

Mega Man Battle Network 2 Secret Chip Guide

by HalyconIV

Updated to v2.1 on May 31, 2004

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iMOZ      SMM
XMMM      ZMMM
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MM      ZMM      M      MMMMMMMMMa M      MM      8MMMMMW      M      M      M      SMMMMMM      M      M
iM      MM      :MM      MM      MM      MM      M7      M      MS      MMX      MM7      MM      MS
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, 2WMMM;              2MM2              aMMM      MMMM
MMMMMMWMM      MM      M;      8MM      7MM      MM.
MW      MX      ;MMB;      MMMMMMMX      MMMMMMM      M      iMMMM;      .      MMS
MMM, 8MMMM      X      8MM      MMWi      MM8.      Mr      SMM      SMM      @MM
MMMMMMMM      iaMMW      WM      M2      7M      7MMMMMMMMMM      :MMMM
MM      M2      MMMM:MMM      M      M      M      .MM      MMMM,
MMM:;      MMMM      MMM      2MMM      BM      7Mr      MM      aM      MMr      MM;Xi:MM      MMMM
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Mr      MMMM      MMMMMMMMM      M      ZMMMMMMMMMM      iM      M      M      MMMM
MMi      aMMB      MM      M      MMMMMMMMM@      MM8      MM      MM      MMB:MM
0MMM      M:      .MMMMMM      MMMMMMr      MMS      @MW      MMMMMMi      MMMMM7      MM:      MMr
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Secret Chip Guide, V2.1

Megaman Battle Network 2 for GameBoy Advance

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Version History:

V1.00 (02/4/03)

- First Version

V1.10 (03/14/03)

- Major and Minor updates
- Spelling Check! ^_^ (not much wrong, but just to be safe =P)
- changed legal information
- Gave more information on special chips
- Added Busting level section
- Added Special Thanks

V1.11 (03/21/03)

- Spell Check (again ^_^;;)
- Added www.neoseeker.com to legal sites

v2.0 (06/17/03)

- Added the following:
 - ASCII Title (It's Megaman Battle Network 2, not Megaman Battle 2 Network. I ran out of space... >_>;)
 - Table of Contents Section Code
 - Introduction
 - Terminology
 - The Chips
 - Requirments to Get Special Chips
- Rewrote Sections

v2.1 (05/18/04)

- Corrected minor mistakes
- Renamed FAQ to "Secret Chip FAQ," as it seems to reflect the contents of the FAQ a bit better.

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IND: "Introduction"

The chips in the Megaman Battle Network universe are truely unique. These chips form the heart and soul of this game, and allow for almost endless replay value.

The focus of this particular FAQ will be the 10 special chips, which are "randomly awarded" in a battle between two people, when certain conditions are met. This FAQ will cover both general information on each chip, and the specific effects and requirements of each chip when used in battle. It will also discuss how the game evaluates each battle, and decides whether

or not a special chip is to be awarded, and how you can "help" the game make the decision.

Since you must be relatively far into the game in order to have a chance at being awarded a special chip, the following assumptions will be made:

- You understand how to play the game

Simple right?

Usually when a netbattle is concluded, a chip is taken from the loser's chip sack and given to the winner. When this happens, the winner's screen will display "Chip Data Received:" as well as a picture of the chip won. The loser's screen will display "Chip Data Lost:" and also show a picture of the chip lost. The chip which is lost depends on the busting level of the winner. (Refer to Busting Level section BL3)

However, on occasion, the loser will not lose a chip, instead of displaying "Chip Data Lost" the loser's screen will simply show "No Data." When This happens, a secret chip is given to the winner.

Please note that the methods for getting special chips explained in this FAQ are not guarantees for special chips. They are merely suggestions and methods that are known to affect the game algorithm and increase the chance (the keyword being CHANCE) of the game giving you a special chip.

TMNY: "Terminology"

This section will briefly cover the terms used in the FAQ.

FAQ:

Frequently Asked Questions

Basically what the name implies, although it is often substituted for the word "Guide" or "Walkthrough." In this case, when I refer to FAQ, I mean the Guide that you're reading right now.

Chips:

These are what you're trying to get right? You should know what they are. =P

Chip ID/Chip Number:

This is the number which can be found beside each chip when it is viewed in your Data Library. These numbers range from 1 to 250 normally, but extend to accomodate numbers 251 to 260 once you win your first secret chip.

Chip Code:

Each chip has 5 letters attributed to it. These letters signify their compatibility. Multiple chips which have the same code can be uploaded on the same turn, while chips which have different codes cannot. All chips also have a * coded version. The * means that the chip is a "wildcard" and is compatible with all codes.

