

# Mega Man Battle Network 2 License FAQ

by Xel23

Updated to vFinal on Sep 12, 2004

MegaMan Battle Network 2  
License FAQ  
Written by Xel23  
Version Final - Sunday, September 12, 2004  
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Stylized ASCII art of the Mega Man character, consisting of a series of backslashes, forward slashes, and underscores arranged to form his iconic helmet and body.

Another instance of stylized ASCII art of the Mega Man character, similar to the one above but with a different arrangement of characters.

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Table of Contents:

- 1.0) Introduction
- 2.0) Credits
- 3.0) Version History
- 4.0) The Licenses
  - 4.1) Z License
  - 4.2) B License
  - 4.3) A License
  - 4.4) S License
  - 4.5) SS License
  - 4.6) SSS License
- 5.0) FAQ
- 6.0) Contact
- 7.0) Legal Information
- 8.0) Closing

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## 1.0) INTRODUCTION:

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This is an In-Depth FAQ for MegaMan Battle Network 2 about the Licenses. Quite often in the game you'll have to get a higher-level License in order to advance the storyline and get into more complex areas, and this document is there to guide you in the exams you must take. A big deal out of most of those tests is the Survival Battles, which require a decent folder and skill, but I have some strategies to help you. But remember, I started over my fully completed game to write this, OK?

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2.0) CREDITS:  
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There are so many people to thank; I'll put the Credits section at the top, since I couldn't of wrote this without the helping hand of the people at GameFAQs.com. :)

Xel23, for doing 100% of this guide.  
CJayC, for having such a wonderful site hosting this guide.  
All the vets, for helping me out when I was stuck.  
All the VPL members, for helping others out with questions and folders.

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3.0) VERSION HISTORY:  
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Version 0.5 - Tuesday, November 12, 2002: Started this guide, and restarted this game. It's going to take awhile, so have patience.

Version 1.0 - Saturday, November 16, 2002: Finished up to Knightman's scenario. I've rushing this guide out the door a little early, but I plan to get a little more in-depth later on. Hang in there!

Version 1.5 - Sunday, November 24, 2002: So...suddenly this FAQ isn't good enough for CJayC. Well here is the new improved version.

Version 2.0 - Thursday, November 28, 2002: Added the SS License.

Version 2.5 - Monday, January 20, 2003: I have finally finished the SSS License. This FAQ should pretty much be complete by now.

Version 2.6 - Sunday, February 16, 2003: Some reformatting done. I am pretty sure this will be the FINAL update.

Version Final - Saturday, February 22, 2003: Continued on the A License, adding the Request Board Missions.

Version Final - Sunday, September 12, 2004: I didn't add any new information, I just completely redid the formatting. I also updated to change my contact information. This is DEFINITELY the final version.

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4.0) THE LICENSES:  
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4.1) Z License  
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Comments:

Being the first license in the game, it is, of course, incredibly easy and a complete joke.

Recommended Chips:

Anything will work here!

Objective 1:

Find HeroData and HopeData. (The look like floating, spinning squares)  
- HeroData is in Den Area 3. Once there, just keep walking forward, you can't

miss it.

- HopeData is in Den Area 1. Once there, go along the path, past the NetDealer warp, past the WarpCentral blockade, until you see it.

Reward:

4 MB so you can preset chips with the Select button, Z License.

#### 4.2) B License

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Comments:

First series of tests containing "survival battles". Also, the field-tracking test is a little harder than the first.

Recommended Chips:

AirMan, DashAttack, Spreader

Objective 1:

Delete the Viruses that appear 5x in a row without recovering your HP.

- 2 Mettuar (You should of done this before; just don't stand in one place too long)
- 2 Canodumb (Easy target-picking)
- 3 Mettuar (Do the same thing as the first batch)
- 3 Canodumb (Do the same thing as the first batch)
- 3 Bunny (This can get intense if you're mediocre. All I can say is when they stand in one place to shoot you, hit them with something that is fast like a DashAttack or AirMan)

Objective 2:

Find the Navi that needs help in the Den Area.

