

# Mega Man EXE Battle Network FAQ/Walkthrough

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Battle Network Rockman EXE 2  
release 12/14/01 in Japan  
(c) Capcom Co., Ltd  
only for Gameboy Advance

FAQ version 1.5 (3/25/02)  
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latest version of this faq can always be found at:  
<http://www.gamefaqs.com> or <http://pinoyotaku.com/faq/rmexe.txt>

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-Foreword-

Battle Network Rockman EXE2 is the sequel to, obviously, the previous title by the same name. Just a warning, I write this faq to aid gamers with at least a minimal grasp of the Japanese language (ie. at least have a kana table to refer to). And at the very least, managed to play the prequel first! You're most likely playing a rom anyway, wait for the English one if you're totally lost.

There are quite a few changes in rmexe2, mostly making the gameplay much more challenging. You can only have a max of 5 chips of the same kind now. Fighter sword class is now unobtainable except maybe by hacking. V3's of navis have an added twist to them that were not found in thier previous versions. Rockman does not heal after every battle (consequence of the 100% sync between Net and Rockman due to Site.bat). The use of items is introduced. Terrain hazards have also been added. Armors are gone and replaced by the styles.

Well, that's about all that I could think of right now. I'm sure you'll find out more soon enough.

As always, contributions are very welcome. If you can correct my mistake, confirm something for me, or add to something I'm missing, you will be properly credited.

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-Controls-

Nothing has been changed much in this aspect with respect to rmexel.

-world-trotting

-real world

A - talking, using, confirming, observing ... just like every other game

B - dash, cancelling ... just like every other RPG

L - talk to Rockman

R - jack in to a computer network

start - brings up the menu

select - commits a chip into memory (more on this later)

-on the net

A - ditto real world

B - ditto

L - Talk to Net

R - jack out of a computer network

start - ditto real world

select - double ditto

-battle controls

-in menu

A - select chips, confirm

B - cancel

L - try to escape from battle (low success rate compared to escape chip)

R - describes what a chip does (when cursor is over a chip)

-in battle

A - use chips

B - use buster, hold to charge, use shield (last 2 only when applicable)

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-Menu-

Press start when out of battle to bring it up. From top to bottom:

Chip folders

Folder1

-pressing a will bring up 2 options. top one is to arrange the chips, bottom one is to equip the folder. pressing L/R will slowly scroll folder contents

-when in chip arrange mode, pressing -> will take you to the chip depot, pressing <- will take you back to your folder. press select while in your folder to preset a chip into memory. the max mb chip you can preset is indicated on the top of the screen. a preset chip will be the chip indicated with a red outline when you enter battle. memory chips increase your memory. press start for sorting options

Sub Chip

Pick an item to use. They can range from healing to stealth items. More on it in the "-Items-" section. sub memory chips will increase the no. of items you can carry.

Data Library

Track the progress of your chip collection here. Pressing -> will bring up the chip advance/combo screen. There you can track how many combos you've found.

Rockman

Track Rockman.exe's progress here. You can change styles and use buster ups here.

Key Item

Check what game progress-related items you have.

Network

Use link cable features here. Also lists your chip count and vs. battle record.

Test battle  
Real battle (deathmatch)  
Chip trade  
Style trade

Save

Exit

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-Characters-

Net Hikari - main character, the guy you control. His netnavi is Rockman  
Mayl Sakurai - Net's best friend (and love interest :P). Her netnavi is Roll  
Dekao - class bully (-ish). Cross between a fish and a mohawk. His netnavi is Gutsman  
Yaito - 8 year old genius, I think she has issues... Her netnavi is Glyde  
Yuuichiro Hikari - Net's dad, foremost expert on netnavis  
Haruka Hikari - Net's mom. Her roles aren't evident but I'm sure she does them well  
Enzan Ijyuuin - Official netbattler. Net's rival of sorts. His netnavi is Blues  
Mariko-sensei - Net's teacher, will teach you the basics of netbattling.  
Higureya-san - Net's (former?) teacher. Owner of the chip shop, Numberman's operator  
Arashi Kazefuki - blonde haired guy. Airman's operator  
Kero-san - Reporter that wears a frog hat. Quite a celebrity. Her netnavi is Toadman  
Meijin - guy with a gas mask. I doubt that's his real name. His netnavi is Gateman  
Daisuke Hayami - guy with a red shirt. Quickman's operator  
??? - Shadowman (and Cutman?)'s operator  
Raul - native american guy. Hangs out by the court. His netnavi is Thunderman  
Millionaire-sama - also known as the snake lady. Her netnavi is Snakeman  
Princess Pride - pretty, blonde-haired princess. Her netnavi is Knightman  
Magnets Gauss - distinguished gentleman. Magnetman's operator  
Hinoken - former WWW member, ditched Fireman for Heatman (a wise choice actually...)  
Shuiyou Gospel - Freezeman's operator (debatable, I suppose), head of Gospel

...more to be added as I get info (or start remembering stuff)

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-Locations-

-real world

Akihabara town - Net's home town. First choice in Metroline selection.

Points of interest: School, playground, Net's house, Mayl's house, Dekao's house  
Yai's house, doghouse

Marine harbor - The new government complex. Second choice in Metroline selection.

Points of interest: Official center offices, Mother servers, cafe, TV van, job  
board, coffee machine, license computer, official square server

Wilderness trail - Speaks for itself I think. Third choice in Metroline selection

Points of interest: Camp entrance, trail1, trail2, waterfall, monk statue, bear,  
campsite, dam, dam control building.

Japan Airport - Do I need to explain? Fourth choice in Metroline selection.

Points of interest: Departures area, information board, departures gate, duty free  
store, arrivals area

Ameroupe Airport - Self explananatory. Look at the Ameroupe Bus stop sign. First  
question asks if you're sure. Second question gives you a) go to  
departures area, or b) go to arrivals area.

Points of interest: Tourism booth, arrival area, departures area, departures gate,  
duty free store

Ameroupe City - Sounds like a splice of America and Europe. Looks like it too...

Points of interest: Ameroupe castle, secret lab, dungeons, tower, downtown, hotel, alley, jewelry store, goddess statue

Airplane - After you get the FreePass, when you pass through the departures gate, you'll be given a choice. First one takes you to Ameroupe, the second will take you inside the plane.

Points of interest: Economy class area, TV, lavatories, business class area, galley  
First class area, cockpit, navigation computer, airline server

Kotobuki town - Looks like a distopian future town. Digital convergence gone bad. Get here by using the Kotobuki pass from Marine Harbor metroline station.

Points of interest: Vending machine, ATM, Masion 2nd floor, 9th floor, 30th floor

#### -internet

Internet zone - First part of the net you can access. Neon blue/green area.

- divided into internet area-1, area-2, area-3 lower level, area-3 upper level, official square entrance, official square, license area, official square homepage (aka. official square message boards)
- has access to Kotobuki area, Ajina area-1, Ameroupe area-1, Net's computer, Mayl's computer, Yaito's computer, Dekao's computer
- also contains warp central. takes you to official, Kotobuki, Ajina, Ameroupe squares' entrances

Kotobuki zone - Red/orange area. Has a flower background.

- divided into Kotobuki area, Kotobuki square entrance, square, square homepage, Ula Kotobuki area, square, square homepage
- has access to internet area-3 upper level, ula internet-3 lower level

Ajina zone - Defined by platforms of red earth. Has a leaf background.

- divided into Ajina area-1, area-2, Ajina square entrance, Ajina square, Ajina square homepage
- has access to Ameroupe area-3, internet area-3 lower level

Ameroupe zone - Defined by platforms with Victorian design. Has a crest background.

- divided into Ameroupe area-1, area-2, area-3, square, square entrance
- has access to Ajina area-2, internet area-3 lower level, ula internet-1, Millionaire's bag's computer, stereo computer

Ula internet zone - Reverse internet/undernet. Dark area with glowing neon lights.

- divided into ula internet-1, internet-2, internet-3 lower level, internet-3 upper level, internet-4, internet-5 south, internet-5 north, internet-6, internet-7, ula square, ula square homepage (aka. ula message boards)
- has access to Ameroupe area-3, Ula Kotobuki area, WWW area-1

WWW network - secret area. Has a skull background.

- divided into WWW area-1, area-2, area-3
- has access to internet area-1, ula internet-4

#### -plug-in ports

Akihara town

Net's computer

Net's TV

Mayl's computer

Dekao's computer

Dekao's linked gameboy advances

Yaito's computer  
Yaito's phone  
Doghouse  
Blackboard at school  
Yaito's house ventilation network  
Mecha toy by playground (not available at start)  
Mayl's piano (NAAS)  
Statue at Yaito's house (NAAS)

#### Marine Harbor

TV van  
Official square server  
License computer  
Dad's test computer  
Presentation board  
Navi Computer servers

#### Wilderness trail

Monk statue  
Bear  
Barbeque grill  
Bomb servers

#### Japan Airport

Information board

#### Ameroupe Airport

Duty free shop (near the wines)

#### Ameroupe City

Goddess statue  
Hotel refrigerator  
Stereo  
Millionaire's Bag  
Ameroupe Castle Dungeon servers

#### Airplane

Economy class TV  
Airline server (NAAS)

#### Kotobuki town

Vending machine  
ATM  
Mansion servers

-chip traders

Chip trader-1 - takes 3 chips, gives 1 random 1-3 star chip

Official center lobby

Chip trader-2 - takes 10 chips, gives 1 random 1-5 star chip

Ameroupe downtown, by hotel entrance

Marine Harbor circle (NAAS)

Akihara Metroline station (NAAS)

Retro chip trader - takes 1 rmex1 chip via link cable, gives 1 random ? star chip

Wilderness trail entrance

Official center offices

Japan airport arrivals area

Airplane first class area

-shops

There are 2 kinds of shops, 1 for items 1 for chips. I'm only going to list what I know is for sale from memory or based on what my source Japanese site says. Caveat.