Chip Size:

Each chip has a capacity attributed to it, this is used in presetting chips.

Damage:

All chips deal a certain type of damage, be it non-elemental, Aqua (water), Heat (fire), Wood (uh... wood >_>;), or Elec (electric)
In the game, Aqua is weak to Elec, which is weak to Wood, which is weak to Heat, which is weak to Aqua. Non-elementals do not have weakness or strength against any particular element.

=> Aqua =>
beats beats
Elec Heat
beats beats
<= Wood <=

PA

Program Advance

In the game, when you select certain chips in a particular order, in the same turn, they will merge into a single chip. (for one turn only, you get them back after the battle.) These PA chips are far more powerful than each of the individual chips.

NPC:

Non-Playable Character

This is basically anybody you meet in the game. If you can't play as them, then they're an NPC.

Attack Pattern:

This is how a chip affects the field when it is used.

Busting Level:

The Rank given to you at the end of each battle. More on this in the Busting level section (See BL3)

Delete:

Basically, when you "kill" something, (Its HP reaches 0) it's deleted.

Netbattle:

When the word Netbattle is mentioned in this FAQ, it exclusively means when you fight against a human player (Note "HUMAN").

However, normally netbattling can be used to describe a fight with any virus or navi, regardless of being human controlled or just an NPC.

TC1: "The Chips"

There are three main sets of chips.

The first being the standard set, or chip numbers 1 to 250. These are the chips that can be obtained in-game by busting viruses, trading with NPCs (Non-Playable Characters), and unlocking Mystery Data on the net. These chips make up the vast majority of chips available in the game. This particular FAQ will not go into detail on these chips.

The second set of chips will be the focus of this FAQ.

This set is composed of 10 Special Chips or chip numbers 251 to 260. During the multiplayer battles of MMBN2, if both competitors meet certain requirements, the winner has a chance at being awarded one of the 10 "special chips." These chips, are unattainable in any way other than through netbattles or by using a cheating device.

The third set of chips are the trophy chips that were given away at Capcom tournaments. These chips are numbers 261 to 266. There is no legitimate way to obtain these chips at this point in time, because Capcom is no longer holding further tournaments.

SCI2: "Special Chip Information"

This section will cover the effects of each chip in battle, as well as any requirements needed to use that chip.

Note: If there is an asterisk beside any description of a chip, then there is a more in-depth description further down the page.

Chip ID:	Chip Name:	Chip Codes:	Chip Size
#251	BigRedWave	FHPRS*	64mb
#252	FreezeBomb	AIJQU*	56mb
#253	Sparker	CEGKV*	48mb
#254	GaiaSword	DLNWX*	72mb
#255	BlackBomb	BFGPR*	64mb
#256	FigherSword	AILSX*	50mb
#257	KnightSword	FJKMQ*	64mb
#258	HeroSword	ENOTZ*	90mb
#259	Meteors	BHORV*	68mb
#260	Poltergeist	EPRUX*	50mb

::continued::

Chip ID:	Chip Name:	Effect:
#251	BigRedWave	- 220 Dmg - Heat style use only - Heat Damage - Sends one lava wave down each row - Wave can be stopped by obstacles

Attack Pattern:

Battle Field:

Blue	Red	
[][][x]	[>][>][>]	m = Megaman
[][m][x]	[r][][]	x = BigRedWave Start
[][][x]	[>][r][]	> = Travel Path
		r = Obstacle

#252	FreezeBomb	- 180 Dmg - Aqua style use only - Aqua damage - Thrown 3 spaces ahead - CrossBomb effect explosion - If it hits, it freezes the enemy
------	------------	--

Attack Pattern:

Battle Field:

Blue	Red	
[][][]	[][^][]	m = Megaman
[][m][]	[^][x][^]	x = Point of Impact (also affected area)
[][][]	[][^][]	^ = Affected Area

#253	Sparker	- 100 Dmg* - Elec style use only - Elec Damage - Attack range is a radius of 1 square around Megaman
------	---------	--

Attack Pattern:

Battle Field:

Blue	Red	
[x][x][x]	[][][]	m = Megaman
[x][m][x]	[][][]	x = Affected Area
[x][x][x]	[][][]	

#254 GaiaSword - 200 Dmg*
 - Wood style use only
 - Wood Damage
 - Attack range is 1 column ahead
 (like Widesword)

Attack Pattern:

Battle Field:

Blue	Red	
[][][x]	[][][]	m = Megaman
[][m][x]	[][][]	x = Affected Area
[][][x]	[][][]	

#255 BlackBomb - 200Dmg*
 - No style requirement
 - Heat Damage
 - Throws 3 spaces ahead
 - Does not explode (until hit by fire attack)
 - Stays on battlefield.

