down the row

Location: Undernet 1-3 (TuffBunny virus)

#057 Zapring3: Elec|CEOTZ 060/28-Shoot a stunning ring down the row

Location: WWW Comp 1 (MegaBunny virus)

#058 IceWave1: Aqua|AKMQW 080/14-A 2-panel wide attack

Location: SciLab Vending Machine (Pengi virus)

#059 IceWave2: Aqua|DHLPR 100/22-A 2-panel wide attack

Location: SciLab Vending Machine (Pengu virus, very rare)

#060 IceWave3: Aqua|CDJRV 140/30-A 2-panel wide attack

Location: Hosp Comp Areas (Penga virus)

#061 Yo-Yo1: None|CDEFG 40x/72-A 3 panel yo-yo that blocks projectiles

Location: Beach Areas (Yert virus)

#062 Yo-Yo2: None|HIJKL 50x/80-A 3 panel yo-yo that blocks projectiles

Location: Undernet Areas (Yurt virus)

#063 Yo-Yo3: None|MNO PQ 60x/88-A 3 panel yo-yo that blocks projectiles

Location: Secret Areas (Yart virus)

#064 AirStrm1: None|AFHOS 050/26-Sucks foes up front, and hits with whirlwinds

Location: Beach Areas (SnoBlow virus)

#065 AirStrm2: None|CGH MW 060/35-Sucks foes up front, and hits with whirlwinds

Location: Hades Isle (LowBlow virus)

#066 AirStrm3: None|AGINV 070/44-Sucks foes up front, and hits with whirlwinds

Location: Secret Areas (MoBlow virus)

#067 Arrow1: Elec|BEMQT 100/40-A flying homing bee

Location: WWW Comp 1 (EleBee virus)

#068 Arrow2: Elec|FRSUZ 130/60-A flying homing bee

Location: Secret 2 (EleWasp virus)

#069 Arrow3: Elec|AHJNP 160/80-A flying homing bee

Location: Principal's PC 2 (EleHornet virus, use Battery)

#070 Ratton1: None|ACFHJ 080/14-A ground homing rat

Location: ZooComp Areas, SciLab Areas (Ratty virus)

#071 Ratton2: None|ACFNO 100/24-A ground homing rat

Location: DNN Van (Ratty2 virus)

#072 Ratton3: None|ACFRS 120/34-A ground homing rat

Location: Secret 1 (Ratty3 virus)

#073 FireRatn: None|BFHMY 230/35-Hit with a Fire attack to activate

Location: Battle Console PMD

#074 Wave: Aqua|EILST 080/60-A giant 3-panel wide wave

Location: WWW Comp 2, Undernet 2 (Jelly virus)

#075 RedWave: Fire|BFJRU 090/72-A giant 3-panel wide wave

Location: Undernet 7, Wall Comp (HeatJelly virus)

#076 MudWave: Wood|DGMVZ 100/84-A giant 3-panel wide wave

Location: Secret 2 (ErthJelly virus)

#077 Tornado: None|CLRTU 20x/18-An 8-hit tornado with a range of 2

Location: Yoka 1 BMD

#078 Spice1: Wood|BDISZ 080/22-Poison is on all grass

Location: Hosp Comp Areas, Bed Comp (Mushy virus)

#079 Spice2: Wood|CFIKR 110/34-Poison is on all grass

Location: Bed Comp (Mashy virus)

#080 Spice3: Wood|DFJOQ 140/46-Poison is on all grass

Location: Secret Areas, Zoo Comp 3 (Moshy virus, use Jungle)

#081 Shake1: None|EGRSU 090/34-Make a crushing anvil 3 panels ahead

Location: Undernet 5, Hospital TV (Heavy virus)

#082 Shake2: None|BFILQ 110/40-Make a crushing anvil 3 panels ahead

Location: WallComp (Heavier virus)

#083 Shake3: None|DMRTZ 140/50-Make a crushing anvil 3 panels ahead

Location: Secret Areas (Heaviest virus)

#084 NoBeam1: None|CFGTZ 200/66-Fire beam down row if in front of obstacle

Location: Hospital TV (NO 1 virus)

#085 NoBeam2: None|EISUY 260/77-Fire beam down row if in front of obstacle

Location: Secret 2 (NO 2 virus)

#086 NoBeam3: None|HMOVZ 300/88-Fire beam down row if in front of obstacle

Location: Secret 3 (NO 3 virus, very rare!)

#087 Hammer: None|BGLPT 100/16-Hammer the enemy in front of you

Location: Zoo Comp 4 BMD

#088 Geyser: Aqua|BCLSW 200/22-Throw onto empty panel for a giant attack

Location: Yoka Zoo Alarm Comp PMD

#089 Ropel: Wood|DGJMO 50x/45-Hits any enemy within 1 panel around MegaMan

Location: Hosp Comp Areas (Viney virus)

#090 Rope2: Wood|EGOTU 70x/55-Hits any enemy within 1 panel around MegaMan
Location: Undernet 6 (Viner virus, use Jungle!)

#091 Rope3: Wood|HITUV 90x/65-Hits any enemy within 1 panel around MegaMan
Location: WWW Comp 1 (Vinert virus)

#092 Boomer1: Wood|FHJMT 060/15-A boomerang will go around the battlefield
Location: School Server, ACDC 2, SciLab 2 (Boomer virus)

#093 Boomer2: Wood|EIKNV 080/22-A boomerang will go around the battlefield
Location: Undernet Areas (Gloomer virus)

#094 Boomer3: Wood|LOPUZ 100/30-A boomerang will go around the battlefield
Location: Secret Areas (Doomer virus)

#095 PoisMask: None|AFNQV ???/30-Spread poison on a panel while holding A
Location: Hosp Comp Areas, Undernet Areas (PuffBall virus)

#096 PoisFace: None|ANQVW ???/38-Spread poison on all panels while holding A
Location: Hosp Comp Areas (PoofBall virus, kind of rare)

#097 RockArm1: None|DHJOP 100/23-Earthquake on row paralyzes enemies
Location: SciLab Areas (Quaker virus)

#098 RockArm2: None|GMPSV 150/35-Earthquake on row paralyzes enemies
Location: Beach Areas (Shaker virus)

#099 RockArm3: None|CILTZ 200/47-Earthquake on row paralyzes enemies
Location: Secret Areas, DNN Van (Breaker virus)

#100 CrsShld1: None|ACHLP 160/25-Block an attack then attack
Location: Undernet 4 (Dominerd virus)

#101 CrsShld2: None|BCLST 210/33-Block an attack then attack
Location: WallComp (Dominerd2 virus)

#102 CrsShld3: None|CELNR 260/41-Block an attack then attack
Location: Secret Areas (Dominerd3 virus)

#103 Magnum1: Fire|ACHTV 120/35-Destroy or damage any panels of your choosing
Location: WWW Comp Areas (Basher virus)

#104 Magnum2: Fire|BGNOZ 150/55-Destroy or damage any panels of your choosing
Location: Secret 1-2, ACDC Tank (Smasher virus)

#105 Magnum3: Fire|DFISW 180/75-Destroy or damage any panels of your choosing
Location: ACDC Tank (Trasher virus, use OilBody)

#106 Plasma1: Elec|BDJRT 030/14-2 energy balls rotate and attack
Location: Principal's PC, ACDC 2 (Eleball virus)

#107 Plasma2: Elec|AGKMQ 060/26-2 energy balls rotate and attack
Location: WWW Comp 1 (Elesphere virus)

#108 Plasma3: Elec|FINPS 090/34-2 energy balls rotate and attack
Location: Secret 1 (Eleglobe virus)

#109 RndmMetr: Fire|EISVZ 100/28-12 meteors fire down on random panels

Location: Undernet Areas (Metrid virus)

#110 HoleMetr: Fire|CHJNQ 100/48-15 meteors fire down in a specific pattern

Location: WWW Comp Areas (Metrod virus)

#111 ShotMetr: Fire|ADFSY 100/38-9 meteors rain down on column in front

Location: Secret 1 (Metrodo virus)

#112 Needler1: None|IJMRS 30x/32-Virus appears and shoots needles

Location: Hosp Comp Areas, Hospital Bed and TV (Needler virus)

#113 Needler2: None|FHMTV 40x/52-Virus appears and shoots needles

Location: ACDC Tank, Wall Comp? (Nailer virus)

#114 Needler3: None|DLOUZ 50x/72-Virus appears and shoots needles

Location: Secret Areas (Spiker virus)

#115 Totem1: Fire|GHMOV 100/29-Totem attacks 3 panels and restores your HP

Location: Hosp Comp Areas (Totem virus)

#116 Totem2: Fire|ACETZ 140/38-Totem attacks 3 panels and restores your HP

Location: Undernet 6 (Totam virus)