-chip merchants (all items have a max of 3, sans buster up which is 1)

Internet area-1

HP memory 1000~

Shotgun B 200

Smallbomb J 500

Recovery10 \* 500

Spreadgun Q 1000

Internet area-3 upper level

HP memory 3000~

Buster UP 5000

Attack+10 \* 600

Shotgun O 800

Recovery30 B 1000

Areasteal E 2000

Official Square

HP memory 2000~

Crossgun J 600

Widesword L 800

Recovery30 1000

Barrier B 1200

Kotobuki Square

HP memory 4000~

Buster UP 10000

Panelsteal \* 1000

Fire+40 \* 3000

Flameblade R 3800

Aquasword N 5000

Ajina area-2

Stonecube \* 500

Coldpunch B 800

Spreadgun N 800

Catchmotion T 2000

Ameroupe area-2

Turbo \* 2000

Seikomi \* 2000

Barrier \* 4000

Rabbitring1 \* 5000

Numberman (Ameroupe area-2 north)

Recovery120 O 4000

Elec+40 \* 5000

Customsword B 7500

Ameroupe Square

HP memory 8000~

Buster UP 10000

Panelreturn \* 2400

Widesword \* 3000

Breakhammer U 4800

Jealousy 10000

Ula internet-1

HP memory 10000~

Fullcustom \* 5000

Attack+20 \* 8000

Elecblade R 9000

Stealpunish W 10000

Ula square

HP memory 12000~

Buster UP 20000

Magnetline Q 8000

Magmaline A 8000

Iceline F 8000

Kusamuraline R 8000

Numberman (Ula internet-5 north)

Recovery 120 O 4000\*

Elec+40 \* 5000\*

Customsword B 7500\*

Kagigenkin T 8000

Hiraishin H 9000

Daikouzui W 10000

\*carryovers from first Numberman store, so if you bought it 1 before, 2 will remain

Ula Kotobuki area

HP memory 15000~

Buster UP 20000

Quickguage \* 5000

Slowguage \* 5000

Aquablade R 8000

Anothermind D 10000

WWW areal (all classic rmexel chips)

Trident E 20000

Tornado E 20000

Stealthmine S 20000

Frontsensor R 20000

Doublesensor E 20000

Bubblewrap R 20000

Godstone Q 50000

Numberman (Internet area-1)

Recovery 120 O 4000\*

Elec+40 \* 5000\*

Customsword B 7500\*

Kagigenkin T 8000\*

Hiraishin H 9000\*

Daikouzui W 10000\*

Deathmarch1 S 10000

Deathmarch2 Z 14000

\*carryovers from previous Numberman stores

Bargain shop (only accepts bargain pieces)

Crossgun \* 1bp

Spreadgun M 1bp

Recovery80 \* 2bp

Airshoes A 4bp

Attack+30 \* 8bp



Zeushammer Z 16bp

-item merchants (doesn't run out like chip merchants)

Akihara town

Mini Energy 50

Full Energy 400

Option Lock 4000

Official square

Mini Energy 50

Full Energy 400

Shinobu Dash 200

Official center lobby

Mini Energy 50

Shinobu Dash 200

Enemy Search 10000

Dam trail (by the billboard)

Mini Energy 50

Full Energy 400

Option Lock 4000

Kotobuki square

Full Energy 400

Shinobu Dash 200

Option Lock 4000

Ameroupe square

Full Energy 400

Shinobu Dash 200

Enemy Search 10000

Airplane Economy class TV

Full Energy 400

Shinobu Dash 200

Option Lock 4000

Ula square

Full Energy 400

Untrap 100

Option Lock 4000

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-Walkthrough-

Again, I have to stress that I've written this mainly for gamers with a little understanding of Japanese or at least played enough to guess what's what. I'll still try to describe things enough to be identifiable. And I'm not fluent at Japanese either so I'm not going to pretend that I actually know the story, so don't expect to find it here :P

-scenario 1: \*sighs\* The trouble with computerized air ventilation systems...

1)talk to Dekao, talk to him again after class ends

2)go home and talk to mom

3)jack into your computer, Mariko-sensei will teach you the basics of netbattling.

first 2 rounds are the same as rmexel, 3rd one is slightly different so pay attention

4)go to official center and talk to the green navi nearest to the firewall. he will ask you to find 2 pieces of data. find them in internet area-3 near the p-blocks and in internet area-1 near the dead end on the southwest of the screen. return to the

- green navi and he will give you the super license and the regular system
- 5)plug out and go to Yaito's house. Mayl should give you a Rollv1 chip
  - 6)plug in and go towards the bath. plug into the ventilation system, shut off the gas
  - 7)when the game switches the controls over to Net, go up to the 2nd floor and search one of Yaito's dressers for an item (can't remember which one)
  - 8)proceed on to the very end of the vent system network and delete Airman
  - 9)go home and sleep

-scenario 2: What? You've beaten Wily and you're not even an official netbattler?

- 1)go to school. then go to Dekao and Yaito and discuss plans for the camping trip
- 2)take the metroline to Marine Harbor.
- 3)talk to the official lady at the leftmost counter to get permission to take the B license test
- 4)plug into the license computer and talk to the green navi. you have to complete 3 tasks to get your B license. 1st is a 5 round endurance battle, 2nd is to get a data from a green navi just south of the netmerchant in internet area-3 upper level, first you have to talk to the navi, he'll ask you to defeat a rogue navi in internet area-2 do that then go back and talk to the navi to get the data. talk to the license bot to complete the task. 3rd task is a 5 round endurance battle
- 5)go home and sleep

-scenario 3: Buses, bees, bears, Blues and bombs. Can you say 'B' spells disaster?

- 1)go to the bus station and talk to Mayl, Dekao and Yaito
- 2)go towards the bees. find 3 items in the area. they're at the ends of the rock bridges, the ends of the riverbank and at the tree that corners out
- 3)go towards the bear. go find an item behind the waterfall.
- 4)approach the bear again. plug in and talk to the navi, defeat the virus.
- 5)get 3 items from people in the camp. kindling from the fat lady, fish from the man with the bandana, wood from the old man in the lower part of the screen. talk to Mayl Yaito and Dekao, they'll each need 1 of the items you collected.
- 6)after the barbecue, head towards the dam. you'll find Enzan trapped in the dam control building after finding bombs there.
- 7)disable all 4 bombs in this order
  - PET on the rock bridge
  - Thermos on the picnic blanket
  - PET hidden behind the waterfall
  - PET on guy with red shirt on the opposite side of the road where you found the bees. he's quickman's operator, talk to him to plug in.
- 8)Beat quickman to disable the final bomb.

-scenario 4: What? You're a mere B class netbattler? That doesn't cut it!

- 1)go to internet area-3, go towards the Ajina area (look at the p-block on the left)
- 2)plug out and talk to the official behind the counter near the job board. he'll post 3 new tasks in the job board. accomplish job 3-5 (solution in -jobs section)
- 3)plug into the license computer and talk to the green navi. again, you have 3 tasks. 1st is a 5 round endurance battle. 2nd is to find 2 rogue navis on the net (one in internet area-2, the other in kotobuki area). 3rd is another 5 round endurance battle complete them and you get your A class license.
- 4)you're now able to open the p-block you looked at
- 5)work your way through the ajina zone until you reach ajina square
- 6)enter the ajina square homepage (the house shaped door) and beat Cutman.

-scenario 5: Time for a change of pace, Mother wants you to solve panel puzzles

- 1)go visit Net's dad in the official center offices on the 2nd floor
- 2)plug in to the official center server, let Rockman post at one of the msgboards
- 3)plug out and plug in. read the reply. plug out go to the job board, complete the

new jobs that show up.

- 4)plug in again, go to Kotobuki square and talk to all the navis there. go back to the official square message boards. there should be another post for you to read.
- 4)go to the Akihara playground and talk to a man that will give you an item
- 5)go to the campsite and talk to a lady beside the blue tent, get an item from her
- 6)go to Kotobuki square and talk to a purple navi near the house-shaped door, you should get the Ajina key (if not try talking to the other navis)
- 7)go to Ajina square and re-enter the homepage. use the key to go through the barrier take change.bat from the purple mystery data, battle 4 ghost navis on your way out.
- 8)talk to Net's dad, he will process change.bat and make it usable to Rockman
- 9)go to official square and defeat the dark navi.
- 10)the Mother computers have been attacked, go and help the other netbattlers. they're located opposite the official center offices on the 2nd floor
- 11)plug into the Mother servers and solve the panel puzzles. the passwords are:  
<get out your kana table if you're not familiar with katakana>

Mother computer-1 "DANGO" "SHINGOUKI" "O SE"

Mother computer-2 "HAJIGARETAKI" "ARIJIGOKU" "MOUSUKOSHIDAGANBAROU"

Mother computer-3 "RINGO-GORIRA-RAKUGAKI-KITAKITSUNE" "TOOREMASUYO" "CHIRINURUWO"

Mother computer-4 "TENTOUMUSHI" "SHIAFUROMO" "KA" "KENTOUOINORIMASU"

Mother computer-5 "FUTAKOBUKUDA" "KAKIKUKEKOTACHITSUTETO" "MEINSHISUTEMUHEISOGE"  
"MEINSSHISUTE" "MUSUGUSOKO" "PUROGURAMU"

12)beat shadowman

-scenario 6 - ~Oh say can you see? I'm coming to Ameroupe!~ Hey, that's not right!

- 1)get the passport from the official center from the official in the rightmost booth
- 2)go to the airport via the metroline, Mayl will give you a wireless access device. Go through airport security. airport security (net mafia in disguise) will confiscate your PET, chips, money, and passport. they'll give you a mini-PET instead. Talk to Enzan, he will give you your PET back (wonder how he got a hold of it), then proceed through the departure gate
- 3)when you arrive at Ameroupe, talk to the guy in the tourism booth so you'll be able to understand the Ameroupe language. go to your hotel room and get your folder chips
- 4)after the sequence where you throw your PET down, go and talk to Higureya. he'll give you a chip (you should have 2 folders by now, with the extra chip you can be able to arrange chips between folders again, barely at least). go back and apologize to Rockman and get your PET back.
- 5)talk to the old man near Ameroupe Castle, then go to the alley and talk to Jim, the black kid. Give him a metguard \* (I sure hope you have at least one of these or you'll have to hunt for it in a chip trader-2, which would be a waste), he'll tell you about Raul's p-code chip. Talk to Raul, the native american guy by the courts at the end of the alley. Netbattle him and Thunderman for his p-code.
- 6)jack into the stereo, with Raul's p-code, you should be able to access the Ameroupe zone. Make your way towards area-3 and look for some dark navi's arguing.
- 7)talk to one of the navis and battle one of them, you'll get your passport back once you win. Plug out and talk to Jim again and give him another metguard \*, if you don't have one, you have it easier this time around. you can get it randomly from mystery data in Ameroupe area-3.
- 8)you should now be able to coax Millionaire-sama to netbattle you. She's the VIP in the jewelry store. Win and get her p-code. I think you get your money and chips back from her as well, but you should have everything back by now.
- 9)go back to the hotel and sleep

-scenario 7 - Castles, dungeons, knights and a princess? Isn't this the year 21XX?

- 1)go to Ameroupe Castle and walk through the wall where the crest is at. Talk to everyone inside
- 2)after a cutscene go to the door on the right, you'll drop into a dungeon. Try to go

forward until you are stopped by a trap. Plug into the castle network and disable it. proceed onward and continue disabling traps. make sure to retrieve your wireless access device from the wall once the flames are gone

3)when you get back to the point where you initially fell from, Enzan will netbattle you. Defeat Blues.

