

RockMan EXE 4.5 Real Operation (Import) Navi Guide

by pacot1993

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Navi Guide (Rockman.exe 4.5)
By Rockmanmegaman
Email: Vincentlao_1993@hotmail.com

```
RRRRR  OOOOOO CCCCCC KK  KK MM      MM AAAAAA NN  NN
RR  RR OO  OO CCCCCC KK KK  MMM  MMM AAAAAA NNN NN
RR  RR OO  OO CC      KKKK  MMMM MMMM AA  AA NN  NNN
RR RR  OO  OO CC      KKK  MM MMM MM AAAAAA NN  NN
RRRR  OO  OO CC      KKKK  MM      MM AA  AA NN  NN
RR RR  OO  OO CCCCCC KK KK  MM      MM AA  AA NN  NN
RR  RR OOOOOO CCCCCC KK  KK MM      MM AA  AA NN  NN
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EEEEEE XX  XX EEEEEEE
EE      XX  XX  EE
EE      XXXX  EE
EEEEEE  XX  EEEEEEE
EE      XXXX  EE
EE      XX  XX  EE
EEEEEE XX  XX EEEEEEE
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44 44      555555
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1) INTRODUCTION

This is Rockman.exe 4.5, however, despite being in the exe series the battle system is somewhat very different and their's no plot in the game. You're basically operator and the navi move by itself.

2) NAVI AVAILABLE

There is about 21 character being playable but only 4 is available in the beginning and the rest need to be unlock. This is the code to unlock the entire navi, but please try and avoid using it, it's more fun unlocking them then using cheat.

All Navi (code breaker)

830047E0 E226
83004C30 B43F
83004C32 2200
83004C34 4806
83004C36 2320
83004C38 4906
83004C3A 24E7
83004C3C 5C85
83004C3E 4065
83004C40 548D
83004C42 1C52
83004C44 429A
83004C46 DBF9
83004C48 BC3F
83004C4A 7943
83004C4C E5C9
83004C4E 0000
83004C50 4800
83004C52 0200
83004C54 A270
83004C56 0200
82004DC6 FFFF
82004DC8 FFFF

2a) Megaman.EXE

Attack

Mega Buster = 1 damage

Charge Buster = 10 damage depending how many power up you got

Shield = Use for blocking won't reflect anything

Info

Megaman.EXE also known as Hub is Lan twin brother. Megaman is famous for his blue colour theme, his ability to style change, soul change, cross change, etc and his element being normal generic.

Type: Generic

2b) Roll.EXE

Attack

Roll Buster = 1 damage

Roll Arrow = 10 damage depending on power up

Barrier = Cast Barrier

Info

Roll.EXE is Megaman best friend and is also Mayl's navi. In the series she is shown to have romantic feelings towards Megaman.

Ability

Roll float when she battle, so field effects means nothing to her. She start her battle in a barrier.

Element: Healing

2c) Gutsman.EXE

Attack

Guts Buster = 1 damage

Guts MG = shoot numerous blast out while in invisible mode

Guts Hammer = Cause rock to fall randomly on viruses or navi

Info

Gutsman.EXE is Dex's navi and is also Megaman rival, he tend to battle megaman for fun and he often end his sentence in Guts guts.

Element: Breaking

2d) Numberman.EXE

Attack

Number Buster = 1 damage

Die Bomb = throw a dice which hit 3x3 square, power depend on number

Shield = put up a shield

Info

Numberman.EXE is Higsby navi and he is well known for being a coward, however, he have a chip shop which sells chip to player in past games.

Element: number

2e) Fireman.EXE

Attack

Fire buster = 1 damage

Fire Arm = shoot out a flamethrower

Shield = normal shield

Info

Fireman.EXE is the Mr Matcxh navi, he was once a WWW member. In the game he was replace numerous time by Heatman and Flameman

Abilty

Lava panel does no effect towards him

Element: Fire

2f) Woodman.EXE

Attack

Wood buster = 1 damge

Wood tower = create wood spike randomly on field

Seed Bomb = shoot out 3 seed

Info

Woodman.EXE is Sal's navi and these are nature lovers. Their role MMBN 1 is really minor, however, atleast she got a bigger role in MMBN 4 unlike Miyu who never got a chance to have a bigger role.