#117 Totem3: Fire|DIKNQ 180/47-Totem attacks 3 panels and restores your HP

Location: Secret 1 (Totun virus)

#118 Sensor1: Elec|CKLOP 100/62-Damages enemies in direction of arrow

Location: Undernet 6 (KillerEye virus)

#119 Sensor2: Elec|AGHNS 130/70-Damages enemies in direction of arrow

Location: WWW Comp Areas (DemonEye virus)

#120 Sensor3: Elec|BEJOP 130/72-Damages enemies in direction of arrow

Location: Secret Areas (JokerEye virus)

#121 MetaGel1: Aqua|BCDKY 090/18-Steal an enemy column

Location: Yoka Areas (Slimer virus)

#122 MetaGel2: Aqua|EFGPS 130/28-Steal an enemy column

Location: Undernet Areas (Slimey virus)

#123 MetaGel3: Aqua|GHSTU 170/38-Steal an enemy column

Location: Undernet 7 (Slimest virus)

#124 Pawn: None|BENRY 090/44-Pawn attacks using LongSwrd when A is pressed

Location: Comes in your second folder; Undernet 6 GMD

#125 Knight: None|CHMUV 150/64-Control a Knight who crushes foes

Location: Comes in your second folder; Secret 1 GMD

#126 Rook: None|DFNQU 000/30-A Rook acts like a wall and protects you

Location: Comes in your second folder; Secret 3 GMD

#127 Team1: None|ACETZ 10x/16-Virus attacks down all 3 rows

Location: Editing Comp, equip Humor & talk to Navi in Yoka 2

#128 Team2: None|DLPSZ 000/20-Virus recovers up to 500 HP for you

Location: Editing Comp, equip BlackMind & talk to Navi in Beach Square

#129 TimeBomb: None|JKLMN 150/32-Destroyable bomb gets to 0, damage

Location: Yoka 1 BugFrag Trader

#130 Mine: None|ADLRS 300/16-1 random enemy panel is a mine

Location: Yoka 1 BugFrag Trader, Secret 3 GMD

#131 Lance: Wood|DEHRZ 130/46-Hits back column only

Location: Undernet 3 BMD

#132 Snake: Wood|DEIRY 40x/20-Up to 8 snakes appear from missing panels

Location: Higsby gives you one after you complete his jobs.

#133 Guard: None|* ???/05-Block an attack then return it

Location: ACDC Areas (Mettaur virus, get a slightly low rank)

#134 PanlOut1: None|ABDLS 000/04-Destroys the panel in front of you

Location: You start with this.

#135 PanlOut3: None|CENRY 000/07-Destroys the column in front of you

Location: ACDC Areas GMD

#136 PanlGrab: None|AHLRY 000/10-Steal an enemy panel

Location: SciLab 2 GMD

#137 AreaGrab: None|ELRSY 000/15-Steal an enemy column

Location: You start with this.

#138 GrabBack: None|AEIKN 40x/10-Attacks enemy for stealing panels

Location: SciLab 2 BMD

#139 GrabRvng: None|CGPRY 80x/30-Attacks enemy for stealing panels

Location: Complete Request #17

#140 RockCube: None|ACEHR 000/09-Places a destroyable cube in front of you

Location: SciLab Netdealer, SciLab GMD

#141 Prism: None|HJKQW ???/60-Attacks on it turn into 3x3 shots

Location: SciLab Vending Machine PMD

#142 Wind: None|AEHOS 000/14-Destroyable WindBox blows enemy back

Location: SciLab Netdealer, Tamoko's HP, Yoka Areas (WindBox virus)

#143 Fan: None|AGLRT 000/14-Destroyable VacuumFan sucks enemy towards you

Location: Beach Areas (VacuumFan virus)

#144 Fanfare: None|CEGLY 000/32-Destroyable virus makes you invincible

Location: NumberMan, Lan's House Control Comp (Trumpy virus)

#145 Discord: None|DFNTZ 000/38-Destroyable virus makes enemy confused

Location: Undernet 6 (Tuby virus)

#146 Timpani: None|ANQUW 000/42-Destroyable virus makes enemy paralyzed

Location: Wall Comp (Tromby virus)

#147 Recov10: None|ACEGL 000/05-Recover 10HP

Location: You start with this; Principal's PC BMD

#148 Recov30: None|BDFHM 000/08-Recover 30HP

Location: Zoo Comp 3 BMD, ACDC 3 GMD

#149 Recov50: None|CEGIN 000/14-Recover 50HP

Location: Beach Areas GMD

#150 Recov80: None|DFHJO 000/20-Recover 80HP

Location: Beach Areas GMD

#151 Recov120: None|OQSUW 000/35-Recover 120HP

Location: Hospital TV, Hosp Comp 1 BMD

#152 Recov150: None|NPRTV 000/50-Recover 150HP

Location: WWW Comp 1 BMD

#153 Recov200: None|MNUVW 000/65-Recover 200HP

Location: Undernet 4 BMD, Undernet 4 Netdealer

#154 Recov300: None|ORVWZ 000/80-Recover 300HP

Location: Complete Request #25

#155 Repair: None|ACDFS 000/08-Your panels return to original state

Location: Phone BMD, check trash at Zoo

#156 SloGauge: None|ACRSZ 000/20-Slows down CustumGauge for entire battle

Location: Complete Request #13

#157 FstGauge: None|BEJRY 000/40-Speeds up CustumGauge for entire battle

Location: Complete Request #20

#158 Panic: None|ACLRZ 000/14-Both you & the enemy moves erratically

Location: ACDC 1 PMD (requires WWW-ID)

#159 Geddon1: None|DJMOS 000/10-Cracks entire battlefield

Location: ZooComp 1 BMD, check door on first floor of Hospital

#160 Geddon2: None|FHNOW 000/50-Erases entire battlefield

Location: Hosp Comp Areas, under weeds

#161 Geddon3: None|CMUWY 000/90-Makes all panels poisonous

Location: Secret 1 BMD

#162 CopyDmg: None|AFHLY ???/18-Foe w/cursor receives same damage as others

Location: Zoo Comp 2, ACDC 2 BMD, NumberMan Lottery Code (01697824)

#163 Invis: None|BEFRS 000/11-Temporarily invincible

Location: SciLab 1 BMD

#164 Shadow: None|HJNQU 000/60-Only sharp objects hurt you

Location: Secret 2, Undernet 6 (Shadow virus)

#165 Mole1: None|ADHJO 000/28-You are invulnerable, except while attacking

Location: Hades Isle (Momogra virus)

#166 Mole2: None|BGIKR 000/35-You are invulnerable, except while attacking

Location: WWW Comp Areas (Momogra virus)

#167 Mole3: None|CELMQ 000/42-You are invulnerable, except while attacking

Location: Secret 3 (Momogre virus)

#168 AirShoes: None|HINUY 000/26-You can walk on empty panels

Location: Sensor Comp (Virus Lab doorframe) BMD

#169 Barrier: None|CELRS 000/07-Protects you from damage once

Location: ACDC Netdealer, Request #21, Doghouse

#170 Barr100: None|EJMRT 000/25-Protects you from 100 damage once

Location: Hosp Comp 4 BMD

#171 Barr200: None|EFHRU 000/50-Protects you from 200 damage once

Location: Quiz Queen in Hospital

#172 Aura: None|FISUY 000/55-Nulls all damage under 100

Location: Undernet 6 through the DNN Editing Comp (beyond Security Cube)

#173 NrthWind: None|ACNSZ 000/43-Disables all Auras

Location: UnderSquare Netdealer

#174 Mettaur: None|ELMOT ???/30-Summon a Mettaur virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#175 Bunny: Elec|ABILR ???/32-Summon a Bunny virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#176 Spikey: Fire|AEGRU ???/34-Summon a Spikey virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#177 Swordy: None|DIOSW ???/30-Summon a Swordy virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#178 Jelly: Aqua|EJLRY ???/46-Summon a Jelly virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#179 Mushy: Wood|CHMSY ???/38-Summon a Mushy virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#180 Momogra: None|GMORU ???/38-Summon a Momogra virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#181 KillrEye: Elec|EIKLR ???/50-Summon a KillrEye virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#182 Scuttlst: ????|ADEMR ???/52-Summon a Scuttlst virus to attack once

Location: Man by Virus Breeder, see Virus Breeder section

#183 Hole: None|ABSTZ ???/55-Necessary for specific Giga-class chips

Location: Secret 3 BMD (beyond Security Tower)

#184 HolyPanl: None|EJLRU 000/14-Panel in front of you turns Holy

Location: Undernet Areas (BrushMan viruses)

#185 LavaStge: None|AERTY 000/22-Changes battlefield to Lava panels

Location: Yoka 1 BugFrag Trader, Mr. Match after FlamData

#186 IceStage: None|CGMQT 000/20-Changes battlefield to Ice panels

Location: Trade in front of Yoka Inn

#187 GrassStg: None|EJRWZ 000/10-Changes battlefield to Grass panels

Location: ACDC Square Netdealer

#188 SandStge: None|BCQUW 000/18-Changes battlefield to Sand panels

Location: Undernet 5 (beyond DesertMan's Security Cube)

#189 MetlStge: None|DGMOS 000/18-Changes battlefield to Metal panels

Location: Beach Square Netdealer

#190 Snctuary: None|ACELS 000/54-Changes panels on your side into Holy panels

Location: Secret 3 BMD

#191 AntiDmg: None|CFHMS 100/45-Damage enemy if he hits you

Location: Undernet 4 Netdealer

#192 AntiSword: None|BKRUY 100/68-Damage enemy if he uses Sword chips on you

Location: DNN Studio Trader

#193 AntiNavi: None|AMNVW ???/60-Take the Navi chip foe is using

Location: Secret 2, across some water

#194 AntiRecv: None|BDEOS ???/73-Damage enemy if he uses Recov chips

Location: Complete Request #14

#195 Atk+10: None|* 000/04-+10 Attack to chip(use Multi-Hit chips!)