4)go to the top level of the Ameroupe tower and face Princess. The panel for the self destruct system is over a chasm, but you manage to reach it with your wireless access device. plug in and go to the end to defeat Knightman

-scenario 8 - Turn your internet devices off, it may interfere with navigation

1)go to Ameroupe Castle's secret lab, get your ticket back to Japan. Board the plane  
2)collect the items needed to catch the rodent on the lose. First talk to the old lady on the same row as you, then to another old lady next to a scientist, then to the fight attendant at the back (near the lavatories), then finally to the black guy with shades. (I don't remember if this is 100% correct but if it doesn't work, keep talking to people on the plane) You should be able to take the captain's hat off the hook in the cockpit if you've done all the necessary things.

3)after the plane experiences turbulence. go to the cockpit and plug into the airline network server and restart all the engines. Face magnetman and defeat him.

4)you'll see a cute cutscene, before Rockman wakes Net up. Exit the plane through the economy class door

5)go home and talk to your mom, then go to sleep

-scenario 9 - Since when did people use vaccines to break ice?

1)Go talk to Yaito. Then recieve a mail from Mayl about Roll, who 's trapped behind some ice crystals. You can only break white crystals for now. head towards Kotobuki square. Just before the warp towards Kotobuki square entrance, you should see a navi trapped behind white ice crystals. Break it and defeat the viruses, talk to the navi

2)Talk to dad, to get the red vaccine, you can now break red ice crystals

3)Go to Ajina area-2 and rescue the green navi behind red icq crystals, talk to it.

4)Go to the left and break the red ice crystals trapping Roll.

5)Go and check your e-mail to get Roll V3. go to Ameroupe area-3 and access Ula internet (the green navi that used to block the warp should be gone, but there's a red ice crystal in its place, take care of it)

6)Go to Ula internet-2 and find the warp that goes to Ula square. talk to all the navis there.

7)go to Ameroupe square and talk to the pink navi at the northwest corner. go to Ula square and pay one of the navis 10000 zennies to give you a clue

8)go out to Ameroupe area-2 and talk to the purple navi in front of the chip merchant trade a rabbitring2 B with him and get the keyword

9)go to the ula messageboards and post. talk to the navis in Ula square

10)Jack out, go to the campsite and jack into the barbeque grill, find a navi that will give you an item

11)go to ula square and talk to the orange navi to get the yellow vaccine

12)go to Ameroupe area-2, free the green navi behind a yellow crystal near the south edge screen. go to ula internet-3 and find his brother (he's at the top of the stairs that goes to ula internet-3 lower level) talk to him. Go back to Ameroupe area-2 and talk to the green navi, he will give you an item

13)Go back to ula internet-3 and you should see a dark navi that's wandering in the lower level. wait for an e-mail from Enzan. go to Ameroupe square and talk to a navi near the warp gate, he should give you gatekey D

14)go to warp central and step over the leftmost inactive gate. warp to Kotobuki square entrance, go south and access the gate that goes to Ula Kotobuki area.

15)Reach the other end of Ula Kotobuki and go to Ula internet-3 lower level. Look for the dark navi. defeat him and get the Gospel password.

16)Go to Kotobuki square and use the password to go through the gate. Enter the ula Kotobuki square homepage. defeat a couple of lackeys and then face Freeze man. Defeat him and get the blue vaccine.

-scenario 10 - And now, the homily. This is the Luke according to Gospel...eh???

- 1)Go to the Ula Kotobuki square homepage, go to the very end. a sequence will ensue.
- 2)Jack out and go visit dad. he will give you the metroline ticket that can take you to Kotobuki town.
- 3)use the ticket from Marine Harbor (Rockman will ask you something, pick the first choice to go to kotobuki, pick the second, you'll use an existing ticket you have that you got from the metroline ticket booths)
- 4)enter the mansion and get to the 2nd floor. jack into the server and fix all the elevator bugs. at the very end, you'll fight 3 consecutive battles with airman, quickman and cutman. they're only v1's though, so you shouldn't have a problem with them at this point.
- 5)go to the 30th floor, enter the room try to go through the door on the right. you'll get zapped. plug-in to the server and disable the security system. at the very end, you'll fight 3 consecutive battles with knightman, magnetman and freezeman. they are a little but tougher than the first set of 3. i recommend that you have howguns to punch through knightman's stonebody and at least one terrain changer for magnetman
- 6)plug out. SAVE. when you go through the door, it's the point of no return. so make sure you get as many of the optional stuff now if you can (not really required though forte/gospel's not that hard)
- 7)go through the door, you'll plug into the Gospel main server. reach the end and fight Forte copy and an upgraded version of Forte copy, which is Gospel. once you've beaten them, the game is over (and the fun begins >:))

-game clear

- 1)continue your game after the end credits roll. you should have a star next to continue now. then head for the WWW warp, which was behind a firewall you couldn't go through before in Ula internet-4
- 2)go toward the upper left corner of the screen in WWW areal. beat the protect viruses (i'm not giving the solution to that right away here, if you can't figure it out read the FAQ section below). go through another red warp and get the optionlocked item that's on the other side.
- 3)go to the green navi in the license computer. if you haven't gotten an S license yet, you'll automatically be upgraded to it. talk to him again and you'll give him the data you picked up. you now be asked to find 4 prank navis. find and beat them at Ajina area-2, Ameroupe area-3, ula internet-6, ula Kotobuki area, in that order
- 4)talk to the green navi again and fight an endurance battle of 20 rounds, you'll get your SS license after you win
- 5)talk to the green navi again and take the SSS license test. he'll ask you to find the navi master. he gives you 1 clue and you take it from there. here's what you do:
  - go and read cafe sign
  - go to the dam area, to the upper left of the screen there should be four trees in a row. talk to the scientist there
  - go to the plane and look at the plane's ...computer? it's that purple pulsing thing by the cockpit (not the place you plug into to access the airline network)
  - go to the top floor of ameroupe castle, talk to the caucasian official there.
  - go to the alley, look for the 4 dumpsters that are side-by-side to each other. look at the dumpster that's 2nd from the left.
  - go to ajina square's house thing. meet with an orange navi at the very end of it
  - plug into mayl's piano, talk to the purple navi towards the upper left of the screen
  - go to your dad (he left after he gave you the kotobuki ticket, but he should be back), you will find out that he has the navi master program. you'll fight an endurance battle consisting of the 6 non-gospel netnavis (toad, gate, thunder, snake, heat, blues). they are at v2 so prepare a folder that will anticipate the moves of each one.
- 6)talk to the green navi again and fight an endurance battle of 30 rounds, you'll get your SSS license after you win
- 7)now go through the WWW areas. there's no special requirement to pass through the first gate, just go and beat the crap out of Pharaohman.

8) to pass the 2nd gate, you need to have already beaten and collected v3 chips of every navi before game clear (basically everyone except Pharaohman, Napalmman, Planetman and Forte). past the 2nd gate is Napalmman.

9) To pass the last gate, you simply have to have more than 200 entries to your data chip library. behind it is Planetman

10) once you try to exit the WWW area into Ura internet-4, you'll battle the real Forte, hell of a lot harder than the bad copy you faced before you battled Gospel

11) once you beat him, capcom will congratulate you for being a world-class netbattler now all you have to do is collect all the remaining chips and other collectibles and then you're totally done for the game. btw, it happened to me, but i'm not sure if everyone experiences it, my save game got erased after beating Forte, so just to make sure, save after you beat him. you'll get 2 stars next to continue now.

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#### -Mini-games-

As with any RPG, the side-quests are mostly optional but usually have really great rewards once you accomplish them

#### -jobs

Take a job from the job board located at the official center basement. you can't choose to take another job until you've accomplished the current one. so if you're stuck, just look below for the answers. it's listed from the bottom of the job list upwards

1. talk to girl near bb in school, find her sister in marine harbor north of the tv van, go back and talk to the girl in the school to finish the job. get regular up1
2. go to the guy next to the metroline entrance in marine harbor. go to official square and step out into internet area-2, find and beat the rogue navi. return to the guy to finish the job. get HP memory
3. cyber criminals have penetrated the akihara network. talk to the scientist next to the metroline entrance in Akihara, he'll ask you to delete rogue navis. find them in Dekao's gameboy advance, the school blackboard and the mecha toy in the park. talk to the scientist again to complete the job. get regular up1
4. go to the purple navi on the right in Kotobuki square, it will ask you to delete a rogue navi in the coffee server. jack out and jack into the coffee machine and beat the navi. return to kotobuki square to complete the job. get recovery 30 \*
5. talk to the man on the rock bridge at the campsite. he will ask you for a program for fishing or something. jack into the internet and go to internet area-3 lower level, talk to the green navis there. jack out and go back to the man to complete the job. get HP memory
6. a lady is looking for firesword F. grab one by getting a busting level of 8-9 when you battle them in Kotobuki area. when you have one, give it to the lady at the top of the stairs in the official center. get iaiform L
7. you have to beat the rogue navi next to the billboard near the entrance towards Ajina area-2 in Ajina area-1. you've finished the job if you get gatekey b
8. talk to the old man near the bus stop in the campsite entrance. he'll give you a love letter. give it to the old lady standing in the grassy area next to the cafe in marine harbor. go back to the old man to complete the job. get 10000 zennies
9. talk to the pink navi at the official square entrance. she's ask you to find her partner. find him in the statue by the waterfall in the wilderness trail. he's the leftmost green navi. go back to the pink navi to complete the job. get regular up2

10. talk to the guy in the playground in Akihara. he'll ask you to look for a black dude. the culprit is at the dam control area near the campsite. go back to the man to finish the job. (if you have the freepass already, you can accuse other similar looking black guys in Ameroupe for some funny stuff ^^;) get kogarashi Y
11. talk to the white dude in the Japan airport departures area. he'll ask you for a catchmotion N, get one from battling the ufo viruses in the airplane network. he'll give you 50000 zennies for it
12. talk to the kid inside the Akihara metroline station. he'll ask you to look for his lost navi. he can be found in Ajina square, near the homepage entrance. return to the kid to finish the job. get HP memory
13. jack into Yaito's telephone. talk to the green navi, he'll tell you to delete the rogue navi... right in front of you! :P. talk to it again to complete the job. get gospel p-code (will let you open all those p-blocks strewn across the net)
14. jack into the tv van and talk to the green navi, you'll fight a tougher endurance battle than the one for the A license test. get buster UP for winning
15. talk to the white girl outside the Ameroupe hotel. jack into the internet, go to the ameroupe square entrance. delete the 4 rogue navis there. talk to the girl again to complete the job. get fumikomizan M
16. go to the first floor of Yaito's house. i'm not sure what happens here, but i think the guy wants to borrow some money for investing. he'll ask for 50000 zennies. exit the house and talk to him again and you'll get 100000 zennies
17. go to the campsite and talk to the professor looking guy near the southernmost tent in the campsite (wasn't this the guy in kahoots with magnetman's operator?). he's looking for a rare bug that lives in the river. you can find it at the end of the rock bridge two screens down, near the kid with the baseball cap. give the guy the bug to finish the job. get recovery200 M
18. go to Ameroupe jewel store. talk to the female officer. she's looking for 3 sisters suspected of stealing from the store. they each have ajina's tear, king stone, and maiden's dawn. find the first sister in the path next to Ameroupe Castle. fight her and win, talk to her again to get the first jewel. the next sister is in your hotel room, repeat process. the last is at the top of the Ameroupe Castle tower. return the jewels to the officer. get goldfist Z

