

Mega Man Battle Network 3 (Import) Chip Database

by Nekomancer

Updated to v1.0 on Mar 11, 2003

This walkthrough was originally written for Mega Man Battle Network 3 Blue on the GBA, but the walkthrough is still applicable to the GBA version of the game.

Rockman EXE 3 master chip database V1.0
by Nekomancer (nekomancer@cox.net), 2003.

-Version history-

1.0: Made this guide in whole, and, that's it really.

-Forward-

This guide lists all the chips legitimately obtainable in Rockman EXE 3 and lists their particulars. It is a good guide for those trying to find all the chips or those who are uncertain how certain chips work. All of the information presented here was directly translated from the Rockman EXE 3 Perfect Navigation Guide released in Japan. This guide is generally complete, and I only really see fit to change it in order to fix errors or make an English friendly version. Though I translated all of this information (when necessary), it is not generally my information. Feel free to use it how you like, just don't put this entire FAQ on your own site. Enjoy

-Nekomancer

-Legend-

This section here is to present to you how the guide is arranged and what each of the fields mean. Each chip is first listed by its library number and name. Then the following fields are as described-

Attack: The amount of damage the chip deals to the enemy. Some chips are not just attacks. Some also have attacks that will vary based on certain circumstances.

Memory: This is how big the chip is in memory. In the game, you can select a chip to be your standard chip, which means you'll always get it first in every battle. However, you can only select a chip that will fit in the amount of regular memory you have.

Attribute: Most battle chips are neutral, but some have an elemental attribute. These attributes are Fire, Aqua, Electricity and Wood. When an attribute is used against an enemy whose attribute is weak to the attack you're using, it will do double damage.

Special: Some chips also have one or more of four special attributes. They are:
[S] - Sword proficiency. Most attacks with this are obvious because they are swords. Some are not as apparent. It is good to note this, because these attacks will be able to damage someone using Kagebunshin.

[I] - Anti-Invisible. This chip will be able to damage/affect an opponent even when they are in an Invisible state.

[B] - Breaking proficiency. Some enemies are guarded at certain times, or put up field objects that can't be destroyed with the buster. Chips with this sign can still damage/effect those enemies and field objects.

[G] - Underground. This denotes an attack that can strike an opponent even

if they are underground (using the chip Yukashitamogura).

Codes: Each chip is given an alphabetic code. You can select multiple chips for battle when they have the same code, even if they are different chips. Chips with a * code are like wild cards, and can be selected with any code.

Rarity: Each chip is also given a rank of how rare it is, one star being common and five stars being extremely rare. This is a general expression of the likelihood of getting the chip from a chip trading machine.

Description: This is a description of how the chip works and any other inherent abilities it has.

Section I - Standard Class Chips

001. Cannon

Attack: 40

Memory: 12MB

Attribute: None

Special: n/a

Codes: A, B, C, D, E, *

Rarity: *

Description: Turns Rockman's arm into a cannon and fires straight forward. It will hit the first enemy in front of you. There is a small delay while your hand transforms into the cannon.

002. Cannon

Attack: 60

Memory: 24MB

Attribute: None

Special: n/a

Codes: H, I, J, K, L, *

Rarity: **

Description: Turns Rockman's arm into a cannon and fires straight forward. It will hit the first enemy in front of you. There is a small delay while your hand transforms into the cannon.

003. Cannon

Attack: 80

Memory: 36MB

Attribute: None

Special: n/a

Codes: O, P, Q, R, S, *

Rarity: ***

Description: Turns Rockman's arm into a cannon and fires straight forward. It will hit the first enemy in front of you. There is a small delay while your hand transforms into the cannon.

004. Air Chute 1

Attack: 20

Memory: 4MB

Attribute: None

Special: n/a

Codes: *

Rarity: *

Description: Shoots an air burst straight forward. It will hit the first enemy in front of you. If there is a free space, it will push the enemy it hits back one space.

005. Air Chute 2

Attack: 30

Memory: 12MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Shoots an air burst straight foward. It will hit the first enemy in front of you. If there is a free space, it will push the enemy it hits back one space.

006. Air Chute 3

Attack: 40

Memory: 18MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Shoots an air burst straight foward. It will hit the first enemy in front of you. If there is a free space, it will push the enemy it hits back one space.

007. Magma Cannon 1

Attack: 90

Memory: 34MB

Attribute: Fire

Special: n/a

Codes: A, G, S, T, V

Rarity: *

Description: Transforms Rockman's hand into a volcano, which then takes a moment to charge up. Then it fires straight forward. It will strike the first enemy in its path.

008. Magma Cannon 2

Attack: 120

Memory: 42MB

Attribute: Fire

Special: n/a

Codes: B, D, F, M, O

Rarity: **

Description: Transforms Rockman's hand into a volcano, which then takes a moment to charge up. Then it fires straight forward. It will strike the first enemy in its path.

009. Magma Cannon 3

Attack: 150

Memory: 60MB

Attribute: Fire

Special: n/a

Codes: E, H, J, R, W

Rarity: ***

Description: Transforms Rockman's hand into a volcano, which then takes a moment to charge up. Then it fires straight forward. It will strike the first enemy in its path.

010. Volcano Cannon

Attack: 150

Memory: 75MB

Attribute: Fire

Special: n/a

Codes: A, G, J, Y, Z

Rarity: ****

Description: Transforms Rockman's hand into a volcano, which then takes a moment to charge up. Then it fires straight forward. It will strike the first enemy in its path and also strike other enemies nearby. Its attack power raises by 20 for every magma panel you have on your side of the field, making the total attack power possible 330.

011. Shotgun

Attack: 30

Memory: 8MB

Attribute: None

Special: n/a

Codes: B, F, J, N, T, *

Rarity: *

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and the space right behind that enemy.

012. Buoy Gun

Attack: 30

Memory: 8MB

Attribute: None

Special: n/a

Codes: D, G, L, P, V, *

Rarity: *

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and then two spaces behind the enemy; one diagonally up and one diagonally down.

013. Side Gun

Attack: 30

Memory: 8MB

Attribute: None

Special: n/a

Codes: C, H, M, S, Y, *

Rarity: *

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, as well as one space above the enemy and one space below.

014. Spread Gun

Attack: 30

Memory: 16MB

Attribute: None

Special: n/a

Codes: M, N, O, P, Q, *

Rarity: **

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and then the eight spaces all around the enemy.

015. Bubble Shot

Attack: 60

Memory: 14MB

Attribute: Aqua

Special: n/a

Codes: A, C, D, E, P, *

Rarity: *

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and the space right behind that enemy.

016. Bubble Buoy

Attack: 60

Memory: 22MB

Attribute: Aqua

Special: n/a

Codes: D, E, F, S, V

Rarity: **

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and then two spaces behind the enemy; one diagonally up and one diagonally down.

017. Bubble Side

Attack: 60

Memory: 30MB

Attribute: Aqua

Special: n/a

Codes: B, E, F, G, R

Rarity: ***

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, as well as one space above the enemy and one space below.

018. Heat Shot

Attack: 40

Memory: 16MB

Attribute: Fire

Special: n/a

Codes: B, H, I, J, P, *

Rarity: *

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and the space right behind that enemy.

019. Heat Buoy

Attack: 40

Memory: 24MB

Attribute: Fire

Special: n/a

Codes: F, I, J, K, V

Rarity: **

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, and then two spaces behind the enemy; one diagonally up and one diagonally down.

020. Heat Side

Attack: 40

Memory: 32MB

Attribute: Fire

Special: n/a

Codes: C, J, K, L, T

Rarity: ***

Description: Shoots straight forward, there is no attack delay. It will strike the first enemy in its path, as well as one space above the enemy and one space below.

021. Minibomb

Attack: 50

Memory: 6MB

Attribute: None

Special: n/a

Codes: B, G, L, O, S, *

Rarity: *

Description: Throw a bomb straight forward. It will land on the third space

ahead of you. It will strike only the space it lands on.

022. Single Bomb

Attack: 50

Memory: 12MB

Attribute: None

Special: n/a

Codes: D, F, H, J, T, *

Rarity: *

Description: Throw one bomb straight forward. It will land on the third space ahead of you. It will strike the space it lands on, as well as the spaces above and below it.

023. Double Bomb

Attack: 50

Memory: 24MB

Attribute: None

Special: n/a

Codes: A, C, H, K, Q, *

Rarity: **

Description: Throw two bombs straight forward. It will land on the third space ahead of you. It will strike the space it lands on, as well as the spaces above and below it.

024. Triple Bomb

Attack: 50

Memory: 36MB

Attribute: None

Special: n/a

Codes: E, I, N, P, W

Rarity: ***

Description: Throw three bombs straight forward. It will land on the third space ahead of you. It will strike the space it lands on, as well as the spaces above and below it.

025. Hougan (Cannonball)

Attack: 160

Memory: 33MB

Attribute: None

Special: [B] [G]

Codes: A, D, F, L, P, *

Rarity: ***

Description: Throw a steel ball straight forward. It will land on the third space ahead of you. It will destroy the panel that it lands on.

026. Kourihougan (Ice Cannonball)

Attack: 120

Memory: 18MB

Attribute: Aqua

Special: [B] [G]

Codes: F, I, M, Q, S, *

Rarity: ***

Description: Throw a steel ball straight forward. It will land on the third space ahead of you. It will turn the panel it lands on into an ice panel.

027. Youganhougan (Lava Cannonball)

Attack: 140

Memory: 20MB

Attribute: Fire

Special: [B] [G]

Codes: B, C, H, N, W, *

Rarity: ***

Description: Throw a steel ball straight forward. It will land on the third space ahead of you. It will turn the panel it lands on into a magma panel.

028. Black Bomb 1

Attack: 120

Memory: 60MB

Attribute: Fire

Special: n/a

Codes: F, L, N, P, Z

Rarity: **

Description: Throw a bomb straight forward. It will land on the third space ahead of you. It will then remain there until it is hit with a fire attributed attack, which will cause it to explode. This explosion effects the entire enemy area.

029. Black Bomb 2

Attack: 170

Memory: 70MB

Attribute: Fire

Special: n/a

Codes: D, I, K, Q, S

Rarity: ***

Description: Throw a bomb straight forward. It will land on the third space ahead of you. It will then remain there until it is hit with a fire attributed attack, which will cause it to explode. This explosion effects the entire enemy area.

030. Black Bomb 3

Attack: 220

Memory: 80MB

Attribute: Fire

Special: n/a

Codes: C, G, L, U, Y

Rarity: ****

Description: Throw a bomb straight forward. It will land on the third space ahead of you. It will then remain there until it is hit with a fire attributed attack, which will cause it to explode. This explosion effects the entire enemy area.

