

Mega Man Battle Chip Challenge Game Script 2

by PPike

Updated to v0.63 on Apr 12, 2004

Mega Man Battle Chip Challenge Game Script

Version 0.632

By Paul Pike (KawaiiNeko332@yahoo.com)

Created 03/05/04

Updated 04/11/04

24*6=144

Mega Man Battle Chip Challenge and all characters copyright of Capcom.

Table of Contents:

A. Lan/MegaMan (COMPLETE!)

- A1. Prologue
- A2. Higby's
- A3. Class E
 - A3.1. Novice Tournament
 - A3.2. Guts Tournament
 - A3.3. Healing Tournament
- A4. DenCity Open Battle
- A5. Class D
 - A.5.1. Match Tournament
 - A.5.2. Sapling Tournament
 - A.5.3. Droplet Tournament
 - A.5.4. Battery Tournament
- A6. Sunset Chip Shop
- A7. Yumland Open Battle
- A8. Class C
 - A.8.1. Quick Tournament
 - A.8.2. Block Tournament
 - A.8.3. Quick Tournament
- A9. Class B
 - A9.1. Firework Tournament
 - A9.2. Verdant Tournament
 - A9.3. Stream Tournament
 - A9.4. Thunder Tournament
- A10. Class A
 - A10.1. East Tournament
 - A10.2. West Tournament
- A11. Class S
 - A11.1. Master Tournament
- A12. The Chip Lab
- A13. Netopia Open Battle
- A14. Class X
 - A14.1. Master Tournament
- A15. Class Y
 - A15.1. Guardian Tournament
- A16. Class Z
 - A16.1. Chaos Tournament
- A17. Hacker's Net Open Battle

B. Chaud/ProtoMan (COMPLETE!)

- B1. Prologue

- B2. Higby's
- B3. Class E
 - B3.1. Novice Tournament
 - B3.2. Guts Tournament
 - B3.3. Healing Tournament
- B4. DenCity Open Battle
- B5. Class D
 - B.5.1. Match Tournament
 - B.5.2. Sapling Tournament
 - B.5.3. Droplet Tournament
 - B.5.4. Battery Tournament
- B6. Sunset Chip Shop
- B7. Yumland Open Battle
- B8. Class C
 - B.8.1. Quick Tournament
 - B.8.2. Block Tournament
 - B.8.3. Quick Tournament
- B9. Class B
 - B9.1. Firework Tournament
 - B9.2. Verdant Tournament
 - B9.3. Stream Tournament
 - B9.4. Thunder Tournament
- B10. Class A
 - B10.1. East Tournament
 - B10.2. West Tournament
- B11. Class S
 - B11.1. Master Tournament
- B12. The Chip Lab
- B13. Netopia Open Battle
- B14. Class X
 - B14.1. Master Tournament
- B15. Class Y
 - B15.1. Guardian Tournament
- B16. Class Z
 - B16.1. Chaos Tournament
- B17. Hacker's Net Open Battle
- C. Mayl/Roll (COMPLETE!)
- C1. Prologue
- C2. Higby's
- C3. Class E
 - C3.1. Novice Tournament
 - C3.2. Guts Tournament
 - C3.3. Healing Tournament
- C4. DenCity Open Battle
- C5. Class D
 - C.5.1. Match Tournament
 - C.5.2. Sapling Tournament
 - C.5.3. Droplet Tournament
 - C.5.4. Battery Tournament
- C6. Sunset Chip Shop
- C7. Yumland Open Battle
- C8. Class C
 - C.8.1. Quick Tournament
 - C.8.2. Block Tournament
 - C.8.3. Quick Tournament
- C9. Class B
 - C9.1. Firework Tournament
 - C9.2. Verdant Tournament
 - C9.3. Stream Tournament
 - C9.4. Thunder Tournament

- C10. Class A
 - C10.1. East Tournament
 - C10.2. West Tournament
- C11. Class S
 - C11.1. Master Tournament
- C12. The Chip Lab
- C13. Netopia Open Battle
- C14. Class X
 - C14.1. Master Tournament
- C15. Class Y
 - C15.1. Guardian Tournament
- C16. Class Z
 - C16.1. Chaos Tournament
- C17. Hacker's Net Open Battle
- D. Kai/TurboMan
 - D1. Prologue
 - D2. Higby's
 - D3. Class E
 - D3.1. Novice Tournament
 - D3.2. Guts Tournament
 - D3.3. Healing Tournament
 - D4. DenCity Open Battle
 - D5. Class D
 - D.5.1. Match Tournament
 - D.5.2. Sapling Tournament
 - D.5.3. Droplet Tournament
 - D.5.4. Battery Tournament
 - D6. Sunset Chip Shop
 - D7. Yumland Open Battle
 - D8. Class C
 - D.8.1. Quick Tournament
 - D.8.2. Block Tournament
 - D.8.3. Quick Tournament
 - D9. Class B
 - D9.1. Firework Tournament
 - D9.2. Verdant Tournament
 - D9.3. Stream Tournament
 - D9.4. Thunder Tournament
 - D10. Class A
 - D10.1. East Tournament
 - D10.2. West Tournament
 - D11. Class S
 - D11.1. Master Tournament
 - D12. The Chip Lab
 - D13. Netopia Open Battle
 - D14. Class X
 - D14.1. Master Tournament
 - D15. Class Y
 - D15.1. Guardian Tournament
 - D16. Class Z
 - D16.1. Chaos Tournament
 - D17. Hacker's Net Open Battle
- E. Dex/GutsMan
- F. Mary/Ring
- G. Version History

A. Lan/Megaman

A1.

Prologue

June, 200X...

(Applause)

(At the arena)

Ribitta: Welcome to the finals! They've made it here with hard work and this is the last match of the championship! On the one side we have Lan's Blue Whirlwind of a Navi... MEGAMAN! On the other we have Chaud's Red lightning, ProtoMan! The battle is about to begin, and we'll be broadcasting it commercial-free!

Lan: Go, MegaMan!

Chaud: Fight, ProtoMan!

ProtoMan: Roger, sir!

MegaMan: MegaBstr!

The crowd goes wild!Ah, too bad. It was just a dream...

(Lan's room)

Lan: If only I could have battled Chaud... I'd have given him a run for his money!

MegaMan: Still upset about missing the championship? It couldn't be helped, Lan...

Lan: I know, but... Chaud's been ignoring me ever since then! I don't care if he's an official... He's being a jerk! I mean, it's not like there's been a new crisis. It's been totally boring!

MegaMan: Well, I'm happy things are quiet! And anyway... It's time for you to finish your homework!

Lan: Sigh...

MegaMan: Hey, Lan! You got mail. It's from the BattleChipGP event staff! Let me open it.

TO: Lan

(A blue PET is shown)

Notice: BattleChipGP

Attention NetBattlers

Announcing the international Netbattling tournament, "BattleChipGP". The winner of the tournament will receive an ultra-rare chip! The tournament will use special Program Deck rules. For details, activate and read the attached system program. We await your entry!

(Lan's room)

MegaMan: That's all, Lan!

Lan: This is great! I've been waiting for this...! We've gotta enter and win that rare chip!

MegaMan: I figured you'd say that, Lan. OK, I'm going to install the program. But we just got another mail saying we need to register first! Let's go to the official BattleChipGP home page!

(Lan walks over to his computer)

Lan: Jack in MegaMan, execute!!

(At the Official Square Entrance)

MegaMan: I'm here to register for the BattleChipGP.

Program: Welcome! Thank you for registering. First, please enter an "entry name."

(Entry name screen)

Program: Entry Name Prog Ver. 1.2261 Please input an entry name of up to 4 letters. This will act as your nickname. It is also your password for trading data.

(If you have one or more save games being used)

Program: Name in use. Please select another one.

(After entering your name)

Program: Is <NAME> OK? Yes/No Entry name registered.

(Back in the net)

Program: Registration complete. Thank you. Find out about the schedule in the info file attached to the system program, and in mail from BattleChipGP staff. Please ask questions directly at the BattleChipGP tournament grounds. And good luck!

MegaMan: Thanks! OK, Lan! We registered!

Lan: OK! Jacking out!

(Lan's room)

MegaMan: I'm going to install the Program Deck System File on the PET! Installation complete! Lan, there's some instructions here. Read the file? Yes/No

No

MegaMan: First, let's check the Program Deck in the PET! Hey! Here's a list of other Navis that are registered!

Lan: Really? Show me! Wow! There sure are a lot!

MegaMan: Lan!! ProtoMan's registered!

Lan: So I finally get my chance to battle Chaud...! Thanks to those WWW guys, the last championship had to be cancelled! But this time... I'm coming for you, Chaud! (I guess this means I can do my homework later, then!)

MegaMan: (Nice try, Lan, but no!)

Yes

MegaMan: Read it again? No/Yes First, let's check the Program Deck in the PET! Hey! Here's a list of other Navis that are registered!

Lan: Really? Show me! Wow! There sure are a lot!

MegaMan: Lan!! ProtoMan's registered!

Lan: So I finally get my chance to battle Chaud...! Thanks to those WWW guys, the last championship had to be cancelled! But this time... I'm coming for you, Chaud! (I guess this means I can do my homework later, then!)

MegaMan: (Nice try, Lan, but no!)

A/N: Now you can finally save your game

(If you try to move from the PET)

MegaMan: First, try out your PET!

(Lan's room)

Lan: I guess the PET's ready now! MegaMan, let's go to the BattleChipGP!

MegaMan: Hold on... You got mail!

Higsby: Higsby here! If you need chips for your Program Deck, and you want them at ultra-low discount prices, then Higsby's is the shop for you! So folks! Come stop by, and buy, buy, buy!

Lan: Let's check out Higsby's later, too!

"Higsby's" chip shop is now open.

A2.

Higsby's:

1. Add an Atk+10 after Needle for increased power! It's a real bargain, huh!
2. Match chips and Navi attributes for more power! Like HeatShot for FireMan & BubShot for IceMan... But elemental Navis have weak points too, huh. Like, fire Navis vulnerable to aqua attacks. But try for yourself and see, huh?
3. Guard chips are slow, so you may get hit first. They can even get deleted by some types of decks. No chip's perfect, I guess.
4. Guard works well with Cannon. You can strike back! Swords can't hit enemies on hole panels, huh. Make sure to check info before every battle, huh!
5. GrassStg lets Wood Navis recover HP. Use fire attacks to turn GrassStg back to normal! Your attack power will go up temporarily, too!
6. Notice how some chips take up zero memory? Try adding one when your memory is full, huh!
7. Balloon Chips store damage for counterattacks! They can really turn the tide of a battle, huh... But take repeated damage and they may get deleted!
8. Cannon chips are strong and don't use much memory. Their high speed can help defeat weaker Navis. But they're not suited for high-level opponents.
9. Each chip has its own attack speed, huh. Slow chips can make it easier to get hit, huh! Look at speed AND power when choosing!
10. Chips must be in your folder to use in battle. Use your PET to edit your folder anytime, huh!
11. The GutsHamr works well on a CrsShld, huh. Guard blocks any non-elemental attacks, huh. But it can be deleted by an elemental attack.
12. Swords aren't powerful. You can lose them easily. But they're very reliable weapons when in slot! They're good at close range as a back-up.
13. Look, can't you figure it out yourself!? Sorry, huh. I didn't get much sleep last night.
14. Some chips can only be found in battle, huh. A high busting level helps you get chips, huh!
15. Sigh... Ms. Mari...

16. Elec Chips get stronger on Ice and AlumiStg. If your Navi is elec, the effect is even stronger!

17. ZapRing chips stun your opponent. A stunned Navi can't attack for that turn, huh. So Roll couldn't use Recover, for example. Use it to beat enemies who have unique attacks!

18. Use recover chips in the third line as a shield. The odds of getting a third line is low. So add a lot to improve your chances. Try to put one in your slot!

19. Even strong decks have their weak points, huh. Keep an eye out for them, huh!

20. I recommend buying chips in sets of ten! I promise there's always one rare chip inside, huh!

(After talking to Higsby 20 times)

Thanks for shopping Higsby's, huh! Here's a token of my appreciation! But...! You'll have to figure out how to use it yourself! (You get DataChp1)

A3.

Class E

First time--

(Outside of the TV Studio)

Lan: OK, so where are we battling? Over there? Over here?

MegaMan: Lan! We've got to get going!

(Yai walks out)

Yai: Lan! Just what do you think you're doing here?

Lan: Hey there, Yai! Do you know where the BattleChipGP is being held?

Yai: Well, not here, that's for sure! Hey! Better hurry or you won't make it in time! Guess it can't be helped... I'll give you a ride!

Lan: Thanks! I didn't know you were so nice, Yai!

Yai: Well, I'm the sponsor this time! Just get in!

Lan: Wow, really?

MegaMan: We lucked out, Lan!

10 minutes later...

(At the school)

Dex: You're late, Lan! The battle's already begun!

Mayl: I was worried you'd be late!

Lan: Sorry! Sorry!

Yai: OK, everyone!

Lan: Yai! Thanks for before!

Yai: Anything for the BattleChipGP! 'Cause I'm the SPONSOR!

Mary:

Mayl: Hey, Yai? Who's that girl?

Yai: I'll introduce you! Her name is Mary. She's my home stay sister!

Lan: Hi there! I'm Lan.

MegaMan: I'm his Navi, MegaMan. Pleased to meet you!

Mary: Nice to meet you! I heard you two were a big "travesty" in Netopia...

Lan: No, really, it was nothing...

Yai: ...

Mayl: ...

MegaMan: I don't think she means that as a compliment.

Lan: Huh? Really?

Yai: Well, it's her second language, so she makes mistakes sometimes...

MegaMan: Anyway, a 6th grader like you should know what "travesty" means!

By the way...

MegaMan: ?

Ring: Hey, what about me?

Mary: Sorry, Ring! This is my Navi...

Ring: I'm Ring! I'm excited to be in the BattleChipGP! I hear you're the best, Lan and MegaMan, so you're the perfect opponents for a beauty like me and a genius like Mary! I can hardly wait to battle!

MegaMan: Same for me!

Mary: Oh, Ring! I told you to cool it...

Ring: It's OK! Look, we're making friends! It's easy, Mary.

Yai: Well, I've got some GP business, so you'll have to excuse me! Let's go, Mary!

Mary: See you again, everyone!

Ring: Bye-bye!

Mayl: Mary sure is quiet for a Netopian!

Dex: Yeah, but that Navi of hers sure isn't!

MegaMan: Well, there's all kinds of teams, I guess! OK, Lan, now you'll get your chance to battle!

Lan: Yep! Let's do it!

A3.1.

Novice Tournament-- Area: Lan's HP (MMBN1)

(At the school)

Yai: The Novice Tournament is perfect for those who have never played in the BattleChipGP. It consists of 3 rounds on a field of normal panels. You can't lose as long as you just put all the battlechips you have into your Program Deck! That's the tournament in a nutshell.

Lan: All right, I got it! Thanks, Yai!

Yai: Heehee! I'm here to teach you whatever I can! I'm the sponsor after all! Oh yes, one more thing... If you finish in the top 4 in all class tournaments, then you can graduate to the next class up! Sometimes you can't win when you don't have enough chips.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

MegaMan: Lan, you've got to go, or you'll be late again.

Lan: OK, let's go, MegaMan!

Round 1

Program: Novice Tournament: Round 1!

Kenji: Have you learned how to build your Program Deck? Then let's go!
(NormNav1)

You win

Kenji: Actually, I just learned how to build a Program Deck today.

Round 2:

Program: Novice Tournament: Semi-Finals!

Higsby: Oh, goodness! I've left a battlechip at the shop!
(NumberMan)

You win

Higsby: Ar! If I only had that battlechip, I would've won!

Round 3

Program: Novice Tournament: Finals!

Ms. Mari: I'm not a teacher now; I'm the enemy!

(NormNav2)

You win

Ms. Mari: Wow, Lan. If only you put this much effort into your other subjects.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for NormNav2 and 1000z)

(After your first tournament)

(Lan's room)

MegaMan: You got mail. It's from the BattleChipGP staff.

TO: Lan

Good news for NetBattlers participating in BattleChipGP! A training facility has opened for BattleChipGP entrants. Come and pair up with a partner to train, and try to beat the best NetBattler's winning streak! We hope to see you there.

You can now select "Open Battle" in the DenCity area.

MegaMan: Lan, you should save your game. You can't save during the tournament. Use your PET to save!

A3.2.

Guts Tournament-- Area: Yai's HP (MMBN3)

(Outside of Yai's house)

Yai: The Guts Tournament attracts the strongest Navis around. It consists of 3 rounds on a field of normal panels. Put attack-based chips into your Program Deck and you should be able to win. That's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

MegaMan: Lan, the tournament is about to start.

Lan: OK! Let's do it, MegaMan!

Round 1:

Program: Guts Tournament: Round 1!

Koetsu: Don't underestimate me because I'm a grade schooler! Let's have a good battle!

(NormNav1)

You win

Koetsu: Wow, I still have so much to learn about NetBattling.

Round 2:

Program: Guts Tournament: Semi-Finals!

Kaz: I'll win by destroying your deck!

(NormNav2)

You win

Kaz: I guess I need more than one strategy...

Round 3:

Program: Guts Tournament: Finals!

Dex: I'll take you on! C'mon, little Lan!

(GutsMan)

You win

Dex: Shoot! What'd I do wrong?!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for GutsMan and 1500z)

A3.3.

Healing Tournament-- Area: Mayl's HP (MMBN1)

(At a restaurant in Marine Harbor)

Yai: The Healing Tournament is popular with Navis who use healing chips. It consists of 3 rounds on a field of normal panels. Use MiniBombs to delete opponents' battlechips. That's the tournament in a nutshell.

MegaMan: Wow, Yai. You know so much about BattleChipGP.

Yai: Heehee! Well, of course I do! I'm the sponsor!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Healing Tournament: Round 1!

Anna: This is my first time! Good luck, have fun!

(NormNav1)

You win

Anna: It sure isn't easy to win the first time.

Round 2:

Program: Healing Tournament: Semi-Finals!

Mary: Oh! It's Lan! Don't be too hard on me!

(Ring)

You win

Mary: Boo-hoo! I lost! You're so strong!

Round 3:

Program: Healing Tournament: Finals!

Mayl: I don't care who you are--I won't let you beat me!

(Roll)

You win

Mayl: I gotta admit, it was a good fight.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for Roll and 1500z)

(After clearing Class E)

(Lan's room)

MegaMan: You got mail from the BattleChipGP staff.

TO: Lan

Congratulations on your class promotion! Now you can enter Class D tournaments. As a bonus to Class D NetBattlers, your NetNavi program capacity will be raised by 20MB. Enjoy!

Lan: That's great! Now we can put larger chips in our Program Deck!

MegaMan: That's right! Let's try it out later!

Lan: By the way, I read something in last month's BattleChip Magazine.

MegaMan: The one with a special called "Produce a Battle Tournament"?

Lan: That's the one! It said it's great training, and if you register with the officials, you can get sponsored and get a rare chip!

MegaMan: I see! You want to take the rare chips and run!

Lan: Uh, not exactly. But if we win them fair and square...

MegaMan: Ah! I see...

Lan: If that's the case, we need to find friends to participate! We need their NetNavi codes.

MegaMan: We need their BattleChipGP entry names, too.

Lan: OK! Let's get our friends together and put on a tournament!

Can now select "Produce Tournament".

A4.

DenCity Open Battle

(First area)

GutsMan: Behold, the power of GutsMan!

You win

GutsMan: I didn't have the guts to win...

NormNavl: Oh! Hello again! I won't lose this time! Good luck.

You win

NormNavl: Wow! You really are strong! You win again.

NormNavl: How are you doing? Well, let's begin.

You win

NormNavl: Very good indeed!

NormNavl: May we have a good match.

You win

NormNavl: It was an honor. I hope to fight again.

NormNavl: Nothing can stop me from winning this fight!

You win

NormNavl: C'mon, let me win! At least once!

Ring: My ring power will spin you like crazy!

You win

Ring: Mary! Do your job!

Roll: Don't be soft on me just because I'm a girl.

You win

Roll: I lost, but it was fun. Let's have a NetBattle again sometime!

TurboMan: Vroom! I'm going pedal to the metal!

You win

TurboMan: I got lapped!

(NaviChip Battle 1) Area: Oven Comp (MMBN1)

(NaviChip battles are always fought in every fifth battle)

MegaMan: You encountered NormNav1!

Anna: Hi there! Wouldn't you like to bet NaviChips on a NetBattle?

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

NormNav1: I'm gonna win, I just know it!

You win

NormNav1: Blast, I lost!

(You get the chip for NormNav1 and 500z)

(Second area) Area: Yoka Area (MMBN3)

ElecMan: Electricity is the ultimate weapon.

