

# Mega Man Battle Chip Challenge FAQ/Walkthrough

by MMassey

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=Mega Man Battle Chip Challenge                FAQ/Walkthrough V0.2   =
=  Nintendo Gameboy Advance                    by Magenta Galaxy and MMassey=
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```
=====
= 1) Introduction                               =
=   X1INT                                       =
=====
```

Welcome, welcome, to this little FAQ of ours, designed to help you with the woes that you may face in Mega Man Battle Chip Challenge. Some battles are easy, some are hard, and some are just darn annoying, but we are here to help you through all of them. This FAQ is designed to cover the English (US) version of the game. Any differences between any other versions are not our problem. This guide SHOULD cover the other English versions, but we are not responsible for any changes that Capcom Europe / Australia / Whatever may make.

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=====
= 2) Table Of Contents                         =
=   X2TOC                                     =
=====
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##	Section Name	Ctrl+F Search	Completion
1	Introduction	X1INT	Complete
2	Table of Contents	X2TOC	Complete
3	Gameplay / Controls	X3GPC	Complete
4	Grand Prix Mode Information	X4GPM	Complete
5	Chaud's Tournaments	X5CHD	20 %
6	Lan's Tournaments	X6LAN	35 %
7	Mayl's Tournaments	X7MAL	20 %

8   Dex's Tournaments	X8DEX	35 %	
9   Kai's Tournaments	X9KAI	35 %	
10   Mary's Tournaments	X10MAR	10 %	
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11   Open Battle Information	X11OBI	Complete	
12   Open Battle: DenCity	X15OBD	Complete	
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13   Battle Chips	X19BTC	20 %	
14   Navi Codes	X25NAV	Ongoing	
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15   Frequently Asked Questions	X26FAQ	Ongoing	
16   Glossary	X27GLS	Complete	
17   Version History	X28VER	Ongoing	
18   Credits/Thanks	X29CRD	Complete	
19   Outro / Contact Info	X30OUT	Complete	
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//Want to jump straight to what you're looking for?

As shown in the table of contents above, there are codes you can use to jump straight to certain sections of the guide. Some sections however are very long, stretching across pages and pages of info - this is, after all, a very complex game in the sheer amount of possibilities it has.

If you're looking for information on a particular chip or navi core, use Ctrl+F search to look for "#---", whereby --- should be replaced with the THREE-DIGIT number for the chip you are looking for. For example, if you want information on Shotgun, Ctrl+F for "#004" (without the quotes)

If you're looking for help on a specific tournament, Ctrl+F will help you. There's a three-step process. First, look up the section number for the player you're using in the chart above. Then, take the letter of the class you're on. Finally, what number it is in the BattleChip GP screen (for example, Guts is the second tournament in E-class) and put them together in this format: PC-#. For example, if you're looking for help with Chaud's Guts Tournament, search for "5E-2". For Mayl's Droplet Tournament, search for "7D-3" (without quotes).

```
=====
= 3) Gameplay / Controls =
= X3GPC =
=====
```

//O u t - o f - B a t t l e C o n t r o l s

```
D-Pad    = Highlight options / Highlight items
A Button = Confirm option / Select items / Move text forward
B Button = Go back / Cancel
Start    = Battle Options (on pre-battle Program grid screen)
Select   = Show chip info when chip is highlighted
L Button = Page up
R Button = Page down
```

//I n B a t t l e C o n t r o l s

```
D-Pad    = No function.
A Button = Confirm Program Grid / Advance Text
B Button = Speed up battle (text moves on automatically) / Slow down battle
Start    = Show Options (Retry / Give Up / View Program Grid)
```

Select = No function  
 L Button = Slot in "L" interrupt chip / Reselect Program Grid (with R)  
 R Button = Slot in "R" interrupt chip / Reselect Program Grid (with L)

---

//The Program Grid

```

|-----|          |-----| | | | |
|BATTLECHIP|      | P R O G R A M / S L O T ##|
|-----|          | D E C K / M A X MB|
|C h i p N a m e| |-----|
|-----|          | R [_] ---[6] |
|          |          |          ---[3]---|
|          | |--| /-\ ---[1]---| ---[7] |
| [PICTURE] | |OK| | N |---| ---[4]---|
|          | |--| \_/ ---[2]---| ---[8] |
|          |          |          ---[5]---|
|-----|          | L [_] ---[9] |
|Effect      Dmg| >-----<
|-----|          | N A M E O F N A V I | |
|PARAMETER|      |          |
|-----|          | [PICTURE] | N A V I ' S B U S T E R |
|HP ### AP ## |          |          |
|MB ### ELEMENT |          | C U R R E N T M B U S E |
|-----|          |-----|

```

The program grid is your main weapon in the fight against evil in this game, and as such you should get used to it fairly quickly. The grid is aligned in a sideways pyramid shape, allowing slots for 9 chips, a navi core, and 2 slotin chips, each having certain restrictions which are put in place.

The most important thing on the grid is the navi core (marked as an octagon "N" on the above ASCII). This basically is your current navi. By inserting new navi cores into the Navi Core slot, you change your navi - this affects your HP, MB and navi's buster attack power. You can view the exact specifics by hovering over it and looking at the chip view on the left. Below the program grid also shows the navi's name, the name of it's buster (which tells you very little) and your current MB usage.

The next priority on the program grid is the chip pyramid, shown on the ASCII above as the 9 [ ] slots coming off the navi core. This is where you insert the battle chips you wish to use during battle. Before each battle (although you have the opportunity to do it before entering a battle series anyway) you are asked to set up your program grid.

The basics of the system are that at the beginning of the turn, the game will randomly move across the pyramid, grabbing up to three chips as it goes. As such, the chips to the LEFT of the grid have a higher chance of being grabbed than the ones to the right. The game will then proceed to use the chips, first using both players' first chip, then both players' second, then both players' third until all chips have been used for that turn. Buster attacks are then used, before the game redraws another set of chips. Chips in the pyramid remain there unless destroyed by the opponents' chips.

Next, the interrupt slots (marked on the ASCII as [\_] L and [\_] R). Essentially as the battle progresses your slot-in bar fills up. At any time, you may press L or R to use the chip you have placed in that slot. The more full the bar, the higher your chance of success. You may only get one use each per battle for the

slot-in chips, so try and make it count.

The final thing of note here is the info grid on the left. By highlighting over a chip, you will see it's name and picture. Underneath that is it's damage, and effect (if it has one). Below that shows the chip's HP (when it is attacked by opponents' chips, this reduces. If destroyed, it cannot be used again that battle) it's attack power, and the MB it uses. It also shows the chip's element

There are two main restrictions on the program grid. Firstly, there is a limit on the interrupt slots. At the top of the program grid screen is a number marked "Slot MAX". If a chip exceeds the MB count marked here, it may not be placed into the interrupt slot. The other restriction is that of your navi's MB. The key rule here for the program grid is this:

```
=====
= THE TOTAL MB OF ALL NINE CHIPS PLACED IN THE CHIP PYRAMID MAY =
= NOT EXCEED THE MB OF THE NAVI CORE YOU ARE CURRENTLY USING. =
=====
```

This is the golden rule of the Program Grid. If you can fill up your grid effectively, whilst following the MB limit yet still filling up as many slots as you can, you're on the path to victory.

---

```
//B a t t l e   S y s t e m
```

```
|-----|  [_][_][_]  |-----|  [_][_][_]  |-----| | | | |
| ### |  PROGRAM  |  #  TURN  |  PROGRAM  |  ### |
|-----|  |-----|  |-----|  |-----|  |-----|

|-----|-----|-----|-----|-----|-----|
|         |         |         |         |         |         |
|         |         |         |         |         |         | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|-----PROGRAM DECK-----|-----PROGRAM DECK-----|
|R[_]          --[6] | | [6]--          [_]R|
|         --[3]-|         | |         |-[3]--         |
|         --[1]-|         --[7] | | [7]--         |-[1]--         |
| [N]-|         --[4]-|         | |         |-[4]--         |-[N] |
|         --[2]-|         --[8] | | [8]--         |-[2]--         |
|         --[5]-|         | |         |-[5]--         |
|L[_]          --[9] | | [9]--          [_]L|
|_|_____|_|_____|_|_____|_|_____|_|_____|_|_____|_|_____|_|
|_|_____|_|_____|_|_____|_|_____|_|_____|_|_____|_|_____|_|
```

Ah, more inane ASCII art again. The battle is divided into two distinct phases, chip selection, and attack tradeoff. In the first phase of the battle, the game will make a path down the Program Grid, grabbing up to three chips. For example it could go to [1], then to [4] and then to [7]. That's just an example, but a possible one. If a chip slot is unoccupied, then it can still be selected and that can cost you the match. So try to fill your grid where possible.

One note of interest at this point is that the grid and "program" indicators are reversed for the opponent. So the left-most column of your opponent's row is the third, not the first, and hence the corresponding Program indicator marks the third chip.

Speaking of program indicators, they're the three little boxes at the top,

next to the turn indicator. They're there to basically inform you of the status of the chip you have in that slot. If a chip is blue, it's at full HP, or is a very high proportion of max HP. If it's yellow, the chip has dropped quite heavily from it's maximum, but is not in any immediate danger. If it's red, the chip has suffered severe damage and isn't going to last much longer. If it's black, either the slot was empty, or the chip in it has been destroyed.

The bar at the bottom of the screen indicates each navi's slot-in gauge. For every action that is taken (i.e. a chip is used, an empty chip slot is passed over, a buster shot is used or a slot-in chip is used) the bar rises by 5%. This percentage essentially indicates two things. Firstly, the chance of a slot-in chip succeeding is the same as this percentage. When you press L or R, it's calculated by the random number generator, and your gauge is reduced to zero. If it was a success, the chip is then used, if it wasn't, it's not. Your gauge drops to zero regardless.

The other very useful use is that if you get a poor draw on your program grid, you can re-draw it. Whilst still on the program grid draw, providing your gauge is at at least 50%, you may press L+R together to redraw your grid. Doing so immediately drops your gauge to 0. The only other thing of note here is the HP displays at the top-left and top-right, and the turn indicator at the top.

With all the functions of the battle screen out of the way, the final thing is the flow of the battle. After, as mentioned above, up to 3 chips are drawn, the computer uses them in a particular order. Each chip has an invisible value called chip speed. Essentially, each player's first column chip is compared. The one with the higher speed is used first, then the other's. This repeats for the second and third column. Then, the navi's buster with the highest speed (another hidden value) is used, followed by the other navi's buster. Then the program grid is redrawn and the process repeats until an opponent's HP reaches 0.

---

## //G a m e   L o c a t i o n s   /   M e n u s

PET: Your main configuration home where you do most of the preparation tasks of the game.

|  
|  
|\_\_PROGRAM DECK: Customise your program deck with navi cores and chips from your folder. See "The Program Grid" section.

|  
|\_\_CHIP FOLDER: Comprise folders of up to 30 chips from which you can build your program deck. Always carry a full folder in case you need to change your grid on the fly.

|  
|\_\_DATA LIBRARY: View stats for every chip and navi core you've collected during the game.

|  
|\_\_NETNAVI: View your game stats, including name, navi, chip collection and your Navi Code (used for entering your navi into other peoples' cartridges) as well as your win record.

|  
|\_\_E-MAIL: Read e-mails sent to you throughout the course of the game.

|  
|\_\_SAVE: Save your game in order to resume later.

|  
|\_\_TRANSMIT: Link up to battle, trade chips and enter navicodes!

SHOP: Your main source of new chips, the SHOPS located throughout the game

enable you to buy new chips. The higher the price, the better the chips you get!

**BATTLECHIP GP:** The main tournament mode of the game. Here you can partake in various tournaments in order to progress through the game. For more details, consult the "Grand Prix Mode Information" section as well as the Tournaments section for your character.

**OPEN BATTLE:** Here you can partake in an elimination series of battles. The objective is to beat as many navis as you can without dying. You may continue if you die, but your prizes are reduced.

**PARK:** Here you may input navi codes for use in the Generation Tournament, as well as partake in a Generation Tournament using up to 127 navicodes.

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## //B a t t l e C h i p E f f e c t s

The game uses abbreviations in places for some of these effects, such as, for example, using "REC", "RECO" and "RECOV" in different situations. They all do the exact same thing, so the extra letters that sometimes aren't used have been placed in brackets.

**ADD:** Left-most chip opponent currently has drawn takes damage equal to attacking chip's AP

**ALL ADD:** All opponent's currently drawn chips take damage equal to attacking chip's AP

**ALL ADD T:** Hits three times, each dealing damage to all the enemy's chips.

**ALL ADD X:** Deals damage equal to 10 \* number rolled to all the enemy's chips.

**ALL BREAK:** Destroy enemy's active defense chip, and deal damage to all their chips, assuming the attack hits.

**ALLCNT:** Counter the opponent's next move. All opponent's chips take damage equal to attacking chip's AP

**ADD T:** Hits three times, each hitting the last enemy chip loaded as well as the opponent.

**AURA:** User is invincible until damage is done to them that exceeds the aura power marked on the chip.

**BARRIER:** Chip will totally block the next attack that would hit the user of a "BARRIER"-type chip.

**BARRIER+:** Opponents' barriers are nullified. The stats of both players are affected.

**BREAK:** Opponent's current active defensive chip is totally destroyed if attack hits.

**CNT:** Counter the opponent's next move.

**DATA:** Chip description (highlight it and press Select) contains a Numberman machine code for MegaMan Battle Network 4.

**DEFENSE:** Any attack aimed at the user is instead taken by the "DEFENSE" chip.

**DELETE:** Automatically deletes one random chip the opponent has loaded.

**DOUBLE:** Chip hits twice.

**FLOAT:** Whilst a "FLOAT"-type chip is active, ignore the effects of holes.

**GAUGE:** Own custom gauge is increased by the specified amount.

**GAUGE[0]:** Enemy's custom gauge is decreased by the specified amount.

**HIT:** Enemy evasion is lowered, and your accuracy is increased by the specified amount. The exact value is "hidden", so you can't assess exactly how much this helps you. :/

**INVIS:** User is invincible until the "INVIS"-type chip is destroyed, or the end of the turn.

LOWRATAK: An attack that would kill you will instead lower you to 10 HP. Does not work if you are at 10 HP.

LUCKY: Busting level is increased by 2 at the end of battle if this chip is somewhere on your Program Grid.

METEO: Chip hits a random number of times.

MIND: The enemy is forced to draw the same "draw" of chips next turn as they did this turn.

NAVPOW: Power of next buster attack rises by the AP of the chip with the "NAVPOW" ability. If buster attack is multi-hit, all hits rise by that amount.

NORM(AL): Chip has no special effect.

PANLCHNG: Chip changes the current terrain to the one shown on the image.

PIERC(E): Chip with "Pierce" ability can go through opponent's defensive chips without destroying them.

POWER: Power of next chip attack rises by the AP of the chip with the "POWER" ability. If next attack is multi-hit, all hits rise by that amount.

PRISM: Chips targetted at the user of a chip with "PRISM" will hit the Prism instead. Any damage done to the Prism is reflected upon the original attacker at the end of the turn.

QUAD / QUADRA: Chip hits four times.

RANDOM: Random chip opponent has currently drawn takes damage equal to attacking chip's AP

RCNT: The chip counters the opponent's next attack, with the effects of the "Random" effect.

REC(OV): User regains HP equal to the chip's AP. Opponent is not attacked.

REFLEC: Any attack that hits this chip sends an automatic counterattack doing damage equal to the chip with "REFLEC"s AP.

RNDMT: Chip hits three times, doing damage to the opponent and a random chip.

SMASH: Enemy's slot-in chips are deleted.

STORE: Any attack that hits a chip with "Store" has the damage taken added to it's AP. Stored damage is removed at the end of the turn.

STUN: Opponent's buster is disabled on the turn they are hit by "stun" attack.

STNBOM: Opponent is given "STUN" status, all opponent's currently drawn chips take damage equal to attacking chip's AP

TRAP: Enemy is hit for the specified damage amount when they trigger the trap. Different "TRAP"-type chips have different triggers.

TRIPLE: Chip hits three times.

TURNROCK: All hits dealt against you this turn will deal 10 damage.

"X": A chip with a damage value of "X" is not set, but calculated by a formula.

"?": A chip with a damage value which is generated randomly or by a background formula.

"???": Only applies to Poltergeist. Chip does damage equal to the number of defensive chips in play \* 150.

"+": Indicates the chip has additional affects that cannot fit in the box.

---

## //E l e m e n t s

Using elements is one of the key ways to win in this game, and as anyone who has a familiarity with the series (or most other RPGs, for that matter) will know, using elements can increase your damage incredibly.

There are four elements - Heat, Aqua, Elec and Wood. They work in a circle - Heat beats Wood, Wood beats Elec, Elec beats Aqua, Aqua beats Heat. It's like Paper-Rock-Scissors, except with four elements instead of three. As such, if you know you're going to be fighting opponents of a certain element, you can set up your program deck to take maximum advantage of this.

How, I hear you ask? Well, there are three ways to increase damage using the

elemental system. Firstly, if a battle chip you use has the same element as your navi, it deals increased damage (the amount varies depending on the chip.) Secondly, if the opponent's navi is of an element weak to an attack you use, it deals increased damage. Thirdly, elemental stages can vary the damage you deal...

ELEC deals increased damage on Metal/Aluminium and Ice Stages.  
HEAT deals increased damage on Grass Stage.

By using these three points, you can exponentially increase the damage you do. Take note of how the elemental system works and you can get through the earlier parts of the game quite easily.

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=====
= 4) Grand Prix Mode Information      =
=      X4GPM                          =
=====
```

The Grand Prix Mode is the main mode of play of the game. This is the only mode in which the storyline of the game can be advanced, and is generally the mode in which you will spend the most time throughout the main part of the game (that means until you completely beat it, basically).

In the Grand Prix Mode, you are pitted into tournaments, in which you must defeat a series of battles without being able to save. You are allowed to edit your program grid before each battle, but only with chips from the currently active folder (which can hold up to 30 chips.). You're also given 15 retries IN TOTAL throughout each tournament, which means that if you lose against an opponent, you can face them without going through it all again. But only 15 times - after that, you'll have to start from the beginning of the tournament again.

By beating tournaments, you get to move up through "classes". Each class is made up of a group of tournaments. By completing all the tournaments in a class you may move up to the next, and hence have access to a new set of tournaments. Eventually, you'll reach Class-S and hence, the final tournament of the "main" storyline.

Tournaments also force you to manage your money wisely. Each tournament has an entry fee you must stump up to enter, though you'll almost always win at least twice what you payed to get in for winning. Class-E's Novice Tournament is the only one that's "free", but you can always accumulate money through Open Battle as well.

As for rewards, tournaments aren't lacking in them. Each opponent in a tourney will give you a small prize after winning, usually a small amount of zenny (500 or less) and occasionally a chip. Winning a tournament gives you a large amount of prize money, as well as the navi core of the final opponent of the tourney. Finally, clearing each class will normally give you a boost in navi stats and/or a new location, as well as access to a new class.

In other words, you get to waste a lot of time here.

In the following sections detailing the tournaments and their opponents, we shall be using the following format to display information on your enemies.

-----

Opponent's Name

Description of Opponent and their strategies.

Name of Opponent's Navi

- Hit Points: (The amount of HP an enemy has, when HP reaches 0 they lose)
- Attack Power: (The raw damage of their buster, not including extra effects)
- Buster Notes: (Extra effects of buster like chip damage or multi-hitting)
- Element: (Opponent's element, effects damage dealt and taken)
- Primary Chip: (The favourite chip of the opponent)
- Stage: (The type of terrain you'll be fighting the opponent on)

Program Deck: (Your opponent's program grid. For more information on the program grid, check the Gameplay section. It should be noted that although the opponent's grid appears horizontally mirrored to yours in both the game and in this guide, it still works the same way, except just moving from right to left.)

Slot 6		Slot R (R)
	Slot 3	
Slot 7		Slot 1
	Slot 4	NaviCore
Slot 8		Slot 2
	Slot 5	
Slot 9		Slot L (L)

Battle Strategy: (A basic strategy for the navi, analyzing their strengths and weaknesses whilst providing a general overview of the basic type of attack pattern you could try. Due to the game's random nature, it's hard to give an exact strategy, plus we don't want you to feel restricted. We're nice like that.)

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= 5) Chaud's Tournaments =

= X5CHD =

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The game kicks off with our favourite bishie protagonist getting an e-mail from the hosters of the latest tournament, the Battle Chip GP (that's Grand Prix for those of poor acronymic knowledge). It calls all Netbattlers to partake in the tournament, for the winner will get a very rare chip. Wow, I can barely contain my indifference. (Un)fortunately, however, that's the entire point of this game so get used to it. In an amusing turn of events, it says that you're going to be using a Program Grid in this tournament, a new type of battle system that has absolutely nothing to do with that of the normal Battle Network games.

Chaud is called to the SciLab, where he is informed of a threat. A threatening e-mail, seemingly sent by the WWW, announces that they will "delete the winning navi in the BattleChipGP." And that's it. The most bland threat I have ever seen in my entire life. Chaud says that the WWW was disbanded, but the boss says it's too risky to not check out. He wants to send you in as an undercover operative in order to save the world from doom, destruction, and raining bagels

Of course, being the good protagonist you are, you're forced to do it. Even if you don't want to. So tough luck. On the way back to his home, Protoman asks if he really thinks the WWW is behind all this. Chaud doesn't know, (too much hair dye in his brain if you ask me) but says that if they win, then the enemy will

have to delete them (oh great idea.) and hence they can defeat them.

Chaud jacks in Protoman, who goes to sign the pair up for the GP. You're then asked to input a 4-letter name. This name has no real effect on the gameplay, but this game has a unique battling system where you can input your name and a special code into another person's game so they can fight you without linking. So make it something unique to you. You're then given your Program Deck which you install. There is then a tutorial to the Program Grid and battle system which you really should view. If you wanna skip it, though, I'd advise reading the Gameplay section of this guide if you haven't already.

Back in the studio, Ribitta announces that she'll be annoyingly flying around in a helicopter stalking the GP contestants. Or covering the action, whatever sounds best. You're then shown yourself and another one of the possible player choices. Essentially, you get to fight the one that's not you at the end of the game. In this case, it's Lan. At this point, you're asked to go onto the PET menu to set up your Program Grid. Fill it up with all the spare chips from your folder, and get off the menu.

You then get a mail from Higsby announcing that his shop is open. It may well be worth going and buying a few before jumping into a tournament, after all, the first one has no entry fee. When you're happy with your setup, head over to the Battle Chip GP building for some tournament fun.

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-----  
5a) Class-E Tournaments

- Novice Tournament

Entry Fee: None

Prize Fund: 1000Z

Navi Core: NormNav2

- Guts Tournament

Entry Fee: 300Z

Prize Fund: 1500Z

Navi Core: GutsMan

- Healing Tournament

Entry Fee: 300Z

Prize Fund: 1500Z

Navi Core: Roll

Well, what can I say. Three quite easy tournaments here, to be honest. Blues is an incredibly good navi with a strong buster (that also damages a chip), good MB and also good HP. A very strong, well-rounded navi. Providing you top up your folder with chips wherever possible, you shouldn't have a problem here.

The recommended order here is a basic Novice, Guts, then Healing. Healing pits you up against Ring and Roll, both of whom have excellent evasion rates and hence can run rings around you (pun not intended, I promise). It would also be worth running the Open Battle area you unlock after winning Novice a few times so as to 'stock up' on some navi cores. You can win the Numberman navi core off the Open Battle so it's well worth doing. With that said, let's get on with the show.

For the record, it may be worth running through the Novice Tournament and, when you unlock it, the DenCity Open Battle a few times. It's well advised to grab

a Guard or two and at least one elemental Balloon chip.

---

```
/-----5E-1---\  
|Novice Tournament      |  
|  Location: ACDC School |  
|  Special Rules: None  |  
|                        |  
|Opponents:             |  
|1) Kenji                | [NormNav1] |  
|2) Higsby                | [NumberMan]|  
|3) Ms. Mari              | [NormNav2] |  
\-----/
```

The most simple of the tournaments and a quick way to pick up a few thousand zenny if you need it, the Novice tournament gently eases you into the game with some pathetically easy battles. The game starts you off with quite a few spare chips in your folder, so attach those to your grid before kicking off here and you should blaze through it.

-----

### Kenji

Kenji will almost certainly be your first opponent in this game, and he's not a particularly difficult one. Armed with but a few Cannons and some recovery chips, which are placed in inanely stupid locations, Kenji asks if you know how to use your Program Deck. Perhaps he should be asking himself that.

### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

### Program Deck:

Recov50	None	(R)
None		
Cannon	None	
Cannon	NormNav1	
Cannon	None	
None		
Recov50	None	(L)

Battle Strategy: Well, um, wow. This guy can string off about 110 damage a turn maximum, which to be honest is going to take a good 5 turns to delete you. As your buster alone does 60, providing you fill up your program grid with all the chips from your starting folder (and preferably some from Higsby's) then you should cleave him into many pieces.

-----

### Higsby

Ah, Higsby. With a change in the battle system, Higsby hopes for a change in his luck. Unfortunately for him, he's rather new to it and manages to leave

half his program deck behind at the shop. Unfortunately for you, that means you have to face it later.

#### NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism  
Stage: Normal Panels

#### Program Deck:

None		None	(R)
	None		
None	None	None	
	Cannon	NumberMan	
None	None	None	
	None		
None		None	(L)

Battle Strategy: Well, what can I say. He has the immense attack power of a Cannon. If you can destroy said Cannon, you've basically auto-won. You have more health, your buster does an automatic 60, and his buster can do 60 max. But to be honest, that probably won't be necessary, you'll almost certainly beat him up before it comes close to a war of attrition.

-----

#### Ms. Mari

Win and she might give you lines. No, just joking, your teacher shouldn't put up too much of a fight here. Providing you've filled up your program deck nicely, your teacher will be the one getting schooled. :O

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

#### Program Deck:

None		None	(R)
	Cannon		
None	None	None	
	Cannon	NormNav2	
None	None	None	
	Cannon		
None		Cannon	(L)

Battle Strategy: What can I say. Whilst her V2 normal navi has slightly more HP than the normal version, she's stuck with a maximum of one Cannon chip per turn which, to be honest, isn't that intimidating. With a maximum of 70 damage per turn from your opponent, you should blaze through this one fairly quickly.