031. Sword

Attack: 80

Memory: 10MB

Attribute: None

Special: [S]

Codes: E, H, L, S, Y

Rarity: *

Description: Rockman slashes with a sword. The slash covers an area of one space directly forward. (1x1)

032. Wide Sword

Attack: 80

Memory: 16MB

Attribute: None

Special: [S]

Codes: C, E, L, Q, Y

Rarity: **

Description: Rockman slashes with a sword. The slash covers the area of one space directly forward, and the spaces above and below it. (1x3)

033. Long Sword

Attack: 80

Memory: 24MB

Attribute: None

Special: [S]

Codes: E, I, L, R, Y

Rarity: ***

Description: Rockman slashes with a sword. The slash covers the area of two space directly forward. (2x1)

034. Flame Sword

Attack: 130

Memory: 20MB

Attribute: Fire

Special: [S]

Codes: F, N, P, R, U

Rarity: ***

Description: Rockman slashes with a sword. The slash covers the area of one space directly forward, and the spaces above and below it. (1x3)

035. Aqua Sword

Attack: 150

Memory: 25MB

Attribute: Aqua

Special: [S]

Codes: A, H, N, P, T

Rarity: ***

Description: Rockman slashes with a sword. The slash covers the area of one space directly forward, and the spaces above and below it. (1x3)

036. Elec Sword

Attack: 130

Memory: 23MB

Attribute: Electricity

Special: [S]

Codes: E, K, N, P, V

Rarity: ***

Description: Rockman slashes with a sword. The slash covers the area of one space directly forward, and the spaces above and below it. (1x3)

037. Bamboo Sword

Attack: 140

Memory: 18MB

Attribute: Wood

Special: [S]

Codes: B, L, N, P, W

Rarity: ***

Description: Rockman slashes with a sword. The slash covers the area of one space directly forward, and the spaces above and below it. (1x3)

038. Custom Sword

Attack: XX

Memory: 21MB

Attribute: None

Special: [S]

Codes: B, F, R, V, Z

Rarity: ***

Description: Rockman slashes with a sword. The attack power of the sword is determined by how full the custom gauge is. The highest attack power it has

is 256, right before the gauge is full. Once the gauge is completely full the attack power will be 0. (2x3 total)

039. Variable Sword

Attack: 160

Memory: 68MB

Attribute: None

Special: [S]

Codes: B, C, D, E, F

Rarity: ****

Description: Rockman slashes with a sword. Normally this attack has the range of a basic Sword. However, you can make it perform six other sword attacks by holding down A and executing a special command code. They are-

Long Sword: Down, Down/Right, Right (2x1)

Wide Sword: Up, Right, Down (1x3)

Fighter Sword: Left, Down/Left, Down, Down/Right, Right (3x1)

Dream Sword: Down, Left, Up, Right, Down (2x3)

Sonic Boom: Left, B, Right, B (three sonic booms forward)

Element Sonic: B, B, Left, Down, Up (four sonic booms forward)

040. Fuuatsuken (Wind Pressure Sword)

Attack: 100

Memory: 30MB

Attribute: None

Special: [S]

Codes: C, E, H, J, R

Rarity: ***

Description: Rockman slashes with a sword. The slash covers the area of one space directly forward, and the spaces above and below it. If not deleted, the enemy will be pushed back three spaces. (1x3)

041. Fumikomizan (Rushing In Cut Down)

Attack: 130

Memory: 43MB

Attribute: None

Special: [S]

Codes: L, M, N, O, P

Rarity: ****

Description: Rockman will instantly move forward two spaces. Then he will slash with a sword onto the third space. The range is that of a Wide Sword. (1x3)

042. Fumikomi Cross (Rushing In Cross)

Attack: 130

Memory: 74MB

Attribute: None

Special: [S]

Codes: P, Q, R, S, T

Rarity: ****

Description: Rockman will instantly move forward two spaces. Then he will slash with a sword onto the third space. The range covers the panel right in front of him and the four panels diagonal to it.

043. Iai Form (Relic Form)

Attack: 240

Memory: 74MB

Attribute: None

Special: [S]

Codes: B, D, G, R, S

Rarity: ***

Description: Hold down the A button. When an enemy enters your side of the area Rockman will immediately slash it.

044. Shockwave

Attack: 60

Memory: 10MB

Attribute: None

Special: n/a

Codes: D, H, J, L, R

Rarity: *

Description: Rockman swings down a pickaxe and creates a shockwave that travels straight forward. It can travel through field obstacles, but it cannot go past missing panels.

045. Sonicwave

Attack: 80

Memory: 26MB

Attribute: None

Special: n/a

Codes: G, I, M, S, W

Rarity: **

Description: Rockman swings down a pickaxe and creates a shockwave that travels straight forward. It can travel through field obstacles, but it cannot go past missing panels. It moves faster than the Shockwave.

046. Dynawave

Attack: 100

Memory: 42MB

Attribute: None

Special: n/a

Codes: E, N, Q, T, V

Rarity: ***

Description: Rockman swings down a pickaxe and creates a shockwave that travels straight forward. It can travel through field obstacles, but it cannot go past missing panels. It moves faster than the Sonicwave.

047. Greatwave

Attack: 190

Memory: 82MB

Attribute: None

Special: n/a

Codes: E, J, M, P, Y

Rarity: ****

Description: Rockman swings down a pickaxe and creates a shockwave that travels straight forward. It can travel through field obstacles, but it cannot go past missing panels. This version will also crack the panels it travels over. It moves faster than the Dynawave (very fast!).

048. Guts Punch

Attack: 80

Memory: 14MB

Attribute: None

Special: n/a

Codes: B, C, D, E, F

Rarity: *

Description: Rockman's fist enlarges greatly and he punches one space forward. The enemy punched will be pushed back one space. There is a command code for this attack. Hold down the A button and press Down, Down/Right, Right to make the punch fly forward (like GutsMan's Rocket Guts Punch).

049. Guts Straight

Attack: 100

Memory: 30MB

Attribute: None

Special: n/a

Codes: O, P, Q, R, S

Rarity: **

Description: Rockman's fist enlarges greatly and he punches two spaces forward. The enemy punched will be pushed back one space. There is a command code for this attack. Hold down the A button and press B, B, Down, Left, Right, B to discharge three rapid fire punches.

050. Guts Impact

Attack: 160

Memory: 50MB

Attribute: None

Special: n/a

Codes: G, H, I, J, K

Rarity: ***

Description: Rockman's fist enlarges greatly and he punches two spaces forward. The enemy punched will be pushed back one space. Field objects will be pushed back too. There is a command code for this attack. Hold down the A Button and press Left, B, Down, B, Down, B to punch five times in continuation on the space in front of you. This can do up to 560 damage.

051. Dash Attack

Attack: 90

Memory: 11MB

Attribute: None

Special: n/a

Codes: C, D, G, J, Z, *

Rarity: *

Description: Rockman dashes straight forward across the screen damaging any enemies in his path. The attack will end short if any field objects are in the path.

052. Burning Body

Attack: 130

Memory: 15MB

Attribute: Fire

Special: n/a

Codes: B, F, Q, S, W

Rarity: ***

Description: Rockman's body envelops in fire as do the spaces above, below, in front of and behind him.

053. Dash Condor

Attack: 180

Memory: 44MB

Attribute: None

Special: n/a

Codes: B, I, L, S, Z

Rarity: ****

Description: Rockman dashes straight forward across the screen damaging any enemies in his path. The attack will end short if any field objects are in the path. This attack has a longer delay before Rockman begins to dash.

054. Burning Cross

Attack: 150

Memory: 42MB

Attribute: Fire

Special: n/a

Codes: A, F, L, R, S

Rarity: ****

Description: This attack is similar to the attack Burning Body. However, the epicenter of the attack appears one space in front of Rockman.

055. Rabbiring 1

Attack: 20

Memory: 8MB

Attribute: Electricity

Special: n/a

Codes: A, M, P, Q, S, *

Rarity: *

Description: Rockman shoots a ring of light straight foward. It will momentarily paralyze the enemy it hits from moving.

056. Rabbiring 2

Attack: 40

Memory: 18MB

Attribute: Electricity

Special: n/a

Codes: B, G, N, R, W

Rarity: **

Description: Rockman shoots a ring of light straight foward. It will momentarily paralyze the enemy it hits from moving.

057. Rabbiring 3

Attack: 60

Memory: 28MB

Attribute: Electricity

Special: n/a

Codes: C, E, O, T, Z

Rarity: ***

Description: Rockman shoots a ring of light straight foward. It will momentarily paralyze the enemy it hits from moving.

058. Ice Wave 1

Attack: 80

Memory: 14MB

Attribute: Aqua

Special: n/a

Codes: A, K, M, Q, W, *

Rarity: *

Description: Rockman shoots a snowflake crystal. It moves in a parabolic path, swaying up and down as it goes forward. It will cover the line in front of Rockman and the line above it.

059. Ice Wave 2

Attack: 100

Memory: 22MB

Attribute: Aqua

Special: n/a

Codes: D, H, L, P, R, *

Rarity: **

Description: Rockman shoots a snowflake crystal. It moves in a parabolic path, swaying up and down as it goes forward. It will cover the line in front of Rockman and the line above it.

060. Ice Wave 3

Attack: 140

Memory: 30MB

Attribute: Aqua

Special: n/a

Codes: C, D, J, R, V

Rarity: ***

Description: Rockman shoots a snowflake crystal. It moves in a parabolic path, swaying up and down as it goes forward. It will cover the line in front of Rockman and the line above it.

061. Yo-Yo 1

Attack: 40

Memory: 72MB

Attribute: None

Special: [S]

Codes: C, D, E, F, G, *

Rarity: *

Description: Rockman shoots a spinning blade that travels forward three spaces and then returns back to him. When the spinning blade reaches the third panel it will stay there momentarily, hitting an enemy there multiple times.

062. Yo-Yo 2

Attack: 50

Memory: 80MB

Attribute: None

Special: [S]

Codes: H, I, J, K, L

Rarity: **

Description: Rockman shoots a spinning blade that travels forward three spaces and then returns back to him. When the spinning blade reaches the third panel it will stay there momentarily, hitting an enemy there multiple times.

063. Yo-Yo 3

Attack: 60

Memory: 88MB

Attribute: None

Special: [S]

Codes: M, N, O, P, Q

Rarity: ***

Description: Rockman shoots a spinning blade that travels forward three spaces and then returns back to him. When the spinning blade reaches the third panel it will stay there momentarily, hitting an enemy there multiple times.

064. Air Storm 1

Attack: 50

Memory: 26MB

Attribute: None

Special: n/a

Codes: A, F, H, O, S

Rarity: *

Description: Creates a suction like force that draws enemies to the front column, then creates tornadoes on that column to strike the enemy.

065. Air Storm 2

Attack: 60

Memory: 35MB

Attribute: None

Special: n/a

Codes: C, G, H, M, W

Rarity: **

Description: Creates a suction like force that draws enemies to the front column, then creates tornadoes on that column to strike the enemy.

066. Air Storm 3

Attack: 70

Memory: 44MB

Attribute: None

Special: n/a

Codes: A, G, I, N, V

Rarity: ***

Description: Creates a suction like force that draws enemies to the front column, then creates tornadoes on that column to strike the enemy.

067. Bee Arrow 1

Attack: 100

Memory: 40MB

Attribute: Electricity

Special: n/a

Codes: B, E, M, Q, T

Rarity: *

Description: Rockman shoots an electrified bee which travels straight forward in your area, then bends its path to go after an enemy.

