

# Mega Man Battle Network 3 White Battlechip Guide

by MegaFreak 2

Updated on Oct 26, 2005

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White

Battlechip Guide by MegaFreak 2

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## 1. Introduction

This is my first guide I have ever written. This will cover the Standard, Mega, Giga chips and Program Advances. I have yet to fill in all of the holes for these chips, so if you are a member of Neoseeker, please PM me if you would like to help with this problem, and I will give you credit and sign your questbook. If not, read the Contact Me section for details. I hope you enjoy my first guide.

-MegaFreak 2

## 2. Standard Chips

S001- 003 Cannon, HiCannon, and M-Cannon: 40, 60 & 80 dam. Rarity: 1, 2, and 3 stars. Enemies: Canodumb 1, 2, and 3

This has Megaman take out a cannon and blasts the enemy in front of you. This is a good staple for the game.

S004- 006 AirShot1, 2, & 3: 30, 30, & 40 dam. Rarity: 1, 2, and 3 stars

Megaman pulls out what looks like a wide, hollow tube, and fires a high velocity shot of air. This is a useful chip to use if you want to shoot a RockCube, which fires it at the enemy, doing MASSIVE damage. Otherwise, it can be utilized by pushing those enemies who stand in either one column and move around, or those enemies who just stand there.

S007- 010: LavCan1, 2, and 3: 90, 120, and 150 dam. Rarity, 1, 2, and 3 stars

Megaman fires a chunk of lava at the nearest enemy, doing some pretty good damage. It is also useful against Wood type enemies.

S011: Shotgun: 30 dam. Rarity: 1 star

Megaman fires a quick blast at the enemy, hitting the enemy behind it as well. The drawback to chips like this is that you have to wait a second to move again, and the enemy can hit you in that short period of time.

S012: V- Gun: 30 dam. Rarity: 1 star

This is just like the Shotgun, but instead of hitting behind the enemy, it hits diagonally up and down behind the enemy.

S013: SideGun: 30 dam. Rarity: 1 star

This hits directly up and down after hitting the enemy. This is also like the Shotgun.

S014: Spreader: 30 dam. Rarity: 2 stars

This is like the Shotgun as well, but if it hits an enemy in the center panel, it hits everywhere around that panel as well. This is probably the most useful of all the area effect chips.

S015: Bubbler: 60 dam. Rarity: 1 star. Enemy: Shrimpy

This is identical to the Shotgun chip, but it fires a bubble blast instead of a regular blast. This can be used against Fire type enemies with good results.

S016: Bub-V: 60 dam. Rarity: 2 stars

This is identical to the SideGun chip, but uses a water-based attack. This can also be used well against Fire types.

S017: BubSide: 60 dam. Rarity: 3 stars

This is identical to the SideGun, but it has a water attack. This is yet another good attack against Fire types.

S018: HeatShot: 40 dam. Rarity: 1 star. Enemy: Spikey

Again, this is identical to the Shotgun, but it uses a Fire type attack. This can be used against Wood types.

S019: Heat-V: 40 dam. Rarity: 2 stars

This chip is identical to the V-Gun, but uses a Fire attack. Again, this can be used against Wood type enemies.

S020: HeatSide: 40 dam. Rarity: 3 stars

This chip is identical to the SideGun, and uses a Fire attack. It can also be used well against the Wood type enemies.

S021: MiniBomb: 50 dam. Rarity: 1 star. Enemy: Bugtank

This chip lobs a bomb at the panel 3 squares away. The only draw back to an attack like this is that you have to reel back from the attack, so the enemy can hit you during that period of time.

S022: SnglBomb: 50 dam. Rarity: 1 star

This is very similar to the MiniBomb, but when the bomb explodes, it explodes in a column line. This is very useful in linked Netbattles, as it gives the enemy less room to move in.

S023: DublBomb: 50x2 dam. Rarity: 2 stars

This is also similar to the MiniBomb, but instead of throwing 1 bomb, it throws 2 bombs at the enemy. This chip is also useful in linked Netbattles, giving less room for the enemy to move.

S024: TripBomb: 50x3 dam. Rarity: 3 stars

This is yet again similar to the MiniBomb, but uses 3 bombs, and can really give you an edge in battle.

S025: CannBall: 160 dam. Rarity: 3 stars. Enemy: HardHead

Yet another attack similar to the MiniBomb, this attack is different. This break the panel 3 squares ahead of you if it lands on it. If it does not, the enemy it hits is struck for 160 damage.