- The Navi is in the upper-level of Den Area 3; you get there by exiting the Square and going on the connector on the lower right. Now follow the path until you see him. He'll ask you to find his WalkProg.
- The Navi with the WalkProg is in the first part of Den Area 2, really close to Den Area 1. Beat his 3 Beetanks and return the WalkProg.

Objective 3:

Delete the Viruses that appear 5x in a row without recovering your HP.

- Mettuar2/Flappy/Canodumb (Take care of the Flappy first, while avoiding the others. Be constantly moving.)
- 3 Mettuar2 (Same as regular Mettuar)
- Bunny/Canodumb2/Beetank (Stay out of the Canodumb2's row, and delete the Beetank, then finally the Bunny)
- 3 Canodumb2 (Same as regular Canodumb)
- 2 Hardhead/Beetank (Delete Beetank first, and attack Hardheads only when they're red)

Reward:

1 MB, B License

#### 4.3) A License

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Comments:

I actually think this one is kind of fun! The survival battles have higher-level viruses now, but Airman v3 or DaskAttack can still take them out easily.

Recommended Chips:

Airman, DashAttack, WideSword, LongSword

Objective 1:

Complete all 3 Missions on the Request Board.

- For Mission1, talk to the guy near the Metroline in ACDC Town, and delete the 3 Navis hiding around. They are in the Blackboard, Broken Toy, and the PortableGame. After deleting, talk to the man again for a RegUp1.
- For Mission2, head to KotoSquare, and speak with the purple Navi. Then delete the evil Navi in the Coffee Machine. Backtrack to KotoSquare, and get your Recov30 \*.
- For Mission3, chat with the man in the river in Okuden Campgrounds. After that, jack-in the Net, and go to Den Area 3. Speak with the program there, and go back to the man for an HPMemory.

Objective 2:

Delete the Viruses that appear 5x in a row without recovering your HP.

- Swordy/Hardhead (Stand in the back row, and win the Hardhead opens, DashAttack)
- Spooky/2 Spooky2 (Just peck them off 1 at a time)
- 3 Handy (WideSword works well here)
- 2 Fishy/Beetank (Delete the Beetank, and use swords or something on the Fishy's)
- 3 Flappy (Really annoying, when they pound you, go 1 square back and use a sword)

Objective 3:

Punish 2 bad Navis on the Net.

- The first one is in Den Area 2. Exit the square, and from the bottom-left connector, go left and down along the walkway. You'll get BadDataA once you beat the Navi.
- Go to the Koto Area. Head to KotoSquare, and on the way, you'll see the fiend with BadDataB.

Objective 3: Delete the Viruses that appear 5x in a row without recovering your HP.

- Sparky (It is slow, so anything will work here)
- Spikey2/Spikey/Windbox (Use the rock as protection; stay in the top or bottom row, and when the Spikey's line up, hit them, then move up again)
- 2 Shrimpy (Very basic battle)
- 3 TuffBunny (It's just like regular Bunny's, only faster)
- Sparky/Swordy/MettFire (LifeSword advance works wonders)

Reward:

2 MB, A License, RegUp1 (Mission1), Recov30 \* (Mission2), HPMemory (Mission3)

4.4) S License

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Comments:

First of the 'optional' tests. This one is incredibly short, but the survival battles are now beefed up.

Recommended Chips:

Quakel-3, Bombs, AquaBlade, Jealousy, Repair

Objective 1:

Delete the Viruses that appear 10x in a row without recovering your HP.

- 2 Beetank/Windbox (Overhead attacks, such as Quakes and bombs, work well here)
- Swordy2/Flamey/Mettfire (Watch out for the bomb! It is critical you eliminate the MettFire early so his meteors don't set the bomb off. Until