-----

Tournament Prize:

1000 Zenny

Navi Core: NormNav2

Unlock Area: Open Battle

Open Battle: DenCity

After that refreshingly easy start, I'd suggest playing through this tournament a few times (and perhaps also going through the DenCity Open Battle too) to pick up some zenny. You can get the Numberman navi core off the Open Battle, but as you found out in that tournament it's really nothing particularly special. Out of your next two tournament choices, you've basically got a choice of heavy attacking, slow navis who can take quite a beating, or some evaders who will simply not take a beating. Which order you do it in is up to you, but I'd recommend doing the Guts Tournament first.

---

```
/-----5E-2---\  
|Guts Tournament      |  
|  Location: Yai's House  |  
|  Special Rules: None   |  
|                        |  
|Opponents:           |  
|1) Koetsu             [NormNav1] |  
|2) Kai                 [Turboman] |  
|3) Dex                 [Gutsman]  |  
\-----/
```

This tournament essentially teaches you what you're going to be fighting against - endurance. You'll get a cannon fodder warm up as usual, but Kai will be the great annoyance in this tournament with his attacks more focused against your chips than you. Dex, on the other hand, has got high HP and high damage but dodges like a slug. Luckily, Proto has quite high evasion and this can make up for it quite nicely.

//GOOD IDEAS

Guard

It's lean, it's mean, it's a reflecting machine. Guard can reflect any non-elemental, non-wave attack thrown at it, so it's very useful for both offense and defense. An almost-must.

HeatBall

Kai has the clever idea of using elemental chips. Unfortunately for him, they're all fire element. HeatBall absorbs them. Catch the drift?

Yo-Yo Series

This tournament is all about raw damage, and the Yo-Yo series can provide it, in a convenient multi-hit form. Perfect for use against these strong navis.

Cannon Series

Probably more economic MB-wise for damage than Yo-Yos, the Cannon series can send out insane damage in a single blast. Well worth it.

Recoveries

Recovery 50, Recovery 80, stuff like that. 80s are good for slot-ins if you need to heal up. Do so.

Catcher

A catcher in a slot-in slot can work wonders here for your chip getting. TurboMan has Burner, Gutsman has GutsPunch and M-Cannon. Both are really worth getting. You can use Catcher to do so.

Sword Series

Quite nice damage (70 for 10MB!) that also damages chips. Useful for

removing your opponent's arsenal.

//BAD IDEAS

RockCube

Gutsman punch cube. Cube go bye-bye.

-----

Koetsu

Apparently, this burly chap is a "grade schooler", and hence Chaud, being younger, should not underestimate him. Yeah, what great logic. In essence, this guy is as stupid as he looks. Don't expect miraculous wonders here.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

None		Cannon	(R)
	Recov50		
MiniBomb	Cannon		
	None	NormNav1	
MiniBomb	Cannon		
	Recov50		
None		None	(L)

Battle Strategy: Our friend Koetsu here made the big mistake of not bringing anything that can get past a simple Guard or Elemental Balloon. Show him what a fool he is by using defensive chips to your advantage. Try to keep some defensive chips near the 'front' of your program deck, then line up your attack chips behind to pummel your opponent quickly.

-----

Kai

You'll come to hate this kid as time progresses. Not only is his inane overuse of the word "Vroom" incredibly annoying, but so is his navi, capable of dealing immense damage to your chips every single turn.

Turboman

Hit Points: 550  
Attack Power: 20  
Buster Notes: Heat-Element, Damages All Chips  
Element: Neutral  
Primary Chip: Burner  
Stage: Normal Panels

Program Deck:

None		Shotgun	(R)
	None		

None		MiniBomb	
	Burner		TurboMan
None		MiniBomb	
	None		
None		None	(L)

Battle Strategy: WARG! He's an arsenal of chip-burning power. With a potential 70-damage per turn to you and all your chips - you need to kill him QUICKLY. His chips all have ridiculously high HP, so attacking them will probably not do you much good. However, if you want to try it, by all means do. Turboman's buster is also damaging to your chips. However, the total damage done to you by Turboman isn't that high, so by all means feel free to whip out the HiCannon (and MegaCannon if you have it) chips, and blast the side of his face off.

-----

#### Dex

Dex and Gutsman, ah yes. Right now you'll hate him, but he becomes much easier as time goes on. Why? Because they gave him some pretty nice chips at this moment which are pretty powerful and can wear you down. Good luck!

#### Gutsman

Hit Points: 600  
 Attack Power: 70  
 Buster Notes: Pierces through and breaks active defences.  
 Element: Neutral  
 Primary Chip: GutsPunch  
 Stage: Normal Panels

#### Program Deck:

Recov50		GutsPnch (R)
	Cannon	
None	M-Cannon	
	MiniBomb	GutsMan
None	Cannon	
	HiCannon	
Recov50		Cannon (L)

Battle Strategy: You're going to want to play defensive at this stage. I would heavily recommend a Wind chip at this point, this increases your evasion and lowers his accuracy, hence making it much harder for him to hit you. Note, however, that his buster can destroy defences, so it can only buy you a turn or so. But that's enough - just try and match his offense where possible and you should win this even if it is a close match.

-----

#### Tournament Prize:

1500 Zenny  
 Navi Core: Gutsman

If you did the Healing Tournament first you can now jump downwards towards the world that is Class-D. Jump down to section 5b (That's case-sensitive, mind.)

If you didn't, now would be a good time to check out the "Select" button on the folder view. This shows you the accuracy rating of your chips, amongst other details. For this next tournament, you want to keep your accuracy as high as possible, because the opponents you'll be facing can dodge like the wind.

```

/-----5E-3---\
|Healing Tournament      |
|  Location: Seaside Cafe |
|  Special Rules: None   |
|                          |
|Opponents:              |
|1) Anna                  | [NormNav1]
|2) Mary                  | [Ring]
|3) Mayl                   | [Roll]
\-----/

```

The complete opposite of the Guts Tournament in many a sense, your opponents here in the Healing Tournament are focused on just that - healing. With high evasion and focus on staying alive, you want one of two strategies - high accuracy, high-damage attacks that'll pulverise them, or chip destruction. I'm going to go for the latter here.

One thing of note here is that by going into the Folder View or Library and pressing Select over a chip, you can find out info about it - including it's accuracy. This can be useful for planning a strategy against your opponent.

//GOOD IDEAS

Shotgun Series

That, by the way, is Shotgun/V-Gun/CrossGun/Spreader. Pretty nice chip destruction, and chip destruction is the best way to win here.

HeatShot Series

If you don't have enough Shotguns, HeatShot can provide chip destruction with a higher MB cost.

Bubbler Series

If you don't have enough Shotguns, Bubbler can provide chip destruction with a higher MB cost.

TimeBomb Series

Perfect for a slot-in. Slot it in right after your opponent's buster and watch their chips go bye.

Ratton Series

Chip destruction, nice damage, high accuracy.

Fan

Accuracy increases, evasion decreases. As such, they can't dodge as well and you can do more damage.

Sword Series

Not wonderful accuracy, but nice damage and chip destruction. You know what you is doing.

Quake Series

Poor accuracy, very nice chip damage. Give it a shot.

-----

Anna

The waitress at the local cafe, Miss Anna comes in with a veritable flurry of healing chips and Cannons - but in this tournament, the one getting served will be your opponent.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None

Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Cannon		Recov50	(R)
	Cannon		
None		Recov50	
	HiCannon		NormNav1
None		Recov50	
	Recov50		
Cannon		None	(L)

Battle Strategy: A brief insight into the way this tournament works, Anna comes equipped with some basic Cannons and Recov50s. Not particularly strong stuff, but in combination can be rather nasty. The one major fault in Anna's grid is that if she draws the HiCannon, she won't draw another chip after it. In any case, this battle should not be particularly difficult if you use Defense chips wisely.

-----

Mary

Mary, like Kai, is one of the few people you'll come across who'll actually RECOGNIZE you. Even though she's NEVER MET YOU BEFORE. Yes, Mary is a stalker. She watches you whilst you sleep. She knows what you did last summer.

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Normal Panels

Program Deck:

Recov50		Recov50	(R)
	Cannon		
Recov50		MiniBomb	
	HiCannon		Ring
Recov50		Cannon	
	Recov50		
Recov50		Jealousy	(L)

Battle Strategy: Healing. Healing, healing, healing. Ring comes equipped with a full deck of Recovery50s and attack chips. However, armed with only a MiniBomb that can attack your chips, you can delete hers then beat her up. Do so.

-----

Mayl

Mayl, the love interest of the MMBN games. She pops up at various points in the game to annoy you with her high evasion, awesome healing power and all around girl power.





```
|1) Yoshiro           [NormNav1]      |
|2) Haru              [Navi-F]        |
|3) Mary              [Ring]          |
|4) Mr.Match (MMBN1) [FireMan]       |
\-----/
```

Advisably the second tournament you should do, the Match Tournament is one of the harder ones, but made a lot easier by beating the Droplet Tournament (the easiest of the four tournaments) and as such should be tackled straight after it. Playing through the droplet tournament a few times will net you a decent load of Aqua element chips you can use here in the Match Tournament.

As for navi core choices, I'd advise sticking with Protoman. Sure, Iceman has an elemental advantage but at the cost of 30 MB, which you could use to replace a Bubbler with an AquaBlade or other such things. One other advantage of using a primarily Aqua-based deck is that it enables you to easily coolen the lava stage, preventing you from taking the 50 damage each turn that you normally would from the lava, the big advantage that the fire-type navis have is not taking that damage.

//GOOD IDEAS

Bubbler Series

Aqua has an advantage against heat, and it hurts the opponent's chips.

A perfect combination.

HeatBall

HeatBall absorbs any fire damage it takes and adds it to it's damage, but doesn't take any. Perfect for guarding against those pesky fire attacks.

AquaSword / Aqua Blade

INSANELY high damage for it's MB against fire navis, PLUS you get a good chance of some chip destruction. Recommended.

Cloud Series

Aqua-type, pretty nice damage to all chips, increased by opponent's fire element. In summary, win.

PanelGrab

It uses 0MB. Useful for filling your deck, and it also has high HP to absorb chip damage. Good for the back row.

Recov Series

Recov10/30 also use 0 MB, and are good for filling up too. Recov120 (or above) is useful for a slot-in.

Catcher

You're going to want some nice lovely fire chips for tackling the Sapling Tournament (Woodman is EVIL.) so bring this along to boost your busting level.

Iceman

Boost for aqua-elemental chips, elemental advantage with your buster, but at the cost of some MB. And MB is good. Bring him along, and try him out if you have difficulty.

//BAD IDEAS

Woodman

Woodman, if you have him before doing this (which would be rather silly, IMO) is of no use here. Big no.

-----

Yoshiro

Yoshiro is your first opponent here and advises you about how to use the four elemental types. Like Micchan in the Droplet Tournament, Yoshiro makes a deck supporting the HeatShot series and it's chip destructive powers.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: LavaStage

Program Deck:

MiniBomb		HeatShot (R)
	V-Gun	
None	Cannon	
	HeatShot	NormNav1
None	Cannon	
	V-Gun	
MiniBomb	None	(L)

Battle Strategy: A fairly simple introductory fight. Yoshiro goes for a chip destruction strategy, with little actual attack power. A full out offense with some reasonably high-HP chips should lay him into the ground quite quickly.

-----

Haru

Haru the housewife is your first fire-type opponent so far, and comes rushing in with a blazing onslaught of fire chips, designed to balance damage and chip destruction in a burning twister of fire! And other lame fire-based puns!

Navi-F

Hit Points: 550  
Attack Power: 70  
Buster Notes: Pierces defense.  
Element: Heat  
Primary Chip: HeatCros  
Stage: LavaStage

Program Deck:

Recov50		HeatCros (R)
	None	
HiCannon	Heat-V	
	HeatCros	Navi-F
HiCannon	HeatShot	
	None	
Recov50	None	(L)

Battle Strategy: The general rule here is to go in with a good aqua-based deck. Her fire-based attacks can be blocked with a HeatBall - but her charged buster can pierce defenses, so you can't rely on it. Rushing in with a Aqua-based high damage attacks like AquaBlade and AquaSword is a good strategy, supported by chip destroyers like the Bubbler series.

-----

Mary

Your stalker is back. Returning from her ashes into fire, like the Phoenix,

Mary and Ring return to torment your life more with their high evasion and insane chip destruction.

#### Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: LavaStage

#### Program Deck:

AquaSwrd		ZapRing1 (R)
	MiniBomb	
Heat-V	Heat-V	
	Heat-V	Ring
V-Gun	V-Gun	
	MiniBomb	
None		Jealousy (L)

Battle Strategy: Ring comes rushing in here with chip destruction abound, and also taking advantage of the elements using an AquaSword to fight off any Heat users she may run into (mainly because Heat navis don't take the terrain damage like other elements). The best thing to do here is go for an all-out attack with some reasonably high-HP chips like the Cannon series, Sword/Blade series and anything else that takes your fancy.

-----

#### Mr. Match

The sword of flame (yay, Japanese name pun) arrives to face you in a crimson flash (yay, Japanese anime pun) with Fireman (and hence, his MMBN1 costume). Poor deck management here on Match's part is more than balanced out by his power, taking out your chips with ease!

#### Fireman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces defense  
Element: Heat  
Primary Chip: FireSword  
Stage: LavaStage

#### Program Deck:

Recov50		HeatShot (R)
	None	
HeatShot	FireSword	
	Heat-V	Fireman
HeatShot	FireSword	
	None	
Recov50		FireBlad (L)

Battle Strategy: Well, really, all I can say is hope you brought two HeatBall chips. One of the few defenses that can actively BLOCK all he throws at you and live to tell about it, HeatBall is heavily advised. Behind it, put your best Aqua chips, like AquaSword/Blade, the Bubbler series and the Cloud series. With all that combined, you should take him down.

-----

Tournament Prize:  
3000 Zenny  
Navi Core: Fireman

---

```
/-----5D-2---\  
|Sapling Tournament      |  
| Location: Okuden Gate  |  
| Special Rules: Grass Stage |  
|                          |  
|Opponents:              |  
|1) Haruka                | [NormNav2] |  
|2) Tetsu                 | [Navi-W]  |  
|3) Dex                   | [Gutsman] |  
|4) Sal                   | [WoodMan] |  
\-----/
```

Welcome to the what is (if you followed my advice, anyways) probably the third of the elemental tournaments you'll face. The Sapling Tournament, as you have probably guessed by now, places you against some Wood-element navis on a grass field using mostly wood-element chips. This is made harder by the lack of a WoodBall chip which would just utterly be awesome, but unfortunately that's not happening for a bit.

Well, if you want a hope of winning this, you want fire chips, and lots of them. Wood navis get a boost on grass of 50 HP each turn, so you want to burn that away fast. Plus, the final enemy you'll face here has more HP than is generally sane, and is overpowered. So, in the words of the opening theme to Digimon Frontier, GET A FIRE POWER! Or something. I still say it sounds like "You're a fire burner", but whatever.

//GOOD IDEAS

HeatShot Series

Pretty nice damage and chip destruction for some of these pesky wood navis you'll meet. Guaranteed chip damage is always a plus.

FireSword / FireBlade

Quite high damage, random chip destruction, and it has that fire element we all know and love. Use it to tear holes in your enemies.

Burner

What's better than elemental advantage to chip damage? Elemental advantage to multi-chip damage. Make use of that with Burner's add-all effect.

Meteo Series

Multi-hitting, high damage fire attacks are always good, and the Meteo series is particularly deadly if used on a wood navi by a fire navi. ^.^

HeatBall

Unfortunately there's no Woodball, so this will have to do. Absorb the opponent's attacks and send them back with increased damage.

PanelGrab

Uses OMB, so fills up holes quite nicely. Worth bringing along.

Recov Series

Do I really need to explain? Useful for bringing your HP up in a pinch and a recommended slot-in.

Catcher

Recommended for your other slot-in, Catcher can boost up your busting rank quite nicely to secure some lovely tree bombs.

Fireman

Fire attacks do increased damage when used by a fire navi. Make full use of that when burning your enemies.

//BAD IDEAS

Elecman

The opponents like TreeBombs too much for their own good. You'll find that you'll be out of chips and out of HP before you can say "Oh...".

Recommended chips: HeatShot series, Burner, Meteo series, Guard, Catcher (to gather some Wood chips for the Battery tourney)

-----

Haruka

And, for the first time in an MMBN game, we find out the name of Lan's mom. And, for all us EXE purists out there, we're very happy they left it as Haruka. And, after beating her, us EXE purists scream in joy that they left Yuuichiro reasonably intact, admittedly at the loss of a "u". Japanese names > you.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: GrassStage

Program Deck:

HiCannon		TreeBom1 (R)
	HiCannon	
None	HiCannon	
	None	NormNav2
None	Recov50	
	Recov50	
Recov50		None (L)

Battle Strategy: POOR GRID CONSTRUCTION = HALF THE TIME SHE'LL ONLY GET ONE CHIP = WIN. Just stuff your grid full of some nice high-damage chips and watch her fall down dead. She shouldn't even get to use her slot-in.

-----

Tetsu

Running in with his Navi-W and a deck with the most evil chip series in the entire universe (That's TreeBomb, folks) is Tetsu. Apart from his TreeBombs, though, this is a rather lackluster opponent.

Navi-W

Hit Points: 550  
Attack Power: 30  
Buster Notes: Hits one random chip  
Element: Wood  
Primary Chip: TreeBom2  
Stage: GrassStage

Program Deck:

Recov50		Cannon	(R)
	Cannon		
Recov50		TreeBom1	
	TreeBom2		Navi-W
Recov50		LilBomb	
	Cannon		
Recov50		HiCannon	(L)

Battle Strategy: Fire. Fire is incredibly good. Fire burns grass. Fire burns opponent. \*ahem\*. This battle can be made rather difficult if he gets both TreeBombs, which combined will do 90 damage to you and ALL your chips (and that's assuming you burn the grass off.) and are generally fast chips. In this case, your best bet is to just fill your deck with fire chips like the Meteo series and preferably FireSword/Blade.

-----

Dex

Dex is back, threatening that you "caught him off-guard" last time and he won't lose. He does have the actions to back up those claims in the form of TreeBombs which, as previously mentioned, are genuinely evil buggers if you're not using them. Do him a favour and cleanse him of that evil by knocking his HP to 0.

Gutsman

Hit Points: 600  
 Attack Power: 70  
 Buster Notes: Pierces through and breaks active defences.  
 Element: Neutral  
 Primary Chip: GutsPunch  
 Stage: GrassStage

Program Deck:

GutsPnch		HiCannon	(R)
	TreeBom1		
None		LilBomb	
	WideSwrd		GutsMan
None		LilBomb	
	TreeBom1		
GutsPnch		None	(L)

Battle Strategy: Guard chips are your friends here, but you need some luck. There's a 50% chance of him drawing a TreeBomb, and annoyingly, Elemental chips can and will break Guards. However, the rest of Gutsies attacks will ping right off. Your main priority, however, should be killing him with some nice, high damage attacks.

-----

Sal

Sal, laughing in an annoying "Teehee" voice every few seconds, comes in with her Woodman. Woodman has too much HP, a strong buster attack, and favours TreeBombs. In other words, this match could be very difficult.

Woodman

Hit Points: 600  
 Attack Power: 80



//GOOD IDEAS

#### Satelite Series

Low HP, but quite low MB and also adds on chip damage. Think of it like the elec version of the Shotgun series. As such, it's effectiveness on aqua-type opponents is quite useful. Bring it along.

#### ElecSword / ElecBlade

Quite high damage with a nice chance of chip damage, at the cost of low accuracy. And ice navis on ice panels have high evasion. A risky move, but if you hit the sheer damage will pay off.

#### MagBomb Series

Damages all the opponent's chips, paralyzes them and does some pretty nice damage on aqua opponents (especially in the hands of an elec-element navi) so it's well worth using.

#### ZapRing Series

The ZapRing series is unique in that all three have the same MB, but as they increase in damage, their HP goes flying down. Use whichever ones you wish but be warned that ZapRing3 won't last five seconds if hit by some strong chip damagers.

#### AquaBall

AquaBall absorbs aqua attacks, takes no damage, but does add them to it's damage. Free damage is always a good thing, so take advantage of it.

#### PanelGrab

Let's face it, sometimes you make an excellent deck and are struck down by little holes in your grid because you run out of MB. PanelGrab uses 0. You know what you doing.

#### Recov Series

Health is good. Recovery chips give you health. Bring them.

#### Catcher

Catcher boosts your busting rank by 2. Higher busting rank means more chips, and you're going to want lots of aqua chips for the Match tourney.

#### Elecman

If you didn't follow my suggested plan of action (You horrible person!) then you may have Elecman when tackling this tournament. If so, feel free to use him.

//BAD IDEAS

#### Fireman

Water extinguishes fire. Don't bring Fireman unless you particularly enjoy the song "Light my Fire."

-----

#### Micchan

Micchan is your first opponent in this tournament, and a fairly easy one. As a non-elemental navi the boost her navi gets from the ice is minimal, and with a proper defense you really don't have to worry about taking too much damage.

#### NormNavl

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: IceStage

Program Deck:

Cannon		MiniBomb (R)
	Bubbler	
Sword	Bubbler	
	Cannon	NormNav1
Sword	Bubbler	
	Bubbler	
Cannon		Cannon (L)

Battle Strategy: A fairly easy fight, to be honest. Micchan's navi is normal element meaning she gets only a slight boost in evasion, so this shouldn't be too difficult. With the use of an AquaBall (preferably in the first slot) and some strong electric elemental chips, this should be a breeze.

-----

Mayl

Mayl returns again after her defeat in Class-E to torment you here. Whilst the evasion boost gained from the ice is slight, Roll's evasion is so naturally high anyways that it can make this battle rather difficult.

Roll

Hit Points: 400  
 Attack Power: 50  
 Buster Notes: Heals for 50 damage, even if it misses.  
 Element: Neutral  
 Primary Chip: Recov30  
 Stage: IceStage

Program Deck:

Recov10		Shotgun (R)
	Recov50	
MiniBomb	Bubbler	
	Recov120	Roll
MiniBomb	HiCannon	
	Recov50	
Recov10		None (L)

Battle Strategy: Attack, attack, attack~~ Roll's attack here is based entirely around survival. Apart from her HiCannon, her attacks here are weak. Either by going for a strong, elec-based offense or simply destroying her chips is a good way to easily win this battle.

-----

Junko

At last things start warming (wetting?) up, as you meet your first aqua-type opponent so far in the tournament. Junko comes waltzing in here with a ballade of chip-annihilating aquatics, so be on your guard!

Navi-A

Hit Points: 550  
 Attack Power: 40  
 Buster Notes: Hits a random currently active chip.  
 Element: Aqua  
 Primary Chip: BubCross  
 Stage: IceStage

Program Deck:

Shotgun		Recov50	(R)
	Bubbler		
Shotgun		BubCross	
	V-Gun		Navi-A
Shotgun		CrossGun	
	Bubbler		
Shotgun		None	(L)

Battle Strategy: Wow, this gal is actually rather tough. Making use of the Bubble series' chip destruction abilities, combined with the elemental boost it gets from being an Aqua-type navi means that you could be in for a rather unpleasant surprise. At this point in time you're going to want some powerful, high-HP electric attack chips. A personal recommendation is ElecBlade - which will deal 200 damage if it connects!

-----

Froid

Returning with a boom from MMBN1, it's Froid and Iceman, everyone's favourite menial task workers. With his small size, aqua element and ice stage Iceman is going to play games with you in this match with his nimble speed.

Iceman

Hit Points: 500  
 Attack Power: 60  
 Buster Notes: Pierces defense  
 Element: Aqua  
 Primary Chip: AquaSword  
 Stage: IceStage

Program Deck:

None		AquaBlad	(R)
	AquaSwrd		
MiniBomb		LilCloud	
	Sword		Iceman
MiniBomb		LilCloud	
	AquaSwrd		
None		None	(L)

Battle Strategy: You have two basic strategies here. Either go for an all-out offensive and hope stuff hits, or rely on S-accuracy chips like the ones I suggested for the healing tournament. I personally went for the former, and 10-ranked him using ZapRing3 and ElecSabre.

-----

Tournament Prize:

3000 Zenny  
 Navi Core: Iceman

---

/-----5D-4---\  
 |Battery Tournament |  
 | Location: Power Plant |  
 | Special Rules: Metal Stage |

```
|
|Opponents:
|1) Taka [NormNav2]
|2) Michael [Navi-E]
|3) Gen [NormNav3]
|4) CountZap [ElecMan]
\-----/
```

If you've been following my advice this is where you'll end up last, the home of electric navis and electric chips. This is where your knowledge of all that is shocking is put to the test, and like the other tournaments will give you the full elec experience in chips, stage and enemies. Metalstage doesn't really do much, so feel free to bring along some stage-changing chips if you wish.

So, what's on the agenda? Wood chips. Wood chips, if you can get a decent grid, will make mincemeat out of your opponents. TreeBombs, Spice, anything. And, of course, ElecBalls will absorb electric attacks and add them to it's damage. Yummy. If you wish, bring along Woodman. You lose 30 MB, but you do gain some very nice elemental damage.

//GOOD IDEAS

TreeBomb Series

TreeBombs here are your FRIENDS. If you want a good chance at this tourney it is HEAVILY recommended you bring two for your first column. Nice chip damage to all chips, boosted against elec opponents and in the hands of Woodman (who you should have) is DEADLY. It also changes the Metal stage to grass, enabling you to use...

Spice Series

Spice is a powerful chip dealing grass damage to your opponent and all chips - in that respect it is very like the TreeBomb series. It also has lower MB, for equal or greater damage. So what's the catch? It requires a grass stage. If you have TreeBombs, they'll change the metal stage into grass anyways making these a good bet. Spices are also DEADLY accurate.

GrassStage

Don't have TreeBombs? You may be able to get this from Higsby's if you're REALLY REALLY REALLY lucky, and it'd be a godsend if you don't have any TreeBombs. However, the chance of getting one of these is substantially less than getting about 5 TreeBombs.

ElecBall

The defense chip of choice if you're having troubles, ElecBall absorbs elec attacks and reflects them back. Pretty useful.

PanelGrab

Let's face it, TreeBombs eat MB. As such, you're probably going to have some quite nice gaps in your grid and not enough MB to do much about it. PanelGrabs use 0 MB, and increase your accuracy and evasion. Fun.