S026: IceBall: 120 dam. Rarity: 3 stars. Enemy: ColdHead

This attack is like the CannBall, but instead of breaking the 3rd panel ahead, it freezes it, making it useful against Fire type enemies. If it hits an enemy, it is struck for 120 damage.

S027: Unknown: Damage: unknown. Rarity: unknown. Enemy unknown.

Please help me fill in this hole.

S028: BlkBomb1: 120 dam. Rarity: 3 stars

This lobbs a bomb into the enemy area. If it is tossed into the center panel and the enemy destroys it, the enemy area is struck for 120 damage. If it is tossed on an enemy, the enemy is struck for 120 damage.

S029-S030: Unknown: Damage: unknown. Rarity unknown. Enemy unknown.

Please help me fill in these holes.

S031: Sword: 80 dam. Rarity: 1 star. Enemy: Swordy

This is one of the very close range weapons. You need to be at the edge of your row to use this, so try and use this as a last resort.

S032: WideSword: 80 dam. Rarity: 2 stars. Enemy: Swordy

This is a much better choice to use than the Sword, as it strikes a full column for 80 damage. Still, this is best used as a last resort.

S033: LongSword: 80 dam. Rarity: 3 stars. Enemy: Swordy

This is one of the best of the Sword chips, as it hits in front of you for 80 damage. Couple this with an AreaGrab and you will be able to reach the enemy anywhere!

S034: FireSword: 130 dam. Rarity: 3 stars

This is like the WideSword, but is better used for Wood type enemies as it will do a nice 260 damage against them.

S035: AquaSword: 150 dam. Rarity: 3 stars

This is also like the WideSword, but is better used against Fire type enemies for 300 damage.

S036: ElecSword: 130 dam. Rarity: 3 stars

Again, like the WideSword, but this Sword is best used against Aqua type enemies for 260 damage.

S037: BambSword: 140 dam. Rarity: 3 stars

This is yet again like the WideSword, but it is best used against Elec types for the best results.

S038: CustSword: ??? dam. Rarity: 3 stars

This is one of the hardest chips to use, because if the Custom Gauge fill up, then this will not do any damage. If it does, it has a 2x3 reach to it.

S039: VarSword: 160 dam. Rarity: 4 stars

This is a sword where you have to put in a certain command in one fluent motion while holding A. If you put in Left, Right, you will get the LongSword attack. If you put in Left, B, Right, B, you will get the SonicBoom. If you put in Up, Right, you will get the WideSword. If you put in Left, Diagonal Left, Down, Diagonal Right, Right, you will get the FtrSword. But remember that these must be input in one fluid motion or you will just get Sword.

S040: AirSword: 100 dam. Rarity: 3 stars

This is a WideSword attack with an AirShot effect. Whatever this hits will be blown back.

S041: StepSword: 130 dam. Rarity: 4 stars

This is one of the best Sword type chips in the game. It has you take 2 steps forward, regardless of the enemy area or if the panel has a hole in it, and uses a WideSword attack. This is one of my favorite chips to use.

S042: StepCros: 130- 260 dam. Rarity: 4 stars

This is a much better version of the already great StepSword. Once you activate it, you take two steps and attack in a crosswise pattern. If there is an enemy in the middle of the attack it will receive 260 damage.

S043: Slasher: 240 dam. Rarity: 3 stars

This is not exactly a great chip as it only works if you hold down A until an enemy enters your area, then you release A and it hits the enemy with a WideSword attack, doing 240 damage. This is not really useful for many enemies, and ProtoMan.

S044- 46: ShockWav, SonicWav, and DynaWave: 60, 80 & 100 dam. Rarity: 1, 2, and 3 stars. Enemy: Mettaur

This attack has Megaman take out a pickaxe and he slams it on the ground, sending a shockwave through one full row of panels. This pierces anything it goes through.

S048- 50: GutsPunch, GutsStrgt, and GutsImpct: 80, 100, and 160 dam. Rarity: 1, 2, and 3 stars.

This attack, with the exception of GutsStrgt, attacks the panel in front of it with a huge fist. This pushes any object clear to the back column. GutsStrgt sends a 2-panel punch ahead of Megaman.

S051: DashAtk: 90 dam. Rarity: 1 star. Enemy: Fishy1

Megaman take out a Fishy virus and it uses its DashAtk, hitting everything in that row. Any object in the way will stop this attack.

S052: Burner: 130 dam. Rarity: 3 stars. Enemy: Fishy2

Megaman launches an attack that acts like the DashAtk, but it leaves a trail of fire.