Location: You start the game with this.

#196 Fire+30: None|* 000/20-+30 Attack to Fire chip(use Multi-Hit chips!)

Location: Chip Trader (don't worry, it's quite common)

#197 Aqua+30: None|* 000/21-+30 Attack to Aqua chip(use Multi-Hit chips!)

Location: Chip Trader (don't worry, it's quite common)

#198 Elec+30: None|* 000/23-+30 Attack to Elec chip(use Multi-Hit chips!)

Location: Chip Trader (don't worry, it's quite common)

#199 Wood+30: None|* 000/26-+30 Attack to Elec chip(use Multi-Hit chips!)

Location: Chip Trader (don't worry, it's quite common)

#200 Navi+20: None|* 000/34-+20 Attack to Navi chip(use Multi-Hit chips!)

Location: Undernet Square Netdealer

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8) MEGA-CLASS CHIPS/PINK STAR:
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Number Name: Attribute|Codes Attack Power/Capacity-Description

#001 Muramasa: None|M ???/74-Max HP-Current HP=Damage

Location: NumberMan Lottery Code (50098263)

#002 HeroSword: None|P 180/65-A 3-panel length sword

Location: NumberMan Lottery Code (03284579)

#003 ZeusHamr: None|Z 250/90-Damage to EVERYONE if used on a panel

Location: Trade with Jennifer in Hades Isle for a GrabBack K

#004 StandOut: Fire|P 220/22-Heat style only; only works with a hole

Location: Buy from Higsby's store

#005 Salamandr: Fire|S 300/50-Heat style only; only works with a hole

Location: NumberMan Lottery Code (65497812)

#006 WatrLine: Aqua|C 180/18-Aqua style only; only works with a hole

Location: Buy from Higsby's store

#007 Fountain: Aqua|D 240/48-Aqua style only; only works with a hole

Location: NumberMan Lottery Code (88543997)

#008 Lightning: Elec|L 160/30-Elec style only; only works with a obstacle
Location: Buy from Higsby's store

#009 Bolt: Elec|T 210/52-Elec style only; only works with a obstacle
Location: NumberMan Lottery Code (54390805)

#010 GaiaSword: Wood|G 100+/28-Wood style only, steals other chips attack
Location: Buy from Higsby's store

#011 GaiaBlade: Wood|G 100+/55-Wood style only, steals other chips attack
Location: NumberMan Lottery Code (33157825)

#012 Meteors: Fire|R 40x/86-Attacks on all enemy panels (use AreaGrabs!)
Location: Secret 2 Netdealer

#013 Guardian: None|O 200/82-Damages whoever hits it
Location: Undernet 7 Blue Mystery Data

#014 Anubis: None|A ???/90-Destroyable statue sucks enemy HP
Location: Undernet 2 Netdealer (jack-in the Hades Isle demon statue)

#015 GodStone: None|S 150/66-Use in empty panel to drop 3 stones
Location: Beach Square Netdealer

#016 OldWood: Wood|W 100+/72-Use in empty panel; grass increases damage
Location: Buy from Higsby's store

#017 Jealousy: None|J 100x/64-100 damage for each chip foe is holding
Location: DNN Editing Room Mystery Data

#018 Poltrgst: None|G 150x/58-Throw obstacles at enemies for 150 each
Location: Hospital basement, talk to the person behind the tree (after Alpha)

#019 LifAura: None|D 000/77-Nulls all damage under 200
Location: Defeat the aura viruses in Secret 3

#020 FullCust: None|* 000/10-CustumGauge full for one turn
Location: Under Square Netdealer

#021 Atk+30: None|* 000/50-+30 Attack to chip(use Multi-Hit chips!)
Location: Secret 2 Netdealer

#022 Navi+40: None|* 000/60-+40 Attack to Navi chip(use Multi-Hit chips!)
Location: Beat the Quiz King on Hades Isle summit (after Alpha)

#023 Roll: None|R 20x/10-Roll attacks 1 enemy thrice and heals 30HP
Location: Talk to Mayl while she is hypnotized

#024 Roll2: None|R 30x/22-Roll attacks 1 enemy thrice and heals 50HP
Location: From Mayl during the BubbleMan scenario

#025 Roll3: None|R 40x/34-Roll attacks 1 enemy thrice and heals 80HP
Location: E-mail from Mayl

#026 GutsMan: None|G 050/15-GutsMan cracks panels
Location: Defeat Dex's GutsMan

#027 GutsMan2: None|G 070/41-GutsMan cracks panels

Location: Defeat Dex's GutsMan2

#028 GutsMan3: None|G 090/57-GutsMan cracks panels

Location: Defeat Dex's GutsMan3

#029 GutsMan4: None|G 100/63-GutsMan cracks panels

Location: Defeat Dex's GutsMan3 w/TeamStyle

#030 ProtoMan: None|B 160/68-ProtoMan uses a WideSword on each enemy

Location: Defeat Chaud's ProtoMan1

#031 ProtoMn2: None|B 180/76-ProtoMan uses a WideSword on each enemy

Location: Defeat Chaud's ProtoMan2

#032 ProtoMn3: None|B 200/82-ProtoMan uses a WideSword on each enemy

Location: Defeat Chaud's ProtoMan3

#033 ProtoMn4: None|B 220/90-ProtoMan uses a WideSword on each enemy

Location: Defeat Chaud's ProtoMan3 w/TeamStyle

#034 FlashMan: None|F 050/39-FlashMan hits every enemy and paralyzes them

Location: Defeat FlashMan2 (in a dead-end by the ACDC Square in ACDC 3)

#035 FlashMn2: None|F 070/59-FlashMan hits every enemy and paralyzes them

Location: Defeat FlashMan3 randomly in ACDC 3

#036 FlashMn3: None|F 090/69-FlashMan hits every enemy and paralyzes them

Location: Defeat FlashMan3 randomly in ACDC 3

#037 FlashMn4: None|F 120/79-FlashMan hits every enemy and paralyzes them

Location: Defeat FlashMan3 randomly in ACDC 3 w/TeamStyle

#038 BeastMan: None|B 040/38-BeastMan attacks the foe 3 panels ahead

Location: Defeat BeastMan2 (in a dead-end in lower SciLab 1 by SciLab 2)

#039 BeastMn2: None|B 050/60-BeastMan attacks the foe 3 panels ahead

Location: Defeat BeastMan3 randomly in Doghouse w/SneakRun

#040 BeastMn3: None|B 060/68-BeastMan attacks the foe 3 panels ahead

Location: Defeat BeastMan3 randomly in Doghouse w/SneakRun

#041 BeastMn4: None|B 070/76-BeastMan attacks the foe 3 panels ahead

Location: Defeat BeastMan3 randomly in Doghouse w/SneakRun w/TeamStyle

#042 BubblMan: Aqua|B 20x/50-BubbleMan fires gun down row six times

Location: Defeat BubbleMan2 (in a dead-end in Yoka 1 by BugFrag Trader)

#043 BubblMn2: Aqua|B 20x/62-BubbleMan fires gun down row seven times

Location: Defeat BubbleMan3 randomly in Beach 1 w/25% HP

#044 BubblMn3: Aqua|B 20x/74-BubbleMan fires gun down row eight times

Location: Defeat BubbleMan3 randomly in Beach 1 w/25% HP

#045 BubblMn4: Aqua|B 20x/80-BubbleMan fires gun down row nine times

Location: Defeat BubbleMan3 randomly in Beach 1 w/25% HP w/TeamStyle

#046 DesrtMan: None|D 120/37-DesertMan punches enemies and leaves sand

Location: Defeat DesertMan2 (in a dead-end in Beach 1)

