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## Notes on the Walkthrough

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For directional purposes, I will be referring to directions as they appear on-screen.

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### 1. Need help

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Available: After you pass the BLicense exam

Description: Could you please find a lost girl, a relative of mine? I'm waiting at the school in ACDC Town.

Meeting place: ACDC School

Reward: RegUP1

Walkthrough: This job is very simple. Once you accept this job, head out of the Center and use the Metro Line to get back to ACDC Town. When you get there, head to ACDC School and talk to the girl standing there. She will tell you that her cousin has gone off somewhere and that she wants you to find her. After you're done talking to her, leave the school and use the Metro Line to head back to Marine Harbor. There, go up past Ribitta's van and talk to the little girl. She will tell you that she wonders if Sis is looking for her, and to tell her that she'll be back after she looks about a little more. Head back to ACDC Town via the Metro Line and go to ACDC School. Talk to the girl again and let her know that her cousin is fine, and she will reward you with a RegUP1.

Words of thanks from your employer: Lan, thank you! You're the best!

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### 2. At the caf,

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Available: After you pass the BLicense exam

Description: I'm waiting in the caf, with an ocean view. I'll explain the job to you in person. There is some danger involved, so your Navi must be strong.

Meeting place: Caf, you can see the ocean from

Reward: HPMemory

Walkthrough: Head out of the Center and go to the caf, by the Metro Line station. Talk to the man in the orange shirt and he will tell you that he wants a certain Navi deleted. The navi will be hiding in the Net's DenCity, so go into the Center's lobby. Head up and jack into the Center's Host Computer. From there, go around and use the link to send yourself into the Square Entrance. Go down and take the lowermost path to reach Den Area 2. There, head up and talk to the purple and black Navi. You will then enter a battle with two Fishys and a MettFire.

In this battle, take care of the Fishys first. I recommend having as many Sword and WideSwrd chips in your folder as possible for this battle. Also, when battling Fishys, be mindful of when the MettFire shoots meteors at you. After you delete the Fishys, move to the rightmost column and begin attacking the MettFire. Again, be very careful not to get hit by the meteors. Heal if

necessary.

After you win this battle, jack out and head back to the caf,. Talk to the man again to get your reward and complete the job.

Words of thanks from your employer: A very tough kid solved my problem for me. I look forward to watching your skills develop.

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### 3. Mission1

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Available: After you talk to the man in the Licensing Office about the ALicense exam

Description: I really need help. I'd rather discuss it in person than on this board. I need help from a good virus buster. I'm waiting in front of ACDC Town St.

Meeting place: ACDC Town

Reward: RegUp1

Walkthrough: Take the Metro Line to ACDC Town and talk to the man in the lab coat just outside the station. He will tell you that he was testing some experimental Navis that got away. There are three of them located in the ACDC Town network, and your job is to get rid of them.

The first Navi can be found in Dex's portable game machine. After you finish talking to the man, head up and right and go into the first house you see (Dex's house). Jack into the portable game machine on the table and head up until you reach a purple and black Navi. Talk to the Navi to engage in a battle with three Handys.

This battle can be a difficult battle for some. Be sure to have plenty of healing chips, Shotgun chips, Sword/WideSwrd chips, and PanlOut chips in your folder. GutsMan might also come in handy here. The key to winning this battle is speed, plain and simple. Each of the time bombs the Handys put down have 10 HP, so you need to be fast and efficient in getting rid of them before they explode. When there are no bombs on your side of the field, try to focus your attacks on the weakest virus in terms of HP in order to eliminate them faster, thus lowering the number of time bombs on your side of the field. You can use Shotgun chips not only to destroy the bomb, but also to weaken the viruses. Sword/WideSwrd chips are recommended for quick extermination. PanlOut1 and GutsMan can both be used to break panels in the rightmost column of your side to prevent bombs from being placed, and GutsMan can be used to wipe out the bombs and damage the viruses as well as breaking panels. All in all, don't dawdle in this battle.