Recov Series

If you bring Woodman, you'll have too much HP to go around (especially with a grass stage) but your opponents like to make holes in it. Bring these just in case. Recov30 is also a useful gap-filler.

Catcher

Catcher enables you to get more chips. Elec chips are useful, as a lot of them stop buster usage. Hence, you want these. A lot.

Woodman

Woodman has higher HP and buster damage (it pierces!) than Protoman, but at the cost of lower MB. The elemental damage you'll get if you use wood chips more than makes up for it. Do it.

//BAD IDEAS

Iceman

Water conducts electricity. Guess what that means? Use Iceman and you'll

get frazzled. Like those bacon-flavour crisps. Ya know, Frazzles. Mmm, bacon.

-----

### Taka

Taka is your first opponent here, and seems to enjoy "Battlechip Combos". Shame that there aren't any in his deck. This opponent shouldn't be much of a challenge.

### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: MetalStage

### Program Deck:

Cannon		ZapRing1 (R)
	Cannon	
LilBomb	ZapRing1	
	HiCannon	NormNav2
LilBomb	SonicWav	
	Cannon	
Cannon		None (L)

Battle Strategy: Did you bring along some TreeBombs? Use them out here. Watch their awesomeness at chip destruction, despite their low damage. TreeBombs, and Spice if you have it, should make a nice dent in your opponent's health and chips. Take his chips out, steal the win.

-----

### Michael

Michael is your first electric opponent here, and he comes equipped with a deck designed for chip destruction. Unfortunately for him, a load of his chips have rather low HP. Give him some of his own medicine.

### Navi-E

Hit Points: 550  
Attack Power: 30  
Buster Notes: Stunning  
Element: Elec  
Primary Chip: Satelit2  
Stage: MetalStage

### Program Deck:

MiniBomb		MagBomb1 (R)
	WideSwrd	
WideSwrd	Satelit2	
	Sword	Navi-E
WideSwrd	Satelit2	
	WideSwrd	
MiniBomb		Cannon (L)

Battle Strategy: Michael's deck is revolving around chip destruction. It is a great shame for him, therefore, that his deck is lacking in HP. Do you have a few TreeBombs? Stuff a pair in the first two slots and watch all his swords die just like that. With that done and happy, you should fill up the rest of your deck with some good chip destruction (but without using up so much MB you leave gaping holes). With that done and out the way, you can fill up the holes with Recov30s or PanelGrabs (or better, if you have some spare MB). His Satelites would normally take quite a beating before dying, but his elec element means that they'll take increased damage from your TreeBombs, and even more so if you're using Woodman. That's a good thing. As for his minibombs, the damage that they'll induce is so minimal it's barely worth bothering. With a pair of TreeBombs in the front he should fall fairly quickly, but if you don't just focus on SOMETHING that'll get rid of his swords on the first turn so he can't get a chance to use them.

-----

#### Gen

Your first NormNav3 opponent, Gen is here with chip destruction for everyone. Armed with a variety of bombs, he proposes to destroy your chips. He fails to realise, however, that you (hopefully) have TreeBombs.

#### NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None  
Element: Normal  
Primary Chip: CrossBom  
Stage: MetalStage

#### Program Deck:

Recov50		Yo-Yo2	(R)
	LilBomb		
None		MagBomb2	
	CrossBom		NormNav3
None		MagBomb2	
	LilBomb		
Recov50		HiCannon	(L)

Battle Strategy: Use TreeBombs. Destroy chips. Destroy him because he has no chips. TreeBombs have too much HP for their own good. >:)

-----

#### Count Zap

Count Zap is here with his lightbulbs to warn you about his several thousand volts. Unfortunately for him, he's Electric-type. In a tournament that tells everyone entering it's Electric-type. Which means you have wood chips. Oh noes.

#### Elecman

Hit Points: 450  
Attack Power: 20  
Buster Notes: Stunning  
Element: Elec  
Primary Chip: ElecSword  
Stage: Normal Panels

Program Deck:

None		MagBomb2 (R)
	ElecSwrd	
ZapRing1		DblNdl
	MagBomb2	Elecman
ZapRing1		DblNdl
	ElecSwrd	
None		AreaGrab (L)

Battle Strategy: Do I really need to say it? He uses an inanely useless DblNdl chip which gives you a nice opportunity to use, yes, TREEBOMBS. Do so. TreeBomb all his chips, and him, to hell.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Elecman

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```

=====
= 6) Lan's Tournaments           =
=   X6LAN                        =
=====

```

Ah, Lan. He's been dreaming of what would've been his glory days as the winner of the N1 Grand Prix, were it not for the WWW's meddling! Then he spouts off to his little blue wonder how bored he is. Depending on your patience and love for strategy games (if any), you may agree with him about what's coming up. If so, what the hell were you thinking?! Lan, natch, gets invited into the BCGP tourney to mop the floor with everyone again, since he's the main character and all.

Megaman's pretty good as far as starting navis go. Admittedly, Protoman is a little stronger save for the fact that Megaman's got the highest MB capacity of the starting navis. His Buster isn't too bad either, which'll delete a fair share of chips early on. Your main strategy with Megaman in the early parts is just to cram him full of decent chips much like the actual MMBN games, making some parts infinitely easier with him than with others - a very solid pick for a novice's first playthrough. That's assuming you want to do more than one.

Be prepared for a very dull story; it's what you trade in exchange for a strong starting navi that makes the early goings very easy. The game gives you an opportunity to play as the other background losers... why don't you? They put Lan in a very interesting light, I'll tell you.

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-----
| 6a)   Class-E Tournaments     |
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```

- Novice Tournament  
 Entry Fee: None  
 Prize Fund: 1000Z  
 Navi Core: NormNav2

- Guts Tournament  
Entry Fee: 300Z  
Prize Fund: 1500Z  
Navi Core: GutsMan

- Healing Tournament  
Entry Fee: 300Z  
Prize Fund: 1500Z  
Navi Core: Roll

The first few tournaments are just hands-on tutorials. That is, provided you actually checked your program deck and filled it out. The Novice tournament is going to be a fairly common play for you when you're in the running for quick cash, so learn to love it if you want a quick 1750z or so with every win. Hit Higsby's store and buy three chips - abuse Megaman's high MB capacity by sticking whatever you get where appropriate. It's this versatility that makes him *very* strong early on.

Megaman can probably hold his own against the Guts and Healing tournaments almost right off if you play the cards right, but I prefer to take on the Healing tournament first for added security - Roll counters Gutsman beautifully, and you'll probably want a couple of the healing chips along for the ride.

Shall we? Remember to check your program dick and assign all the chips you have in your folder! Buy three chips from Higsby's and put them in your folder too, and toss them in! They aren't 100% needed at the beginning, but since Megaman's strength is in his MB count, you'll want to make the most of it. What you've got will suffice if you want to pinch pennies, but why?

---

```
/-----6E-1---\  
|Novice Tournament      |  
|  Location: ACDC School |  
|  Special Rules: None  |  
|                        |  
|Opponents:             |  
|1) Kenji                [NormNav1] |  
|2) Higsby                [NumberMan] |  
|3) Ms. Mari             [NormNav2] |  
\-----/
```

Disoriented with the fact that you don't have to wander around? Lan sure is. He shares your pain. Really, he does. Good thing Yai's there to remedy this.

Back on topic, this is where you'll be going for quick and easy money or a place to feed your bruised ego. MAKE SURE YOU CHECKED YOUR PROGRAM GRID!! If so, this one's in the bag. If not, it's going to be humiliating to say the least. Megaman's more than capable of handling this with ease if you did the requisite preparations.

//GOOD IDEAS  
Doesn't matter, just keep it full.

//BAD IDEAS  
An empty Program Deck.

-----

Kenji

Magenta Galaxy says that those who hate this game have no sense of strategy whatsoever. Unfortunately, it appears some who LIKE the game have no sense of strategy whatsoever themselves. Poor Kenji is the latter, and the easiest mark.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Recov50		Empty	(R)
	Empty		
Cannon		Empty	
	Cannon		NormNav1
Cannon		Empty	
	Empty		
Recov50		Empty	(L)

Battle Strategy: This guy shouldn't be any trouble, even if he can do up to 120 damage per turn. Swords and shotguns are good if you're afraid of his deck for some reason, but you might want to put the cannons up front for the damage. If you've got a chip in every slot, this one's an easy win. Easy, right? If it's not, you forgot to do your deck. Go fix that before the next round.

-----

Higsby

He knows that Lan can kick his butt. He thinks he can get Lan to go easy on him if he says he left a certain chip back at the store. No dice. He was telling a partial truth in that he forgot to even manage a program deck, but Numberman's buster almost makes the difference. Almost.

NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism (I don't see it! It should be his one Cannon.)  
Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Empty		
Empty		Empty	
	Cannon		NumberMan
Empty		Empty	
	Empty		
Empty		Empty	(L)

Battle Strategy: Delete that cannon with swords or shotguns; place them up front or in the center. Without the Cannon, all Numberman has to fight you

with is his dice bombs. Now, if he rolls high, there's a good chance you'll find yourself three chips down. Don't worry; Numberman's HP is low, and Megaman's buster consistently strikes for 50 damage - Numberman can only roll that high or higher 33% of the time, or one out of three uses. He'll go down as easily as he did in BN1.

-----

Ms. Mari

Lan's teach is ready to give an impromptu quiz in virus busting. The catch? You fight her navi instead. She almost puts up a fight, but in truth she's still a little weak. This \*is\* the Novice tournament, after all!

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Cannon		
Empty		Empty	
	HiCannon		NormNav2
Empty		Empty	
	Cannon		
Empty		Cannon	(L)

Battle Strategy: Get your chip breakers in the center of your grid. Cannons in front, whatever else in back. Aside from the Cannon slot-in, Ms. Mari can only have one chip max per turn, where you should be able to pull at least two. This will take her 50 HP advantage down fast. You'll probably find Megaman's Buster cleaning out her chips if the shotguns/swords don't. An all-out offense is key here, but at this stage of the game it's no big worry as long as you draw more than one offensive chip per turn.

-----

Tournament Prize:

1000 Zenny  
Navi Core: NormNav2  
Unlock Area: Open Battle  
Open Battle: DenCity

Three battles later, you've got yourself some cash and a big chip on your shoulder. Wait! You may want to keep playing until you can afford the ten chip pack from Higsby's. Even though you just owned him, he won't rip you off in anger, honest. Work your new chips into your folder and make your next move. Don't complain about fundraising being boring; MG and I are playing the game through three times each! Just quiet up and do it, you won't regret it at all. I went for the Healing Tournament before the Guts Tournament. It's your call; Megaman can probably take the Guts tournament right now if you wanted, but I don't feel you should be pressing your luck yet; Roll can handle Gutsie better.

NormNav2 is nothing special, just a poor man's Megaman with decent HP and a

good MB capacity, but a crap buster and low dodge rate. Expect to find a ton of them stockpiled in your pack. Sigh... the things we'd give for a chip trader!

---

```
/-----6E-2---\  
|Guts Tournament      |  
|  Location: Yai's House  |  
|  Special Rules: None   |  
|                        |  
|Opponents:           |  
|1) Koetsu             [NormNav1] |  
|2) Kaz                 [NormNav2] |  
|3) Dex                 [Gutsman]  |  
\-----/
```

Ah, the Guts Tournament. This is supposed to be the tournament where everyone has a brute force approach, but only Dex really does it well. I highly suggest you either come here after you clear the Healing tournament (and thus have Roll's navi core, put her in your folder!), or after you've bought some good, strong damage-dealing chips. Or plenty of Recoveries. Either will do.

//GOOD IDEAS

Recoveries

A very good idea for obvious reasons. 80s are recommended for slot-in, but 50s can do OK.

Sword series

Iffy accuracy, but it doesn't matter much since these enemies don't dodge all that often. Normal swords break easily but do very good damage for only 10 MB while deleting chips efficiently.

Cannon series

Nothing wrong with quick and dirty damage, but swords are a bit better for this one.

Yo-Yo series

Stronger and more accurate than Cannons to an extent. MB isn't a very big issue with Megaman, so use them if you've got them.

Panelgrabs/Recov10s/Recov30s

If you run out of MB space for whatever reason, bring them anyway. Every hit generally counts and the main point of a OMB chip is to fill in space to protect your deck from Shotgun-series chips, so I usually go with Panelgrabs; they come from Higsby's fairly often.

Catcher

Free chips and a little extra money. Put it in your slot-in space!

Roll

Just my personal suggestion, I find she has it easier against Gutsman than the other starting navis. I suggest you go to the Healing tournament and clear that first.

//BAD IDEAS

Most Defense Chips

It doesn't matter for Koetsu, but Kaz can frag Guards with frightening ease thanks to his MiniBombs up front, while Gutsie will punch through almost everything that isn't a Guard - the one thing he really does do right.

-----

Koetsu

Yoka's finest! ...NOT!! Well, actually, he has an okay deck setup, but it's

nothing you're going to have trouble over if you've got a good chip in every slot. Nothing he has, save the minibombs in the back, can damage your chips. Even then, he'll probably be defeated before he can actually delete any. How'd he get into N1 back then, anyway?

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

#### Program Deck:

Empty		Cannon	(R)
	Recov50		
MiniBomb	Cannon		
	Empty	NormNav1	
MiniBomb	Cannon		
	Recov50		
Empty		Empty	(L)

Battle Strategy: You can easily outdamage this guy from the get-go. I say go all offense; you can get away with it easily this early in the game. Stick swords or shotguns in the front and center, with cannons flanking whatever you put in the center. What you put in the back is up to you. He won't hang around for long. The Cannon slot-in won't really do him much good if you're playing smart. You can get away with a Guard chip here as long as it is NOT placed in the back.

-----

#### Kaz

The kid tells you his strategy from the start - your chips are going DOWN. This would be a case for worry if he didn't have such a messed up deck that renders him almost harmless. Kai does it better. FAR better. You'll see how that kid does it in due time. For now, let's wash this scrub up.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: HiCannon  
Stage: Normal Panels

#### Program Deck:

HiCannon		Shotgun	(R)
	Empty		
Empty	MiniBomb		
	Sword	NormNav2	
Empty	Minibomb		
	HiCannon		
Empty		Recov50	(L)

Battle Strategy: First, don't bring any Guard chips in here. He has Minibombs up front, and they'll destroy them before you can put one up at all. Period.

Maybe as slot-in if you must. Past that, nothing you haven't seen before. I say you stick swords/shotguns in the front to try and kill off his own sword so his ability to really hurt your chips is limited to just his MiniBombs. This leaves him with the ability to do up to 120 damage per turn max, and even that's no guarantee given his poorly done deck. Place cannons and the like wherever you want otherwise, just fill your deck. Don't get too cocky; the next one's a doozy.

-----

Dex

This guy's served as Lan's scratching post throughout the series. This time around he's got a good idea of what you're capable of - at this point you'll be used to simply bashing your way through everything, but for this one you'll need to put some careful thought into it. His HP is higher than yours, and he's packing a handful of damaging chips for his pleasure to see to it that his dear Gutsie's HP advantage stays.

Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: Normal Panels

Program Deck:

Recov50		GutPunch (R)
	Cannon	
Empty	M-Cannon	
	MiniBomb	GutsMan
Empty	Cannon	
	HiCannon	
Recov50		Cannon (L)

Battle Strategy: Let Roll handle this, if you have her chip. Once you do that, put Recovs in front (50/80, he's not adept at breaking chips). It's pointless for the first round, but it'll dull the pain of the M-Cannon if it hits later on. Dex's main weapons are in his M-Cannon and GutPunch slot-in. Roll's high dodge rate takes a little edge out of his M-Cannon in that it will likely miss, plus her normal attack is great. Only the MiniBomb can damage your chips, but don't let it stop you from trying to do some chip deleting of your own. Make the rest of your deck as offensive as possible; two Cannons on separate rows is better than one HiCannon on a single row with nothing behind it. Remember that, as Roll's MB count is fairly limiting. If you can afford WideSwords MB-wise, stick 'em in. Normal swords are OK, but I've seen Gutsie dodge them once or twice. If you run out of MB, just put in Panelgrabs or Recov10/30s so you have SOMETHING for the empty slots. Gutsman is pretty good at blindly bruteforcing his way through, but Roll's far better at it if you do it right. Have a Recov80 slot-in or two ready if you can, just in case; she has low HP and sometimes she may very well just sit there and get hit.

-----

Tournament Prize:

1500 Zenny  
Navi Core: Gutsman

If you took on this Tourney last (i.e., cleared the Novice and Healing tournaments before this), you'll get +20 MB for the program grid, access to ACDC Park, and move up to the Class D tournaments. You'll want to replay the tournament to get your hands on Gutsie's M-Cannons and GutPunches, too. Both are useful in their own right, but it's far easier to stock up on the latter than it is the former since the GutPunch is called his strong chip.

Gutsman's core will be useful in an upcoming tournament, but for now don't bother with him. He hits hard and his HP is good, yes, but you've been spoiled by Megaman's high MB capacity to the point you'd find him nearly unplayable for now. Pity the Dex players (me). He rocks against guard-entric decks, though.

---

```
/-----6E-3---\  
|Healing Tournament      |  
|  Location: Seaside Cafe |  
|  Special Rules: None   |  
|                          |  
|Opponents:              |  
|1) Anna                 [NormNav1] |  
|2) Mary                 [Ring]     |  
|3) Mayl                 [Roll]     |  
\-----/
```

These femme fatales (oh, come on, I wanted to say that at LEAST once here) are all packing Recovs. If you have some, you may want to put one or two somewhere in case their healing gets out of hand. Megaman's buster has very good accuracy and will often put a big dent in one of their chips, hopefully their Recovs. Accurate chips that rock at killing chips are in high demand vs. Mary and Mayl, so keep that in mind.

//GOOD IDEAS

Recoveries

You don't want to get too far behind in HPs if they manage to keep dodging. Bring a 50 or 80 as slot-in, or stick one in your grid somewhere.

Shotgun Series

Does OK damage, VERY accurate, but usually fragile. Consists of Shotgun/V-Gun/CrossGun/Spreader. A staple for killing chips in the back and slowly working your way inward to the main chips of your opponent's strategies.

Ratton Series

Stronger and more durable than Shotguns, and they serve the same purpose for the same amount of MB (low!). If you get them, use them! They rock.

Fan

Lowers their evasion but increases their accuracy. Enemy accuracy is not what you should be worried about. Lower evasion = good.

ZapRing / MagBomb Series

It depends. ZapRings take up a lot of MB, and MagBombs have some accuracy issues (not to say ZapRings are all that much better). MB isn't that big a problem for Megaman, heh. This is for fighting Roll, but there's an easier method as you'll see in the next entry.

Guard

Got two? Bring them both. They'll own Roll for free.

Panelgrabs/Recov10s/Recov30s

If your planned deck caps your capacity, these are mandatory. Panelgrabs

are best because your two worst enemies here are very evasive and very slippery. Take that away from them.

//BAD IDEAS

HeatShot / Bubbler Series

Equal MB for a little less damage than the Shotgun series, with an elemental punch. At this stage of the game, I suggest you not bother with them, but they'll be of help VERY soon. Just not here. They can fill your deck OK if you've no other options, though.

Swords

Great for chip deletion, but normal swords have very low accuracy and will run into problems against Ring and Roll. Use WideSwrds in their place if you can.

Cannon Series

Nothing wrong with raw damage, but they're inaccurate and do nothing to enemy chips.

-----

Anna

It's her first time, she says. Make it the most memorable time and beat her puny Navi to a pulp. Her deck isn't bad, but you've hopefully got better. (Hello! Minibombs, shotguns, rattons, swords, are you guys there?!). Play it right and she'll be out of the game in no time.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (Hey! I spy a HiCannon.)  
Stage: Normal Panels

Program Deck:

Cannon		Recov50	(R)
	Cannon		
Empty		Recov50	
	HiCannon		NormNav1
Empty		Recov50	
	Recov50		
Cannon		Empty	(L)

Battle Strategy: Hmm, two Recov50s in front and one on the side in the middle? This could be annoying. I suggest putting your swords up front, as they hit harder than 50 HP can recover, and will probably delete them if they hit. If not, it'll probably take out a cannon and that's not too bad. Her firepower is unremarkable, and if she draws the HiCannon, there'll be nothing behind it. Put a recovery in there somewhere if you must. You should be able to blow your way through easily if you made chip-breaking attacks your priority. I was half-expecting Anna to say with a sigh, "You were wonderful!" Put two Guards up front if you have them and she can't touch you at all, but you'll still want to do something with the Recovs (swords/shotguns/rattons).

-----

Mary

She seems plenty afraid of Lan. It should be the other way around if a good

deal of your strategy hinges on what you have to Slot-In with - Ring's Jealousy chip will destroy them, so make the best use of it! Ring herself is also annoying simply for her dodge rate and her operator's half-decent folder construction skills... and her hatred for Slot-In chips.

#### Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Normal Panels

#### Program Deck:

Recov50 Cannon Recov50 (R)  
Recov50 MiniBomb  
Recov50 HiCannon Ring  
Recov50 Cannon  
Recov50  
Recov50 Jealousy (L)

Battle Strategy: She's filled every slot of the deck, and she'll be getting back at least 50 HP a turn if you don't delete the chips! Fortunately, Megaman's buster attack won't miss all that often, meaning you're guaranteed to break even in most cases. I like putting shotguns/rattons in the front and center with swords in the back. HiCannons, if you have any, are OK too. They don't kill chips, but both swords and cannons will miss every now and then; you may want to put HiCannons towards the back to soak Ring's normal attack, as they do it better than most of your other chips. Minibombs can work that way too if you don't mind giving up some firepower. A Recov50/80 in one place or another will work for an emergency. Ring's HP count is low, but she's not going to give up that easily. Use Slot-Ins as you're confident in them working, or else you'll lose them. Pass up on using a Guard too, since that Minibomb in front will frag it; there's a 50% chance she'll draw it, and it's a chance not worth taking.

-----

#### Mayl

It's come to a point where Mayl has finally made Roll a combatant just to get Lan to notice her. You'll notice her, all right - you'll notice how slippery Roll is and how difficult it is to really keep her down, what with Mayl's obsession over recovery chips, not to mention Roll hits harder than you think.

#### Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30  
Stage: Normal Panels

#### Program Deck:

Cannon Recov50 (R)  
Sword  
Recov10 Recov30

LilBomb                      Roll  
Recov10                      Recov30  
Sword  
Cannon                      Recov30 (L)

Battle Strategy: Want a slow but easy win? Put two Guards up front, and dedicate the rest of your deck to damaging chips; shotguns and rattons do it best. Roll won't be able to do ANYTHING to you. Don't have Guards? Bear with me, then, and read the humongous paragraph below this.

Roll has healing in the front and back, plus her center slot is dedicated to deleting everything you've got. Ugh. I recommend shotguns or rattons over swords here due to their accuracy, but don't ignore swords entirely; if you've got Wideswords, use them! They miss a little less and hit a bit harder than normal swords. Cannons and bombs will miss a lot, but at least Megaman's buster shot won't. Thing is, Roll's attack takes 50 of your HP and gives herself 50 HP back - even if the attack part misses, she'll STILL gain 50 HP. Put a Recov50 or 80 in your deck somewhere, just in case. Alternately, if you have a ZapRing, put it in the center of the middle column so you can often stop her from using her normal attack. MagBombs work too, maybe even better since their HP is higher and can take more punishment for less MB than a ZapRing of any sort, but they're weak and miss more often; since they cost less MB (especially if you use MagBomb1), put at least one in the center and back column for up to two chances to stun her. She's not quite as hard for Megaman as I've put it, but she's not entirely easy either unless you have two Guards ready.

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Tournament Prize:  
1500 Zenny  
Navi Core: Roll  
Unlocked: D-Class  
+20 MB for Program Grid  
Unlocked: ACDC Park

If you took on this tournament last, you're going on to the D-Class! I didn't in this playthrough with Lan. Go up to the Guts Tournament if you haven't cleared it yet; with Roll's navi core, Gutsman is almost a cinch.

Roll's core is pretty good all-around. The MB and HP are low, but I say she has one of the best Buster attacks in the game. Not only that, she dodges very frequently. You may want to stick a Candle chip somewhere if you're going to take her to battle against Elec navis or those with stunning attacks, as that's what counters her greatest strength.

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6b)    Class-D Tournaments

- Match Tournament  
  Entry Fee: 500Z  
  Prize Fund: 3000Z  
  Navi Core: FireMan

- Sapling Tournament  
  Entry Fee: 500Z  
  Prize Fund: 3000Z

Navi Core: WoodMan

- Droplet Tournament  
Entry Fee: 500Z  
Prize Fund: 3000Z  
Navi Core: IceMan

- Battery Tournament  
Entry Fee: 500Z  
Prize Fund: 3000Z  
Navi Core: ElecMan

Lan and Megaman head back to their seeeeeekret(tm) base to discuss how they're doing, and running tournaments themselves so they can snatch up the prizes... but you need friends for that. Namely, navi codes. ACDC Park exists for this alone - check it out when you want to register or play in tournaments. Unless you're consulting PhQ's Fodder Navi Code FAQ (I'm not goign to for these walkthroughs), be careful about who you enter. Unlike most computer opponents, humans are devious critters that'll throw in some really, really sick stuff you'll want to be wary of. Wait on this 'till later, if you can. You can get some pretty neat chips out of this, but even the pre-made generics are a handful.

Next up, elemental-themed tournaments... and these are the easy ones! You'll need to start taking note of elements quickly. There's four, and each tourney corresponds to one of them. You'll want to replay the Class E tournaments for some cash and (hopefully) a good amount of elemental chips. Megaman's big advantage here is, again, his high MB capacity. Once you have the chips, he'll pass with fair ease. Start loading up on defense chips too, they're almost a requirement from here on out.

Need a refresh on what element owns what?

AQUA defeats HEAT  
HEAT could take WOOD  
WOOD erects trouble for ELEC  
ELEC hates rhymeing and destroys AQUA

And if you didn't figure it out...

Match - Heat  
Sapling - Wood  
Droplet - Aqua  
Battery - Elec

Once again, start looking into elemental and guard chips. Don't even think of going anywhere until you've got at least one Aqua/Heat/ElecBall. WoodBalls would be great... if they actually existed.

I took on the tournaments in this order: Droplet, Match, Sapling, Battery.

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```
/-----6D-1---\  
|Match Tournament      |  
| Location: Okuden Park|  
| Special Rules: Lava Stage|  
|                       |  
|Opponents:           |  
|1) Yoshiro           [NormNav1]|  
|2) Haru               [Navi-F]  |
```

|3) Mary [Ring] |  
4) Mr.Match (MMBN1) [FireMan]

Now, this tourney may be listed first, but it's suggested you save this for second. The first one we suggest going to is the third one on the list, Droplet. If you've been there and conquered it a few times, keep reading. Now, this one's a step up from the Droplet tourney in that overall deck construction is slightly more intelligent, plus you'll want the added insurance that comes with having an aqua navi. When you use chips that are the same element as the navi you're using (neutral excluded), they gain a damage bonus. If you hit elemental navis with their weakness, they take more damage. See? On top of that, this tournament takes place on lava panels - at the end of the turn, anything that isn't a heat navi will take 50 damage. Using an aqua chip gets rid of it, so don't fret too much about it as long as you have at least two aqua chips up front. Iceman is imperative for an almost easy win!