#047 DesrtMn2: None|D 140/52-DesertMan punches enemies and leaves sand

Location: Defeat DesertMan3 randomly in Ura Inn TV

#048 DesrtMn3: None|D 160/64-DesertMan punches enemies and leaves sand

Location: Defeat DesertMan3 randomly in Ura Inn TV

#049 DesrtMn4: None|D 180/72-DesertMan punches enemies and leaves sand

Location: Defeat DesertMan3 randomly in Ura Inn TV w/TeamStyle

#050 PlantMan: Wood|P 20x/60-PlantMan chokes enemies in vines

Location: Defeat PlantMan2 (in a dead-end in Undernet 4)

#051 PlantMn2: Wood|P 30x/65-PlantMan chokes enemies in vines

Location: Defeat PlantMan3 randomly in Hosp Comp 3

#052 PlantMn3: Wood|P 40x/70-PlantMan chokes enemies in vines

Location: Defeat PlantMan3 randomly in Hosp Comp 3

#053 PlantMn4: Wood|P 50x/75-PlantMan chokes enemies in vines

Location: Defeat PlantMan3 randomly in Hosp Comp 3 w/TeamStyle

#054 FlamMan: Fire|F 120/32-FlamMan sends fire forward that you can move

Location: Defeat FlamMan2 (in a dead-end in Undernet 5 by the warp)

#055 FlamMan2: Fire|F 150/52-FlamMan sends fire forward that you can move

Location: Defeat FlamMan3 randomly in Yoka 2

#056 FlamMan3: Fire|F 180/62-FlamMan sends fire forward that you can move

Location: Defeat FlamMan3 randomly in Yoka 2

#057 FlamMan4: Fire|F 210/72-FlamMan sends fire forward that you can move

Location: Defeat FlamMan3 randomly in Yoka 2 w/TeamStyle

#058 DrillMan: None|D 070/66-DrillMan drills 3 rows, breaks 3 panels

Location: Defeat DrillMan2 (in Undernet 6 by the BugFrag Program Shop)

#059 DrillMn2: None|D 090/70-DrillMan drills 3 rows, breaks 3 panels

Location: Defeat DrillMan2 randomly in Hades Isle network

#060 DrillMn3: None|D 110/74-DrillMan drills 3 rows, breaks 3 panels

Location: Defeat DrillMan2 randomly in Hades Isle network

#061 DrillMn4: None|D 130/78-DrillMan drills 3 rows, breaks 3 panels

Location: Defeat DrillMan2 randomly in Hades Isle network w/TeamStyle

#062 MetalMan: None|M 100/40-MetalMan punches 1 panel, use A to position

Location: Defeat Tamako's MetalMan1

#063 MetalMn2: None|M 130/60-MetalMan punches 1 panel, use A to position

Location: Defeat Tamako's MetalMan2

#064 MetalMn3: None|M 160/70-MetalMan punches 1 panel, use A to position

Location: Defeat Tamako's MetalMan3

#065 MetalMn4: None|M 190/80-MetalMan punches 1 panel, use A to position

Location: Defeat Tamako's MetalMan3 w/TeamStyle

#066 KingMan: None|K 140/36-KingMan lands 3 panels ahead and makes cross

Location: Defeat Tora's KingMan1

#067 KingMan2: None|K 170/48-KingMan lands 3 panels ahead and makes cross

Location: Defeat Tora's KingMan2

#068 KingMan3: None|K 200/60-KingMan lands 3 panels ahead and makes cross
Location: Defeat Tora's KingMan3

#069 KingMan4: None|K 240/72-KingMan lands 3 panels ahead and makes cross
Location: Defeat Tora's KingMan3 w/TeamStyle

#070 MistMan: None|M 090/68-MistMan punches all enemies
Location: Defeat MistMan2 (where you fought his first version)

#071 MistMan2: None|M 110/71-MistMan punches all enemies
Location: Defeat MistMan3 (where you fought his first version)

#072 MistMan3: None|M 130/74-MistMan punches all enemies
Location: Defeat MistMan3 (where you fought his first version)

#073 MistMan4: None|M 150/77-MistMan punches all enemies
Location: Defeat MistMan3 (where you fought his first version) w/TeamStyle

#074 BowlMan: None|B 100/80-BowlMan strikes with pins
Location: Trade over from Blue version

#075 BowlMan2: None|B 120/82-BowlMan strikes with pins
Location: Trade over from Blue version

#076 BowlMan3: None|B 140/84-BowlMan strikes with pins
Location: Trade over from Blue version

#077 BowlMan4: None|B 160/86-BowlMan strikes with pins
Location: Trade over from Blue version

#078 DarkMan: None|D 30x/72-DarkMan sends out 16 bats
Location: Defeat DarkMan2 (in Secret 1 on the platform with Geddon3)

#079 DarkMan2: None|D 30x/76-DarkMan sends out 18 bats
Location: Defeat DarkMan3 randomly in Undernet 6 w/NaviCust bug

#080 DarkMan3: None|D 30x/80-DarkMan sends out 20 bats
Location: Defeat DarkMan3 randomly in Undernet 6 w/NaviCust bug

#081 DarkMan4: None|D 30x/84-DarkMan sends out 22 bats
Location: Defeat DarkMan3 randomly in Undernet 6 w/NaviCust bug w/TeamStyle

#082 JapanMan: None|Y 40x/82-JapanMan attacks with his spear in a cross
Location: Defeat JapanMan2 (in a dead-end in Secret 2)

#083 JapanMn2: None|Y 45x/85-JapanMan attacks with his spear in a cross
Location: Defeat JapanMan3 randomly in Ura Inn armor

#084 JapanMn3: None|Y 50x/88-JapanMan attacks with his spear in a cross
Location: Defeat JapanMan3 randomly in Ura Inn armor

#085 JapanMn4: None|Y 55x/91-JapanMan attacks with his spear in a cross
Location: Defeat JapanMan3 randomly in Ura Inn armor w/TeamStyle

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9) OMEGA NAVIS/RED STAR:
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Coming soon!

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10) PROGRAM ADVANCES LIST/ORANGE STAR:

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Program Advances, or P.A.'s for short, are made by selecting certain chips in a certain order in a turn to make a new, stronger attack. FullCusts and the Cust styles are especially good with Program Advances simply because you can draw a greater amount of chips in one turn, thus having a better chance of having the chips necessary to form a Program Advance. The * version of chips are not included in the patterns, unless they are necessary to form the P.A.

1. Name: Z-Canon1

Pattern 1: Cannon A, Cannon B, Cannon C

Pattern 2: Cannon B, Cannon C, Cannon D

Pattern 3: Cannon C, Cannon D, Cannon E

Effect: You are invincible and can fire unlimited Cannons for 5 seconds.

Damage: 120 per each linked shot (40x3)

2. Name: Z-Canon2

Pattern 1: HiCannon H, HiCannon I, HiCannon J

Pattern 2: HiCannon I, HiCannon J, HiCannon K

Pattern 3: HiCannon J, HiCannon K, HiCannon L

Effect: You are invincible and can fire unlimited HiCannons for 5 seconds.

Damage: 180 per each linked shot (60x3)

3. Name: Z-Canon3

Pattern 1: M-Cannon O, M-Cannon P, M-Cannon Q

Pattern 2: M-Cannon P, M-Cannon Q, M-Cannon R

Pattern 3: M-Cannon Q, M-Cannon R, M-Cannon S

Effect: You are invincible and can fire unlimited M-Cannons for 5 seconds.

Damage: 240 per each linked shot (80x3)

4. Name: Z-Punch

Pattern 1: GutsPnch B, GutsPnch C, GutsPnch D

Pattern 2: GutsPnch C, GutsPnch D, GutsPnch E

Pattern 3: GutsPnch D, GutsPnch E, GutsPnch F

Effect: You are invincible and can punch unlimited GutsPnch for 5 seconds.

Damage: 80 per punch

5. Name: Z-Straight

Pattern 1: GutStrgt O, GutStrgt P, GutStrgt Q

Pattern 2: GutStrgt P, GutStrgt Q, GutStrgt R

Pattern 3: GutStrgt Q, GutStrgt R, GutStrgt S

Effect: You are invincible and can punch unlimited GutStrgt for 5 seconds.

Damage: 100 per punch

6. Name: Z-Impact

Pattern 1: GutImpct G, GutImpct H, GutImpct I

Pattern 2: GutImpct H, GutImpct I, GutImpct J

Pattern 3: GutImpct I, GutImpct J, GutImpct K

Effect: You are invincible and can punch unlimited GutImpct for 5 seconds.

