

Mega Man Battle Network 2 Chip Trader Guide

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Section 1: Overview

Street Fighter. Mario. Link. Franchises that have withstood the test of time and platform, evolving from humble origins to a plethora of games, CDs, anime, and much more.

Certainly one of the greatest video game franchises is Megaman. (Or Rockman, if you like.) Spanning many consoles, handhelds, and even different game genres, the Blue Bomber is one of the most recognizable icons of video game history.

In his latest handheld incarnation, Megaman Battle Network (aka Rockman.EXE), he's turned from a robot to a program, battling virii with the help of his erstwhile operator Lan (or Netto) Hikari. An integral part of that battle is the battle chip system, which sends special attack data to Megaman.

The king of battle chip collectors in the Megaman Battle Network universe is Higure Yamitaro, the bespectacled operator of Numberman and owner of the Chip Shop Higure-ya (known as Higsby's to US fans). Fans of the first Megaman Battle Network remember the two chip traders in his shop - devices that accepted 3 or 10 battle chips and returned a random one in return.

Well, those chip traders are back, and with a vengeance. Sprouting up all over the place like crazed gumball machines, chip traders are an excellent source of rare chips if used correctly.

And, of course, their selection is not entirely random ...

Section 2: Version History

0.7 (6/27/02): First draft. 1007 chip trades catalogued.

Section 3: Chip Trading Basics

In Megaman Battle Network 2, there are three types of Chip Traders: Retro Chip Traders, Chip Traders, and Chip Trader Specials. Retro Chip Traders allow players to get extra mileage out of their MMBN 1 Chips - and are not covered in this guide. Chip Traders take 3 battle chips and exchange them for one new one. The only Chip Trader in the game is located in the Marine Harbor Official Center, in the first floor lobby to the right of the main desk. Chip Trader Specials take 10 battle chips and give you one new one. There are three Chip Trader Specials in the game: one in Netopia (between the Bank and the Hotel), one in Marine Harbor (lower left hand side of the screen, take the stairs down from the cafe and go left), and one in the ACDC Metroline Station.

It does not matter what types of chips you put into a Chip Trader. (In fact, for most of the work in this guide, 3 or 10 Quake1 W's were tossed in repeatedly.) Putting in rare chips does not increase the chance of a rare chip coming out. This guide worked on the following assumptions about the Chip Trader behavior:

- 1) The chips that serve as the input have no effect on the output.
- 2) Each Chip Trader has a list of 'acceptable' chips to give to the player.
- 3) The Chip Trader selects, semi-randomly, from its list of 'acceptable' chips to give to the player.
- 4) The rarity (star count) and type of chip given to the player is based on some fixed percentage or ratio.

Chips were traded after beating the game once (getting 1 star on Continue), then loading from the Continue, clearing the WWW area once (thus fighting Bass once). The number of Quake1 W's in inventory was set to 10, and were fed a random number of continuous times into a chip trader (between 50-150, depending on whether I needed a break ...). Every so often, a different Chip Trader was selected and chip trading commenced on that new trader.

Section 4: Statistics and General Patterns on the Chip Traders

First, some general observations on the Chip Traders. The regular Chip Trader in the Marine Harbor Official Center primarily gives out level 1-3 battle chips. When it does give you a level 4 battle chip, it is always a Hammer. It can still give some chips that can't be obtained in battle (Aqua/Elec/FireBlde, AreaGrab, ColdPnch, Escape, Geddon1, PanlGrab, PanlOut1/3, Repair, RockCube, SloGauge), but most of these aren't really very good. (The Blde series is nice, but you can get these in better Chip Traders, and you probably will eventually.) In short, it is usually a waste of your time to drop chips in the Official Center Chip Trader.

Netopia's Chip Trader Special is a mixed bag. The best part about this chip trader is the fact that you can use it as soon as you reach Netopia for

the first time. It does NOT, however, have any level 5 battle chips. (Any non-WWW V3 Navi, all WWW Navis, Anubis, GodStone, LavaDrag, Muramasa, OldWood, PopUp) You can get Navi chips and level 4 battle chips here, though. When it does return Navi chips, they often have the useful * letter. This makes it a good place to stock up on Roll/Roll2s, GutsMan/GutsMan2s, AirMan/AirMan2s, CutMan, CutMan2s, and QuickMan/QuickMan2s.

Marine Harbor's Chip Trader Special is where you want to go if you're rounding out your rare chip collection. It offers all of the level 5 battle chips (with the exception of LifeAur3, unless beating Bass multiple times unlocks LifeAur3 in this chip trader). It also is pretty free with some of the harder to find level 4 battle chips (UnderSht, DropDown, Guardian especially.) The price for this, however, is that the Marine Harbor Chip Trader Special will not give you ANY Navi chips.