You win

ElecMan: I'm out of juice.

FireMan: I'll burn you to a crisp!

You win

FireMan: I fizzled out before you even ignited.

IceMan: Behold, the power of IceMan!

You win

IceMan: I lost!

NormNav2: Don't worry, I'll give you a handicap.

You win

NormNav2: Wait... You mean I needed the handicap?!

NormNav2: Hm?! I'm fighting you next?!

You win

NormNav2: Guess I underestimated you.

NormNav2: I'll show you my true power!

You win

NormNav2: Guess my true power wasn't much...

NormNav2: Shoot! I'm too tired to fight!

You win

NormNav2: See?! We Navis need a vacation!

WoodMan: The vastness of nature will engulf you!

You win

WoodMan: I smell the aroma of the healing forest.

(NaviChip Battle 2) Area: Bomb Comp (MMBN2)

MegaMan: You encountered NumberMan!

Higsby: Hello! Let's duel for NaviChips, okay?

MegaMan: What do you think, Lan?

Lan: Hmm... Sure, why not!

NumberMan: I must've taken a wrong turn.

You win

NumberMan: I've got to go back to the shop.

(You get the chip for NumberMan and 1000z)

Program: Congratulations! DenCity area was completed. Face a new opponent in every Open Battle. Come and fight anytime!

MegaMan: Lan, I'm jacking out now.

A5.

Class D

First time--

(Inside the TV Studio)

Lan: Wonder where the next battle might be?

MegaMan: Hey, isn't that Chaud?

Lan: Yeah! It is! HEY! Chaud!

(Outside the TV Studio)

Chaud: What is it, Lan?

Lan: I figured you might be here. Let's finish what we started last time!

Chaud: Huh? Look, I'm here on duty. Otherwise I wouldn't have even bothered.

Lan: Aw, don't be such a stick-in-the-mud! Let's finish things here!

Chaud: There's a chance that some remnants of the WWW are here today. If we let our guard down, it could be all over for us.

(Chaud disappears)

Lan: Hmph! Man, what a worrywart!

MegaMan: Now, now, Lan. After all, Chaud is an official NetBattler.

Lan: I'm not letting you off that easily, Chaud!

MegaMan: (But, "remnants of the WWW"? I don't like the sound of that...)

A5.1.

Match Tournament--

(At the Okuden Valley campground)

Yai: A lot of Navis in the Match Tournament use fire chips. The tournament consists of 4 rounds on a field of lava panels. Lava panels inflict 50 damage per turn, so be careful. But fire Navis aren't bothered by lava panels at all. Also, aqua chips are effective against fire Navis. That's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Match Tournament: Round 1!

Yoshiro: I'll show you how types can work for AND against you!

(NormNav1)

You win

Yoshiro: Use the four types well... I wish you luck.

Round 2:

Program: Match Tournament: Round 2!

Haru: I'm good at cooking, but NetBattling is a whole new game!
(Navi-F)

You win
Haru: Guess I should stick to cooking.

Round 3

Program: Match Tournament: Semi-Finals!
Mary: I won't lose like last time. I will avenge my name!
(Ring)

You win
Mary: (whimper) My Ring won't work right!

Round 4

Program: Match Tournament: Finals!
Mr. Match: Yeah, I'm Mr. Match, and I'm on fire!
(FireMan)

You win
Mr. Match: Shoot, I fizzled out.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.
(You get the chip for FireMan and 3000z)

A5.2.
Sapling Tournament--

(At the entrance to Okuden Valley)

Yai: A lot of Navis in the Sapling Tournament use wood chips. The tournament consists of 4 rounds on a field of grass panels. Grass Panels heal 50 points per turn for wood Navis. Also, fire chips are effective against wood Navis. That's the tournament in a nutshell.
Ribitta: Attention all entrants. First round of the tournament begins shortly.
Ian: Let's go MegaMan!

Round 1:

Program: Sapling Tournament: Round 1!
Haruka: Sorry I didn't tell you, Ian! Think of it as a family gathering!
(NormNav2)

You win
Haruka: I've failed even after Yuichiro taught me so much. But it was all good fun!

Round 2:

Program: Sapling Tournament: Round 2!
Tetsu: Good luck, and have fun!
(Navi-W)

You win
Tetsu: I lost, but it was a great fight!

Round 3:

Program: Sapling Tournament: Semi-Finals!

Dex: Last time you caught me off guard. This time you won't be so lucky!

(GutsMan)

You win

Dex: Shoot! What'd I do wrong?!

Round 4:

Program: Sapling Tournament: Finals!

Sal: Heehee... I think we have ourselves a good fight.

(WoodMan)

You win

Sal: Teehee, looks like you've beaten me.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for WoodMan and 3000z)

A5.3.

Droplet Tournament--

(At the Waterworks)

Yai: A lot of Navis in the Droplet Tournament use aqua chips. The tournament consists of 4 rounds on a field of ice panels. The slipperiness of ice panels makes attacks miss more often, but aqua Navis aren't affected. Also, elec chips are effective against aqua Navis. That's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Droplet Tournament: Round 1!

Micchan: Well, you look like a tough Navi! Do I stand a chance?

(NormNav1)

You win

Micchan: Wow! Your Navi is strong, and so are you!

Round 2:

Program: Droplet Tournament: Round 2!

Mayl: I won't lose this time!

(Roll)

You win

Mayl: I did it again...

Round 3

Program: Droplet Tournament: Semi-Finals!

Junko: I couldn't care less about NetBattles. But my pride won't let me just lose.

(Navi-A)

You win

Junko: I was so worried about losing, I couldn't win.

Round 4

Program: Droplet Tournament: Finals!

Froid: We're from WaterWorks, and we'll wash you up.

(IceMan)

You win

Froid: Water Works could use some good men like you.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for IceMan and 3000z)

A5.4.

Battery Tournament--

(Inside the Government Complex)

Yai: A lot of Navis in the Battery Tournament use elec chips. The tournament consists of 4 rounds on a field of aluminum panels. Aluminum panels boost the power of elec attacks, creating quite an advantage for elec Navis. Wood chips are effective against elec Navis. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Battery Tournament: Round 1!

Taka: I'll show you a true battlechip combo!

(NormNav2)

You win

Taka: Man, battlechip combos suck...

Round 2:

Program: Battery Tournament: Round 2!

Michael: Heya! Now, don't be too hard on me, pal!

(Navi-E)

You win

Michael: Shoot! You're too strong for me, buddy!

Round 3:

Program: Battery Tournament: Semi-Finals!

Gen: I had some trouble with the new programs, but I'm fine now.

(NormNav3)

You win

Gen: Shoot... Back to the drawing board.

Round 4

Program: Battery Tournament: Finals!

Count Zap: Can you handle 100 thousand volts?

(ElecMan)

You win

Count Zap: I guess 100 thousand volts wasn't enough...

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for ElecMan and 3000z)

(After clearing Class D)

(Lan's room)

MegaMan: Lan! You got mail. Let's see...

TO: Lan

Congratulations on your class promotion! Now you can enter Class C tournaments. As a bonus to Class C NetBattlers, your slot capacity will be raised to 30MB. We hope it will be useful. Also, a new Open Battle area filled with fearsome Navis has been unlocked! We hope you take on the challenge!

You can now select "Open Battle" in the Yumland area.

MegaMan: With 30MB, we can slot in lots of different chips.

Lan: We can use them to turn the tables in battle! Let's go and work on our Program Deck!

MegaMan: Wait, Lan! You got another mail!

Higsby: Higsby here! I've opened a new branch in Netopia to serve your battlechip needs. So stop by, and buy, buy, buy!

Lan: Looks like Higsby's working hard, too!

MegaMan: Let's check it out next time we go to Netopia!

Sunset Chip Shop is now open.

A6.

Sunset Chip Shop:

1. Combine Guard and Cannon to launch counterattacks! Swords can't hit enemies on hole panels, huh. Make sure to check info before every battle!
2. Guard chips are slow, so you may get hit first. They can even get deleted by some types of decks. No chip is perfect...
3. Swords aren't powerful. You can lose them easily. But they're very reliable weapons when in slot! They're good at close range as a back-up.
4. Using a Catcher in your deck... Makes it easier to get chips from the opponent!
5. Cannon chips are strong but don't use much memory. Their high speed can help defeat weaker Navis. But they're not suited for high-level opponents.
6. The GutsHamr works well on a CrsShld. Guard blocks any non-elemental attacks. But they can be deleted by an elemental attack!
7. Match chips and Navi attributes for more power! Like HeatShot for FireMan and BubShot for IceMan! But elemental Navis have weak points too, like: Fire Navis are vulnerable to aqua attacks. That's one example. Try others and see!
8. GrassStg lets Wood Navis recover HP. Use fire attacks to turn GrassStg back to normal! Your attack power will go up temporarily, too!

9. I recommend buying chips in sets of ten! Because there's always one rare chip inside!
10. Chips must be in your folder to use in battle. Use your PET to edit your folder anytime!
11. Ballon Chips store damage for counterattacks! They can really turn the tide of a battle. But take repeated hits and they may get deleted!
12. Sigh... Slow day!
13. Use recover chips in the third line as a shield. The odds of getting a third line is low. So add a lot to improve your chances. Try to put one in your slot!
14. Notice how some chips take up zero memory? Try adding them when your memory is full!
15. Elec Chips get stronger on Ice and AlumiStg. If your Navi is Elec, the effect is even stronger!
16. ZapRing chips stun your opponent. A stunned Navi can't attack during that turn. So Roll couldn't use Recover, for example. Use it to beat enemies who have unique attacks!
17. Even strong decks have their weak points. Keep an eye out for them!
18. You'd better figure that out for yourself! Sorry, I'm just teasing.
19. Add an Atk+10 after Needle for increased power! It's efficient!
20. Some chips can only be found in battle. A high busting level helps you get chips!

A7.
Yumland Open Battle

(First area) Area: Net Area (MMBN2)

AirMan: I'll blow you off the map!
You win
AirMan: I was all hot air. ...Psssssstt.

NormNav1: I.....WILL.....WIN!!!
You win
NormNav1: I.....LOST.....AGAIN!

NormNav1: You'll never win!
You win
NormNav1: I'll never beat you!

NormNav2: I've got skillz! Get ready!
You win
NormNav2: I was kinda hoping you'd give me a handicap.

NormNav2: Ya won't beat me, pal! Yeah, you come and get it!
You win
NormNav2: Hey, why'd ya go and do that?

NumberMan: Which way to Higsby's? Must I fight you?

You win

NumberMan: I think I can crawl my way to the shop.

QuickMan: There's no way you can keep up with my speed!

You win

QuickMan: You're very fast! And I should know!

SkullMan: Keeheehee! Bow, weakling!

You win

SkullMan: Hrk! My jaw! Kreek kreek...

(NaviChip Battle 1) Area: Power Plant Network (MMBN1)

MegaMan: You encountered ThunderMan!

Raoul: Won't you duel me for NaviChips?

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

ThunderMan: Begone, weaklings!

You win

ThunderMan: Now I realize your true strength.

(You get the chip for ThunderMan and 500z)

(Second area) Area: Koto Area (MMBN2)

FlashMan: I'll control you with a hypnosis flash! Nya hah!

You win

FlashMan: My! Are you immune to hypnotism?!

HeatMan: Time to put the heat on!

You win

HeatMan: Fsst... I was a candle in the wind...

Navi-A: I was custom-built into an aqua Navi.

You win

Navi-A: If aqua doesn't work, I'll try wood.

Navi-E: I was custom-built into an elec Navi.

You win

Navi-E: If elec doesn't work, I'll try fire.

Navi-F: I was custom-built into a fire Navi.

You win

Navi-F: If fire doesn't work, I'll try elec.

Navi-W: I was custom-built into a wood Navi.

You win

Navi-W: If wood doesn't work, I'll try aqua.

PlantMan: You wish to spar with me? So be it.

You win

PlantMan: It was an honor to fight with you.

SharkMan: My fins will slice you to ribbons!

You win

SharkMan: I'll sharpen my fins for next time!

(NaviChip Battle 2) Area: Hospital Comp (MMBN3)

MegaMan: You encountered SnakeMan!

Mrs. Millions: Let's have a fun battle for NaviChips!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

SnakeMan: What a tasty-looking Navi! Hsssss!

You win

SnakeMan: I'm not running away with my tail between my legs!

(You get the chip for SnakeMan and 1000z)

(Third area) Area: ACDC Area (MMBN3)

GutsMan: Nobody can stand up to the sheer strength of GutsMan!

You win

GutsMan: I guess might doesn't make right...

NormNav2: Hrr! Hrr! I lift weights every day! No reason I'd lose!

You win

NormNav2: Agghyaa! It's back to the weight room...

NormNav2: Umph! Humph! I drink a protein drink every day! There's no way I'll lose!

You win

NormNav2: I guess the discount protein drink is a scam...

NormNav3: Let's have a good fight!

You win

NormNav3: Hahahahah! Till we meet again!

NormNav3: I challenge you!

You win

NormNav3: So close, yet so far!

Ring: Well, you're certainly having a winning streak! Impressive!

You win

Ring: This loss was Mary's fault.

Roll: You're sure on a roll. Care for a NetBattle with me?

You win

Roll: Thanks. Keep fighting hard.

TurboMan: Vroom! I'm starting in pole position!

You win

TurboMan: I blew a tire!

(NaviChip Battle 3)

MegaMan: You encountered ToadMan!

Ribitta: Won't you appear on our new program? It's an all-new live battle show where contestants fight for NaviChips!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

ToadMan: Ribbit ribbit! Croaak! Fight with me?

You win

ToadMan: Tomorrow's forecast: rain! Ribbit!

(You get the chip for ToadMan and 1500z)

(Fourth area)

ElecMan: My electricity attacks will shock you into submission!

You win

ElecMan: Guess I blew a fuse...

FireMan: My arsenal of fire stands between you and victory.

You win

FireMan: My flames got doused like a candle in a blizzard.

IceMan: MyFreezTwr will stop you in your tracks.

You win

IceMan: I lost!

Navi-A: Try my aqua chip combo on for size!

You win

Navi-A: Aqua alone didn't do the trick.

Navi-E: Try my elec chip combo on for size!

You win

Navi-E: Elec alone didn't do the trick.

Navi-F: Try my fire chip combo on for size!

You win

Navi-F: Fire alone didn't do the trick.

Navi-W: Try my wood chip combo on for size!

You win

Navi-W: Wood alone didn't do the trick.

WoodMan: The wrath of the earth will stop you in your tracks.

You win

WoodMan: I miss the healing forest.

(NaviChip Battle 4)

MegaMan: You encountered KingMan!

Tora: Sup! Let's have a fight for NaviChips!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

KingMan: He who makes the first move will be victorious!

You win

KingMan: Amazing! Now I know why you and Tora are rivals.

(You get the chip for KingMan and 2000z)

Program: Congratulations! Yumland area is completed. Face a new opponent in every Open Battle. Come and fight anytime!

MegaMan: Lan, I'll jack out for now.

MegaMan: You got mail from the BattleChipGP staff!

Thanks for using the Open Battle system! As a bonus for clearing the Yumland area... Please take this DataChp2! Thanks for your participation in the BattleChipGP!

A8.

Class C

First time--

(Inside the TV Studio)

Kai: Oh...! Master Lan!

Yai: How do you feel, Lan?

Lan: Yai! I did it! I'm cleared for Class C now!

MegaMan: Way to go, Lan!

Yai: I knew it! By the way, here comes someone who wants to meet you!
Kai: WOW! It's really you! Master Lan!
Lan: M-Master? Me?
TurboMan: And that must be MegaMan! Wow! Such clean lines! So simple! So perfect!
MegaMan: Uh... Thanks, I think!
Mayl: Is this a friend of yours, Lan?
Lan: No, no! Never met him! Or have we?
Kai: I'm Kai! You helped me during the bus incident six months ago!
TurboMan: I'm Kai's Navi, TurboMan! Thanks a lot for helping Kai!
Lan: Six months ago? Bus incident?
MegaMan: Oh! I get it! Remember when a virus jammed the bus doors?
Lan: Oh, yeah! So you were on the bus? Well, you're looking good!
Kai: Thanks to you...Master Lan!
Lan: Uh... Tell you what. Just call me Lan!
Kai: Sure thing, Master Lan!
Mayl: He's like a kid brother! Kai, you really like Lan that much?
TurboMan: We came here to meet him! Lan and MegaMan are our heroes!
Kai: Yeah, our heroes!
Yai: We're proud of Lan, too, for taking care of Gospel during the WWW incident!
Kai: Huh? Master Lan beat Gospel and the WWW too? Wow!
Lan: Cut it out, guys! It was nothing, really!
Mayl: Ha ha! You big show off, Lan!
MegaMan: You DO seem secretly happy about it...!
Kai: Master! Tell me! What's your REAL purpose in coming here today?
Lan: Huh??
Kai: You gonna beat the bad guys again??
Yai: Huh? But the BattleChipGP isn't like that!
MegaMan: Yeah! We want to win chips.
Lan: I heard that the WWW has snuck into the tournament! That's why I'm here! To get 'em!

What?!

Mayl: Is that true, Lan?
Yai: I haven't heard anything, and I'm the sponsor!
Lan: Listen guys, take it easy. I'm just a NetBattler. I'm not here for any special reason...
TurboMan: Aw...
Kai: Oh, too bad!
Mayl: Whew! You scared me!
Yai: Don't surprise me like that! I hate surprises!
Lan: Anyway, this is supposed to be fun! Right, MegaMan?
MegaMan: Yeah! (Let's keep the WWW thing under our hats...)

A8.1.

Quick Tournament-- Area: ACDC Comp (MMBN3)

(At a Metroline station)

Yai: The Quick Tournament attracts the speediest Navis around. The tournament consists of 6 rounds on a field of poison panels. Each turn the poison panels slightly damage both the Navi and his chips. People tend to attack the Navi, so chips that can utilize counters will be useful. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Quick Tournament: Round 1!

Takahiro: All aboard! My Navi's heading out!

(NormNav2)

You win

Takahiro: We're a long way from victory station.

Round 2:

Program: Quick Tournament: Round 2!

Yoshio: Better make sure the combined chip capacity doesn't go over the Navi size.

(NormNav3)

You win

Yoshio: I guess deck building matters, too.

Round 3:

Program: Quick Tournament: Round 3!

Mr. Match: You won't knock me down! Feel my flames!

(FireMan)

You win

Mr. Match: Hahah... Guess I fizzled out.

Round 4:

Program: Quick Tournament: Round 4!

Higsby: Oh no! I left my battlechip in a folder!

(NumberMan)

You win

Higsby: I would've won if I'd only had that battlechip!

Round 5

Program: Quick Tournament: Semi-Finals!

Kai: It's Master Lan! You're already doing battles?! Aiya!

(TurboMan)

You win

Kai: Wow, Master Lan! I learned much from fighting you!

Round 6

Program: Quick Tournament: Finals!

Dave: Can you keep up with QuickMan?

(QuickMan)

You win

Dave: You're quicker than QuickMan...

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for QuickMan and 4000z)

A8.2.

Block Tournament--

(In an alleyway in Netopia)

Yai: The Block Tournament attracts Navis who are skilled at blocking. The tournament consists of 6 rounds on a field of normal panels. You'll come out ahead if you can delete your opponent's block with chips with high attack power. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Block Tournament: Round 1!

Tom: Lan! You're my friend, but I won't pull any punches!

(NormNav2)

You win

Tom: Lan! I will not forget this fight!

Round 2:

Program: Block Tournament: Round 2!

Sal: Sometimes one must fight to protect nature.

(WoodMan)

You win

Sal: Please take care of nature in my place.

Round 3:

Program: Block Tournament: Round 3!

Larry: Yo, bro! Time for a rumble!

(NormNav3)

You win

Larry: Whaddya know! Youz a tough one!

Round 4:

Program: Block Tournament: Round 4!

Count Zap: ElecMan's been powered up to 1 million volts!

(ElecMan)

You win

Count Zap: 1 million volts still isn't enough...

Round 5:

Program: Block Tournament: Semi-Finals!

Mayl: Roll! Do it just as planned!

(Roll)

You win

Mayl: Lost again...

Round 6: Area: Lan's HP (MMBN3)

Program: Block Tournament: Finals!

Miyuki: Begin, o feast of souls! SkullMan, do the honors!

(SkullMan)

You win

Miyuki: We won't be resting in peace here.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for SkullMan and 4000z)

A8.3.

Cliff Tournament-- Area: Airplane Comp (MMBN2)

(In the first class section of an airplane)

Yai: The Cliif Tournament attracts Navis who attack from a distance. The tournament consists of 6 rounds on a field of hole panels. Be careful--you cannot use sword or wave attacks on hole panels. Only certain chips can be used here, so you may have a hard time of it without a plentiful supply. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Ian: Let's go MegaMan!