-exchanges

Lots of people are after chips, and with the usually good rewards, you'd be only too happy to oblige them. here are the following ppl you can exchange with:

Scenario	Where	Give	Get
3	boy at the upper west edge of Akihara	Dashattack J	Spreadgun *
5	boy at Marine Harbor metroline station	Poisonmask S	Variablesword B
5	boy at wilderness trail 1	Invisibl *	Escape N & HP memory
5	lady at official center basement	Escape N	Breakhammer Z
6	green navi at southern Ameroupe square	Breakhammer Z	Silverfist V
8	white guy at Ameroupe alley	Yukashita D	Neppuu P
9	white girl at Ameroupe downtown	Silverfist V	Bigbomb *
9	girl by Ameroupe airport duty-free store	Aquaaura A Fireaura R Woodaura S Elecaura L	Undershirts N
10	black kid on airplane's first class area	ShadowmanV1 S ShadowmanV2 S	Kawarimi S

**-quizzes**

Another rmexe tradition, the quiz masters are back. unfortunately i didn't note any of the answers down. so you'll just have to go with trial and error. all i can do is tell you where the quiz masters are

- 1) kid by the duty free store at Japan departures area (scenario 6)
- 2) scientist in the secret lab (scenario 8)
- 3) old man in Ameroupe dungeons, by the arrow trap (scenario 10)

**-hidden npc's**

Don't have a better term for these guys. basically the people that are hidden from view. they usually have useful items that they'd just give away. I forget what scenarios the start showing up in, but they're not there at the start.

- 1)Akihara town, behind a house on the northwest side of town. follow the sidewalk down from Yaito's house, press A when you hit an obstacle. Get metguard \* x20 (haha, I think this might be a carryover from the first game. you had to give a kid 30 metguard in one of the exchanges, I think he realized that it's more than he needed)
- 2)Outside Ameroupe castle, behind the row of trees west of the screen. Get sub memory
- 3)Wilderness trail-2, behind the last tree, not quite directly accross the bear. Get regular up1
- 4)Marine Harbor, behind the wall at the lower section of the map. get deathmarch3 \*
- 5)Mother computer room, behind the first server box. get buster UP

**-Chips-**

The heart of rmexe's battle system. there's close to twice as many chips in the sequel than in the first.

A peircing attack means that it can disregard a barrier, shield or stonebody status and damage and enemy with the chip's full strength

In the location section BMD stands for blue mystery data, these are the ones that usually float around non-internet areas and appear only once. GMD is for green and they're the most common ones, they regenerate once you plug out. PMD is for purple, you have to use the optionlock item to open it. usually contains extra rare chips.

Chip#	Chip name	Damage	Elm	MB	Rrty	Description	Location
001	Cannon	40		16	1	single shot attack	GreenCannon
002	HighCannon	60		24	2	"	BlueCannon
003	MegaCannon	80		32	3	"	RedCannon
004	ShotGun	30		4	1	-- 2 square shot attack	shop
005	BiGun	30		4	1	< 3 square shot attack	start equip
006	CrossGun	30		8	1	x 5 square shot attack	shop
007	SpreadGun	30		20	2	3x3 9 square shot attack	shop
008	BubbleShot	40	A	12	1	aqua shotgun	RedShrimp
009	BubbleBi	40	A	16	1	aqua bigun	GreenShrimp
010	BubbleCross	40	A	20	2	aqua crossgun	PurpleShrimp
011	BubbleSpread	40	A	32	3	aqua spreadgun	RedPuffer
012	HeatShot	50	F	14	1	fire shotgun	BlueWolf
013	HeatBi	50	F	18	1	fire bigun	RedWolf
014	HeatCross	50	F	22	2	fire crossgun	YellowWolf
015	HeatSpread	50	F	36	3	fire spreadgun	BluePuffer
016	MiniBomb	50		8	1	attack 3 spaces ahead	start equip
017	SmallBomb	50		12	1	3 square bomb attack	RedBeetle
018	CrossBomb	60		16	2	+ 5 square bomb attack	BlueBeetle
019	BigBomb	70		32	3	3x3 9 square bomb attack	GreyBeetle
020	ForestBomb1	100	W	10	1	a bomb attack, but it be- comes ltd seeker spikes	RedFlytrap



021	ForestBomb2	120	W	15	2	" but faster	BlueFlytrap
022	ForestBomb3	150	W	20	3	" but even faster	GreyFlytrap
023	Sword	80		12	1	attack 1 space forward	start equip
024	WideSword	80		16	1	swipe 1 space forward	shop
025	LongSword	80		22	2	attack 1-2 spaces forward	PurpleKnight
026	FlameSword	100	F	24	2	fire widesword	YellowKnight
027	AquaSword	100	A	26	2	aqua widesword	BlueKnight
028	ElecSword	100	E	28	3	elec widesword	TV van BMD
029	FlameBlade	90	F	32	3	fire longsword	shop
030	AquaBlade	90	A	32	3	aqua longsword	shop
031	ElecBlade	90	E	32	3	elec longsword	shop
032	FumiKomiZan	150		54	3	warp 2 spaces ahead swipe	job
033	RyouteKunai1	40		48	1	: 2 square attack on each side. 1 space forward	GreenNinja
034	RyouteKunai2	40		64	2	", but 2 spaces forward	PurpleNinja
035	RyouteKunai3	40		78	3	", but 3 spaces forward	BlueNinja
036	CustomSword	????		68	4	swipe 1-2 spaces forward damage is custom guage dependent, tops at 256 just before guage reaches full (damage's 0 at full)	shop
037	Muramasa	????		88	5	attack 1 space forward damage equals your HP max minus your current HP	ShadowmanV3
038	VariableSword	160		40	4	like the sword chip, but said to change w/ proper execution (unconfirmed)	exchange
039	IAiForm	180		24	4	hold A button down. swipe when enemy charges at you	job
040	ShockWave	40		10	1	single row wave attack	YellowMetool
041	SonicWave	60		30	2	" but faster	RedMetool
042	DynaWave	90		50	3	" but even faster	BlueMetool
043	Earthquake1	90		16	1	attack 3 spaces ahead	GreyAnvil
044	Earthquake2	110		32	2	3 square earthquakel	RedAnvil
045	Earthquake3	130		64	3	+ 5 square earthquakel	YellowAnvil
046	GutsPunch	70		8	1	attack 1 space forward	GutsmanV3
047	ColdPunch	70	A	8	2	aqua gutspunch	shop
048	DashAttack	90		12	1	single row dash attack	GreenBird
049	Tekkyuu	80		16	3	peircing bomb attack, blows up panels	Ajina-1 GMD
050	HowGun	150		22	4	"	SteelBall
051	DoubleNeedle	50x2		18	1	multiple arrow attack	RedClam
052	TripleNeedle	50x3		24	2	"	YellowClam
053	TetraNeedle	50x4		30	3	"	PurpleClam
054	Trident	60x3		30	4	"	shop
055	Ratton1	70		26	1	seeker that turns once	RedSirenRat
056	Ratton2	80		32	2	"	YellwSirenRat
057	Ratton3	90		38	3	"	BlueSirenRat
058	RattonHanaBi	200		30	4	plant a bomb in 1 space	WWW-2 GMD
059	Tornado	20x8		22	4	persisting whirlwind attack 2 spaces ahead	shop
060	Kogarashi	20x8	W	22	3	wood tornado	job
061	Neppuu	20x8	F	22	3	fire tornado	exchange
062	BurningBody	150	F	28	3	+ fire pillar around you	RedBird
063	RabbitRing1	20	E	12	1	single shot stun attack	RedRabbit
064	RabbitRing2	30	E	16	2	"	BlueRabbit
065	RabbitRing3	40	E	20	3	"	OrangeRabbit
066	Satellitel	60	E	20	1	sinewing attack across all columns ahead, can be destroyed (easily)	GreenOrb

067	Satellite2	80	E	24	2	" but faster	RedOrb
068	Satellite3	100	E	28	3	" but even faster	OrangeOrb
069	BadSpores1	100	W	14	1	attack all grass panels. moves forward from col 1	OrangeMshroom
070	BadSpores2	120	W	28	2	"	GreenMushroom
071	BadSpores3	140	W	42	3	"	PurpleMshroom
072	MagnetBomb1	80	E	10	1	bomb attack temporarily anchors enemy to a panel	GreenLocust
073	MagnetBomb2	100	E	14	2	3 square magnetbomb1	YellowLocust
074	MagnetBomb3	120	E	18	3	+ 5 square magnetbomb1	GreyLocust
075	Yo-yo1	40x2		36	1	attack 1-3 spaces forward	RedYo-yo
076	Yo-yo2	50x2		40	2	"	GreenYo-yo
077	Yo-yo3	60x2		44	3	"	BlueYo-yo
078	CurseShield1	130		18	1	counterattack when enemy projectile hits shield	GreyBoard
079	CurseShield2	170		24	2	"	GreenBoard
080	CurseShield3	210		32	3	"	OrangeBoard
081	BreakHammer	100		24	4	attack 1 space forward	shop
082	ZeusHammer	200		70	4	hurt all squares even you	bargain shop
083	BambooLance	90	W	20	3	attack last column	JapanDutyFree
084	BronzeFist	100		18	2	like gutspunch, said to change with proper execu- tion (unconfirmed)	Ajina-1 PMD
085	SilverFist	140		30	3	"	exchange
086	GoldFist	180		60	4	"	job
087	PoisonMask	1~		24	3	generate a shield 1 space forward, slowly poison an enemy 1 space ahead of the shield when A button is held down	GreenPuff
088	PoisonFace	1~		30	3	same as poisonmask except poison radiates a reverse c shape around the shield	OrangePuff
089	UzuShio	10/200		20	1	generates a whirlpool, high damage when enemy walks over it, otherwise it's a 10 damage bomb	BlueBlob
090	BlackHole	10/300		30	2	"	PinkBlob
091	Meteo9	60x?	F	12	1	generate a staff 1 square ahead, drop 9 meteors on enemy area. staff can be destroyed (easily)	RedWizard
092	Meteo12	80x?	F	24	2	" but with 12 meteors	PurpleWizard
093	Meteo15	100x?	F	48	3	" but with 15 meteors	GreenWizard
094	Meteo18	150x?	F	60	4	" but with 18 meteors	PinkPopup
095	CountBomb1	70		32	1	generate a 3sec time bomb on the first enemy column can be destroyed	GreyHand
096	CountBomb2	120		48	2	"	BlueHand
097	CountBomb3	200		64	3	"	PinkHand
098	Cloud	70x?	A	16	1	rain cloud that travels across a column 3 spaces ahead. last for 6 spaces	GreyCloud
099	MoreCloud	90x?	A	24	2	"	BlueCloud
100	MostCloud	110x?	A	32	3	"	BlackCloud
101	StealthMine	300		12	4	plant a mine randomly on enemy area, blows up when stepped on by enemy	shop
102	FrontSensor	100		14	4	generate a horizontal sensor bomb 1 space ahead	shop