Once you win this battle, jack out of the portable game machine and head out of Dex's house. Head right and up to get to the playground. Jack into the toy robot by the jungle gym thing and head up to the purple and black Navi. This is the second Navi you need to delete, so talk to it and enter another battle.

This battle is much easier than the previous one. You face three Spikey2s, which are really easy considering their highly predictable attack pattern. They move around randomly for a bit, then they move to your row and shoot fire at you. Fortunately, all of them move into your row, so they're easy to avoid if you're paying attention. Just equip a couple of fairly powerful battle chips and you should be fine.

After finishing off the Spikey2s, jack out and head to ACDC School. Jack into the blackboard and once again head to the upper corner where the third and final Navi is located.

The third and final battle for this mission is HIGHLY irritating. You are pitted against a Flamey2 (Green) and a Flamey3 (Purple). The Flamey2, located on the bottom row, will only attack you if you move into the bottom row. However, the Flamey3 will actually move into your row and attack you. This battle is highly luck-based, but you can make this battle easy by doing the following: Move to the leftmost column of the grid and then move to the bottom row until the Flameys get ready to attack you. After the Flameys finish their attack, move into the top row and wait for the Flamey3 to attack. By the time the Flamey finishes attacking the top row, the bottom row should be restored. When it's restored, move into the bottom row and repeat the process all over again, attacking the Flameys with battle chips when the opportunity arises. Be sure to have plenty of healing chips in your folder should the need arise.

Once you complete this battle, head out of the school and go to the Metro Line station. Talk to the man in the lab coat again to receive your dues, a RegUp1.

Words of thanks from your employer: Your busting technique is very impressive. You have a bright future ahead of you, kid. You'll be quite a NetBattler after you get some experience.

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#### 4. Mission2

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Available: After you talk to the man in the Licensing Office about the ALicense exam

Description: I have a very simple request. First, come to KotoSquare! Meet up with a kinda mean-looking Navi.

Meeting place: KotoSquare

Reward: Recov30 \*

Walkthrough: From the License Office, head up the stairs into the Lobby and jack into the Center's Host Computer. Go into the link to the Square Entrance and head down the path. When you reach the atrium of the Square Entrance, take the right path, which leads to Den Area 3. Here, take the upper right path. When you reach the next fork in the road, take the upper left path and follow it to Den Area 2. Keep going until you reach the area that looks like a beehive (Koto Area).

When you reach Koto Area, keep going forward until you reach the sign, then go left and take the path at the end. At the next part, take the upper path. Take the first right and follow that path to the area with the Navi and the moving pathways. Use the moving pathway to get to the other side, then continue onward until you reach a platform with a link that leads you to KotoSquare.

At the KotoSquare Entrance, head to the rightmost corner of the platform and take the path there. This path will take you to KotoSquare itself. Once in KotoSquare, head down and right and talk to the purple and black Navi standing on one of the peninsulas. He will tell you to jack into the Coffee Machine in the Center and get his program back from the Navi inside. Jack out and head to the coffee machine, which is in the leftmost corner of the room.

In the coffee machine, head up and right to reach the Navi. Talk to the purple and black Navi, and it will return the program it stole (OddProg). Then the Navi will start a battle with you.

This battle features three Spooky2s. Be sure to bring plenty of Sword and WideSwrd chips so you can kill them instantly, because if you get their HP low enough without killing them, they use Recov80, which restores them to full vitality. As for the movement patterns, each virus stays in one row until you move into the same row as the virus, then it moves to another row. This can be very annoying when trying to use battle chips, so I don't recommend using Cannon chips in this battle too often, personally. Each virus attacks you by disappearing for a few seconds and then reappearing right in front of you and attacking you. When one of the Spooky2s attacks you, use a Sword or a WideSwrd chip on it to exterminate it. Overall, this battle is tricky only if you let it overwhelm you.

Once you win this battle, jack out of the coffee machine and head back over to the Center's Host Computer and jack into it. Go back to KotoSquare and talk to the Navi again to receive your prize.

Words of thanks from your employer: You are a fast-operating kid. I look forward to seeing you grow up.

