Mega Man Battle Network 2 Program Advances FAQ

by X-Calibur

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  =MegaMan Battle Network 2=
  =  Program Advances FAQ  =
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Version History
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Version 0.6 - 07/08/02
   - Added missing Program Advances
   - Added area of effect info for Darkness


Version 0.5 - 07/07/02
   - Listed Program Advances


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Introduction
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This is just a short Program Advances FAQ for reference purposes to
help you get that Blue Star for completing 31 Program Advances in
MegaMan Battle Network 2.

1.1 - What are Program Advances (P.A)?

   Program Advances or P.A. for short are stronger battle chips created
in battle through a combination of regular battle chips in a set order,
allowing you to make a stronger attack.

1.2 - What does the * (wildcode) mean?

   The * (wildcode) found on some battle chips, represents any code you
want. They're very useful in making P.A.s when you don't have the
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correct letters, and are more preferred amongst players as they can be
combined with any coded chip in combat.

1.3 - What and where is the P.A. Memo?

   The P.A. Memo is a list of all Program Advances you've found in the
game. It also lists other variations of the Program Advance. This is
found in the Library menu, pressing Right on the D-Pad will bring you
to the screen.

1.4 - Why use Program Advances?

   There are two reasons Program Advances are used, to deal more damage
and to earn a blue star. Unlike MegaMan Battle Network 1, MMBN2 places
you in situations where it is nessicary to use Program Advances. The
Navis you encounter have more HP that can exceed 2000, requiring you to
use stronger attacks if you want to beat them with ease and earn an S
Busting Level. The second reason is if you were to collect your blue
star next to continue, you must complete 31 Program Advances.

1.5 - Regarding the Darkness Program Advance.

   Darkness is a hidden Program Advance that exists in the game.
However, the elemental Gospel chips are nearly impossible to get nor do
I have any valid confirmed knowledge of how to get them without cheats.
This is not required to gain your blue star. And PLEASE DO NOT e-mail
me for cheats, for I do not care for them or have them at all.

1.6 - Notes worth mentioning.

   The Program Advances listed below exclude all variations that
include wildcode (*) chips. * chips can be used to replace any chip you
wish in the Program Advance. For example, the possibilities with * with
the Program Advance Life Sword3 can be:
     -> Fire Blade *, Aqua Blade R, Elec Blade R
     -> Fire Blade R, Aqua Blade *, Elec Blade *
     -> Fire Blade *, Aqua Blade *, Elec Blade *
   Note that in some situations, more than one * cannot be used, such
as in the Omega Program Advance series. For example, the Omega Program
Advance Ratton2:
     -> Ratton2 J, Ratton2 K, Ratton2 *, Ratton2 *, Ratton2 N
   This will instead only activate the Zeta version instead of the
Omega advance.

   The list below is incomplete, as I plan on adding locations in the
future of where to find the required chips. Feel free to alert me of
errors I may have made.
   DO NOT e-mail me about questions regarding locations of battle
chips, as that will be implemented in the future nor will I respond.

                    Have fun and enjoy the game! ^_^

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Program Advances
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The Program Advances below are listed in the order they appear in the
P.A. Memo screen found in the game. The chips required to activate the
Program Advance are listed under the Program Advance name in the
required order, along with their variations.

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1. Zeta-Cannon 1
     Chips: Cannon A, Cannon B, Cannon C
            Cannon B, Cannon C, Cannon D
            Cannon C, Cannon D, Cannon E
     Effect: Grants 5 seconds invisibility with unlimited Cannon
     Damage: 40 per shot

2. Zeta-Cannon 2
     Chips: HiCannon C, HiCannon D, HiCannon E
            HiCannon D, HiCannon E, HiCannon F
            HiCannon E, HiCannon F, HiCannon G
     Effect: Grants 5 seconds invisibility with unlimited HiCannon
     Damage: 60 per shot

3. Zeta-Cannon 3
     Chips: MegaCannon E, MegaCannon F, MegaCannon G
            MegaCannon F, MegaCannon G, MegaCannon H
            MegaCannon G, MegaCannon H, MegaCannon I
     Effect: Grants 5 seconds invisibility with unlimited MegaCannon
     Damage: 80 per shot