Ability

Grass panel heals you

Element: Wood

2g) Windman.EXE

AttacK

Wind Buster = 1 damage

Wind = blow enemy to the back

fan = blow enemy towards the front line

Info

Windman.EXE is Lily's navi, he challenge Lan and Megaman in MMBN 4 in the 2nd tournament, however, before the battle he ruin the weather in the net causing storm.

Ability

North wind ability

Element: Wind

2h) Searchman.EXE

Attack

Search Buster = 1 damage
Scope Gun = lock on the enemy and attack
Shield = normal Shield

Info

Searchman.EXE is Raika's navi. He challenge Lan in MMBN 4 and was part of the NET savior team in MMBN 5, he's hacking ability was useful towards the group.

Element: Marking

2i) Aquaman.EXE

Attack

Aqua Buster = 1 damage
Bubbler shot = shoot out a bubbler 2 square ahead
shield = normal shield

Info

Aquaman.EXE is Shuuko's navi, he is like a baby who tends to cry, however, he's crying made him flood the whole entire net in MMBN 4.

Ability

Ice panel doesn't affects him

Element: Aqua

2j) Thunderman.EXE

Attack

Thunder buster = 1 damage
Triple Thunder = cause three lightning
Shield = normal shield

Info

Thunderman.exe is Raoul's navi, he was part of the net operator who enter the castle in MMBN 2, however, like every other operator he was defeated by Princess pride and her navi Knightman. He appear again in MMBN 4 and challenge Lan in the Tournament

Element: Elec

2k) Metalman.EXE

Attack

Metal Buster = 1 damage

Metal Gear = shoot out a metal blade that acts like boomer

Metal Fist = acts like guts punch but crack the panel too

Info

Metalman.EXE is Tomako's navi, he works in Yoka's inn and challenges visitor in MMBN 3. He then appear in the N1 Grandprix and challenges Lan in a battle but loss. In MMBN 4 she challenges Lan.

Ability

Float, field effect does nothing to him

Element: Breaking

2l) Junkman.EXE

Attack

Junk Buster = 1 damage

Junk press = shoot out a long arm that crush through shield

Poltergeist = object on the field smashes the opponent

info

Junkman.EXE is an individual navi, but unlike most individual navi, he's not really evil.

Element: Object

2m) Protoman.EXE

Attack

Proto Buster = 1 damage

Wide Sowrd = uses wide sword

Shield = use normal shield

Info

Protoman.EXE is Chaud's navi, he is also known as Blues. In MMBN 1 he challenge Megaman, mistaken him as a WWW agent and then at the end of MMBN 2 he begin to respect both megaman and Lan more as Chaud and Lan slowly became friends.

Element: Sword

2n) Starman.EXE

Attack

Star Buster = 1 damage
Star Meteor = glitter falls onto enemy's square
Star Arrow = shoot out a star arrow (like roll arrow)

Info

Starman.EXE is an independant navi, even thought he's a male he acts like a female. He challenges Megaman in MMNT.

Ability

Float shoes

Element: normal

2o) Napalmman.EXE

attack

Napalm Buster = 1 damage
Napalm = throw a napalm out which attack 3x3 square
Flame bomb = shoot out 2 bomb randomly

info

Napalmman.EXE is an independant navi in MMBN 2. He was one of the secret navi guarding the WWW area leading to the real Bass. In MMBN 5 he became Fyrefox's navi and join the net savior team.

Element: fire

2p) Iceman.EXE

Attack

Icebuster = 1 damage
Freeze Bomb = throw a bomb which creates freeze tower
Shield = normal shield

info

Iceman.EXE is Mr. Froid navi, in MMBN 1 the WWW agent Madoi black mailed him to freeze the water works and was force to challenge Megaman.