In summary? Bring aqua chips at least to get rid of the lava. Any will do, as long as it's used!

//GOOD IDEAS

Bubbler Series

Obvious. Heat does not like Aqua. Bubbler series chips are very accurate and do decent damage if used by an Aqua navi (like, say, Iceman), so use them!

AquaSwrd / AquaBlde

High, high damage if used by an aqua navi against a heat one. At this stage of the game I suggest using AquaSwrds, winnable off of Iceman in the Droplet tourney (you went there first, right?). The only strike against them is the low accuracy. And the high-ish MB count, if you're using Iceman like I suggest.

Cloud Series

Good HP, not too demanding on MB, and pretty good damage if, again, used by an aqua navi against a heat one. Great for the back row for soaking damage.

PanelGrabs

The best 0 MB chip; good HP (120), free, and necessary to protect your main offense if you're using Iceman like I suggested. Try and get at least four, but Recov10s can be OK substitutes. Recov30s won't last long, so I don't bother with them.

Catcher

You'll want it just to gather more heat-based chips for the Sapling tourney. Believe us here, just do it! Put it in a slot-in space.

HeatBall

One of your only real chances at wining if you don't have a good aqua deck, and even then it's still somewhat helpful.

AquaBall

If you want to press more of an offense while putting up something of a defense; use an Aqua navi with one of these and it'll do INSANE damage at the end of the turn to a heat navi.

ElecBall

Not entirely obvious, but if you love the Balls, this is the only one that won't get easily popped by Ring.

Iceman

He's your first obtainable aqua-element navi. Aqua > Heat. Figure it out for yourself. Low-ish MB, but he's got enough for five BubCross / AquaSwrd chips and four OMB chips of your choosing; these should be more than enough.

//BAD IDEAS

Woodman

Got Woodman before you came here? Good for you. I suggest you don't flaunt it around these people, as fire is the one silver bullet that takes wood navis down and out.

-----

Yoshiro

Lan's dad's co-worker snuck off from work to give lectures to you silly kids who usually know more than adults do concerning the networked world about how the four types can work against you and gives a very poor demonstration in the process. Does he know who he's talking to? Tell him for yourself.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (V-Gun? HeatShot?)  
Stage: LavaStage

Program Deck:

Minibomb		HeatShot (R)
	V-Gun	
Empty	Cannon	
	HeatShot	NormNav1
Empty	Cannon	
	V-Gun	
Minibomb		Empty (L)

Battle Strategy: The only thing this guy can do to you at all is to do a little damage to whatever you stuck in the back. I suggest you make sure you've got nothing fragile back there (swords, shotguns) and put your sturdy chips towards the back. The navi has no elemental bonus or drawbacks, but you'll still want to clean away the lava using any aqua-element chip in your folder up front. Outdamaging the guy isn't a problem, seeing as he's got nothing behind his HeatShot and if you're using Iceman, the bonus for using aqua chips should make all the difference in this easy bout.

-----

Haru

Ah, this one. Didn't we lend someone like her a FireBlde R back in BN2? And she's not using it?! NOW it's personal! Be wary, she can break more than your heart here if you're not careful. Then again, if you survived Junko, you should be able to get through this one without a hitch due to the two empty slots in her deck.

Navi-F

Hit Points: 550  
Attack Power: 60  
Buster Notes: None  
Element: Heat  
Primary Chip: HeatCros  
Stage: LavaStage

Program Deck:

Recov50		HeatCros (R)
	Empty	
HiCannon	Heat-V	
	HeatCros	Navi-F
HiCannon	HeatShot	
	Empty	
Recov50	Empty	(L)

Battle Strategy: The first battle against a heat-based navi, who in turn will be powering up the heat-hased chips it possesses! Command? Ask me for help? OK. The first two rows cotain chips that attack the back, so put some tough chips in the back (in my case, Panelgrabs) and dedicate the front two rows to an aqua-based offense. If you're using Iceman, this one's going to go down fast. Since two slots are empty, this means you have an easy chance at out-damaging her. HeatBalls can work, but AquaBalls will come out faster and block the first row chips if you don't mind still taking a hit to whatever's in the back, plus once you launch it it'll do HUGE damage. Whatever the case, remember to use aqua chips to at least dump the lava off the stage. Not difficult at all, really. I don't know why I insist on holding your hand to the degree I do here.

-----

Mary

After learning that Lan plays for keeps from the Healing tourney, Mary's decided to step up her act too by giving Ring the ability to strike with not one, not two, but THREE elements. She doesn't spread it out evenly enough to make it a winning strategy, but it's more than enough to catch you off guard. Oh, can't forget that aggravating chip-deleting Jealousy chip.

Ring

Hit Points:	450
Attack Power:	20
Buster Notes:	Hits Twice, Damages One Chip
Element:	Neutral
Primary Chip:	Jealousy
Stage:	LavaStage

Program Deck:

AquaBlde		ZapRing1 (R)
	MiniBomb	
Heat-V	Heat-V	
	Heat-V	Ring
V-Gun	V-Gun	
	MiniBomb	
Empty		Jealousy (L)

Battle Strategy: Ring's poised to make you cry if you're using an aqua navi, plus unless you're packing two ElecBalls, you can't abuse the balloons to save your butt. Regardless, you can still win even if you're utilizing Iceman (which I suggest doing anyway). See, HeatBalls will go byebye if she gets the AquaBlde, and Ring's normal attack automatically deletes AquaBalls. ElecBalls can at least block Ring's normal attack in full, which isn't a bad deal. Either way, keep your toughest chips in the back (Panelgrabs for me), and dedicate the rest to a brutish offense. Her high evasion's a non-issue if most of said offense consists of BubCross chips, which will do good damage if you're using Iceman while doing good damage to her chips. Watch your MB; this is why I highly suggest having 0 MB chips on hand to merely take some hate from your

main offense, which would get whacked if you left slots empty. I don't see any specific strategy coming out on top otherwise, just remember that Ring's normal attack is electric if you use Iceman. You'll want to bring aqua chips regardless to destroy the lava, anyway. If you bring a Recov for slot-in, use it as soon as possible (50%-60% range) before Jealousy comes into play and takes it down.

-----

Mr. Match (MMBN1 remiiiiiiiix~)

Ah, Mr. Match. He's come to blow up the grill like older, more innocent times prior to setting even bigger things on fire, but he's decided to stay to keep all comers in very, very hot water. This means you, if you've come without a really good sprinkler system or a strong aqua-centric deck. Since you're fighting outdoors, I believe that rules one of them out.

Fireman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces guards.  
Element: Heat  
Primary Chip: FireSwrd  
Stage: LavaStage

Program Deck:

Recov50	HeatShot (R)
Empty	
HeatShot	FireSwrd
Heat-V	FireMan
HeatShot	FireSwrd
Empty	
Recov50	HeatBlde (L)

Battle Strategy: The big problem here is in his FireSwrds, easily. Iceman may dodge them, but if they hit, they'll probably take out one of your very strong chips in the process. I wouldn't recommend relying on Balloon chips for this alone, although Heat/AquaBalls both have their uses. Instead, match his offense with Aqua equalents to the best of your ability. Put AquaSwrds up front, 0 MB chips in the back (handy for the Heat-V and HeatShots), and any other strong aqua chip you can afford MB-wise in the center (BubCrosses here). You did bring Iceman, right? If so, sit tight and watch Fireman get a flashback from a past life about just what Iceman can do to him; aqua chips generally come out faster than heat ones, plus the bonus for using like-element chips against those weak against it result in a very quick fight and an equally quick deletion of chips on Fireman's side of the battle. By this logic, I won't have to remind you about the lava either. Iceman and Fireman have the same max HP, but I guarantee you'll see Fireman's HP drop down much faster. Keep a Recov120 for slot-in, just in case Fireman actually does manage to hurt your offense with a successful FireSwrd swipe; it can happen but usually isn't fatal. The two empty slots in the center give you enough of an upper hand as-is.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Fireman

Your first hostile rival's been doused once more, and the poor grill has been

saved. Yaaaaay. As this was likely your first chance to ever fully abuse elemental properties, you probably like what you saw. You may also have a very good idea of how we'll tackle the remaining two battles for the D-Class. Next up would be the wood-based Sapling tournament, and wood doesn't like fire. You may find it prudent to keep reopplaying the tournament for more fire chips to exploit just that, and there's Heat-based equivalents of your BubCrosses and AquaSwrds readily available. It's not a huge adjustment.

Fireman, your newly obtained immortal soul for all eternity, will prove to be a very helpful little menace. Wood-based navis usually have decks based around very tough chips like TreeBoms and Spices, and the only sure-fire counter to them is to bring a strong heat deck with the matching elemental navi. Fireman's dodge rate is lower than Iceman, but he's equal to him in every way otherwise. This includes his low MB count, but again, just swap out your Bubbler-series and AquaSwrd/Blde chips for the heat equivalents. See you at the Sapling tourney~

---

```
/-----6D-2---\  
|Sapling Tournament      |  
|  Location: Okuden Valley Enterance |  
|  Special Rules: Grass Stage      |  
|                                |  
|Opponents:                |  
|1) Haruka                [NormNav2] |  
|2) Tetsu                 [Navi-W]   |  
|3) Dex                   [GutsMan]  |  
|4) Sal                   [WoodMan]  |  
\-----/
```

Lan's third mark for domination? The Sapling tournament, right here. If you didn't clear the Match tournament before coming here, I humbly, annoyingly, and pervasively suggest that you go back and get Fireman before you continue. Note that wood navis are weak to heat. That's fine and dandy. Also note that the tourney takes place on a grass stage, which a) allows Spice chips to ruin your deck (don't worry, they don't try it here) and b) lets wood navis recover 50 HP between turns. However, if you use a heat chip/attack, not only will the fire burn away the grass, it'll do added damage as well! Get the point? This shouldn't be a new idea to you if you're a vet of the MMBN series, which I'm assuming you are if you picked Lan.

Need me to say it in a slightly more succinct manner? Bring Fireman and a good heat-based deck for a very good time in order to make the competition put the "sap" in "sapling."

//GOOD IDEAS

HeatShot Series

Duuuuuuuh!! S accuracy, heat-elemental, burns grass, does a number on the last selected chip... everything you need to be rid of these annoying weed navis.

FireSwrd / FireBlde

Also really good; FireSwrds are better for lower MB count, and can be won off of Fireman back in the Match tourney. Put these up front with a heat navi (Fireman) for a chance at really freakin' high damage from the grass. Even without the grass it'll do nasty damage.

Burner

Great for doing damage to all chips, especially with the element interaction involved here. The high MB's sort of a drag. You can get these

off of Turboman in the DenCity OB area (first set).

#### Meteo Series

A favorite chip used by many heat-based decks in the earlier days, they're still useful for fighting wood navis; its low accuracy can be problematic though.

#### HeatBall

No WoodBalls, but that's OK! Let this one rip. If it's still intact at the end of the round, it'll do a very handy amount of damage.

#### PanelGrab

Let's face it - if you're going to use most of these good ideas, you're going to have some blank spots on your deck. Bring these to fill the gaps. Recov10s are OK too.

#### Catcher

You want those TreeBoms some people carry. Don't question me. Get them! This makes it easier while getting a little more cash for the paltry price of a single slot-in space that you likely won't need if you follow these strategies to the letter.

#### Fireman

Heat is the only sure-fire way to delete the trickier wood-based decks. Fireman gets a pat on the back in the form of extra damage if he knows his role and shuts everyone else's mouths up with teh fier. He's got enough MB for five FireSwrds/HeatCros chips and four OMB chips of your choosing.

#### //BAD IDEAS

#### Elecman

Lowish HP is a bad thing already, and his native attack isn't strong enough to help him after his chips get deleted.

#### ElecBalls

Balls are great. I like to play with these chips. Wood counters Elec, so that means ElecBalls will die if someone tosses a seed into it (TreeBoms). Please use common sense when dealing with the elements.

-----

#### Haruka

MOOOOOOM!!! UR RUINING TEH GAEM!!!111 blablablablabla... you know, it'd be nice if whoever's writing this thing stopped quoting AHTM2, because it's REALLY getting outta han-- oh, right. Heh, OK. Seriously! It's Lan's mom. Not only do you know her for being lenient in letting Lan do whatever the hell he wants, but she's also a space case with her deck. Up for some quality family time?

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Pringles ( OK, fine, Hi-Cannon >:( )  
Stage: GrassStage

#### Program Deck:

HiCannon		TreeBom1 (R)
	HiCannon	
Empty	HiCannon	
	Empty	NormNav2
Empty	Recov50	
	Recov50	
Recov50		Empty (L)

Battle Strategy: You can tell this is going to be easy simply because the center slots in the middle and back rows are empty. If she hits the blank in the center, guess what? She's only got one chip to fight with that round. She may draw triple HiCannons or Recov50s (both annoying), but really now. Take advantage of the grass by putting a very strong Fire chip up front (FireSword?), and make sure you've got something in every slot for an easy win. She can't do anything to your chips at all. She probably should've been in the E-Class.

-----

Tetsu

He's a lumberjack and he's... not going to be OK if you've brought along a handful of good heat chips to celebrate your first true encounter with a wood-based navi. In turn, he'll show you what he thinks of the battlechip-based society Lan and company lives in. This means to beware what you put in your deck.

Navi-W

Hit Points: 550  
Attack Power: 10\*3  
Buster Notes: Damages chips.  
Element: Wood  
Primary Chip: TreeBom2  
Stage: GrassStage

Program Deck:

Recov50	Cannon	(R)
	Cannon	
Recov50	TreeBom1	
	TreeBom2	Navi-W
Recov50	LilBomb	
	Cannon	
Recov50	HiCannon	(L)

Battle Strategy: First thing of note. See the TreeBoms? They're going to both be your favorite and most hated chip in due time. They're wood-elemental, have good HP, and do very bad things to your chips; since the enemy in question is of the wood element, they're going to be doing even more damage than normal. Agh! Still, if you've brought a strong heat-based deck and Fireman like I suggested, it'll be a one-sided match. Put FireSwords up front to do huge damage off the bat and hopefully kill a TreeBom, as well as the grass. The Recovs are no problem at all, but if he draws both TreeBoms, you're almost guaranteed to lose everything you drew that turn; for this reason alone I say you don't bother with any chip that has extremely low HP (Swords, Shotguns, etc). His buster compounds the problem, but is very inaccurate. Just focus on fighting flowers with fire and you ought to be OK. Your chips won't be at the end, but you should be.

-----

Dex

Dex's character has been faithfully reproduced from the MMBN games in that he just won't give up trying to beat you. Unlike the games where Gutsman almost puts up a fight at V3, I say Dex's come back weaker than before, trading a brute strength approach for a very half-hearted chip deleting deck that's very easy to counter. Show him that he almost had the right idea and bulldoze him.

Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: GrassStage

Program Deck:

GutPunch		M-Cannon (R)
	TreeBom1	
Empty	LilBomb	
	WideSwrd	Gutsman
Empty	LilBomb	
	TreeBom1	
GutPunch	Empty	(L)

Battle Strategy: Dex's Widesword is easily the center of his strategy this time around, and it's extremely easy to take care of; put HeatCros chips up front and you're guaranteed to delete it if he draws it, plus the grass bonus will add a healthy amount of damage too. I'd normally suggest FireSwrds, but Gutsie tends to dodge them in my experience; however, they can do a TON of damage if they're up front to whittle down Gutsie's HP advantage. Your call. Gutsie is not a wood navi, so those TreeBom1s are significantly less annoying than with the last fight. GutPunches hurt, but really shouldn't be seen as more than accurate HiCannons with a lot more HP. He's got an M-Cannon slot-in that may incite hatred, but respond with a Recov120 for your slot-in to counter it. Not a difficult fight if you're abusing Fireman's elemental bonus as I suggest.

-----

Sal

I'm not sure how Sal goes about training Woodman other than stuffing him full of digital apples, but she's succeeded in making him a wholly deadly foe for those who've cast aside fire and brimstone for a less exploitave approach to beating the tournament (read: not using Fireman and his favorite chips). Don't be like them. Go with the firey flow and, in the words of one Flame Hyenard, burn to the ground times infinity.

Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces defense  
Element: Wood  
Primary Chip: TreeBom3  
Stage: GrassStage

Program Deck:

DoubNdl		Recov80 (R)
	MiniBomb	
TreeBom1	TreeBom3	
	Shotgun	Woodman
TreeBom1	Cannon	
	TreeBom2	
Recov50	V-Gun	(L)

Battle Strategy: Remember how Tetsu's navi could frag your chips with ease? That's just what Woodman will do to you unless you do as I say and put your best heat chips (and Fireman) up front. Make sure you have tough chips in the back to play it safe against the shotgun if it's drawn a lot (Panelgrabs are the best bet). Otherwise, it's all about FireSwrds and HeatCros chips to hopefully destroy Woodman's chips as they're drawn. Woodman is more about doing bad to your chips than brute-forcing you, and you can get away with doing the same as long as you utilize heat's strength over wood. As always, keep a Recov120 on hand if Woodman does succeed in blowing away your main offense.

-----

Tournament Prize:

3000 Zenny

Navi Core: Woodman

Mr. Match, if he were present, would say that what just happened is the most beautiful thing he's ever seen. That is, if you won with fire, which you likely did. Good for you. One last tourney remains for the big D, and that's the Battery tournament. You'll want to go over this tournament a couple of times in order to grab some free TreeBom3s from Woodman (put a Catcher in a slot-in space for a better chance at this). You won't have the MB count to handle it in full now, but it will prove helpful later. Get some chips from Higsby's too if you want, but I find he doles out a lot of wood chips and there'll be a new store opening after you clear D-Class.

As for Woodman, he's going to be your new favorite toy. In short, he's one of the best navis to abuse in the entire game. His high HP and strong buster is just icing on the cake. I don't see many wood decks outside of TreeBom/Spice combos, but fortunately you're about to be able to take it for a spin. His MB is no lower than Fireman and Iceman either, although there are no WoodShots/WoodSwrds to play with, you won't mind terribly once you see what a TreeBom does to an AlumiStage (see the Battery Tournament). Give him a hug. Woodman is going to be one of your best friend.

---

```
/-----6D-3---\  
|Droplet Tournament      |  
|   Location: Waterworks  |  
|   Special Rules: Ice Stage |  
|                           |  
|Opponents:              |  
|1) Micchan              [NormNav1] |  
|2) Mayl                  [Roll]   |  
|3) Junko                  [Navi-A]  |  
|4) Froid                  [IceMan]  |  
\-----/
```

We whole-heartedly suggest you click on the banner ads. Wait, no banner ads? Never mind. How about this - we whole-heartedly suggest you take on the Droplet Tournament first. Megaman in particular has it easiest because of his very useful buster and high MB count; this means you can stick more damaging electric chips into his deck than the others. How is this important? Let me picture it for you: your latter two foes are aqua navis, and all the battles take place on an ice field. On an ice field, things tend to miss a lot more often. Ice fields also make electric attacks hit harder. As I said above, aqua navis HATE elec attacks. Get the picture? Double whammy! Learn it and you'll

pass with fair ease.

I really suggest you keep buying 10-packs from Higsby's so that you can get your hands on a couple of useful chips like, say, what's on the list below. You won't need them all, they're just ideas.

//GOOD IDEAS

Satelite Series

The closest thing the game has to an elec-element Shotgun series. Lowish HP, but aqua navis don't like electricity, and ice makes it that much more a problem... for them. If you get one or two, use them!

Rattons

An extremely good choice. Decent HP and very accurate, plus it does some chip damage. I'd take them over the Shotgun series chips if you can, since these are more durable and pack a slightly harder punch (especially if you use Ratton2s) without being too demanding on MB.

ElecSword / ElecBlade

It's unlikely you'll have any, but they work wonders even if you don't have an electric navi (due to the ice panels and how they amplify electric attacks). However, low accuracy and the fact aqua navis are harder to hit on ice makes this something you may want to pass up on for more accurate chips.

MagBomb Series

Again, inaccuracy. However, the elemental interaction (elec > aqua) makes it worthwhile for doing damage to all selected chips while preventing the enemy from using their buster. MB-wise they're pretty cheap too. MagBomb1s are really all you need, but MagBomb2s aren't bad if you've got leftover MB space.

ZapRing Series

The higher the version, the more damage but the less HP; ZapRing3s will do humongous damage, but will likely die quickly if the enemy uses a hit-all chip. All are 40 MB, so be forewarned if you bring one.

AquaBall

The focus of the tourney is on aquatic attacks. This'll block them completely while doing a decent amount of damage at the end of every turn.

ElecBall

Also useful if you want to trade a little defensive security for a chance at really sick damage at the end of the turn due to elemental differences. AquaBalls are far safer, though.

PanelGrab

For filling holes in your deck after you max out your MB. Almost necessary due to one competitor's particularly effective and annoying strategy of making your last selected chip suffer heavily.

RockCubes

Ditto, although they're 10 MB apiece.

Recoveries

Good for slot-in; if you can get a Recov120, that'd be great.

Catacher

Stick it in a slot-in space for a better busting rank, meaning more money and more aqua chips for later on. You'll want as many as you can get!

Elecman

Didn't tackle this first? If you beat the Battery tourney before this, bringing him along makes it all the easier.

//BAD IDEAS

Fireman

Remember waaaaay back in Megaman 1 how Iceman's weapon trumped this guy? Same story here, for a different reason: Aqua > Fire. Didn't we go over this in the D-Class synopsis?

FireBall

An exercise in futility, as aqua attacks instantly washes this hot little defense chip away.

Don't let the large list deter you at all. Pick what you feel is most helpful for you (and what you can get); at this stage in the game with your lack of an electric navi, there's a couple of ways you can take these guys on. Megaman's high MB count makes deck building very flexible here.

-----

Micchan

You've barely begun, and now you've sunken into picking on little girls! Shame. Well, aside from the fact she can probably do some things to your chips, her navi is of the neutral element and thus they won't pack a great punch. Make use of the ice and test out your nice little electric deck here.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (What the blub?)  
Stage: IceStage

Program Deck:

Cannon		MiniBomb (R)
	Bubbler	
Sword	BubShot	
	Cannon	NormNav1
Sword	BubShot	
	Bubbler	
Cannon		Cannon (L)

Battle Strategy: Remember your shotguns? These Bubblers and BubShots are aqua remixes of them. They do less damage, but carry an elemental affinity; this would mean something if your opponent were an aqua navi, or if yours was a heat type. Both statements are false, so don't worry too much. If you want to play it safe, put tough chips in the back to withstand the 50 or so damage it'll take if she draws both a BubShot and a Bubbler. Don't worry much about defense; just bulldoze her to the best of your ability. If you have Satelitls, you can easily delete the swords if she draws one while doing good damage from the ice bonus. It's a simple warm-up for what's ahead.

-----

May1

Lan's would-be girlfriend is back for more! Remember how often she evaded your attacks? We're on an ice field now. She's going to be doing a lot more of that, making accurate chips a priority more than anything. Putting two guards up front won't fully save you this time, either.

Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30 (I spy... a Recov120.)

Stage: IceStage

Program Deck:

Recov10		Shotgun	(R)
	Recov50		
MiniBomb		Bubbler	
	Recov120		Roll
MiniBomb		HiCannon	
	Recov50		
Recov10		None	(L)

Battle Strategy: Offense is probably the best way to go, as her focus is on defense; this'd be easy if she weren't so good at it. Use guards somewhere to make her normal attack far less devastating; her only truly damaging chip is the HiCannon, and even that may frequently miss here on this field. At this stage of the game I was using WideSwords, but Rattons are probably the safest bet if you have them. Shotguns too, if you must, but don't put them in the back. MagBombs and ZapRings may both miss, but both can stun with fair ease and the latter, if you use ZapRing3, can do a ton of damage if it hits. Make sure that whatever you put in the back isn't easily deleted in case the Bubbler gets its way through a prolonged battle (it may take 5 or 6 turns, or more, if you aren't careful). Use Panelgrabs to save some MB while giving you a clearer shot at Roll if you brought them; they're free! I had a Recov120 on hand in case things got out of hand, which they almost did.

-----

Junko

Likely to be your first true challenge, Junko can and will wash your chips up if you've come unprepared... which you may have, were it not for this here FAQ and/or trial and error. This is because the strategy she employs is so very, very sound that she may be the hardest fight in the D-Class, unless a little luck and a lot of thinking is on your side on combatting your first encounter with a true Aqua-elemental navi.

Navi-A

Hit Points: 550  
Attack Power: 40  
Buster Notes: Hits a random currently active chip.  
Element: Aqua  
Primary Chip: BubCross  
Stage: IceStage

Program Deck:

Shotgun		Recov50	(R)
	Bubbler		
Shotgun		BubCross	
	V-Gun		Navi-A
Shotgun		CrossGun	
	Bubbler		
Shotgun		None	(L)

Battle Strategy: First things first - look at all those Shotguns/Bubbler chips! They ALL target what's in the back of your draw for this turn. Even the navi's buster works the same way. How do you combat this? There's two ways. The best way, I find, is to get a few RockCubes and put them in the back; RockCubes have 250 HP and will survive at least one round of torture here. Damage-wise this

navi's no slouch; its bonus for using like-element chips makes BubCross do a lot of damage (70 I believe), and will kill almost anything else you throw back there. Put your strongest stuff up front and in the center; the lower the HP of the chip, the further up front it needs to be. Swords, ZapRings, MagBombs, and Rattons are all helpful, but the lower-accuracy stuff (swords) may miss a lot. A pretty tough fight even with the right preparations, but if you have a good electric-based deck, this may go by quickly. If nothing else, just make sure what you have in the back can take the hate and you'll foil her main strategy. A Recov120 for slot-in or whatnot is recommended as long as it's not in the back.