Attack Pattern:

Battle Field:

Blue	Red	
[][][]	[^][^][^]	m = Megaman
[][m][]	[^][x][^]	x = Point of Impact
[][][]	[^][^][^]	^ = Range of explosion

#256 FighterSword - 100Dmg
 - Normal Style use only
 - Non-elemental Damage
 - Attack range is 3 squares ahead

Attack Pattern:

Battle Field:

Blue	Red	
[][][]	[][][]	m = Megaman
[][m][x]	[x][x][]	x = Affected area
[][][]	[][][]	

#257 KnightSword - 150Dmg
 - Normal Style use only
 - Non-elemental Damage
 - Attack range is 3 squares ahead

Attack Pattern:

Battle Field:

Blue	Red	
		m = Megaman

```
[ ][ ][ ][ ][ ][ ][ ][ ]      x = Affected area
[ ][m][x][x][x][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ]
```

#258 HeroSword - 200Dmg
 - Normal Style use only
 - Non-elemental Damage
 - Attack range is 3 squares ahead

Attack Pattern:

Battle Field:

```
      Blue            Red            m = Megaman
[ ][ ][ ][ ][ ][ ][ ][ ]        x = Affected area
[ ][m][x][x][x][ ][ ]
[ ][ ][ ][ ][ ][ ][ ][ ]
```

#259 Meteors - 40Dmg*
 - No style requirement
 - Heat Damage

Attack Pattern:

Battle Field:

```
      Blue            Red            m = Megaman
[ ][ ][ ][ ][x][x][x]        x = Affected area
[ ][m][ ][ ][x][x][x]
[ ][ ][ ][ ][x][x][x]
```

#260 Poltergeist - 0Dmg*
 - No style requirement
 - Non-elemental Damage
 - Freeze time - Picks up field obstacles
 and throws them at the enemy.
 - Does 200 damage per obstacle thrown.

Attack Pattern:

Battle Field:

```
      Blue            Red            m = Megaman
[x][x][x][x][x][x][x]        x = Affected area
[x][m][x][x][x][x][x]
[x][x][x][x][x][x][x]
```

* Sparker: This chip is a charge chip, you hold "A" to charge, and you are invincible while charging. The chip takes your HP down and converts it to damage. Maximum charge reduces you to 1 hp. Minimum damage is 100, while the maximum is 100 + (Your HP-1) Where HP is the amount of HP you have when you start charging.

* GaiaSword: this chip absorbs all the damage of the chips selected AFTER it.
 Ex. Chip select: CutMan V3 (300Dmg)
 GaiaSword (200Dmg)
 Cutman V3 (300Dmg)
 Cutman V3 (300Dmg)
 Cutman V3 (300Dmg)

In this scenario, GaiaSword would absorb the damage of the 3 CutmanV3 chips selected AFTER it. Not the one selected BEFORE.

So, GaiaSword's total damage would be:

200Dmg + 300Dmg + 300Dmg + 300Dmg

= 1100Dmg

If the chips were selected in this manner, your chip roster would look like this: CutMan V3 C (300Dmg)

GaiaSword C (1100Dmg)

Note: Gaiasword will NOT absorb damage from PAs.

* BlackBomb: This chip does 200 damage ONLY when it is thrown ONTO an enemy or when it lands on the ground and is hit by a fire attack. When it is hit by fire, it explodes and deals 200 damage to all occupant's panels. (deals damage to whoever's panel side it is on.)

* Meteors: 40 Damage per meteor, total of 30 meteors. Meteors hit each enemy panel in freeze time - the less area an enemy has, the more it will be hit.

* Poltergeist: This chip will do 0 damage if there are no obstacles to throw. Obstacles are any immobile object that sits on the field

Ex.

- RockCube
- Guardian
- Rocks
- Remobits
- Meteor wands
- BlackBomb

Etc...

If an obstacle hits the opponent, it will do 200Dmg

BL3: "Busting Level"

During a battle, the game records the number of times an event occurs.

Events consist of the following:

- Time
- Getting hit
- Moving
- Deleting an enemy

Whenever an event occurs, the game awards "Level points"

the number of level points you have at the end of a battle is your busting level.

Time: Faster is better!