Damage: 160 per punch

7. Name: Z-Variable

Pattern 1: VarSwrD B, VarSwrD C, VarSwrD D

Pattern 2: VarSwrD C, VarSwrD D, VarSwrD E

Pattern 1: VarSwrD D, VarSwrD E, VarSwrD F

Effect: You are invincible and can slash unlimited VarSword for 5 seconds.
Damage: 160 per slash (the VarSword can still do the combos)

8. Name: Z-Yo-Yo1

Pattern 1: Yo-Yo1 C, Yo-Yo1 D, Yo-Yo1 E

Pattern 2: Yo-Yo1 D, Yo-Yo1 E, Yo-Yo1 F

Pattern 3: Yo-Yo1 E, Yo-Yo1 F, Yo-Yo1 G

Effect: You are invincible and can fire unlimited Yo-Yo1 for 5 seconds.

Damage: 40 per Yo-Yo spin

9. Name: Z-Yo-Yo2

Pattern 1: Yo-Yo2 H, Yo-Yo2 I, Yo-Yo2 J

Pattern 2: Yo-Yo2 I, Yo-Yo2 J, Yo-Yo2 K

Pattern 3: Yo-Yo2 J, Yo-Yo2 K, Yo-Yo2 L

Effect: You are invincible and can fire unlimited Yo-Yo2 for 5 seconds.

Damage: 50 per Yo-Yo spin

10. Name: Z-Yo-Yo3

Pattern 1: Yo-Yo3 M, Yo-Yo3 N, Yo-Yo3 O

Pattern 2: Yo-Yo3 N, Yo-Yo3 O, Yo-Yo3 P

Pattern 3: Yo-Yo3 O, Yo-Yo3 P, Yo-Yo3 Q

Effect: You are invincible and can fire unlimited Yo-Yo3 for 5 seconds.

Damage: 60 per Yo-Yo spin

11. Name: Z-Step 1

Pattern 1: StepSword L, StepSword M, StepSword N

Pattern 2: StepSword M, StepSword N, StepSword O

Pattern 3: StepSword N, StepSword O, StepSword P

Effect: You are invincible and can use unlimited StepSword for 5 seconds.

Damage: 130 per slash

12. Name: Z-Step 2

Pattern 1: StepCross P, StepCross Q, StepCross R

Pattern 2: StepCross Q, StepCross R, StepCross S

Pattern 3: StepCross R, StepCross S, StepCross T

Effect: You are invincible and can use unlimited StepCross for 5 seconds.

Damage: 130 per slash, 260 per slash if the foe is in the cross

13. Name: BubSprd

Pattern 1: Bubbler C, Bubbler D, Bubbler E

Pattern 2: Bub-V D, Bub-V E, Bub-V F

Pattern 3: BublSide E, BublSide F, BublSide G

Pattern 4: Bubbler E, Bub-V E, BublSide E

Effect: Shoot a single Aqua 3x3 shot ahead.

Damage: 300

14. Name: HeatSprd

Pattern 1: HeatShot H, HeatShot I, HeatShot J

Pattern 2: Heat-V I, Heat-V J, Heat-V K

Pattern 3: HeatSide J, HeatSide K, HeatSide L

Pattern 4: HeatShot J, Heat-V J, HeatSide J

Effect: Shoot a single Fire 3x3 shot ahead.

Damage: 300

15. Name: H-Burst

Pattern 1: Spreader M, Spreader N, Spreader O

Pattern 2: Spreader N, Spreader O, Spreader P

Pattern 3: Spreader O, Spreader P, Spreader Q

Effect: You can use unlimited Spreader for 5 seconds.

Damage: 500 for each linked shot (100x5)

16. Name: LifeSwrd
Pattern 1: Sword E, WideSwrd E, LongSwrd E
Pattern 2: Sword L, WideSwrd L, LongSwrd L
Pattern 3: Sword Y, WideSwrd Y, LongSwrd Y
Effect: Use a huge 2x3 sword.
Damage: 400
17. Name: ElemSwrd
Pattern 1: FireSwrd N, AquaSwrd N, ElecSwrd N, BambSwrd N
Pattern 2: FireSwrd P, AquaSwrd P, ElecSwrd P, BambSwrd P
Effect: Use each elemental sword on the column in front of you.
Damage: 600 (150 for each element; weaknesses still are in effect)
18. Name: EvilCut
Pattern 1: StepSwrd P, HeroSwrd P, StepCros P
Effect: Step forward 2 panels and use three swords.
Damage: Depends on what panels foes are on
19. Name: H-Ratton
Pattern 1: Ratton1 A, Ratton2 A, Ratton3 A
Pattern 2: Ratton1 C, Ratton2 C, Ratton3 C
Pattern 3: Ratton1 F, Ratton2 F, Ratton3 F
Effect: Throw one homing Ratton.
Damage: 500
20. Name: TimeBom+
Pattern 1: TimeBomb J, TimeBomb K, TimeBomb L
Pattern 2: TimeBomb K, TimeBomb L, TimeBomb M
Pattern 3: TimeBomb L, TimeBomb M, TimeBomb N
Effect: Set down a Timebomb on the enemy side that is destroyable.
Damage: 500 if it isn't destroyed.
21. Name: GelRain
Pattern 1: MetaGell B, MetaGell C, MetaGell D
Pattern 2: MetaGel2 E, MetaGel2 F, MetaGel2 G
Pattern 3: MetaGel3 S, MetaGel3 T, MetaGel3 U
Effect: 6 MetaGels steal enemy panels and damage foes.
22. Name: EverCrse
Pattern 1: CrsShld1 C, CrsShld2 C, CrsShld3 C
Pattern 2: CrsShld1 L, CrsShld2 L, CrsShld3 L
Effect: A CrsShld blocks enemy attacks and attacks until foes are deleted.
Damage: ???
23. Name: MthrQuake
Pattern 1: RockCube *, RockCube *, GodStone S
Effect: Godstone drops a trio of 3 rocks, 3 times randomly on enemy area.
Damage: 600 (200x3), but only if all rocks hit.
24. Name: PoisPhar
Pattern 1: PoisFace A, PoisMask A, Anubis A
Effect: Set down a destroyable statue that steadily drains opponent's HP.
Damage: Depends on how long the statue stands.
25. Name: BodyGrd
Pattern 1: AntiDmg M, AntiNavi M, Muramasa M
Effect: 18 Shurikens are thrown onto enemies, but they can be avoided.
Damage: 100 per Shuriken

26. Name: 500Barr

Pattern 1: Barrier E, Barr100 E, Barr200 E

Pattern 2: Barrier R, Barr100 R, Barr200 R

Effect: Protects you from 500 damage once.

Damage: N/A

27. Name: BigHeart

Pattern 1: HolyPanl R, Recov300 R, Roll R

Pattern 2: HolyPanl R, Recov300 R, Roll2 R

Pattern 3: HolyPanl R, Recov300 R, Roll3 R

Effect: Roll attacks one enemy then heals MegaMan by 300HP.

Damage: 450 (50x9)

28. Name: GtsShoot

Pattern 1: Guard *, DashAtk G, GutsMan G

Pattern 2: Guard *, DashAtk G, GutsMan2 G

Pattern 3: Guard *, DashAtk G, GutsMan3 G

Pattern 4: Guard *, DashAtk G, GutsMan4 G

Effect: GutsMan throws MegaMan down the row, who hits in a cross.

Damage: 300

29. Name: DeuxHero

Pattern 1: CustSword B, VarSword B, ProtoMan B

Pattern 2: CustSword B, VarSword B, ProtoMn2 B

Pattern 3: CustSword B, VarSword B, ProtoMn3 B

Pattern 4: CustSword B, VarSword B, ProtoMn4 B

Effect: ProtoMan & MegaMan attack all enemy panels.

Damage: 560 (70x8)

30. Name: 2xHero

Pattern 1: Slasher B, CustSword B, VarSword B, ProtoMan B

Pattern 2: Slasher B, CustSword B, VarSword B, ProtoMn2 B

Pattern 3: Slasher B, CustSword B, VarSword B, ProtoMn3 B

Pattern 4: Slasher B, CustSword B, VarSword B, ProtoMn4 B

Effect: ProtoMan & MegaMan attack all enemy panels.

Damage: 700 (70x10)

31. Name: GPPower

Pattern 1: Team1 *, Team2 *, MistMan5 M

Pattern 2: Team1 *, Team2 *, KingMan5 K

Pattern 3: Team1 *, Team2 *, BowlMan5 B

Effect: BowlMan, MistMan and KingMan each do 300 damage.

Damage: 900 (300x3)

32. Name: MstrStyl

Pattern 1: Salamndr *, Fountain *, Bolt *, GaiBlad *

Effect: MegaMan splits, attacks the closest foe, and makes an explosion.