-----

Froid

Lan's about to find that Froid's not the adorable ball of fatherly love he was in his first documented misadventure. Iceman himself is far less remorseful about kicking your butt, and he's well-suited to doing just that with a fairly effective deck almost guaranteed to do at least 30 damage to your chips each turn, and a whole lot more if he gets an AquaSword. ZapRing3s and Swords, and Shotguns beware!

Iceman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces defense  
Element: Aqua  
Primary Chip: AquaSword  
Stage: IceStage

Program Deck:

None		AquaBlde (R)
	AquaSword	
MiniBomb	LilCloud	
	Sword	Iceman
MiniBomb	LilCloud	
	AquaSword	
None		None (L)

Battle Strategy: As where the last couple of times you were likely offensive, defense can win you the day here. If you have two AquaBalls, put them up front for insurance in case he draws an AquaSword, and those will \*hurt.\* Either way, he's going to do 20 damage to all your drawn chips this turn with LilCloud, so try not to use fragile chips (ZapRing3s and normal swords spring to mind). If you have ElecSwords/Bldes, use them; they may miss somewhat often, but do a ton of damage. MagBombs will also miss a bit, but help in doing damage to all his chips while preventing him from using his fairly good buster. Rattons are good for insurance for their accuracy and HP. Iceman's a real pain either way; again, the safest way to defeat him is to use two AquaBalls up front and to dedicate the rest to offense, but as always you'll want at least a Recov slot-in just in case. Use the 0 MB chips (Panelgrabs, Recov10s/30s) if you want to stick in fatter chips without leaving slots empty. I use that strategy very frequently, and I'll be suggesting it many times more in the future.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Iceman

Your first elemental-themed tourney's over with. Great! Did you have fun? No? You'd rather move about in battles? Bah, go back to playing the main MMBN games. Either way, Megaman really has it the easiest here, and I'm assuming you found it relatively easy yourself. You'll want to keep replaying this with a Catcher chip in a slot-in space so that you can collect a couple more aqua chips, plus a higher busting level gives you more money to spend on Higsby's chips. Your next stop is a heat-elemental tourney, so get as many as you can. BubCross and AquaSword chips are what I'm primarily looking at.

Iceman himself is your first true elemental navi, and he's a good one. He's of the aqua element (obviously), but that's not all - his HP is no worse than Megaman's, he has a good dodge rate, and his buster does 60 damage; 100 versus heat navis! What's the downside, you ask? He has a very low MB count, equal to Gutsman's if you've taken a look at him. I suggest getting at least four 0 MB chips into your folder if possible, so you can free up space for powerful chips up front while leaving your back at least capable for taking abuse.

---

```
/-----6D-4---\  
|Battery Tournament      |  
|  Location: Power Plant |  
|  Special Rules: Aluminum Stage |  
|                          |  
|Opponents:             |  
|1) Taka                [NormNav2] |  
|2) Michael             [Navi-E]   |  
|3) Gen                 [NormNav3] |  
|4) Count Zap           [ElecMan]  |  
\-----/
```

Your final set of victims for this class lie in wait for you in the Battery tourney. Well, at least in the order I suggested. You \*WILL\* want Woodman here, although the game was clever and threw in an opponent that may get the best of you if you abuse him. This takes place on an Aluminum Stage, where it gives electric attacks a bonus. Ack. What can you do?! Simple enough... just plant a TreeBom and it'll turn into grass. This means your wood navi (if you have one) will regain 50 HP per turn, plus they'll be able to exploit the near-almighty Spice chip for their entertainment. It's either that, or your opponents will be doing tons of electric damage to you with their element bonus and stage bonus while preventing you from striking back with your buster attack. Be reasonable here.

Are you lost? OK, here's the gist of it: elec hates wood. TreeBoms can turn AlumiStage into GrassStage. Spice chips require a GrassStage. They will feast on the unworthy corpses of the electric navis.

//GOOD IDEAS

TreeBomb Series

There aren't many Wood chips out there, but the ones that exist rule. TreeBombs are neat. They damage all chips, and - get this - they turn metal stages into grass! Not only does turning the metal stage into grass take away one damage bonus electric navis get to use, but it enables another very fun wood chip...

Spice Series

These absolutely rule. High speed, never seems to miss, good HP, and the MB count isn't too bad. The bad news is that this \*only\* works on a grass

stage. This isn't a worry; if you have two TreeBomls up front and fill your second row with Spices and the rest with OMB chips, you're good to go. Higsby's likes to throw lots of these chips at you, it seems.

#### GrassStg

I've never seen a stage chip come out of Higsby's, ever. But if you manage to get one through special tourneys you've set up in ACDC Park with navi codes, by all means carry one if you don't have more than one TreeBoml.

#### ElecBall

If you don't have Woodman or wood chips in general, carry two. They'll fully absorb electric attacks, and proceed to do a lot more damage on the metal panels. Good stuff, here.

#### PanelGrab

The best possible deck you can use here will leave you with empty spaces. Have this fill the gaps. Recov10s or 30s may work too, but I find 10s better for their higher HP count.

#### Catcher

Just to pick up some electric chips, like, say, ElecSwrds and the like. Put one in as slot-in - if you set up your deck right, you won't need to use slot-ins anyway.

#### Woodman

High HP. Awesome buster that pierces guards in a game without WoodBalls. Wooden. This guy flattens all inferior electric navis. The MB is low, but if you've been using the other elemental navis, it's no different.

#### //BAD IDEAS

#### Iceman

Electric attacks do a lot more damage to aqua navis. The stage also makes electric attacks hit harder. It's a double-whammy! Don't whizz on the electric fence.

#### AquaBalls

They'll go pop in an instant. No foolin'.

-----

#### Taka

You've seen this kid ask you for a handful of chips throughout the MMBN series, and now he's ready to show you what he's been assembling based on your charity. It ain't much, heh heh. While he has the right idea, he won't go too far if you've come prepared with, say, Woodman, TreeBoms, and spices.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: AlumiStage

#### Program Deck:

Cannon		ZapRing1 (R)
	Cannon	
LilBomb	ZapRing1	
	HiCannon	NormNav2
LilBomb	Sonicwav	
	Cannon	
Cannon		Empty (L)

Battle Strategy: This fight may take awhile if you go with the Woodman strategy

I've been talking about, mostly because of the NormNav2's good HP, the fact he's not an electric navi, and the possibility of him using his ZapRing1 to stun you and thus prevent you from using Woodman's powerful buster for that turn. Past that, don't bother with defensive chips and opt for an all-out offense if you can muster a good one. If you didn't bring Woodman, using more electric chips would be a good idea so that you can abuse it where he barely does. Either way, I feel the best way to go is to abuse Woodman and the TreeBom/Spice combo; TreeBoms to turn the panels to grass, and Spice chips to make good use of said grass. Really easy no matter which way you go, as he can't do much to your chips aside from the LilBombs.

-----

Michael

What, no Johnson? I was looking forward to fighting him. Nonetheless, this look-alike (who may or may not have stolen your money back in the day) has brought a true electric navi and a host of swords to the table. You'll have to put up a fight if you don't want him to shut you up this early in the game. Are you thinking what I'm thinking? Oh, Woodman...!

Navi-E

Hit Points: 550  
Attack Power: 30  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit2  
Stage: AlumiStage

Program Deck:

MiniBomb		MagBomb1 (R)
	Sword	
LongSwrd	Satelit2	
	WideSword	Navi-E
LongSwrd	Satelit2	
	Sword	
MiniBomb		Cannon (L)

Battle Strategy: Simply put, if you don't have a very good chip-deleting deck ready to go, you're in trouble. Woodman can get you out of this fix with great ease if you use the right deck setup... yes, TreeBom/BadSpice combos. And these will seriously put on the hurt - not only will they take away his field advantage, but they do great damage and WILL destroy his swords in short order. Regardless, he's going to get some hits in with his Satelit2s, so make sure you have something in the back that can withstand more than 80 HP of damage. I can't think of a better idea besides this, as I'm very confident you can't get PanelOuts or AntiSwords this early in the game. Another reason to bring Woodman is in his buster; it'll beat you to the punch and stun you if you're using a normal navi, but in Woodman's case, he'll go first and the stun thing won't be an issue. Recov120 slot-ins are a must if you don't have Woodman. A very tough fight without the right preparations, no questions asked.

-----

Gen

This seemingly clumsy oaf brings to the battle your first glimpse of yet another iteration of a normal navi - v3. This one will prove to be the hardest yet, due to its high HP and its users' tendencies to bring chips with high HP.

That, and because it's not electric, it'll be a long fight. Ack. Well, hop to it.

#### NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: AlumiStage

#### Program Deck:

Recov50		Cannon	(R)
	LilBomb		
Empty		MagBomb2	
	CrosBomb	NormNav3	
Empty		MagBomb2	
	LilBomb		
Recov50		Empty	(L)

Battle Strategy: The worst thing about him is that he does an OK job of deleting your chips while hanging in there, as he has MagBomb2s in front that can and will stun you, preventing you from using your buster. Once again, Woodman is by far your best choice as far as killing his chips go. By turning the stage to grass with TreeBoms, you take a little edge off the MagBomb2s while giving you the ability to, yes, throw Spices everywhere in the middle column. You'll likely delete his Recov50s in short order if he draws them, and he has no fire chips (this time) to stop you from automatically getting back 50 HP. If not Woodman, his ability to lock you down with MagBombs will be your big problem; Candlels will counteract this if you put them in the back. They're guaranteed to last for at least two rounds (if you keep drawing the same one in the back) and let you use your good ol' buster. Both methods will take a while for NormNav3's good HP and lack of elemental affinity, so be wary and keep a Recov120 on hand as slot-in.

-----

#### Count Zap

The pressing question - he's got a nice, shockingly balanced array of damage-dealing and disabling chips. You've (hopefully) got wooden things up the wazoo and a very one-track mind towards offense as well as this guide. The question? Can YOU handle one hundred thousand volts? Your response? Is he willing to wager his awesome suit on his answer? We'll see.

#### Elecman

Hit Points: 450  
Attack Power: 20  
Buster Notes: Damages chips.  
Element: Elec  
Primary Chip: ElecSword  
Stage: AlumiStage

#### Program Deck:

Empty		Recov50	(R)
	ElecSword		
ZapRing1		DoubNd1	
	MagBomb2	Elecman	

ZapRing1                   DoubNdl  
          ElecSwrd  
Empty                       Remobit1 (L) (I'm not 100% sure of this)

Battle Strategy: Once again, Woodman and a TreeBom/Spice deck is the very easy way out. ElecBalls will work too, as his only non-electric attack would be his DoubNdls up front. But, I'm going the Woodman route and you ought to as well. Now, as you recall by now, tossing a TreeBom on an electric stage turns it into grass. This takes away the damage bonus Elecman would've had otherwise. Follow it up with Spice chips and boy oh boy, will he be dying fast due to his very low HP. Unless he pulls the ElecSwrd, your chips aren't in danger of deletion; besides, they'll likely get deleted first round if you work fast enough. Not too hard if you use either strategy, but it's a real uphill battle if you don't. Recov120 as slot-in is very helpful for an emergency.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Elecman  
Unlocked: C-Class  
Unlock Area: Open Battle  
Open Battle: Yumland  
Unlocked Shop: Sunset (500z for 1 chip, 5000z for 10, OK chance for rares)  
Slot-In Memory +10MB (30MB total)

Having completed all the tourneys by now (if you went by our order, or if you played the tournaments in the order they were listed), D-Class is out of the way. Next up, C-Class! Scary? It shouldn't be, with a whole new shop in which to nab rare chips from for a somewhat steeper price of 500z per chip (5000z for a ten pack). Things are going to get harder from here on out as the tourneys become longer. This means that you'll need to start thinking of a central strategy for each tournament, and sub-strategies for when you encounter an opponent that can counter it. Feel free to keep playing this tourney for cash and more electric chips.

As for your new navi, Elecman, you may feel that you should've gotten Count Zap's suit instead. Nah, Elecman's not too bad. He's got 50 less HP than Iceman and Fireman for an equal amount of MB, but he's your first full-fledged electric navi and you'll find him of some use not too long from now. His buster attacks all chips for weak damage instead of piercing guards, so if you use him, you may want to work a deck around chip destroying... much like Woodman. Kick back, save your game, take a break, whatever. Then, when you're ready, advance to the C class.

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-----  
6c)    Class-C Tournaments

- Quick Tournament  
  Entry Fee: 1000z  
  Prize Fund: 4000z  
  Navi Core: QuickMan

- Block Tournament  
  Entry Fee: 1000z  
  Prize Fund: 4000z

Navi Core: SkullMan

- Cliff Tournament

Entry Fee: 1000z

Prize Fund: 4000z

Navi Core: AirMan

Quick, Robin, to the Lan Cave so we can state the obvious! For your class promotion, you'll gain more Slot-In space, a new Open Battle area, and a new shop of Higsby's called Sunset; it's more expensive, but you have a greater chance of receiving rare chips for use! If you've overindulged at Higsby's, there won't be too many new chips otherwise, but it's worth investing in a couple 10-packs for a chance at the rare chips. Playing the D-Class tourneys a couple of times will get you enough for maybe two or more ten-packs - get them! They'll help. I got two AntiDmg chips early on in the same pack. Sweet stuff.

The main challenge in the C class would be not only the slight tactical adjustments you'll have to make to your mostly-offensive gameplans from the past, but to also accomodate the longer tourneys as well. The Quick tourney has poison panels that'll slowly drain you of you and your chips' health, the Block tournament is full of navis that would rather do some AWP camping if this were a game of Counterstrike and thus play with very defensive chips, and the Cliff tourney locks out all use of close-range attacks (swords, fists, etc.). The time's come to decide on central strategies for each, as well as leaving enough room to vary on these strategies in the case an elemental navi comes up - especially one that counters another you're using. Don't worry, I'll warn you about that. Things will get tougher from here, so be ready.

My first pick is the Block tourney, mostly because I like Woodman's damage bonus with TreeBoms, and they're great for taking down any Guard chips on hand before they can be put up. All the collected elemental navis except Elecman have piercing buster attacks that'll punch through guard chips, but I pick Woodman because his buster hits harder and his HP is higher.

I took down the tourneys in this order: Block, Quick, Cliff.

---

```
/-----6C-1---\  
|Quick Tournament |  
| Location: Subway |  
| Special Rules: Poison Stage |  
| |  
|Opponents: |  
|1) Takahiro [NormNav2] |  
|2) Yoshio [NormNav3] |  
|3) Mr. Match (MMBN1)[FireMan] |  
|4) Higsby [NumbrMan] |  
|5) Kai [TurboMan] |  
|6) Dave [QuickMan] |  
\-----/
```

Your second misadventure will take you to the strangely-named Quick tournament, although the conditions present will want you to make a deck focused around speed. Cool your jets, there. Poison panels will do small damage to both navis and their chips each turn, but it's no big deal as long as your chips hold enough HP to survive at least two rounds of this and enemy attack. This also makes chip-deleting decks a bit more effective (Woodman, I'm looking at you). Skullman from the Block tourney has the highest HP of likely any navi you've

got so far, with a powerful buster and MB capacity that's 20MB lower than Megaman's, but still high enough to be flexible. Either one will likely be your main star for this tourney.

Note that Fireman's lurking about here, being the ornery oven-exploding navi he is - and this time he's a pretty nasty bugger who just may very well finally get his revenge after all this time. There's also another non-elemental navi who uses some fire, so counters to both will help.

Yai suggests that counter-type chips (CrsShlds and such) will be a huge help. I'd have to agree, but they aren't 100% necessary. If you use Megaman, you'll have enough MB to get away with two CrsShld3s up front, three Ratton2s in the center, and four panelgrabs in the back; a pretty good setup for most of the tourney. CrsShld3s can be gotten off of Skullman in the Block tournament; use a Catcher for a better chance at one.

//GOOD IDEAS

Ratton series

This is where they shine. They're accurate, have enough HP to last a while in the poison, and do decent damage to the last chip selected.

MiniBomb series

Also good. Durable, and damages all chips. Pretty nice if you're hinging on a chip-killing strategy without using Woodman.

MagBomb series

See above, but trade some HP for the ability to stun an opponent and prevent them from using their buster. Not a bad idea.

Yo-Yo series

If you can spare the MB - a good compromise of damage and accuracy at the cost of having somewhat iffy HP.

PoisMask

Not bad; does damage to all chips with every hit and protects you from most forms of damage here.

Curse Shield series

High HP, good counter damage, pretty handy... but watch the MB count! CrsShld1s are sufficient, but if you can spare the MB, give any CrsShld3s you may have gotten at the Block tourney a whirl too! Megaman's high MB capacity allows him to put two CrsShld3s up front with three Ratton2s in the center and four Panelgrabs in the back with 10 MB left over.

TimeBomb series

Maybe use one for slot-in to amplify the poison. Chances are it won't last very long due to low-ish HP though.

Panelgrabs

To fill the blanks. You're likely to have blanks. The poison makes keeping chips alive hard enough already, don't leave your main offense open!

Recoveries

As slot-ins \*only\*. Most of the good ones have too little HP to be of any service, especially due to the poison. A single Recov120 goes a long way.

Catcher

For slot-in. You know, to pick up some free chips. I don't see any real noteworthy ones you could want aside from maybe FstGauge in the finals, though.

Iceman and Aqua Chips of your Choosing

Fireman's \*nasty\* here. Be nastier and hose him down with aqua chips and Iceman himself.

Woodman and Lots of TreeBoms

An overall strong choice outside of one or two fights for his

efficiency in deleting chips while maintaining a high HP count and a strong buster.

Skullman (Block tourney) or Airman (Cliff tourney)

Both are good; Skullman is tough and does a LOT of damage with his buster while maintaining a good MB capacity. Airman fares less well, but he has 10 more MB than Woodman and his native attack, while slightly inaccurate, wrecks chips. Chances are you won't have Airman at this point if you go with my order, though.

//BAD IDEAS

Any chip with low HP. Examples being: Swords, Shotguns, Guards, etc. You \*need\* chips that can last an extra, extra long time and won't die in two turns flat. There's also one fight that will give Woodman lovers (me) a very hair-raising experience, so prepare for that too.

-----

Takahiro

You knew there had to be retribution somewhere along the line for all the free subway rides you procured throughout the games. Since he's your first opponent here, fortunately, you're probably more than aware that he'll be a walk in the park.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Poison Stage

Program Deck:

Cannon		Shockwav (R)
	Cannon	
HiCannon	DoubNdl	
	DoubNdl	NormNav2
HiCannon	DoubNdl	
	Cannon	
Cannon		Empty (L)

Battle Strategy: His strategy is based on raw damage and little else. He does it somewhat well, with a max potential damage of 210 per turn. Whoa no! He's also able of bypassing almost every defensive chip with his Shockwave slot in. Can you dig it?! Well, yeah, you can. It's not a big deal. I suggest you go at him with an elemental navi (likely Iceman) and stick stuff like BubCrosses and AquaSwrds on him; the latter may be preferable since normnavs can't dodge too well. It's not as hard as it sounds, but if it getso ut of hand, have a Recov for slot in (preferably 120). This is pretty simple stuff, especially if you manage to delete his HiCannons and maybe a few DoubNdls in the process to shave off his damage potential; he can't touch your chips in any shape or form. That's the job of the poison panels, which shouldn't weigh you down that much if you work fast.

-----

Yoshio

I can tell this guy's from ACDC Town. Why? He's going off on basic knowledge of

the game to a complete stranger, that's why. It's an ACDC-honored tradition! Irregardless, he fights a lot like the first battle, only now he might actually do something to your chips at the cost of overall damage potential.

#### NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Poison Stage

#### Program Deck:

Empty		Whirlpl	(R)
	Atk+20		
Cannon		DoubNdl	
	CrosBomb		NormNav3
Cannon		DoubNdl	
	Atk+10		
Empty		CrosBomb	(L)

Battle Strategy: He's even easier than the first battle, mostly due to the empty spaces in the back and the fact his only true way of dealing big damage is in an Atk+something into a Cannon. Even though this navi's got more HP, you can use the exact same strategy as before. Once a Cannon is deleted, he's basically in peril. As for the Atk+20, if it's drawn for two turns, the poison will take care of it. It's easy to win by simply focusing on raw damage here, so why not get away with it while you can? Iceman, if you have him (you should) speeds it up.

-----

#### Mr. Match (Episode 1)

Normally, Mr. Match would simply bring in a new navi after his current one gets its butt kicked. This time around he's decided to give his first born child a second chance, and he certainly seems more than thankful of it. Go on. Help him let Mr. Match down.

#### Fireman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces guards.  
Element: Heat  
Primary Chip: FireSwrd  
Stage: Poison Stage

#### Program Deck:

HeatShot		Recov50	(R)
	Heat-V		
HeatShot		FireSwrd	
	HeatCros		FireMan
HeatShot		FireSwrd	
	Heat-V		
HeatShot		FireBlde	(L)

Battle Strategy: Fireman is not playing around here. He'll make EXTREMELY short work of you if you don't come prepared. True to the tourney's namesake,

it's all about speed. Got Iceman? Good going. Skip HeatBalls; the big problem here, the FireSwrds, will go before them and often will pop the buggers. I suggest you go all-offense (again) with AquaSwrds, BubCrosses, and PanelGrabs to fill any gaps in the back (due to the middle and back row being primed for hitting your last selected chip). Fireman and Iceman have equal HP, but Iceman dodges more and the element interactions will give him a damage boost. Still, it's not uncommon for Fireman to get a lucky shot and kill some of your main offense with the FireSword. Bring a Recov (120 I suggest) for backup healing, since sometimes you're gonna need it! Even if you don't have an Aqua navi, you'll want aqua chips, period. If you're antsy about AquaSwrds missing, just go full BubCross for best effect.

-----

Higsby

Higsby knows Yum-Fu. Yum-Fu's teachings do not seem to include having a clear mind prior to approaching interesting situations, as Higsby screwed it up again. Without the Prism, he just has an all-around and unimpressive deck that balances damage and chip deletion. Don't forget how good his buster is at doing just that!

NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism (Still MIA...)  
Stage: Poison Stage

Program Deck:

Empty		Empty	(R)
	Bubbler		
LilBomb		TripNdl	
	TrplNdl		NumbrMan
LilBomb		TripNdl	
	HeatShot		
Empty		Empty	(L)

Battle Strategy: I already mentioned the buster, so let's not bring that back up; you can counter that using MagBombs or ZapRings if you so choose to, but I don't see it as necessary. The amount of damage he can do per turn is glancing (between 150-200 per turn max), but his low HP means that as long as you make your chips count on the first round, you'll probably wreck him good. In fact, you could use the same deck as you did versus Fireman and still come out on top; just don't count on deleting too many of his chips if he keeps getting the LilBomb at the end, since those have a lot of HP. Happy number crunching! I mean, sure, you'll likely lose some chips due to the buster and the poison, but that's really the only problem you'll have here.

-----

Kai

At long last, a semifinals showdown between Lan and his foremost stalker! The kid's brought along an annoying but not entirely useful deck that would be far more appropriate for the D class. Don't let your guard down, for he almost has a winning strategy here.

Turboman

Hit Points: 550  
Attack Power: 20  
Buster Notes: Heat-Element, Damages All Chips  
Element: Neutral  
Primary Chip: Burner  
Stage: Poison Stage

Program Deck:

WideSwrd		HeatShot (R)
	Recov120	
Empty	Cannon	
	Burner	TurboMan
Empty	Cannon	
	Recov120	
WideSwrd		Bubbler (L)

Battle Strategy: The guy can't do much damage to you per turn, and he has two empty spaces behind his best chip-deleting tool, almost guaranteeing all your chips take 80 damage for the turn (Burner + buster + poison). If he doesn't select THAT, he's going to recover 120 of his 550 HP instead. What do you do? Oh, come on, it's simple - if you brought Woodman, put TreeBomls in your first two rows and they'll destroy the Recov120s before they can even be pulled. If not, Iceman's still as good a bet as ever if you focus on doing simple damage (again). Recov80s aren't a bad call if you can't uphold this strategy; 120s are too fragile for normal consumption but perfect for slotting-in. The WideSwrds are negligible at best because of where they're located, as are the slot-ins.

-----

Dave

Last time you saw him, he stood around and let you unravel his almost clever plan back at Okuden in MMBN2. Sadly he's gotten some IQ points from his time in jail and didn't leave his deck as empty as I was expecting him to. Quickman didn't need anything to make himself any more annoying, and look what happened. Gah! You'll likely get by on virtue of his half-baked deck as long as you keep in mind that his evasion rate is sky high - higher than Ring, Roll, and Iceman before him.

Quickman

Hit Points: 450  
Attack Power: 30  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: FstGauge  
Stage: Poison Stage

Program Deck:

Empty		CrosBomb (R)
	DoubNdl	
DoubNdl	TripNdl	
	FstGauge	Quickman
DoubNdl	TripNdl	
	DoubNdl	
Empty		Yo-Yo1 (L)

Battle Strategy: Accuracy is everything against this guy and his S-rank

accuracy; this means he dodges lots, but not as much as I was anticipating before. Assuming you have Iceman, load up on BubCross chips; they'll destroy each DoubNdl in a single hit, and their S-rank accuracy sees to it that it doesn't miss. Rattons are good in this respect, too, although they don't do quite as much damage. Put Panelgrabs in the back - while they're intended to simply take some abuse from the poison and Quickman's pretty good buster, they also chip at his evade rate a little so that your own buster just may hit. If Quickman hits his FstGauge, don't worry too much; his slot-ins are nothing special, although the CrosBomb, coupled with the buster and poison, will probably destroy the back-most chip (again, Panelgrabs are your best bet). Aside from that, Quickman can't do much to your chips, so stick a Recov in there somewhere if you can't abide by this strategy all too well. Counter chips shine here as well because of it, as does a deck centered around chip deletion. Have a Recov120 for slot-in and all will be well.