Round 1:

Program: Cliff Tournament: Round 1!

Miho: The simulation went perfectly in the lab.

(NormNav2)

You win

Miho: Where did my calculations go wrong?!

Round 2:

Program: Cliff Tournament: Round 2!

Mary: Ring won't listen to a word I say! What should I do?

(Ring)

You win

Mary: Shoot! What do I have to do to get Ring to behave?!

Round 3:

Program: Cliff Tournament: Round 3!

Sara: Commence preparations for takeoff.

(NormNav3)

You win

Sara: You're a smooth flier! Zero turbulence!

Round 4:

Program: Cliff Tournament: Round 4!

Takashi: Handling Navis, like ships, requires experience.

(NormNav4)

You win

Takashi: I can sail a ship, but I need to work on my Navi control.

Round 5:

Program: Cliff Tournament: Semi-Finals!

Raoul: My tribe, friends! Lead me to victory!

(ThunderMan)

You win

Raoul: Defeat can be more meaningful than victory.

Round 6: Area: Lan's HP (MMBN3)

Program: Cliff Tournament: Finals!

Arashi: We will wreak vengeance on those who tricked us!

(AirMan)

You win

Arashi: We haven't given up yet!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for AirMan and 4000z)

(After clearing Class C)

(Lan's room)

MegaMan: You got mail from the BattleChipGP staff.

TO: Lan

Congratulations on your class promotion! Now you can enter Class B tournaments. As a bonus to Class B NetBattlers, your NetNavi program capacity will be raised by 20MB. Also, it includes a new folder! We hope it will be useful!

Lan: Now we've got 40MB in our Program Deck!

MegaMan: Each new chipfolder can hold a new deck. This will allow for more complex strategies. We have to remember to create a new Program Deck when we use a new folder.

A9.

Class B

First time--

(Outside of the Yoka Zoo)

Lan: Hey! Chisao! You here to cheer for your brother Dex?

Chisao: Lan, I have a favor to ask...

(fade to black, then back to normal)

Lan: What? Throw the match to Dex?

Chisao: Yeah! He's been down lately 'cause he never wins! But if he beat you he'd cheer up a lot!

Lan: Chisao...

MegaMan: Chisao...

Dex: Chisao! You little idiot! So you're expecting me to lose?!

Chisao: Whoops! I got caught...!

(Dex walks into the scene)

Dex: Winning like that won't make me happy!

Chisao: Sniff... I'm sorry... But I hate seeing you look so sad...

Dex: I'm sorry I've been losing so much, but just you wait! Lan, can you please

just forget this ever happened?

Lan: Sure thing! No problem.

Dex: I'm looking forward to battling you! C'mon, Chisao!

(Dex walks out of the scene)

Chisao: I'm sorry, Lan. But it makes me happy to see Dex all charged up!

(Chisao walks out of the scene)

Lan: Well, all's well that ends well. Still, I'm a little jealous of Dex...

MegaMan: Yeah, but... You've got ME, Lan!

Lan: That's right!

A9.1.

Firework Tournament-- Area: HadesIsle Comp (MMBN3)

(In Hades Isle)

Yai: The Firework Tournament attracts very strong fire Navis. The tournament consists of 6 rounds on a field of lava panels. Lava panels inflict 50 damage per turn, so be careful. But fire Navis aren't bothered by lava panels at all. When fire Navis use fire chips, their attack power increases. Don't forget to keep your cool. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Firework Tournament: Round 1!

Kai: I'll get you yet! TurboMan! Engine, full throttle!

(TurboMan)

You win

Kai: Eek! TurboMan's overheated!

Round 2:

Program: Firework Tournament: Round 2!

Miki: I'm going to buy a new bag with the prize money!

(Navi-F)

You win

Miki: I'll get that new bag if it's the last thing I do!

Round 3:

Program: Firework Tournament: Round 3!

Madoi: Teehee! Want to try a special game with me?

(ColorMan)

You win

Madoi: Why you! You can forget about any special games!

Round 4:

Program: Firework Tournament: Round 4!

John: If I win, I'll propose to my girlfriend.

(NormNav4)

You win

John: I am not brave, or strong enough.

Round 5:

Program: Firework Tournament: Semi-Finals!

Tamako: You think you can escape the MetlFist of MetalMan?
(MetalMan)

You win

Tamako: Wow! You dodged the MetlFist of MetalMan!

Round 6

Program: Firework Tournament: Finals!

Mr. Match: This time HeatMan has some major firepower!
(Heatman)

You win

Mr. Match: Shoot! I need even MORE firepower!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for HeatMan and 5000z)

A9.2.

Verdant Tournament--

(At the Hospital from MMBN3)

Yai: The Verdant Tourmanent attracts very strong wood Navis. The tournament consists of 6 rounds on a field of grass panels. Grass panels heal 50 points per turn for wood Navis. But you must be careful of wood chips: when wood Navis use wood chips their attack power increases. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Verdant Tournament: Round 1!

Mrs. Millions: Heeheehee! I feel a shiver!
(SnakeMan)

You win

Mrs. Millions: You don't appreciate exotic spices.

Round 2:

Program: Verdant Tournament: Round 2!

Trainee: Think I'll be famous if I win this tournament?
(NormNav3)

You win

Trainee: Hmm, now I might never become famous...

Round 3:

Program: Verdant Tournament: Round 3!

Sal: Behold, the vastness of nature!

(WoodMan)

You win:

Sal: Please take care of nature in my place.

Round 4:

Program: Verdant Tournament: Round 4!

Yukiko: Let me give your Navi a check-up.

(Navi-W)

You win

Yukiko: OK! In tip-top health!

Round 5:

Program: Verdant Tournament: Semi-Finals!

Dave: You won't get me again!

(QuickMan)

You win

Dave: You mean he's still not fast enough?!

Round 6:

Program: Verdant Tournament: Finals!

Anetta: I'll build new forests with the prize money.

(PlantMan)

You win

Anetta: (pout!) I only wanted to make more forests.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for PlantMan and 5000z)

A9.3.

Stream Tournament--

(At the spa of the Ura Inn)

Yai: The Stream Tournament attracts very strong aqua Navis. The tournament consists of 6 rounds on a field of ice panels. The slipperiness of ice panels makes attacks miss more often, but aqua Navis aren't affected. When aqua Navis use aqua chips their power increases. Don't you drown out there. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Ian: Let's go MegaMan!

Round 1:

Program: Stream Tournament: Round 1!

Froid: This time, the field is in IceMan's favor.

(IceMan)

You win

Froid: Shoot... So a favorable field is not enough...

Round 2:

Program: Stream Tournament: Round 2!

Kimie: I run a hot springs. Water is second nature to me.

(Navi-A)

You win

Kimie: Come visit our hot springs sometime!

Round 3:

Program: Stream Tournament: Round 3!

Takeo: If I lose I'll be the butt of the animals' jokes.

(BeastMan)

You win

Takeo: I'm the laughing stock of the animal kingdom...

Round 4:

Program: Stream Tournament: Round 4!

Miyuki: The night's feast begins! SkullMan, do the honors.

(SkullMan)

You win

Miyuki: We won't be resting in peace here.

Round 5:

Program: Stream Tournament: Semi-Finals!

Nancy: Once I was an official NetBattler. Surprised?

(NormNav4)

You win

Nancy: This reminds me of the good old days--I'll be back!

Round 6:

Program: Stream Tournament: Finals!

Masa: The shop is dead today, so I came for a battle!

(SharkMan)

You win

Masa: Well, blast it to heck! I lost!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for SharkMan and 5000z)

A9.4.

Thunder Tournament-- Area: Zoo Comp (MMBN3)

(At the Yoka Zoo)

Yai: The Tunder Tournament attracts very strong elec Navis. The tournament consists of 6 rounds on a field of aluminum panels. Aluminum panels boost the power of elec attacks, creating quite an advantage for elec Navis. When elec Navis use elec chips their attack power increases. Now, don't get electrocuted. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Ian: Let's go MegaMan!

Round 1:

Program: Thunder Tournament: Round 1!

Arashi: My anger is approaching critical mass!
(AirMan)

You win

Arashi: Don't think you've seen the last of me!

Round 2:

Program: Thunder Tournament: Round 2!

Osamu: Dance like a butterfly, sting like a bee!
(NormNav4)

You win

Osamu: I guess I got swatted like a fly.

Round 3:

Program: Thunder Tournament: Round 3!

Raoul: I must honor my friends and tribe!
(ThunderMan)

You win

Raoul: A 2nd defeat has taught me a lesson.

Round 4:

Program: Thunder Tournament: Round 4!

Minako: Raising Navis? It's a cinch!
(Navi-E)

You win

Minako: Guess I should stick to raising pets.

Round 5:

Program: Thunder Tournament: Semi-Finals!

Gauss: I'm going to enjoy this fight.
(MagnetMan)

You win

Gauss: NetBattles are great fun.

Round 6: Area: SciLab Area (MMBN3)

Program: Thunder Tournament: Finals!

Ray: I will control you, and victory will be mine.
(FlashMan)

You win

Ray: (This one refuses to be controlled...)

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for FlashMan and 5000z)

(After clearing Class B)

(Lan's room)

MegaMan: Lan! You got mail. Let's see...

TO: Lan

Congratulations on your class promotion! Now you can enter Class A tournaments. As a bonus to Class A NetBattlers, your slot in capacity will be raised to 40MB. We hope it will be useful!

Lan: With 40MB of capacity, we can slot in some amazing chips!

A10.

Class A

First time--

(At the airport)

MegaMan: Lan! You got mail. It's from... BattleChipGP HQ! It's an entrant code list.

Lan: Entrant codes? You mean a list of opponents?

MegaMan: I wonder! Let's see...

...Bzt!

MegaMan: Ow!!

Lan: MegaMan! You OK?

MegaMan: Yeah, I'm fine. But the message was empty...!

Lan: Some kind of spam?

MegaMan: (This never happened before. I've got a bad feeling...)

Lan: I wonder how Chaud's doing? Fine, I'm sure...

(Flashback from the TV Studio)

Chaud: What an attitude...

Lan: I don't think he's worried about me, but...

Chaud: If we let our guard down, it could be all over for us.

(back to the present)

MegaMan: Lan...

Lan: He's so calm, so mature, even though he's just a 6th grader like me...!

MegaMan: Lan, I don't think you get it.

Lan: ...MegaMan? ...Hub?

MegaMan: Chaud may be better than you in a lot of ways. But you're better than him in others. I know, because I'm always watching you. Embrace your good points, and watch Chaud to learn the rest! Just be yourself, Lan!

Lan: ...OK.

MegaMan: I know Chaud looks forward to battling us. And he does respect you. That's why he told you about the WWW thing!

Lan: Yeah. You're right.

MegaMan: OK, then! The next battle's about to begin.

Lan: OK! Let's go, MegaMan!

A10.1.

East Tournament-- Area: Castle Comp (MMBN2)

(Outside of Netopia Castle)

Yai: All kinds of Navis participate in the East Tournament. The tournament consists of 8 rounds on a field of random panels. You should put battlechips into your folder that will prepare you for any type of Navi. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Ian: Let's go MegaMan!

Round 1:

Program: East Tournament: Round 1!

Dennis: I fight with the honor of a knight!

(NormNav3)

You win

Dennis: You made it an honorable battle.

Round 2:

Program: East Tournament: Round 2!

Arashi: Oh, whatever! I'll delete you and anybody else who crosses my path!

Hahahah!

(AirMan)

You win

Arashi: I'll get you for this!

Round 3:

Program: East Tourmanent: Round 4!

Sylvia: Hello, hello! Let's fight, shall we?

(Navi-W)

You win

Sylvia: You're a feisty tiger, aren't ya!

Round 4:

Program: East Tournament: Round 4!

Froid: I've given IceMan improved aqua affinity!

(IceMan)

You win

Froid: Well, we gave it our best try.

Round 5:

Program: East Tournament: Round 5!

Apple: My Navi has impenetrable defenses!

(Navi-A)

You win

Apple: You're undefeatable!

Round 6:

Program: East Tournament: Round 6!

Mrs. Millions: It takes a rough battle to satisfy me.

(SnakeMan)

You win

Mrs. Millions: What a fight! I want more!

Round 7:

Program: East Tournament: Semi-Finals!

Betty: Let's make this the fight to end all fights!
(NormNav4)

You win

Betty: That was incredible! Keep up the good work.

Round 8:

Program: East Tournament: Finals!

Sean: I've been looking forward to this battle.
(FreezeMan)

You win

Sean: I'm reformed. Please fight with me again.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.
(You get the chip for FreezeMan and 7000z)

A10.2.

West Tournament--

(Outside of the Government Center)

Yai: All kinds of Navis participate in the West Tournament. The tournament consists of 8 rounds on a field of random panels. It's hard to win unless you create a Program Deck based on the characteristics of the enemy Navi. Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Ian: Let's go MegaMan!

Round 1:

Program: West Tournament: Round 1!

Dex: I'm a new Dex in every way! Prepare to lose!
(GutsMan)

You win

Dex: With me outta the way, victory is yours!

Round 2:

Program: West Tournament: Round 2!

Ogata: I always wanted to face your Navi.
(NormNav3)

You win

Ogata: You fought well. Victory is rightfully yours.

Round 3:

Program: West Tournament: Round 3!

Prof: I'm working on combining types within a deck.
(Navi-E)

You win

Prof: Hmm... Guess I need to keep tweaking.

Round 4:

Program: West Tournament: Round 4!

Aya: Know thyself and thine enemy, and victory is yours.

(Navi-F)

You win

Aya: I sense a unique power in your Navi.

Round 5:

Program: West Tournament: Round 5!

Mr. Match: HeatMan! If you lose, it's off to the scrap heap!

(HeatMan)

You win

Mr. Match: Hmph! Next time, I'll use a secret technique to win!

Round 6:

Program: West Tournament: Round 6!

Count Zap: 2 million volts, comin' straight at ya!

(ElecMan)

You win

Count Zap: 2 million volts, and I still need a recharge.

Round 7:

Program: West Tournament: Semi-Finals!

Yuji: Chaud is not the only skilled official NetBattler around!

(NormNav4)

You win

Yuji: You're good enough to go up against Chaud.

Round 8:

Program: West Tournament: Finals!

Yahoot: My yoga arts are plenty to beat a mere NetBattler.

(MagicMan)

You win

Yahoot: I must refine my yoga arts.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for MagicMan and 7000z)

(After clearing Class A)

(Lan's room)

MegaMan: You got mail from the BattleChipGP staff.

TO: Lan

Congratulations on your class promotion! Now you can enter Class S tournaments. As a bonus to Class S NetBattlers, your NetNavi program capacity will be raised by 20MB. Enjoy!

Lan: That means... We have 60MB for our Program Deck!

All.
Class S

First time--

(Inside the TV Studio)

MegaMan: So we made it to Class S. If we pass this... We win!

Lan: And I'll be able to settle things with Chaud in the finals.

MegaMan: Lan...

Lan: I know, MegaMan. I've got to be true to myself. Let's do it!

MegaMan: You got it!

All.1.

Master Tournament-- Area: Ribitta's Van (MMBN2)

(Outside of the TV studio)

Yai: The Master Tournament is the final tournament for all the finalist Navis. The tournament consists of 15 rounds on a field of random panels. Many entrants have very strong battlechips, but don't despair--just do your best! Well, that's the tournament in a nutshell.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Lan: Let's go MegaMan!

Round 1:

Program: Master Tournament: Round 1!

Ray: He who controls the sponsor, wins!

(FlashMan)

You win

Ray: (Couldn't find a chance to control the sponsor...)

Round 2:

Program: Master Tournament: Round 2!

Tamako: Sorry, but victory is mine, sweetie!

(MetalMan)

You win

Tamako: Shoot! I lose...

Round 3:

Program: Master Tournament: Round 3!

Takeo: I'll buy virtual animals with the prize money.

(BeastMan)

You win

Takeo: What about my virtual animals?!

Round 4:

Program: Master Tournament: Round 4!

Gauss: Behold, the harmony between magnetic poles!

(MagnetMan)

You win

Gauss: The magnetism destabilized at a critical moment!

Round 5:

Program: Master Tournament: Round 5!

Miyuki: Just when will we ever be able to rest in peace?

(SkullMan)

You win

Miyuki: We won't be resting in peace here.

Round 6:

Program: Master Tournament: Round 6!

Anetta: For the sake of the environment, Anetta must win!

(PlantMan)

You win

Anetta: Please continue my legacy of love for nature.

Round 7:

Program: Master Tournament: Round 7!

Princess Pride: KnightMan's power is ultimate! You cannot beat him!

(KnightMan)

You win

Princess Pride: What possibly could have gone wrong?!

Round 8:

Program: Master Tournament: Round 8!

Raoul: On the honor of my tribe, I shall be victorious!

(ThunderMan)

You win

Raoul: It was enough of an honor just to fight you.

Round 9:

Program: Master Tournament: Round 9!

Mr. Match: FlameMan is sure to win--no doubt about it!

(FlameMan)

You win

Mr. Match: How could my FlameMan lose...

Round 10:

Program: Master Tournament: Round 10!

Masa: I'll end this thing, and get our customers back!

(SharkMan)

You win

Masa: Why you little!! I can't believe I lost!

Round 11:

Program: Master Tournament: Round 11!

Dave: QuickMan, I think we should teach them a lesson.

(QuickMan)

You win

Dave: I guess we were taught a lesson instead.

Round 12:

Program: Master Tournament: Round 12!

Yahoot: The teachings of Indala will lead me to victory.

(MagicMan)

You win

Yahoot: Were Indala's teachings wrong?!

Round 13:

Program: Master Tournament: Round 13!

Sean: FreezeMan knocks out Navis stone cold!

(FreezeMan)

You win

Sean: Even FreezeMan couldn't put the chill on you.

Round 14:

Program: Master Tournament: Semi-Finals!

Tora: I'm gonna win! You might as well just give up now!

(KingMan)

You win

Tora: Blast I was checkmated!

Round 15:

(At the Official NetBattler HQ)

Chaud: What?!

Lan: What's that?!

Ogata: The entrant code that was sent to each of you is a virus! There is a time-bomb virus inside the attached folder. It's set to explode in 1 hour--just when the final round starts! We have no choice but to cancel the final round, and delete the virus.

Lan: Cancel the final round?! But I've got to settle the score with Chaud.

MegaMan! Let's help search for the culprit!

Chaud: Lan! You stay right here. This is a job for official NetBattlers like us!

(Chaud leaves the room)

Lan:

MegaMan: Lan, let's do what we can! If we can't find the culprit and prevent the virus I'll be deleted, too, along with all the other Navis! Let's go!

Lan: Gotcha, MegaMan!

(Lan leaves the room and heads for the inside of the TV Studio)

Kai: Master!

Lan: That's Kai's voice! Let's go!

(Lan runs outside to find Kai and the MiB)

MiB: Outta my way!

(the MiB smacks Kai around)

Kai: Whoa?!

(Chaud walks into the scene)

Chaud: Watch out!

(Chaud walks over to the MiB, then a flash of light)

Chaud: Hrk!

ProtoMan: Master Chaud?!

(Lan walks over to the MiB)

Lan: I won't let 'em get away!

(and a few flashes of light)

MiB: Oof oof oof!

(and another flash)

.....

(the MiB is down on the ground)

Chaud: This is Chaud. I think I've captured our man.

(back inside the Studio)

Chaud: I told you to stay put! If the hacker gets scared and sets off the virus, you'll lose your Navi!

Lan: But Chaud! How can I just stand by and watch?! I wanted to settle the score with you! I can't let this ruin the tournament!

Chaud: What!!

Lan: Well, you're done with your job, right? Let's get on with the final round!

Chaud: So, the culprit was stupid enough to be caught by an ordinary citizen.

If I'd known that I wouldn't have bothered entering the tournament. What a waste of time.

Lan: ...Chaud...

Chaud: Well, I still have a chance to break even. Lan--Your rare chips are ours!

Lan: Heheh! Now you're talkin'!

(back in the arena)

Program: Master Tournament: Finals!

Chaud: Nobody can defeat me.

(ProtoMan)

You win

Chaud: Argh! How did you beat the ProtoMan combo?!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for ProtoMan and 10000z)

(After clearing Class S)

Ribitta: There it is! The victors of this fateful battle are Lan and MegaMan!

Lan: Yeah! We win!

Lan!!

MegaMan: Oh, Mayl and the rest are here!

(the stage is now crowded with Mayl, Dex, Yai, Kai and Mary)

Kai: Master! Congratulations!

Mayl: Lan, congrats!

Dex: So you brats have finally surpassed me! I'm so happy I could cry!

Lan: Since when were you my mentor?!