						blows along line of sight can be destroyed	
103	DoubleSensor	100		24	4	same as frontsensor but has 2 diagonal sensors	shop
104	RimokoGoroo1	80x?	E	8	1	generate a parara virus 1 space ahead. home in on enemy position. remote devices zaps and destroys squares as it goes. para- ra can be destroyed, but otherwise the remote de- vice will continue zap- ping as long as there are intact panels (in other words until all enemies are eliminated)	RedParara
105	RimokoGoroo2	80x?	E	16	2	" but higher hp parara	BlueParara
106	RimokoGoroo3	80x?	E	32	3	" but even higher hp	BlackParara
107	AquaBalloon	10	A	20	3	absorbs attacks. damage of the attack (yours or an enemy's) will increase the balloon's damage po- tential by that attack's strength. explodes and damages 3x3 area when it comes into contact with an obstacle (incl. you!)	BlueOctopus
108	ElecBalloon	10	E	20	3	"	YellowOctopus
109	HeatBalloon	10	F	20	3	"	RedOctopus
110	KanKetsuSen	200	A	40	4	summons a 3x3 attack when thrown in a hole 3 spaces ahead	Ajina-2 PMD
111	MagmaDragon	200	F	60	5	summon a dragon in a hole 1 space ahead. attacks all squares ahead of it	MagmaDragon Ulanet-6 rare
112	GodStone	150x?		60	5	summon mini-stoneman in a hole 1 space ahead. drops 3, then 4, then 5 stones in enemy area	Mansion-3 " shop
113	OldWood	100x?	W	60	5	summon a tree in a hole 1 space ahead. wood spikes rise randomly in enemy area 8 times	WWW-2 BMD
114	Metguard	0		2	1	briefly generate a shield	YellowMetool
115	PanelOut1	10		4	1	create a hole 1 space ahead. will damage if enemy is in range	start equip
116	PanelOut3	10		8	2	create a column of holes 1 space ahead. will da- mage if enemy is in range	Mother-3 BMD
117	LineOut	40	F	24	2	create a row of holes in front of you. will damage if enemy is in range	RedFurnace
118	CatchMotion	0		12	2	disable any chips an enemy might have	UFO virus
119	AnotherMind	30		38	3	single shot attack, i'm insure of how it actually works but it's supposed to make enemy movement erratic (to what end?)	shop

120	Recovery10	0	2	1	recover 10hp	start equip
121	Recovery30	0	4	1	recover 30hp	shop
122	Recovery50	0	8	2	recover 50hp	PurpleGhost
123	Recovery80	0	16	2	recover 80hp	RedGhost
124	Recovery120	0	32	3	recover 120hp	shop
125	Recovery150	0	48	3	recover 150hp	GreyGhost
126	Recovery200	0	64	4	recover 200hp	job
127	Recovery300	0	80	4	recover 300hp	Ulanet-7 BMD
128	PanelSteal	10	4	1	steal 1 enemy panel. will damage an enemy in range	SchoolBlkBrd
129	AreaSteal	10	8	2	steal 1 enemy col. will damage enemies in range	shop
130	StealPunish	30x?	24	3	damage an enemy that uses areasteal by the number of panels stolen	shop
131	DeathMarch1	0	16	2	crack all panels	shop
132	DeathMarch2	0	32	3	create holes in all panels that you, an enemy, or an obstacle is not at	shop
133	DeathMarch3	1~	48	4	" except it's poison panels instead of holes	hidden npc
134	Escape	0	64	2	escape from any random battle with 100% success	start equip
135	AirShoes	0	12	3	float over holes	bargain shop
136	PanelReturn	0	8	2	restore all your panels to blank panel status	shop
137	RimorooSoku1	0	50	1	create a candle 1 space ahead. will gradually heal you if you're hurt. can be destroyed	RedFlame
138	RimorooSoku2	0	60	2	" but faster	YellowFlame
139	RimorooSoku3	0	70	3	" but even faster	PurpleFlame
140	StoneCube	10	16	1	create a stone obstacle 1 space ahead. will damage if enemy is in range. can be destroyed.	shop
141	Prism	10	24	3	create an ice prism. can amplify an attack to damage the surrounding 9 squares, otherwise it's a 10 damage bomb	Ameroupe-1BMD
142	Ojizou-san	200	54	4	create a monk statue 1 space ahead. counterattacks anything that hits it with a lightning bolt (you're not immune!)	Ktbki ATM PMD
143	Turbo	0	10	1	summon a windbox virus 1 space ahead. pushes all enemies. can be destroyed	WindBox
144	SuiKomi	0	10	2	summon a vaccumfan virus 1 space ahead. pulls all enemies. can be destroyed	VaccumFan
145	PoisonAnubis	1~	90	5	summon an anubis statue 1 space ahead. will rapidly poison enemies until they are (or it is) destroyed	PharoahmanV3
146	HeavyGuage	0	10	2	slows custom guage	shop
147	QuickGuage	0	10	2	accelerates custom guage	shop
148	FullCustom	0	10	2	instant refill	shop
149	Invisible1	0	12	1	invincible for a period	PurpleGhost

150	Invisible2	0		24	2	" but longer	RedGhost
151	Invisible3	0		48	3	" but even longer	GreyGhost
152	TenJouUra	0		64	4	invincible when not using chips	RedAcorn
153	Yukashita	0		84	5	invincible when not attacking	BrownPopup Ulanet-6 rare
154	StoneBody	0		64	3	all non-piercing damage is reduced to 1. but you can no longer move	KnightmanV3
155	KageBunJin1	0		32	2	invincible to anything but a sword attack for a period of time	PurpleShadow
156	KageBunJin2	0		48	3	" but longer duration	BlackShadow
157	KageBunJin3	0		64	4	" but even longer	BlueShadow
158	Undershirts	0		18	4	prevents your deletion once, brings hp to 1	exchange
159	Barrier	0		8	1	protects you from a single non-piercing attack	shop
160	BubbleWrap	0	A	36	4	40hp barrier, electric attacks will pierce	shop
161	LeafShield	0	W	26	4	turns 1 attack's damage into hp, fire attacks will pierce	GreenAcorn
162	AquaAura	0	A	30	3	nullifies any damage under 10, only electric attacks will pierce	YellowHead
163	FlameAura	0	F	36	3	nullifies any damage under 40, only aqua attacks will pierce	GreenHead
164	WoodAura	0	W	42	3	nullifies any damage under 80, only fire attacks will pierce	PurpleHead
165	ElecAura	0	E	48	3	nullifies any damage under 100, only wood attacks will pierce	BlueHead
166	DreamAura1	0		60	4	nullifies any damage under 100, can't be peirced	Green/Yellow/ Red/BlueBug
167	DreamAura2	0		70	4	" but nullifies under 150	WhiteBug
168	DreamAura3	0		80	4	" but nullifies under 200	ForteSP
169	MagnetLine	0		24	3	turns current row into magnetic panels	shop
170	MagmaLine	50	F	24	3	" but with magma panels	shop
171	IceLine	0		24	3	" but with ice panels	shop
172	KusaMuraLine	0		24	3	" but with grass panels	shop
173	MagmaStage	50	F	64	4	turns all panels into magma panels	WWW-1 BMD
174	IceStage	0		64	4	" but with ice panels	KtbkiArea BMD
175	KusaMuraStage	0		64	4	" but with grass panels	WWW-3 BMD
176	HolyPanel	0		22	3	generate a holypanel on the panel you're standing on. damage is halved when standing within the panel	YellowBroom
177	Jealousy	50x?		22	4	peircing damage on an enemy with chips. damage is calculated by the number of chips (usually 3)	shop
178	KaKiGenKin	200		32	3	peircing attack on all enemies, if an enemy executes a fire attack. will fizzle if there's already	shop

					a fire attack lingering on screen. you can use other chips while waiting for the proper trigger, they won't cancel the effect (unless it's another counterattack type chip)	
179	HiRaiShin	200	32	3	" but with elec attacks	shop
180	DaiKouZui	200	32	3	" but with aqua attacks	shop
181	KawariMi	100	32	3	" but with any attack upon contact, not execution	exchange
182	ShiraHadoRi	100x3	32	3	3 square wide wave counterattack upon contact with any sword attack (incl blues' slash wave)	Ulanet-7 BMD
183	NaviScout	???	32	4	counter when enemy summons a navi (for use only in linked vs battles)	WWW-3 PMD
184	BadMedicine	300	32	4	an enemy using a recovery chip will be damaged	UlaKtbki BMD
185	Attack+10	0	1	4	add 10 damage to any attack. activate by positioning it right after an attack chip. will apply effect to any battle chip that comes right before and after it in the chip input sequence. experiment around with these, learn what you can and can't do through t&e	start equip
186	Attack+20	0	2	20	" but adds 20 damage	shop
187	Attack+30	0	3	38	" but adds 30 damage	bargain shop
188	Fire+40	0	2	12	add 40 damage to fire attacks. activate by positioning it right after a fire elemental chip. will apply effect to any fire elemental chip that comes right before and after it in the chip input seq.	shop
189	Aqua+40	0	2	12	" but with aqua elemental	shop
190	Wood+40	0	2	12	" but with wood elemental	shop
191	Elec+40	0	2	12	" but with elec elemental	shop
192	Navi+20	0	2	24	" but adds 20 damage to navi chips. same deal tho	Ajina-2 BMD
193	Navi+40	0	4	42	" but adds 40 damage	WWW-3 BMD
194	Roll	60	3	8	damage closest hittable enemy on the highest row, then recover 30hp	Mayl scen-1
195	RollV2	80	4	24	" but recover 50hp	Mayl scen-6?
196	RollV3	100	5	48	" but recover 80hp	Mayl scen-9
197	Gutsman	50	3	32	wave attack damages and cracks enemy area	GutsmanV2
198	GutsmanV2	70	4	48	"	GutsmanV3
199	GutsmanV3	90	5	64	"	GutsmanV3
200	Blues	120	3	52	swipe 1 enemy in each row	BluesV2
201	BluesV2	160	4	64	"	BluesV3
202	BluesV3	200	5	76	"	BluesV3
203	Airman	40x?	3	16	generate tornados 1 col	AirmanV2