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### 5. Mission3

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Available: After you talk to the man in the Licensing Office about the ALicense exam

Description: Help find a lost program! Come to the Okuden Valley campgrounds for details. I'm standing in the middle of the river.

Meeting place: Campground

Reward: HPMemory

Walkthrough: Use the Metro Line to go to Okuden. When you get to Okuden, go all the way to the campgrounds and talk to the man standing on the stone walkway in the middle of the river. He will tell you that one of his son's programs has gotten lost on the Net and that he wants you to find it. Head back to the Metro Line station and go to ACDC Town. There, head to Dex's house and jack into his PC. Use his PC to access the Internet if you have DexCode (if not, you can just challenge Dex to a NetBattle and defeat GutsMan for the code). Once you reach the Internet, head up and right. When you pass the sign, take the upper path and continue onward to Den Area 3. Keep going until you reach an area with a Navi and a program. Talk to the program (the one walking around) and it'll ask you where it is. You'll tell it that its owner is looking for it, and it'll thank you. Jack out and head back to the campground. Talk to the man again to complete the mission.

Words of thanks from your employer: You are a very observant kid. Good luck in future jobs.

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### 6. Chip please!

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Available: After you defeat CutMan

Description: Out water heating program is busted. We've no hot water. Do you have lots of chips? Can you give me a FireSword F? Of course, I'll give you a "Slasher L" in return. I'm in the lobby of the Center, so look for me there. First person that comes gets the goods.

Meeting place: Lobby, the Center

Reward: Slasher L

Walkthrough: All you need to do here is get a FireSword F chip. If you don't have one, you can either try your luck with the Chip Trader or go to KotoArea and win one from a Swordy2. Once you have the FireSword F chip, go to the lobby and talk to the woman nearest the pathway leading to the Licensing Office. She will swap your FireSword F for a Slasher L.

Words of thanks from your employer: I don't know a thing about virus busting. I've never done anything like collect chips myself, but buying them from a nice guy like you is one way to do it. Thanks kid!

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## 7. Paying in advance

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Available: After you defeat CutMan

Description: I'll pay in advance, with an item you won't get elsewhere. The job is easy, and the reward is great - act now! If you're interested then hurry over to Yumland 1! My black Navi is waiting for you there.

Meeting place: Yumland 1

Reward: GateKeyB

Walkthrough: From the Licensing Office, go up the stairs and into the Center's Lobby. Head over to the Center's Host Computer and jack into it. Go to Den Area 3, following the same route you took in Mission3. When you reach the area where the lost program used to be, continue going forward and take a left at the sign. Follow this path to Yumland 1. When you reach Yumland 1, take the upper path up and left. Go all the way to just before you reach the dead end, then head down and left and follow that path to the platform. Once you reach the platform, go down and left and make your way around to the teleporter. Teleport yourself to the platform on the other side and head up and left. Talk to the black and purple Navi, and it will give you your reward, GateKeyB. However, it will tell you to give it all of your battle chips. You, of course, will object to that, and so the Navi will start a battle with you.

In this battle, you will go up against a Sparky and two Flamey2s. This battle will be highly aggravating if you don't have the right chips. It is highly recommended that you have a Sword, WideSword, and/or a LongSword chip in your folder, and that you have at least two Atk+10s in there as well. If possible, be sure to make Sword or WideSword (preferably WideSword if you have enough memory) your default chip. The Flamey2s are located on the top and bottom rows, and the Shocker is located in the middle row. Remember that the Flamey2s won't attack you unless you happen to be in the same row as one of them, so try to stay in the middle row.

It is possible to stay in the middle row and not get hit. Here's how to do it: The Sparky zig-zags back and forth across your area. Wait in the leftmost column of your area, then when it passes the middle square of the column to the right of you, go right. You have to be fast in order to remain unharmed. Once

you have defeated the Sparky, focus your attacks on the Flamey2s. Kill the Flamey2s to win the battle and complete the mission.

Words of thanks from your employer: This is the Center. Good job foiling the con game targetting city NetBattlers. Brilliant work.

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#### 8. Need a Cupid

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Available: After you defeat CutMan

Description: I've fallen madly in love! The problem is, I'm too shy to come out and say it! Somebody help me out, please! Please come to the campground entrance.