Mary: Lan defeated an entire army single-handedly!

Yai:It's a shame about Chaud.

Chaud: I only care about improving the synergy between ProtoMan and I.

(Chaud exits the scene)

Lan: ...Chaud...

(Outside of the TV Studio)

ProtoMan: Master Chaud... So you did injure your arm in that fight...

Chaud: Hmph... He has become very strong... Many times his former strength.

ProtoMan:

Chaud: Do not despair, ProtoMan. Victory shall be ours... Next time...

ProtoMan: Yes, Master!

(back in the arena)

Mayl: Shoot! Off goes Chaud.

MegaMan: Chaud must be upset about losing to you.

Lan: But why?!

MegaMan: You still don't get it, Lan? Chaud did his best fighting you.

Lan: OK, now I see! Why couldn't he just come out and say it?

MegaMan: That's just the way he is. He'll surely be much stronger by the next fight.

Lan: You're right, MegaMan. So we'll have to be stronger, too!

MegaMan: Right, Lan!

Lan: Okay! Jack in MegaMan, execute!

(A picture is shown of Lan with the trophy)

CONGRATULATIONS!

(The credits then roll across the screen, along with the Presented by Capcom screen. You also get DataChp3)

(Lan's room)

MegaMan: Lan! You got mail. Let's see...

Higsby: Congrats on your BattleChipGP victory! This is Higsby. I've opened a store inside the Center. It's stocked with quality like you've never seen! So

stop by, and buy, buy, buy!

Lan: Higsby opened an official shop! He's working hard...

The Chip Laboratory is now open.

MegaMan: What's this? You got mail from the BattleChipGP staff.

TO: Lan

Congratulations on your class promotion! Now you can enter Class X tournaments. As a bonus to Class X NetBattlers, you will receive a rare chip, check your backpack! Your slot in capacity will be raised to 50MB! Also, we have added a new folder! Fearsome new Navis await you in the newly unlocked Open Battle area! We hope you'll take the challenge!

You can now select "Open Battle" in the Netopia area.

Lan: But isn't the BattleChipGP over now?

MegaMan: Looks like it's for real, so let's check the place out.

A12.

The Chip Lab

1. GrassStg lets Wood Navis recover HP. Use fire attacks to turn GrassStg back to normal! Your attack power will go up temporarily, too!
2. Each chip has its own attack speed. Slow chips can make it easier to get hit, so... Look at speed AND power when choosing!
3. Using a Catcher in your deck... Makes it easier to get chips from the opponent!
4. Chips must be in your folder to use in battle. Use your PET to edit your folder anytime.
5. Even strong decks have their weak points. Keep an eye out for them!
6. Swords are slow, but they have their uses, too! They can attack chips, so they're pretty useful. Some swords are elemental, as well!
7. Guard chips are slow, so you may get hit first. They can even get deleted by some types of decks. No chip is perfect, I guess.
8. Swords aren't powerful. You can lose them easily. But they're very reliable weapons when in slot! They're good at close range as back-up.
9. Business is so slow recently!
10. ZapRing chips stun your opponent. A stunned Navi can't attack for that turn. So Roll couldn't use Recover, for example. Use it to beat enemies who have unique attacks!
11. Match chips and Navi attributes for more power! Like HeatShot for FireMan & BubShot for IceMan... But elemental Navis have weak points too. Fire Navis are vulnerable to aqua attacks. That's one example. Try others and see!
12. Cannon chips are strong but don't use much memory. Their high speed can help defeat weaker Navis. But they're not suited for high-level opponents.
13. Balloon Chips store damage for counterattacks! They can really turn the

tide of a battle... But take repeated damage and they may get deleted!

14. Elec Chips get stronger on Ice and AlumiStg. If your Navi is Elec, the effect is even stronger!

15. Some chips can only be found in battle. A high busting level helps you get chips!

16. Add an Atk+10 after Needle for increased power! It's a bargain!

17. Use recover chips in the third line as a shield. The odds of getting a third line is low. So add a lot to improve your chances. Try to put one in your slot!

18. Notice how some chips take up zero memory? Try adding one when your memory is full!

19. Guard works well with Cannon. You can strike back! Swords can't hit enemies on hole panels. Make sure to check info before every battle.

20. Look, can't you figure it out yourself!? Sorry, sorry. Didn't get much sleep last night!

A13.

Netopia Open Battle

(First area) Area: Netopia Area (MMBN2)

ElecMan: Go home, or I'll shock you stiff!

You win

ElecMan: My electricity was cut off! Impossible!

FireMan: Burn! This inferno will swallow you!

You win

FireMan: Hey, Mr. Match! Where'd the fireworks go?!

IceMan: My IceCubes'll give you frostbite!

You win

IceMan: I lost!

Navi-A: I'll rip you to tiny shreds!

You win

Navi-A: I got torn to itty-bitty pieces!

Navi-E: I'll knock you out with an electric shock!

You win

Navi-E: What went wrong?!

Navi-F: You'll get burned if you underestimate me!

You win

Navi-F: I'm the one who got burned...

Navi-W: My healing power works wonders on a grass field!

You win

Navi-W: Arg! A favorable field was not enough!

WoodMan: You'll have to face my WoodTwr to go on!

You win

WoodMan: I wanna go back to the healing forest...

(NaviChip Battle 1) Area: ACDC Area (MMBN3)

MegaMan: You encountered NormNav3!

Sara: Won't you fight me for NaviChips?

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

NormNav3: C'MON LEZ DO IT!!!

You win

NormNav3: SUPER SWEET LEZ DO IT AGAIN!!!

(You win the chip for NormNav3 and 500z)

(Second area) Area: Castle Comp (MMBN2)

GutsMan: Round and round goes my GutsHamr!

You win

GutsMan: I struck out swinging...

NormNav1: How are you doing? Well, let's begin.

You win

NormNav1: Very good indeed!

NormNav1: May we have a good match.

You win

NormNav1: It was an honor. I hope we fight again.

NormNav2: I'll show you my true power!

You win

NormNav2: Guess my true power wasn't much...

NormNav2: Shoot! I'm too tired to fight!

You win

NormNav2: See?! We Navis need a vacation!

Ring: You got me once, but this time you do the spinning!

You win

Ring: I'll have you know, this is not my fault!

Roll: Behold, the power of healing!

You win

Roll: No manner of healing will help you!

TurboMan: Vroom! I'll slam you in a hit-and-run!

You win

TurboMan: Shoot! I went to fast and spun out!

(NaviChip Battle 2)

MegaMan: You encountered NormNav4!

Yuji: How about a fight for NaviChips?

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

NormNav4: How d'ya like NormNavs?

You win

NormNav4: Thanks for fighting me!

(You win the chip for NormNav4 and 1000z)

(Third area) Area: Airplane Comp (MMBN2)

FlashMan: Check out these NeonLite, man! Flash! Flash!

You win

FlashMan: Shoot! I had some dead bulbs...

HeatMan: Take this! My FlameTwr!

You win

HeatMan: Ooh! It fizzled into a little pile.

Navi-A: I have aqua power to cool you off!

You win

Navi-A: I'm cool! I still have my aqua power...

Navi-E: Ready for an electrifying experience?

You win

Navi-E: Got to get it right next time.

Navi-F: This is gonna be one sweltering battle!

You win

Navi-F: Like I said, absolutely sweltering!

Navi-W: A grass field burns like a match!

You win

Navi-W: My whole deck was wood-based...

PlantMan: I'll stop you in your tracks with PlantWeed!

You win

PlantMan: The ivy didn't cling.

SharkMan: I'll tear you limb from limb with my teeth!

You win

SharkMan: These teeth are going back to the grindstone!

(NaviChip Battle 3) Area: Undernet Area (MMBN2)

MegaMan: You encountered MagnetMan!

Gauss: I challenge you to a battle for NaviChips!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

MagnetMan: My magnetic force will weigh you down!

You win

MagnetMan: My techniques don't work on you.

(You get the chip for MagnetMan and 1500z)

(Fourth area) Area: Zoo Comp (MMBN3)

KingMan: You ain't getting off easily this time!

You win

KingMan: You have incredible skill.

NormNav2: Don't worry, I'll give you a handicap.

You win

NormNav2: Wait... You mean I needed the handicap?!

NormNav2: What's this?! I get to fight you next?!

You win:

NormNav2: I should've known you'd be good.

NormNav3: C'MON LEZ DO IT!!!

You win

NormNav3: SUPER SWEET LEZ DO IT AGAIN!!!

NormNav3: You're an unusual Navi. This should be fun!

You win

NormNav3: You're cool. I think I need some customization.

SnakeMan: I'll swallow you whole! Hsssss!

You win

SnakeMan: Missed the chance again...! Hsssss!

ThunderMan: Ah, so I now face the Strong One.

You win

ThunderMan: You are the real thing, Strong One.

ToadMan: Ribbit, ribbit, ribbit! I'll stop you now!

You win

ToadMan: Tomorrow's forecast: sunny! Ribbit!

(NaviChip Battle 4) Area: Gas Comp (MMBN2)

MegaMan: You encountered BeastMan!

Takeo: It's a survival battle for NaviChips!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

BeastMan: The virtual forest is filled with my traps!

You win

BeastMan: Amazing. You didn't fall for my traps...

(You get the chip for BeastMan and 2000z)

(Fifth area) Area: Yoka Area (MMBN3)

AirMan: Take this! My AirShot! Fwoosh!

You win

AirMan: Arg! It's like you ride the wind! Vwoosh!

Navi-A: Check out my aqua ability, the crawl stroke!

You win

Navi-A: Wowzers! You got me with the butterfly!

Navi-E: My Program Deck will give you culture shock!

You win

Navi-E: You gave me a shock instead!

Navi-F: My fire power is like no other!

You win

Navi-F: I think I'm going to take a looong vacation!

Navi-W: Oh, it's you! Let's have a good fight!

You win

Navi-W: Wow, an excellent fight!

NumberMan: Back where I started again.

You win

NumberMan: I must work on my sense of direction.

QuickMan: You're finished! It's a duel of speed!

You win

QuickMan: How'd you get so fast?!

SkullMan: Keehee! This is the end of the line!

You win

SkullMan: Hrk! My jaw! Kreek kreek...

(NaviChip Battle 5) Area: HadesIsle Comp (MMBN3)

MegaMan: You encountered KnightMan!

Princess Pride: I call a duel for NaviChips!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

KnightMan: It is my duty to protect the princess!

You win

KnightMan: It was an honor, even in defeat. The princess will understand.

(You get the chip for KnightMan and 2500z)

(Sixth area) Area: Netopia Square (MMBN2)

FreezeMan: Your world will freeze over.

You win

FreezeMan: Impossible! Even I failed to freeze you!

GateMan: So, it's you. This battle should be fun!

You win

GateMan: Aah, you have become strong!

MagicMan: Behold the essence of true magic!

You win

MagicMan: Your powers go beyond magic...

NormNav3: I'll beat you and score the longest winning streak!

You win

NormNav3: One day I'll beat you, and get that record!

NormNav3: YO BRO WE MEET AGAIN!!!

You win

NormNav3: OH SWEET STUFF CYA!!!

NormNav4: Heh heh! My operator's been training hard!

You win

NormNav4: Wait, so that means--I'm the weak link?!

NormNav4: You think us NormNavs aren't worth our salt?

You win

NormNav4: It ain't my fault! It's my operator!

ProtoMan: It is I, ProtoMan!

You win

ProtoMan: Hrk! I shall be back...

(NaviChip Battle 6) Area: Gospel Comp (MMBN2)

MegaMan: You encountered NormNavX!

Tomoz: Bet your NaviChips in a fight with my custom Navi!

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

NormNavX: I am X, the final form of the NormNav!

You win

NormNavX: What strength! I've never seen such a Navi.

(You get the chip for NormNavX and 3000z)

Program: Congratulations! Netopia area was completed. Face a new opponent in every Open Battle. Come and fight anytime!

MegaMan: Lan, I'll jack out for now.

A14.

Class X

First time--

(At a WWW office)

Lan: Well, this is where the mail said to go...

(Mr. Match, Madoi, Count Zap and Yahooot appear behind Lan)

Lan: ! YOU...!

Mr. Match: Huh?

Madoi: Well, well! The same kid from before!

(In the Undernet, MegaMan is surrounded by ElecMan, FlameMan, ColorMan and MagicMan)

MegaMan: Lan! A Navi just appeared in Cyberworld too!

(in the real world)

Lan: So! What's your scheme this time?

Count Zap: "Scheme"? That's a baseless accusation!

Yahooot: We aren't the WWW anymore!

Lan: You expect me to believe that?

(Mr. Famous appears)

Mr. Famous: Don't jump to conclusions!

Lan: Huh?!

Mr. Famous: They called him, to get him to enter the tournament!

Lan: What tournament?

Mr. Famous: You got the mail! BattleChipGP Class X! The real GP starts now! I could have given you a head start, since you're a winner, but I didn't. There are a lot of people who want revenge against you.

MegaMan: What should we do, Lan?

Lan: Enter, of course! Sounds exciting!

MegaMan: I thought you'd say that...

Mr. Famous: As I expected! You can't stand being bored. It'll be worth your while! I invited your friends, too. That last battle was incredible!

Lan: !! Chaud's in, too?

Mr. Famous: Time for the show to begin... Class X "Shadow"! It's show time!

A14.1.

Shadow Tournament--

(At a WWW office)

Mr. Famous: Welcome to the Honors Class. This tournament is for NetBattlers who are striving to be the very best. We're making good use of the net crime hideout, which we've remodeled. The Shadow Tournament consists of 15 rounds on random panels. The Navis who enter this tournament are head and shoulders above the others. Make effective use of the chips from the limited selection of folders to win!

Sylvia: Attention entrants. First round of the tournament begins shortly.

Lan: Let's go, MegaMan!

Round 1:

Program: Shadow Tournament: Round 1!

Higsby: I was looking for Ms. Mari, then I ended up here.

(NumberMan)

You win

Higsby: Ms. Mari isn't here, either...

Round 2:

Program: Shadow Tournament: Round 2!

Froid: This time I'm taking IceMan to the limit!

(IceMan)

You win

Froid: IceMan is pleased to have fought this battle.

Round 3:

Program: Shadow Tournament: Round 3!

Mr. Match: Burn! Burn! I am burning up! Mr. Match is on fire!

(FireMan)

You win

Mr. Match: So that's all you can do, FireMan?

Round 4:

Program: Shadow Tournament: Round 4!

Count Zap: Alert! 3 million volts coming your way!

(ElecMan)

You win

Count Zap: I'll wait it out until the next show...

Round 5:

Program: Shadow Tournament: Round 5!

Mrs. Millions: The perfect spot for an exciting battle!

(SnakeMan)

You win

Mrs. Millions: Pretty good... But won't you give me just a bit more?

Round 6:

Program: Shadow Tournament: Round 6!

Mary: Ring, what kind of a place is this?!

(Ring)

You win

Mary: Boo-hoo! I knew this place was trouble!

Round 7:

Program: Shadow Tournament: Round 7!

Sal: Allow WoodMan to demonstrate the power of nature.

(WoodMan)

You win

Sal: WoodMan sees that you are a friend of nature.

Round 8:

Program: Shadow Tournament: Round 8!

Raoul: I must stop fixating on tribal honor!
(ThunderMan)

You win

Raoul: I lost because I still care about honor.

Round 9:

Program: Shadow Tournament: Round 9!

Mayl: I'm so excited about this fight!
(Roll)

You win

Mayl: My heart's still racing with excitement!

Round 10:

Program: Shadow Tournament: Round 10!

Kai: TurboMan's got some sweet footwork for you!
(TurboMan)

You win

Kai: (Sproing! Crack!) Shoot, you ran laps around us!

Round 11:

Program: Shadow Tournament: Round 11!

Miyuki: I sense something special inside of you.
(SkullMan)

You win

Miyuki: Your strong bond is the source of your power.

Round 12:

Program: Shadow Tournament: Round 12!

Yahoot: The secret arts of Indala will lend me power.
(MagicMan)

You win

Yahoot: Blast! I must train harder.

Round 13:

Program: Shadow tournament: Round 13!

Dex: Get ready for a pumped-up Dex and a super GutsMan!
(GutsMan)

You win

Dex: Oh, whatever. We lost that one on purpose.

Round 14:

Program: Shadow Tournament: Semi-Finals!

Ribitta: I decided all this battling looked too fun to pass up.
(ToadMan)

You win

Ribitta: I guess I should stick to being the MC.

Round 15:

Program: Shadow Tournament: Finals!

MegaMan:

Lan:

Sylvia: Wow! The enemy is invisible?!

Dark: ...GO! ShadowMan!

(ShadowMan)

You win

Dark: ...I have nothing to say.

Sylvia: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for ShadowMan and 12000z)

(After clearing Class X)

(Lan's room)

MegaMan: You got mail from the BattleChipGP staff.

TO: Lan

Congratulations on your class promotion! Now you can enter Class Y tournaments. As a bonus to Class Y NetBattlers, your NetNavi program capacity will be raised by 40MB. Enjoy!

A15.

Class Y

First time--

(In Kotobuki City)

Lan: Not bad, huh? Class X was easy!

Mr. Famous: Well done... But I assume you remember "Bass," Lan?

Lan: The NetNavi created by Dr. Cossak?!

Mr. Famous: That's right. We are hunting him. And not just us. The officials are looking as well. He is a totally self-aware, sentient NetNavi... We want that technology for ourselves!

Lan:

Mr. Famous: The truth is we fear his power... He disappeared without a trace. So don't start celebrating yet.

MegaMan: That's why you held the tournament?

Mr. Famous: Yes. We still don't know what Bass is after. But he seems to appear during NetBattles, where strong Navis congregate...

MegaMan: So you hoped to catch him here, at a tournament full of strong Navis...

Mr. Famous: You're quick, MegaMan. But if they knew the truth, that they were just bait for Bass, nobody would have come!

MegaMan: That's a cheap trick.

Mr. Famous: Perhaps. But our hands were tied. Ah! It's time! Enjoy the show: Class Y "Guardian"! And pray that he shows up...!

A15.1.

Guardian Tournament--

(In Kotobuki City)

Mr. Famous: The Guardian Tournament consists of 15 rounds on random panels. The Navis who enter this tournament are head and shoulders above the others. Make effective use of the chips from the limited selection of folders to win!

Sylvia: Attention entrants. First round of the tournament begins shortly.

Lan: Let's go, MegaMan!

Round 1:

Program: Guardian Tournament: Round 1!

Arashi: My storm will be felt all the way to the back row.

(AirMan)

You win

Arashi: My storm was more like a light shower...

Round 2:

Program: Guardian Tournament: Round 2!

Sal: You don't comprehend the power of nature.

(WoodMan)

You win

Sal: I still haven't learned how to channel nature.

Round 3:

Program: Guardian Tournament: Round 3!

Mrs. Millions: I sense something exciting brewing.

(SnakeMan)

You win

Mrs. Millions: More than I bargained for! I want more.

Round 4:

Program: Guardian Tournament: Round 4!

Anetta: You need a nice walk in the forest.

(PlantMan)

You win

Anetta: Bye-bye! I enjoyed myself.

Round 5:

Program: Guardian Tournament: Round 5!

Count Zap: Get ready for 5 million volts of fury!

(ElecMan)

You win

Count Zap: Oh my! ElecMan's blown a fuse!

Round 6:

Program: Guardian Tournament: Round 6!

Raoul: Each fight is an opportunity for growth.

(ThunderMan)

You win

Raoul: Looks like you've been busy growing, too.

Round 7:

Program: Guardian Tournament: Round 7!

Ray: Let's see what FlashMan is made of.

(FlashMan)

You win

Ray: I guess we lack synchronization.

Round 8:

Program: Guardian Tournament: Round 8!

Tamako: I'll show you how I fight when I'm real serious!

(MetalMan)

You win

Tamako: Wow! You even beat me when I'm going all out!

Round 9:

Program: Guardian Tournament: Round 9!

Mr. Match: I'm on fire! Like a volcano! Yeah!!

(HeatMan)

You win

Mr. Match: So this is all HeatMan could muster?

Round 10:

Program: Guardian Tournament: Round 10!

Dave: I'm searching for QuickMan's strong points.

(QuickMan)

You win

Dave: I'm sorry, QuickMan. I must learn more.

Round 11:

Program: Guardian Tournament: Round 11!

Masa: Have a taste of the drive of a salesman!

(SharkMan)

You win

Masa: Thanks for shopping!

Round 12:

Program: Guardian Tournament: Round 12!

Tora: I already know who's going to win.

(KingMan)

You win

Tora: I've never been wrong before!

Round 13:

Program: Guardian Tournament: Round 13!
Gauss: The power of magnetism is everywhere.
(MagnetMan)

You win
Gauss: I guess magnetism doesn't work on you.