S053& 54: unknown

Please help me fill in these.

S055- 57: ZapRing1, 2 and 3: 20, 40, and 60 dam. Rarity: 1, 2 and 3 stars. Enemy: Bunny, TuffBunny, and MegaBunny.

Megaman takes out what looks like a bug zapper and shoots a ring of electricity through the air. Any enemy hit by this is stunned.

S058, 59, and 60: IceWavel, 2, and 3: 80, 100, and 120 dam. Rarity: 1, 2 and 3 stars.

This shoots out a wave of ice that moves across a two panel wide width in a wave like fashion.

S061- 063: Yo-Yo1, 2, and 3: 40x3, 50x3, and 60x3 dam. Rarity: 1, 2, and 3 stars.

This shoots out a yo-yo, but this is no ordinary yo-yo. This has spikes on it! When you shoot this, stand 3 panels away for best results. It will hit three times for a good deal of damage.

S064- 66: AirStrm1, 2 and 3: 50, 60, and 70 dam. Rarity: 1, 2, and 3 stars.

This shoots out three whirlwinds that can turn to hit the enemy once. This can be a very useful chip, as it can turn the tides of battle very quickly.

S067- 69: Arrow1, 2 and 3: 100, 130, and 150 dam. Rarity: 1, 2, and 3 stars.

This attack shoots out a bee that flies in a diagonal path until it either hits an enemy or it goes off screen. This attack isn't exactly very good if you can't do stuff like that very well.

S070- 72: Ratton1, 2, and 3: 80, 100, and 120 dam. Rarity: 1, 2, and 3 stars.

This shoots out a projectile that homes in on the enemy one time; if the enemy moves after that, it will not hit the enemy unless it moves back into the spot it was in, so think wisely on how you will use this!

S073: FireRatn: 230 dam. Rarity: 3 stars.

This is exactly like the Ratton chips, but it will not go off until it is hit with fire, so pack a few Fire chips with you if you plan on using this!

S074- 76: Wave, RedWave, and MudWave: 80, 90, and 100 dam. Rarity: 3 stars.

This sends a wave down all three of the rows on the field. These waves will stop after hitting a hole or an object as well.

S077: Tornado: 20x8 dam. Rarity: 2 stars

This attacks the panel 2 squares ahead with an 8 hit tornado. This is probably one of the best chips to use against enemies.

S078- 80: unknown

Please help with this.

S081- 83: Shake1, 2, and 3: 90, 110, and 130 dam. Rarity: 1, 2, and 3. Enemy: Heavy, Heavier, and Heaviest.

This attack throws a Heavy virus into the column three squares ahead, and it shakes in the column for a good amount of damage.

S084- 86: unknown

Please help with this.

S087: Hammer: 100 dam. Rarity: 2 stars.

Megaman takes out a hammer and he attacks the panel in front with it. This break

any object that is hit with the Hammer.

S088: unknown

Please help me fill in this.

S089- 91: Ropel, 2, and 3: 50, 70, & 90 dam. Rarity: 1, 2, and 3 stars. Enemy: Viney

This entangles the nearest enemy in vines, and stuns it for a few seconds.

S092- 94: Boomerl, 2, and 3: 60, 80, and 100 dam. Rarity: 1, 2, and 3 stars.

This attack launches a boomerang from the bottom left panel around the field. If you have a lot of chips that don't reach to the farthest back panel, this is a good backup weapon.

S095- 96: PoisMask& PoisFace: Variable dam. Rarity: 1 and 2 stars

This attack spreads poison for a few seconds on the field except the back column. The best way to use this is if you use AreaGrab.

S097- 99: RockArml, 2, and 3: 100, 150, and 200 dam. Rarity: 1, 2, and 3 stars.

This drops a RockArm on the panel 3 spaces away and stuns the enemy for a few seconds.

S100- 102: CrsShldl, 2, and 3: 160, 200, and 240 dam. Rarity: 1, 2, and 3 stars.

This is one of the chips that require timing to use. When used correctly, it blocks the enemy attack and sends a Dominerd at the enemy to bite it.

S103- 105: Magnum1, 2, and 3: 120, 150, and 180 dam. Rarity: 1, 2, and 3 stars. Enemies: Basher, Smasher, and ???

This attack stops time and places a cursor on the field. Depending on where the cursor lands, those spots will be broken by the Magnum. The Magnum1 hits vertically, the Magnum2 hits horizontally, and the Magnum3 hits diagonally.

S106- 120: unknown

Please help me fill in these holes.