4. Hyper-Burst
     Chips: Spreader M, Spreader N, Spreader O
            Spreader N, Spreader O, Spreader P
            Spreader O, Spreader P, Spreader Q
     Effect: 3x3 burst shot
     Damage: 100

5. Zeta-Ball
     Chips: CannonBall O, CannonBall P, CannonBall Q
            CannonBall P, CannonBall Q, CannonBall R
            CannonBall Q, CannonBall R, CannonBall S
     Effect: Grants 5 seconds invisibility with unlimited Cannonball
     Damage: 150 per shot

6. Zeta-Ratton 1
     Chips: Ratton1 H, Ratton1 I, Ratton1 J
            Ratton1 I, Ratton1 J, Ratton1 K
            Ratton1 J, Ratton1 K, Ratton1 L
     Effect: Grants 5 seconds invisibility with unlimited Ratton1
     Damage: 70 per shot

7. Zeta-Ratton 2
     Chips: Ratton2 J, Ratton2 K, Ratton2 L
            Ratton2 K, Ratton2 L, Ratton2 M
            Ratton2 L, Ratton2 M, Ratton2 N
     Effect: Grants 5 seconds invisibility with unlimited Ratton2
     Damage: 80 per shot

8. Zeta-Ratton 3
     Chips: Ratton3 L, Ratton3 M, Ratton3 N
            Ratton3 M, Ratton3 N, Ratton3 O
            Ratton3 N, Ratton3 O, Ratton3 P
     Effect: Grants 5 seconds invisibility with unlimited Ratton3
     Damage: 90 per shot

9. Omega-Cannon 1
     Chips: Cannon A, Cannon B, Cannon C, Cannon D, Cannon E
     Effect: Grants 10 seconds invisibility with unlimited Cannon
     Damage: 40 per shot
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10. Omega-Cannon 2
    Chips: HiCannon C, HiCannon D, HiCannon E, HiCannon F, HiCannon G
    Effect: Grants 10 seconds invisibility with unlimited HiCannon
    Damage: 60 per shot

11. Omega-Cannon 3
    Chips: M-Cannon E, M-Cannon F, M-Cannon G, M-Cannon H, M-Cannon I
    Effect: Grants 10 seconds invisibility with unlimited MegaCannon
    Damage: 80 per shot

12. Mega-Burst
    Chips: Spreader M, Spreader N, Spreader O, Spreader P, Spreader Q
    Effect: 3x3 multiple burst shot
    Damage: 100

13. Omega-Ball
    Chips: CannBall O, CannBall P, CannBall Q, CannBall R, CannBall S
    Effect: Grants 10 seconds invisibility with unlimited CannonBall
    Damage: 150 per shot

14. Omega-Ratton 1
    Chips: Ratton1 H, Ratton1 I, Ratton1 J, Ratton1 K, Ratton1 L
    Effect: Grants 10 seconds invisibility with unlimited Ratton1
    Damage: 70 per shot

15. Omega-Ratton 2
    Chips: Ratton2 J, Ratton2 K, Ratton2 L, Ratton2 M, Ratton2 N
    Effect: Grants 10 seconds invisibility with unlimited Ratton2
    Damage: 80 per shot

16. Omega-Ratton 3
    Chips: Ratton3 L, Ratton3 M, Ratton3 N, Ratton3 O, Ratton3 P
    Effect: Grants 10 seconds invisibility with unlimited Ratton3
    Damage: 90 per shot

17. Arrows
    Chips: Double Needle C, Triple Needle C, Quad Needle C
           Double Needle I, Triple Needle I, Quad Needle I
    Effect: Fires a 1-line stream of 10 arrows
    Damage: 100 per arrow

18. Ultra Bomb
    Chips: Little Bomb O, Cross Bomb O, Big Bomb O
           Little Bomb Q, Cross Bomb Q, Big Bomb Q
           Little Bomb T, Cross Bomb T, Big Bomb T
    Effect: 3x3 panel armor piercing bomb blast thrown 3 spaces ahead
    Damage: 400

19. Life Sword 1
    Chips: Sword A, Wide Sword A, Long Sword A
           Sword L, Wide Sword L, Long Sword L
           Sword Y, Wide Sword Y, Long Sword Y
    Effect: 2x3 sword attack
    Damage: 400