Meeting place: Campground Entrance

Reward: 10000 zennys

Walkthrough: Head to the Okuden Valley camp entrance via the Metro Line. Talk to the old man near the bushes and he will tell you that he has fallen in love with a woman and that he wants to tell her how he feels, but is too shy. Lan and Mega Man will suggest that he write her a love letter. The man will write the love letter right there and give it to you. Your job is to deliver the love letter to the woman and bring him her reply after she reads it. Her nickname is Sunflower, and she will be "where flowers bloom," so use the Metro Line to go to Marine Harbor and head over to the garden outside the Center. Talk to the woman standing by the garden. She will tell you that she is Sunflower, so give her the letter. After she reads the letter, the woman will you to give the man her reply: "Start as a friend." Go back to the camp entrance and talk to the man again, giving him her reply. He will then thank you and give you your reward of 10000 zennys.

Words of thanks from your employer: Thank you so much, Cupid! I'm in heaven on earth now!!!

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#### 9. For male pride

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Available: After you defeat Shadowman

Description: I am going to NetBattle a guy. The problem is, I may lose. Can someone help me out here? I'm waiting at the entrance to the Square. Please, save my male pride from embarrassment. Help me!!!

Meeting place: Entrance to the Square

Reward: RegUP2

Walkthrough: Jack into the Center's Host Computer and head to the Square Entrance. Talk to the stationary pink Navi. It will tell you that it is getting ready for a NetBattle, and it wants you to spy on its opponent. The opponent can be found in a "quiet place to relax." You should be able to figure out that the Navi means Okuden Valley, so jack out and use the Metro Line to head to Okuden Valley. Once there, head up the camp road to the waterfall. Jack into the Guardian Statue by the waterfall and go to the left corner. Talk to the green Navi standing there, who just so happens to be the Navi you're looking for. The Navi will tell you that it's training for a NetBattle, and then it

will ask you if you're a fan or a bystander. Say that you're a fan, and then you will be given a choice between asking for its plan and asking what its weak spot is. Choose the one you want, because the Navi will end up saying what its plan is and telling you that it won't tell you what its weak spot is regardless of what you choose. Armed with this information, jack out of the statue and head back to Marine Harbor. Jack into the Center's Host Computer and head back to Square Entrance. Talk to the pink Navi again and tell it about the other Navi's lack of a weak spot and its plan. The pink Navi will tell you to get a Satellitl G chip for it, so give it to the Navi if you have it in your sack already. If not, you can either take a chance at the chip trader in the Center, or you can head to Yumland 1 or Yumland 2 and try to win one from a Sparky. Once you get the chip, take it to the Navi and exchange it for your reward, a RegUP2.

Words of thanks from your employer: Thanks to you, I think I'm gonna win this battle! Thank you very much!

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#### 10. Detective job

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Available: After you return from Netopia

Description: Looking for someone. If you can help, come to ACDC Town. I'm waiting in front of the squirrel.

Meeting place: ACDC Town

Reward: Twister Y

Walkthrough: Go to ACDC Town via the Metro Line and head to the park. Talk to the man in the white shirt and he will show you a picture of a man. He wants you to find the man and find out what he is doing, then report back to him. The man you are looking for is located at the Okuden Dam, so head to Okuden Valley and go all the way to the Okuden Dam. He is located near the end of the path. Talk to the man. He will tell you he's sightseeing, and for you to go home for your own good. Head back to the park in ACDC Town and talk to the man in the white shirt again. He'll tell you that the man you were looking for is actually a dangerous criminal, and he will give you your reward, a Twister Y.

Words of thanks from your employer: Thank you for aiding in the arrest of a vicious criminal.

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#### 11. Sell me a chip!

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Available: After you return from Netopia

Description: I'm leaving the country on a trip & need a strong chip. Can someone sell me a "Catcher N?" I'll pay in cash. I'm waiting at Den Airport.