068. Bee Arrow 2

Attack: 130

Memory: 60MB

Attribute: Electricity

Special: n/a

Codes: F, R, S, U, Z

Rarity: **

Description: Rockman shoots an electrified bee which travels straight forward in your area, then bends its path to go after an enemy.

069. Bee Arrow 3

Attack: 160

Memory: 80MB

Attribute: Electricity

Special: n/a

Codes: A, H, J, N, P

Rarity: ***

Description: Rockman shoots an electrified bee which travels straight forward in your area, then bends its path to go after an enemy.

070. Ratton 1

Attack: 80

Memory: 14MB

Attribute: None

Special: n/a

Codes: A, C, F, H, J

Rarity: *

Description: Rockman throws a mouse-like missile that travels forward until reaching the same column an enemy is on, then it will turn ninety degrees up or down in pursuit of that enemy.

071. Ratton 2

Attack: 100

Memory: 24MB

Attribute: None

Special: n/a

Codes: A, C, F, N, O

Rarity: **

Description: Rockman throws a mouse-like missile that travels forward until reaching the same column an enemy is on, then it will turn ninety degrees up or down in pursuit of that enemy.

072. Ratton 3

Attack: 120

Memory: 34MB

Attribute: None

Special: n/a

Codes: A, C, F, R, S

Rarity: ***

Description: Rockman throws a mouse-like missile that travels forward until reaching the same column an enemy is on, then it will turn ninety degrees up or down in pursuit of that enemy.

073. Ratton Hanabi (hanabi = firecracker)

Attack: 230

Memory: 35MB

Attribute: None

Special: n/a

Codes: B, F, H, M, Y

Rarity: ***

Description: Rockman throws a mouse-like missile that will rest on the panel in front of him. It will remain there until shot with a fire attributed attack, then it will work like a normal Ratton attack but move extremely fast.

074. Tsunami (Tidal wave)

Attack: 80

Memory: 60MB

Attribute: Aqua

Special: n/a

Codes: E, I, L, S, T

Rarity: ***

Description: Rockman will create three waves covering the three lines that will move straight forward. Each wave will cease once it strikes an enemy, field object or missing panel.

075. Akatsunami (Red tidal wave)

Attack: 90

Memory: 72MB

Attribute: Fire

Special: n/a

Codes: B, F, J, R, U

Rarity: ***

Description: Rockman will create three waves covering the three lines that will move straight forward. Each wave will cease once it strikes an enemy, field object or missing panel.

076. Dorotsunami (Mud tidal wave)

Attack: 100

Memory: 84MB

Attribute: Wood

Special: n/a

Codes: D, G, M, V, Z

Rarity: ***

Description: Rockman will create three waves covering the three lines that will move straight forward. Each wave will cease once it strikes an enemy, field object or missing panel.

077. Tornado

Attack: 20

Memory: 18MB

Attribute: None

Special: n/a

Codes: C, L, R, T, U

Rarity: **

Description: Rockman fires a tornado two spaces away. The tornado will remain on that space. If there is an enemy on that space the tornado can hit as many as eight times, making a total possible damage of 160.

078. Bad Spice 1

Attack: 80

Memory: 22MB

Attribute: Wood

Special: n/a

Codes: B, D, I, S, Z, *

Rarity: *

Description: All enemies that are standing on grassy panels when this attack is executed will automatically be damaged.

079. Bad Spice 2

Attack: 110

Memory: 34MB

Attribute: Wood

Special: n/a

Codes: C, F, I, K, R

Rarity: **

Description: All enemies that are standing on grassy panels when this attack is executed will automatically be damaged.

080. Bad Spice 3

Attack: 140

Memory: 46MB

Attribute: Wood

Special: n/a

Codes: D, F, J, O, Q

Rarity: ***

Description: All enemies that are standing on grassy panels when this attack is executed will automatically be damaged.

081. Heavy Shake 1

Attack: 90

Memory: 34MB

Attribute: None

Special: [B]

Codes: E, G, R, S, U

Rarity: *

Description: Rockman throws a spark that lands on the third space ahead of him. Once it hits it will turn into a large dumbbell that moves up and down for a period of time before vanishing. If the spark lands on an enemy it will automatically damage that enemy and the dumbbell wont appear.

082. Heavy Shake 2

Attack: 110

Memory: 40MB

Attribute: None

Special: [B]

Codes: B, F, I, L, Q

Rarity: **

Description: Rockman throws a spark that lands on the third space ahead of him. Once it hits it will turn into a large dumbbell that moves up and down for a period of time before vanishing. If the spark lands on an enemy it will automatically damage that enemy and the dumbbell wont appear.

083. Heavy Shake 3

Attack: 140

Memory: 50MB

Attribute: None

Special: [B]

Codes: D, M, R, T, Z

Rarity: ***

Description: Rockman throws a spark that lands on the third space ahead of him. Once it hits it will turn into a large dumbbell that moves up and down for a period of time before vanishing. If the spark lands on an enemy it will automatically damage that enemy and the dumbbell wont appear.

084. NO Beam 1

Attack: 200

Memory: 66MB

Attribute: None

Special: n/a

Codes: C, F, G, T, Z

Rarity: **

Description: When you are standing right in front of a field object (such as a Stone Cube or Rook), Rockman will fire a powerful laser beam straight forward.

085. NO Beam 2

Attack: 260

Memory: 77MB

Attribute: None

Special: n/a

Codes: E, I, S, U, Y

Rarity: ***

Description: When you are standing right in front of a field object (such as a Stone Cube or Rook), Rockman will fire a powerful laser beam straight forward.

086. NO Beam 3

Attack: 300

Memory: 88MB

Attribute: None

Special: n/a

Codes: H, M, V, W, Z

Rarity: ****

Description: When you are standing right in front of a field object (such as a Stone Cube or Rook), Rockman will fire a powerful laser beam straight forward.

087. Break Hammer

Attack: 100

Memory: 16MB

Attribute: None

Special: [B]

Codes: B, G, L, P, T, *

Rarity: **

Description: Rockman swings a mallet down on the space in front of him. Its short range makes it a poor weapon but idea for use in destroying some

objects created by enemies.

088. Kanketsusen (Geyser)

Attack: 200

Memory: 22MB

Attribute: None

Special: n/a

Codes: B, C, L, S, W

Rarity: ****

Description: Rockman throws a spark that lands on the third space ahead of him. It must land in a missing panel or else nothing will happen. When it does land in a missing panel Aqua Towers will appear on the eight spaces around it.

089. Green Rope 1

Attack: 50

Memory: 45MB

Attribute: Wood

Special: [B] [G]

Codes: D, G, J, M, O, *

Rarity: *

Description: When this attack is used, any enemy in the vicinity of one space around Rockman will be ensnared in a vine. The vine is capable of damaging multiple times. If no enemy is in the vicinity, nothing will happen.

090. Green Rope 2

Attack: 70

Memory: 55MB

Attribute: Wood

Special: [B] [G]

Codes: E, G, O, T, U

Rarity: **

Description: When this attack is used, any enemy in the vicinity of one space around Rockman will be ensnared in a vine. The vine is capable of damaging multiple times. If no enemy is in the vicinity, nothing will happen.

091. Green Rope 3

Attack: 90

Memory: 65MB

Attribute: Wood

Special: [B] [G]

Codes: H, I, T, U, V

Rarity: ***

Description: When this attack is used, any enemy in the vicinity of one space around Rockman will be ensnared in a vine. The vine is capable of damaging multiple times. If no enemy is in the vicinity, nothing will happen.

092. Boomerang 1

Attack: 60

Memory: 15MB

Attribute: Wood

Special: n/a

Codes: F, H, J, M, T, *

Rarity: *

Description: When this attack is used, a boomerang will fly forward from the left side of the screen on the bottom line. When it reaches the other side it will go up the last column and then come back along the top line.

093. Boomerang 2

Attack: 80

Memory: 22MB

Attribute: Wood

Special: n/a

Codes: E, I, K, N, V, *

Rarity: **

Description: When this attack is used, a boomerang will fly forward from the left side of the screen on the bottom line. When it reaches the other side it will go up the last column and then come back along the top line.

094. Boomerang 3

Attack: 100

Memory: 30MB

Attribute: Wood

Special: n/a

Codes: L, O, P, U, Z

Rarity: ***

Description: When this attack is used, a boomerang will fly forward from the left side of the screen on the bottom line. When it reaches the other side it will go up the last column and then come back along the top line.

095. Poison Mask

Attack: XX

Memory: 30MB

Attribute: None

Special: [I] [B]

Codes: A, F, N, Q, V, *

Rarity: *

Description: A large mask appears in front of Rockman. When the A button is held down the line in front of the mask will be affected by poison smoke. Enemies will gradually lose HP when they are touching the smoke.

096. Poison Face

Attack: XX

Memory: 38MB

Attribute: None

Special: [I] [B]

Codes: A, N, Q, V, W, *

Rarity: **

Description: A large mask appears in front of Rockman. When the A button is held down the area to the sides of and in front of the mask one space away will be affected by poison smoke. Enemies will gradually lose HP when they are touching the smoke.

097. Stone Arm 1

Attack: 100

Memory: 23MB

Attribute: None

Special: n/a

Codes: D, H, J, O, P, *

Rarity: *

Description: A Quaker virus will drop down in front of Rockman and create a shockwave that travels straight forward. Rockman is unable to move while this attack is being executed.

098. Stone Arm 2

Attack: 150

Memory: 35MB

Attribute: None

Special: n/a

Codes: G, M, P, S, V, *

Rarity: **

Description: A Quaker virus will drop down in front of Rockman and create a shockwave that travels straight forward. Rockman is unable to move while this attack is being executed.

099. Stone Arm 3

Attack: 200

Memory: 47MB

Attribute: None

Special: n/a

Codes: C, I, L, T, Z

Rarity: ***

Description: A Quaker virus will drop down in front of Rockman and create a shockwave that travels straight forward. Rockman is unable to move while this attack is being executed.

100. Curse Shield 1

Attack: 160

Memory: 25MB

Attribute: None

Special: n/a

Codes: A, C, H, L, P, *

Rarity: *

Description: A shield momentarily appears in front of Rockman. If the timing is correct and this shield is used and then struck by an attack, it will fly straight forward and damage the enemy ahead.

101. Curse Shield 2

Attack: 210

Memory: 33MB

Attribute: None

Special: n/a

Codes: B, C, L, S, T

Rarity: **

Description: A shield momentarily appears in front of Rockman. If the timing is correct and this shield is used and then struck by an attack, it will fly straight forward and damage the enemy ahead.

102. Curse Shield 3

Attack: 260

Memory: 41MB

Attribute: None

Special: n/a

Codes: C, E, L, N, R

Rarity: ***

Description: A shield momentarily appears in front of Rockman. If the timing is correct and this shield is used and then struck by an attack, it will fly straight forward and damage the enemy ahead.

103. Magnum 1

Attack: 120

Memory: 35MB

Attribute: Fire

Special: [G]

Codes: A, C, H, T, V

Rarity: *

Description: The action pauses and three cursors will appear on the first column of the enemy area. They will move across to the next and last columns and then back to the first over and over in a kind of roulette. Time it carefully and attack again to make an explosive attack on the spaces the cursors are on. This attack will destroy the panels as well.