20. Life Sword 2
    Chips: Fire Sword H, Aqua Sword H, Elec Sword H
           Fire Sword N, Aqua Sword N, Elec Sword N
           Fire Sword R, Aqua Sword R, Elec Sword R
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        Effect: 2x3 sword attack
        Damage: 500


21. Life Sword 3
        Chips: Fire Blade F, Aqua Blade F, Elec Blade F
               Fire Blade R, Aqua Blade R, Elec Blade R
        Effect: 2x3 sword attack
        Damage: 600


22. Punch
        Chips: Guts Punch B, Cold Punch B, Dash Attack B
               Guts Punch D, Cold Punch D, Dash Attack D
        Effect: Launch a 1-line stream of 6 flying punches
        Damage: 80 per punch


23. Curse
        Chips: Curse Shield1 A, Curse Shield2 A, Curse Shield3 A
               Curse Shield1 O, Curse Shield2 O, Curse Shield3 O
               Curse Shield1 P, Curse Shield2 P, Curse Shield3 P
        Effect: Creates 3-line Curse Shield
        Damage: 500


24. Time Bomb Plus
        Chips: Time Bomb1 G, Time Bomb2 G, Time Bomb3 G
               Time Bomb1 K, Time Bomb2 K, Time Bomb3 K
               Time Bomb1 Z, Time Bomb2 Z, Time Bomb3 Z
        Effect: Creates a superior Time Bomb
        Damage: 500


25. Heavy Stamp
        Chips: Quake1 Q, Quake2 Q, Quake3 Q
               Quake1 W, Quake2 W, Quake3 W
        Effect: Single auto-target stomp attack
        Damage: 800


26. Poison Pharaoh
        Chips: Poison Mask U, Poison Face U, Anubis U
               Poison Mask W, Poison Face W, Anubis W
        Effect: Summons a poison pharaoh coffin
        Damage: Poison


27. Gater
        Chips: Wind G, Fan G, GateMan G
               Wind G, Fan G, GateMan V2 G
               Wind G, Fan G, GateMan V3 G
        Effect: Summons GateMan to launch 9 projectiles
        Damage: 100 per projectile


28. Guts Shoot
        Chips: Guard *, Dash Attack G, GutsMan G
               Guard *, Dash Attack G, GutsMan V2 G
               Guard *, Dash Attack G, GutsMan V3 G
        Effect: Summons GutsMan to throw MegaMan in 1-line single target
        Damage: 400


29. Big Heart
        Chips: Holy Panel R, Recover300 R, Roll R
               Holy Panel R, Recover300 R, Roll V2 R
               Holy Panel R, Recover300 R, Roll V3 R
        Effect: Summons Roll to attack and fully heals MegaMan
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          Damage: 300


 30. Bodyguard
        Chips: Drop Down S, Anti-Damage S, ShadowMan S
              Drop Down S, Anti-Damage S, ShadowMan V2 S
              Drop Down S, Anti-Damage S, ShadowMan V3 S
        Effect: Summons ShadowMan to shoot 18 shurikens in active time
        Damage: 100 per shuriken


 31. 2xHero
        Chips: Custom Sword B, Variable Sword B, ProtoMan B
              Custom Sword B, Variable Sword B, ProtoMan V2 B
              Custom Sword B, Variable Sword B, ProtoMan V3 B
        Effect: Summons Protoman to fight by MegaMan's side for 8 attacks
        Damage: 70 per attack


 32. Darkness
        Chips: Bass V3 X, Anti-Navi X, Fire Gospel X
              Bass V3 X, Anti-Navi X, Aqua Gospel X
              Bass V3 X, Anti-Navi X, Elec Gospel X
              Bass V3 X, Anti-Navi X, Wood Gospel X
        Effect: Summons Bass and his loyal canine Gospel to attack
                Note the area of effect on the 6x3 battlefield


                          SSSGGB
                          SSGGGB
                          SSSGGB


             S represents spaces unaffected
             G represents spaces Gospel attacks
             B represents spaces Bass attacks


             Gospel will attack first, if there are enemies in the back
             row then Bass too will attack, otherwise Bass will not
             bother attacking nothing. Bass' attack breaks panels.


        Damage: 3000



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