- you get rid of him, though, don't stand in the same row as the bomb so the Swordy2 doesn't activate it himself. Aqua rules here!)
- Mettuar2/Sparky/Spooky (The Sparky is annoying, and it's best to just get it out of the way with a swipe of a sword)
  - Puffball/Shellgeek/Mushy (Jealousy or any poison attack screws over these guys pretty easily)
  - Candevil/Dominerd/Shadow (Hopefully you'll have sword and piercing attacks at your disposal. Don't stand in the back column. Ultrabomb is great here.)
  - 2 Handy2/Flappy2 (Swords and Repairs are your friend)
  - Shrimpy3/Cloudy2/Null (Dodge!)
  - 2 Yort/Beetank3 (Don't stand in the middle column until after you defeat the Beetank3. Don't use projectiles on the Yorts.)
  - Fishy/Fishy3/Fishy2 (Don't stand in the middle row, and fast attacks work well here and so does Aqua attacks)
  - Goofball/2 HardHead3 (Jealousy, or UltraBomb)

Reward: 1 MB, S License

4.5) SS License

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CHECK THE FAQ SECTION TO FIND OUT WHERE ARMYDATA IS!

Comments:

These tests are more of a nuisance really...the field-tracking test is tedious and annoying, but the Survival Battles actually have changing battlefields, which is pretty cool.

Recommended Chips:

Swords, overhead attacks, Jealousy, Fire & Electric attacks

Objective 1:

Defeat all 4 Black Navis hidden across the Net.

- The first Black Navi is in the northern part of Yumland 2. He has 2 Sparkanoids and a Twisty3 on an icy stage. Don't use an AquaStyle, and stand in the back column and use a Navi.
- The second Black Navi is in Netopia 3. If you remember where you fought for your passport, he is right there. He has 2 Flamey3's and a DeathFire on an icy stage with an ice cube on the virus side. My advice here is to stand in the top row, and use a Quake3 or something to take out the DeathFire when he sits down to launch meteors. Use swords on the Flamey3's. Ultrabomb works well here. Move constantly!
- The third Black Navi is in Undernet 6. Once you enter Undernet 6, take the last ramp leading up and you will see him in a dead end. He has 2 Goofballs and a Snapper on the same stage as always. Jealousy works well here.
- The fourth Black Navi is in UnderKoto. Just follow the path to the Netdealer; you can't miss him. He has a Null&Void, a Poofy, and a Puffy. I have no real advice here.

Objective 2:

Delete the Viruses that appear 20x in a row without recovering your HP.

- 2 Mettuar3 (Quite simple, you should of faced this before!)
- RedDevil/Shellman/Twisty2 (The Twisty is behind the Shellman, so hopefully you have something to hit both at once; use swords on the RedDevil)
- Yurt/FullFire/Spooky2 (There is a rock for the FullFire, so use the above strategy for hitting both at once)
- Fishy3/Fishy2/Fishy3 (Don't stand in the middle row, and use fast attacks!)
- Goofball/2 Shellnerd (Jealousy, or overhead attacks)
- 2 Sparkler (It's best to delete these guys fast, just use a sword when they're right in front of you)

- Dominerd3/Stormbox (The Stormbox will mess-up your defensive maneuvering, so get rid of it first, and don't stay in the back row. Since you really don't have to move, just stay out of the cracked panels.)
- 3 Flappy2 (This is a hit-and-run battle, but swords are still good here. If you stand on a cracked panel and move back, the Flappy2 will fall through the hole!)
- 2 Swordy3/KillPlant (Jealousy)
- Mettuar3/Cloudy2 (Pathetically easy!)
- Spooky3/2 Spooky2 (When one of them disappears, start sliding across the icy stage to avoid him)
- 3 Dominerd (Go the top-right panel on your side, and when a Dominerd attacks, move 1 square back and use a sword, but it's easier to use Ultrabomb at the start of the battle)
- 2 Megabunny/Ratty3 (The Ratty3's attack should be easy to dodge if you're constantly moving)
- 2 Ratty3/Deathfire (The icy stage works to your advantage here, so you can continually pluck off the Ratty3's with your Buster or something)
- 2 Shrimpy3/Beetank2 (Electric attacks will work 4x better here)
- 2 Canodumb3/Beetank3 (Don't stay in the middle column)
- Dominerd2/2 Flappy2 (You'll be doing a lot of backing-up here)
- 2 Spike3/Flamey3 (Don't stay in your middle panel or your top row for more than a second or suffer the terrible consequences of the bomb in the upper-right-hand corner any one of these viruses can set off)
- Sparkanoid/Shrimpy3/Popper (No real advice here)
- Spooky3/Bluegon/Hardhead3 (Take out the Spooky3 first, then the Hardhead3, and finally the Bluegon whose attack you can easily dodge if you pay attention, or just use Jealousy)

Reward:

SS License, 1 MB

#### 4.6) SSS License

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Comments:

This is the final license exam of the game. It can be tough, and LONG. Luckily most of it is in the Real World, and I am here to help.