104. Magnum 2

Attack: 150

Memory: 55MB

Attribute: Fire

Special: [G]

Codes: B, G, N, O, Z

Rarity: **

Description: The action pauses and three cursors will appear on the bottom line of the enemy area. They will move across to the middle and top lines and then back to the bottom over and over in a kind of roulette. Time it carefully and attack again to make an explosive attack on the spaces the cursors are on. This attack will destroy the panels as well. The roulette moves faster than the one of Magnum 1.

105. Magnum 3

Attack: 180

Memory: 75MB

Attribute: Fire

Special: [G]

Codes: D, F, I, S, W

Rarity: ***

Description: The action pauses and three cursors will appear on the back column of the enemy area. The cursor will move to the middle and front column and then go to the back over and over in a kind of roulette. Time it carefully and attack again to make an explosive attack on the spaces the cursors are on. This attack will destroy the panels as well. The roulette moves faster than the one of Magnum 2.

106. Plasma Ball 1

Attack: 30

Memory: 14MB

Attribute: Electricity

Special: n/a

Codes: B, D, J, R, T

Rarity: *

Description: A Paraball virus appears in front of Rockman. Two electricity balls on opposite sides will appear and rotate around the virus, damaging any enemies in their path.

107. Plasma Ball 2

Attack: 60

Memory: 26MB

Attribute: Electricity

Special: n/a

Codes: A, G, K, M, Q

Rarity: **

Description: A Paraball virus appears in front of Rockman. Two electricity balls on opposite sides will appear and rotate around the virus, damaging any enemies in their path. It has more HP than Plasma Ball.

108. Plasma Ball 3

Attack: 90

Memory: 34MB

Attribute: Electricity

Special: n/a

Codes: F, I, N, P, S

Rarity: ***

Description: A Paraball virus appears in front of Rockman. Two electricity balls on opposite sides will appear and rotate around the virus, damaging

any enemies in their path. It has more HP than Plasma Ball 2.

109. Random Meteor

Attack: 100

Memory: 28MB

Attribute: Fire

Special: n/a

Codes: E, I, S, V, Z

Rarity: ***

Description: A staff appears in front of Rockman which causes twelve meteors to fire down at random spaces on the enemy area. The spaces the meteors will strike are noted before hand by the flashing yellow panels. If the staff is destroyed the attack will end prematurely.

110. Whole Meteor

Attack: 100

Memory: 48MB

Attribute: Fire

Special: n/a

Codes: C, H, J, N, Q

Rarity: ***

Description: A staff appears in front of Rockman which causes fifteen meteors to fire down onto the enemy area. The meteors will begin at the top panel of the back column and move down, then to the top of the middle column and down, then to the top of the front and down, and repeating until all 15 meteors have struck. If the staff is destroyed the attack will end prematurely.

111. Shoot Meteor

Attack: 100

Memory: 38MB

Attribute: Fire

Special: n/a

Codes: A, D, F, S, Y

Rarity: ***

Description: A staff appears in front of Rockman which causes nine meteors to fire down on the column right in front of the staff. If the staff is destroyed the attack will end prematurely.

112. Needle Machine 1

Attack: 30

Memory: 32MB

Attribute: None

Special: n/a

Codes: I, J, M, R, S

Rarity: *

Description: A Nidocaster virus appears in front of Rockman. It will continuously fire needles forward, up and down. After a certain amount of time the Nidocaster will go away.

113. Needle Machine 2

Attack: 40

Memory: 52MB

Attribute: None

Special: n/a

Codes: F, H, M, T, V

Rarity: **

Description: A Nidocaster virus appears in front of Rockman. It will continuously fire needles forward, up and down. After a certain amount of time the Nidocaster will go away.

114. Needle Machine 3

Attack: 50

Memory: 72MB

Attribute: None

Special: n/a

Codes: D, L, O, U, Z

Rarity: ***

Description: A Nidocaster virus appears in front of Rockman. It will continuously fire needles forward, up and down. After a certain amount of time the Nidocaster will go away.

115. Totem 1

Attack: 100

Memory: 29MB

Attribute: Fire

Special: n/a

Codes: G, H, M, O, V

Rarity: *

Description: A Totempole virus appears in front of Rockman and breathes fire three spaces ahead. After it does this it will spin to its other face and revive 120HP for you. It goes through this cycle once. It is possible to be destroyed by enemy attacks.

116. Totem 2

Attack: 140

Memory: 38MB

Attribute: Fire

Special: n/a

Codes: A, C, E, T, Z

Rarity: **

Description: A Totempole virus appears in front of Rockman and breathes fire three spaces ahead. After it does this it will spin to its other face and revive 240HP for you. It goes through this cycle twice. It is possible to be destroyed by enemy attacks.

117. Totem 3

Attack: 180

Memory: 47MB

Attribute: Fire

Special: n/a

Codes: D, I, K, N, Q

Rarity: ***

Description: A Totempole virus appears in front of Rockman and breathes fire three spaces ahead. After it does this it will spin to its other face and revive 360HP for you. It goes through this cycle thrice. It is possible to be destroyed by enemy attacks.

118. Killer Sensor 1

Attack: 100

Memory: 62MB

Attribute: Electricity

Special: [I] [B]

Codes: C, K, L, O, P

Rarity: ***

Description: A Killers Eye virus appears in front of Rockman. If used on the middle line its sensor will face forward. If used on the top line its sensor will aim down diagonally. If used on the bottom line its sensor will aim up diagonally. When an enemy touches the sensor the virus will shoot a very fast beam of electricity in the same direction as its sensor is aimed. It will go away after a short while.

119. Killer Sensor 2

Attack: 130

Memory: 70MB

Attribute: Electricity

Special: [I] [B]

Codes: A, G, H, N, S

Rarity: ***

Description: A Killers Eye virus appears in front of Rockman. If used on the middle line its sensor will face forward. If used on the top line its sensor will aim down diagonally. If used on the bottom line its sensor will aim up diagonally. When an enemy touches the sensor the virus will shoot a very fast beam of electricity in the same direction as its sensor is aimed. It will go away after a short while.

120. Killer Sensor 3

Attack: 130

Memory: 72MB

Attribute: Electricity

Special: [I] [B]

Codes: B, E, J, O, P

Rarity: ***

Description: A Killers Eye virus appears in front of Rockman. If used on the middle line its sensor will face forward. If used on the top line its sensor will aim down diagonally. If used on the bottom line its sensor will aim up diagonally. When an enemy touches the sensor the virus will shoot a very fast beam of electricity in the same direction as its sensor is aimed. It will go away after a short while.

121. Small Jelly 1

Attack: 90

Memory: 18MB

Attribute: Aqua

Special: n/a

Codes: B, C, D, K, Y

Rarity: *

Description: Three Jellime virii will drop down onto the first column of the enemy's area and steal those panels. If any virus is in the way the virus will be damaged, but the panel will not be stolen.

122. Small Jelly 2

Attack: 130

Memory: 28MB

Attribute: Aqua

Special: n/a

Codes: E, F, G, P, S

Rarity: **

Description: Three Jellime virii will drop down onto the first column of the enemy's area and steal those panels. If any virus is in the way the virus will be damaged, but the panel will not be stolen.

123. Small Jelly 3

Attack: 170

Memory: 38MB

Attribute: Aqua

Special: n/a

Codes: G, H, S, T, U

Rarity: ***

Description: Three Jellime virii will drop down onto the first column of the enemy's area and steal those panels. If any virus is in the way the virus will

be damaged, but the panel will not be stolen.

124. Pawn

Attack: 90

Memory: 44MB

Attribute: None

Special: [S]

Codes: B, E, N, R, Y

Rarity: ***

Description: A Pawn drone appears in front of Rockman. It will slash with its sword every time you press the A button. It has 10HP and can be destroyed by an attack with breaking proficiency. The sword's length is that of a Long Sword (2x1).

125. Knight

Attack: 150

Memory: 64MB

Attribute: None

Special: n/a

Codes: C, H, M, U, V

Rarity: ***

Description: A Knight drone appears in front of Rockman. It will hop forward one panel at a time. It damages any enemy that it stomps on. You can make the Knight jump to the lines above and below by moving up or down.

126. Rook

Attack: n/a

Memory: 30MB

Attribute: None

Special: n/a

Codes: D, F, N, Q, U, *

Rarity: ***

Description: A Rook drone appears in front of Rockman. The Rook does not attack at all but it provides as a good shield if you stand behind it. It can be destroyed by attacks with breaking proficiency but it has 500HP.

127. Brotherhood 1

Attack: 10

Memory: 16MB

Attribute: None

Special: n/a

Codes: A, C, E, T, Z, *

Rarity: **

Description: A Twins virus appears and attacks down all three lines for a short period of time. If the Twins virus is destroyed its attack will stop.

128. Brotherhood 2

Attack: n/a

Memory: 20MB

Attribute: None

Special: n/a

Codes: D, L, P, S, Z, *

Rarity: **

Description: A Twins virus appears and remains for a short period of time. If you are damaged down to one fourth of your total HP, the Twins will recover HP for you. The highest amount of HP it can recover is 500.

129. Count Bomb

Attack: 150

Memory: 32MB

Attribute: None

Special: n/a

Codes: J, K, L, M, N

Rarity: ***

Description: Creates a time bomb on the enemy's side of the area. The timer starts at three, and once it reaches zero it will explode, covering the entire enemy area. It can be destroyed before exploding, however, and it has 50HP.

130. Stealth Mine

Attack: 300

Memory: 16MB

Attribute: None

Special: [I] [G]

Codes: A, D, L, R, S, *

Rarity: ***

Description: Puts a mine on a random panel of the enemy's area after going through a quick roulette to pick which panel it will be put on. Once the mine is placed it is completely invisible. When an enemy steps on it the mine will explode, damaging the enemy.

131. Bamboo Lance

Attack: 130

Memory: 46MB

Attribute: Wood

Special: n/a

Codes: D, E, H, R, Z

Rarity: ***

Description: Three lances strike the back column of the enemy area. Any enemy there will be damaged and pushed forward once space.

132. Common Snake

Attack: 40

Memory: 20MB

Attribute: Wood

Special: n/a

Codes: D, E, I, R, Y

Rarity: ***

Description: If you have any missing panels, snakes will appear from them at launch at the enemies. They can go at a diagonal path if there is no enemy directly in front. A total of eight snakes can be produced. If no missing panels are present this attack will do nothing.

133. Met Guard

Attack: n/a

Memory: 5MB

Attribute: None

Special: n/a

Codes: *

Rarity: *

Description: Creates a shield in front of you for a moment. If the timing is correct and an attack hits the shield, the shield will send a shockwave back straight forward that deal 40 damage.

134. Panel Out 1

Attack: n/a

Memory: 4MB

Attribute: None

Special: [G]

Codes: A, B, D, L, S, *

Rarity: *

Description: Rockman will swing a pickaxe down on the panel in front of him. The panel will be destroyed. If the pickaxe hits an enemy it will deal 10 damage but wont destroy the panel.