-----

Tournament Prize:  
4000 Zenny  
Navi Core: Quickman

While this is likely the easiest of the tourneys to deal with in the C-Class, I find that Skullman has a higher amount of fandom than Quickman, but both are pretty awesome. Nonetheless, keep playing the tourney for more cash and free chips. FstGauge is okay, Burner's pretty decent (although you could've gotten them earlier off of the DenCity Open Battle). Make sure to have a catcher in your slot-in space! Once you're ready, gear on up for the grand tour of the Cliff tournament.

Quickman is almost completely superior to Megaman save for HP and MB capacity. If you liked Megaman over Skullman, you might opt for Quickman instead - his buster hits harder (even harder with a Navi+ somewhere), his evade is two grades higher, and he only has 20 less MB than Megaman, meaning he's pretty flexible. MG and I are in agreement that Dave is stupid. His navi is not. Abuse him well.

---

```
/-----6C-2---\  
|Block Tournament      |  
|  Location: Netopia Slums  |  
|  Special Rules: None    |  
|                          |  
|Opponents:            |  
|1) Tom                 [NormNav2] |  
|2) Sal                 [WoodMan]  |  
|3) Larry               [NormNav3] |  
|4) Count Zap          [ElecMan]   |  
|5) Mayl                [Roll]    |  
|6) Miyuki             [SkullMan]  |  
\-----/
```

I believe this should be your first stop for the C-Classes. A lot of people seem to really like Skullman, plus you can win some very useful chips for the Quick tournament here. So, why not? Anyway, the theme of this tournament is in defensive chips. Remember what we did with things like RockCubes, Guards, and Aqua/Heat/ElecBall chips? Yep, now they've picked up on the idea themselves! While most of them aren't terribly intelligent about it, your deck should center around things that can destroy things like Guards with fair ease, but

don't let that stop you from trying a defensive strategy of your own. Refer to the Good Ideas/Bad Ideas list for a general idea of what'll work and what won't.

Ironically, because of the way Guard chips work, most attacks that would "pierce" (Shockwaves) or "break" (fists and such) aren't really of much use in most of the matches, but don't ignore them! ColdPnch is clearly the best chip for the job here, but there's other workarounds to the chaos-inducing wonder that is the Guard chip.

Before we move on to the list, an important tip! If the enemy's dedicated their first two slots to defense, why not play their game and make something that would block the rest of their deck? There's at least one round here where such a strategy pays off. This *\*is\** a strategy game, heh.

//GOOD IDEAS

MiniBomb Series

Helpful against those using Guard chips; if they're in the front row, these *\*will\** come out before Guards, and they demolish them too. They also damage all chips, which isn't bad. There's better, but this is good in a pinch.

Shockwave Series

Good damage, good accuracy, and it pierces most defensive chips too! It can't go over holes, but that's a non-factor... for now.

Fist series / GutPunch / ColdPnch -

Also breaks lots of defensive chips. ColdPunches are most helpful because of their elemental affinity, meaning Guard chips can't stop them.

Wrecker / CannBall -

Also not bad, but like the above, they'll get stopped by Guards. They smash a lot of other things, though. Unlike the above two suggestions, these go over holes. You'll want to remember that for much later.

MagBomb series / ZapRing series -

They stun, and two competitors have some really nasty busters. ZapRings are a bit more accurate but take a lot of MB without being able to take much punishment (unless you use ZapRing1). MagBombs may miss, but are pretty economical and damage all chips. In fact, if you have them, you should use them over the MiniBomb series for sure.

Guard

Don't ignore these. These can be very helpful by themselves, too! Bring two! Keep buying stuff at Higsby's or Sunset until you have two.

Panelgrabs

Great gap filler, as always. This has the most HP of the 0 MB chips, and chances are you'll want to base your deck around the most powerful chips you can get anyway.

Catcher

Skullman has CrsShld3s. They are fun. Get them! Some extra cash along the way from an increased Buster level helps, too.

Recoveries

You should at least have a Recov120 ready for slot-in, just in case.

Iceman

A maybe, if you decide to take advantage of ColdPnch's elemental bonus. Watch out for round 4, though.

Fireman and Heat chips in general -

Woodman's back. 'nuff said.

Woodman and TreeBoms too -

Didn't you see Zap's suit? Elecman's here too! If you're low on deck space, though, two ElecBalls will suffice in a wood deck's place, but Woodman's awesome; I'd suggest using him and a TreeBom1/2 deck even if Elecman weren't here, plus his buster pierces (good), is elemental (better), and does a LOT of damage (winnah!).

//BAD IDEAS

I can't think of anything that's \*really\* bad, but beware if your main deck centers around Iceman or Elecman! Oh, and unless you have a GrassStg, don't bring Spice chips here either. The same can be said for every other tourney in the C-Class, actually.

-----

Tom

Jim, is that you?! ...No? It's not?! Well, take heart, MMBN2 players. Wether or not he's trully Jim, he at least is using both of the Guard \* chips you gave him way back in the day, in addition to a strong cannon-based offense he probably got off of Dex.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

Program Deck:

Empty		Barrier (R)
	HiCannon	
Guard	M-Cannon	
	Empty	NormNav2
Guard	M-Cannon	
	HiCannon	
Empty		HiCannon (L)

Battle Strategy: For a first-round competitor, Tom puts up a good fight. Note that his guard chips are in the back, meaning they're only in a position to deflect your buster attack; you can counter this by putting good hit-all chips up front (MiniBomb series or TreeBomls should do the trick, as will any of the Shotgun series and its elemental cousins). This way it gets deleted long before it can be used, due to its 10 HP. Now, for his cannons, yes, they hurt. Putting two Guards up front yourself won't stop the M-Cannons, but having a Recov120 in the center could alleviate this just as well, as he can't attack your chips. You also get a break in that his center space is empty and that if you followed my directions, his back row stuff won't do him any good; capitalize on that. An elemental navi's best for raw damage here; I'm assuming you brought Fireman and Woodman. Woodman's tougher, but Fireman can do a lot more base damage. The Barrier slot-in will likely come in too late into play to make any sort of difference for him, but keep a Recov on hand for that just in case. A simple but interesting warmup; if you have trouble here, go buy more 10 packs at Sunset!

-----

Sal

Sal makes her return by spouting things she's been repeating back in MMBN1. Woodman throws aside the theme of the tournament to try and get medieval on your buttocks with a simple and effective chip-busting deck. Got a match? I sure hope you do.

Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces defense  
Element: Wood  
Primary Chip: TreeBom3  
Stage: Normal Panels

Program Deck:

Whirlpl		LeafShld (R)
	TreeBom1	
Quake1	LilBomb	
	TreeBom3	Woodman
Quake1	LilBomb	
	TreeBom1	
Whirlpl		TreeBom3 (L)

Battle Strategy: Fireman's who you want to take this guy on. Since he's using no guard chips, just focus on raw damage above all. FireSwrds and HeatCros chips will do him in pretty quickly (line up gaps with Panelgrabs to help ensure your buster hits). Chances are you'll lose a few chips in the battle, but with some luck you'll do enough damage for it to not really matter in the end. It's just another case of element disadvantages winning (or losing) the day.

-----

Larry

This Netopian dude is the first one to actually get a clue of what the tournament theme is, and as such he's put up a pretty servicable deck whose main strategy gets foiled entirely by itself. Doesn't make sense to you? Go on, read the battle strategy. I won't tell anybody you did.

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Normal Panels

Program Deck:

MiniBomb		RockCube (R)
	Quake2	
CrosBomb	Guard	
	Quake2	NormNav3
CrosBomb	Guard	
	Quake2	
MiniBomb		Empty (L)

Battle Strategy: Guard chips reflect everything that's non-elemental. His whole deck is non-elemental. See where I'm at? If you put two Guard chips up front yourself, you're completely invincible to his onslaught. If you don't have those, then put MiniBombs or MagBombs up front; they'll go before his Guard chips and delete them. In case they miss, make the rest of your deck elemental; you'll need elemental chips to bust Guards otherwise. I'm assuming you brought Woodman and Fireman, so use one of them and like-element chips; I'd suggest

Woodman simply because he has more HP and his buster hurts more while doing good damage to all chips with TreeBoms, but Fireman's far better at dealing raw damage. Either way, keep in mind that at most, this guy can do 90 damage to you if you disable his Guards; it's not too hard to come up with a winning deck off of that. The RockCube isn't worth much; it soaks a ton of damage, but the navi's low damage potential can't take advantage of it.

-----

#### Count Zap

Larry and Count Zap likely both discussed their plans for the tourney ahead of time - put two Guard chips up front, kick back, and relax. Little does he know that with two ElecBalls, you're going to be the one doing just that.

#### ElecMan

Hit Points: 450  
Attack Power: 20  
Buster Notes: Damages chips.  
Element: Elec  
Primary Chip: ElecSword  
Stage: Normal Panels

#### Program Deck:

ElecSword	Guard	(R)
Atk+10		
ZapRing1	Guard	
ZapRing2	Elecman	
ZapRing1	Guard	
Atk+10		
ElecSword	Recov50	(L)

Battle Strategy: There are two easy ways out. The first one is to use two ElecBalls up front and make the rest of your deck elemental in some way to destroy his Guards; since his whole offense is electric and Guards don't attack when they're first used, you're basically invincible. The other easy way is to lug around Woodman and lots of TreeBoms (five of those and four panelgrabs do the trick). If you can't fulfill either one, you may be in trouble; your buster will fall victim to his ZapRings, but fortunately his main source of damage (ElecSwords) aren't drawn too often. Your only chance here would be to use high elemental damage of some kind that isn't aqua-based, and even then you could be in trouble. Otherwise, he's a cinch.

-----

#### Mayl

Mayl just won't give up. You'll have noticed how defensive she is, and how good at it she can be if you aren't offensive enough (swearing doesn't count). Her offense is so-so, but with two strong recoveries up front and a powerful buster as always, she's gonna be doing a little role reversal.

#### Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30  
Stage: IceStage

Program Deck:

```
Recov10                Barrier (R)
    LilBomb
LilBomb                Recov120
    ZapRing1           Roll
LilBomb                Recov120
    WideSwrd
Recov30                Recov50 (L)
```

Battle Strategy: The best way to get rid of those Recov120s is to have Woodman and two TreeBom1s up front; they'll do just enough damage to destroy them. In fact, the same Woodman deck you used before should work here (ElecBalls included since there's no immediate danger of it popping). Normal Guards won't work because of her high chance of getting a ZapRing, plus if you put it anywhere other than up front, her LilBombs may destroy it. If you got a MagBomb or two, use them to stop her buster if you're worried about it (you should be, but it's not necessary). Going all-offensive is probably the best overall battle plan; TreeBoms are a near-necessity even without Woodman. Any of the S-accuracy chips (Shotguns/Bubblers/Heatshots/Rattons) are peachy, too. However, what she has in the back and middle is pretty tough to crack, so your faith is better placed in hit-all chips. Counter chips could work, too. There's a few ways you can approach this one overall, but few of them are really all that easy. Wether or not she uses her slot-ins, this fight may go to five turns or longer. Elemental navis speed this up a bit.

-----

Miyuki

The creepy antique shop owner from your first misadventure's back for more, and Skullman's even more pumped up than he was back in the day. The deck strikes a decent balance of defense, chip killing, and raw damage on Skullman's end while holding enough HP and decent evasion. You'll just have to do it better.

SkullMan

```
Hit Points: 650
Attack Power: 80
Buster Notes: None.
Element: Neutral
Primary Chip: CrsShld3
Stage: Normal Panels
```

Program Deck:

```
CrsShld3                Guard (R)
    HeatShot
Whirlpl                MiniBomb
    TreeBom1           SkullMan
Whirlpl                MiniBomb
    Bubbler
CrsShld3                Empty (L)
```

Battle Strategy: I highly suggest an elemental navi; Fireman and Woodman are both in your folder, yes? Skullman does have a chip that counters their elements, but it's no biggie. Woodman's higher HP allows him to hang in there with a good chip-deleting deck (TreeBom1s), while Fireman has lower HP but can do a helluva lot more damage. Either way, make sure your navi of choice has a

buster that can pierce or break guards (the CrsShld3s), which is something both Fireman and Woodman can do. As for your deck... Guards will do you no good, as the MiniBomb chips up front will kill them. Recoveries aren't too bad an idea, but you want to steamroll this guy. If you're using Fireman, do the FireSwrd/Blde/HeatCros thang and hope for the best (FireSwrds are probably better in terms of accuracy). For Woodman, TreeBomls. Use Panelgrabs for both to fill up gaps. Putting in a MagBomb or ZapRing somewhere can help too, but the latter eats up MB. Both, hwoever, stun - this stops Skullman's greatest source of damage, his buster. If you're using Megaman or a non-element navi of some kind, just remember to have elemental chips of some kind in there in case the Guard gets slotted in. You're in for a nasty fight nonetheless, but it's very winnable if you can work around Skullman's generalized but unspecialized setup... and his really high HP cushion for mistakes.

-----

Tournament Prize:

4000 Zenny

Navi Core: Skullman

Your first encounter with the C-Class kind is over with. Congrats! Now, if you haven't before, keep going through here with a Catcher in your deck; you'll make plenty of cash along the way. You should be able to average 4600-4800z per play in due time, in addition to snatching fun chips like CrsShld3s or TreeBom3s. Your next target will be the Quick tournament; the CrsShld3s will be a pretty good help to your game, so keep playing until you get at least two if possible.

Skullman's a favorite of a lot of people. Very high HP, good chip capacity, great buster damage, looks really cool, things like that. As far as non-element navis go, he's one of the best you can get. People have reported many times that they cleared a lot of the remaining game using him, so maybe you'll find a way to with him as well. That's why I suggested you come here first, natch. Give him a spin at least once.

---

```
/-----6C-3---\  
|Cliff Tournament      |  
|  Location: NAL Airplane  |  
|  Special Rules: Holes    |  
|                          |  
|Opponents:            |  
|1) Miho                [NormNav2] |  
|2) Mary                 [Ring]    |  
|3) Sara                 [NormNav3] |  
|4) Takashi              [NormNav4] |  
|5) Raoul                [ThunMan]  |  
|6) Arashi               [AirMan]   |  
\-----/
```

Your final scratching post of the hopefully turbulence-free C-Class up to this point is the Cliff tourney. Why is it called the Cliff tournament? Note the holes. What doesn't go on holes? You. You can't use melee attacks of ANY kind with holes present (swords, fists), or any attack that goes along the ground either (Shockwaves, Rattons). Luckily for you, this is a lot easier than I'm making it out to be; I'm only suggesting you do it last because I feel the navi you'll win here isn't as useful as the other two. Any elemental navi you have is your best bet for the tourney, as are Quickman or Skullman if you got them

before coming here like I suggested, take your pick.

Oh yes, elemental navis? One electric. Lucky for all of us involved, TreeBoms still work wonders and make lots of decks into blunders. Heh, really now, why fret over this? There is one opponent who uses a lot of HeatCros chips, so be careful.

So, what kind of chips should you bring? If it's a projectile of some kind, it'll work. Yo-Yos, cannons, bombs, shotgun series and the elemental equivalents, treebombs, things like that. Think you can get away with swords? Well, yes, you can, if you have a Repair. But let's leave the education to the first match, shall we?

//GOOD IDEAS

Yo-Yo Series

Goes without saying. Good damage and OK accuracy and HP.

Cannon Series

Not quite as useful, but can fill out a deck in a pinch.

Shotgun Series

Also not the best choice, this one due to lower HP and the fact you have more damaging available at this point in the game... but it can do if you must. S accuracy helps.

HeatShot / Bubbler Series

Both are useful if you want to go at it with either Fireman or Iceman (watch out for Thunderman if you do the latter); you should have five HeatCros or BubCross shields to go with Panelgrabs by now.

MiniBomb Series

If you want to do some raw chip deletion while having good HP. Mind the accuracy.

MagBomb Series

If you want to do some raw chip deletion while disabling the enemy's buster, at the price of HP. The world is give and take. Also mind the accuracy.

Panelgrabs

Aside from the fact that they're OMB, there's one fight where a guy can consistently do 120 damage to your back-most chip. Panelgrabs can take up to 120 damage. Play it safe here, not stupid.

HeatBalls

May prove to be useful in that one battle I'm alluding to. Very useful for it, indeed.

ElecBalls

Have small uses in two battles, so don't ignore them. It's not a life or death thing in either case, though.

Shadow Series

Just dirty, if you can get your hands on one or two from Sunset. They can only be hurt by swords. There's holes here preventing them from happening. Sure, the holes will likely prevent a counterattack, but it makes you invincible if you can spare the MB.

Recoveries

Again, probably best as a slot-in. Recov120 will do the trick, but if you've got better, put it in!

Catcher

To pick up some more chips. Again, put it in Slot-In. Airman carries a couple of fun chips, and there's nothing wrong with getting a bit more money.

Woodman and TreeBoms

There's one electric navi present. He's no big deal, but Woodman's usual tricks will work in full here (minus Spices anyway). Watch out for Round 4's battle, though.

Quickman (Quick tourney) or Skullman (Block tourney)

Both have their uses. Quickman's high evasion rate makes him frustrating to hit while having decent space for chips and a good chip-deleting buster (30x2 damage), while Skullman has very high HP and a pretty strong and accurate buster that can't do anything to chips, but good MB capacity nonetheless. I think Skullman's a little better for the 650 HP alone.

//BAD IDEAS

Too many to list. Well, I can sum it up: swords, rattons, shockwaves, punches, etc... anything that scoots along the ground or requires you to get up close and personal isn't going to do a thing for you unless you bring along a Repair chip.

-----

Miho

This must be some kind of cruel joke... well, not on you, anyway. Rather this handy little battle here serves as a simple reminder with a very simple solution.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: HiCannon  
Stage: Holes

Program Deck:

HiCannon		Repair	(R)
FireBlde			
HiCannon	Sword		
AquaBlde		NormNav2	
HiCannon	Sword		
ElecBlde			
HiCannon		Empty	(L)

Battle Strategy: What's the simple solution? \*DON'T USE SWORDS.\* Now, if you were stupid and ignored that prior to coming here, this battle'll show you what for, as both you and the opponent clumsily report to one another that you can't cross the gaps and attack with your compensating slicey toys. Otherwise, this is almost a guaranteed win - yo-yos, cannons, whatever. As long as your deck is full of stuff that thinks outside of the gap (couldn't resist, sorry), you're cool. For now. This navi carries a lot of Blade chips, and you're sure to pick up one of them at the end of the battle. By the time the operator can use the Repair chip, it'll likely be too late.

-----

Mary

Phase two of the "get used to not using swords" training exercise pits you against Mary. Her last deck was almost clever, but here she's reverted back to an easy setup coupled with Ring's natural slipperiness and Mary's still-going hatred of all that is slot-in chips.

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Holes

Program Deck:

Shotgun		Jealousy (R)
	MiniBomb	
Heat-V	HiCannon	
	LilBomb	Ring
Bub-V	HiCannon	
	MiniBomb	
Shotgun	Guard	(L)

Battle Strategy: Not too hard at all, mostly because of the grade of the chips Ring is using. Her middle row has high-HP chips that are near-impossible to break, but her back row is just asking for deletion; Shotguns have low HP, and the Heat-V and Bub-V aren't that much higher. It's extremely easy to outdamage her otherwise, just remember that if you intend on using a slot-in, do it around the 50% mark or else Mary will take that option away. Yo-Yos and Satelitls are likely your best chips for fighting Ring, but having an elemental navi that can use powered-up HeatShot/Bubbler series chips can work too; those chips have S accuracy and thus Ring can't dodge them. You'll want elemental stuff in case she gets out the Guard chip anyway, so why not? Woodman's a good call if you brought him for a later match. Still, this battle is easy just for the weak chips Ring brings, but make sure what you have in the back can take some punishment, just in case (Panelgrabs are good).

-----

Sara

Now we're really getting started. This particular participant's got a very well-balanced deck, elementally speaking. The strategy is obviously focused on chip deletion. What's your order?

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Holes

Program Deck:

CrosBomb		Recov50 (R)
	TreeBom2	
Recov50	BubCross	
	CrossGun	NormNav3
Recov50	BubCross	
	MagBomb2	
CrosBomb	Empty	(L)

Battle Strategy: Count out any element Balls (all of them have counters here), and especially count out Fireman because of her BubCross chips up front. Due to the focus on chip killing, you'll want to keep tough chips in the back; I

suggest Panelgrabs again. Now, since this navi has 600 HP, you've got quite a bit of work to do. High damage is your best bet. Accuracy practically isn't a worry since all NormNavs have crap dodge rates, so M-Cannons ahoy! Build your deck for deletion speed and little else; you may lose some of your chips in the process, but you'll come out on top with luck. Beware the MagBomb2 and its ability to disable your buster. It's not too hard at all, just a little annoying.

-----

Takashi

The world's laziest airplane pilot (remember MMBN2?) is no slouch when it comes to netbattling, but he's lazy enough to leave a few spaces blank. As for the spaces he didn't, hoo boy, are your chips in the back in trouble! With 650 HP, this one's a toughy to take down.

NormNav4

Hit Points: 650  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: TripNdl (Yeah right.)  
Stage: Holes

Program Deck:

HeatCros		BubCross (R)
	HeatCros	
HeatCros	HeatCros	
	CrossGun	NormNav4
Guard	TripNdl	
	Empty	
Empty		TripNdl (L)

Battle Strategy: Put panelgrabs in the back, PERIOD. This guy can do a guaranteed 120 HP damage per turn if you don't have HeatBalls on hand, so you will want to play it safe! If you didn't bring HeatBalls, I wouldn't suggest bringing Woodman to this battle either. Now, two of his slots on the bottom are empty; if he draws one blank, he might draw the other. Unfortunately he may end up getting the Guard, so have something elemental for it just in case. I highly suggest going all-offensive if possible (again), since raw damage is going to be your only true savior here; M-Cannons work great if you have the space. Recoveries aren't a bad call, but put them either in the center or up front if you do so they aren't in immediate danger of deletion. Beware the BubCross slot in if you have HeatBalls, since it'll destroy the. The guy will last a long time, so you're in for a tough fight. Fortunately, it's the hardest one you get to deal with here.

-----

Raoul

Hey, it's Raoul and Thunderman again, and they're rolling initiative on first sight with the help of his imaginary friends. Unlike the first time from way back, you don't have to flinch in terror if you brought an aqua navi due to his frighteningly low damage output outside of a single chip.

ThunMan

Hit Points: 550

Attack Power: 40  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit3  
Stage: Holes

Program Deck:

LilCloud                               Recov50 (R)  
          Remobit1  
MiniBomb           MiniBomb  
          Satelit3           ThunMan  
MiniBomb           MiniBomb  
          Remobit1  
LilCloud                               Satelit3 (L)

Battle Strategy: Thunderman has the worst chip-deletion deck in the game by far. He can barely do any damage to you outside of the Satelit3. You can go the easy way out and have Woodman put him out of his misery with TreeBoms (have Panelgrabs in the back just in case he \*does\* draw the Satelit3), or put two ElecBalls up front and watch him claw at it with much futility. Either one works. Remobits are annoying because they damage all chips, then sit there as a defensive chip. Fortunately, Woodman's native attack can traverse holes and pierce them without a problem. If not, CannBalls or Wreckers will work. You just may be able to get away with an aqua navi if you're lucky. The damage output is \*that\* low, topping out at around 80 or so when he doesn't get the Satelit3. The stunning buster is nothing to worry about unless your chosen navi is non-elemental, so worry not. This guy's a walk in the park for the most part.

-----

Arashi

He finally makes good on his threats to meet with you again. He'll huff, he'll puff, and you'll blow him away once again with the right setup. Airman's a pretty good chip killer, held back by the fact his central chip goes kaput too easily. It's almost too easy to exploit.

AirMan

Hit Points: 550  
Attack Power: 30  
Buster Notes: Damages chips.  
Element: Neutral  
Primary Chip: Tornado  
Stage: Holes

Program Deck:

BubCross                               Twister (R)  
          Atk+20  
Bubbler           CrosBomb  
          Tornado           AirMan  
HeatCros           TreeBom2  
          Atk+10  
HeatShot                               LongSwrd (L)

Battle Strategy: If you used Woodman before, you'll want to use him again. Almost all the chips in the back and middle will get fragged by one or two TreeBoms; sure, he might pull a HeatCros on you and do some glancing damage,

but as long as what you have in the back can soak the hit, you'll be OK. By having a TreeBom1 in the first two rows (five total) and Panelgrabs in the next, you're A-OK. AquaBalls are another OK idea for staving off some damage, but Airman's focus is not on direct damage - it's your chips. His buster is pretty strong, but it tends to miss. Once you take out the Tornado, he really can't do too much else to you. The fight will take some time, but chances are you'll win using one of the above strategies.

-----

Tournament Prize:

4000 Zenny  
Navi Core: Airman  
Unlocked: B-Class  
+20 MB for Program Grid (+40 MB total)  
Extra Folder

With the sound defeat of that blowhard Arashi, the C-Class is over with. That is, if you did it last like I suggested... right? Didn't you? If so, bam, we're going on to the B-Class! Keep playing this tourney with a Catcher for slot-in for more cash and chips. You'll want more of what Sunset has to offer for the next set of challenges. By now, you should have the idea of "more is better" in mind.

Airman himself isn't quite as useful as Quickman and Skullman, but he's far from useless. While his buster's accuracy isn't too hot, it does do pretty good damage to all chips. His MB count is 10 lower than the other two, which lowers his flexibility somewhat. He should basically be treated and played as a non-elemental Woodman in that he is built to kill chips and little else. If you're a Numberman fan (obtainable from DenCity Open Battle's final match), you'll like Airman a lot more until you scrape up a few Navi+ chips.

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=====  
= 7) Mayl's Tournaments =  
= X7MAL =  
=====

Our story begins at school in DenCity. Kids are chatting, teachers are fretting and young Mayl stands around talking to her friends. Dex and Lan are arguing about something, and Mayl says she has a piano lesson, and the boys ignore her. She storms off, and Roll informs her about the Battle Chip GP. Roll then reads you the e-mail they recieved about it. It calls all Netbattlers to partake in the tournament, for the winner will get a very rare chip. Wow, I can barely contain my indifference. Mayl then leaves.

As she walks outside, she realises she forgot her umbrella. Lan gives her his umbrella (Awww.) and leaves, after Mayl apologizes for storming off earlier. Mayl and Roll are pacing around in their room, and Roll mentions how nice Lan was earlier (Mayl: GET OFF MY MAN.). Roll says that perhaps they should sign up as today is the last day (and she also mentions how they always lose.) Mayl then plugs in Roll.