Damage: 900 (100x9)

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11) SECRETS:
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11A) Determining your Busting Level

Busting Level is a numerical ranking on well you played out the battle. It is ranked on a scale of 1 (being the lowest) through 10 (higher) then S (the highest). The higher your level, the more often you will get a Battlechip instead of Zenny and what code/how much money you will get. Simply put, to get

an S rank defeat an enemy fast, without getting hit, and not moving much. Here is a chart to calculate your Busting Level yourself.

Viruses:

Time	Points
5 s or less	7
5.01-12 s	6
12.01-36 s	5
Over 36 s	4

Navis:

Time	Points
30 s or less	10
30.01-40 s	8
40.01-50 s	6
Over 50 s	4

Both:

Damage	Points
0 hits	1
1 hit	0
2 hits	-1
3 hits	-2
4+ hits	-3

Movement	Points
0-2 panels	1
3+ panels	0

Multi Delete	Points
2 Viruses	2
3 Viruses	4

11B) Stars

These stars appear next to Continue on the Start screen, and each one symbolizes an accomplishment you made in the game.

Yellow: Defeat Alpha

Green: Clear the Secret Areas

Light Blue: Beat the Navi Time Trials

Dark Blue: Complete the Normal-class chip library

Pink: Complete the Mega-class chip library

Red: Delete all the Omega Navis

Orange: Use all 32 Program Advances at least once each

After obtaining all 7 Stars, go back to the WWW Base where you fought Bass & Alpha to face Alpha Omega! Beat him to get an AlphaArmSigma!

11C) Style Information

Styles give MegaMan special abilities, such as an what NaviCust programs you can use as well as other things. All Styles except Normal have an element attached to them, which determines what your charged shot will be. After a certain amount of battles, you will get the style, and have the option of mastering the Style (which gives you NaviCust programs) or getting a new style. The elements and style types are covered below. You get your first style before BubbleMan.

Elements:

-Heat Charge shot is a powerful flamethrower with a 3-panel range. You won't get hurt on lava panels. Weak to Aqua attacks.

-Aqua Charge shot is like a Bubbler chip, and it charges super-fast! You won't

slide on ice panels. Weak to Elec attacks.

-Elec Charge shot is like a ZapRing chip, and it stuns. Weak to Wood attacks.

-Wood Charge shot is like a Twister chip, with a 2-panel range. You recover HP on grass panels. Weak to Heat attacks.

Style Type:

-Cust You start with 6 battlechips at the start of each turn; use battlechips a lot to get this. You can get rare chips. Uses Blue programs. By mastering, you get a Blue Custom1, Yellow Custom1, and a Blue Custom2.

-Guts Your Buster's Power is doubled; use your Buster a lot to get this. Press A rapidly to use a machine gun. Uses Red programs. By mastering, you get a Red SuperArmor, Red BreakBuster, and a Red BreakCharge.

-Shld You start with a barrier and can make a shield; use defensive chips a lot to get this. Uses Blue programs. By mastering, you get a Blue Block, Blue Shield, and a Blue Reflect.

-Team You can put another Mega chip in a folder, use Mega chips a lot to get this. You can also get v4 Navi chips from Navis. Uses Green programs. By mastering, you get a Green MegaFolder1, a Pink MegaFolder1, and a Green MegaFolder2.

-Nrml You start with this, and it has no element or abilities.

-Grnd Charged shots crack panels; use Stage chips a lot to get this. Uses Green programs. By mastering, you can get a Green SetGreen, Lava, Ice, and Holy.

-Bug Random glitches (good & bad) happen in every battle; fight glitched to get this. Uses Gray programs. By mastering, you can get a White BugStop & a Gray DarkLcns.

=====
12) FAQ:
=====

Q: Your Walkthrough's directions are screwed up!

A: No they are not. North is the top-right corner of GBA screen, west is the top-left corner of GBA screen, south is the bottom-left corner of GBA screen and east is the bottom-right corner of GBA screen.

Q: How do I perform Program Advances?

A: Select the chips necessary in a Program Advance on the chip selection screen in battle in the correct order. Example: CustSwrd B, VarSwrd B, and ProtoMan B make DeuxHero.

Q: How do you complete Request #6?

A: First talk to the fat guy with the request. Exit the Inn, and reenter. Then talk to the fat guy again, go to Yoka 2 and find the two Navis fighting, defeat the purple one, get the CashData from the green Navi, and talk to the fat guy again one more time.

Q: How do I enable the Omega Navis?

A: After getting 5 Stars, at the Start screen, hold Left on Continue and input this code with the shoulder buttons: RRLRLRL. The Omega Navis are now available for a fight.

Q: Where are the ModTools?

A: Go to Beach Street and exit the Metroline Station. Buy the ModTools from the guy on the left looking out at the ocean. Now you can press Select when an error occurs in the Navi Customizer.

Q: Why can't I use Serenade or Bass's chips; what do they mean by a "dark chip"?

A: In order to summon either Serenade or Bass, you must first have the Hole

chip in front of you and active. An alternate way is to use the DarkLicense program you get by mastering a BugStyle. That way Hole chips aren't required.

Q: What is the difference between the Blue and White versions?

A: Blue has an extra Navi called Punk you can face, but it doesn't matter because he doesn't yield a chip anyway. White has MistMan while Blue has BowlMan. Each version has 5 exclusive Giga-chips. There are some non-gameplay-related differences as well.

Q: How do you use Fountain, Bolt, etc.?

A: You must be the same element as the chip.

=====
13) VIRUSES:
=====

13A) Viruses

Coming soon!

13B) Virus Breeder

First off: What is the Virus Breeder? The answer is that it is a device that allows you to raise your very own viruses! It is found in the Virus Lab in the SciLabs, but isn't available until you talk to Dr. Hikari in the Seaside Hospital (the DrillMan scenario). You will get an e-mail when it's ready. The Virus Breeder is composed of 9 rooms, 1 for each family of viruses. To fill these rooms with viruses, you must first find and defeat friendly viruses in specific locations. When they are captured, you will know, because Lan & MegaMan talk about it. Now go to the Virus Lab and talk to the man by the machine, and if you have collected a new family he will give you a battlechip to summon the virus in battle. Then you can jack-in the breeder, find the virus family in their room, and feed them BugFraggs to raise their damage, therefore increasing the battlechip's power! You can divide up to 100 BugFraggs between the family by talking to the nearby program.

About the Omega versions: Once you have beaten Alpha, return to the Virus Breeder, and feed 100 BugFraggs to a virus family. Then talk to the room program. He will comment on the location of the Omega version of the viruses.

Mettaur Family-

Location: ACDC 1, in the square the WWW firewall is blocking.

Omega Location: Corner of Blackboard in Class 5-A.

Damage: 40+ (Mettaur), 80+ (Mettaur2), 120+ (Mettaur3), 150+ (Omega)

Bunny Family-

Location: Request #19

Omega Location: Corner of Hospital Bed in the Seaside Hospital

Damage: 60+ (Bunny), 90+ (TuffBunny), 140+ (MegaBunny), 160+ (Omega)

Swordy Family-

Location: Undernet 1, on the blue panels in a dead-end.

Omega Location: Machine behind Pandas in Zoo, near a Purple Mystery Data

Damage: 120+ (Swordy), 120+ (Swordy2), 120+ (Swordy3), 120+ (Omega)

Spikey Family-

Location: Statue on Hades Isle, in a corner.

Omega Location: In a dead-end in ZooComp 2.

Damage: 50+ (Spikey), 80+ (Spikey2), 120+ (Spikey3), 170+ (Omega)

Mushy Family-

Location: SciLab 2, on the other side of the wall.

Omega Location: HospComp 1, corner below a warp.

Damage: 60+ (Mushy), 80+ (Mashy), 100+ (Moshy), 120+ (Omega)

Jelly Family-

Location: Beach 2, in a dead-end.

Omega Location: Yoka Inn Hot Spring lion, by the other warp.

Damage: 50+ (Jelly), 80+ (HeatJelly), 80+ (ErthJelly), 120+ (Omega)

KillrEye Family-

Location: School Network 1, in the square by the huge screen.

Omega Location: Jack-in the Virus Lab's door from the outside. On gray line.

Damage: 100+ (KillrEye), 100+ (DemonEye), 100+ (JokerEye), 150+ (Omega)

Momogra Family-

Location: ZooComp 4, at the very end where BeastMan was.

Omega Location: Lower Yoka 1, where BubbleMan was.

Damage: 90+ (Momogro), 120+ (Momogra), 150+ (Momogre), 200+ (Omega)

Scuttle Family-

Location: Secret 1, on the beginning platform.

2nd Location: Secret 3, at the dead-end on the wire.