135. Panel Out 3

Attack: n/a

Memory: 7MB

Attribute: None

Special: [G]

Codes: C, E, N, R, Y, *

Rarity: *

Description: Rockman will swing a pickaxe down on the panel in front of him. The panel will be destroyed as well as the panels above and below it. If the pickaxe hits an enemy it will deal 10 damage but wont destroy the panel.

136. Panel Steal

Attack: n/a

Memory: 10MB

Attribute: None

Special: [G]

Codes: A, H, L, S, Y, *

Rarity: *

Description: The first panel in front of you of the enemy's area will become red, allowing you to freely step on it. Unless you stand there the entire battle, the panel will eventually return to being blue. If there is an enemy on the panel trying to be stolen it will receive 10 damage but the panel will not be stolen.

137. Area Steal

Attack: n/a

Memory: 15MB

Attribute: None

Special: [G]

Codes: E, L, R, S, Y, *

Rarity: **

Description: The first column of the enemy's area will become red, allowing you to freely step on all three panels. Unless you stand there the entire battle, the column will eventually return to being blue. If there is an enemy on any of the panels to be stolen, it will receive 10 damage but the panel will not be stolen.

138. Steal Punish

Attack: 40

Memory: 10MB

Attribute: None

Special: [I] [B] [G]

Codes: A, E, I, K, N

Rarity: ***

Description: Use this after an enemy has stolen panels from you. It will damage all of the enemies a number of times equal to the number of panels stolen.

139. Steal Revenge

Attack: 80

Memory: 30MB

Attribute: None

Special: [I] [B] [G]

Codes: C, G, P, R, Y

Rarity: ****

Description: Use this after an enemy has stolen panels from you. It will

damage all of the enemies a number of times equal to the number of panels stolen.

140. Stone Cube

Attack: n/a

Memory: 9MB

Attribute: None

Special: [I]

Codes: A, C, E, H, R, *

Rarity: *

Description: Creates a stone cube field object in front of you. The stone cube can act as a shield, and in some cases be used in accordance with certain chip attacks. The stone cube can be destroyed and has 200HP.

141. Prism

Attack: XX

Memory: 60MB

Attribute: None

Special: n/a

Codes: H, J, K, Q, W

Rarity: ***

Description: Throws a prism that lands three spaces ahead of Rockman. When the prism is inflicted with any attack, the attack will be reflected one space all around the prism. Any enemy in this vicinity will be damaged. The prism will remain only a short amount of time.

142. Toppuu (Squall)

Attack: n/a

Memory: 14MB

Attribute: None

Special: n/a

Codes: A, E, H, O, S, *

Rarity: *

Description: Creates a Wind Box in front of Rockman. It will continually blow enemies to the back of their area. It can be destroyed and it has 80HP.

143. Suikomi (Suction)

Attack: n/a

Memory: 14MB

Attribute: None

Special: n/a

Codes: A, G, L, R, T, *

Rarity: *

Description: Creates a Vacuum Fan in front of Rockman. It will continually suction, pulling the enemies to the front of their area. It can be destroyed and it has 80HP.

144. Ouenka (Rooster's song)

Attack: n/a

Memory: 32MB

Attribute: None

Special: n/a

Codes: C, E, G, L, Y, *

Rarity: ***

Description: Creates a Lalapappa virus. During the time it plays its sound, Rockman will glow green, making him invincible. It can be destroyed and has 40HP.

145. Discord

Attack: n/a

Memory: 38MB

Attribute: None

Special: [I] [G]

Codes: D, F, N, T, Z, *

Rarity: ***

Description: Creates a Lalapappa virus. During the time it plays its sound, the enemy will be in a state of confusion and cannot move properly. It can be destroyed and has 40HP.

146. Timpani

Attack: n/a

Memory: 42MB

Attribute: None

Special: [I] [G]

Codes: A, N, Q, U, W, *

Rarity: ***

Description: Creates a Lalapappa virus. During the time it plays its sound, the enemy will be unable to move at all. It can be destroyed and has 40HP.

147. Recovery 10

Attack: n/a

Memory: 5MB

Attribute: None

Special: n/a

Codes: A, C, E, G, L, *

Rarity: *

Description: Instantly recovers 10HP during battle.

148. Recovery 30

Attack: n/a

Memory: 8MB

Attribute: None

Special: n/a

Codes: B, D, F, H, M, *

Rarity: *

Description: Instantly recovers 30HP during battle.

149. Recovery 50

Attack: n/a

Memory: 14MB

Attribute: None

Special: n/a

Codes: C, E, G, I, N, *

Rarity: **

Description: Instantly recovers 50HP during battle.

150. Recovery 80

Attack: n/a

Memory: 20MB

Attribute: None

Special: n/a

Codes: D, F, H, J, O, *

Rarity: **

Description: Instantly recovers 80HP during battle.

151. Recovery 120

Attack: n/a

Memory: 35MB

Attribute: None

Special: n/a
Codes: O, Q, S, U, W, *
Rarity: ***
Description: Instantly recovers 120HP during battle.

152. Recovery 150
Attack: n/a
Memory: 50MB
Attribute: None
Special: n/a
Codes: N, P, R, T, V
Rarity: ***
Description: Instantly recovers 150HP during battle.

153. Recovery 200
Attack: n/a
Memory: 65MB
Attribute: None
Special: n/a
Codes: M, N, U, V, W
Rarity: ****
Description: Instantly recovers 200HP during battle.

154. Recovery 300
Attack: n/a
Memory: 80MB
Attribute: None
Special: n/a
Codes: O, R, V, W, Z
Rarity: ****
Description: Instantly recovers 300HP during battle.

155. Panel Return
Attack: n/a
Memory: 8MB
Attribute: None
Special: n/a
Codes: A, C, D, F, S, *
Rarity: *
Description: Restores all of your panels back to normal panels regardless of being cracked, missing or having special terrain.

156. Heavy Gauge
Attack: n/a
Memory: 20MB
Attribute: None
Special: n/a
Codes: A, C, R, S, Z, *
Rarity: ***
Description: Causes the custom gauge to refill slower than usual.

157. Quick Gauge
Attack: n/a
Memory: 40MB
Attribute: None
Special: n/a
Codes: B, E, J, R, Y, *
Rarity: ***
Description: Causes the custom gauge to refill faster than usual.

158. Panic Mood

Attack: 0

Memory: 14MB

Attribute: None

Special: [I] [B]

Codes: A, C, L, R, Z

Rarity: ***

Description: Causes both you and your opponent to be in a state of confusion.

159. Death Match 1

Attack: n/a

Memory: 10MB

Attribute: None

Special: n/a

Codes: D, J, M, O, S, *

Rarity: ***

Description: Makes all of the panels on the field cracked.

160. Death Match 2

Attack: n/a

Memory: 50MB

Attribute: None

Special: n/a

Codes: F, H, N, O, W

Rarity: ****

Description: Destroys all of the panels that Rockman and any enemy isn't standing on.

161. Death Match 3

Attack: n/a

Memory: 90MB

Attribute: None

Special: n/a

Codes: C, M, U, W, Y

Rarity: ****

Description: Makes all of the panels on the field poisonous swamp panels. You and any enemy standing on these tiles will gradually lose HP.

162. Copy Damage

Attack: n/a

Memory: 18MB

Attribute: None

Special: n/a

Codes: A, F, H, L, Y, *

Rarity: ***

Description: Shoots an enemy to place a red cursor on it. Then when you attack any other enemy, it will do the same damage to the enemy with the cursor. The cursor will only last a short amount of time.

163. Invisible

Attack: n/a

Memory: 11MB

Attribute: None

Special: n/a

Codes: B, E, F, R, S, *

Rarity: ***

Description: Will make you invisible for one turn. In this state no attacks can hurt you except for those with proficiency to do so. In linked net battles you will literally be invisible to your opponent.

164. Kagebunsin (Shadow armament)

Attack: n/a

Memory: 60MB

Attribute: None

Special: n/a

Codes: H, J, N, Q, U, *

Rarity: ***

Description: Will make you in a shadow state. In this state only attacks with sword proficiency can damage you. Also, when you charge your buster to attack, Rockman will attack similarly to the Fumikomizan attack (1x3).

165. Yukashitamogura 1 ("Under the floor" mole)

Attack: n/a

Memory: 28MB

Attribute: None

Special: n/a

Codes: A, D, H, J, O, *

Rarity: *

Description: Makes you in a hole underground. In this state you can move around freely without being damaged except by attacks with proficiency to strike you while you're underground. You will, however, be above ground and vulnerable when you attack. The effect stops after a period of time.

166. Yukashitamogura 2

Attack: n/a

Memory: 35MB

Attribute: None

Special: n/a

Codes: B, G, I, K, R, *

Rarity: **

Description: Makes you in a hole underground. In this state you can move around freely without being damaged except by attacks with proficiency to strike you while you're underground. You will, however, be above ground and vulnerable when you attack. The effect stops after a period of time, but lasts longer than Yukashitamogura 1.

167. Yukashitamogura 3

Attack: n/a

Memory: 42MB

Attribute: None

Special: n/a

Codes: C, E, L, M, Q

Rarity: ***

Description: Makes you in a hole underground. In this state you can move around freely without being damaged except by attacks with proficiency to strike you while you're underground. You will, however, be above ground and vulnerable when you attack. The effect stops after a period of time, but lasts longer than Yukashitamogura 2.

168. Air Shoes

Attack: n/a

Memory: 26MB

Attribute: None

Special: n/a

Codes: H, I, N, U, Y, *

Rarity: ***

Description: Allows you to stand on spaces where there is no panel.

169. Barrier

Attack: n/a

Memory: 7MB

Attribute: None

Special: n/a

Codes: C, E, L, R, S, *

Rarity: *

Description: Creates a barrier around Rockman. The barrier will nullify one attack without letting Rockman get damaged. After that the barrier is gone.

170. 100 Barrier

Attack: n/a

Memory: 25MB

Attribute: None

Special: n/a

Codes: E, J, M, R, T, *

Rarity: **

Description: Creates a barrier around Rockman. The barrier has its own HP of 100. After it will nullify all attacks until the total number of attack damage equals 100, and then the barrier will go away.

171. 200 Barrier

Attack: n/a

Memory: 50MB

Attribute: None

Special: n/a

Codes: E, F, H, R, U

Rarity: ***

Description: Creates a barrier around Rockman. The barrier has its own HP of 200. After it will nullify all attacks until the total number of attack damage equals 200, and then the barrier will go away.

172. Aura

Attack: n/a

Memory: 55MB

Attribute: None

Special: n/a

Codes: F, I, S, U, Y

Rarity: ***

Description: Creates an aura around Rockman that will nullify any and all attacks below 100 damage points. Only an attack that does 100 damage or greater can destroy the aura.

173. Super Kitakaze (Kitakaze = North wind)

Attack: n/a

Memory: 43MB

Attribute: None

Special: n/a

Codes: A, C, N, S, Z

Rarity: ****

Description: Automatically disables the aura of an opponent regardless of what its damage capacity is.

174. Mettool

Attack: ??