						ahead of you, and travel through the length of the screen. double damage is possible if enemy is in row of generation. obstacles or holes will prevent generation. will not pass over holes, but will hit any enemy in or over the hole (one of the 1st navi chips, and yet one of the most versatile)	
204	AirmanV2	70x?		4	34	"	AirmanV3
205	AirmanV3	100x?		5	72	"	AirmanV3
206	Quickman	50x?		3	32	throw a boomerang across 1 row, double damage on all but the last column	QuickmanV2
207	QuickmanV2	70x?		4	56	"	QuickmanV3
208	QuickmanV3	100x?		5	80	"	QuickmanV3
209	Cutman	150		3	20	attack 1 space forward	CutmanV2
210	CutmanV2	200		4	50	"	CutmanV3
211	CutmanV3	300		5	80	"	CutmanV3
212	Shadowman	60x?		3	64	3 attacks evenly distributed among enemies. higher row gets priority	ShadowmanV2
213	ShadowmanV2	70x?		4	50	"	ShadowmanV3
214	ShadowmanV3	80x?		5	80	"	ShadowmanV3
215	Knightman	160		3	64	swipe attack 1 col ahead	KnightmanV2
216	KnightmanV2	210		4	80	"	KnightmanV3
217	KnightmanV3	260		5	96	"	KnightmanV3
218	Magnetman	130	E	3	48	dash attack across 1 row has magnetbomb's effect	MagnetmanV2
219	MagnetmanV2	140	E	4	64	"	MagnetmanV3
220	MagnetmanV3	150	E	5	80	"	MagnetmanV3
221	Freezeman	50x?	A	3	64	randomly drop 8 icicles in enemy area. about 75% chance of hitting a foe	FreezemanV2
222	FreezemanV2	60x?	A	4	80	"	FreezemanV3
223	FreezemanV3	70x?	A	5	96	"	FreezemanV3
224	Heatman	100	F	3	64	attack in a triangle pattern 1-3 spaces forward	HeatmanV2
225	HeatmanV2	130	F	4	80	"	HeatmanV3
226	HeatmanV3	160	F	5	96	"	HeatmanV3
227	Toadman	100	E	3	28	single attack with limited seeking ability	ToadmanV2
228	ToadmanV2	140	E	4	48	"	ToadmanV3
229	ToadmanV3	180	E	5	68	"	ToadmanV3
230	Thunderman	80	E	3	30	damage a col 3 spaces ahead. blowup empty panels	ThundermanV2
231	ThundermanV2	130	E	4	60	"	ThundermanV3
232	ThundermanV3	180	E	5	90	"	ThundermanV3
233	Snakeman	30x?	W	3	25	single attack on an enemy plus single horizontal attacks from snakes generated from any holes from panels on your side. each hole generates one snake	SnakemanV2
234	SnakemanV2	40x?	W	4	50	"	SnakemanV3
235	SnakemanV3	50x?	W	5	70	"	SnakemanV3
236	Gateman	40x3		3	24	chained horizontal attack	GatemanV2

237	GatemanV2	40x4		4	40	"	GatemanV3
238	GatemanV3	40x5		5	56	"	GatemanV3
239	Pharaohman	240		5	32	generate a sarcophagus 1 space ahead. attack would either be a 1 row beam attack or 2 rattons	PharaohmanV2
240	PharaohmanV2	270		5	48	"	PharaohmanV3
241	PharaohmanV3	300		5	64	"	PharaohmanV3
242	Napalmmman	220	F	5	48	throw 5 randomly distributed bombs 2-4 spaces ahead. blowup empty panels	NapalmmmanV2
243	NapalmmmanV2	240	F	5	64	"	NapalmmmanV3
244	NapalmmmanV3	260	F	5	80	"	NapalmmmanV3
245	Planetman	70x3	all	5	64	3 elemental spheres will surround 1 enemy and simultaneously attack it. fire from the north, aqua from the east, elec from the south, wood from the west. which ones appear depend on enemy position	PlanetmanV2
246	PlanetmanV2	80x3	all	5	80	"	PlanetmanV3
247	PlanetmanV3	90x3	all	5	96	"	PlanetmanV3
248	Forte	50x?		5	96	randomly fire 25 horizontal shots on all rows in front of you	data in WWW-1 after Forte's defeat
249	ForteV2	60x?		5	96	"	ForteSP
250	ForteV3	70x?		5	96	"	ForteSP

dunno how to get these. some people managed to hack it out

251	OoAkaTsuNami	220	F	64	5	for use with heat style generate a wave attack 1 col ahead. waves will not pass through an obstacle, holes, or another enemy	see secrets
252	FreezeBomb	180	A	56	5	for use with aqua style it's a stronger version of magnetbomb3. it feezes enemies for a period of time	"
253	ChargeSpark	100	E	48	5	else special about it for use with elec style hold down A to charge, will gradually decrease your hp, but conversely increase the power of the attack. releases a 3x3 spark field around you	"
254	GaiaSword	200	W	72	5	for use with wood style souped up widesword, any offensive chips that come after it would act like an attack+ chip, the value added is equivalent to the chips' 1 hit damage	"
255	BreakBomb	200	F	64	5	can be a piercing bomb or or a cherrybomb (see terrain/obstacles section). will explode and damage enemy area if thrown on a	"



256	FighterSword	100		50	5	fire elemental or magma for use with normal style attack 1-3 spaces forward	"
257	KnightSword	150		64	5	"	"
258	PaladinSword	200		90	5	"	"
259	RyuuSeiGun	40x?	F	68	5	enemy area will be conti- uously struck by meteors 30 times row by row star- ting from the top right to the bottom left of the e- nemy area, cycling back to the top right when panels run out. avoids any holes or panels with obstacles	"
260	Poltergeist	200x?		50	5	any obstacle will rise and fly to the enemy clo- sest to it. the list of obstacles is in the ter- rain/obstacles section	"
261	Gateman SP	300		50	5	strong single shot attack	"
262	FireGospel	600	F	96	5	breath attack in a trian- gle pattern from col 3-5. it is piercing, making it the best navi chip ...if you can get it :P	???
263	AquaGospel	600	A	96	5	"	???
264	ElecGospel	600	E	96	5	"	???
265	WoodGospel	600	W	96	5	"	???
266	Sanctuary	0		99	5	turn all your panels into holy panels	???

alternatively, visit <http://www.geocities.com/nakoruru00/rockmanxe2-chip.doc> or  
<http://www.gamefaqs.com> for neo zero x's rmexe2 chip and program advance guide

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-Program advance/Chip combos-

The method of chaining combos remain unchanged from rmexel, so hopefully you guys have tried it out then as i won't explain it anymore. the number of combos is down from the first game, but each one that is here now really do count for something.

zeta series -slightly changed from rmexel, aside from invincibility and unlimited use of the weapon for 5 secs, each execution is 3 rapid hits (except howgun)

omega series -same as zeta, but with a 10 sec duration (up from 7 in rmexel)

beta and sigma series -gone from the game, but the same combinations yield more powerful results than thier previous incarnations

\* chips are wild. they can be used to replace missing letter chips

program advance:

PA#	P.A. Name	Program Advance Sequence	Damage	Description
01	ZetaCannon1	Cannon A-B-C/B-C-D/C-D-E	40x3	multi-shot attack, invincibility and unlimited use for 5 seconds
02	ZetaCannon2	HighCannon C-D-E/D-E-F/E-F-G	60x3	"
03	ZetaCannon3	MegaCannon E-F-G/F-G-H/G-H-I	80x3	"

04	HyperBurst	SpreadGun M-N-O/N-O-P/O-P-Q	100x5	souped up multiple hit spreadgun
05	ZetaHowgun	HowGun O-P-Q/P-Q-R/Q-R-S	300	double-damage howgun, invincibility and unlimited use for 5 seconds
06	ZetaRatton1	Ratton1 H-I-J/I-J-K/J-K-L	70x3	multi-ratton shot, invincibility and unlimited use for 5 seconds
07	ZetaRatton2	Ratton2 J-K-L/K-L-M/L-M-N	80x3	"
08	ZetaRatton3	Ratton3 L-M-N/M-N-O/N-O-P	90x3	"
09	OmegaCannon1	Cannon A-B-C-D-E	40x3	like zeta but for a 10 sec duration
10	OmegaCannon2	HighCannon C-D-E-F-G	60x3	"
11	OmegaCannon3	MegaCannon E-F-G-H-I	80x3	"
12	MegaDeathBurst	SpreadGun M-N-O-P-Q	100x10	like hyperburst
13	OmegaHowgun	HowGun O-P-Q-R-S	300	like zeta but for a 10 sec duration
14	OmegaRatton1	Ratton1 H-I-J-K-L	70x3	"
15	OmegaRatton2	Ratton2 J-K-L-M-N	80x3	"
16	OmegaRatton3	Ratton3 L-M-N-O-P	90x3	"
17	StreamArrow	Double-Triple-TetraNeedle C/I	100x10	multi-arrow attack
18	GreatestBomb	SmallBomb-CrossBomb-BigBomb O/Q/T	400	a 3x3 peircing and panelcracking bomb
19	DreamSword1	Sword-WideSword-LongSword A/L/Y	400	a large swipe 1-2 spaces forward
20	DreamSword2	Fire-Aqua-ElecSword H/N/R	500	"
21	DreamSword3	Fire-Aqua-ElecBlade F/R	600	"
22	MachineGunPunch	GutsPunch-ColdPunch-DashAttack B/D	80x6	rapid flying guts punches in 1 row
23	CurseAnger	CurseShield1-2-3 A/O/P	500	souped curseshield
24	GigaCountBomb	CountBomb1-2-3 G/K/Z	500	souped countbomb, hard to destroy
25	HeavyStomp	Earthquake1-2-3 Q/W	800	high damage attack on closest enemy
26	PoisonPharaoh	PoisonMask-Face-Anubis U/W	1~	an even faster acting poisonanubis. hard to destroy
27	GateMagic	Turbo-SuiKomi-GatemanV1/2/3 G	100x3	different projectiles come out of gateman, usually attacking only 1 row (slash wave is 3spaces wide, magnet's like ratton)
28	GutsShot	MetGuard-DashAttack-GutsmanV1/2/3 G	400	attack across 1row
29	BigHeart	HolyPanel-Recovery300-RollV1/2/3 R	300	souped up roll, full recovery
30	BodyGuard	TenJouUra-KawariMi-ShadowmanV1/2/3 S	100x?	18 stars distributed among enemies
31	DoubleHero	Custom-VariableSword-BluesV1/2/3 B	70x?	independent swipes and shots (18 each) randomly hitting enemy squares
32	DarkMessiah	ForteV3-NaviScout -Fire/Aqua/Elec/WoodGospel X	3000	gospel comes and does his breath attack, then forte will damage and blow up the last

column where gos-  
pel can't reach.  
it's piercing too.  
with virtually no  
flaws, this makes  
it the best p.a.!  
...that is, if you  
can find the chips

chip combos:

1. prism + forestbomb1/2/3 - 100/120/150x90damage, affects area surrounding the prism
2. iceline/stage (or terrain) + any elec element chip - double effectiveness
3. kusamuraline/stage (or terrain) + any fire element chip - "

-----  
-Powerups-

There are way more things to upgrade in rmexe2 than in 1. you have memory chips, and sub memory chips to add to your buster ups and hp memories.