Round 14:

Program: Guardian Tournament: Semi-Finals!
Madoi: You've come to visit me? How cute! Heehee!
(ColorMan)

You win
Madoi: You're not cute at all. Be gone, brat!

Round 15: Area: Gospel Battle (MMBN2)

Program: Guardian Tournament: Finals!
Mr. Famous: I'm impressed that you've come this far!
(GateMan)

You win
Mr. Famous: You must have talent! You beat Mr. Famous!

Sylvia: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.
(You get the chip for GateMan and 15000z)

(After clearing Class Y)

(Lan's room)

MegaMan: Lan! You got mail. Let's see...

TO: Lan

Congratulations on your class promotion! Now you can enter Class Z tournaments. As a bonus to Class Z NetBattlers, your slot in capacity will be raised to 80MB. We hope it will be useful!

A16.
Class Z

First time--

(Somewhere at the WWW HQ)

Lan: Well? Did you find Bass?
Mr. Famous: No news about Bass' location.
Lan: Hmm... Yeah, I guess the enemy's not going to come knocking on our door.
Mr. Famous: Not necessarily. Someone broke into the GP HQ computer and stole the Program Deck file.
Lan: So you mean...?
Mr. Famous: The tournament is almost over. Whoever took that file is bound to turn up as a very formidable opponent.
Lan: Right! Just what I've been waiting for!
MegaMan: Lan, this next battle won't be like the others.
Mr. Famous: It's time. The Final Battle! Class Z "Chaos"! It's show time!

A16.1.

Chaos Tournament--

(Somewhere at the WWW HQ)

Mr. Famous: The Chaos Tournament consists of 20 rounds on a field of random panels. The Navis who enter this tournament are head and shoulders above the others. Make effective use of the chips from the limited selection of folders to win!

Sylvia: Attention entrants. First round of the tournament begins shortly.

Ian: Let's go, MegaMan!

Round 1:

Program: Chaos Tournament: Round 1!

Madoi: This is no place for a little boy like you.

(ColorMan)

You win

Madoi: Don't say you weren't warned!

Round 2:

Program: Chaos Tournament: Round 2!

Mayl: I sense some force... Roll, be careful.

(Roll)

You win

Mayl: Be careful--I sense danger beyond here.

Round 3:

Program: Chaos Tournament: Round 3!

Ray: I can see a strange ray of light.

(FlashMan)

You win

Ray: The source of the light is not you...

Round 4:

Program: Chaos Tournament: Round 4!

Mr. Match: Nobody can put out my flame! Not ever!

(FlameMan)

You win

Mr. Match: I need to buy a new Navi.

Round 5:

Program: Chaos Tournament: Round 5!

Takeo: My soul howls for victory.

(BeastMan)

You win

Takeo: My soul cries in defeat.

Round 6:

Program: Chaos Tournament: Round 6!

Anetta: I can hear the cries from around the world.
(PlantMan)

You win

Anetta: The rest is up to you.

Round 7:

Program: Chaos Tournament: Round 7!

Mary: My resonance with Ring is great lately!

(Ring)

You win

Mary: Well, shoot! Ring, shall we head home now?

Round 8:

Program: Chaos Tournament: Round 8!

Masa: My blood is boiling!

(SharkMan)

You win

Masa: Hyahh! Lost again, blast it!

Round 9:

Program: Chaos Tournament: Round 9!

Tamako: MetalMan, give it everything! No pulling punches!

(MetalMan)

You win

Tamako: Well, I did the best I could. No regrets.

Round 10:

Program: Chaos Tournament: Round 10!

Kai: These battles are great! I'm all worked up!

(TurboMan)

You win

Kai: (Sproing! Crack!) Game over for me!

Round 11:

Program: Chaos Tournament: Round 11!

Gauss: Destiny binds things together, like magnets.

(MagnetMan)

You win

Gauss: My destiny is to be repelled by you.

Round 12:

Program: Chaos Tournament: Round 12!

Miyuki: I sense an unknown, enormous power.

(SkullMan)

You win

Miyuki: So strong... But it's not you.

Round 13:

Program: Chaos Tournament: Round 13!

Dex: Dex and GutsMan like you've never seen 'em before!
(GutsMan)

You win

Dex: I'll give you this win--but never again!

Round 14:

Program: Chaos Tournament: Round 14!

Princess Pride: Get out of my way, you good-for-nothing!
(KnightMan)

You win

Princess Pride: How could I possibly lose?!

Round 15:

Program: Chaos Tournament: Round 15!

Tora: You got paired with me? What terrible luck.
(KingMan)

You win

Tora: I guess I'm the one with the bad luck...

Round 16:

Program: Chaos Tournament: Round 16!

Yahoot: I must trust the power within, and fight.
(MagicMan)

You win

Yahoot: I lost. May you have the blessing of Indala.

Round 17:

Program: Chaos Tournament: Round 17!

MegaMan:

Lan:

Sylvia: What's this?! The opponent is invisible!

Dark: Some things are better left unknown.
(ShadowMan)

You win

Dark: Ahh... So that's why they lost...

Round 18:

Program: Chaos Tournament: Round 18!

Mr. Famous: Can you defeat me and my all-powerful deck?
(GateMan)

You win

Mr. Famous: Your victory over Mr. Famous was no fluke. I have no more to teach.

Round 19:

Program: Chaos Tournament: Semi-Finals!

Chaud: Stand clear! This is my job.

(ProtoMan)

You win

Chaud: What do you have that I do not?

Round 20:

Program: Chaos Tournament ... bzz ... Finals... bzz ... I've been waiting...

Lan: !

Mr. Famous: What the!

Sylvia: Error in the computer! That's where the Gospel server is!

Mr. Famous: This is it!

Sylvia: Detected unknown volume of data flowing from an unknown ID! It must be Bass!

Mr. Famous: Perfect! Seal off the old Gospel server immediately! Jack in all guard Navis. Keep Bass inside!

Sylvia: Sealing off the computer. No! How could this...?!

Mr. Famous: What happened?!

Sylvia: The computer has been sealed off from inside! It's been cut off from the Gospel server! The guard Navis can't jack in!

Mr. Famous: Impossible!

Bass: Just you and me... Come, mighty Navi...

Sylvia: He's gained access to the tournament program in Gospel! It's acting autonomously! Battle system activated! Countdown for Navi registration for a Class Z Champion Tournament has begun!

Mr. Famous: So he's already hacked into the tournament program?! Is that what he was after all along?

Lan:

Mr. Famous: Only Navis registered for the final round can access the tournament program. Only your Navi can infiltrate the Gospel server.

Lan: MegaMan, jack in!

MegaMan: Yeah!

Mr. Famous: ...!

Lan: If we don't go in and beat Bass, Cyberworld as we know it will go haywire!

MegaMan: We must do something! This is our job.

Mr. Famous: I'm sorry... This should not have happened. All our hopes rest on you. Please be careful.

Lan: Jack in MegaMan, execute!

(In the cyberworld, MegaMan faces down Bass)

MegaMan: !!

Bass: I sensed a great power; what a surprise that that power was you! Now, fight! Show me your strength--so that I may steal it from you!

Lan: Let's go, MegaMan! Battle routine, set!

MegaMan: Execute!

(Bass)

You win

Bass: Impossible! How could I possibly lose?!

(Bass disappears)

MegaMan:

Lan: Did we...win?

(Back in the real world)

Sylvia: Congratulations on a spectacular victory!! As part of your prize, you

will receive a NaviChip.
(You get the chip for Bass and 30000z)

(After clearing Class Z)

(Lan's room)

MegaMan: You have mail from the BattleChip GP staff. Let me read it...

TO: Lan

Congratulations on winning the final class! As a bonus to NetBattlers like you who have completed all classes, your NetNavi program capacity will be raised by 60MB! Enjoy! Also, the Ultimate Navis await you in the newly unlocked final, forbidden Open Battle area! This is the final battle. Take the challenge--if you dare!

You can now select "Open Battle" in the Hacker's Net area.

Lan: I guess this really is the last battle.

MegaMan: Yes. I don't know what kinds of enemies we'll face, but we'll be ready for 'em!

A17.

Hacker's Net Open Battle Area: Undernet Area (MMBN3)

(Main area)

AirMan: My AirBomb will send you flying into space!

You win

AirMan: Shoot! I was the one who was sent flying!

Battle 15

BeastMan: I won't lose again!

You win

BeastMan: No! I haven't lost yet!

(You win 1500z)

BeastMan: My strongest move! The WildRush!

You win

BeastMan: I lose, I lose! No question about it.

ColorMan: Days keep passing with nobody to play with!

You win

ColorMan: What fun! Let's play again, then!

ElecMan: How will you withstand my maximum voltage?!

You win

ElecMan: Even my maximum voltage wasn't enough!

FireMan: Burn! I shall win this flaming battle match!

You win

FireMan: I fizzled out! Can't believe my flames failed me.

FlameMan: Vwoooo! (I strong--You not!)

You win

FlameMan: Vwoooo! (I...lose? What?!)

FlashMan: My new move, blazing browser crash!

You win

FlashMan: Shoot! Browser or no, the fight was lost!

FreezeMan: Have you ever been so scared that your spine froze to the core?

You win

FreezeMan: I'm the one feeling chilly, now.

Battle 55

FreezeMan: The IceTwr is an absolute zero blade.

You win

FreezeMan: Even the IceTwr didn't work...

(You win 5500z)

GateMan: You've become very strong!

You win

GateMan: Very well! I have nothing to teach you.

Battle 35

GateMan: You?! I will enjoy this fight.

You win

GateMan: Yes, you have grown strong!

(You win 3500z)

GutsMan: Now I'll show you the real GutsMan!

You win

GutsMan: Even using all my power, I lost. You are truly strong.

HeatMan: You'll be on fire before you can say "barbeque!"

You win

HeatMan: (sizzle)... I need more charcoal...

IceMan: I won't lose this time!

You win

IceMan: Wahh! Dr. Froid, I lost!

KingMan: My army will never run!

You win

KingMan: I knew you had some special power within you.

Battle 75

KingMan: I doubt you can defeat my new strategy!

You win

KingMan: You become stronger by the day.

(You win 7500z)

KnightMan: I will hit you with everything I have!

You win

KnightMan: You are a true knight.

MagicMan: I dedicate my final magic show to you!

You win

MagicMan: Next time we meet I will have a new bag of tricks.

Battle 65

MagicMan: This magic is more dangerous than you know.

You win

MagicMan: Even my magic wasn't enough...

(You win 6500z)

MagnetMan: My special move, the NS tackle!

You win

MagnetMan: Yes, this is what I was expecting would happen.

Battle 25

MagnetMan: You'll never dodge my MagMissl!

You win

MagnetMan: So strong! You're off the charts...

(You win 2500z)

MetalMan: My MetlFist will lead me to victory!

You win

MetalMan: Even my MetlFist didn't work?! I give up!

Navi-A: Witness my combos flow like a river!

You win

Navi-A: You're like a dam in my river...

Navi-E: I'm so strong! Don't ask me why, I just am!

You win

Navi-E: I'm so weak! You wanna know why? Don't ask!

Navi-F: I almost blew fire when I saw that cute Navi.

You win

Navi-F: I know! I'll go find that cute Navi!

Navi-W: I ain't losing!

You win

Navi-W: I ain't winning, either!

NormNav1: I hate to pick on the weak, but...!

You win

NormNav1: Eek... Somebody help! I'm being bullied!

NormNav2: I'll have you know I'm no ordinary NormNav!

You win

NormNav2: I'm an extra ordinary NormNav!

NormNav3: I'm just a NormNav, who's been beefed up! (music note)

You win

NormNav3: I'm just a NormNav, who can't win a fight!

NormNav4: I'm the best! You don't stand a chance!

You win

NormNav4: I was just a big fish in a little barrel.

NormNavX: I am the ultimate warrior, NormNavX

You win

NormNavX: Next I'll get you with NormNav ZERO!

NumberMan: I cannot find my way back to Higsby's.

You win

NumberMan: Will I ever find my way back to Higsby's?

PlantMan: My great YelwFlwr will bloom in battle!

You win

PlantMan: I should've avoided discount fertilizer...

ProtoMan: ...Hmph!

You win

ProtoMan: Blast! This time... I retreat!

Battle 95

ProtoMan: Here I go!

You win

ProtoMan: Hrk! I'm still not strong enough...

(You win 9500z)

QuickMan: I won't lose to you again!

You win

QuickMan: So fast! And strong, too!

Ring: I won't lose this time! Mary! Do it just as planned!

You win

Ring: Not again! Mary can't operate at all!

Roll: Mayl and I have a sweet strategy for ya this time!

You win

Roll: Oh no, I lost! I'm so sorry, Mayl!

ShadowMan: Your luck ends here, friend.

You win

ShadowMan: I had no idea you were so strong!

Battle 45

ShadowMan: Don't blame me. This is my duty.

You win

ShadowMan: How did you...?! Dark, forgive me.

(You win 4500z)

SharkMan: So, SharkMan gets to take on the new big fish!

You win

SharkMan: Oh, time for me to go taunt the beach-goers!

SkullMan: Keeheehee! You're finished!

You win

SkullMan: Hrk! My jaw! Kreek kreek...

SnakeMan: Take this! My SnakArow! Hssss!

You win

SnakeMan: Hssss...! You are my natural enemy.

ThunderMan: Strong One! I challenge you to a duel.

You win

ThunderMan: I no longer stand a chance against you, Strong One.

ToadMan: Ribbit! Oh yeah! Ribbit! Check it out!

You win

ToadMan: Tomorrow's forecast: snow. Watch it, y'all!

Battle 85

ToadMan: Ribbit! Ribbit! I can't lose!

You win

ToadMan: Tomorrow's forecast: cloudy.

(You win 8500z)

TurboMan: Vrooom! I'll pass you on the final lap!

You win

TurboMan: I needed a pit stop on the first corner.

WoodMan: The wisdom of man is powerless against nature.

You win

WoodMan: I'm heading back to the healing forest.

(NaviChip Battle 1)

MegaMan: You encountered NormNav5!

Yuji: How about a fight for NaviChips?

MegaMan: What do you think, Lan?

Lan: Hmm... OK, let's do it!

NormNav5: How d'ya like NormNavs?

You win

NormNav5: Thanks for fighting me!

(You get the chip for NormNav5 and 500z)

(NaviChip Battle 2)

MegaMan: You encountered TurboMan!

Kai: Master Lan! Let's battle for NaviChips!

MegaMan: What do you think, Lan?

Lan: Heck yeah! Show me what you've got!

TurboMan: Vrooom! I'll slam you in a hit-and-run!

You win

TurboMan: Shoot! I went too fast and spun out!

(You get the chip for TurboMan and 1000z)

(NaviChip Battle 3)

MegaMan: You encountered MetalMan!

Tamako: Fight me for NaviChips, willya?!

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

MetalMan: I'm thrilled to be able to fight again so soon!

You win

MetalMan: Your fists are wonderfully big and strong.

(You get the chip for MetalMan and 2000z)

(NaviChip Battle 4)

MegaMan: You encountered ColorMan!

Madoi: Won't you fight us for NaviChips?

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

ColorMan: Nobody will play with me! How about you?

You win

ColorMan: That was so much fun! Let's play again!

(You get the chip for ColorMan and 3000z)

(NaviChip Battle 5)

MegaMan: You encountered Ring!

Mary: Let's fight again! For NaviChips!

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

Ring: You won't beat me again! I'll spin you silly!

You win

Ring: I'll have you know, this is not my fault!

(You get the chip for Ring and 4000z)

(NaviChip Battle 6)

MegaMan: You encountered FlameMan!

Mr. Match: Heheh... Time to fight for NaviChips!

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

FlameMan: Vwoooo! (I strong--you not!)

(You win)

FlameMan: Vwoooo! (I...lose. What?)

(You get the chip for FlameMan and 5000z)

(NaviChip Battle 7)

MegaMan: You encountered Navi-F!

Miki: Hello there! Won't you fight for NaviChips?

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

Navi-F: You'll get burned if you underestimate me!

You win

Navi-F: I'm the one who got burned...

(You get the chip for Navi-F and 6000z)

(NaviChip Battle 8)

MegaMan: You encountered Navi-W!

Yukiko: I need your Navi. Let's battle for NaviChips!

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

Navi-W: My healing power works wonders on a grass field!

You win

Navi-W: Arg! A favorable field was not enough!

(You get the chip for Navi-W and 7000z)

(NaviChip Battle 9)

MegaMan: You encountered Navi-E!

Minako: How about battling for NaviChips?

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

Navi-E: I'll knock you out with an electric shock!

You win

Navi-E: What went wrong?!

(You get the chip for Navi-E and 8000z)

(NaviChip Battle 10)

MegaMan: You encountered Navi-A!

Apple: I'll give you my cute Navi if you beat me!

MegaMan: What do you think, Lan?

Lan: Okay! Anytime!

Navi-A: I'll rip you to tiny shreds!

You win

Navi-A: I got torn to itty-bitty pieces!

(You get the chip for Navi-A and 9000z)

(NaviChip Battle 11)

NormNav Zero: Yo! I'm the 100th NetNavi, NormNav Zero! Once I beat you, it'll be my 1000th win! Isn't that awesome?! Huh... What the?

(BassGS appears, a few flashes of light happen...)

NormNav Zero: Uh!!... Agghyah!

(Bass is standing where NormNav Zero was)

BassGS: ...Move aside...

MegaMan: Hm?! What're you doing...?

Lan: What is it, MegaMan?

BassGS: I am one who seeks power... So I have created a program that activates when it encounters the Ultimate Navi.

MegaMan: Are you testing us? Why are you doing this?

BassGS: ...

Lan: Be careful! He's got one heck of an aura!

BassGS: Ultimate Navi, I shall defeat you! You will become the new source of my power.

MegaMan: This is it, Lan! Begin the routine!

Lan: Let's do it, MegaMan! Battle routine, set!

MegaMan: Execute!

BassGS:

You win

MegaMan: Bass... What are you after.....

Lan: Okay, MegaMan! Time to jack out!

MegaMan: Wait, Lan! There's a lost chip!

(You get the chip for BassGS and 10000z)

Program: Congratulations! You've completed the Hacker's Net area. Please fight again. ...Um, what's wrong?

MegaMan: ...

B. Chaud/Protoman

B1.

Prologue

TO: Chaud

(An orange PET is shown)

Notice: BattleChipGP

Attention NetBattlers

Announcing the international Netbattling tournament, "BattleChipGP". The winner of the tournament will receive an ultra-rare chip! The tournament will use special Program Deck rules. For details, activate and read the attached system program. We await your entry!

(At the Official NetBattler HQ)

Chaud: A threat?

Ogata: Yes. Have you heard of the upcoming NetBattle tournament?

Chaud: You mean the BattleChipGP?

Ogata: Yes. This is the threat mail.

(A floating skull background is shown with the mail)

"We will delete the winning Navi in the BattleChipGP."

(Back to the HQ)

Chaud: ?! But the WWW was disbanded.

Ogata: Yes, it was, but this could be just a hoax. But we can't act after the fact. So we want you to go enter the BattleChipGP.

Chaud: An under-cover investigation...

Ogata: Precisely. You work apart from us, observing the tournament from the inside, and keeping tabs on anything suspicious. This is a job that only you, the official ace NetBattler, can do. Do you accept?

Chaud: ...I accept.

Ogata: Contact us if you see anything suspicious. And be careful.

(On the streets of DenCity)

Protoman: Master Chaud, do you think that the WWW is really behind this?

Chaud: I don't know. There's only one thing that's clear.

ProtoMan: ?

Chaud: They said "We will delete the winning Navi in the BattleChipGP" --so if I win, the perpetrator will reveal himself to me.

ProtoMan: So we'll be decoys?

Chaud: And why not? WWW or no, there isn't anybody we can't defeat. Right,

ProtoMan?

ProtoMan: Leave it to me, Master Chaud.

Chaud: Jack in ProtoMan, execute!

(At the Official Square Entrance)

ProtoMan: Registration request... For the BattleChipGP

Program: Access granted... Thanks for your interest. First, enter your registration name.

(Entry name screen)

Program: Entry Name Prog Ver. 1.2261 Please input an entry name of up to 4 letters. This will act as your nickname. It is also your password for trading data.

(If you have one or more save games being used)

Program: Name in use. Please select another one.

(After entering your name)

Program: Is <NAME> OK? Yes/No Entry name registered.

(Back in the Square Entrance)

Program: Registration complete. Thank you. Find out about the schedule in the info file attached to the system program, and in mail from BattleChipGP staff. Please ask questions directly at the BattleChipGP tournament grounds. And good luck!

Protoman: Registration complete, Master Chaud.

Chaud: OK ProtoMan, jacking out now.