Meeting place: Airport

Reward: 50000 zennys

Walkthrough: Take the Metro Line to the Airport and head to the departures lobby (red stairs). Talk to the man in the blue shirt and he will offer to pay you for your Catcher N. You should have this already from the Red UFOs in the cockpit's control panel. Otherwise, you should try your luck at the Chip



Trader. If you have the chip, give it to the man and he will pay you 50000 zennys in return. If you don't have the chip, wait until after the earthquake, then head to the plane inside the airport, jack into the control panel, and try to get one from a Red UFO.

Words of thanks from your employer: Thank you for helping me feel safe on my journey.

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## 12. Help reconcile us

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Available: After you return from Netopia

Description: My Navi ran away because we argued the day before last. Can somebody please find my Navi? I'm waiting at the ACDC Town station, please help.

Meeting place: ACDC Station

Reward: HPMemory

Walkthrough: Head to the ACDC Metro Line station and talk to the boy in the orange shirt. He'll tell you that his purple-colored Navi went off into the Net after an argument with him and that he wants you to find it. Head back to the Center and jack into the Center's Host Computer. Go to the Net and head towards Den Area 3. When you get to Den Area 3, head toward Yumland. In Yumland 1, take the same route you took for Job #7, Paying in advance. At the platform with the sign, head left and take the path to Yumland 2.

In Yumland 2, take the upper right arrowed path all the way to the end, then head up and left. Take the lower left arrowed path as far as possible, then head down and right along the arrowed path there. Go up and right past the arrowed path, then go up and left at the fork. Follow the path down and left, then head down and right at the intersection. Go up the ramp and use the link there go get to YumSquare Entrance. At YumSquare Entrance, take the lowermost path to get to YumSquare. Here, go all the way around to the entrance of the Treasure Room. Talk to the purple Navi, and it will complain about its owner. Eventually it will tell you to tell its owner, the boy in ACDC Station, that it won't come back yet. Jack out and head to ACDC Station, then give the boy the news. He will thank you and give you an HPMemory as a reward.

Words of thanks from your employer: Thanks to your help, my Navi and I are friends again.

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## 13. Fight crime

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Available: After you return from Netopia

Description: Recently, a nasty Navi has been making trouble. He picks fights with ordinary Navis, and even uses viruses. Now he's after me, so I'm on the run. Can you do something about this? I'm waiting in a telephone in some house, somewhere.

Meeting place: Inside some phone's computer

Reward: GospCode

Walkthrough: The phone the Navi is referring to is located in Yai's house, so head to ACDC Town and go up to Yai's house. In Yai's house, go up the stairs on the left and head all the way to the left corner of Yai's room. Jack into the telephone there and head to the lower corner. Talk to the purple Navi and it will ask you to get rid of the bad Navi. Then, talk to the other Navi and a battle will commence.

This battle features a Shrimpy3 and two Poppers. It is VERY difficult, so save your game before you begin the battle. Use an electricity-based attack to quickly take out the Shrimpy3, because dodging its attacks will be difficult with the wood towers the Poppers send toward you. Also, I recommend not using an Elec style unless you're confident you can dodge the Poppers' attacks. Overall, just be patient and don't do anything stupid when the wood towers come your way. When you delete the viruses the bad Navi throws at you, talk to the good Navi to get GspCode!

Words of thanks from your employer: Thank you for saving me from a nasty situation. I will train too, so that I can stand up to evil like you!

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#### 14. Help research

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Available: After the earthquake

Description: With the assistance of a TV station, I'm researching virus busting. Please help me with my research. Your task is simple. I want to measure your Navi's data as you delete viruses. Your reward will be an item that I know you will just love. Just don't blame me if your Navi gets deleted instead. ;) If you agree to this job, plug into my van's computer.

Meeting place: Computer in the TV station's van

Reward: PowerUP

Walkthrough: Exit the Center and head to the TV station van. Jack in and head left. Talk to the Navi standing there. You will then begin a sequence of five consecutive battles. Be warned, however; if you die, then it's a Game Over for you, so save before starting the battles.

Battle 1 is against two Rattys and a Flamey2. Stay in the upper two rows and try not to get hit by the mice the Rattys shoot at you. When you've eliminated the Rattys, use battle chips to defeat the Flamey2. This battle shouldn't be too hard.