S121- 123: MetaGell, 2, and 3: 90, 130, and 170: Rarity: 1, 2, and 3 stars.

This attack freezes time and drops three MetaGels on the enemy's left most panels. It steals them and if the enemy is in one of the panels, that enemy is hit for larger damage than if you use AreaGrab.

S124- 128: unknown

Please help me fill in these holes.

S129: TimeBomb: 150 dam. Rarity: 3 stars. Enemy: Handi

The name says it all. This attack drops a time bomb into the enemy area, and if it explodes before the enemy destroys it (usually on accident), the whole enemy area will be struck for 150 damage.

S130: Mine: 300 dam. Rarity: 3 stars.

Once more, the name says it all. This freezes time and places a mine randomly in the enemy area, but will NOT be placed underneath an enemy for an easy 300 damage. If you are dealing with an enemy who doesn't move that much, don't use this unless as a last resort.

S131: Lance: 130 dam. Rarity: 3 stars.

This attack thrusts lances through the back row of the enemy, so unless the enemy likes to stay in the back row, don't use this.

S132: Snake: 40 dam. each Rarity: 3 stars.

If there is a hole in the enemy field, snakes start to pop out of it for a little while at 40 damage each. They will home in to the enemy once.

S133: Guard: ??? dam. Rarity: 1 star.

This puts up a shield for a second that can deflect almost any attack, and sends a shockwave back at the enemy.

S134 and 135: PanlOut1, and PanlOut3: 0 dam. Rarity: Both 1 star

Rarely used by yours truly, PanlOut1 cracks the panel in front of you with a pickaxe. PanlOut3 cracks the column in front of you. Both of these, if they strike an enemy, so 10 damage.

S136: PanlGrab: 0 dam. Rarity: 1 star

Bet you can't guess what this chip does! This chip grabs the first panel in the

middle row of the enemy area.

S137: AreaGrab: 0 dam. Rarity: 2 stars

This chip steals the left most column of the enemy. Enough said.

S138- 139: unknown

Please help me fill in these holes.

S140: RockCube: 0 dam. Rarity: 1 star.

This places a RockCube in front of you. If you hit it with an AirShot, it hits the enemy for a mammoth 400 damage! O-M-G!

S141: unknown

Please help me fill in this hole.

S142- 143: Wind/ Fan: 0 dam. Rarity: Both 1 star. Enemy: WindBox and VaccumFan

A Wind chip places a WindBox in front of Megaman, and as long as it is blowing, the enemy is blown to the back row. The same applies to the Fan, but it sucks the enemy to the front row instead.

S144- 146: unknown

Please help fill in these holes.

S147- 154: Recov10, 30, 50, 80, 120, 200, and 300: 0 dam. Rarity: 1, 1, 2, 2, 3, 3, 4, 4(respectively).

These chips, well, recover your health that they say they will. What more can I say? Well, for one thing, if you have as many hit points as I do (1,280), then you might wish you had something better.

S155: Repair: 0 dam. Rarity: 1 star.

This, well, repairs any broken panels on the field!

S156- 157: SloGauge, FastGauge: 0 dam. Rarity: Both 3 stars.

This chip either slows down or speeds up the Custom Gauge, depending on what chip you use, but who would want to slow the Custom Gauge?

S158: Panic: 0 dam. Rarity: 3 stars.

This chip confuses the enemy, but you must also be confused to use this. Be careful!

S159- 161: Geddon1, 2, and 3: 0 dam. Rarity: 3, 3, and 4 stars.

These chips do different things, depending on which one you use. Geddon1 cracks all empty panels. Geddon2 breaks all empty panels. Geddon3 turns ALL panels to poison. Be careful when you use these chips, as they also hold drawbacks!

S162: CopyDam: 0 dam. Rarity: 3 stars.

This reaches two squares ahead of you and puts a red circle around the enemy. The enemy will suffer any damage inflicted on other enemies.

S163: Invis: 0 dam. Rarity: 3 stars.

The name says it all. You turn invisible for a set period of time and you are invulnerable to attacks.

S164: Shadow: 0 dam. Rarity: 3 stars.

This is a lot like Invis, but you turn black, and only sword attacks will hurt you and get rid of the Shadow.

S165- 167: unknown

Please help me fill in these holes.

S168: AirShoes: 0 dam. Rarity: 3 stars.

This lets you walk on any panels that are broken. This can be very useful when fighting Alpha.

S169- 171: Barrier, Barrier100, Barrier200: 0 dam. Rarity: 1, 2, and 3 stars.