If you want Navi chips (even of those you haven't defeated yet!), ACDC Metroline Station Chip Trader Special is the place. Even if you haven't beaten the V3 WWW Navis, it will be more than willing to give you all of their Navi chips (excepting Bass, of course). It gives out Navis fairly often, and it is the only source of additional Roll V3 Navi chips. It does not, however, carry any other level 5 battle chips other than Navi chips.

The basic Navi percentage (as seen in Netopia) is around 9%. The Navi percentage at ACDC is twice that. For each trader, the 'best' set of chips (level 5 or level 4, depending on the trader) appears approximately 6% of the time. Other percentages seem to vary; Netopia moreso than the other chip traders.

Section 5: Detailed Chip Trade Lists

By the very nature of Chip Trading, these lists are somewhat incomplete. However, they represent compilations of hundreds (perhaps one day thousands) of chip trades. The number in (parenthesis) following a chip type indicates how often the particular chip has been obtained.

Part A: Marine Harbor Official Center Chip Trader

Total Counted: 97

4 Star Chips: 6, all Hammers (6.2%)

3 Star Chips: 8 (8.2%)

2 Star Chips: 42 (43.3%)

1 Star Chips: 41 (42.3%)

AirShoes Z (2)

AquaBlde A

AquaSwrd A

AquaSwrd R

AreaGrab L

Blckhole B

Blckhole H

BrnzFist N (2)

Bubbler B

Bub-V J

Bub-V N

Burner B

Cannon A

Catcher T
ColdPnch B
ColdPnch D
CrossBomb Q
CrossGun M
CrossGun Q
CrossGun S
ElecSword N
ElecSword V
Escape N
Fan N
Fan Y
FireSword H
FireSword N
Geddon1 S
Guard *
Gutpunch H
Hammer R
Hammer T (2)
Hammer V (3)
HeatShot G
HeatShot P
Heat-V N
HiCannon F
LilBomb J (2)
LilCloud G
LilCloud K
LineOut H
LineOut J
Meteor9 C (2)
Meteor9 E
MiniBomb L
PanlGrab H
PanlOut1 B
PanlOut3 C
PanlOut3 Y (2)
PoisMask S (2)
Quake1 P (2)
Ratton1 H
Ratton1 J
Ratton1 K
Recov30 H
Recov50 C (2)
Recov50 E
Recov80 F
Recov80 H
Remobit1 G
Remobit2 B
Remobit2 I
Remobit2 R
Repair C (2)
Repair E
Repair L (2)
Repair P
RockCube V
Satelit1 U
Shotgun H
SloGauge *
Spice1 Q
Spreader O

Sword K
Sword Y
TimeBom1 C
TreeBom1 B
TripNdl C
TripNdl I
V-Gun L
Wind G
Wrecker O
Wrecker Q
Wrecker S

Part B: Netopia Chip Trader Special

Total Counted: 188
Navis: 17 (9.0%)
5 Star Chips: 0
4 Star Chips: 12 (6.4%)
3 Star Chips: 62 (33.0%)
2 Star Chips: 66 (35.1%)
1 Star Chips: 48 (25.5%)

AirMan A
AirShoes V
Aqua +40 * (3)
AquaBall T
AquaBlde A (2)
AquaBlde J
AquaSwrd H
AquaSwrd N
Atk +20 * (2)
Barrier S
Blckhole F
Blower P (3)
Blower R (2)
Blower Z (2)
BrnzFist B
BrnzFist N
Bub-V C (3)
Bub-V S
Candle1 C
Candle1 I
Cannon A
Cannon B
Cannon C (2)
Cannon E
Catcher T
CrosBomb D
CrsShld1 Z
CrsShld2 A
CrsShld2 T
CrsShld2 V
CutMan *
CutMan C
DoubNdl C
Dynawave G
Dynawave N
Dynawave V

ElecBall E
ElecBlde F
ElecSwrd N
Fan A
Fire +40 * (2)
FireBlde Z (2)
FireSwrd R
FstGauge * (5)
FullCust * (2)
Geddon1 C
Geddon1 K
Geddon2 J
Geddon2 T
Geyser L
GrabRvng S
GrabRvng W
GutsMan *
GutsMan G (2)
GutsMan2 G
Hammer V (2)
HeatShot R (2)
Heat-V N
Heat-V S
HiCannon E
Invis1 L
Invis1 R
Invis1 U (2)
Invis2 M
Kunai2 F
Kunai2 Q
LilCloud N
LineOut H
MagBomb1 F
MagBomb1 J
M-Cannon F
M-Cannon H
MedCloud D
MedCloud H
Meteor12 F
Meteor12 J (2)
Meteor9 E (2)
Meteor9 L
Meteor9 V
PoisFace P
PoisFace W
PoisFace Q
PoisMask S (3)
PoisMask Z
Prism B
Prism L
Quake1 Q
Quake1 W
Quake2 W
QuickMan * (2)
QuickMn2 Q
Ratton1 H
Ratton1 J
Ratton1 L
Ratton2 L
Recov120 U (2)