(Back on the streets of DenCity)

ProtoMan: Installing Program Deck system into PET. Installation complete. Master Chaud, there is an info file. Switch to info display? Yes/No

No

ProtoMan: Then I think it would be a good idea to check your Program Deck on the PET. Master Chaud, there is an info file. Switch to info display?

Chaud: I don't care about the entrants. I'm not here to play around.

ProtoMan: ...

Chaud: ...What about that Lan? Is he registered?

ProtoMan: ...Yes. He's registered as: Operator, Lan; Navi, MegaMan.

Chaud: ...Yes, I see. (Lan...)

Yes

ProtoMan: Read it again? No/Yes Master Chaud, there is a list of entrants for the BattleChipGP. Read it?

Chaud: I don't care about the entrants. I'm nbot here to play around.

Protoman: ...

Chaud: ...What about that Lan? Is he registered?

ProtoMan: ...Yes. He's registered as: Operator, Lan; Navi, MegaMan.

Chaud: ...Yes, I see. (Lan...)

(The arena is now shown)

Ribitta: Ladies and gentlemen, the moment you've been waiting for! Presenting the incredible NetBattler face-off, the BattleChipGP!! I'm Ribitta, and I'll be describing the events as they occur! The entrants are divided by class, and work their way up towards the ultimate goal of tournament champion! Who among them will bask in the glory of victory, and receive the coveted rare chip?! Veterans, rookies, you name it! They're all here for this mind-blowing battle! You won't want to miss a single moment of the action, all the way up to the end! Now, let's take a look at some of the most notable entrants!

(Lan and MegaMan are shown)

Ribitta: First, we have Lan and MegaMan! These two, known across the NetBattling world, are one of the favored teams in today's tournament!

(Chaud and ProtoMan are shown)

Ribitta: Next up, possibly the most favored team, the official NetBattlers, the all-powerful duo--it's Chaud and ProtoMan! They've registered for this tournament as amateurs, but that they surely are not!

(A mystery figure is speaking in darkness)

?: So the officials are making a move. Well, this is delightful! Now we can delete his Navi along with the rest. That will make our job much easier.

(Back in the arena)

Ribitta: Now everybody! Say it with me! BattleChipGP! Battle routine, set, execute!

A/N: Now you can finally save your game

(If you try to move from the PET)

Protoman: First, try out your PET!

(At the park in ACDC Town)

Chaud: Okay, this will work... Let's head to the BattleChipGP.

ProtoMan: Master Chaud, you have mail.

Chaud: ...Open it.

ProtoMan: Yes sir.

Higsby: Higsby here! If you need chips for your Program Deck, and you want them

at ultra-low discount prices, then Higsby's is the shop for you! So folks! Come stop by, and buy, buy, buy!

ProtoMan: Why don't we stop by the shop later?

Chaud: The shop? Yes, why not.

"Higsby's" chip shop is now open.

B2.

Higsby's:

1. Add an Atk+10 after Needle for increased power! It's a real bargain, huh!
2. Match chips and Navi attributes for more power! Like HeatShot for FireMan & BubShot for IceMan... But elemental Navis have weak points too, huh. Like, fire Navis vulnerable to aqua attacks. But try for yourself and see, huh?
3. Guard chips are slow, so you may get hit first. They can even get deleted by some types of decks. No chip's perfect, I guess.
4. Guard works well with Cannon. You can strike back! Swords can't hit enemies on hole panels, huh. Make sure to check info before every battle, huh!
5. GrassStg lets Wood Navis recover HP. Use fire attacks to turn GrassStg back to normal! Your attack power will go up temporarily, too!
6. Notice how some chips take up zero memory? Try adding one when your memory is full, huh!
7. Balloon Chips store damage for counterattacks! They can really turn the tide of a battle, huh... But take repeated damage and they may get deleted!
8. Cannon chips are strong and don't use much memory. Their high speed can help defeat weaker Navis. But they're not suited for high-level opponents.
9. Each chip has its own attack speed, huh. Slow chips can make it easier to get hit, huh! Look at speed AND power when choosing!
10. Chips must be in your folder to use in battle. Use your PET to edit your folder anytime, huh!
11. The GutsHamr works well on a CrsShld, huh. Guard blocks any non-elemental attacks, huh. But it can be deleted by an elemental attack.
12. Swords aren't powerful. You can lose them easily. But they're very reliable weapons when in slot! They're good at close range as a back-up.
13. Look, can't you figure it out yourself!?! Sorry, huh. I didn't get much sleep last night.
14. Some chips can only be found in battle, huh. A high busting level helps you get chips, huh!
15. Sigh... Ms. Mari...
16. Elec Chips get stronger on Ice and AlumiStg. If your Navi is elec, the effect is even stronger!
17. ZapRing chips stun your opponent. A stunned Navi can't attack for that turn, huh. So Roll couldn't use Recover, for example. Use it to beat enemies who have unique attacks!

18. Use recover chips in the third line as a shield. The odds of getting a third line is low. So add a lot to improve your chances. Try to put one in your slot!

19. Even strong decks have their weak points, huh. Keep an eye out for them, huh!

20. I recommend buying chips in sets of ten! I promise there's always one rare chip inside, huh!

(After talking to Higsby 20 times)

Thanks for shopping Higsby's, huh! Here's a token of my appreciation! But...! You'll have to figure out how to use it yourself! (You get DataChp1)

B3.

Class E

First time--

(At the school)

ProtoMan: Master Chaud, I've completed the Class E registration.

Chaud: We can start by warming up. They're not likely to pounce just yet. But stay on your guard, ProtoMan.

ProtoMan: Yes, Master Chaud.

B3.1.

Novice Tournament--

(At the school)

Yai: The Novice Tournament is perfect for those who have never played in the BattleChipGP. It consists of 3 rounds on a field of normal panels. You can't lose as long as you just put all the battlechips you have into your Program Deck! That's the tournament in a nutshell.

Chaud: I see.

Yai: (As usual, not a charming fellow...) Heehee! I'm here to teach you whatever I can! I'm the sponsor after all! Oh yes, one more thing... If you finish in the top 4 in all class tournaments, then you can graduate to the next class up! Sometimes you can't win when you don't have enough chips.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

ProtoMan: Master Chaud, it is time.

Chaud: Okay, ProtoMan! Let's do it!

Round 1

Program: Novice Tournament: Round 1!

Kenji: Have you learned how to build your Program Deck? Then let's go!
(NormNav1)

You win

Kenji: Actually, I just learned how to build a Program Deck today.

Round 2:

Program: Novice Tournament: Semi-Finals!

Higsby: Oh, goodness! I've left a battlechip at the shop!
(NumberMan)

You win

Higsby: I would've won if I'd only had that battlechip!

Round 3

Program: Novice Tournament: Finals!

Ms. Mari: Let your teacher check and see if your program deck was built properly!

(NormNav2)

You win

Ms. Mari: You've passed! Oh my--that reminds me! I forgot to grade the students' tests!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for NormNav2 and 1000z)

(After your first tournament)

ProtoMan: How was the tournament? Easy/Umm...

Easy

ProtoMan: Glad to hear it, Master Chaud. But you must not underestimate them. There are sure to be tougher opponents waiting down the line.

Umm...

ProtoMan: Forgive me.

ProtoMan: Master Chaud, you have mail. You received an instant reply from the BattleChipGP staff.

TO: Chaud

Good news for NetBattlers participating in BattleChipGP! A training facility has opened for BattleChipGP entrants. Come and pair up with a partner to train, and try to beat the best NetBattler's winning streak! We hope to see you there. You can now select "Open Battle" in the DenCity area.

ProtoMan: Master Chaud, if you have not saved already, now would be a good time. Be careful--you will not be able to save during the tournament. You can save in the PET.

B3.2.

Guts Tournament-- Area: Yai's Comp (MMBN3)

(Outside of Yai's house)

Yai: The Guts Tournament attracts the strongest Navis around. It consists of 3 rounds on a field of normal panels. Put attack-based chips into your Program Deck and you should be able to win. That's the tournament in a nutshell.

Chaud: Heh. Brute force alone never wins in the end.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Protoman: Master Chaud...

Chaud: I know. Let's do it, ProtoMan!

Round 1:

Program: Guts Tournament: Round 1!

Koetsu: Don't underestimate me because I'm a grade schooler! Let's have a good battle!

(NormNav1)

You win

Koetsu: Wow, I still have so much to learn about NetBattling.

Round 2:

Program: Guts Tournament: Semi-Finals!

Kai: It's Chaud! Vroom! A battle with Master's rival--isn't this exciting, TurboMan?

(TurboMan)

You win

Kai: Now I know why you're Master Lan's rival! I lost, but you've taught me much! Vroom!

Round 3:

Program: Guts Tournament: Finals!

Dex: I'm up next, Chaud! Show me what you've got!

(GutsMan)

You win

Dex: Blast it! Why can't I win?!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for GutsMan and 1500z)

B3.3.

Healing Tournament-- Area: Mayl's HP (MMBN1)

(At a restaurant in Marine Harbor)

Yai: The Healing Tournament is popular with Navis who use healing chips. It consists of 3 rounds on a field of normal panels. Use MiniBombs to delete opponents' battlechips. That's the tournament in a nutshell.

Chaud: You seem to know everything.

Yai: Teehee! Of course I do--I'm the sponsor, after all!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: Healing Tournament: Round 1!

Anna: This is my first time! Good luck, have fun!

(NormNav1)

You win

Anna: It sure isn't easy to win the first time.

Round 2:

Program: Healing Tournament: Semi-Finals!

Mary: I have to fight Chaud?! Shoot, I have no luck. But I'll still try my best!

(Ring)

You win

Mary: Wahh! I lost! You're so strong, Chaud!

Round 3:

Program: Healing Tournament: Finals!

Mayl: I won't give up, even if I'm up against you, Chaud!

(Roll)

You win

Mayl: I lost, but it was a fine battle.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for Roll and 1500z)

(After clearing Class E)

Chaud: ProtoMan, any damage?

ProtoMan: None.

Chaud: All right, I guess that's all for this class. I'll register for the next one.

Protoman: Wait, Master Chaud. You have mail from the BattleChipGP staff.

Opening now...

TO: Chaud

Congratulations on your class promotion! Now you can enter Class D tournaments. As a bonus to Class D NetBattlers, your NetNavi program capacity will be raised by 20MB. Enjoy!

Chaud: So, we receive added capacity with each class we pass.

ProtoMan: If we add larger battlechips, we'll have an advantage in battle.

Chaud: You're right. We can rebuild our deck later. But what is this attached file? It says "Produce a Battle Tournament."

ProtoMan: That's an article from last month's BattleChip Magazine. It's an offer run in connection with the BattleChipGP. If you register your battle tournament with the officials, you can become an official sponsor and receive rare chips to use as prizes.

Chaud: That's quite an arrangement.

ProtoMan: It's necessary to do a good amount of paperwork. To produce a tournament, you need the competitors' NetNavi codes and their registration names.

Can now select "Produce Tournament".

ProtoMan: Next is Class D. Battles will be held in Okuden Valley.

(In the arena)

Ribitta: Chaud and ProtoMan have taken a solid step forward!

B4.

DenCity Open Battle

(First area)

GutsMan: Behold, the power of GutsMan!

You win

GutsMan: I didn't have the guts to win...

NormNavl: Oh! Hello again! I won't lose this time! Good luck.

You win

NormNav1: Wow! You really are strong! You win again.

NormNav1: How are you doing? Well, let's begin.

You win

NormNav1: Very good indeed!

NormNav1: May we have a good match.

You win

NormNav1: It was an honor. I hope to fight again.

NormNav1: Nothing can stop me from winning this fight!

You win

NormNav1: C'mon, let me win! At least once!

Ring: My ring power will spin you like crazy!

You win

Ring: Mary! Do your job!

Roll: Don't be soft on me just because I'm a girl.

You win

Roll: I lost, but it was fun. Let's have a NetBattle again sometime!

TurboMan: Vroom! I'm going pedal to the metal!

You win

TurboMan: I got lapped!

(NaviChip Battle 1) Area: Oven Comp (MMBN1)

ProtoMan: NormNav1 entry confirmation.

Anna: Hi there! Wouldn't you like to bet NaviChips on a NetBattle?

ProtoMan: Master Chaud, what should we do?

Chaud: Let's do it.

NormNav1: I'm gonna win, I just know it!

You win

NormNav1: Blast, I lost!

(You get the chip for NormNav1 and 500z)

(Second area) Area: Yoka Area (MMBN3)

ElecMan: Electricity is the ultimate weapon.

You win

ElecMan: I'm out of juice.

FireMan: I'll burn you to a crisp!

You win

FireMan: I fizzled out before you even ignited.

IceMan: Behold, the power of IceMan!

You win

IceMan: I lost!

NormNav2: Don't worry, I'll give you a handicap.

You win

NormNav2: Wait... You mean I needed the handicap?!

NormNav2: I'll show you my true power!

You win

NormNav2: Guess my true power wasn't much...

NormNav2: Shoot! I'm too tired to fight!

You win

NormNav2: See?! We Navis need a vacation!

NormNav2: What's this?! I get to fight you next?!

You win

NormNav2: I should've known you'd be good.

WoodMan: The vastness of nature will engulf you!

You win

WoodMan: I smell the aroma of the healing forest.

(NaviChip Battle 2) Area: Bomb Comp (MMBN2)

ProtoMan: NumberMan entry confirmation.

Higsby: Hello! Let's duel for NaviChips, okay?

ProtoMan: Master Chaud, what should we do?

Chaud: Let's do it.

NumberMan: I must've taken a wrong turn.

You win

NumberMan: I've got to go back to the shop.

(You get the chip for NumberMan and 1000z)

Program: Congratulations! DenCity area was completed. Face a new opponent in every Open Battle. Come and fight anytime!

ProtoMan: Master Chaud, I'll jack out.

B5.

Class D

First time--

(At Okuden Valley)

ProtoMan: Master Chaud, here's the Class D registration sheet.

Chaud: We can proceed like normal for now. ProtoMan, use our normal routine.

ProtoMan: Yes, sir!

B5.1

Match Tournament--

Yai: A lot of Navis in the Match Tournament use fire chips. The tournament consists of 4 rounds on a field of lava panels. Lava panels inflict 50 damage per turn, so be careful. But fire Navis aren't bothered by lava panels at all. Also, aqua chips are effective against fire Navis. That's the tournament in a nutshell.

Chaud: This'll be one sweltering hot tournament. Is this your idea of a good time?

Yai: What?! No, it is not!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Yai: Why you...! Don't ignore me!

Round 1:

Program: Match Tournament: Round 1!

Yoshiro: I'll show you how types can work for AND against you!

(NormNav1)

You win

Yoshiro: Use the four types well... I wish you luck.

Round 2:

Program: Match Tournament: Round 2!

Haru: I'm good at cooking, but NetBattling is a whole new game!

(Navi-F)

You win

Haru: Guess I should stick to cooking.

Round 3

Program: Match Tournament: Semi-Finals!

Mary: I won't lose like last time. I will avenge my name!

(Ring)

You win

Mary: Oh, Ring! Please follow my instructions.

Round 4

Program: Match Tournament: Finals!

Mr. Match: Yeah, I'm Mr. Match, and I'm on fire!

(FireMan)

You win

Mr. Match: Hahah... Guess I fizzled out.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for FireMan and 3000z)

B5.2

Sapling Tournament--

(At a forest path)

Yai: A lot of Navis in the Sapling Tournament use wood chips. The tournament consists of 4 rounds on a field of grass panels. Grass Panels heal 50 points per turn for wood Navis. Also, fire chips are effective against wood Navis. That's the tournament in a nutshell.

Chaud: ProtoMan, are you all set?

ProtoMan: Leave it to me, Master Chaud! My attacks will bushwack those weeds in a jiffy!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Okay, ProtoMan! Let's do it!

Round 1:

Program: Sapling Tournament: Round 1!

Haruka: You must be Lan's friend? You look so very strong! Heehee. Don't hurt me, big boy.

(NormNav2)

You win

Haruka: I've failed even after Yuichiro taught me so much. But it was all good fun!

Round 2:

Program: Sapling Tournament: Round 2!

Tetsu: Good luck, and have fun!

(Navi-W)

You win

Tetsu: I lost, but it was a great fight!

Round 3:

Program: Sapling Tournament: Semi-Finals!

Dex: Last time you caught me off guard. This time you won't be so lucky!

(GutsMan)

You win

Dex: Shoot! What'd I do wrong this time?!

Round 4:

Program: Sapling Tournament: Finals!

Sal: Heehee... I think we have ourselves a good fight.

(WoodMan)

You win

Sal: Teehee, looks like you've beaten me.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for WoodMan and 3000z)

B5.3.

Droplet Tournament--

(At the Waterworks)

Yai: A lot of Navis in the Droplet Tournament use aqua chips. The tournament consists of 4 rounds on a field of ice panels. The slipperiness of ice panels makes attacks miss more often, but aqua Navis aren't affected. Also, elec chips are effective against aqua Navis. That's the tournament in a nutshell.

Chaud: We'll be able to dodge more often...

ProtoMan: But our hits will connect less often. This could be troublesome.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: Droplet Tournament: Round 1!

Micchan: Well, you look like a tough Navi! Do I stand a chance?

(NormNav1)

You win

Micchan: Wow! Your Navi is strong, and so are you!

Round 2:

Program: Droplet Tournament: Round 2!

Mayl: I won't lose this time!

(Roll)

You win

Mayl: Lost again...

Round 3

Program: Droplet Tournament: Semi-Finals!

Junko: I couldn't care less about NetBattles. But my pride won't let me just lose.

(Navi-A)

You win

Junko: I was so worried about losing, I couldn't win.

Round 4

Program: Droplet Tournament: Finals!

Froid: We're from WaterWorks, and we'll wash you up.

(IceMan)

You win

Froid: Water Works could use some good men like you.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for IceMan and 3000z)

B5.4.

Battery Tournament--

(Inside the Government Complex)

Yai: A lot of Navis in the Battery Tournament use elec chips. The tournament consists of 4 rounds on a field of aluminum panels. Aluminum panels boost the power of elec attacks, creating quite an advantage for elec Navis. Against elec Navis...

Chaud: So, attacks using wood chips are especially effective!

Yai: !

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Okay, ProtoMan! Let's do it!

Yai: (Hmph... They're good!)

Round 1:

Program: Battery Tournament: Round 1!

Taka: I'll show you a true battlechip combo!

(NormNav2)

You win

Taka: Man, battlechip combos suck...

Round 2:

Program: Battery Tournament: Round 2!

Michael: Heya! Now, don't be too hard on me, pal!

(Navi-E)

You win

Michael: Shoot! You're too strong for me, buddy!

Round 3:

Program: Battery Tournament: Semi-Finals!

Gen: I had some trouble with the new programs, but I'm fine now.
(NormNav3)

You win

Gen: Shoot... Back to the drawing board.

Round 4

Program: Battery Tournament: Finals!

Count Zap: Can you handle 100 thousand volts?

(ElecMan)

You win

Count Zap: I guess 100 thousand volts wasn't enough...

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for ElecMan and 3000z)

(After clearing Class D)

ProtoMan: I'm sorry, Master Chaud. I went 0.2 seconds over the routine time.

Chaud: Not to worry. Sometimes things happen (That's part of the fun of NetBattling.)

ProtoMan: Master Chaud?

Chaud: C'mon, let's head to the next location, ProtoMan.

ProtoMan: Wait, Master Chaud... Just received mail. Opening now...

TO: Chaud

Congratulations on your class promotion! Now you can enter Class C tournaments. As a bonus to Class C NetBattlers, your slot capacity will be raised to 30MB. We hope it will be useful. Also, a new Open Battle area filled with fearsome Navis has been unlocked! We hope you take on the challenge!

You can now select "Open Battle" in the Yumland area.

ProtoMan: We'll have more fighting flexibility with 30MB for slot in.

Chaud: We'll have to devise strategies that take advantage of slot in.

ProtoMan: Master Chaud, there's one more mail.

Higsby: Higsby here! I've opened a new branch in Netopia to serve your battlechip needs. So stop by, and buy, buy, buy!

Chaud: Well, I must say, he is quite the salesman.

Sunset Chip Shop is now open.

(In the arena)

Ribitta: Chaud and ProtoMan have made their way to Class D!

B6.

Sunset Chip Shop:

1. Combine Guard and Cannon to launch counterattacks! Swords can't hit enemies on hole panels, huh. Make sure to check info before every battle!
2. Guard chips are slow, so you may get hit first. They can even get deleted by some types of decks. No chip is perfect...
3. Swords aren't powerful. You can lose them easily. But they're very reliable

weapons when in slot! They're good at close range as a back-up.