In Battle 2, you go up against a Goofball, a VacuumFan, and a HardHead2. This battle is MUCH more difficult than the first battle. Your first target should be the VacuumFan. At 90 HP it shouldn't be too difficult to take out, but you should still try not to waste too much time on it. After you get rid of the VacuumFan, try to take out the HardHead2. Leave the Goofball for last. Try to avoid the Goofball's poison mask whenever possible, and heal whenever necessary. Also, try to lure the Goofball to either the top row or the bottom row in order to be able to avoid the poison the mask shoots out at you. After defeating the HardHead2, just take care of the Goofball.

Battle 3 features a Sparkler, a Cloudy2, and a Flappy2. You can take care of these viruses in any order. I recommend focusing your attacks on either the Sparkler or the Cloudy2 first. Take care to watch the movement of the Sparkler and the cloud from the Cloudy2 in order not to get hit. The Sparkler moves exactly like the Sparky (see Job #7: Paying in advance for more info), and the

Cloudy2 shoots a cloud at you that moves up and down. Stay in the middle row to help avoid the Sparkler's attacks, but move up and down occasionally so the Flappy2 doesn't crack the panel you're standing on. Also, remember that when the Flappy2 attacks you to move left or right, since if you move up or down you can still be harmed. Overall, just pray to whatever God or Gods you worship to help you beat this battle, because you'll need to.

You face a Fishy2, a Flamey2, and a FullFire in Battle 4. When the Fishy2 comes after you, it leaves behind a trail of fire that can harm you if you step on it. To avoid the Fishy2, switch rows just before it reaches your row. While you're avoiding the Fishy2, use high-powered chips to knock out the FullFire before it can unleash a barrage of meteors on you, severely hindering your avoiding abilities. Lance is a good chip to use here. Just be patient and don't be discouraged if you don't win on your first try.

The last battle, Battle 5, pits you against a Dominerd2 and two Fishy3s. This is the most frustrating battle for this job, and quite possibly the whole game. The AirShoes chip is a must for this job, for it will be nearly impossible to win this battle without it. Make it your default chip before starting the battles. You will need AirShoes because eventually, the Fishy3 will use Geddon1, which cracks all panels. Select it when the Custom bar fills up the second time, or else it'll be too late. The Dominerd2 takers only 1 HP damage when it's not attacking you, so be sure to bring some good sword and fist chips. Try to hide behind the Dominerd2 so you won't be hit by the Fishy3s. Stay in the center or rightmost column so you can move left when it attacks you. When you defeat the Dominerd2, focus your attacks on the Fishy3s, and be sure to bring a LOT of luck with you. When you (finally) win this battle, the Navi will express its astonishment and give you a PowerUP as a reward.

Words of thanks from your employer: I obtained lots of fascinating data from your Navi. Problem is, we don't have the technology to analyze it! Whoever made his Navi must be a Genius.

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15. Please help  
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Available: After the earthquake

Description: I've heard that Electopia's virus busting is topnotch. Can you get rid of the four nastiest bullies in Netopia? They're too much for us to handle alone. I'm waiting in Netopia Town, in Netopia. Thank you for your time.

Meeting place: Netopia Town

Reward: StepSword M

Walkthrough: Head to the Metro Line station and go to the Airport. Go up and left and take the red stairs to the departure lobby. In the airport, go up and right through the gates, then head up and left to board a plane for Netopia. Once in Netopia, head down and left and exit the airport to get to Netopia Park. Follow the path leading up and left to get to Netopia Town. Continue onward and talk to the woman in the pink shirt near the hotel. She will inform you that the four bullies should be hanging out near the entrance to NetSquare. Head down and left all the way to the end and go into the jewelry shop. Head up and left and jack into Ms. Millions' purse. Follow the winding path to the link, which takes you to Netopia 3.