Recov150 N
Recov200 U (2)
Recov200 W
Recov80 F
Remobit1 E
Remobit2 F
Remobit2 R (2)
RockCube B
RockCube G
Roll *
Roll R (3)
Roll2 R (3)
Shadow1 R
Shadow2 D
Shadow2 J
Shadow2 T
Shotgun B
Shotgun F
Shotgun N
SilvFist E
SilvFist I (2)
SilvFist S
SilvFist V (2)
Slasher L
SloGauge * (3)
Sonicwav I
Sonicwav S
Spice2 J
Spreader N
StepSword D
TimeBom1 C
TimeBom1 M
TreeBom1 G
TreeBom2 J
TripNdl C (2)
Twister O (2)
Twister Y
VarSword L
VarSword T
Wind G
Wind J
Wind Q
Wood +40 * (3)
Wrecker W
Yo-Yo1 E
Yo-Yo1 V
ZapRing2 B
ZapRing2 G (2)
ZapRing2 S

Part C: Marine Harbor Chip Trader Special

Total Counted: 270
5 Star Chips: 18 (6.6%)
4 Star Chips: 17 (6.3%)
3 Star Chips: 87 (32.2%)
2 Star Chips: 87 (32.2%)
1 Star Chips: 61 (22.6%)

AirShoes Z
AntiDmg C
AntiDmg R
AntiElec E
AntiNavi X
AntiRecv B
AntiRecv P
AntiSwrd D
AntiSwrd T
AntiWatr W
Anubis H
Anubis K
Anubis M
Anubis U
Anubis W
Aqua +40 * (3)
AquaAura A
AquaAura E
AquaAura Q
AquaBall A
AquaBall T
AreaGrab E (2)
AreaGrab L (2)
Atk +10 * (7)
Atk +20 * (3)
Barrier B
Barrier L (2)
Barrier S
Barrier T (5)
BigCloud W
Blckhole F
Blower P
Blower R
Blower T
Blower W
BrnzFist B
BrnzFist N
BrnzFist S
BubCross K
BubCross T (2)
BubCross V
BubSprd F (2)
BubSprd L
Burner A (2)
Burner L
Candle2 A
Candle3 B
CannBall P
Catcher F
Catcher J
ColdPnch L
CrosBomb T
CrsShld2 A
CrsShld3 P
CrsShld3 U
CustSwrd K
DropDown Q
Elec +40 * (3)
ElecAura D

ElecBlde M (2)
Fan G
Fan L (2)
FireAura N
FireBlde R
FireBlde Z
FireRat B
FstGauge *
FullCust *
Geyser S
GodStone L
GodStone U
GoldFist G
GoldFist O
GrabRvng A
GrabRvng P
GrassLne B (2)
Guardian Z (2)
GutPunch B (4)
GutPunch D
GutPunch H (3)
GutPunch K (4)
GutPunch N (3)
HeatCros K
HeatCros T
HeatCros V (3)
HiCannon D
HiCannon E
HolyPanl C
HolyPanl E
IceLine B
IceLine E
IceLine N
Invis2 Q
Invis2 V
Invis3 C (2)
Invis3 G (2)
Jealosity J
Kunai2 D
Kunai2 J
Kunai2 Q
Kunai3 C
LavaDrag F
LavaDrag G
LavaDrag R
LineOut J
MagBomb2 I
MagBomb2 R
MagBomb2 T
MagBomb3 O
M-Cannon F (2)
MedCloud D
MedCloud H
Meteor12 C
Meteor12 F
Meteor15 G
Meteor15 H
Meteor15 R
Muramasa N
Muramasa W