4. Using a Catcher in your deck... Makes it easier to get chips from the opponent!

5. Cannon chips are strong but don't use much memory. Their high speed can help defeat weaker Navis. But they're not suited for high-level opponents.

6. The GutsHamr works well on a CrsShld. Guard blocks any non-elemental attacks. But they can be deleted by an elemental attack!

7. Match chips and Navi attributes for more power! Like HeatShot for FireMan and BubShot for IceMan! But elemental Navis have weak points too, like: Fire Navis are vulnerable to aqua attacks. That's one example. Try others and see!

8. GrassStg lets Wood Navis recover HP. Use fire attacks to turn GrassStg back to normal! Your attack power will go up temporarily, too!

9. I recommend buying chips in sets of ten! Because there's always one rare chip inside!

10. Chips must be in your folder to use in battle. Use your PET to edit your folder anytime!

11. Ballon Chips store damage for counterattacks! They can really turn the tide of a battle. But take repeated hits and they may get deleted!

12. Sigh... Slow day!

13. Use recover chips in the third line as a shield. The odds of getting a third line is low. So add a lot to improve your chances. Try to put one in your slot!

14. Notice how some chips take up zero memory? Try adding them when your memory is full!

15. Elec Chips get stronger on Ice and AlumiStg. If your Navi is Elec, the effect is even stronger!

16. ZapRing chips stun your opponent. A stunned Navi can't attack during that turn. So Roll couldn't use Recover, for example. Use it to beat enemies who have unique attacks!

17. Even strong decks have their weak points. Keep an eye out for them!

18. You'd better figure that out for yourself! Sorry, I'm just teasing.

19. Add an Atk+10 after Needle for increased power! It's efficient!

20. Some chips can only be found in battle. A high busting level helps you get chips!

B7.

Yumland Open Battle

(First area) Area: Net Area (MMBN2)

AirMan: I'll blow you off the map!

You win

AirMan: I was all hot air. ...Psssssstt.

NormNav1: I'm gonna win, I just know it!

You win

NormNav1: Blast, I lost!

NormNav1: You'll never win!

You win

NormNav1: I'll never beat you!

NormNav2: I've got skillz! Get ready!

You win

NormNav2: I was kinda hoping you'd give me a handicap.

NormNav2: Ya won't beat me, pal! Yeah, you come and get it!

You win

NormNav2: Hey, why'd ya go and do that?

NumberMan: Which way to Higsby's? Must I fight you?

You win

NumberMan: I think I can crawl my way to the shop.

QuickMan: There's no way you can keep up with my speed!

You win

QuickMan: You're very fast! And I should know!

SkullMan: Keeheehee! Bow, weakling!

You win

SkullMan: Hrk! My jaw! Kreek kreek...

(NaviChip Battle 1) Area: Power Plant Network (MMBN1)

ProtoMan: ThunderMan entry confirmation.

Raoul: Won't you duel me for NaviChips?

ProtoMan: Master Chaud, what shall we do?

Chaud: Let's do it.

ThunderMan: Begone, weaklings!

You win

ThunderMan: Now I realize your true strength.

(You get the chip for ThunderMan and 500z)

(Second area) Area: Koto Area (MMBN2)

FlashMan: I'll control you with a hypnosis flash! Nya hah!

You win

FlashMan: My! Are you immune to hypnotism?!

HeatMan: Time to put the heat on!

You win

HeatMan: Fsst... I was a candle in the wind...

Navi-A: I was custom-built into an aqua Navi.

You win

Navi-A: If aqua doesn't work, I'll try wood.

Navi-E: I was custom-built into an elec Navi.

You win

Navi-E: If elec doesn't work, I'll try fire.

Navi-F: I was custom-built into a fire Navi.

You win

Navi-F: If fire doesn't work, I'll try elec.

Navi-W: I was custom-built into a wood Navi.
You win

Navi-W: If wood doesn't work, I'll try aqua.

PlantMan: You wish to spar with me? So be it.
You win

PlantMan: It was an honor to fight with you.

SharkMan: My fins will slice you to ribbons!
You win

SharkMan: I'll sharpen my fins for next time!

(NaviChip Battle 2) Area: Hospital Comp (MMBN3)

ProtoMan: SnakeMan entry confirmation.

Mrs. Millions: Let's have a fun battle for NaviChips!

ProtoMan: Master Chaud, what should we do?

Chaud: Let's do it.

SnakeMan: What a tasty-looking Navi! Hssss!

You win

SnakeMan: I'm not running away with my tail between my legs!

(You get the chip for SnakeMan and 1000z)

(Third area) Area: ACDC Area (MMBN3)

GutsMan: Nobody can stand up to the sheer strength of GutsMan!

You win

GutsMan: I guess might doesn't make right...

NormNav2: Hrr! Hrr! I lift weights every day! No reason I'd lose!

You win

NormNav2: Agghyaa! It's back to the weight room...

NormNav2: Umph! Hmph! I drink a protein drink every day! There's no way I'll lose!

You win

NormNav2: I guess the discount protein drink is a scam...

NormNav3: Let's have a good fight!

You win

NormNav3: Hahahahah! Till we meet again!

NormNav3: I challenge you!

You win

NormNav3: So close, yet so far!

Ring: Well, you're certainly having a winning streak! Impressive!

You win

Ring: This loss was Mary's fault.

Roll: You're sure on a roll. Care for a NetBattle with me?

You win

Roll: Thanks. Keep fighting hard.

TurboMan: Vroom! I'm starting in pole position!

You win

TurboMan: I blew a tire!

(NaviChip Battle 3)

ProtoMan: ToadMan entry confirmation.

Ribitta: Won't you appear on our new program? It's an all-new live battle show where contestants fight for NaviChips!

ProtoMan: Master Chaud, what should we do?

Chaud: Let's do it.

ToadMan: Ribbit ribbit! Croaak! Fight with me?

You win

ToadMan: Tomorrow's forecast: rain! Ribbit!

(You get the chip for ToadMan and 1500z)

(Fourth area)

ElecMan: My electricity attacks will shock you into submission!

You win

ElecMan: Guess I blew a fuse...

FireMan: My arsenal of fire stands between you and victory.

You win

FireMan: My flames got doused like a candle in a blizzard.

IceMan: MyFreezTwr will stop you in your tracks.

You win

IceMan: I lost!

Navi-A: Try my aqua chip combo on for size!

You win

Navi-A: Aqua alone didn't do the trick.

Navi-E: Try my elec chip combo on for size!

You win

Navi-E: Elec alone didn't do the trick.

Navi-F: Try my fire chip combo on for size!

You win

Navi-F: Fire alone didn't do the trick.

Navi-W: Try my wood chip combo on for size!

You win

Navi-W: Wood alone didn't do the trick.

WoodMan: The wrath of the earth will stop you in your tracks.

You win

WoodMan: I miss the healing forest.

(NaviChip Battle 4)

ProtoMan: KingMan entry confirmation.

Tora: Sup! Let's have a fight for NaviChips!

ProtoMan: Master Chaud, what should we do?

Chaud: Let's do it.

KingMan: He who makes the first move will be victorious!

You win

KingMan: Amazing! Now I know why you and Tora are rivals.

(You get the chip for KingMan and 2000z)

Program: Congratulations! Yumland area is completed. Face a new opponent in every Open Battle. Come and fight anytime!

ProtoMan: Master Chaud, I'll jack out for now.

ProtoMan: You got some mail from the BattleChipGP staff!

Thanks for using the Open Battle system! As a bonus for clearing the Yumland area... Please take this DataChp2! Thanks for your participation in the BattleChipGP!

B8.
Class C

First time--

(At a Metroline station)

Chaud: No developments. Is it really the WWW behind this? Could the whole disbanding of the WWW story be a smokescreen? No, but then...)

ProtoMan: Master Chaud, the battle begins.

Chaud: All right, ProtoMan! Battle routine, set!

ProtoMan: Execute!

Chaud: (It doesn't matter--we just have to win the tournament. Then they'll show themselves to us.)

B8.1.
Quick Tournament-- Area: ACDC Comp (MMBN3)

(At a Metroline station)

Yai: The Quick Tournament attracts the speediest Navis around. The tournament consists of 6 rounds on a field of poison panels. Each turn the poison panels slightly damage both the Navi and his chips. People tend to attack the Navi, so chips that can utilize counters will be useful. Well, that's the tournament in a nutshell.

ProtoMan: I don't mind a contest of speed.

Chaud: Heh! Of course not!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: Quick Tournament: Round 1!

Takahiro: All aboard! My Navi's heading out!
(NormNav2)

You win
Takahiro: We're a long way from victory station.

Round 2:

Program: Quick Tournament: Round 2!

Yoshio: Better make sure the combined chip capacity doesn't go over the Navi size.
(NormNav3)

You win
Yoshio: I guess deck building matters, too.

Round 3:

Program: Quick Tournament: Round 3!

Mr. Match: You won't knock me down! Feel my flames!

(FireMan)

You win

Mr. Match: Hahah... Guess I fizzled out.

Round 4:

Program: Quick Tournament: Round 4!

Higsby: Oh no! I left a battlechip in my folder!

(NumberMan)

You win

Higsby: I would've won if I'd only had that battlechip!

Round 5

Program: Quick Tournament: Semi-Finals!

Kai: Last time I got nervous, but this time I'm ready!

(TurboMan)

You win

Kai: I should have known Master's rival would be strong! I will be stronger next time, so be ready! Vroom!

Round 6

Program: Quick Tournament: Finals!

Dave: Can you keep up with QuickMan?

(QuickMan)

You win

Dave: You're quicker than QuickMan...

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for QuickMan and 4000z)

B8.2.

Block Tournament--

(In an alleyway in Netopia)

Yai: The Block Tournament attracts Navis who are skilled at blocking. The tournament consists of 6 rounds on a field of normal panels. You'll come out ahead if you can delete your opponent's block with chips with high attack power. Well, that's the tournament in a nutshell.

Chaud: Well, ProtoMan... Let's see how long their defenses last against us.

ProtoMan: Leave it to me! I can break down the thickest walls of defense!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Okay, ProtoMan! Let's do it!

Round 1:

Program: Block Tournament: Round 1!

Tom: You are Lan's friend, yes? But I still fight as hard as always, yes.

(NormNav2)

You win

Tom: I will not forget this fight. Please say hello to Lan.

Round 2:

Program: Block Tournament: Round 2!

Sal: Sometimes one must fight to protect nature.

(WoodMan)

You win

Sal: Please take care of nature in my place.

Round 3:

Program: Block Tournament: Round 3!

Larry: Yo, bro! Time for a rumble!

(NormNav3)

You win

Larry: Whaddya know! Youz a tough one!

Round 4:

Program: Block Tournament: Round 4!

Count Zap: ElecMan's been powered up to 1 million volts!

(ElecMan)

You win

Count Zap: 1 million volts still isn't enough...

Round 5:

Program: Block Tournament: Semi-Finals!

Mayl: Roll! Do it just as planned!

(Roll)

You win

Mayl: Lost again...

Round 6:

Program: Block Tournament: Finals!

Miyuki: Begin, o feast of souls! SkullMan, do the honors!

(SkullMan)

You win

Miyuki: We won't be resting in peace here.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for SkullMan and 4000z)

B8.3.

Cliff Tournament--

(In the first class section of an airplane)

Yai: The Cliif Tournament attracts Navis who attack from a distance. The tournament consists of 6 rounds on a field of hole panels. Be careful--you cannot use sword or wave attacks on hole panels. Only certain chips can be used here, so you may have a hard time of it without a plentiful supply. Well, that's the tournament in a nutshell.

ProtoMan: My attacks slice like the wind! There is nowhere to hide.

Chaud: No matter. There are a dozen ways to attack an opponent even without sword-based chips.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: Cliff Tournament: Round 1!

Miho: The simulation went perfectly in the lab.

(NormNav2)

You win

Miho: Where did my calculations go wrong?!

Round 2:

Program: Cliff Tournament: Round 2!

Mary: Ring won't listen to a word I say! What should I do?

(Ring)

You win

Mary: Shoot! What do I have to do to get Ring to behave?!

Round 3:

Program: Cliff Tournament: Round 3!

Sara: Commence preparations for takeoff.

(NormNav3)

You win

Sara: You're a smooth flier! Zero turbulence!

Round 4:

Program: Cliff Tournament: Round 4!

Takashi: Handling Navis, like ships, requires experience.

(NormNav4)

You win

Takashi: I can sail a ship, but I need to work on my Navi control.

Round 5:

Program: Cliff Tournament: Semi-Finals!

Raoul: My tribe, friends! Lead me to victory!

(ThunderMan)

You win

Raoul: Defeat can be more meaningful than victory.

Round 6

Program: Cliff Tournament: Finals!

Arashi: We will wreak vengeance on those who tricked us!

(AirMan)

You win

Arashi: Don't think you've seen the last of me!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you

will receive a NaviChip.

(You get the chip for AirMan and 4000z)

(After clearing Class C)

TO: Chaud

Congratulations on your class promotion! Now you can enter Class B tournaments. As a bonus to Class B NetBattlers, your NetNavi program capacity will be raised by 20MB. Also, it includes a new folder! We hope it will be useful!

ProtoMan: Status check. All green.

Chaud: That was a bit too close for comfort. I've never seen a Navi like that. Well, it's probably about time WWW makes a move. But what will it be?

ProtoMan: Master Chaud, you look very pleased.

Chaud: Heh, yeah... It's a lot more exciting than listening to execs at some meeting. Well, back to work. Where's Class B?

ProtoMan: It's Hades Island, Master Chaud.

Chaud: OK.

(In the arena)

Ribitta: And now, the second half of the BattleChipGP! In the first half, we saw stunning performances by the Lan/MegaMan, Chaud/ProtoMan teams! Following close on their heels are the Dex/GutsMan and Mayl/Roll duos! And we also have two absolute rookie teams who are performing far beyond expectations! It's the Kai/TurboMan and Mary/Ring duos! If these two teams continue at this rate, they could create a real upset!

(At an airport)

Lan: I knew you'd make it! I'll see you in the final round! So don't lose to anybody before then!

Chaud: Well, aren't we having fun? Except I wouldn't be here playing these games, if it weren't for my duties.

Lan: Oh, come off it! We'll see who's the best NetBattler, duty or no!

Chaud: I'm guessing that remnants of WWW are watching my every move. If I start having fun, it might give them the chance to pounce on me.

Lan: Er... Well, we all got problems, Chaud! Just calm down, dude. I think you worry too much.

MegaMan: But that's his job, Lan. Chaud is an official NetBattler.

Lan: Hmph! OK, whatever, Chaud! I'll see you in the final round!

(Back to the mystery figure)

?: ProtoMan and MegaMan have fulfilled expectations, and are making their way toward snatching up the crown! Now, let's get ready! Ladies and gentlemen, let me hear it from you! Loud and clear!

(In the arena)

Ribitta: Presenting the second half--now, say it with me-- BattleChipGP! Battle routine, set, execute!

B9.

Class B

First time--

(At Hades Isle)

ProtoMan: Master Chaud, you have mail.

Chaud: From whom?

ProtoMan: From the BattleChipGP HQ. ...It's a list of entrant codes for Class B participants.

Chaud: That was awfully quick. We just finished registration.

ProtoMan: Opening the file inside the mail.

.....gzzkt

ProtoMan: Oomph!

Chaud: What is it, ProtoMan?!

ProtoMan: Nothing, Master Chaud. A junk file just caused a jolt.

Chaud: ProtoMan, send this mail to the Center. The perpetrator is one of these entrants.

ProtoMan: Yes, sir. Forwarding mail now.

(A white screen with Lan in the center)

Lan: Hey, Chaud! I'll be waiting for you in the final round!

Chaud: (Lan and MegaMan. We'll finally be able to settle the score.)

(A black screen with a logo floating around and ProtoMan in the center)

ProtoMan: ...Master Chaud.

Chaud: ?

ProtoMan: If we get a chance to fight that little pu... I mean Lan, I won't let you down, Master Chaud.

Chaud: ...

ProtoMan: ...Sorry, sir. That had nothing to do with our duties.

Chaud: It's fine, ProtoMan. I was thinking the same thing. It's time to show Lan and MegaMan just how much of a gap there is between us. But I don't want to be interrupted by anyone else.

Chaud: Well, the first step toward fighting Lan is winning the next round.

(Back in Hades Isle)

Chaud: You're absolutely right, ProtoMan!

ProtoMan: Thank you, sir!

Chaud: (In either case, you won't get the best of us, WWW.)

B9.1.

Firework Tournament-- Area: HadesIsle Comp

(In Hades Isle)

Yai: The Firework Tournament attracts very strong fire Navis. The tournament consists of 6 rounds on a field of lava panels. Lava panels inflict 50 damage per turn, so be careful. But fire Navis aren't bothered by lava panels at all. When fire Navis use fire chips, their attack power increases. Don't forget to keep your cool. Well, that's the tournament in a nutshell.

Chaud: Heh. I don't mind a heated battle here and there.

ProtoMan: Of course, Master Chaud! The flames of a fighting spirit roar within you!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Okay, ProtoMan! Let's do it!

Round 1:

Program: Firework Tournament: Round 1!

Kai: I'll get you yet! TurboMan! Engine, full throttle!
(TurboMan)

You win

Kai: Eek! TurboMan's overheated!

Round 2:

Program: Firework Tournament: Round 2!

Miki: I'm going to buy a new bag with the prize money!

(Navi-F)

You win

Miki: I'll get that new bag if it's the last thing I do!

Round 3:

Program: Firework Tournament: Round 3!

Madoi: Teehee! Want to try a special game with me?

(ColorMan)

You win

Madoi: Why you! You can forget about any special games!

Round 4:

Program: Firework Tournament: Round 4!

John: If I win, I'll propose to my girlfriend.

(NormNav4)

You win

John: I am not brave, or strong enough.

Round 5:

Program: Firework Tournament: Semi-Finals!

Tamako: You think you can escape the MetlFist of MetalMan?

(MetalMan)

You win

Tamako: Wow! You dodged the MetlFist of MetalMan!

Round 6

Program: Firework Tournament: Finals!

Mr. Match: This time HeatMan has some major firepower!

(Heatman)

You win

Mr. Match: Shoot! I need even MORE firepower!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for HeatMan and 5000z)

B9.2.

Verdant Tournament--

(At the Hospital from MMBN3)

Yai: The Verdant Tournament attracts very strong wood Navis. The tournament consists of 6 rounds on a field of grass panels. Grass panels heal 50 points per turn for wood Navis. But you must be careful of wood chips: when wood Navis use wood chips their attack power increases. Well, that's the tournament in a nutshell.

ProtoMan: Silent, like a serene forest...

Chaud: Relax the mind, and focus your fighting qi. This is a battle basic.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: Verdant Tournament: Round 1!

Mrs. Millions: Heeheehee! I feel a shiver!

(SnakeMan)

You win

Mrs. Millions: You don't appreciate exotic spices.

Round 2:

Program: Verdant Tournament: Round 2!

Trainee: Think I'll be famous if I win this tournament?

(NormNav3)

You win

Trainee: Hmm, now I might never become famous...

Round 3:

Program: Verdant Tournament: Round 3!

Sal: Behold, the vastness of nature!

(WoodMan)

You win:

Sal: Please take care of nature in my place.

Round 4:

Program: Verdant Tournament: Round 4!

Yukiko: Let me give your Navi a check-up.

(Navi-W)

You win

Yukiko: OK! In tip-top health!

Round 5:

Program: Verdant Tournament: Semi-Finals!

Dave: You won't get me again!

(QuickMan)

You win

Dave: You mean he's still not fast enough?!

Round 6:

Program: Verdant Tournament: Finals!

Anetta: I'll build new forests with the prize money.

(PlantMan)

You win

Anetta: (pout!) I only wanted to make more forests.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for PlantMan and 5000z)

B9.3.

Stream Tournament--

(At the spa of the Ura Inn)

Yai: The Stream Tournament attracts very strong aqua Navis. The tournament consists of 6 rounds on a field of ice panels. The slipperiness of ice panels makes attacks miss more often, but aqua Navis aren't affected. When aqua Navis use aqua chips their power increases. Don't you drown out there. Well, that's the tournament in a nutshell.

ProtoMan: There is no form to a flowing river... Move neither with nor against the current...

Chaud: ...and become one with the water, right?

Yai: What was that? Zen or something?

Chaud: Heh, maybe.

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Okay, ProtoMan! Let's do it!

Round 1:

Program: Stream Tournament: Round 1!

Froid: This time, the field is in IceMan's favor.

(IceMan)

You win

Froid: Shoot... So a favorable field is not enough...

Round 2:

Program: Stream Tournament: Round 2!

Kimie: I run a hot springs. Water is second nature to me.

(Navi-A)

You win

Kimie: Come visit our hot springs sometime!