Against Viruses:

Busting Time:	Level points:
<=5 seconds:	+7 points
5+ to <=12 seconds:	+6 points
12+ to <=36 seconds:	+5 points
36+ seconds:	+4 points

OR

Against Navis:

<=30 seconds:	+10 points
30+ to <=40 seconds:	+8 points
40+ to <=50 seconds:	+6 points
50+ seconds:	+4 points

Getting hit: Getting hit is never good, right?

Against All Enemies:

Number of times hit:	Level Points:
0 times:	+1 points
1 time:	0 points
2 times:	-1 points
3 times:	-2 points
4+ times:	-3 points

Movement: Dodge when you need it, but don't move if you don't have to.

Number of Moves:	Level Points:
0 to 2 moves:	+1 points
3+ moves:	0 points

Enemies Deleted: The more the merrier.. right?

Simultaneous Deletes:	Level Points:
2 enemies:	+2 points
3 enemies:	+4 points

After the battle, the game calculates the total number of points you have. Your busting level is basically the number of Level points you have.

Level Points:	Busting Level:
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	S
12	S

The type of chip won after a battle is also dependant on the busting level. In general, the higher the busting level, the better the chip won. This table will use V1 to V3 as a comparison for the type of chips won. V1 is relative to a version 1 navi chip.

Busting level	Type of Chip Won:
	In game (Navi): Netbattle:
1	Zenny *
2	Zenny **
3	Zenny **
4	Zenny **
5	Zenny/V1 **

6	V1	***
7	V1	***
8	V1/V2	****
9	V2/V3	*****
10	V2/V3	*****
S	V3	*****

Legend:

The number of asterisks refers to the rarity rating of the chips. This rating can be found in the Libray section of the game, beside the name of the chip.

The number of asterisks indicates "Up to this rating" meaning that any chips at this rarity level, or under may be awarded at this busting level.

Example:

At busting level 8, the rating is 4 asterisks. So, a chip with a rarity of 1 to 4 stars may be awarded.

RGSC4: "Requirements to Get Special Chips"

In order for the game to award the winner of a netbattle with a special chip, both competitors MUST meet the following requirements:

- Have 3 or more stars
- The netbattle must end in a busting level 9 to S
(A rank sufficient to win you a 5 star chip.)

- Yellow Star: Defeat Gospel at the end of the game, and view the credits.
- Green Star: Defeat RealBass in WWW areal (After defeating the WWW navis)
- Red Star: Chip Library Complete (Chips 1 to 250)
- Purple Star: Secret Chips Collected (Chips 251-260)
- Blue Star: PA Memo Complete (PA #32 "Darkness" not required)

EGA5: "Explanation of Game Algorithm"

If the battle meets the conditions required to earn a special chip, then the game considers the following:

1. Battle time:

How long the battle took. If this particular battle was significantly different from your past few battles, then the chance of receiving a special chip increases.

Ex.

Time

00:30:00

00:21:00

00:32:19

00:10:24

00:23:47

00:12:24

00:00:04 <= after this battle, you will likely receive a special chip.

2. Win/Loss Record (recent)

The game also records your recent wins and losses. If you have been winning

constantly, your chances of receiving a special chip decreases. If you have been losing constantly, and then you suddenly win, then you will likely receive a special chip.

Ex.

Player 1:	Player 2
Record:	Record:
Win	Loss
Win	Loss
Win	Loss
Win	Loss
Win	Loss
Win	Loss
Win	Loss
Win	Loss
Loss	Win

<= Player 2 will likely receive a special chip

3. Damage taken:

The game considers this as well. If there is an unusual deviation from the average damage you normally take, the chances will increase. (This is only taken into account for the winner)

Ex.

Winner HP:
1000
900
990
670
1000
990
1000
1000
1000
1000
1000
10
<= Likely to receive a special chip

4. Moves: yours and your opponent's

The game will record the number of times you moved during the battle. Again, any deviation from the norm will result in higher chances of a special chip.

Ex.

Player 1 moves:	Player 2 moves:
0	0
0	0
0	0
0	0
0	0
0	0
0	0
0	0
34	27

<= the winner is likely to receive a special chip

5. Number of Turns:

The number of turns the battle took. This is taken into consideration only for the winner. Simple enough..

Ex.

Winner:

1
2
1
1
2
1
1
3 <= Unusual, likely to receive special chip.

6. Chips used:

The number of chips you and your opponent used. Program advances are counted as 1 chip.
Used chips means that the player pressed "a" and activated the chip. NOT just selected the chip from the custom menu.

Ex.