Go down and right, then head down and left. Keep following this path until you reach the ramp, then head up and left and go up the ramps. When you reach the

platform, follow the arrowed path up and right, then take the teleporter to the next part. Go up and left and take the lower left path. Go down the ramp and take the next lower left path, then go down and left at the intersection. Go all the way down to the teleporter, then take the arrowed path to the next teleporter. After you follow this next teleporter, follow the path up and right, then go up and left and take a right at the end of the pathway to reach the link to the NetSquare Entrance.

When you get to NetSquare, there will be four purple and black Navis on each side of the center of the square. Talk to each of the Navis to enter a battle with the viruses they throw at you. You can talk to them in any order.

UPPER LEFT: Talk to the Navi on the upper left to enter a battle with two Handy3s and a StormBox. Concentrate on eliminating the Handy3s first. Each time bomb they place has 32 HP, so be sure you're using an Elec style if you have one. If you don't have that style, then just make sure to have plenty of high-powered chips such as AquaSword, FireSword, and ElecSword in your folder. Any of the GutsMan chips are helpful as well, since you can use him to crack the rightmost row of panels and break them so the Handy3s can't put down their time bombs. Overall, just equip a lot of high-powered chips in order to defeat the Handy3s as quickly as possible. Once you defeat the Handy3s, simply take out the StormBox to win.

UPPER RIGHT: The Navi on the upper right will throw you into a battle with a BlueUFO, a Fishy2, and a Fishy3. Be careful when you use battle chips, because the BlueUFO will try to steal them. Make the BlueUFO your first target. Use a strong sword chip such as ElecSword or AquaSword to defeat it. You should also use the BlueUFO as a shield against the Fishy2 and the Fishy3. TimeBom2 or TimeBom3 can be really useful here. If that chip happens to come up, use that chip and nothing else in order to keep the BlueUFO from coming to your side. If it doesn't come up, just use any high-powered close-range chip to defeat it. Once you get rid of the BlueUFO, focus your attacks on the Fishy2. After defeating the Fishy2, simply defeat the Fishy3 to claim victory over the evil Navi.

LOWER LEFT: Talking to the Navi on the lower left will pit you against two Brushman2s and a DeathFire. This battle is the easiest of the four, but it can be annoying if you're not fast enough. During the course of the battle, the Brushman2s set down panels that allow an enemy to halve its HP loss. Just take out the Brushman2s quickly and cleanly, then destroy the DeathFire while avoiding the meteors to succeed.

LOWER RIGHT: The lower right Navi will send two Goofballs and a HardHead3 to attack you. I recommend saving this battle for last, because it's easily the hardest of the four battles in this job. Destroy the HardHead3 first, and defeat it as quickly as possible. Also, try to prevent the Goofballs from leaving you with only two columns by staying in the rightmost column of your side right after they're finished trying to poison you. When you get rid of the HardHead3, try to use as many fire-based attacks as you can to facilitate getting rid of the Goofballs. Just don't give up and hope you get lucky in this battle.

Once you defeat the last Navi, jack out and head out of the jewelry store. Go back to the woman and talk to her to pick up your reward, a StepSword M.

Words of thanks from your employer: Everyone is overjoyed that you took care of the bullies!

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16. Lend me cash!

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Available: After the earthquake

Description: The company I'm in charge of is on the verge of bankruptcy. I need 50000 zennys immediately. If business picks up again, I will repay soon, with interest. If you can finance me, come to the big mansion in ACDC.

Meeting place: Biggest mansion in ACDC Town

Reward: 100000 zennys

Walkthrough: Take the Metro Line to ACDC Town and head to Yai's house. Once you're in Yai's house, talk to the man in the white shirt near the entrance. He will ask you for 50000 zennys, so if you have it, give it to him. If not, jack in somewhere and fight a bunch of battles so you can earn more zennys. Once you have enough, give him the money and exit the house. Go back inside and talk to the man again. He'll give you the good news that his business is booming again, and then he'll pay you 100000 zennys for your reward.

Words of thanks from your employer: You saved my company from bankruptcy. You must be the god of prosperity! Thank you very much. "When the wind blows, the kitemaker prospers!"