Roll meets a program, who goes to sign the pair up for the GP. You're then asked to input a 4-letter name. This name has no real effect on the gameplay, but this game has a unique battling system where you can input your name and a special code into another person's game so they can fight you without

linking. So make it something uniquely to you. You're then given your Program Deck which you install. There is then a tutorial to the Program Grid and battle system which you really should view. If you wanna skip it, though, I'd advise reading the Gameplay section of this guide if you haven't already.

You're then asked to check out your PET. Do so, and go into the Program Grid and fill it with the chips from your folder, and save if you wish. When you're happy with it, feel free to leave the menu when Mayl gets ready to head off to the tournament. You then head off, ready to surprise Lan. However, then you get a mail from Higsby announcing that his shop is open. It may well be worth going and buying a few chips before jumping into a tournament, after all, the first one has no entry fee. When you're happy with your setup, head over to the Battle Chip GP building for some tournament fun.

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7a) Class-E Tournaments

- Novice Tournament

Entry Fee: None  
Prize Fund: 1000Z  
Navi Core: NormNav2

- Guts Tournament

Entry Fee: 300Z  
Prize Fund: 1500Z  
Navi Core: GutsMan

- Healing Tournament

Entry Fee: 300Z  
Prize Fund: 1500Z  
Navi Core: Colourman

Welcome to the exciting world of the Battle Chip GP. These are the easiest tournaments around, so use these for practice. The Novice tournament is the obvious starting point, useful for grabbing a few thousand zenny when you need it and just warming up on some cannon fodder. Roll is unfortunately rather low on MB, so you're going to have to rely on your buster quite a bit throughout the early stages.

As for the tournament order, obviously I'm going to suggest Novice first. You can breeze through the Healing Tournament thanks to Roll's high evasion, so tackle that second and you can pick up the Colourman navi core there. Finally, the Guts Tournament should be your last stop. It's recommended that after you do the Novice tournament to practice with the Open Battle area you unlock. Try and beat that (don't worry about losing, you get 15 retries.) to get some good money and chips.

If you didn't do it earlier, now is the time to go fill up your deck with some chips. With the 7 you started with and 3 from Higsby you can fill up the main deck and have a slot-in to spare.

---

/-----7E-1---\  
|Novice Tournament |  
| Location: ACDC School |

```

|   Special Rules: None           |
|                                 |
|Opponents:                       |
|1) Kenji             [NormNav1]  |
|2) Higsby           [NumberMan]  |
|3) Ms. Mari         [NormNav2]  |
\-----/

```

First stop, Novice Tournament. Useful for racking up the prize money to enter some tournies if you go broke, the novice tournament offers little challenge as it's entrants have no clue how to assemble a program deck. Hopefully, if you've watched the in-game tutorial and/or read the Gameplay section of this guide through, you do.

You start off with 7 chips in your folder, and it's advised you buy three chips from Higsby to begin with to bring it up to 10. From there, depending on MB, you should fill up at LEAST the central 5 slots of your Program Grid (the middle two slots of the front row, the middle slot of the middle row, and the middle two slots of the back row). From there, fill out the rest as you like, but try and get as many slots filled as possible.

Armed with all that, you shouldn't have too much of a problem getting through the tournament. It's fairly easy, and you can get through with what you start with without many problems at all.

-----

### Kenji

Kenji is your first opponent here, armed with a bare-bones Program Deck which was probably constructed by a dead monkey. As such, do him a favour and put him out of his misery.

### NormNav1

```

Hit Points:   500
Attack Power: 30
Buster Notes: None
Element:      Neutral
Primary Chip: Cannon
Stage:        Normal Panels

```

### Program Deck:

```

Recov50           None      (R)
      None
Cannon            None
      Cannon          NormNav1
Cannon            None
      None
Recov50           None      (L)

```

Battle Strategy: Well, um, wow. This guy can string off about 150 damage a turn maximum, which to be honest is going to take a good 4 turns to delete you with your buster, (you're gaining 50 a turn back with it.) That gives you a severe advantage here, and providing you've filled up your program deck well this shouldn't be a problem.

-----

### Higsby

Higsby announces that he left a chip back at the shop. By the looks of his grid it seems he left virtually his entire deck back at the shop. Silly Higsby.

#### NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism  
Stage: Normal Panels

#### Program Deck:

None		None	(R)
	None		
None	None		
	Cannon	NumberMan	
None	None		
	None		
None		None	(L)

Battle Strategy: Well, what can I say. He has the immense attack power of a Cannon. If you can destroy said Cannon, you've basically auto-won. You have more health, your buster does an automatic 50, and you heal 50 a turn. That means he has to do 60 to even scrape you.

-----

#### Ms. Mari

Your teacher is here to educate you in the ways of the battle. Unfortunately, she seems to be a little bit confused as she's aligned her program grid in a way that she can only get one chip a turn. Silly Mari.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

#### Program Deck:

None		None	(R)
	Cannon		
None	None		
	HiCannon	NormNav2	
None	None		
	Cannon		
None		Cannon	(L)

Battle Strategy: Whilst her V2 normal navi has slightly more HP than the normal version, she's stuck with a maximum of one Cannon chip per turn which, to be honest, isn't that intimidating. With a maximum of 110 damage per turn from your opponent (of which 50 will be auto-nullified) this should not be much of a challenge.

-----

Tournament Prize:  
1000 Zenny  
Navi Core: NormNav2  
Unlock Area: Open Battle  
Open Battle: DenCity

After the tourney ends, you're informed by Yai in a short story sequence that Lan apparently never signed up for the tournament. That is a very bad thing.

With that tourney done, go and have a go at the DenCity Open Battle. Try and do the first five stages if you can, just to get a feel for the battle system a bit more. Try arranging your deck to form strategies for quicker wins, like focusing certain columns on certain things (I find defense for the first, high offense for the second and mid-damage chips with chip destruction (like the sword series) for the third works incredibly well.)

With that, try and buy a couple of 10-chip packs from Higsby, then try out the Healing Tournament. If you dare.

---

```
/-----7E-2---\  
|Guts Tournament      |  
|  Location: Yai's House  |  
|  Special Rules: None   |  
|                          |  
|Opponents:           |  
|1) Koetsu             [NormNav1] |  
|2) Kai                 [TurboMan] |  
|3) Dex                 [Gutsman]  |  
\-----/
```

The Guts Tournament is the sheer embodiment of power in the early stages. The navis have some very powerful chips in there, both in terms of chip destruction and raw damage. The first opponent should be a breeze, but the other two could be troublesome. As such, you want a balance of defence and offense to make sure your opponent's don't hurt you too badly. This may also be your first taste of elemental chips, but as you don't have any elemental navi cores (yet) that's not something to worry about.

//GOOD IDEAS

Guard

Guard is one of my favourite chips in the early stages. It can block a lot of chips used in Class E, but I warn you that two of your opponents here have the means of destroying them. Only one of those opponents draws it consistently, however. It's up to you to decide whether you want to take the risk for the other, but I say it's worth it.

Yo-Yo Series

Yo-Yo offers high damage for high MB. It's big draw is that it's a multi hitting chip, and hence if you add modifiers to it, all it's hits get a boost. Don't worry about that now, you just want it because it offers high damage. With Roll, I wouldn't recommend higher than a Yo-Yo1, but if

Recovery Series

Roll is all about staying alive and slowly wearing your opponent down. In essence, Recoveries are good as they keep you alive. Bring them.

PanelGrab / AreaGrab

And to follow on from Recoveries, the other good way of staying alive is to avoid your opponent's attacks. Roll has good evasion anyways, but these

chips boost that further. Bring it along.

#### Cannon Series

"Cannon?" I hear you say, "That chip is weak!". Well, it's fairly nice damage for it's MB and is well worth having. HiCannons in particular are fairly nice to have, and one of your opponents here has an M-Cannon. Try to match that power if you're going with a NormNav2.

#### Catcher

Don't worry if you don't have Catcher, it's very rare to get at this stage (though I managed to get one quite early from Higsby's by luck). Catcher boosts your busting level, enabling you to get some quite rare and high-damage chips from your opponents here.

#### Colourman

Roll has very low MB. As such, you have two main choices at this stage of the game, you can go for an evasion strategy, or you can simply try and overwhelm your enemies. If you want to go for the latter, Colourman's high MB may be a good choice, letting you use more high-power chips.

#### NormNav2

Don't have Colourman? NormNav2 is an ideal replacement if for some insane reason you went for the Guts Tournament before the Healing Tournament.

#### //BAD IDEAS

#### RockCube

GUTSMAN SMASH. Cube go bye-bye.

-----

#### Koetsu

Koetsu asks you not to underestimate him because he's a grade schooler. It seems he can't notice that you're also a grade schooler. Some people are stupid but Koetsu here just takes the biscuit.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

#### Program Deck:

None		Cannon	(R)
	Recov50		
MiniBomb		Cannon	
	None	NormNav1	
MiniBomb		Cannon	
	Recov50		
None		None	(L)

Battle Strategy: To be honest, this battle should not be particularly difficult at all. If you're going for a Roll-based strategy, put some defense in the first two slots and fill the rest up with offensive stuff. If you're going with Colourman, well, just fill the whole thing up with offensive stuff. This battle doesn't really require a particularly complex strategy, especially with your opponent's poor deck management.

-----

#### Kai

Consider yourself incredibly lucky right now, because Kai's Turboman has been heavily weakened compared to most of the other characters. Probably Kai's being so kind and "heroic" to a "damsel in distress."

#### Turboman

Hit Points: 550  
Attack Power: 20  
Buster Notes: Heat-element, damages all chips.  
Element: Neutral  
Primary Chip: Burner  
Stage: Normal Panels

#### Program Deck:

None		Burner	(R)
	None		
None		MiniBomb	
	Sword		Turboman
None		Minibomb	
	None		
None		None	(L)

Battle Strategy: I recommend Roll for this battle, and to be honest it is incredibly easy. First of all, if you had Guards in the first slot for the previous battle, (or Guards AT ALL, actually) remove them now. His MiniBombs WILL go before your Guard, and as Guard only has 10 HP it WILL be broken if they hit (which will be rather often.) He has a damage capacity of 100 a turn, and you can essentially "break even" with your buster alone, as you heal 50 and deal 50 back. Fill up your deck with some cheap offensive chips (10/20MB, but preferably with high-ish HP) and watch him fall down dead quite quickly. His only main threat is his Burner, but as it's on a slot-in (He had the MB to put it in his main deck, why didn't he? o\_0;) he can only use it once. He should be put to rest fairly quickly (though it may take longer if he destroys some of your chips) and then you can watch him run off complaining about not being a true hero or somesuch.

-----

#### Dex

Dex is after Mayl's heart, and tries to get it this time by being strong rather than weakening himself to try and appeal to her. Unfortunately, unlike with Kai before, Dex isn't weakened compared to the others. Urk.

#### Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: Normal Panels

#### Program Deck:

Recov50		GutPunch	(R)
	Cannon		
None		M-Cannon	
	MiniBomb		GutsMan
None		Cannon	

HiCannon

Recov50

Cannon (L)

Battle Strategy: Dex is HARD. Very. Goddamn. Hard. To be honest, this fight is a LOT harder using Roll, so switch over to ColourMan. Put a pair of Guards up front if you have them, as that'll cut out all but his initial M-Cannon or Cannon chip. Behind that, you want, and I'll keep this simple - THE HIGHEST DAMAGE CHIPS POSSIBLE WHILST STILL FILLING UP ALL BUT THE TOP AND BOTTOM CORNER SPOTS. Leave those empty or fill them up with crap like PanelGrabs and Recov30. With that, you should take him down (eventually). Do not worry about chip destruction, or anything like that. Just two Guards and a load of offensive chips, and you should pull through eventually. I was unlucky enough at the time to only have one Guard, so I'll show you my awesomely awesome grid that got me the win on the second try (and yes, I did stupidly do this before the Healing Tournament.)

(R) Atk+10		PanelGrab
	HiCannon	
	Yo-Yo2	Sword
NormNav2	BrnzFist	
	Guard	SonicWav
	Yo-Yo1	
(L) Recov50		Cannon

-----

Tournament Prize:

1500 Zenny

Navi Core: Gutsman

If you did this tournament last (which I hope you did) you'll also get access to the Class D tournaments, ACDC Park and will receive an extra 20 MB for your program grid!

If you didn't, feel upset that you went through all that without Colourman, for Colourman is awesome. Now's the time to head over to the Healing Tournament and grab the Colourman core, for it is awesomely awesome and generally is the embodiment of all that is awesome.

```

/-----7E-3---\
|Healing Tournament      |
|  Location: Seaside Cafe |
|  Special Rules: None   |
|                          |
|Opponents:              |
|1) Anna                 [NormNav1] |
|2) Mary                 [Ring]     |
|3) Madoi                [Colourman]|
\-----/

```

Welcome to the Healing tournament, your recommended second stop on this ride of fun and adventure known as Battle Chip Challenge. Here, as the name suggests, the opponents all enjoy (ab)using healing chips, in order to stay alive longer than is recommended for your health.

So, what does that mean for you? You basically need to stop them healing, and for that you need chip destruction, and plenty of it. Some defense is important

but a combination of some swords (and other high-damage chip destroyers) with some all out auto-chip hitters will serve you well. It's also worth bringing some high accuracy chips along too, just in case.

"How do I check accuracy?" I hear you ask. Simple, highlight a chip in the grid folder or library, and press select. Up pops a load of info including "Acc", the accuracy rating. S is the best, then A, B, C, D, E and so on. Simple.

//GOOD IDEAS

Guard

Well, it's Guard. It reflects all normal attacks, sending 40 damage to the enemy whilst making sure you take none. I love it.

ElecBall

One of your opponents has an elemental attack that will cut a path right through your Guard chip. ElecBall happens to be the same element, and will hence absorb it. Yum.

Shotgun Series

As far as chip destruction goes, the Shotgun series is your base, the most simple way of doing it. It guarantees damage, and it's generally awesome to boot. If you have a Spreader, you're in business.

Sword Series

It has high damage, but the cost of that is that the chip damage is random and if their grid isn't fully loaded, you may hit an empty slot. However, you need some good offense here and this provides it.

Ratton Series

Rattons are sort of like Shotguns, except they're not projectile. That means that holes stop them flat. Luckily, you won't be running into any holes here, so bring them along, as they're more economic MB-wise than the Shotguns.

Burner

Ah, Burner, how I love thee. Burner is a fairly accurate chip, but uses a whopping 50 MB. Why's it so good then, I hear you ask? Well, it has a fire element (but that's of no use here) but it also does an amazing 40 damage to ALL your opponent's chips. Nifty.

TimeBomb Series

TimeBomb eats MB. Horribly. It does, however, offer a 40 damage to all the enemy's chips like Burner, but for lower MB. The catch? It's an obstacle, but an obstacle that has 90 HP. That means it can suffer some damage from your opponent's chips (and their buster) before unleashing it's payload at the end of the turn.

Recov Series

The enemies are focusing on recoveries, so you should carry a few yourself just in case your HP gets low. You never know, you may need it.

PanelGrab

PanelGrab uses 0 MB, and it is thus very useful for filling up holes in your program grid. It also has high HP so it can eat chip damage up. Stuff it in the last column of your grid and let it be a damage sponge.

Catcher

Catcher, if you can get one, increases your busting rank by 2, which means you can get chips off your enemies a lot easier than usual. Your final opponent here carries the Yo-Yo series of chips, which are very useful in the next tournament. If you have problems, use this to grab a few.

NormNav2

Roll, as you've probably realised by now, has utterly horrid MB. Utterly HORRID. NormNav2 gets rid of that problem. Yum.

//BAD IDEAS

Chips with low accuracy

Whilst I appreciate that Sword and it's brethren have low accuracy, as a general rule your opponents here will be trying to stay alive as long as

possible and are hence fairly good at dodging. You want to limit low-accuracy chips as much as possible.

-----

## Anna

Anna is your first opponent here, a waitress who's skiving off work to take part in the tournament, the horrible woman. Your job here is to beat her so that she can return to work before she gets caught.

### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

### Program Deck:

Cannon		Recov50	(R)
	Cannon		
None		Recov50	
	HiCannon		NormNav1
None		Recov50	
	Recov50		
Cannon		Empty	(L)

Battle Strategy: Anna, for the first opponent here, actually has a pretty good deck. It's filled with Cannons and Recovs, fairly standard affair to be honest. Unluckily for her, both her front two slots are support chips! That means two Guards placed in your first two slots means, yes, she'll never be able to hit you. If you don't have them, lay into her with Spreaders, Burners, anything like that that just plain old destroys chips and she should fall in no time.

-----

## Mary

Mary, one of the few other people in the game with a female navi. She operates Ring, and as you probably noticed when starting off is one of the game's six playable characters. Prepare to taste the power of her navi.

### Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Elec Element, Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Normal Panels

### Program Deck:

Recov50		Recov50	(R)
	None		
Recov50		MiniBomb	
	HiCannon		Ring
Recov50		Cannon	
	None		

Battle Strategy: Luckily for you, Ring's been rather truncated from the other player's games, but only by a single chip. Ring's major attack here is her Jealousy, which deals minimal damage but makes both your slot-ins explode. When you see her go to slot it in, slot in your chip and try and get it out first, as if you press the button before she uses the chip you can get it in first as a "counter".

As far as actual battle strategy goes, you're going to almost certainly want to put an ElecBall or two (if you have them) in the front slots. If you don't, a Guard will do but be warned that a MiniBomb can destroy it before it goes up, as can Ring's buster. Behind it, you want the best chip destroyers you have. Burner, Spreader, stuff like that that will clear out the chips she has and hopefully kill her before she kills you.

-----

Madoi

Your final opponent, and one I'm pleased to see got her original Japanese name back is Iroya Madoi, the operator of Colourman.EXE (and for those complaining about my spelling, in English English it's spelt colour, with a u) and all around meanie.

Colourman

Hit Points: 450  
 Attack Power: 80  
 Buster Notes: None  
 Element: Neutral  
 Primary Chip: Yo-Yo3  
 Stage: Normal Panels

Program Deck:

Recov50		Yo-Yo3	(R)
	Sword		
None		None	
	LilBomb	Colourman	
None		None	
	Sword		
Recov50		None	(L)

Battle Strategy: Ah, Colourman. Bearer of little brain, little HP but quite a strong buster. Unfortunately for Colourman here, he left his first two slots blank. That means if there's two Guards in the first slots of your deck, he will NEVER BE ABLE TO HIT YOU. Chip destruction hence becomes redundant, if you have any high damage chips just lay them up and slice him down, if not, just use your most powerful chip damagers to do damage. If you don't have Guards, then you will need to destroy chips. Your best bet is a Burner somewhere in there, along with the Shotgun series to clear out the rest of his chips. In essence, you want to hit as many chips as possible at once, because the Shotgun series targets his last chip and hence draws attention away from his Swords, which are his biggest threat. Destroying the LilBomb isn't a priority but if he draws it, he can't draw anything else, so all your chips will focus on that anyway. He should die fairly quickly, let's put it that way.

-----

Tournament Prize:

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7b) Class-D Tournaments

- Match Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: FireMan
  
- Sapling Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: WoodMan
  
- Droplet Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: IceMan
  
- Battery Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: ElecMan

Having won all of Class E, you can proceed to celebrate for a bit. Yay! It's interrupted, however, when you get an e-mail from the BCGP staff, praising you on reaching the next class. As a bonus for reaching Class D, you receive an increase of 20 MB for your program grid! Which is good, as Roll's MB is fairly low and this enables you to pull off some much better grids (this upgrade does apply to ALL your navi cores, though, so that's a good bonus.)

Mayl then informs you about an article from a magazine about creating your own tournament. Essentially, you can punch in the navicodes from other people's games (along with their entry name) so you can fight their navi in a tournament without having to link up! Finally, you can fight people on the other side of the world!

(For more information on this, check out the Park Tournament section, and for navi codes, try the Navi Codes sections in this FAQ, and the Fodder Navi Codes FAQ by PhQ and Kuru Seed)

Next up on the battle scene, elemental-themed tournaments. That means that the opponents in the tournament will be using chips of the element it's based upon, and fighting on a stage of the same element. (2 opponents in each tourney are also of that element, one "generic" and one non-generic). Just a quick recap on the elements:

FIRE --> WOOD --> ELEC --> AQUA --> FIRE

As such, it's best to start on the easiest tournament for a non-elemental, and then use the navi and chips you obtain from it to take on the element that's weak to it. As such, I happen to believe that the easiest tournament is the Droplet Tournament (that's the aqua-elemental one.) So, my recommendation is to take that on first, THEN the Match Tournament, THEN the Sapling Tournament, and then finally the Battery Tournament.

However, for simplicity's sake and those who choose to do things differently, I'll be covering the tournaments in the order the game lists them (and if you scroll up, you can see them up there).

When you enter your first Class D tournament, you get a small scene with Yai, Dex, Chisao and Mayl at Okuden Park. Dex starts commenting on how nice Okuden is, whilst Yaito spouts off about what we've just mentioned about the elemental tournies. Yai asks Mayl if she's talked to Lan yet, and says that he can't join at this late stage so he'll just have to watch from a distance. Mayl said that she mailed Lan but got no response... then points out to Dex that Chisao is calling for him. Chisao runs off to the river. Dex then tells Mayl that if Lan can't be here, they've got to try harder in his place - Mayl comments that that is obvious. Mayl then runs off, and Yai berates Dex for what he said... even though in my opinion he said nothing wrong. o\_o; Cue the usual sappy romance monologue here, then you'll be thrust into whatever tourney you entered.

---

```
/-----7D-1---\  
|Match Tournament      |  
|  Location: Okuden Park  |  
|  Special Rules: Lava Stage  |  
|                          |  
|Opponents:           |  
|1) Yoshiro           [NormNav1] |  
|2) Haru              [Navi-F]   |  
|3) Mary              [Ring]     |  
|4) Mr.Match (MMBN1) [Fireman]  |  
\-----/
```

The Match Tournament is your recommended second port of call (you should do the Droplet Tournament first - it's easiest and gives you lots of nice Aqua chips to use here), and is home to fire-type opponents. Decent Aqua chips generally aren't that abundant - but that's the point of doing the Droplet tournament first, as it serves as an easy horde of aqua chips to win. Go through it a few times and rack up some chips - Catcher will help, and the prize money can go towards getting some 10-packs from Higsby's to help get some more (hopefully).

So, what'll you be facing? Heat-element navis, using heat-element attacks, on a lava stage. Lava stage deals 50 damage a turn to anything standing on it... except heat-type navis, that puts you at an immediate disadvantage (although luckily two of the fights are against non-elemental opponents) and this is where the aqua chips you racked in come in handy - if a player is hit by an aqua chip, it will remove the lava stage. Did I mention they did extra damage to heat-element opponents? No? Well, you know now, so make sure you make use of them.

//GOOD IDEAS

Bubbler series

The Bubbler series is a fairly weak series compared to the one it's based off (Shotgun) but has the advantage of being aqua-element. That not only gives it the ability to remove this lava, but it also does extra damage to heat-element enemies like the one's you'll be fighting. They also have S-grade accuracy, giving them excellent accuracy.

AquaSword/AquaBlade

As far as raw damage goes, AquaSword/Blade is probably your best bet. It's got very high AP (which is increased further by elemental damage) and also has the side-effect of chip damage which makes it very useful. It's accuracy isn't worth writing home about, but most of the opponents you'll

be fighting can't dodge that well anyways.

#### Cloud series

The Cloud series is an interesting one, doing rather pathetic damage to the enemy and all their chips. But there is a light, for elemental damage will increase this damage quite considerably. And you won't turn down free damage to FOUR different targets, would you? I thought not. ^\_^

#### ColdPunch

It is VERY unlikely you'll have this chip, but it does quite nice damage and also breaks enemy defenses. The damage is increased further thanks to elements. Don't you love elemental weakness?

#### AquaBall

In a choice between this and Heatball, you'd ideally want to take HeatBall but occasionally you'll find the extra damage AquaBall does is worth a slight lack in defense.

#### HeatBall

If you've been following our plan of advice you'll have seen how well elemental balls work against attacks of the same element - taking no damage from them, but still increasing in attack power from them. Use this to your advantage - as your opponents will be abusing heat-element attacks until they die.

#### PanelGrab

PanelGrab uses 0 MB. It also has high HP, allowing it to take a lot of hits from enemy chips. Most enemy chips that do chip damage hit the last chip loaded. The last chips loaded are the least commonly drawn. Catch my drift? Use PanelGrabs to fill in spaces in your deck when you run out of MB.

#### Repair

If you're going to be using Aqua chips like a nice sane person, then the Lava Stage is going to be disappearing before it can hurt you anyways. If for some reason you choose NOT to abuse aqua chips in this tournament, Repair can remove the Lava Stage for you.

#### Recov series

Let's face it, even with the world's greatest defence, you're going to get hit eventually. Annoyingly for you, most of the opponents you'll be facing in this tournament will hit HARD. Stuff a Recovery in one of your slot-in slots, it'll help lighten any blows you take.

#### Catcher

Catcher is a funny little chip. It increases the busting level of your battle by 2 - making it much easier to win chips from battle. What's even better is you don't have to USE the chip to get this effect, it just needs to be on the deck at the end of the battle - so if it's destroyed, the effect won't work. Put it in one of your slot-in spots if you can afford to give one up, the heat-element chips you win will be helpful in the Sapling Tournament.

#### Iceman

Iceman is the recommended navi to bring for this tournament, for the simple reason that navis using attacks of the same element as themselves does extra damage. If you're going to be using aqua attacks, that means you'll get an extra boost over the top of the elemental weakness your opponents will have. You may get lower MB as a consequence, but it's worth it for the extra damage.

#### Colourman

If you haven't gotten Iceman yet (which you should have done if you took our advice) then Colourman is a good navi to bring - he has 30 extra MB over Roll, better HP and a powerful buster. Roll evades better, so if you feel uncomfortable with Colourman, you can always switch back.

#### //BAD IDEAS

#### Woodman

Wood is weak to heat. You're facing heat-element enemies using heat

element attacks. Do not. Use. Woodman.