Buster UP (12 in total) -raises buster attribute by 1

Bomb area-4

Optionlocked mystery data in internet area-3

Lab coat in Dad's office

Castle area-4

Mansion area-3

Shop in internet area-3

Shop in Kotobuki square

Shop in Ameroupe square

Shop in Ula square

Complete job #14

Hidden npc #5

?? (couldn't understand the guide's description, i have all 12 now though...)

HP memory (45 in total) -raises HP by 20

Ventilation system

Yaito's PC

Monk statue

Bomb area-2

Complete job #2

Complete job #5

Exchange #3

Mother computer-1

Hotel refrigirator

Ameroupe area-3

Graveyard area-1

Airplane business class galley

Airline network area-4

Airline network area-2

Complete job #12

Ura internet-1

Ura internet-2

Complete quiz #2

Mansion area-2

Mansion 9th floor, leftmost door (in the real world)

Mayl's piano network

Internet area-1 shop x3

Official square shop x3

Internet area-3 upper level shop x3

Kotobuki square shop x3

Ameroupe square shop x3  
Ula internet-1 shop x3  
Ula square shop x3  
First win against Gateman's operator  
First win against Heatman's operator  
...one more seems to be missing, but i managed to get all 45

Sub memory (5 in total) -raises the max amount of sub chip items you can carry  
Castle area-3  
Ura internet-3 behind a P-block  
Optionlocked mystery data in WWW area-3  
Hidden npc #2  
??? (unconfirmed. the max capacity of 9 was determined by hacking)

Regular memory (49 in total) -raises memory by 1 (read -menu- section for more info)  
Regular system (starts you with 4mb)  
Ventilation system  
Yaito's phone  
Coffee server  
Pass B license exam  
Bear  
Complete job #1  
Mecha toy  
Complete job #3  
Ajina area-1  
Mother computer-2  
Airline network area-1  
Pass S license exam  
Pass SS license exam  
Pass SSS license exam  
Gospel server-1  
Hidden npc #3  
Bomb area-3 x2  
Pass A license exam x2  
Mother computer-5 x2  
Ameroupe alley x2  
Ameroupe airport duty free shop computer x2  
Airline network area-4 x2  
Ula internet-1 x2  
Ula internet-6 x2  
Complete job #12 x2  
Mansion area-1 x2  
Wilderness trail-2 x2  
Kotobuki town vending machine x3  
Complete quiz #3 x3  
(still incomplete)

Bargain pieces (32 in total) -to trade for items in Kotobuki homepage bargain shop  
Doghouse x5  
Ventilation system  
Internet area-1  
Internet area-2  
Control panel (?)  
Ajina area-1  
Ajina area-2  
Presentation board  
Mother computer-3  
Japan flight information panel  
Raul's stereo  
Millionaire-sama's bag

Hotel refrigerator  
Ameroupe area-1  
Ameroupe area-2  
Castle area-4  
Airplane's economy class TV  
Statue at Yaito's house  
Ula internet-2  
Ula internet-3  
Ula internet-4  
Ula internet-5  
Ula internet-7  
Kotobuki mansion ATM  
Mansion area-3  
WWW area-1  
WWW area-3

...hrm, i think i remember one of the above giving 2 of them, can't remember which

-----

-Styles-

This is what replaced the armors of the first game. You'll get access to styles once you get change.bat. you can only carry 2 styles at a time.

i've done it in this format:

style type

-properties

-how to get it

elements:

heat

-fire elemental, weak against water. charge attack is a flamethrower with a range of 1-3 forward. can walk over magma panels without getting hurt.

-use no element or fire element battle chips

aqua

-water elemental, weak against electricity. charge attack acts like bubbleshot chip

-use no element or water element battle chips

elec

-electric elemental, weak against wood attacks. charge attack acts like rabbitring1 chip

-use no element or electric element battle chips

wood

-wood elemental, weak against fire. charge attack acts like tornado chip. grass panels will slowly heal you

-use no element or wood element battle chips

armor type:

guts

-power type, buster power rating is doubled, rapid rating is reduced to 1

-use mostly buster attacks to defeat enemies

custom

-chip type, start with 7 chips before battle

-use mostly battle chips to defeat enemies

plus

-navi type, capable of putting up to 8 navi chips in a folder (even 8 of the same)

-use mostly navi chips to defeat enemies (preset v1 or v2 navi chips, or you're more likely to get custom armor)

shield

-defensive type, pressing <- + B will produce a shield (sort of like blues), start with a barrier

-use mostly defensive, heal and support chips (ie. poison mask, curse shield, etc.)

final style:

site (saito) style

-all of the armor types combined! non-elemental. start with a barrier and 10 chips. can put up to 8 navi in a folder (even 8 of the same kind). buster power is doubled, rapid is reduced to 1. can produce a shield. \*but\* your hp is halved.

-defeat all netnavi v3's with 'S' busting level (forte not required). track your progress by talking to mayl's best friend who's wandering around just outside the school's gate. once you have achieved the requirments, battle normally as you would in getting any other style. the next time dad contacts you, you will be asked if you want to accept the site style (and be asked to remove another if you have 2 already)

-----  
-Navi locations-

Here's where I put where you find netnavis you can fight. for ghost navis, you have to first plug out then plug back in order to find the V2 at where it's supposed to be. You have to do the same if you want to find the V3 randomly. for netbattler navis wait for the next scenario to challenge thier upgraded navi.

ghost navis (defeated gospel/www navis)

Airman V2 - internet area-1, at a dead end near the eastern edge of the screen

Quickman V2 - Kotobuki area, platform near the p-block (i think)

Cutman V2 - Ajina area-2, platform underneath the warp toward Ajina square entrance

Shadowman V2 - Ula internet-5 north. westernmost corner of the large platform

Knightman V2 - Large platform on the upper-west of Ameroupe area-1, walk around a bit

Magnetman V2 - Dead end behind the stairs near the warp that goes to ula square entrance in ula internet-2

Freezeman V2 - Dead end at the western edge of ula internet-7, near the mystery data

Pharaohman V2 - Dead end at the western edge of WWW area-1, north of the mystery data

Napalmman V2 - 2nd to the last path in WWW area-2, just before the long conveyor

Planetman V2 - Dead end at the end of the southernmost stair in WWW area-3

Forte SP - randomly in WWW area-3, must have collected 247/250 already (all chips excluding dreamaura3, forte V2, forte V3)

netbattler navis (navis with operators you can challenge over and over)

Gutsman - Dekao, at his home, camp or Kotobuki town (wherever he's currently at)

Toadman - Kero-san, at Marine harbor, camp or Ameroupe airport arrivals area (WSCA)

Gateman - Meijin, guy with the mask, official center lobby, by the coffee machine

Thunderman - Raul, by the basketball court in Ameroupe Downtown's alley

Snakeman - Millionaire-sama, at the Ameroupe jewelry store VIP room

Blues - Enzan, Ameroupe castle basement, dam or outside Ameroupe castle (WHCA)

Heatman - Hinoken, at Japan depatures gate, starting scenario 9

-----  
-Items-

Sub Chip Items:

Mini Energy - heals 50 HP

Full Energy - supposed to heal all HP but I only get 200 or so

Shinobu Dash - Avoid lower level viruses, based on your current level

Option Lock - Use to open purple mystery data

Untrap - will prevent monster-in-a-box situations. will also disable randomness of mystery data. lasts for your whole plug-in session

Enemy search - Use after an enemy encounter and that enemy (or set of enemies) will

appear repeatedly for about the next 10 encounters. Great to get rare chips like tenjouura, and good for getting more chips from ghost navis

## Key Items:

(too many to enumerate, maybe next update, not essential to know anyway)

### ----- -Terrain and Obstacles-

#### -terrain

New to the game (mostly). Can significantly restrict movement, making homing or wide range attacks even more important in order to get S busting level.

Terrain name	Description
BlankPanel	The standard panel, no advantages, no disadvantages
CrackedPanel	A cracked panel. If you step over it and move away, it becomes a Broken Panel. Throwing/using a panel cracker chip over it will break it.
BrokenPanel	Panel with an induced hole. Will repair itself after 10 secs (or so)
PresetHole	Panel with a fixed hole. Its status cannot be changed
MagnetPanel	Magnetic panel. You will be involuntarily pulled toward it if you are on any panel (save another MagnetPanel) above or below it. You can only momentarily escape its pull before being pulled back if you attempt to go one square up or down (except if that square was another Magnet Panel). It will similarly affect non-flying enemies.
MagmaPanel	Ember panel. Stepping over it will harm you (or an enemy) before turning into a BlankPanel, unless you have HeatArmor on (and in the case of the enemy, it's fire elemental).
IcePanel	Frozen panel. You will inertially skid along the same direction you took to come upon it to the farthest IcePanel possible.
GrassPanel	Grass panel. Fire attacks will change it into BlankPanels. Stepping over it with WoodArmor (in the case of the enemy, if they are wood elemental) will heal you (or them) gradually
PoisonPanel	Poisonous panel. Stepping over it will drain your HP. Same for enemies.
HolyPanel	Defensive panel. Halves damage recieved while you're on it.

All of the above except PresetHole can have its status changed. Panel status changers include attack chips/combos that can crack or break panels, chips 115-117, 131-133, 136, 169-176 and 266

#### -obstacles

Present in the first game but it plays a more prominent role this time around. Obstacles can be destroyed, just some more difficult than others. Both you and the enemy can contribute to the destruction of an obstacle. I don't know the exact HP of the obstacles, but I'm rating them as easy (10-50HP), not so hard (50-100HP), hard (100-200HP), very hard (200+HP). For many of the obstacles, please refer to the chip list, as many are generated. Just look for thier effects there.