Recommended Chips:

Any powerful Navi, Guardians, and some heavy-duty Program Advances.

Objective 1:

Find the Navi Master by following the clues.

- "A signboard that smells of fresh air" (Read the sign by the Marine Harbor cafe)
- "Great jug beyond the four cedars" (Go to the Okuden Dam. In a dead end, there should now be a man from the Center. Talk to him.)
- "Big Bird Brain" (Get back on the plane. Now head down to the cockpit. On the purple monitor near the top of the screen, there is a message.)
- "The place overlooking different cultures" (Get to the very top of Netopia Castle. Talk to the lady that has appeared there.)
- "One of the coffins of things cast away by humans" (Enter the Netopia Underground. Read the scribbling on the 3rd dump-ster from the right.)
- "Kingdom in cyber forest. Object in center of treasury" (As MegaMan, enter YumSquare and go where the Chng.bat was to find a Navi with the next pass-phrase.)
- "Something that plays a sound" (Jack-in Mayl's piano and speak with the Navi in the northern corner.)
- "My natural parents" (Talk to your dad in the lab!)

## Objective 2:

Defeat the Navi Master.

- GutsMan2 (A HeavyStamp Program Advance instantly destroys him)
- ToadMan2 (Electric attacks totally screw him over)
- ThunMan2 (Use some wood stuff, or bomb attacks, anything that will go through or past his clouds)
- SnakeMn2 (Really fast chips such as swords work well here)
- HeatMan2 (Aqua attacks)
- ProtoMn2 (Be fast, and don't stay in the front column)

## Objective 3:

Delete the Viruses that appear 30x in a row without recovering your HP.

- 2 Mettaur2/Mettaur3 (Simple...)
- Swordy/Mashy/KillWeed (First go after the Swordy, then the Mashy, and finally the KillWeed)
- Fishy3/DeathFire (Use attacks that can hit behind the rock for the DeathFire, and hit the Fishy3 ONLY when it's standing still)
- Blue Demon/2 Canodumb3 (AreaGrab+LifeSword3=Dead viruses)
- CanDevil2/Fishy2 (Hit the Fishy2 first, then destroy the CanDevil2's Candle along with the CanDevil. I like to use Gater or a charged Buster)
- BlueUFO/HardHead2/Cloudy2 (On this Ice Stage, get rid of the BlueUFO so your chips don't get stolen, then get to the northwest panel and slide forward when the HardHead is vulnerable to destroy it)
- 2 Magmacker/Beetank2 (Hang out in the corners to avoid the Crosbomb, and hit with Magmackers with a sword when they charge)
- MegaBunny/Mettaur3/Flappy3 (This can get intense, so take out MegaBunny first and then try to make the Flappy3 cancel it's attack by making it fall through empty panels)
- Sparknoid (Be quick in the poison panel when you dodge the Sparknoid, and use really fast attacks like swords)
- 2 Fishy2/WindBox (Stay in the back column, and at either the top or bottom panels. When the Fishy2 attack, go on the alternate panel to avoid the flames)
- 2 Handy3/HardHead (Use a wide-sword when the Handy3s set the bombs)
- Beetank3 (Alternate corners when it attacks, and destroy the block ASAP)
- 2 Swordy2/DeathFire (Use fire attacks, attack Swordy2s first)
- 2 Ratty2/Poofy (Take out the Ratty2s in one hit unless you want them to get freakishly fast. The Poofy is simple; just do your little fancy evasive maneuvers on the ball it shoots while shooting him)
- RedUFO/BlueUFO/GreenUFO (Keep on going after the one with the least HP so you have one less ZapRing to avoid)
- DeathFire/Spooky3 (Take out the Spooky3, then while moving up & down the safe column, delete the pesky DeathFire)
- Yurt/Yart/VacuumFan (Get rid of the VacuumFan ASAP so you can avoid attacks, then hide in the back column like a coward and shoot away)
- Mettaur3/StormBox/Beetank2 (To move freely again, destroy the StormBox. You will take damage in the lava. Now delete the annoying Mettaur3 and finally the Beetank2)
- 2 Dominerd/VacuumFan (Stay in the top row, then when the Dominerds attack go down and destroy that VacuumFan. Eliminate the Dominerds with ease :P)
- 2 Dominerd2 (I hope you have some Repairs with you! Geddon1 is a demonic device these devilish Dominerd2s devour)
- MegalianA/MegalianH/MegalianW (Use a powerful multi-hit attack such as Gater to wipe them all out, or make heavy use of swords)
- Flappy3/Spooky3/Flappy3 (Use some fast chips to get the Spooky3 out of the way, then use the fall-through tactic I described earlier to make the Flappy3s lives miserable)
- Fishy2/Spikey (Beware the bombs. Stay in the top of the front column then go down to the bottom to avoid attacks)
- Sparknoid/Mettaur3 (Hide behind the holes to dodge the Mettaur3. But take