Barrier deflects one enemy attack against you. Barrier100 can take 100 damage before dissipating. Same thing with Barrier200, but it can take 200 damage before dissipating.

S172-173: unknown

Please help me fill in these holes.

Subsection: Virus Chips

This will cover the virus chips gotten from the man who monitors and tells you about the Virus Breeder in SciLab.

S174: Mettaur: Variable dam. Rarity: 5 stars

This summons the Mettaur series viruses, and they alternate randomly while it waits for you to press A. Once you press A, it stops on the current Mettaur virus and it uses the ShockWav.

S175: Bunny: Variable dam. Rarity: 5 stars

This summons the Bunny series viruses and does the ?roulette? thing. I will refer to the virus alternation as this from now on. The virus it stops on uses the ZapRing.

S176: Spikey: Variable dam. Rarity: 5 stars.

This summons the Spikey series viruses and does the roulette. The virus it stops on uses the HeatShot.

S177: Swordy: Variable dam. Rarity: 5 stars.

This summons the Swordy series of viruses and does the roulette; whatever virus it stops on uses one of these: LongSwrd, FireSwrd, or AquaSwrd.

S178: Jelly: Variable dam. Rarity: 5 stars.

This summons the Jelly series viruses and it does the roulette. Whatever virus it lands on uses one of these, Wave, RedWave, or MudWave.

S179: Mushy: Variable dam. Rarity: 5 stars.

This summons the Mushy series viruses and it does the roulette. Whatever virus it lands on uses the Spice attack.

S180: Momogra: Variable dam. Rarity: 5 stars.

This summons the Momogra series viruses and does the roulette. Whatever virus it lands on uses the Mole attack.

S181: KillrEye: Variable dam. Rarity: 5 stars.

This summons the KillrEye series viruses and does the roulette. Whatever it lands on uses, well, whatever attack it uses on the closest enemy.

S182: Scutt1st: Variable dam. Rarity: 5 stars.

This summons the Scuttlest virus series and does the roulette. Whatever virus it lands on uses whatever attack applies to it.

S183: unknown

Please help fill in this hole.

S184: HolyPanl: 0 dam. Rarity: 2 stars.

This freezes time and changes the panel that is currently in front of you to a HolyPanel.

S185: LavaStge: 0 dam. Rarity: 3 stars.

This, well what can be said of it? All it does is turn the stage to Lava Panels.

S186: IceStage: 0 dam. Rarity: 3 stars.

This only turns your whole stage to Ice Panels. Wow, the only ways these Panel change chips are useful are for the different styles you use in the game.

S187: GrassStg: 0 dam. Rarity: 3 stars.

This turns the entire stage into Grass Panels. Enough said.

S188: SandStge: 0 dam. Rarity: 3 stars.

This is a much trickier Stage chip to use. It turns all of the panels to Sand Panels. IT WILL SLOW YOU AND THE ENEMY DOWN! There may be a benefit to the enemy slowing down, but you are going at that speed as well! Use this at your own risk!

S189- 193: unknown.

Please help me fill in these holes.

S194: AntiRecv: Variable dam. Rarity: 3 stars

This is best used in Linked NetBattles, as it punishes the recovery of HP. If an enemy uses a Recov Chip, it sucks that amount of hit points back out of the enemy. Good, eh?

S195: Atk+10: 0 dam. Rarity: 1 star.

This, instead of doing damage, it is used by selecting a chip, then selecting the Atk+10 chip. It will add 10 Attack Points to that chip.

S196: Fire+30: 0 dam. Rarity: 2 stars.

This powers up the Fire type chips you use by 30. To figure out how to use it, refer to the Atk+10 chip.

S197: Aqua+30: 0 dam. Rarity: 2 stars.

This powers up your Aqua type chips by 30. To use it, refer to the chip Atk+10.

S198: Elec+30: 0 dam. Rarity: 3 stars.

This powers up the Elec type chips used by 30. To use it, refer to the Atk+10 chip.

S199: Wood+30: 0 dam. Rarity: 2 stars.

This powers up your Wood chips by 30. To use it refer to the Atk+10 chip.

S200: Navi+20: 0 dam. Rarity: 2 stars.

Finally! The last Standard Chip! What? It's just a crappy Navi+20 chip? Boo? This may seem like it's a bad chip, but if you use it with a multi hit chip, and you have mastered how to use, it, this may be one of your greatest assets! To use it, refer to the Atk+10 chip.