Navi +20 * (3)
Navi +40 *
OldWood M
OldWood S
OldWood T
PoisMask U
PopUp J
PopUp T
PopUp W
Prism B
Prism C
QuadNdl C
QuadNdl P
Quake2 G
Quake2 N
Quake3 C (2)
Quake3 O
Ratton2 J
Ratton2 K
Ratton2 L (2)
Ratton3 L (2)
Ratton3 M
Ratton3 O (2)
Recov120 U
Recov150 N
Recov150 P
Recov150 R
Remobit2 F
Remobit2 I
Remobit3 L
Repair A
Repair C (2)
RockCube B (4)
RockCube D (2)
RockCube G (3)
RockCube M (2)
RockCube V (2)
Satelit2 H
Satelit2 K
Satelit3 T
Satelit3 X
Satelit3 Z
Shadow2 T
SilvFist L
Slasher H
Slasher L
Sonicwav S
Sonicwav W
Spice2 B
Spice2 H
Spreader N
Spreader Q
TimeBom2 G
TimeBom2 K
TimeBom3 K
TimeBom3 P
TreeBom2 C
TreeBom2 N
TreeBom3 K
TripNdl M

TripNdl C
Twister N
Twister U
UnderSht R (2)
Whirlpl A (2)
Whirlpl E
Whirlpl G (2)
Whirlpl I
Wind G
Wind J (2)
Wind O (2)
Wind Q
Wind T (2)
Wood +40 * (7)
Wrecker Q
Yo-Yo2 A
Yo-Yo3 D
ZapRing3 C (2)
ZapRing3 O
ZapRing3 T (2)

Part D: ACDC Town Metroline Station Chip Trader Special

Total Counted: 452
Navis: 82 (18.1%)
5 Star Chips: 28 (6.2%) [All Navis]
4 Star Chips: 24 (5.3%) [19 Navis or 79.2%]
3 Star Chips: 121 (26.8%) [35 Navis or 28.9%]
2 Star Chips: 167 (36.9%)
1 Star Chips: 112 (24.8%)

AirMan * (2)
AirMan2 *
AirMan2 A
AirMan3 * (2)
AirShoes Z
Aqua +40 * (3)
AquaAura E (2)
AquaAura I
AquaBall A
AquaBall Q
AquaSwrd A
AquaSwrd N (2)
AreaGrab R
AreaGrab S (2)
AreaGrab Z (2)
Atk +10 * (2)
Atk +20 * (4)
Barrier S (2)
BigBomb O (2)
BigBomb T
BigCloud R
BigCloud T
BigCloud U
Blckhole B (2)
Blckhole D
Blckhole F (2)
Blckhole J

BrnzFist B (2)
BrnzFist N
BrnzFist R
BrnzFist S
Bubbler B
Bubbler G (2)
BubCross K (2)
BubCross O (2)
BubCross P
Bub-V D
Bub-V N
Burner A
Burner B
Candle1 M (2)
Candle1 V
Candle2 A
Candle2 J
Candle2 T
CannBall P
Cannon A
Cannon D
Cannon E
Catcher F
Catcher J
Catcher N
Catcher T
ColdPnch B
ColdPnch L
ColdPnch P (2)
ColdPnch S (3)
CrosBomb D
CrosBomb J (2)
CrosBomb O
CrosBomb Q
CrosBomb T
CrossGun Q
CrsShld1 O (2)
CrsShld2 A (2)
CrsShld2 O
CrsShld3 O (2)
CrsShld3 W
CutMan *
CutMan C (3)
CutMan2 *
DashAtk B (2)
DashAtk D
DashAtk L
DoubNdl I
Dynawave N
Dynawave T (3)
Elec +40 * (5)
ElecAura H (2)
ElecBlde F
ElecBlde M
ElecBlde N
ElecBlde R
ElecSword R (4)
ElecSword V
Escape L
Escape N

Fan G
Fan L
Fan N (2)
Fan Y
Fire +40 * (3)
FireAura F
FireBlde H (2)
FireBlde P
FireSwrd F
FireSwrd R
FreezeMn F
FrzMan2 F (2)
FrzMan3 F
FstGauge * (3)
GateMan *
GateMan G
GateMan2 G (2)
Gateman3 G (2)
Guard * (2)
GutPunch B (2)
GutsMan G (3)
HeatBall S
HeatCros K (3)
HeatCros P (2)
HeatCros V
HeatMan * (2)
HeatMan H
HeatMan2 H (2)
HeatMan3 H
HeatShot P (2)
HeatShot R (2)
Heat-V D (2)
Heat-V S (2)
HiCannon C
HiCannon D
HiCannon E
Invis1 U
Invis2 B
Invis2 M
Invis3 W
KnghtMn2 K
KnghtMn3 K (2)
KnightMn K (2)
Kunail E (2)
Kunail L
Kunail P
Kunai2 D
Kunai2 F
Kunai2 J
Kunai2 Q
Kunai2 R
Kunai3 H (2)
Kunai3 N
LeafShld R
LifeAur2 R (2)
LilBomb F
LilBomb Q
LilCloud I
LilCloud K
LilCloud N (2)