out the Sparknoid IMMEDIATELY!

- Mettuar/2 Handy3 (Don't even waste a chip on that puny Mettaur. Then use swords on the Handy3s)
- 3 Ratty3 (One of the harder battles. The most I can say is to switch columns only when you are dodging a Ratton)
- GreenUFO/Beetank3/Twisty3 (Be sure to exterminate the Twisty3 first. After that, stay in either the front or back columns to avoid the bombs)
- Yart/2 Shellman (The Yart is sin, so take it out first. Now just avoid the Shellmans' attacks)
- Swordy3/Cloudy3/Snapper2 (Go to northeast corner, then go back when the Cloudy3 attacks so you can hit the Swordy3)
- HardHead3/Yellowgon/HardHead3 (Take out HardHead3s first, use fast attacks on the Yellowgon)

Reward:

SSS License, 1 MB

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5.0) FAQ:  
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Q: How can I make the survival battles easier?

A: In the early part of the game, Airman v3 or ProtoMan v3 owns all of these guys. LifeSword also works wonders.

Q: Where is ArmyData?

A: Enter WWW Area 1 through Undernet 4. Go through the place until you find another Wormhole like the one you entered from. Go in it, and you will find a Purple Mystery Data containing ArmyData.

Q: How do I perform Program Advances?

A: Select the chips necessary in a Program Advance on the chip selection screen in battle in the correct order. Example: Wind G, Fan G, and GateMan make Gater.

Q: How do I defeat Protectos?

A: You must use a single attack that does more damage then their HP on all of them at the same time. The Ultrabomb Program Advance works most of the time, but I prefer using IceStage, then ElecBall right before the Protectos explode, then beefing it up immensely.

Q: Where are Sattelitel G's?

A: S-rank Sparkys, which are found in the Den Airport Flight Board.

Q: Where are ZapRing2 B's?

A: S-rank TuffBunnys, which are found in the Netopian Castle Goddess Statue.

Q: What is Warp Central?

A: Warp Central is that area in Den Area 1 with 4 warps.

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6.0) CONTACT:  
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My e-mail address is frostmourne@gmail.com. Please use this address if you have something you want to contribute or criticize. Suggestions are always welcome. Just make sure you use proper grammar and spelling and put 'About your License FAQ' in the topic. Do not bother sending spam, because I am telling you right now I'm not interested. Also, I will block you if you are just sending hate mail. Feel free to praise me anyway you like, though. :)



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7.0) LEGAL INFORMATION:  
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8.0) CLOSING:  
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This concludes my License FAQ. I hope it was informative, and interesting to read. Hopefully now all your virus-deleting skills were made even better when you read this. That would personally make me very happy and give me a sense of accomplishment.

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