Omega Location: WWW Isle Wall Comp (where Collect was) on a gray square.

Damage: 150+ (Scutz), 200+ (Scuttle), 130+ (Scuttler), 100+ (Scuttzer), 100+ (Scuttlest), 200+ (Omega)

=====
14) UPGRADE LOCATIONS:
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14A) HPMemory

Den Area 2 (Netdealer) x2

Mayl's Homepage

DenSquare (Netdealer) x2

School Server Computer

School Network Area 2

Zoo Network Area 1

SciLab Square (Netdealer) x3

Numberman in Higsby's Shop

Yoka Area 2

YokaSquare (Netdealer) x3

DNN Top Level Computer

Hades Island, under the slope leading to the Boat

Hospital 3rd Floor Tree of Life (Check)

Hospital Network Area 2

Hospital Network Area 5

Beach Square (Netdealer) x3

Undernet 3

Undernet 4 (Netdealer) x3

Undernet 5

UnderSquare (Netdealer) x3

Undernet 7

WWW Network Area 1

WWW Network Area 4

Secret Area 2

Secret Area 2 (Netdealer) x3
ACDC Town Tank
Finish Job #4
Finish Job #5
Finish Job #11
Finish Job #22
Complete Quiz Master's Quiz on the top of Hades Isle
Secret Area 2 (Netdealer) x3

14B) SubMem

Yoka Inn Armor Computer
Hospital Network Area 3
Undernet 6
Complete Job #15

14C) RegUp

Yai's Homepage (2)
School Network Area 1
Blackboard
5-B Classroom Blackboard (2)
Teacher's Desk (the one closest to the Server)
SciLab Vending Machine (2)
Complete Job #2 (3)
Zoo Network Area 4 (2)
SciLab Area 2 (2)
Hospital Bed (2)
Hospital Network Area 1
Stele in front of Hospital (2)
Beach Network Area 3 (3)
Yoka Town Zoo Ticket Seller Computer
Complete Job #10 (3)
Complete Quiz's Quiz (3)
Zoo Warning Bell Computer
DNN Control Panel Computer
Yoka Inn TV Computer
DNN First Floor Hallway (hidden in a big semi-circled board)
DNN Editor Room's Schedule Bot (2)
Undernet 2 (2)
WWW Island Monitor Room (2)
WWW Network Area 2 (2)
ACDC Town Tank (2)

14D) ExpMemory

Dad's e-mail before N-1 Grand Prix Final
Complete Job 18

=====
15) NAVI CUSTOMIZER:
=====

15A) Program Blocks

Remember, Plus Parts (textured blocks) MUST NOT touch the Command Line.

Ability Parts (solid blocks) MUST touch the Command Line. Blocks of the same color MUST NOT touch each other. If you don't follow these rules an error will occur.

AirShoes - Ability

[] [#] Location: NumberMan code
[] [] Color: White
[][][] Effects: You can walk over missing panels.

Alpha - Ability

[][] Location: Dad's e-mail
[] Color: Pink
[] Effects: You can see Alpha in the WWW Base.
[]

AntiDmg - Ability

[][][] Location: Master a ShadowStyle (only in Blue version)
[] Color: Red
[#][] Effects: Press left+B while hit to counter attacks.
[]

Attack+1 - Plus

[][] Location: Beach Square Program Shop (White), Hosp Comp 2 (Yellow),
[] comes with the Navi Customizer (Pink), DNN control panel
(Pink)
Color: White, Yellow, & Pink
Effects: Buster's damage is increased by 1.

Battery - Ability

[][] Location: Program Shop in Under Square
[#][][] Color: Yellow
Effects: Elec-element viruses will be more common.

Beat - Ability

[][] Location: Program Shop in Under Square
[#][][] Color: White
[][][] Effects: In Netbattles, Mega-class & Giga-class chips are stronger.

BlckMind - Ability

[][][#] Location: Chaud
Color: White
Effects: Undernet Navis will not treat you as an outsider.

Block - Ability

[] Location: Master a ShieldStyle
[#] Color: Blue
Effects: Press left+B while hit to receive half-damage.

BrakBstr - Ability

[] Location: Master a GutsStyle
[#][] Color: Red

[][][] Effects: Buster shots are piercing.
[][]

BrakChrg - Ability

[] Location: Master a GutsStyle (Red), man in DNN by stand (Orange)
[#][][] Color: Red & Orange
[] Effects: Charged Buster-shots are piercing.

BugStop - Ability

[] Location: Master a BugStyle
[] Color: White
[] Effects: No more negative effects from bugs.
[][][][][#]

BustrMAX - Ability (causes 1-less chip glitch)

[] Location: Program Shop in Undernet 6
[][][] Color: Pink
[#][] Effects: Buster's Charge, Speed, & Attack 5. Glitches MegaMan.

Charge+1 - Plus

[] Location: Hosp Comp 5 (Yellow), Beach Square Program Shop (White),
Zoo Comp 2, comes with Navi Customizer, & Beach 1 (Pink)
Color: Yellow, White, & Pink
Effects: Buster charges slightly faster.

Collect - Ability

[][#] Location: WWW Base WallComp (from the boat, go north and jack-in)
[][][] Color: Pink
[][] Effects: Always get a chip after battle.

Custom1 - Ability

[] [#] Location: Master a CustomStyle (Blue & Yellow)
[][][] Color: Blue & Yellow
Effects: You draw one extra chip in the first round of battles.

Custom2 - Ability

[] Location: Master a CustomStyle
[#][][] Color: Blue
[][][] Effects: You draw two extra chips in the first round of battles.

DarkLcns - Ability (glitch of one less chip at selection screen)

[][] Location: Master a BugStyle
[#][][] Color: Dark
[] Effects: Hole chip not required for certain Giga chips.

EngyChng - Ability

[] Location: HospComp 1 program
[][] Color: White
[] Effects: Sacrifice a Fire/Aqua chip to burn plants/put out flames.

Fish - Ability

[][] Location: Beach Square Program Shop
[#][][] Color: Pink
Effects: Aqua-element viruses will be more common.

FlotShoe - Ability

[] Location: Master a ShadowStyle (only in Blue version)
[][][#] Color: Red
[] Effects: Don't receive the negative effects of panels.
[]

FstGauge - Ability

[][][#] Location: NumberMan code
[] Color: Pink
[] Effects: Custom Gauge fills twice as fast in battle.
[]
[]

GigFldr1 - Ability

[] [] Location: Undernet 7, behind the barrier
[][][] Color: Pink
[] [] Effects: You can put an extra Giga-class chip in your folder.
[#]

HP+100 - Plus

[][] Location: Undernet 6 Program Shop & Van (White), Zoo Comp 4 (Yellow)
[][] Color: White & Yellow
Effects: Increases your maximum HP by 100.

HP+200 - Plus

[][][] Location: Undernet 6 Program Shop (Yellow), Undernet 1 (Pink)
[][] Color: Yellow & Pink
Effects: Increases your maximum HP by 200.

HP+300 - Plus

[][][] Location: UnderSquare Program Shop
[][][] Color: Pink
Effects: Increases your maximum HP by 300.

HP+500 - Plus

[][] Location: Secret 2
[] Color: Yellow
[][] Effects: Increases your maximum HP by 500.
[][]
[][]

HubBatc - Ability (causes glitch of half HP)

[][#][] Location: Secret 3, across the water on a platform.
[][][] Color: Orange
[][][] Effects: AirShoes, ShadowShoes, FloatShoes, SuperArmor, BreakBuster,
Custom1, BreakCharge, MegFldr1, UnderSht, & Shield.

Humor - Ability

[] Location: Request #16
[#] Color: Pink
Effects: Press L to hear corny jokes!

Jungle - Ability

[][] Location: WWWComp 3
[#][][] Color: White
Effects: Wood-element viruses will be more common.

MegFldr1 - Ability

[#] Location: Master a TeamStyle
[][] Color: Pink
[][] Effects: You can put an extra Mega-class chip in your folder.

MegFlder2 - Ability

[][] Location: Master a TeamStyle
[][] Color: Green
[][] Effects: You can put two extra Mega-class chips in your folder.
[#]

OilBody - Ability

[][] Location: HospComp 1
[#][][] Color: Yellow
Effects: Fire-element viruses will be more common.

Press - Ability

[][] Location: BubbleMan scenario, from a green-suited man.
[] Color: White
Effects: MegaMan can walk on skinny wires.

Reflect - Ability

[][][] Location: Master a ShieldStyle
[] Color: Blue
[] Effects: Press left+B to counter attacks and sometimes heal.
[#]

Reg+5 - Plus

[][][] Location: Undernet 6 Program Shop (Yellow), BeachSquare Program Shop
(White)
Color: Yellow & White
Effects: You get an extra 5MB to preset chips with.