Memory: 30MB

Attribute: None

Special: n/a

Codes: T

Rarity: *****

Description: When you have found the Mettool virus data you can get this chip. When using this chip the action pauses and a roulette begins between the

versions of Mettool you have found. Attack again to stop the roulette and summon the Mettool it has stopped on. The Mettool will attack and then disappear. The attack power per version is: V1 = 40, V2 = 80, V3 = 120, SP = 150.

175. Rabbirie

Attack: ??

Memory: 32MB

Attribute: Electricity

Special: n/a

Codes: R

Rarity: *****

Description: When you have found the Rabbirie virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Rabbirie you have found. Attack again to stop the roulette and summon the Rabbirie it has stopped on. The Rabbirie will attack and then disappear. The attack power per version is: V1 = 60, V2 = 90, V3 = 120, SP = 160.

176. Garuu

Attack: ??

Memory: 34MB

Attribute: Fire

Special: n/a

Codes: E

Rarity: *****

Description: When you have found the Garuu virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Garuu you have found. Attack again to stop the roulette and summon the Garuu it has stopped on. The Garuu will attack and then disappear. The attack power per version is: V1 = 50, V2 = 80, V3 = 120, SP = 170.

177. Swardin

Attack: ??

Memory: 30MB

Attribute: Variable

Special: [S]

Codes: W

Rarity: *****

Description: When you have found the Swardin virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Swardin you have found. Attack again to stop the roulette and summon the Swardin it has stopped on. The Swardin will attack and then disappear. The attack power per version is: V1 = 120, V2 = 120, V3 = 120, SP = 120.

178. Jelly

Attack: ??

Memory: 46MB

Attribute: Variable

Special: n/a

Codes: Y

Rarity: *****

Description: When you have found the Jelly virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Jelly you have found. Attack again to stop the roulette and summon the Jelly it has stopped on. The Jelly will attack and then disappear. The attack power per version is: V1 = 50, V2 = 80, V3 = 80, SP = 150.

179. Chamush

Attack: ??

Memory: 38MB

Attribute: Wood

Special: n/a

Codes: H

Rarity: *****

Description: When you have found the Chamush virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Chamush you have found. Attack again to stop the roulette and summon the Chamush it has stopped on. The Chamush will attack and then disappear. The attack power per version is: V1 = 60, V2 = 80, V3 = 100, SP = 120.

180. Momoguran

Attack: ??

Memory: 38MB

Attribute: None

Special: n/a

Codes: G

Rarity: *****

Description: When you have found the Momoguran virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Momoguran you have found. Attack again to stop the roulette and summon the Momoguran it has stopped on. The Momoguran will attack and then disappear. The attack power per version is: V1 = 90, V2 = 120, V3 = 150, SP = 200.

181. Killers Eye

Attack: ??

Memory: 50MB

Attribute: Electricity

Special: [I] [B]

Codes: K

Rarity: *****

Description: When you have found the Killers Eye virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Killers Eye you have found. Attack again to stop the roulette and summon the Killers Eye it has stopped on. The Killers Eye will attack and then disappear. The attack power per version is: V1 = 100, V2 = 100, V3 = 100, SP = 150.

182. Dream Bit

Attack: ??

Memory: 52MB

Attribute: Variable

Special: n/a

Codes: A

Rarity: *****

Description: When you have found the Dream Bit virus data you can get this chip. When using this chip the action pauses and a roulette begins between the versions of Dream Bit you have found. Attack again to stop the roulette and summon the Dream Bit it has stopped on. The Dream Bit will attack and then disappear. The attack power per version is: V1 = 100, V2 = 150, V3 = 200, V4 = 130, V5 = 100, SP = 200.

183. Dark Hole

Attack: n/a

Memory: 55MB

Attribute: None

Special: n/a

Codes: A, B, S, T, Z, *

Rarity: ****

Description: Creates a Dark Hole in on the panel in front of Rockman. The Dark Hole will not do anything and go away after a short while, but it is necessary to have to use certain giga class chips.

184. Holy Panel

Attack: n/a

Memory: 14MB

Attribute: None

Special: n/a

Codes: E, J, L, R, U, *

Rarity: **

Description: Creates a Holy Panel in front of Rockman. When standing on this panel, all attacks that strike Rockman will only inflict half their damage.

185. Magma Stage

Attack: n/a

Memory: 22MB

Attribute: None

Special: n/a

Codes: A, E, R, T, Y, *

Rarity: ***

Description: Will change all of the panels into magma panels. All enemies (and you) will be damaged 50 for each panel unless they are of a fire attribute. Once a magma panel is stepped on it will go away.

186. Ice Stage

Attack: n/a

Memory: 20MB

Attribute: None

Special: n/a

Codes: C, G, M, Q, T, *

Rarity: ***

Description: Will change all of the panels into ice panels. All enemies (and you) will slip around to the edges of their area when trying to move. All aqua attributed enemies will receive quadruple damage when standing on an ice panel and attacked with an electricity attributed attack.

187. Kusamura Stage (Kusamura = grassy)

Attack: n/a

Memory: 10MB

Attribute: None

Special: n/a

Codes: E, J, R, W, Z, *

Rarity: ***

Description: Will change all of the panels into grassy panels. All wood attributed enemies (and you if you have a wood style) will recover lost HP while standing on grassy panels. However, all wood attributed enemies will receive quadruple damage when standing on a grassy panel and attacked with a fire attributed attack.

188. Sand Stage

Attack: n/a

Memory: 18MB

Attribute: None

Special: n/a

Codes: B, C, Q, U, W

Rarity: ***

Description: Will change all of the panels into sand panels. You and enemies will have a tougher time moving on sand panels. Also, when you use Toppuu, the wind will cause dust clouds to fly forward that can damage enemies.

189. Metal Stage

Attack: n/a

Memory: 18MB

Attribute: None

Special: n/a

Codes: D, G, M, O, S

Rarity: ***

Description: Will change all of the panels into metal panels. Metal panels are unable to be destroyed by attacks that would normally destroy panels.

190. Sanctuary

Attack: n/a

Memory: 54MB

Attribute: None

Special: n/a

Codes: A, C, E, L, S

Rarity: ****

Description: Will change all of the panels on your area into holy panels. When standing on a holy panel, all attacks that strike Rockman will only do half their damage.

191. Kawarimi (Change of stance)

Attack: 100

Memory: 45MB

Attribute: None

Special: [S] [G]

Codes: C, F, H, M, S

Rarity: ***

Description: A trap type chip. When you use this chip nothing will happen right away. However, when attacked by an enemy, Rockman will drop a doll which "takes the blow," and then jump into the air and throw three shurikens at the enemies below.

192. Shirahadori (Drawn sword catch)

Attack: 100

Memory: 68MB

Attribute: None

Special: [S]

Codes: B, K, R, U, Y

Rarity: ***

Description: A trap type chip. When Rockman is struck with a sword proficiency attack, he will instantly counter by slashing with a sword and sending three sonic booms forward.

193. Navi Scout

Attack: n/a

Memory: 60MB

Attribute: None

Special: n/a

Codes: A, M, N, V, W

Rarity: ****

Description: A trap type chip only good in linked net battles. When your opponent uses a Navi summon chip, the attack will be canceled and you will use the Navi summon.

194. Bad Medicine

Attack: XX

Memory: 73MB

Attribute: None

Special: n/a

Codes: B, D, E, O, S

Rarity: ***

Description: A trap type chip. If an enemy attempts to use a Recovery, that enemy will instead be damaged for twice the points as the Recovery was worth.

195. Attack +10

Attack: n/a

Memory: 4MB

Attribute: None

Special: n/a

Codes: *

Rarity: *

Description: Select this chip after any other attack chip. It will add 10 points of damage to the attack chip's total damage.

196. Fire +30

Attack: n/a

Memory: 20MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Select this chip after any other fire attributed attack chip. It will add 30 points of damage to the attack chip's total damage.

197. Aqua +30

Attack: n/a

Memory: 21MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Select this chip after any other aqua attributed attack chip. It will add 30 points of damage to the attack chip's total damage.

198. Elec +30

Attack: n/a

Memory: 23MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Select this chip after any other electricity attributed attack chip. It will add 30 points of damage to the attack chip's total damage.

199. Wood +30

Attack: n/a

Memory: 26MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Select this chip after any other wood attributed attack chip. It will add 30 points of damage to the attack chip's total damage.

200. Navi +20

Attack: n/a

Memory: 34MB

Attribute: None

Special: n/a

Codes: *

Rarity: **

Description: Select this chip after any other Navi summon chip. It will add 20 points of damage to the Navi chip's total damage.

Section II - Mega Class Chips

001. Muramasa Blade

Attack: ??

Memory: 74MB

Attribute: None

Special: [S]

Codes: M

Rarity: *****

Description: A sword attack that has the same reach as a Long Sword (2x1). The attack power of this chip is in direct relation to how much damage you receive after selecting this chip. If you take 500 damage, then the sword will deal 500 damage when used.

002. Paladin Sword

Attack: 180

Memory: 65MB

Attribute: None

Special: [S]

Codes: P

Rarity: ****

Description: Rockman slashes with a sword that will reach three spaces ahead (3x1).

003. Zeus Hammer

Attack: 250

Memory: 90MB

Attribute: None

Special: [B]

Codes: Z

Rarity: *****

Description: Rockman swings a hammer down on the panel in front of him damaging everything on the field, including himself. There are some chips that can be used in a strategy to avoid being damaged.

004. Prominence

Attack: 220

Memory: 22MB

Attribute: Fire

Special: n/a

Codes: P, *

Rarity: ***

Description: Can only be used if you have a heat style. A fire attack that travels in a straight line as long as there is a missing panel it can go to. If there is not one the attack will not work.

005. Salamander

Attack: 300

Memory: 50MB

Attribute: Fire

Special: n/a

Codes: S, *

Rarity: ****

Description: Can only be used if you have a heat style. A fire attack that travels in a straight line as long as there is a missing panel it can go to. If there is not one the attack will not work.

006. Chikasuimyaku (Underground water pulse)

Attack: 180

Memory: 18MB

Attribute: Aqua

Special: [G]

Codes: C, *

Rarity: ***

Description: Can only be used if you have an aqua style. A water attack that will travel straight forward. It must be used when there is a missing panel in front of you, otherwise the attack will not work.

007. Daifunsui (Great fountain)

Attack: 240

Memory: 48MB

Attribute: Aqua

Special: [G]

Codes: D, *

Rarity: ***

Description: Can only be used if you have an aqua style. A water attack that will travel straight forward. It must be used when there is a missing panel in front of you, otherwise the attack will not work.

008. Lightning

Attack: 160

Memory: 30MB

Attribute: Electricity

Special: n/a

Codes: L, *

Rarity: ***

Description: Can only be used if you have an elec style. Lightning strikes one space all around a field object, damaging any enemies in the vicinity.

009. Thunderbolt

Attack: 210

Memory: 52MB

Attribute: Electricity

Special: n/a

Codes: T, *

Rarity: ***

Description: Can only be used if you have an elec style. Lightning strikes one space all around a field object, damaging any enemies in the vicinity.