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17. To bug academics  
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Available: After you wake up following your defeat of FreezeMan

Description: I belong to the Electopia Bug Society. I'm looking for a bug I'm researching for the Symposium. It's called the Den Beetle, and it lives in Electopia. It's a very rare bug, and I'm having trouble finding one. I'm looking for someone to help me find this bug. If you can help, see me at the Okuden Valley campground.

Meeting place: Campground

Reward: Recov200 M

Walkthrough: Take the Metro Line to Okuden Valley and head to the campground. Talk to the man standing by the river. He'll tell you that he wants you to find a Den Beetle. According to the man, the Den Beetle likes places where the water is peaceful. Head back two screens to Camp Road 1 and go down near the river. Head up and left and walk onto the rock path near the kid. Go all the way to the end of the short path to find the Den Beetle, then head back to the Campground and talk to the man again to give him the beetle and receive a Recov200 M for your wages.

Words of thanks from your employer: Thank you for finding the elusive Den Beetle! The bug will finally reveal its many secrets!

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18. Return my gem!  
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Available: After you wake up following your defeat of FreezeMan

Description: I work at a jewelry shop in Netopia, and 3 gems were stolen:

"YumTear"  
"KngStone"  
"Twilight"

I know who did it, but I don't know where he is. Please help me with this investigation.

Meeting place: Netopia Jewelry Shop

Reward: GoldFist Z

Walkthrough: Take the Metro Line to the airport and catch a plane to Netopia. Go into town and head inside the jewelry store. Head over to the right side of the counter and talk to the girl standing there. She'll tell you that the three most expensive items in her shop were stolen, and that the culprits were the "3 Bandit Sisters." She'll ask you to get the gems back from the Sisters. According to her, there's been a reported sighting of them by the castle, so head back to Netopia Park. Go up to the castle and head up and left. Go around the corner and follow the path until you reach a woman in a pink shirt. Talk to her and she'll give herself away as one of the 3 Bandit Sisters. You'll then, of course, enter a battle with some viruses.

In this battle, you're up against a Fishy2, a DeathFire, and a Flamey3. Each column except the far left and far right columns is covered with ice, so Elec-based attacks cause double damage when a virus is on one of them. Keep that in mind. Also keep in mind that when you move along the ice, you won't stop until you either hit a non-ice panel or you hit an edge. Use powerful chips to knock out the Fishy2 first, because it will cause major headaches early on. In the meantime, be mindful of the meteors the DeathFire shoots at you. While the Flamey3 is still alive, try your hardest not to be on the middle row for too long in order to prevent the Flamey3 from trapping you on one of the other rows. After you take care of these baddies, talk to the woman again and she will give you the YumTear.

Head back to Netopia Town and go to your old hotel room. Talk to the woman standing near the corner. She's another one of the 3 Bandit Sisters, so talk to her once, and she'll express her dislike for you barging in on her room. Talk to her once more to begin another battle.

This battle features a Swordy3, a Cloudy3, and a Poofy. Just like in the last battle, each column except for the leftmost and rightmost columns is covered in ice. I will stress this point: USE. ELEC. BASED. ATTACKS. They will make this battle a whole lot easier, especially if you use them when the viruses are on the ice. Take care of the Swordy3 first, and do so quickly before it uses AreaGrab on you. Then, take care of the Cloudy3 before it can do too much damage. In the meantime, try to dodge the ball the Poofy shoots at you by going under it, and try to get the Cloudy3 to shoot the cloud so that it goes over the rightmost column on your side. Once you defeat the Cloudy3, move to the top row when it's safe, dodge the ball, and get rid of the Poofy. Talk to the woman again after winning to earn the KngStone.

The last sister is located at the top of NetCastle, so head back to Netopia Park and go into the castle. Walk through the secret passage and go up and right through the passage. Continue onward through the dungeon until you reach the top of the castle. Talk to the girl there and enter yet another battle.

This battle is against a GreenUFO and two Sparknoids. This is a highly annoying battle. Take care of the GreenUFO first, then stay on the back row while the Sparknoids come toward you. Move right and try to avoid the Sparknoids when they get close to you. Equip plenty of high-powered chips, especially Elec- or