### 3. Mega Chips

This section will cover the Mega Chips that I currently have in my Library. (Note: These are not in chronological order, as you would find in other guides as I have yet to find all of the Mega Chips.)

Muramasa: 0-999 dam. Rarity: 5 stars.

Now this is what I'm talking about! This can do up to 999 damage, but guess what, if you ever thought you would be able to take the easy way out with this, think again! This sword does the same amount of damage as of how many hit points you have lost! Beware!

HeroSword: 180 dam. Rarity: 4 stars.

This is a three square long sword that does a nice amount of damage for a Mega Chip. It is quite useful against the later enemies in the game.

ZeusHamr: 250 dam. Rarity: 5 stars.

Watch out for this attack! You better have a broken panel and AirShoes activated as a chip, because ANYTHING that is on a panel is blasted for 250 damage. Well, if you have a nice amount of hit points, and you still don't want to lose that many, enter this code for an extra 350 hit points: SEIUT1NG. Note: you need the ModTools and the Navi Customizer to do this.

Salamndr: 300 dam. Rarity: 4 stars.

This attack can only be used by Heat style Navis. This sends fire into the nearest hole in the area and the fire attacks the enemies as the battle goes on.

Fountain: 240 dam. Rarity: 3 stars

What, its not good enough for 4 stars? Oh well. This attack sends water into the nearest hole and the water attacks that hole in a line formation. This can only be used by Aqua style Navis.

Bolt: 210 dam. Rarity: 3 stars.

This is probably one of the WORST attacks you can get. IT CAN HIT YOU TOO! This attack launches a bolt of electricity at the nearest obstacle and the electricity hits everything 1 panel away from it. Don't stand too close to the obstacle, or it'll hit you! This can only be used by Elec style Navis.

GaiaBlad: 100+ variable dam. Rarity: 4 stars.

Now this is a great chip! This has a LongSword reach, but it does 100 damage PLUS the damage done by the last chip used! I suggest using a Muramasa that does 999 damage, then using this! This can only be used by Wood style Navis.

The rest of the Mega chips are unknown at this moment.

### 4. Giga Chips

The Giga Chips are unknown at this moment.

### 5. Program Advances

This will explain the Program Advances I have achieved at this time.



Z-Cannon1: 40x3 dam.

Combinations: Cannon A, B, C. Cannon B, C, D. Cannon C, D, and E.

This, upon activation, turns Megaman invisible for a set period of time and allows him to fire unlimited ZetaCannons. It is like the Cannon but hits 3 times in succession.

Z-Step: 130 dam.

Combinations: StepSword L, M, N. StepSword M, N, O. StepSword N, O, and P.

This turns Megaman invisible for a set period of time and allows him to use the ZetaStep, an exact version of the StepSword but he is invisible while using it.

LifeSword: 400 dam.

Combinations: Sword, WideSword, and LongSword E. Sword, WideSword and LongSword L. Sword, WideSword and LongSword V.

This lets Megaman use a GIANT sword. It reaches a range of 2x3 and DEVASTATES the enemy.

ElemSword: 140x4 dam.

Combinations: FireSword, AquaSword, ElecSword, and BombSword N. FireSword, AquaSword, ElecSword, and BombSword P.

This contains all of the properties of the 4 swords, and it lets Megaman swing each one in quick succession.

MomQuake: A LOT OF DAMAGE!

Combination: RockCube \*x2, GodStone S

This does not require a hole in front of you to use, instead, once it is used, I SWEAR HALF A MILLION ROCKS CAME DOWN ON THE ENEMY!

2xHero: 5x80 dam.

Combination, Slasher, CustSword, VarSword, and ProtoMan B

Note this can be used with all versions of ProtoMan. This teleports ProtoMan into your side of the field and you and him attack the enemy field 80 times for massive damage.

MstrStyl: UP TO 800 DAM!

Megaman uses the four style elements to hit 8 times for 100 damage each. Once he reaches 8 hits or there are no more enemies, he explodes for another 100 damage.

The rest are unknown at this point.

6.Credits

I would like to thank

-Me, because I got the bright idea of writing this guide

-Shade the Hedgehog, just because he taught me HTML

-God, for giving me time to write this guide

-You, for reading this guide

7.Contact Me

If you are a member of Neoseeker, feel free to send me a PM telling me of chips you would like me to add to the guide; please include a description, I will give you credit for it. If you are not a member of Neoseeker, contact me at hiswill2@earthlink.net. Please include the title for the message ?Chip Guide?, or I may accidentally delete it.

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