010. Gaia Sword

Attack: XX

Memory: 28MB

Attribute: Wood

Special: [S]

Codes: G, *

Rarity: ***

Description: Can only be used if you have a wood style. Rockman slashes with a sword with a same range as the Wide Sword (1x3). The sword's initial attack

power is 100. However, when you select any other chips after choosing this chip, the attack power of the other chips will be added to the total attack power of Gaia Sword.

011. Gaia Blade

Attack: XX

Memory: 55MB

Attribute: Wood

Special: [S]

Codes: G, *

Rarity: ****

Description: Can only be used if you have a wood style. Rockman slashes with a sword with a same range as the Wide Sword (2x1). The sword's initial attack power is 100. However, when you select any other chips after choosing this chip, the attack power of the other chips will be added to the total attack power of Gaia Blade.

012. Ryuuseigun (Meteor shower)

Attack: 40

Memory: 86MB

Attribute: Fire

Special: [G]

Codes: R

Rarity: ****

Description: Makes thirty meteors strike the enemy's area consecutively in the same fashion as Whole Meteor.

013. Ojizousan (Ksitigarbha, overseer of children, travellers and Hell)

Attack: 200

Memory: 82MB

Attribute: None

Special: [I] [B] [G]

Codes: O

Rarity: *****

Description: Creates an idol statue in front of Rockman. If it is hit by an attack it will strike all enemies with lightning. You can be struck as well if you accidentally shoot it.

014. Poison Anubis

Attack: XX

Memory: 90MB

Attribute: None

Special: [I] [B]

Codes: A

Rarity: *****

Description: Creates an idol statue in front of Rockman. The entire enemy area will then be affected by poison smoke which will gradually decrease the HP of all enemies. It will keep going until it's destroyed or the battle ends.

015. God Stone

Attack: 150

Memory: 66MB

Attribute: None

Special: [B]

Codes: S

Rarity: ****

Description: Summons a God Stone in front of Rockman, however the space it is summoned on must be a missing panel. The God Stone will make three stones fall on random spaces in the enemy's area three times.

016. Old Wood

Attack: XX

Memory: 72MB

Attribute: Wood

Special: n/a

Codes: W

Rarity: ****

Description: Summons an Old Wood in front of Rockman, however the space it is summoned on must be a missing panel. The Old Wood makes a woody tower erupt from all of the enemy panels. Each woody tower deal 100 damage, but the damage power increases by 20 for every grassy panel you have on your area.

017. Jealousy

Attack: 100

Memory: 64MB

Attribute: None

Special: [I] [B] [G]

Codes: J

Rarity: ***

Description: Gives 100 damage to an enemy for each chip attack the enemy has.

018. Poltergeist

Attack: n/a

Memory: 58MB

Attribute: None

Special: [B]

Codes: G

Rarity: *****

Description: Causes all of the field objects, such as stone cubes, to move and collide into enemies, doing 150 damage per object.

019. Dream Aura

Attack: n/a

Memory: 77MB

Attribute: None

Special: n/a

Codes: D

Rarity: ****

Description: Creates an aura around Rockman that will nullify any and all attacks below 200 damage points. Only an attack that does 200 damage or greater can destroy the aura.

020. Full Custom

Attack: n/a

Memory: 10MB

Attribute: None

Special: n/a

Codes: *

Rarity: ***

Description: When used, the custom gauge will instantly become full.

021. Attack +30

Attack: n/a

Memory: 50MB

Attribute: None

Special: n/a

Codes: *

Rarity: ***

Description: Select this chip after any other attack chip. It will add 30 points of damage to the attack chip's total damage.

022. Navi +40

Attack: n/a

Memory: 60MB

Attribute: None

Special: n/a

Codes: *

Rarity: ***

Description: Select this chip after any other Navi summon chip. It will add 40 points of damage to the Navi chip's total damage.

023. Roll

Attack: 20

Memory: 10MB

Attribute: None

Special: n/a

Codes: R

Rarity: ***

Description: Roll is summoned. She will go to the closest enemy and hit it three times. Then she will drop a heart on Rockman to recover 30HP.

024. Roll V2

Attack: 30

Memory: 22MB

Attribute: None

Special: n/a

Codes: R

Rarity: ****

Description: Roll is summoned. She will go to the closest enemy and hit it three times. Then she will drop a heart on Rockman to recover 50HP.

025. Roll V3

Attack: 40

Memory: 34MB

Attribute: None

Special: n/a

Codes: R

Rarity: *****

Description: Roll is summoned. She will go to the closest enemy and hit it three times. Then she will drop a heart on Rockman to recover 80HP.

026. GutsMan

Attack: 50

Memory: 15MB

Attribute: None

Special: [G]

Codes: G

Rarity: ***

Description: GutsMan is summoned. He will hammer the ground causing shockwaves to run across all three lines. The shockwaves will crack any panels in their paths.

027. GutsMan V2

Attack: 70

Memory: 41MB

Attribute: None

Special: [G]

Codes: G

Rarity: ****

Description: GutsMan is summoned. He will hammer the ground causing shockwaves

to run across all three lines. The shockwaves will crack any panels in their paths.

028. GutsMan V3

Attack: 90

Memory: 57MB

Attribute: None

Special: [G]

Codes: G

Rarity: *****

Description: GutsMan is summoned. He will hammer the ground causing shockwaves to run across all three lines. The shockwaves will crack any panels in their paths.

029. GutsMan V4

Attack: 100

Memory: 63MB

Attribute: None

Special: [G]

Codes: G

Rarity: *****

Description: GutsMan is summoned. He will hammer the ground causing shockwaves to run across all three lines. The shockwaves will crack any panels in their paths.

030. Blues

Attack: 160

Memory: 68MB

Attribute: None

Special: [S]

Codes: B

Rarity: ***

Description: Blues is summoned. He will go up to each enemy and slash with a Wide Sword provided there is a solid space in front of the enemy. If enemies are lined up in a column he will hit them more than once.

031. Blues V2

Attack: 180

Memory: 76MB

Attribute: None

Special: [S]

Codes: B

Rarity: ****

Description: Blues is summoned. He will go up to each enemy and slash with a Wide Sword provided there is a solid space in front of the enemy. If enemies are lined up in a column he will hit them more than once.

032. Blues V3

Attack: 200

Memory: 82MB

Attribute: None

Special: [S]

Codes: B

Rarity: *****

Description: Blues is summoned. He will go up to each enemy and slash with a Wide Sword provided there is a solid space in front of the enemy. If enemies are lined up in a column he will hit them more than once.

033. Blues V4

Attack: 220

Memory: 90MB

Attribute: None

Special: [S]

Codes: B

Rarity: *****

Description: Blues is summoned. He will go up to each enemy and slash with a Wide Sword provided there is a solid space in front of the enemy. If enemies are lined up in a column he will hit them more than once.

034. FlashMan

Attack: 50

Memory: 39MB

Attribute: Electricity

Special: [I] [B]

Codes: F

Rarity: ***

Description: FlashMan is summoned. He will create a flash of light that effects all enemies on screen. They we be paralyzed for a short moment.

035. FlashMan V2

Attack: 70

Memory: 59MB

Attribute: Electricity

Special: [I] [B]

Codes: F

Rarity: ****

Description: FlashMan is summoned. He will create a flash of light that effects all enemies on screen. They we be paralyzed for a short moment.

036. FlashMan V3

Attack: 90

Memory: 69MB

Attribute: Electricity

Special: [I] [B]

Codes: F

Rarity: *****

Description: FlashMan is summoned. He will create a flash of light that effects all enemies on screen. They we be paralyzed for a short moment.

037. FlashMan V4

Attack: 120

Memory: 79MB

Attribute: Electricity

Special: [I] [B]

Codes: F

Rarity: *****

Description: FlashMan is summoned. He will create a flash of light that effects all enemies on screen. They we be paralyzed for a short moment.

038. BeastMan

Attack: 40

Memory: 38MB

Attribute: None

Special: [S]

Codes: B

Rarity: ***

Description: BeastMan is summoned. He will attack the space three panels ahead. His two hands strike diagonally and his head strikes straight forward. The hands and head will damage any enemies in their paths, but do the most damage on the panel three spaces away.

039. BeastMan V2

Attack: 50

Memory: 60MB

Attribute: None

Special: [S]

Codes: B

Rarity: ****

Description: BeastMan is summoned. He will attack the space three panels ahead. His two hands strike diagonally and his head strikes straight forward. The hands and head will damage any enemies in their paths, but do the most damage on the panel three spaces away.

040. BeastMan V3

Attack: 60

Memory: 68MB

Attribute: None

Special: [S]

Codes: B

Rarity: *****

Description: BeastMan is summoned. He will attack the space three panels ahead. His two hands strike diagonally and his head strikes straight forward. The hands and head will damage any enemies in their paths, but do the most damage on the panel three spaces away.

041. BeastMan V4

Attack: 70

Memory: 76MB

Attribute: None

Special: [S]

Codes: B

Rarity: *****

Description: BeastMan is summoned. He will attack the space three panels ahead. His two hands strike diagonally and his head strikes straight forward. The hands and head will damage any enemies in their paths, but do the most damage on the panel three spaces away.

042. BubbleMan

Attack: 20

Memory: 50MB

Attribute: Aqua

Special: n/a

Codes: B

Rarity: ***

Description: BubbleMan is summoned. He will fire his spear gun straight forward six times.

043. BubbleMan V2

Attack: 20

Memory: 62MB

Attribute: Aqua

Special: n/a

Codes: B

Rarity: ****

Description: BubbleMan is summoned. He will fire his spear gun straight forward seven times.

044. BubbleMan V3

Attack: 20

Memory: 74MB

Attribute: Aqua

Special: n/a

Codes: B

Rarity: *****

Description: BubbleMan is summoned. He will fire his spear gun straight forward eight times.

045. BubbleMan V4

Attack: 20

Memory: 80MB

Attribute: Aqua

Special: n/a

Codes: B

Rarity: *****

Description: BubbleMan is summoned. He will fire his spear gun straight forward nine times.

046. DesertMan

Attack: 120

Memory: 38MB

Attribute: None

Special: n/a

Codes: D

Rarity: ***

Description: DesertMan is summoned. His hands will appear above and below him. They will rush forward damaging any enemies in their paths. They will also leave sand panels in their wake.

047. DesertMan V2

Attack: 140

Memory: 52MB

Attribute: None

Special: n/a

Codes: D

Rarity: ****

Description: DesertMan is summoned. His hands will appear above and below him. They will rush forward damaging any enemies in their paths. They will also leave sand panels in their wake.

048. DesertMan V3

Attack: 160

Memory: 64MB

Attribute: None

Special: n/a

Codes: D

Rarity: *****

Description: DesertMan is summoned. His hands will appear above and below him. They will rush forward damaging any enemies in their paths. They will also leave sand panels in their wake.

049. DesertMan V4

Attack: 180

Memory: 72MB

Attribute: None

Special: n/a

Codes: D

Rarity: *****

Description: DesertMan is summoned. His hands will appear above and below him. They will rush forward damaging any enemies in their paths. They will also leave sand panels in their wake.