Ability

Don't slip in ice panel

Element: Aqua

2q) Elecman.EXE

attack

Elec Buster = 1 damage

Thunder Ball = send out a thunderball which follow enemy

Lightning Line = send out a thunder line

info

Elecman.EXE is Count Zap's navi, he use to be a WWW agent in MMBN 1 and he was responsible for stealing the elec code. He appeared again in MMBN 6, however, his new operator is Mrs Zap.

Ability

stun enemy

Element: Elec

2r) Plantman.EXE

attack

Plant Buster = 1 damage

Poison Vine = vines pop out of the ground

Plant needle = shoot out a needle

info

Plantman.EXE is Anetta's navi, he's a WWW agent in MMBN 3, however, he's intention wasn't evil.

Abilty

Poison panel doesn't affect him

Element: Wood

2s) Knightman.EXE

attack

Knight Buster = 1 damage

Royal Wreaking Ball = swing the ball around himself

Knight Crush = shoot out his wreaking ball

info

Knightman.EXE is Princess Pride's navi. In MMBN 2 he as a Gospel agent who defeated most of the operator who enter the castle (including Thunderman.EXE). In MMBN 5 he join the net savior team and strangely Lan and Pride kind of don't remember what happen in MMBN 2

ability

Won't Flinch

Element: Breaking

2t) Shadowman.EXE

attack

Shadow Buster = 1 damage

Shuriken meteor swarm = throw 1 shuriken at enemy

Invisible = invis ability

info

In MMBN 1 he's role is really minor (a navi who appears randomly in net). In MMBN 2 he was given a bigger role, he was believe to be a Gospel agent but in MMBN 5 Pride reveal that he never was one. In MMBN 5 he join the net savior.

ability

Float shoes

Element: Invisible

2u) Bass.EXE

attack

Bass Buster = 1 damage

Dark Overload = hit the 2 back panel with dark energy

Bass machine gun = use his famour machine gun to attack

info

He is an independant navi (the most famous one too). In MMBN 1 he challenges Lan after getting all battle chips. In MMBN 2 he appear at the end deleting the copy of bass. In MMBN 3 he was given a bigger role and his past was finally revealed. His role is really minor in MMBN 4, 5 and 6. His fate is unknown.

Ability

start of with an aura and have float shoes on

Element: Normal

3) Unlocking Navi

Their are 2 ways of unlocking navi, some navi are unlock by entering tournament while some need to slot in a battle chip gate in the character selection menu.

3a) Default

These are the navi that appears in the beginning of the game. These navi don't need to be unlock what so ever.

Megaman.EXE (Generic)

Roll.EXE (Healing)
Gutsman.EXE (Ground)
Numberman.EXE (Number)

3b) Tournament

These navis need to be unlock by beating a certain tournament, however, these navi here can also be unlock by using the Battle Chip Gate (BCG for short).

==First Official Tournament==

You can unlock 2 navis in this tournament. Here's the timestable on when will the tournament going to be open.

9 AM ~ 10 AM
1 PM ~ 2 PM
4 PM ~ 5 PM
8 PM ~ 9 PM

Fireman.EXE (Fire)
Woodman.EXE (wood)

==2nd Official Tournament==

You can unlock 1 navi in this tournament.