Obstacle	Description	Breakability
NaturalRock	Rock preset on a stage	very hard
IceCube	Ice block preset on stage or generated by the Aqua Dream Viruses	hard
CherryBomb	Combustible bomb. Will explode and damage an entire area if ignited by a fire attack	hard
MeteoStaff	Staff generated by the Meteo series of chips	easy
TimeBomb	Bomb generated by the CountBomb viruses or chips	easy-not too hard
GigaTimeBomb	Bomb generated by the GigaCountBomb P.A.	very hard
SensorBomb	Bomb generated by the SensorBomb series of chips	not too hard
PararaVirus	Virus generated by RemokoGoroo series of chips	easy-not too hard
HealingCandle	Candle generated by RimorooSoku series of chips	easy-not too hard
StoneBlock	Generated by the StoneCube chip	hard

IcePrism	Generated by the Prism chip. Will fade in about 10 seconds from the time of generation	very hard
MonkStatue	Statue generated by the Ojizou-san chip.	easy
WindboxVirus	Virus generated by the Turbo chip	easy
VaccumFanVirus	Virus generated by the SuiKomi chip	not too hard
AnubisStatue	Statue generated by the PoisonAnubis chip	hard
PharaohStatue	Statue generated by the PoisonPharoah P.A.	very hard

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 -Folders and Strategies-

The ability to use multiple folders is one of the best additions to the game. I thought it was hell everytime I had to switch practically my entire deck just to change a strat to make something work against a navi. Anyway, you get a total of 3 folders in the game, I think it's a perfect number. One for general virus killing, one specialized for navi killing, and one for experimenting.

Anyway, so here are my decks/folders, feel free to submit yours too, but right now I'm only accepting ones that are reasonable to form, not ones that were hacked (ie. regular chips that you can obtain from enemies rather than from chip traders)

Folder1: General virus busting - chips with wide range and have to ability to make multiple kills with minimal movement

Early game-

DashAttack \* x5 (S busting from GreenBird)  
 DoubleNeedle A x5 (S busting from RedClam)  
 Longsword A x5 (S busting from PurpleKnight)  
 Attack+10 \* x5 (starting gear, shop, red chip trader)  
 Sword A x2 (GMD, I forget which area)  
 WideSword A x2 (GMD, same place as Sword A)  
 QuickGuage \* x1 -preset- (shop/red chip trader)  
 AirmanV3 A x5 (S busting from AirmanV3)

Late game-

FlameBlade \* x5 (GMD, WWW area-1)  
 AquaBlade \* x5 (")  
 ElecBlade \* x5 (")  
 Attack+20 \* x5 (shop, folder2/3 start gear)  
 AreaSteal \* x2 (folder3 start gear, I forget where the other one is)  
 QuickGuage \* x2 (shop)  
 Attack+30 \* x1 -preset- (bargain shop)  
 AirmanV3 A x5 (S busting from Airman) ->can be modded to navi of choice, like BluesV3

Folder2: Navi killer - chips that form powerful combos, but are fairly strong by themselves as well, plus speed and restrain support chips

FlameBlade R/\* x5 (shop/GMD, WWW area-1)  
 AquaBlade R/\* x5 (shop/" )  
 ElecBlade R/\* x5 (shop/" )  
 RollV? R x5 (Mayl, chip trader)  
 QuickGuage \* x1 -preset- (shop)  
 +9 others ->modded to best take advantage of a navi's weakness

Folder3: Experiment folder - can contain anything you want. i use this one to keep bombs for the instances i need greatest bomb p.a.

-----  
 -Moveslist-

Apparently, some of the chips have motions that will make them change their form. While using th chip, hold 'A' and quickly do the motions as you would a typical fighting game like Street Fighter. Damage is still the same as the chip's original



displayed damage (legend: b=back, d=down, f=forward, u=up, B=B button)

Variablesword	d-df-f (longsword)
	u-f-d (widesword)
	b-d-f (fightersword)
	d-b-u-f-d (dreamsword)
	b-B-f-B (slash wave x3)
Bronzefist	d-df-f (flying guts punch x1)
Silverfist	f-u-b-d-f (flying guts punch x2)
Goldfist	B-d-df-f-B (flying guts punch x3)

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-Star progression-

You get stars next to continue once you achieve certain things in the game. There are 5 stars of different colors, yellow, green, red, purple, blue. The objectives don't \*have\* to be achieved in this order, but it usually is:

1. Yellow - Beat Gospel for the first time and see the ending
2. Green - Beat Forte at the end of the WWW area missions
3. Blue - Complete all 31 program advance
4. Red - Complete chip library from 1-250
5. Purple - Complete chip library from 251-260

Save after you achieve each objective (except#1) to see it appear next to continue

Happy busting!

-----  
-Secrets-

Basically this is where I put those things that are rumored or hard to believe.

MAX power!

Trade a style that will enable at least one of the traders to have 2 of the same style, and you will get infinite power (1 shot/charged shot win?) <unconfirmed>

to illustrate:

player A - heatguts, elecshield

player B - heatguts

player A trades elecshield with player B's heatguts, player A's heatguts gains infinite power

8 of a kind!

To equip more than 5 navi chips of the same kind, first equip a non-navi/site style, then equip the 5 navi chips of your choice. now equip a navi/site style, add up to 3 more navi chips. voila! 8 of a kind. now all you have to do is get 8 navi chips of the same kind >:)

Increase your odds!

In the Marine Harbor chip trader(s), quickly press and hold A and B after confirming the trade. It will increase your chances of getting a good chip <unconfirmed>

Chip duplication!

When you enter the final room of the mansion to defeat Gospel, all the chips you gain are carried over to the next game, regardless of if you saved or not. So a loophole here allows you to duplicate chips, especially useful for the rare ones. Basically just skip over the chip you want to duplicate, save, get the chip, battle Gospel, load up your game and you should be able to get it again.

I haven't confirmed any of these, but possible duplicable (is that a word?) sources are blue mystery data, purple mystery data, quiz, exchange, job. It's NOT possible to duplicate fixed number items such as buster up, regular up, hp memory, sub memory and

bargain chips, though :P <unconfirmed>

If at first you don't succeed, try and try again!

Okay, I know, this is lame, it's probably not considered a secret, but it's worth mentioning anyway. If you don't get an item you like from green mystery data or the chip trader, just reset and try again. Of course, you should've saved before that.

Secret chips!

Ever wondered how to get chip 251+? Well it's not easy but here it is.

-chips 251-260

physical requirements: gbax2, rmexe2 cartx2, link cable

game requirements: both carts have to have at least 3 stars

Battle your friend and beat him at S busting level (unknown if it requires deathmatch mode) and you will get the chips randomly (it's harder than you think unless your friend is letting you win, and he probably has all powerups at this point too. and knowing capcom, they probably have an algorithm to prevent you from abusing it)->whizkid says, it takes an average of 17.5 battles to get one of these Personally, I think only chips 255 and 260 are worth getting anyway.

-chip 261: Gateman SP

physical requirements: gba, rmexe2 cart, be in Japan for the rmexe2 tournament >:)

Yep, that's right, it's the same as the Forte chip in rmexe1, you can only get it from Capcom (or using a code on one of the game enhancers)

-chips 262-266

Methods of obtaining them are still unknown.

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-FAQs-

Q: Help, how do I <state problem>?

A: Read the walkthrough \*carefully\* before mailing me with anything. besides, chances are, if I failed to mention an essential step in the walkthrough, I won't remember it when you ask me either :\

Q: How do you get the blue vaccine?

A: I've illustrated it in the walkthrough, but fyi, you don't actually get to use it to manually break the blue ice crystals

Q: How do I defeat the protect viruses?

A: You have to kill them all at the same time with one blow. The best method is to kill them with the greatest bomb combo. save right before you face them and continually try to face them. if you don't get the 3 elements for the combo in your starting set, reset and retry.

Q: How do I defeat the giga protect viruses?

A: So... you've reached the end of WWW area-3. Well, there's only 1 way that worked for me. that's to have the elements for dreamsword3 plus attack+20 (or higher)

Q: Argh! I'm stuck at Lv99! Where's the last HP memory?

A: Have you checked the door on the Kotobuki Mansion's 9th floor yet? That's where my last one was. Or Mayl's piano? Those 2 are normally the last ones to be found.

Q: How do I add 8 navi chips of the same kind in one folder?

A: First, you have to have a Plus Armor or Site Style. Equip normal style, setup your folder, then change to plus/site style, replace 3 chips with the navi chips :)

Q: Help! How to I pass the 3x3 panels (first security set) in the last mother server?

A: Here's a rough illustration:

\*hg \*noX

\*i\* \*ml

\*j\* \*\*k

\*c\* \*\*f

\*ba \*\*e

\*\*\* \*\*d

-where X marks the exit

just follow the letters

I'm sure there's more to come but that's it for now.

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-Future plans-

Add navi strats, solve scenario 8 after plane missing detail in walkthrough.

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-Credits-

Metabee for being the most helpful and knowledgeable person on the boards

Hiitoman for offering me his saves, and saving mine from death so i could make this  
faq <<http://www.atn-universe.com/HeatMan/>>

Mimicmasterax for giving me his save so i could see chip# 251+ in action. and for  
correcting some of my walkthrough mistakes <<http://www.geocities.com/mmbn2/>>

NeoZeroX for posting the results of his chip library hacking

Toastyfrog for offering me some of the names of the Navi OPs

WhizKid for lots of confirmations and corrections (and the only one i know who has  
2 copies of the import ^^;)

Blake for confirmations and corrections for early parts of the game

Sratanadel on how to get chip 251-260 without hacking

AznJon623 for the rodent on the plane puzzle's solution

OyajiCool135 for a correction on the mother computer puzzle

Megaboy for getting me through rmexe1

Gameland <[http://popup2.tok2.com/home/gameland/exe2/exe2\\_kihon.html](http://popup2.tok2.com/home/gameland/exe2/exe2_kihon.html)>

and Executive 2.0 <<http://www.cnet-ga.ne.jp/ddsnet/exe/exe.html>>

for thier lovely guides

The other posters on the rmexe2 board for thier queries, without which I would never  
have made it through some of the early parts of the game, or would've known the mis-  
takes in my walkthrough

Capcom for making a bigger and better sequel... and for avoiding a Wily cliché

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-Version history-

version 1.5 - minor revisions to walkthrough, added future plans section

version 1.4 - slight modifications in the chip section

version 1.3 - made a walkthrough correction and how to get chip 251-260

version 1.2 - a few more corrections, added secrets section.

version 1.1 - made a lot of corrections from contributions from whizkid and blake

version 1.0 - a complete proofread of the guide. corrected whatever mistakes i've  
found. it's by no means 100% complete, but this is the most i can do on  
my own. i don't foresee updates unless someone submits some significant  
thing i have to add/change. it definitely will get updated again when  
the english version is out, when guide accuracy is more crucial. oh,

and added the -folders and strats- section

version 0.9 - changed a \*greivous\* error about the strength of the prism as an obstacle, and about the strength of the prism + forestbomb combo

version 0.8 - just added a couple of faqs, minor corrections and finished 251+ chip data. added -terrain and obstacles- section

version 0.7 - finished chip data, made some more corrections. added star progression reformatted program advance section, added damages and descriptions

version 0.6 - added hidden npc section, patrial chip data. modified character section

version 0.5 - corrections and confirmations galore. heatman raised my save from the dead. only the chip list is left.

version 0.1 - Barebones FAQ, should cover the essentials though. Mostly done from memory because I lost my save just right before I finished the game

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-Legal disclaimers-

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