050. PlantMan

Attack: 20

Memory: 60MB

Attribute: Wood

Special: [B] [G]

Codes: P

Rarity: ***

Description: PlantMan is summoned. He will attack all of the enemies by ensnaring them in vines. They will stay tied up after he is gone doing additional damage.

051. PlantMan V2

Attack: 30

Memory: 65MB

Attribute: Wood

Special: [B] [G]

Codes: P

Rarity: ****

Description: PlantMan is summoned. He will attack all of the enemies by ensnaring them in vines. They will stay tied up after he is gone doing additional damage.

052. PlantMan V3

Attack: 40

Memory: 70MB

Attribute: Wood

Special: [B] [G]

Codes: P

Rarity: *****

Description: PlantMan is summoned. He will attack all of the enemies by ensnaring them in vines. They will stay tied up after he is gone doing additional damage.

053. PlantMan V4

Attack: 50

Memory: 75MB

Attribute: Wood

Special: [B] [G]

Codes: P

Rarity: *****

Description: PlantMan is summoned. He will attack all of the enemies by ensnaring them in vines. They will stay tied up after he is gone doing additional damage.

054. FlameMan

Attack: 120

Memory: 32MB

Attribute: Fire

Special: n/a

Codes: F

Rarity: ***

Description: FlameMan is summoned. He will use his Fire Breath to make flame towers go straight forward. You can press up or down on the directional pad to control the path.

055. FlameMan V2

Attack: 150

Memory: 52MB

Attribute: Fire

Special: n/a

Codes: F

Rarity: ****

Description: FlameMan is summoned. He will use his Fire Breath to make flame towers go straight forward. You can press up or down on the directional pad to control the path.

056. FlameMan V3

Attack: 180

Memory: 62MB

Attribute: Fire

Special: n/a

Codes: F

Rarity: *****

Description: FlameMan is summoned. He will use his Fire Breath to make flame towers go straight forward. You can press up or down on the directional pad to control the path.

057. FlameMan V4

Attack: 210

Memory: 72MB

Attribute: Fire

Special: n/a

Codes: F

Rarity: *****

Description: FlameMan is summoned. He will use his Fire Breath to make flame towers go straight forward. You can press up or down on the directional pad to control the path.

058. DrillMan

Attack: 70

Memory: 66MB

Attribute: None

Special: n/a

Codes: D

Rarity: ***

Description: DrillMan is summoned. Will will use his Drill Drive attack which goes over all three lines. Then he will use Panel Crusher; breaking up through three random panels on the enemy's area, and then making three chunks of rubble falling down on three more random panels.

059. DrillMan V2

Attack: 90

Memory: 70MB

Attribute: None

Special: n/a

Codes: D

Rarity: ****

Description: DrillMan is summoned. Will will use his Drill Drive attack which goes over all three lines. Then he will use Panel Crusher; breaking up through three random panels on the enemy's area, and then making three chunks of rubble falling down on three more random panels.

060. DrillMan V3

Attack: 110

Memory: 74MB

Attribute: None

Special: n/a

Codes: D

Rarity: *****

Description: DrillMan is summoned. Will will use his Drill Drive attack which goes over all three lines. Then he will use Panel Crusher; breaking up through three random panels on the enemy's area, and then making three chunks of rubble falling down on three more random panels.

061. DrillMan V4

Attack: 130

Memory: 78MB

Attribute: None

Special: n/a

Codes: D

Rarity: *****

Description: DrillMan is summoned. Will will use his Drill Drive attack which goes over all three lines. Then he will use Panel Crusher; breaking up through three random panels on the enemy's area, and then making three chunks of rubble falling down on three more random panels.

062. MetalMan

Attack: 100

Memory: 40MB

Attribute: None

Special: [B] [G]

Codes: M

Rarity: ***

Description: MetalMan is summoned. He will slam his fist onto the panel in front of him. You can hold down the A button to position where he will punch for a short period.

063. MetalMan V2

Attack: 130

Memory: 60MB

Attribute: None

Special: [B] [G]

Codes: M

Rarity: ****

Description: MetalMan is summoned. He will slam his fist onto the panel in front of him. You can hold down the A button to position where he will punch for a short period.

064. MetalMan V3

Attack: 160

Memory: 70MB

Attribute: None

Special: [B] [G]

Codes: M

Rarity: *****

Description: MetalMan is summoned. He will slam his fist onto the panel in front of him. You can hold down the A button to position where he will punch for a short period.

065. MetalMan V4

Attack: 190

Memory: 80MB

Attribute: None

Special: [B] [G]

Codes: M

Rarity: *****

Description: MetalMan is summoned. He will slam his fist onto the panel in front of him. You can hold down the A button to position where he will punch for a short period.

066. KingMan

Attack: 140

Memory: 36MB

Attribute: None

Special: n/a

Codes: K

Rarity: ***

Description: KingMan is summoned. He will jump onto the panel three spaces ahead, damaging the enemy he lands on. A shockwave will erupt in front of, behind, above and below him, also doing damage.

067. KingMan V2

Attack: 170

Memory: 48MB

Attribute: None

Special: n/a

Codes: K

Rarity: ****

Description: KingMan is summoned. He will jump onto the panel three spaces ahead, damaging the enemy he lands on. A shockwave will erupt in front of, behind, above and below him, also doing damage.

068. KingMan V3

Attack: 200

Memory: 60MB

Attribute: None

Special: n/a

Codes: K

Rarity: *****

Description: KingMan is summoned. He will jump onto the panel three spaces ahead, damaging the enemy he lands on. A shockwave will erupt in front of, behind, above and below him, also doing damage.

069. KingMan V4

Attack: 240

Memory: 72MB

Attribute: None

Special: n/a

Codes: K

Rarity: *****

Description: KingMan is summoned. He will jump onto the panel three spaces ahead, damaging the enemy he lands on. A shockwave will erupt in front of, behind, above and below him, also doing damage.

070. MistMan

Attack: 90

Memory: 68MB

Attribute: None

Special: n/a

Codes: M

Rarity: ***

Description: MistMan is summoned. He will appear in front of all the enemies and punch them.

071. MistMan V2

Attack: 110

Memory: 71MB

Attribute: None

Special: n/a

Codes: M

Rarity: ****

Description: MistMan is summoned. He will appear in front of all the enemies and punch them.

072. MistMan V3

Attack: 130

Memory: 74MB

Attribute: None

Special: n/a

Codes: M

Rarity: *****

Description: MistMan is summoned. He will appear in front of all the enemies and punch them.

073. MistMan V4

Attack: 150

Memory: 77MB

Attribute: None

Special: n/a

Codes: M

Rarity: *****

Description: MistMan is summoned. He will appear in front of all the enemies and punch them.

074. DarkMan

Attack: 30

Memory: 72MB

Attribute: None

Special: n/a

Codes: D

Rarity: ***

Description: DarkMan is summoned. He will open a hole above each of the enemy's columns which will release a total of 16 bats which fly downward at the enemies. After the attack is done DarkMan will leave a Dark Hole.

075. DarkMan V2

Attack: 30

Memory: 76MB

Attribute: None

Special: n/a

Codes: D

Rarity: ****

Description: DarkMan is summoned. He will open a hole above each of the enemy's columns which will release a total of 18 bats which fly downward at the enemies. After the attack is done DarkMan will leave a Dark Hole.

076. DarkMan V3

Attack: 30

Memory: 80MB

Attribute: None

Special: n/a

Codes: D

Rarity: *****

Description: DarkMan is summoned. He will open a hole above each of the enemy's columns which will release a total of 20 bats which fly downward at the enemies. After the attack is done DarkMan will leave a Dark Hole.

077. DarkMan V4

Attack: 30

Memory: 84MB

Attribute: None

Special: n/a

Codes: D

Rarity: *****

Description: DarkMan is summoned. He will open a hole above each of the enemy's columns which will release a total of 22 bats which fly downward at the enemies. After the attack is done DarkMan will leave a Dark Hole.

078. YamatoMan

Attack: 40

Memory: 82MB

Attribute: None

Special: [S]

Codes: Y

Rarity: ***

Description: YamatoMan is summoned. He will attack the column two spaces ahead of him, and then thrust his spear out three spaces, making the total attack range plus shaped.

079. YamatoMan V2

Attack: 45

Memory: 85MB

Attribute: None

Special: [S]

Codes: Y

Rarity: ****

Description: YamatoMan is summoned. He will attack the column two spaces ahead of him, and then thrust his spear out three spaces, making the total attack range plus shaped.

080. YamatoMan V3

Attack: 50

Memory: 88MB

Attribute: None

Special: [S]

Codes: Y

Rarity: *****

Description: YamatoMan is summoned. He will attack the column two spaces ahead of him, and then thrust his spear out three spaces, making the total attack range plus shaped.

081. YamatoMan V4

Attack: 55

Memory: 91MB

Attribute: None

Special: [S]

Codes: Y

Rarity: *****

Description: YamatoMan is summoned. He will attack the column two spaces ahead of him, and then thrust his spear out three spaces, making the total attack range plus shaped.

Section III - Giga Class Chips

001. Navi Recycle

Attack: n/a

Memory: 50MB

Attribute: None

Special: n/a

Codes: *

Rarity: *****

Description: After using a Navi summon chip, use this chip and it will use the Navi chip again.

002. Forte

Attack: 90

Memory: 98MB

Attribute: None

Special: n/a

Codes: X

Rarity: *****

Description: Forte is summoned. You must have a Dark Hole out to use this chip. Forte will use his Explosion attack which makes numerous air bursts travel along the three lines.

003. Serenade

Attack: 100

Memory: 97MB

Attribute: None

Special: [G]

Codes: S

Rarity: *****

Description: Serenade is summoned. You must have a Dark Hole out to use this chip. Serenade will use her Holy Shock attack which makes many light spheres burst on random panels on the enemy's side of the area.

Section IV - FAQ

Q: Where did you get this info from?

A: I translated it from the Rockman EXE 3 Perfect Navigation Guide. I take no ownership of the info I translated.

Q: I don't read Japanese, and I have no idea what this chip you mentioned is. How do I find it?

A: I have a complete chip listing at a sprites page I run:

<http://dynamic4.gamespy.com/~mmm/spritesinc/index.html>

Click on the image of Rockman EXE's head, then go to the EXE 3 dropdown, select go down to battle chips and select it. I use the same names on that page in this guide, and all 200 Standard Chips should be in the correct library order.

Q: Hey guy! Where the heck are the BowlMan chips!? And Punk!? And Forte GS?!

A: These chips cannot be legitimately obtained in Rockman EXE 3. BowlMan and Punk have been announced to be in Rockman EXE 3 Black, and the Forte GS chip is anyone's guess. Nonetheless, the guidebook does not even mention these chips exist, so it is relevant I do so too. If you want those chips look up a hacking/code guide.

Q: Can I use this info on my guide/FAQ?

A: Alright with me. Like I said, it's not my info. I just translated it (and it barely needed translating). Crediting me would be a nice gesture but I can't really hold you up to it.

-Section V-

Here is all the legal info I think is necessary.

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Jan 19, 2003.

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