Round 3:

Program: Stream Tournament: Round 3!

Takeo: If I lose I'll be the butt of the animals' jokes.

(BeastMan)

You win

Takeo: I'm the laughing stock of the animal kingdom...

Round 4:

Program: Stream Tournament: Round 4!

Miyuki: The night's feast begins! SkullMan, do the honors.

(SkullMan)

You win

Miyuki: We won't be resting in peace here.

Round 5:

Program: Stream Tournament: Semi-Finals!

Nancy: Once I was an official NetBattler. Surprised?
(NormNav4)

You win

Nancy: This reminds me of the good old days--I'll be back!

Round 6:

Program: Stream Tournament: Finals!

Masa: The shop is dead today, so I came for a battle!
(SharkMan)

You win

Masa: Why you little!! I can't believe I lost!

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.
(You get the chip for SharkMan and 5000z)

B9.4.

Thunder Tournament-- Area: Zoo Comp (MMBN3)

(At the Yoka Zoo)

Yai: The Tunder Tournament attracts very strong elec Navis. The tournament consists of 6 rounds on a field of aluminum panels. Aluminum panels boost the power of elec attacks, creating quite an advantage for elec Navis. When elec Navis use elec chips their attack power increases. Now, don't get electrocuted. Well, that's the tournament in a nutshell.

Chaud: Victory is determined at critical moments in time--like flashes of lightning.

ProtoMan: Watch my light speed attacks!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: Thunder Tournament: Round 1!

Arashi: My anger is approaching critical mass!
(AirMan)

You win

Arashi: Don't think you've seen the last of me!

Round 2:

Program: Thunder Tournament: Round 2!

Osamu: Dance like a butterfly, sting like a bee!
(NormNav4)

You win

Osamu: I guess I got swatted like a fly.

Round 3:

Program: Thunder Tournament: Round 3!

Raoul: I must honor my friends and tribe!
(ThunderMan)

You win

Raoul: A 2nd defeat has taught me a lesson.

Round 4:

Program: Thunder Tournament: Round 4!

Minako: Raising Navis? It's a cinch!
(Navi-E)

You win

Minako: Guess I should stick to raising pets.

Round 5:

Program: Thunder Tournament: Semi-Finals!

Gauss: I'm going to enjoy this fight.
(MagnetMan)

You win

Gauss: NetBattles are great fun.

Round 6: Area: SciLab Area (MMBN3)

Program: Thunder Tournament: Finals!

Ray: I will control you, and victory will be mine.
(FlashMan)

You win

Ray: (This one refuses to be controlled...)

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for FlashMan and 5000z)

(After clearing Class B)

ProtoMan: Master Chaud, you have mail! Checking the ID. Now opening...

TO: Chaud

Congratulations on your class promotion! Now you can enter Class A tournaments. As a bonus to Class A NetBattlers, your slot in capacity will be raised to 40MB. We hope it will be useful!

Chaud: With 40MB of slot in capacity, we can add powerful chips to our deck.

(In the arena)

Ribitta: Champions in the making! The Chaud/ProtoMan combo gets their ticket to Class A!

(The mystery figure is talking again)

?: Keehee! Very good! Just keep on winning! And in the final round, you go out with a bang!

B10.

Class A

First time--

(Outside of the castle in Netopia)

Chaud:What was that?!

Ogata: The list of entrant codes that was sent to each of you is a virus! There is a time-bomb virus inside the attached folder.

Chaud: Who was the sender?

Ogata: The mail used the name of a tournament staff member. Thankfully, the mail was imprinted with the PET access address, indicating where it was sent from! The access address was in the tournament grounds. Which means the perpetrator is right nearby. We're using a search program at this moment to determine his location. Also, we've already completed a vaccine program. We'll send it to you; use it to eliminate the virus from your Navi.

Chaud: Understood. ProtoMan...

ProtoMan: Yes sir. Downloading now.

Ogata: The vaccine has been sent to the Quarantine areas of all tournament sites. Entrants can be treated in order as they finish their matches. This will prevent a panic from occurring.

ProtoMan: ...Extermination of virus complete.

Chaud: Shouldn't we be involved in the search?

Ogata: No, if you suddenly quit the tournament, you could alarm the perpetrator. Continue the undercover operation as an entrant to the tournament.

Chaud: Understood. I'll contact you again after this tournament finishes.

B10.1.

East Tournament-- Area: Castle Comp (MMBN2)

(Outside of Netopia Castle)

Yai: All kinds of Navis participate in the East Tournament. The tournament consists of 8 rounds on a field of random panels. You should put battlechips into your folder that will prepare you for any type of Navi. Well, that's the tournament in a nutshell.

Chaud:

ProtoMan: Master Chaud, I do believe you'd best concentrate on the tournament.

Chaud: Yes, I know.

Yai: (What's bothering Chaud?)

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Okay, ProtoMan! Let's do it!

Round 1:

Program: East Tournament: Round 1!

Dennis: I fight with the honor of a knight!

(NormNav3)

You win

Dennis: You made it an honorable battle.

Round 2:

Program: East Tournament: Round 2!

Arashi: Oh, whatever! I'll delete you and anybody else who crosses my path!

Hahahah!

(AirMan)

You win

Arashi: I'll get you for this!

Round 3:

Program: East Tournament: Round 4!

Sylvia: Hello, hello! Let's fight, shall we?

(Navi-W)

You win

Sylvia: You're a feisty tiger, aren't ya!

Round 4:

Program: East Tournament: Round 4!

Froid: I've given IceMan improved aqua affinity!

(IceMan)

You win

Froid: Well, we gave it our best try.

Round 5:

Program: East Tournament: Round 5!

Apple: My Navi has impenetrable defenses!

(Navi-A)

You win

Apple: You're undefeatable!

Round 6:

Program: East Tournament: Round 6!

Mrs. Millions: It takes a rough battle to satisfy me.

(SnakeMan)

You win

Mrs. Millions: What a fight! I want more!

Round 7:

Program: East Tournament: Semi-Finals!

Betty: Let's make this the fight to end all fights!

(NormNav4)

You win

Betty: That was incredible! Keep up the good work.

Round 8:

Program: East Tournament: Finals!

Sean: I've been looking forward to this battle.

(FreezeMan)

You win

Sean: I'm reformed. Please fight with me again.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for FreezeMan and 7000z)

B10.2.

West Tournament--

(Outside of the Government Center)

Yai: All kinds of Navis participate in the West Tournament. The tournament consists of 8 rounds on a field of random panels. It's hard to win unless you create a Program Deck based on the characteristics of the enemy Navi. Well, that's the tournament in a nutshell.

Chaud: Are you worried about it?

Protoman: !! Terribly sorry, sir!

Chaud: I know the feeling, but if we act imprudently, we'll be walking right into their trap.

Yai: (What happened to them?)

Ribitta: Attention all entrants. First round of the tournament begins shortly.

Chaud: Let's go, ProtoMan!

Round 1:

Program: West Tournament: Round 1!

Dex: I'm a new Dex in every way! Prepare to lose!

(GutsMan)

You win

Dex: With me outta the way, victory is yours!

Round 2:

Program: West Tournament: Round 2!

Ogata: I always wanted to face your Navi.

(NormNav3)

You win

Ogata: You fought well. Victory is rightfully yours.

Round 3:

Program: West Tournament: Round 3!

Prof: I'm working on combining types within a deck.

(Navi-E)

You win

Prof: Hmm... Guess I need to keep tweaking.

Round 4:

Program: West Tournament: Round 4!

Aya: Know thyself and thine enemy, and victory is yours.

(Navi-F)

You win

Aya: I sense a unique power in your Navi.

Round 5:

Program: West Tournament: Round 5!

Mr. Match: HeatMan! If you lose, it's off to the scrap heap!

(HeatMan)

You win

Mr. Match: Hmph! Next time, I'll use a secret technique to win!

Round 6:

Program: West Tournament: Round 6!

Count Zap: 2 million volts, comin' straight at ya!

(ElecMan)

You win

Count Zap: 2 million volts, and I still need a recharge.

Round 7:

Program: West Tournament: Semi-Finals!

Yuji: We'll find out once and for all who's the more talented of the official NetBattlers!

(NormNav4)

You win

Yuji: I had no idea... I have the utmost respect for your talent!

Round 8:

Program: West Tournament: Finals!

Yahoot: My yoga arts are plenty to beat a mere NetBattler.

(MagicMan)

You win

Yahoot: I must refine my yoga arts.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for MagicMan and 7000z)

(After clearing Class A)

TO: Chaud

Congratulations on your class promotion! Now you can enter Class S tournaments. As a bonus to Class S NetBattlers, your NetNavi program capacity will be raised by 20MB. Enjoy!

Chaud: Have you found the perpetrator?

Ogata: Unfortunately not. We can only use the search program while he's on the PET.

Chaud: So we can only wait for him to come to us?

Ogata: I'm afraid so. The latest records do indicate that he was on the tournament grounds.

Chaud: We'll have to be patient. ...Hm?

Kai: Hold it right there! You're from the WWW!!

(Kai is seen chasing a man in black)

Chaud: ?!

Ogata: What's going on?!

Chaud: A boy went running after a man in a black suit, saying he was from the WWW!

Ogata: What?! That could be our man!!

Chaud: I'll be right on his tail!

Ogata: Chaud, that would be dangerous! Wait until officials arrive on the scene.

Chaud: But that boy could be in trouble! I'm going after him!

(Chaud runs off after Kai)

Ogata: But, Chaud... You're just a kid! He's twice your size!! How...?! Hello?! Shoot! Officials, this is an emergency!

(At the castle, Kai has confronted the MiB)

Kai: Argh! Let go of me, you WWW creep!

MiB: Crimeny! How'd this little punk find out?! Ah, it doesn't matter! The virus is already set to go! Now I just wait until the final round...

(Chaud appears on the scene)

Chaud: And the winning Navi will be deleted?

MiB: Huh?! Who are you?!

Chaud: I'm an official. Been spreading viruses, have you? You're under arrest.

MiB: Oh, no, kid! I'm shakin' in my boots!

Chaud: And you very well should be! ProtoMan!

ProtoMan: Hyahh!

MiB: Hrk! The PET's still...!

Chaud: Hrahh!

thmp!

MiB: Argk!

(And he's down on the ground)

Chaud: The fool. Still connected to the PET. This is Chaud. I've captured the criminal.

Kai: (Sweet! He's like Master!)

Chaud: Hey, you there!

Kai: Y...Yes?!

Chaud: Why'd you put yourself in danger like that?

Kai: I... I wanted to be like Master, and...

Chaud: Master?

Kai: Yes! My inspiration, and the strongest NetBattler ever! Lan!

Chaud: (Lan... His Navi could have the virus!) Tell me where Lan is!

Kai: What? Well, Master'd be at the Class S grounds by now, I'd say.

Chaud: Got it! Let's go, ProtoMan!

ProtoMan: Yes, sir!

MiB: Keh heh heh! It's too late now!

Chaud: Too late?! Why?!

B11.

Class S

First time--

(At the Official NetBattler HQ)

Ogata: A mutating virus?

Chaud: Yes. The virus gradually overwrites data, changing the program structure. The reason this man accessed the PET on multiple occasions was to update this data.

MiB: Nice work! But it's too late now. Keeheehee!

Aya: No good! The vaccine isn't working!

Ogata: You can't make a new vaccine quickly enough?

Aya: It won't be done in time for the tournament.

Ogata: There's no choice--We'll have to cancel the final round.

MiB: I'm afraid that won't work.

Ogata: What?!

MiB: I couldn't allow the tournament to be cancelled. That's what the backup viruses are for! The ones in Lan's MegaMan and Chaud's ProtoMan!

Chaud: What?! What are you talking about?!

MiB: If one of them doesn't access the final round tournament program within time, then the virus bomb explodes, and the Navi will be deleted!

Unfortunately, ProtoMan's virus was exterminated, of course.

Chaud: Lan...

MiB: The strongest Navi, at the peak of his elation, will be reduced to utter terror, all in front of a packed audience! Even if you cancel the tournament, MegaMan's destruction of the WWW will be avenged--with his deletion! And won't that signal the return of the WWW with a very loud bang! Hahahah!!

Chaud: So, no matter what you do, Lan's Navi is doomed! Hah!

MiB: What's so funny?

Chaud: You still don't get it, do you? You pitiful soul.

MiB: What?!!

Chaud: It goes like this--the tournament continues like normal, we go to the final round, then my ProtoMan defeats Lan's MegaMan. Nothing happens--and the problem is solved!

MiB: !!

Chaud: You can do it, right, ProtoMan?

ProtoMan: Of course, Master Chaud.

Ogata: They don't call you the Ace for nothing. Just amazing!

Chaud: Here we go, ProtoMan! Battle routine, set!

ProtoMan: Execute!

B11.1.

Master Tournament--

(Outside of the TV studio)

Yai: The Master Tournament is the final tournament for all the finalist Navis. The tournament consists of 15 rounds on a field of random panels. Many entrants have very strong battlechips, but don't despair--just do your best! Well, that's the tournament in a nutshell.

Chaud: We no longer have a choice, we can't give up.

ProtoMan: Perhaps it is our destiny to fight them?

Yai: What the heck are you talking about?!

Chaud: Forget about it. You don't need to know.

Yai: That just makes me more curious!

Ribitta: Attention all entrants. First round of the tournament begins shortly.

ProtoMan: Let's go.

Chaud: Yeah... We'll win this, ProtoMan!

ProtoMan: Yes!

Round 1:

Program: Master Tournament: Round 1!

Ray: He who controls the sponsor, wins!

(FlashMan)

You win

Ray: (Couldn't find a chance to control the sponsor...)

Round 2:

Program: Master Tournament: Round 2!

Tamako: Sorry, but victory is mine, sweetie!

(MetalMan)

You win

Tamako: Shoot! I lose...

Round 3:

Program: Master Tournament: Round 3!

Takeo: I'll buy virtual animals with the prize money.

(BeastMan)

You win

Takeo: What about my virtual animals?!

Round 4:

Program: Master Tournament: Round 4!

Gauss: Behold, the harmony between magnetic poles!

(MagnetMan)

You win

Gauss: The magnetism destabilized at a critical moment!

Round 5:

Program: Master Tournament: Round 5!

Miyuki: Just when will we ever be able to rest in peace?

(SkullMan)

You win

Miyuki: We won't be resting in peace here.

Round 6:

Program: Master Tournament: Round 6!

Anetta: For the sake of the environment, Anetta must win!

(PlantMan)

You win

Anetta: Please continue my legacy of love for nature.

Round 7:

Program: Master Tournament: Round 7!

Princess Pride: KnightMan's power is ultimate! You cannot beat him!

(KnightMan)

You win

Princess Pride: What possibly could have gone wrong?!

Round 8:

Program: Master Tournament: Round 8!

Raoul: On the honor of my tribe, I shall be victorious!

(ThunderMan)

You win

Raoul: It was enough of an honor just to fight you.

Round 9:

Program: Master Tournament: Round 9!

Mr. Match: FlameMan is sure to win--no doubt about it!

(FlameMan)

You win

Mr. Match: How could my FlameMan lose...

Round 10:

Program: Master Tournament: Round 10!

Masa: I'll end this thing, and get our customers back!

(SharkMan)

You win

Masa: Why you little!! I can't believe I lost!

Round 11:

Program: Master Tournament: Round 11!

Dave: QuickMan, I think we should teach them a lesson.

(QuickMan)

You win

Dave: I guess we were taught a lesson instead.

Round 12:

Program: Master Tournament: Round 12!

Yahoot: The teachings of Indala will lead me to victory.

(MagicMan)

You win

Yahoot: Were Indala's teachings wrong?!

Round 13:

Program: Master Tournament: Round 13!

Sean: FreezeMan knocks out Navis stone cold!

(FreezeMan)

You win

Sean: Even FreezeMan couldn't put the chill on you.

Round 14:

Program: Master Tournament: Semi-Finals!

Tora: I'm gonna win! You might as well just give up now!

(KingMan)

You win

Tora: Blast I was checkmated!

Round 15:

Program: Master Tournament: Finals!

Ian: We're finally here! Chaud! Let's show the world the best battle it's ever seen!

(MegaMan)

You win

Lan: Thanks, Chaud. That was the greatest battle ever.

Ribitta: Congratulations on a spectacular victory!! As part of your prize, you will receive a NaviChip.

(You get the chip for MegaMan and 10000z)

(After clearing Class S)

(In the arena)

Ribitta: It happened here! Chaud and ProtoMan are the victors of this fateful match-up! Let's see what Chaud has to say about his victory!

(Chaud and Lan disappear)

Ribitta: ...Er? What's this? Where is Chaud?

(Outside of the TV Studio)

Lan: Chaud, what's up?!

Chaud: This is no time for interviews! Lan! Come with me!

(At the Official NetBattler HQ)

Aya: Disk scan complete. All signs of virus exterminated.

Lan: Are you okay, MegaMan?

MegaMan: I'm fine, Lan. Chaud, and ProtoMan... Thank you all.

ProtoMan: ...

Lan: Thanks, Chaud. I owe you one.

Chaud: I was only doing my duty. And I figured you wouldn't listen even if I told you to lose on purpose.

Lan: Well, I guess you're right, but...

Chaud: Well, now it's settled. I hope I've proven to you that there's a real gap between us and you.

Lan: Hmph! You've won today. But don't be so sure about next time! Me and MegaMan are gonna get even stronger! Until our next fight, Chaud!

(Lan leaves the room)

Chaud: ...Heh! Until our next fight, Lan.

(At the beach, Chaud is standing next to a car)

Chaud: ...They've become even stronger.

ProtoMan: Yes. MegaMan's actual agility was far beyond that in the pre-fight simulation.

Chaud: Lan and MegaMan. They trust each other, like true partners.

ProtoMan: Master Chaud...

Chaud: ProtoMan, when we get home, I'd like to do some battle training. Would you care to join me?

ProtoMan: Yes, of course.

Chaud: Heh. ProtoMan, you're the best partner I could ever have. (Lan, MegaMan--I know we haven't seen the last of you. But I'll--no, we'll--be ready for you.)

(A picture is shown of Chaud with the trophy)

CONGRATULATIONS!

(The credits then roll across the screen, along with the Presented by Capcom screen. You also get DataChp3)

(At the Official NetBattler HQ)

ProtoMan: Master Chaud, you have mail. Opening now.

Higsby: Congrats on your BattleChipGP victory! This is Higsby. I've opened a store inside the Center. It's stocked with quality like you've never seen! So stop by, and buy, buy, buy!

The Chip Laboratory is now open.

ProtoMan: Mater Chaud, it's mail from the BattleChipGP staff. Confirming code, and...opening.

TO: Chaud

Congratulations on your class promotion! Now you can enter Class X tournaments. As a bonus to Class X NetBattlers, you will receive a rare chip, check your backpack! Your slot in capacity will be raised to 50MB! Also, we have added a new folder! Fearsome new Navis await you in the newly unlocked Open Battle area! We hope you'll take the challenge!

You can now select "Open Battle" in the Netopia area.

Chaud: But the BattleChipGP should already be over!

ProtoMan: The ID matches. It appears to be authentic. What shall we do?

Chaud: Hmm... Let's go have a look.

B12.

The Chip Lab

1. GrassStg lets Wood Navis recover HP. Use fire attacks to turn GrassStg back to normal! Your attack power will go up temporarily, too!
2. Each chip has its own attack speed. Slow chips can make it easier to get hit, so... Look at speed AND power when choosing!
3. Using a Catcher in your deck... Makes it easier to get chips from the opponent!
4. Chips must be in your folder to use in battle. Use your PET to edit your folder anytime.
5. Even strong decks have their weak points. Keep an eye out for them!
6. Swords are slow, but they have their uses, too! They can attack chips, so they're pretty useful. Some swords are elemental, as well!
7. Guard chips are slow, so you may get hit first. They can even get deleted by some types of decks. No chip is perfect, I guess.
8. Swords aren't powerful. You can lose them easily. But they're very reliable weapons when in slot! They're good at close range as back-up.
9. Business is so slow recently!
10. ZapRing chips stun your opponent. A stunned Navi can't attack for that

turn. So Roll couldn't use Recover, for example. Use it to beat enemies who have unique attacks!

11. Match chips and Navi attributes for more power! Like HeatShot for FireMan & BubShot for IceMan... But elemental Navis have weak points too. Fire Navis are vulnerable to aqua attacks. That's one example. Try others and see!

12. Cannon chips are strong but don't use much memory. Their high speed can help defeat weaker Navis. But they're not suited for high-level opponents.

13. Balloon Chips store damage for counterattacks! They can really turn the tide of a battle... But take repeated damage and they may get deleted!

14. Elec C

This document is copyright PPike and hosted by VGM with permission.