Player 1 Chips:	Player 2 Chips:
1	0
2	0
1	0
1	0
3	0
1	0
3	0
1	0
6	7 <= Winner likely to receive special chip

In summary, any battle that is "out of the ordinary" has a higher chance to receive a special chip.

The game will keep track of battles like this:

Player 1

Battle:	Time:	Turns:	Moves:	Chips:	Result	HP	SP?
1	00:00:04	1	0	1	WIN	1000	N/A
2	00:12:18	2	2	3	WIN	920	med
3	00:00:08	1	1	2	WIN	1000	med
4	00:02:12	1	2	1	WIN	1000	low
5	00:00:04	1	1	0	LOSS	0	N/A
6	00:01:18	1	5	2	WIN	900	med
7	00:01:06	1	2	1	WIN	800	low
8	00:01:02	1	4	1	WIN	1000	low
9	00:00:08	1	0	1	WIN	1000	low
10	00:32:06	4	23	8	WIN	230	high

Player 2

Battle:	Time:	Turns:	Moves:	Chips:	Result	HP	SP?
1	00:00:04	1	0	0	LOSS	0	N/A
2	00:12:18	2	0	0	LOSS	0	N/A
3	00:00:08	1	0	0	LOSS	0	N/A
4	00:02:12	1	0	0	LOSS	0	N/A
5	00:00:04	1	1	1	WIN	1000	high
6	00:01:18	1	0	0	LOSS	0	N/A
7	00:01:06	1	0	0	LOSS	0	N/A
8	00:01:02	1	0	0	LOSS	0	N/A
9	00:00:08	1	0	0	LOSS	0	N/A
10	00:32:06	4	26	10	LOSS	0	N/A

HGSC6: "How to Get Special Chips"

The algorithm is relatively easy to manipulate. Simply try to set a trend, and then break it suddenly. For example, allow player 1 to constantly S rank Player 2 on the first turn, with a PA.

Player 1:

- do not move
- use the PA as soon as possible

Player 2:

- Do NOTHING

Repeat this about 5 times. On the 6th battle, do the same thin, except reverse it, so that player 2 wins and player 1 does nothing. Because the game set a trend of "Player 1: perfect" and "Player 2: Loss", if the trend is suddenly broken, the winner will have a very high chance of getting a secret chip.

Player 1

Battle:	Time:	Turns:	Moves:	Chips:	Result	HP	SP?
1	00:00:04	1	0	1	WIN	1000	N/A
2	00:00:04	1	0	1	WIN	1000	med
3	00:00:04	1	0	1	WIN	1000	low
4	00:00:04	1	0	1	WIN	1000	low
5	00:00:04	1	0	1	WIN	1000	low
6	00:00:04	1	0	0	LOSS	0	N/A

Player 2

Battle:	Time:	Turns:	Moves:	Chips:	Result	HP	SP?
1	00:00:04	1	0	0	LOSS	0	N/A
2	00:00:04	1	0	0	LOSS	0	N/A
3	00:00:04	1	0	0	LOSS	0	N/A
4	00:00:04	1	0	0	LOSS	0	N/A
6	00:00:04	1	0	0	LOSS	0	N/A
5	00:00:04	1	0	1	WIN	1000	high

Just a note: You don't have to do everything mentioned. Usually, it is quite effective to simply modify one of the variables (such as the Win/Loss record.) However, you may modify as many variables as you like.

C7: "Closing"

Thank you for using this FAQ, I hope that it has been of some use to you.

As mentioned before, please do not email me with:

"I lost five times, then won, and wasn't given a special chip! You Lied!"

As I previously mentioned, the methods explained in this FAQ, simply increase the chances of a secret chip being awarded. They DO NOT guarantee you a secret chip, if you want guaranteed chips, you'll have to trade for them, steal them, or cheat for them. None of which I recommend, apart from the trading.

Also, these guidelines can be altered. Try new stuff! If you find out anything cool that works, then email me at HalyconIV[at]hotmail.com. If I think it should go into the FAQ, I'll be sure to put it in.

(With appropriate credits, of course.)

ST8: "Special Thanks"

- Everyone at the GameFAQs MMBN2 message boards
- MegaBoy's MMBN1 FAQ/Walkthrough (The busting level information)

CI9: "Contact Information"

If you have something you want to contribute (or if you want to include this document on your website), I can be contacted via e-mail at:

halyconiv@hotmail.com

Please label your e-mail's subject clearly, as I will take no responsibility if your email is accidentally deleted as junk mail.

LI0: "Legal Information"

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