Rush - Ability

[#][] Location: Undernet 6 Program Shop
Color: Yellow
Effects: In Netbattles, the opponent is paralyzed if they use Invis.

SetGreen - Ability

[] Location: Master a GroundStyle

[#][][] Color: Green
[] Effects: The whole battlefield is grass.

SetHoly - Ability

[][][] Location: Master a GroundStyle
[][][] Color: Green
[][][] Effects: Your whole area is holy!
[]
[#]

SetIce - Ability

[] Location: Master a GroundStyle
[#][][] Color: Green
[] Effects: The whole battlefield is ice.

SetLava - Ability

[][] Location: Master a GroundStyle
[][] Color: Green
[][] Effects: The whole battlefield is lava.
[#][][][]

SetMetal - Ability

[] Location: Master a GroundStyle, or get from UnderSquare Program Shop
[#][][] Color: Green
[] Effects: The whole battlefield is metal.

SetSand - Ability

[] Location: Master a GroundStyle, or get from a NumberMan code
[#][][] Color: Green
[] Effects: The whole battlefield is sand.

ShaShoes - Ability

[] Location: Master a ShadowStyle (only in Blue version)
[][] Color: Red
[#] Effects: MegaMan doesn't break cracked panels.

Shield - Ability

[] Location: Master a ShieldStyle
[#][][] Color: Blue
Effects: Press left+B to block an enemy attack and sometimes heal.

SneakRun - Ability

[][][#] Location: ZooComp 3
[][] Color: Yellow
Effects: Weak viruses will stay away from you.

Speed+1 - Plus

[] Location: Undernet 4 & Undernet 6 Program Shop (Pink), Yoka 1
(Yellow), comes with Navi Customizer & Undernet 5 (White)
Color: Pink, Yellow, & White
Effects: Buster shoots a little faster.

SuprArmr - Ability

[] Location: Master a GutsStyle
[][] Color: Red
[][#] Effects: No flinching while being hit.

Tango - Ability

[][] Location: Undernet 6 Program Shop
[] Color: Pink
[#][] Effects: In Netbattles, your HP will be restored at near-death.
[][]

UnderSht - Ability

[][#] Location: Comes with the Navi Customizer
[] Color: White
Effects: Fatal hits leave you with 1 HP.

WepnLV+1 - Plus

[][][] Location: Statue on Hades (Pink), Undernet 6 (Yellow), NumberMan
code (White)
Color: Pink, Yellow, & White
Effects: Charged shot does more damage (doesn't work with Normal)

15B) Error Codes

This Section will deal with the programs you can get in the Navi Customizer. Some Program Blocks are not made to work with certain Styles, so when you try to use it, it displays an Error message with a letter followed by a number. Errors cause undesirable glitches in Battle, but with the proper Password, you can bypass it. When it displays the Error, press Select to input the Password.

Here is a diagram of the input interface:

A B C D E F G H I J K L M N O
P O R S T U V W X Y Z 1 2 3 ENTER

GUTS PROGRAM

A1: GYU2OPZQ
A2: 3GKQ2RSQ
A3: LO13ZXME

GROUND PROGRAM

B1: JHGIUTOP
B2: ALSK3W2R
B3: Y2UOMNCB
B4: 1LSKUTOB
B5: BM2KWIRA
B6: UTI3OMDH

CUSTOM PROGRAM

C1: X2CD3KDA
C2: UTIXM1LA

DARK LICENCE PROGRAM

D2C: WS1FS1AQ

D2G: OT1UWMAN
D2S: P3TOSIIS

TEAM PROGRAM
E1: P2I3MSJL
E2: UTIR1SO2

SHIELD PROGRAM
F1: QSAO3C3L
F2: NC1FKSA2
F3: ITA2CRWQ

GIGFLDR1 PROGRAM
G2C: TIS1LAEJ
G2G: TUIEO23T
G2S: TUIEO23T

SHADOW PROGRAM
H1: A3DJMNB1
H2: UTIW2SMF
H3: SK3IROT1

HUBBATC PROGRAM
S2C: TU1AW2LL
S2G: AX1RTDS3
S2S: F2AAFETG

ADDITIONAL CODES (use these when no errors are occurring)

HP+100: JIEU1AWT
HP+200: ASK3IETN
HP+250: SIE1TMSD
HP+300: SEIUT1NG
HP+350: GJHURIE2
HP+400: AWE3ETSW (GLITCH CUSTOM-1)
HP+600: ZMJ1IGIE (GLITCH CUSTOM-2)
MEGFLDR1: JDKGJ1U2
BLOCK: ZBKDEU1W
SHIELD: EIR3BM3I
FLOATSHOES: PEOTIR2G
SHADOWSHOES: GKHU1KHI
HUMOR: SJH1UEKA
SNEAKRUN: UIEU2NGO
UNDERSHT: SKJGURN2

Error Codes and Additional Codes credit goes to Zidanet129

15C) Compression Codes

Hold down Select and input the codes to compress Blocks; effects are irreversible...

SupArmor Up Right Up R Up Down
BreakBuster R A B Down L L
BreakCharge B A Left L Up B
SetGreen Down R R Down B Left
SetIce A Up A Up Left R
SetLava B Right Right B R A
SetSand Left A A B Up Left
SetMetal B R Right Right L L

SetHoly A B R R Left R
 Custom1 Right Right Right Up Left B
 Custom2 A Down Up Down R Down
 MegFldr1 Right R Down R L Left
 MegFldr2 A R Down Down Right Left
 Block Down B Up Down A Left
 Shield Left Right Down R down R
 Reflect B Up A Left Left B
 ShadowShoes Up Left Right L Up R
 FloatShoes Left Down Left Down Left L
 AntiDmg L Left R A Right Down
 SneakRun.... R L B Down Down Down
 OilBody Up Right A A R Up
 Fish L R Down Up Left Right
 Battery Right R Right R L Left
 Jungle A R Left B B A
 Collect B Down Right R Right Right
 AirShoes Up B B down A R
 UnderSht Left Up B L Left Up
 FstGauge B Down A R Left R
 Rush L A Down B B B
 Beat A down A A R A
 Tango A Down Left L L R
 BugStop B Down Up B Down B
 Humor Up R A Left Right Right
 BlckMind Right Left Right Down R Down
 BusterMAX Down A R R L Left Left
 GigFldr1 L Down A Down R B Up
 HubBatc B Left A Down Down Up L
 DarkLcns R L R Down Left B R

Credits: MarshmallowMan and others

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16) NUMBERMAN LOTTERY CODES:

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These are codes you can use to get free items from NumberMan in Higsby's shop.
 To get these codes manually, head to the Zoo station and go all the way west
 to a store, who you can buy the codes for 500z each. Beware, some codes from
 the store are invalid.

Battlechips:

01697824 | CopyDmg *
 03284579 | HeroSwrd P
 15789208 | Airshot3 *
 21247895 | HiCannon *
 31549798 | Spreader *
 33157825 | GaiaBlad *
 50098263 | Muramasa M
 54390805 | Bolt *
 63997824 | VarSwrd F
 65497812 | Salamndr *
 76889120 | StepCros S
 88543997 | Fountain *
 95913876 | GutStrgt S

Subchips:

05088930 | Untrap
 24586483 | Sneak Run

35331089 | Unlocker
46823408 | Untrap
56892168 | FullEnrg
57789423 | MiniEnrg
86508964 | MiniEnrg
87824510 | LocEnemy
99826471 | FullEnrg

Programs:

19878934 | SetSand
23415891 | AirShoes
41465278 | WeapLV+1
67918452 | FstGauge

Key Items:

11002540 | SpinBlue
28274283 | SpinGrn
72563938 | SpinRed
77955025 | SpinWhit
90690648 | WrstBand

=====
17) CONTACT:
=====

Xel23's e-mail address is leadervpl@yahoo.com. liZarDmaN does not like to be bothered so his e-mail is not listed. Please use this addresses if you have something you want to contribute or criticize. Suggestions are always welcome. Just make sure you use proper grammar and spelling and put 'About your MMBN3 FAQ' in the topic. Do not bother sending spam, because we are telling you right now that neither of us are interested. Also, we will block you if you are just sending hate mail. Feel free to praise either of us anyway you like, though. ^_^

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18) LEGAL INFORMATION:
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This document, and all the strategies within, is copyright of Caleb (Xel23) and Marcos (liZarDmaN exE). Feel free to distribute this document, as long as it remains unaltered and intact and you do not claim it as your own or gain any profit from it. Proper credit must also be given. MegaMan, Shadowman, Lan, etc. and all other related characters and ideas are copyright of Capcom. All rights reserved.

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19) CONCLUSION:
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This concludes our FAQ. We personally hoped you have found it helpful and informative.