9 AM ~ 10 AM
1 PM ~ 2 PM
4 PM ~ 5 PM
8 PM ~ 9 PM

Windman.EXE (wind)

==3rd Official Tournament==

You can unlock up to 2 navis here

9 AM ~ 10 AM
1 PM ~ 2 PM
4 PM ~ 5 PM
8 PM ~ 9 PM

Aquaman.EXE (aqua)
Searchman.EXE (mark)

==4th Official Tournament==

You can unlock only one navi here

9 AM ~ 10 AM
1 PM ~ 2 PM
4 PM ~ 5 PM
8 PM ~ 9 PM

Thunderman.EXE (elec)

==5th Official Tournament==

You can unlock 2 navis here

9 AM ~ 10 AM
1 PM ~ 2 PM
4 PM ~ 5 PM
8 PM ~ 9 PM

Junkman.EXE (object)
Metalman.EXE (Breaking)

==6th Official Tournament==

you can unlock one navi here

9 AM ~ 10 AM
1 PM ~ 2 PM
4 PM ~ 5 PM
8 PM ~ 9 PM

Protoman.EXE (Sword)

3c) BCG Navi Chip

Okay these navi can only be unlock by using a navi chip gate, however, this section won't be much use for people who live outside of Japan as their isn't anything call battle chip gate. So when you unlock all the other navi i advise you to use the Code Breaker.

Elecman.EXE (Elec)
plugging in a Elecman Navi chip

Bass.EXE (Generic)
plugging in a Bass navui chip

Iceman.EXE (Aqua)
Plugging in a Iceman navi chip

Knightman.EXE (breaking)
plugging in a Knightman navi chip

Napalmman.EXE (Fire)
plugging in a napalmman navi chip

Plantman.EXE (wood)
plugging in a Plantman navi chip

Shadowman.EXE (Invisible)
plugging in a Shadowman navi chip

Starman.EXE (Generic)
plugging in a Starman navi chip

4) Power ups

As you can tell, power ups are now back, however, it works

differently. The navi can only get the power up that is made for them, such as, only Roll can get the heart shape power up.

Megaman.EXE

get mini-games from green mystery data then go to key item to play the mini game to gain more hp or power.

Roll.EXE

Around the net there'll be Heart shape containers. These are Roll's power up item.

Gutsman.EXE

Gutsman need to fight viruses or navi to gain power up.
(annoying)

Numberman.EXE

To power up Numberman.exe you'll need to know your basic math. He'll force you to play a math game. (warning: the question is harder depending how old you are).

Fireman.EXE

When you get a fire chip in battle you'll need to sacrifice it to power up yourself.

Woodman.EXE

Get some key item in yellow mystery data. Plant a tree on some grass patch which appears on the net. This will powerup Woodman.EXE

Windman.EXE

Play the Windman mini game if you did it correctly, Windman will be power up.

Searchman.EXE

Get some green mystery data on the net and you'll play a mini game (Target virus). Searchman will be power up after the mini game

Aquaman.EXE

You'll need to sacrifice an aqua chip to power up Aquaman.EXE

Thunderman.EXE

Just like Woodman.EXE you'll need to get a thing from Yellow mystery Data, then go to some electric flowing panel and you'll be powered up.

Metalman.EXE

Everyday you jack in, You'll play an annoyin mini game, Metalman will be powered up after playing.

Junkman.EXE

In the menu screen press L button to give him bugfrags. This will increase his HP and power.

Protoman.EXE

Sometime you'll get a mission, complete it and you'll be powered up.

Starman.EXE

Just like Roll you'll need to find a star shaped container.

Napalmman.EXE

Do mission which was given to you or by playin mini games.

Iceman.EXE

Play his mini game, make sure to destroy 10 mettaur before getting hit to recieve a power up.

Elecman.EXE

Just like Aquaman and Fireman but with elec chips

Plantman.EXe

like Aquaman, Fireman and Elecman but with wood chips

Knightman.EXE

Talk to green generic navi to fight them and then you'll be powered up.

Shadowman.EXE

Do the mission which was given by him and you'll be powered up (check your assination email)

Bass.EXE

Do what Knightman do.

5) Unplayable navi

In the game there is some navi unplayable these are the list of navi

- Shademan.EXE
- Topman.EXE
- Sparkman.EXE
- Laserman.EXE
- Kendoman.EXE
- Coldman.EXE

6) Thanks

I going to say thanks to Gray Foxas some information are taken from his faq and I wanna thanks the people in the board for some answers.

I also want to thanks my friend especially him.

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