LongSwrd A (5)
LongSwrd O
MagBomb1 F (2)
MagBomb1 N
MagBomb2 B
MagnetMn *
MagnetMn M
MagntMn2 M (2)
MagntMn3 M (2)
M-Cannon E
M-Cannon F
M-Cannon H
M-Cannon I (2)
MedCloud D (2)
MedCloud H
Meteor12 C (2)
MiniBomb E
NaplmMn2 N
PanlGrab B
PanlGrab L
PanlGrab P
PanlOut1 S
PanlOut3 C (2)
PanlOut3 E
PharoMan P (3)
PharoMn2 P
PharoMn3 P
PlanetMn P
PlnetMn2 P (4)
PlnetMn3 P
PoisFace P (2)
PoisFace Y
PoisMask S
Protoman * (2)
Protoman B (2)
Protomn2 B (3)
QuadNdl H
Quake1 M
Quake1 Q
Quake2 Q
Quake2 W
Quake3 E
Quake3 W
QuickMan Q
QuickMn2 Q
QuickMn3 Q
Ratton1 I
Ratton1 J
Ratton1 L (2)
Ratton2 K (2)
Ratton2 L
Ratton2 M
Ratton2 N
Ratton3 N
Ratton3 P
Recov10 A
Recov10 E
Recov120 O
Recov120 W
Recov150 R

Recov30 B
Recov30 D
Recov30 F
Recov50 C
Recov50 I (2)
Recov50 N
Recov80 D
Recov80 J (2)
Recov80 O (3)
Remobit1 G
Remobit1 N
Remobit2 B (3)
Remobit2 F (2)
Remobit2 I
Remobit3 A
Remobit3 T
Repair E (3)
Repair L
RockCube D
RockCube G
Roll R
Roll3 R
Satelit1 G
Satelit1 Q
Satelit2 J
Satelit2 K (3)
Satelit3 L
Satelit3 Y
Satelit3 Z (2)
ShadoMan S
ShadoMn2 S (2)
ShadoMn3 S (3)
Shadow1 B
Shadow1 L (2)
Shadow1 R
Shadow2 E
Shadow2 J
Shadow2 M
Shadow3 N
Shockwav H
Shockwav L
Shockwav U (2)
Shotgun B (2)
Shotgun F
SilvFist E
SilvFist L
SilvFist S
SloGauge * (3)
SnakeMan S (3)
SnakeMn3 S
Sonicwav I
Sonicwav S (3)
Sonicwav W
Spice1 A (2)
Spice1 C
Spice1 G (2)
Spice2 E (2)
Spice2 H (2)
Spreader M
Spreader N (3)

Spreader O
Stonebod W
Sword A (2)
Sword K
ThunMan * (2)
ThunMan3 T
TimeBom1 G
TimeBom1 K
TimeBom1 M
TimeBom2 F (2)
TimeBom2 O (2)
TimeBom3 G
TimeBom3 K (2)
Timebom3 P
TimeBom3 Z
ToadMan * (3)
ToadMan T
ToadMan2 T
TreeBom1 B (2)
TreeBom1 H
TreeBom2 C (2)
TreeBom3 K (2)
TreeBom3 V
TripNdl C
TripNdl I
TripNdl M
TripNdl V
V-Gun A (3)
V-Gun L (2)
V-Gun P
Whirlpl E
Whirlpl I
WideSwrd A
WideSwrd L
WideSwrd Q
Wind G
Wood +40 * (2)
WoodAura S
Wrecker U
Yo-Yo1 C
Yo-Yo3 M
Yo-Yo3 Y
ZapRing1 A
ZapRing2 G
ZapRing2 R (3)
ZapRing3 C
ZapRing3 Z

Section 8: Credits

There are several people who submitted additional chip trade information for these statistics, and are gratefully recognized:

(Well, there are none now, but I'll use this space to request readers to send in their chip trade information. Please indicate how far you are in the game - having completed the WWW area is preferred. Lists should be sent via e-mail, text file preferred. The only data I need in a simple list of the chip name and letter, and of course don't just send in the rare chips -

otherwise the statistics will be all messed up.)

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Section 10: Miscellaneous

Well, I was planning on working on Mobile Suit Gundam: MSVS, but as I was wandering through some posts on the MMBN2 Board at GameFAQs, this question somehow got stuck in my mind.

I'm not sure how many more chips I'm going to catalog and add myself (who knows, I might actually establish something resembling a pace and schedule). I'm going to try to shoot for about 500 or so per trader, if possible. Hopefully, other people will send in their contributions.

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