-----

### Yoshiro

Yoshiro is your first opponent in this tournament, aiming to show you how great elements are... by barely using them. Wonderful. Feel free to teach him how great the elemental system really is.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: LavaStage

#### Program Deck:

MiniBomb		HeatShot (R)
	CrossGun	
None	Cannon	
	HeatShot	NormNav1
None	Cannon	
	CrossGun	
MiniBomb		None (L)

Battle Strategy: Stuff some defense in the front two rows. Preferably something like Heatball - though that won't stop the CrossGun and MiniBombs from working their chip destruction. Fill up some of the rest of the slots with some aqua element weapons, you want to get rid of the lava as quickly as possible to prevent taking un-neccessary damage. Providing your slots are filled up with some semi-powerful weapons (and if you're using an elemental balloon, semi powerful defense) and this shouldn't be too difficult. Use slot-ins if you need to, but you probably won't.

-----

### Haru

Haru the housewife is your first heat-type opponent here, so make this your test of just how effective aqua abuse can be. Unfortunately for her she has an absolutely awful program deck. Make use of that.

#### Navi-F

Hit Points: 550  
Attack Power: 60  
Buster Notes: None  
Element: Heat  
Primary Chip: HeatCros  
Stage: LavaStage

#### Program Deck:

Recov50		HeatCros (R)
	None	
Cannon	Heat-V	
	HeatCros	Navi-F
Cannon	HeatShot	



Attack Power: 60  
Buster Notes: Pierces defenses.  
Element: Heat  
Primary Chip: FireSword  
Stage: LavaStage

Program Deck:

```
Recov50                      HeatShot (R)
      None
HeatShot                      FireSword
      Heat-V                  Fireman
HeatShot                      FireSword
      None
Recov50                      FireBlade (L)
```

Battle Strategy: First of all, if you don't have Iceman or HeatBalls, start praying. If you don't have one of the two, you need to be very patient. In an ideal world this fight is very simple - Iceman as your navi core, two HeatBalls up front, and fill the rest with powerful aqua chips. With any luck his Fire Swords will hit things that won't die in one shot, and you'll be free to quite literally rain on his parade. That's the easy way, and will work fairly well without difficulty. If not, stick whatever defense you have up front, his heat element attacks are fairly powerful and his element-matching boosts them even further. You want to be hit as little as possible, but what you REALLY don't want to be hit by is his FireSword and FireBlade attacks. Fill up the rest of your deck with powerful aqua chips - if necessary put low MB chips in the corner slots which only have about a 10% chance of being drawn from, and use the MB you free up to put better chips in the slots which do get drawn more often. This fight probably will take a few tries, but with perserverance you should get through it eventually.

-----

Tournament Prize:  
3000 Zenny  
Navi Core: Fireman

---

```
/-----7D-2---\  
|Sapling Tournament      |  
| Location: Okuden Valley |  
| Special Rules: Grass Stage |  
|                          |  
|Opponents:              |  
|1) Ms. Mari             [NormNav2] |  
|2) Tetsu                 [Navi-W]  |  
|3) Dex                   [Gutsman]  |  
|4) Sal                   [Woodman]  |  
\-----/
```

The Sapling Tournament is your recommended third stop in Class D, recommended to be done after Droplet and Match (in that order). The opponents in the Match Tournament have some VERY good heat-type chips: Such as FireSword, FireBlade, and the HeatShot series. It's worth playing it through a few times before attempting this tournament - and you can use the money to pick up some 10 chip batches from Higsby's.

The drill for this tournament is wood - enemies will be using wood-type attacks

and the terrain will be grass - though if you're using heat-element attacks (which you should be) those will burn the grass away - preventing the effect it has of healing wood-based enemies (of which two of your opponents are) 50 HP every turn. The attack that burns off the grass will also deal increased damage to prove your skills. The plan? Bring Fireman if you have him, and give things a good roasting with the best fire-element chips you have. Bring new meaning to the term "forest fire" whilst you're at it.

//GOOD IDEAS

HeatShot series

Don't you love the smell of burning wood? HeatShot has a lower attack value than the Shotgun series for one good reason - it does more damage than them against wood-type opponents. And what do you know, you're facing wood element opponents in this tournament. High damage, guaranteed chip damage, you can't really go wrong with this. It's also got grass-burning capabilities, which makes HeatShot a nice chip for the back rows where chips are less likely to be drawn from, just to burn off the grass if the attacks before it didn't.

FireSword/FireBlade

FireSword and FireBlade will most likely be your most powerful attacks in this tournament, as they have very high base damage. This, combined with elemental weakness and same-type strengthening (if you're using Fireman, which you SHOULD BE, DAMN IT) makes it a rather powerful chip. That, and it has quite nice chip destruction which, when combined with the above two factors, means it should almost always destroy a chip if it hits one.

Burner

Burner is a very interesting chip. It's heat element, has fairly low damage and uses a lot of MB. So what's so good about it? It hits ALL the opponent's chips. Now when you combine that with elemental weakness, that means you're getting a lot of bang for your buck. It's up to you really, it's a very nice chip if you're into chip destruction but if you just want plain-out opponent-killing ow, FireSword/Blade is probably a better bet.

Meteo series

Meteo is a rather weird yet potentially devastating chip series. Heat element (why else would I be recommending it? =P) with fairly average damage, and, as always, quite high MB. What's interesting is that it's number of hits is semi-randomised - it's always around the number in the chip name, but the damage is rather variable. A weird chip, but thanks to elemental weakness (and same-type strengthening, if you're using Fireman) you can bump up each hit by a fair amount. Especially useful against the rather cheap Woodman. If you have them, BRING THEM. No excuses.

HeatBall

It's a real shame there's no WoodBall, the Wood element tends to get the bad end of the stick in most MMBN games. Still, Heatball is a good way to lay on the hurt - preventing you from getting hurt and turning their attacks back on them, whilst increasing the damage in the process. Do note that it won't block chip damage - so it can take more damage than it ends up returning. And the wood element is famous for powerful All Add-types. Be aware that your defenses may not even survive the first turn.

"Total" defense chips

This basically means things like barriers and auras that block damage to your chips as well as damage to you. They can come in handy in this tournament - there aren't many wood chips at all, but the ones there are tend to have an annoying habit of hitting ALL your chips. Did I mention that they get boosted when used by the wood-element navis you'll be up against in this tournament? You really want about three of these if you can, and if they can take a hit of 70 damage or so and still be intact, that's even better.

PanelGrab

PanelGrab is an interesting little chip - it uses 0 MB, and increases your

accuracy and evasion by a tiny amount. It also has pretty nice HP, useful for blocking chips like Shotgun that target the last chip loaded. Combine this with the fact that the further down the chip "Pyramid" a chip is, the less likely it is to be drawn, and you have an effective way of protecting your chips for no cost. It's a nice filler chip - useful if you're low on MB or just want to use the MB you have for a few hard-hitters.

#### Repair

Let's say for one second you were an insane nutcase who decided not to use a fire-based strategy in this tournament. In that situation, wood-type enemies would be regaining 50 HP each turn from the grass. Repair removes all "special" panels and returns them to normal. No more grass. Yay for you, or somesuch.

#### Recov series

I think this should be fairly obvious. The enemies you're facing will not be hitting you terribly hard - they will however be hitting your chips rather hard. As such, I wouldn't recommend putting these in your main program deck, you may want to put one on a slotin, perhaps two. However, that only gives you one use - it's up to you to decide whether you think it's going to serve you better where it's vulnerable.

#### Catcher

Catcher is a rather useful chip, increasing your busting level by 2, providing it's on the grid at the end of the battle. Place it in a slot-in slot and leave it there (you don't have to use it) and rack up some good wood-type chips, they'll

#### Colourman

Fireman is the recommended navi for this tournament, and one you should have if you've been following our recommended plan of action. However, Colourman has much higher MB, and if for some strange reason you're not going to be using heat-based chips, Colourman is probably a better navi to bring. If you have both, bring them anyway, you may find that some extra MB is worth a drop in damage.

#### Fireman

If you have Fireman, it would be insane not to bring him. Fireman deals extra damage when using heat-based attacks, and as pointed out several times above, using heat-element attacks on wood-based enemies deals more damage anyways. This double boost is WELL worth the small drop in MB, so it'd be madness not to make use of it if you're going for a heat-based strategy (which you should be!)

#### //BAD IDEAS

#### Elecman

Wood beats Elec. That means your enemies will do increased damage to you if you use Elecman in this tourney. The simple solution? Don't.

-----

#### Ms. Mari

Ms. Mari is your first opponent in this tournament, advocating about how to be as sportsman (sportswoman?)-like as possible. Sure, trying hard is all well and good, but that's not why you're here. Shove a few flames her way.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: HiCannon  
Stage: GrassStage

Program Deck:

None		Recov50	(R)
	Cannon		
MiniBomb		Atk+20	
	HiCannon		NormNav2
MiniBomb		None	
	Cannon		
None		HiCannon	(L)

Battle Strategy: Do you have any Meteor chips on you? If so, stuff them in the front row and watch the fireworks - I dealt 270 damage with my first chip here. This isn't a very difficult fight by any means, if your deck is full, and has some semi-decent heat-based offense (which will do extra damage if you're using Fireman, and the first hit will burn the grass) you shouldn't find this too difficult. It's a bog-standard offensive deck that shouldn't be too hard to beat if you yourself overpower it. Alternatively, you can go for the tried and tested strategy of a pair of defensive chips in the first turn, though this is so easy you shouldn't really need them.

-----

Tetsu

Tetsu will be your first wood-based opponent in this tournament, and proof of how wonderful Meteo chips are if you have them. Notice how everyone here seems so nice and happy about losing? Make him nice and happy.

Navi-W

Hit Points: 550  
Attack Power: 10\*3  
Buster Notes: Damages chips.  
Element: Wood  
Primary Chip: TreeBom2  
Stage: GrassStage

Program Deck:

Recov50		Cannon	(R)
	Cannon		
Recov50		TreeBom1	
	TreeBom2		Navi-W
Recov50		LilBomb	
	Cannon		
Recov50		HiCannon	(L)

Battle Strategy: If you have some Meteo chips, this fight is essentially over before it's begun. Shove em all up near the front and center, that way you'll have a higher chance of drawing them. After all, who'd be insane enough to turn down a chip that can exceed 250 damage without support? In any case, Tetsu's deck is centered around destroying your chips, so you really do want high-power chips like Meteo up front - you want to use them before they get destroyed. He generally can and will knock out your entire draw if he pulls those TreeBombs, but it doesn't matter too much as your heat-based offense will probably take off more than half his health in the first turn (I got him down to 110 myself.) Besides, if you're using Fireman your buster will do 100 damage anyways, so that alone is a rather powerful attack. With a good heat offense, he should fall quickly. If for some reason you're NOT using Heat, try and find some defense that can block chip damage - Barriers are good for this, but can only take one shot. Pray he draws a Cannon. Behind that defense, stuff all your best

offense. With any luck he shouldn't draw the TreeBom2 that often and you should be able to beat him, given a few tries.

-----

Dex

Ah, Dex. Back again with Gutsman, he can actually pose a serious threat to you, as he's armed with some quite powerful chip destruction and some quite powerful chips. As usual, you have two choices - defense, or pure overpowerment. Maybe the latter will stop him flirting with you. Hopefully.

Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: GrassStage

Program Deck:

GutsPnch		HiCannon (R)
	TreeBom1	
None	LilBomb	
	WideSwrd	Gutsman
None	LilBomb	
	TreeBom1	
GutsPnch		None (L)

Battle Strategy: As mentioned above, you have two basic strategies. The first one is probably the more reliable, whereas the second one works wonders... when it works. The first is using defense well. This is rather hard to accomplish, though, as you need a "total defense" chip slower than a LilBomb, or one faster than a TreeBomb. Total defense includes things like barriers and auras, as opposed to things like RockCube and elemental balloons which only block damage to your navi - not your chips. In any case, place it where it will block the TreeBombs / WideSword, the LilBomb honestly isn't worth bothering with. Neither is the GutsPunch, really, the damage you take isn't too important, it's about making sure your chips don't get the crap beaten out of them. With defense chips in place (don't worry about losing once or twice just to test speeds) you can fill up the rest of the grid with your best offense, in whatever rows you don't have defense in. Hopefully he'll fall dead. The other, much simpler way of dealing with things is to just shove all your best offensive chips into your grid - remember that the further left they are in your deck, and the closer to the "center" they are, the more chance you have of drawing them - so place your most powerful ones nearer the centre. Then pray you do not only more damage than Gutsy, but that your chips don't get devastated by his bombs. This could be a battle that uses up quite a few of your allotted retries, but don't worry about that, it's not like the first two fights were that hard anyway.

-----

Sal

Woodman is evil. That is the best way to describe this fight - pure hellish evil. Armed with more chip destruction than a hungry man, this may well be one of the hardest fights you've fought so far.

Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces defense  
Element: Wood  
Primary Chip: TreeBom3  
Stage: GrassStage

Program Deck:

```
DblArrow                      Recov80 (R)
MiniBomb
TreeBom1                      TreeBom3
Shotgun                      Woodman
TreeBom1                      Cannon
TreeBom2
Recov50                      Heat-V (L)
```

Battle Strategy: This match is just... well, difficult. If you're using Fireman and a good heat strategy, you can probably come out of this with a win on your first try, though admittedly you probably won't have much health left at the end. You have two choices here, really, play defensive, using a chip like Heatball to prevent damage to your health (though don't expect it to protect your chips too) and then use your best fire chips to blast away at him (Meteo works especially well here, as does FireSword), or just... blast away at him. I personally went for the former, using a program grid comprised of Meteo3 and FireSword in the front row, two Swords (at the edges) and a Meteo3 in the middle, then in the final row, two Heat-Vs sandwiched between two PanelGrabs. This, combined with Fireman, got me a win on my first go - though only due to a miraculously well-timed Recov120 slot-in. In any case, Fireman is your best bet for winning this fight, so use him in combination with heat-type chips to maximise your damage. If you DON'T have Fireman, good luck - I'd suggest using Colourman combined with Yo-Yos, Cannon-series and anything else high-powered you wish to bring, though be wary that anything with low health won't stay alive too long.

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Tournament Prize:  
3000 Zenny  
Navi Core: Woodman

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```
/-----7D-3---\  
|Droplet Tournament      |  
| Location: Waterworks   |  
| Special Rules: Ice Stage |  
|                         |  
|Opponents:              |  
|1) Micchan             [NormNav1] |  
|2) Mayumi              [NormNav2] |  
|3) Junko               [Navi-A]   |  
|4) Froid               [Iceman]   |  
\-----/
```

The Droplet Tournament is your recommended first port of call here, mainly due to the fact that the few electric chips you can get hold of are generally very good. ZapRing3, for example, is fairly easy to obtain from Higsby, and will do 220 damage to an aqua-based opponent on Ice Stage. That, dear sirs, is a lot of damage. Just an example, but most of the electric chips you can get access to at this time will be quite powerful.

As for what you'll be up against, the opponents you face in the tournaments will be primarily focusing on using aqua-type chips against you. As such, if you've done the tournaments in the game's order, don't bring Fireman. The Ice Stage here will increase the evasion of both you and your opponent, and as such it will be harder to hit. Aqua-type opponents get an even more increased evade boost on ice, and it's just your luck that two of your opponents are aqua-type. Fun. This means that electric chips will do extra damage to them, and even MORE extra damage thanks to the ice.

The drill? Electric is god. It's good, as well, but that's besides the point.

//GOOD IDEAS

ZapRing series

Need I say more? ZapRings do extra damage to aqua-element navis, and get an even larger boost when used on an IceStage. As an extra special boost it does even MORE damage if used by an elec-type navi. (though if you've been following our advice you won't have one just yet)

Satelit series

Satellite chips are like electric Shotguns. Except they use too much MB to be classed as sane and are generally pretty inaccurate thanks to IceStage and it's evasion boosting. Still, if they hit they should do a fair bit of damage and almost certainly take a chip with them into the brink of death.

ElecSwrd/ElecBlade

ElecSword and ElecBlade both have very good attack values and high HP, which make them very good against aqua navis. ElecSword gives you a good accuracy boost and costs 10 MB less, at the cost of 10 damage. 10 damage is a very acceptable loss to increase your chances of hitting the high evasion opponents you'll be fighting, so use ElecSword where possible.

MagBomb series

Ah, MagBombs. 10 MB gives you 10 damage to your opponent and all their chips, as well as stunning them. And that's not counting all the lovely elemental boosts you get. Bring the highest level you can, after all, it's 10 MB for 10 damage to your opponent AND all their chips, and you can't say fairer than that.

AquaBall

"AquaBall?" I hear you ask. "Why AquaBall?". The simple reason is that whilst ElecBall would do more damage, AquaBall doesn't TAKE any damage from aqua-type attacks but DOES still increase in damage. That makes it a very good damage buffer.

ElecBall

Sometimes defense just isn't good enough. In those circumstances, you need raw damage. Allow ElecBall to provide it for you if AquaBall isn't pulling it's weight.

Repair

Most of the strategies we'll be providing will be designed to make the most of the disadvantage you have thanks to the Ice stage. If you have it, however, Repair does allow you to return the stage to normal. However, this will lower the damage done by your electric chips, so be careful.

Fan

Fan increases accuracy and lowers evasion. That means you'll get hit a bit more, but that doesn't really matter that much because you will be getting hit a lot anyways. Your opponents, however, will get nice evasion boosts from the Ice Stage. Use this to knock them back into place.

PanelGrab

PanelGrab uses 0 MB, making it an excellent filler chip for those gaps in your program grid. It also increases your accuracy and evasion, helping to even the gap between you and your opponent.

Recov series

Recov chip heal your HP. Do I really need to explain why that's good?

Your enemies will be hitting you more often than you'll be hitting them, so making sure they don't do too much damage in the long run is very important to your health.

#### Catcher

If you're doing this tournament before the Match tournament (which you should be if you followed our advice) then you'll find that extra aqua chips will help you in your quest of domination. Catcher increases your busting level and helps you get those elusive rarer chips. So refined~

#### Elecman

Electric chips do extra damage if used by an electric navi. Aqua navis are weak to electric-element attacks. I shouldn't need to explain that dealing extra damage is a good thing, so if you did do the Battery tournament before this one (which you probably didn't if you followed our advice), using Elecman may be a good idea.

#### Colourman

If you're doing this scenario first, as I advised, then you'll find that Roll's MB simply doesn't cut it against most of the opponent's you'll face. Colourman gives you 30 extra MB, and 50 extra HP to face the aquatic onslaught you'll be put up against.

#### //BAD IDEAS

#### Fireman

Fire is weak to Aqua. Enough said.

-----

#### Micchan

Micchan is your first opponent here, designed as a simple introduction to the way the tournament works. Armed with some aqua-type chips, this battle hopes to get you used to what you're going to be facing here.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: IceStage

#### Program Deck:

None		MiniBomb (R)
	Bubbler	
Sword	Bubbler	
	Cannon	NormNav1
Sword	Bubbler	
	Bubbler	
None		Cannon (L)

Battle Strategy: Don't you love AquaBalls? Yes? Put a few at the front - they will soak up the damage her Aqua-type chips do. If you've got some electric element chips, place them near the front - they'll do extra damage on the ice stage so you want to draw them as much as possible. Most electric-type chips also do chip damage - a Satelit1 WILL take out whatever chip of hers it hits - so if you have those, keep them handy and use them to erode her offense. You shouldn't take too much damage with AquaBalls or some other form of defense ready - but be warned that her Bubbler chips are FAST and they will get past the AquaBalls. If you're using Roll that won't be a worry, as you'll heal up the damage you take fairly quickly. However, it may be worth using Colourman in

this fight for the extra MB, or Elecman for some extra damage. In any case, if you use electric chips well this fight shouldn't be too hard.

-----

### Mayumi

Mayumi is your second opponent here, who seemingly is too incompetent to be able to adapt to the theme of the tournament. Probably one of the easier rounds you'll face this tourney, feel free to use this round to reinforce getting the hang of the elemental system.

### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: HiCannon  
Stage: IceStage

### Program Deck:

Recov50		Recov50 (R)
	None	
Recov50	MiniBomb	
	Cannon	NormNav2
Recov50	Cannon	
	None	
Recov50		None (L)

Battle Strategy: Wow. This deck... sucks. In a bad way. She has a 50% chance of hitting one of the blanks, and the chips she has in the grid are fairly lame. You're going to have a MAXIMUM of 150 damage coming your way each turn, less if you're making use of the chip-deleting effects most electric-element chips have. You'll probably want to use Roll here - the healing effect from the buster will make sure you don't take too much damage. Fill your deck up with your most powerful electric-chips (don't worry about AquaBall or ElecBall chips unless you really want to) and blast away. Fill up any gaps you have with low MB chips - PanelGrab is especially good for this. A very easy round.

-----

### Junko

Junko is your first aqua-type opponent here, designed to teach you the basics of the elemental system. First basic: Aqua navis using aqua-element attacks do extra damage. Crap. Second basic: Electric-element attacks do more damage to aqua navis. You know what you is doing.

### Navi-A

Hit Points: 550  
Attack Power: 40  
Buster Notes: Hits a random currently active chip.  
Element: Aqua  
Primary Chip: BubCross  
Stage: IceStage

### Program Deck:

Shotgun		Recov50 (R)
---------	--	-------------

	Bubbler		
Shotgun		BubCross	
	V-Gun		Navi-A
Shotgun		CrossGun	
	Bubbler		
Shotgun		None	(L)

Battle Strategy: Firstly, stuff some kind of defense in your front two slots. AquaBalls work well, but anything will work - you just want something to take damage for you. If it can also prevent the chip damage Junko's chips cause, then that's great. In the BACK row, you want chips with high HP. Things that can absorb the damage of the Shotgun and Bubbler-type chips without getting murdered. In the middle, put all your offensive chips you wish to use. It's recommended you use Colourman or Elecman this match - Colourman's extra MB is helpful, and Elecman's boost to electric-type chips will help if you're using them. If you have one, place a ZapRing3 in the front or middle (if your back row chips can stand a hit or two) row, it'll do \_220\_ damage to your opponent (and even more if you're using Elecman). This is truly a show of what elements can do if used correctly. Not a hard fight, especially if you're using AquaBalls which can easily reach 200+ damage on the second turn.

-----

Froid

Froid, also known as Hikawa depending on your tastes is your final opponent here. Aiming to "wash you up", as he says, Iceman symbolizes everything you've fought against so far in this tournament.

Iceman

Hit Points: 500  
 Attack Power: 60  
 Buster Notes: Pierces defense  
 Element: Aqua  
 Primary Chip: AquaSword  
 Stage: IceStage

Program Deck:

None		AquaBlad (R)
	AquaSwrd	
MiniBomb	LilCloud	
	Sword	Iceman
MiniBomb	LilCloud	
	AquaSwrd	
None		Shotgun (L)

Battle Strategy: I'm going to pull no punches when I say this fight is HARD. VERY hard. For starters, make sure you have some kind of defence in your front slots - AquaBall is advised as it will completely eat the damage of his Aqua Sword chips. As far as navis go, use Elecman if you have him, but if not use Colourman to get some extra MB. Once you have some defense set up, fill the rest of your deck with electric chips - ZapRing2 is advised over ZapRing3 here because of those LilClouds. ElecSwords, ElecSabres, MagBombs, Satellites, any electric chip will deal quite high amounts of damage to Iceman and (in most cases) his chips. If you wish, fill your "corner" slots (at the top and bottom of the third row) with PanelGrabs or other low MB chips - use the MB you gain from this to fill up the middle, more commonly drawn slots with better chips. With a bit of luck, a few tries and some electric doom, he should go down eventually.

-----  
Tournament Prize:  
3000 Zenny  
Navi Core: Iceman

---

```
/-----7D-4---\  
|Battery Tournament |  
| Location: Power Plant Lower Level |  
| Special Rules: Metal Stage |  
| |  
|Opponents: |  
|1) Taka [NormNav2] |  
|2) Michael [Navi-E] |  
|3) Gen [NormNav3] |  
|4) Count Zap [Elecman] |  
\-----/
```

By logical progression, this should be the final tournament you do (the Droplet is the easiest, so it's recommended you tackle that, then the Match, then the Sapling). The reason for this is to accumulate chips which will help you in this tournament - although admittedly there are very few wood-type chips you can get at this point in this game. As such, you need to make use of one other factor - the fact that electric-type chips do more damage on a metal stage. This can make the tournament rather irritating - as the best strategy you had for the other three tournaments in this class are essentially stolen off you by your opponents. As such, you really do have to rely on the wood element if you want to get through this tournament without a headache. There is one slight difficulty you may face here - you only really have two wood-type chip series available to you at the moment. One turns metal stages (like the one you'll be fighting on) to grass, and the other REQUIRES grass. This essentially nullifies the boost your opponents will be getting off the metal stage - which makes things a little more equal for you.

In any case, what you'll be up against is your main concern. Like the other three tournaments, it'll be a triple dose of elec, you'll be up against enemies using elec-element chips on a stage that boosts the damage of the elec element, and in some cases the enemies you'll be facing are electric element. This basically means that the opponents will get a DOUBLE boost when using electric attacks, something that we've recommended you rely on in the previous tournies. As such, our drill here is simple - abuse TreeBombs. TreeBombs are something we say are almost ESSENTIAL for this tournament, as they'll change the stage. Take at least two with you to this tournament.

//GOOD IDEAS

TreeBomb series

TreeBombs are absolutely fantastic chips - and I say that with full confidence that they will serve you well in this tournament. FIRSTLY, the electric-element opponents you'll be facing are weak to them. SECONDLY, they get a boost if you use a Wood-element navi, which you should be. THIRDLY, they remove the metal stage and hence remove the boost your opponents get when using electric chips. FINALLY, they damage all your enemy's chips. Hooked? You should be.

Spice series

Spice is an interesting little chip, in the sense you almost certainly won't be able to use it without TreeBomb. Spice REQUIRES a Grass stage, something that you'll only probably be able to create at this stage in the

game with TreeBombs. For doing so, however, you'll get better damage than TreeBomb gives, at a lower MB cost. Use them together (put two TreeBombs in your front row, then stack up a Spice or two behind them) for some devastation.

#### ElecBall

ElecBall is a fairly lovely little chip, as it has the very nice ability to completely nullify any damage caused by an electric-type attack (which includes chip damage) and turn it into attack power. Essentially, if this chip is active, you cannot be hit by an electric attack. Your enemies will be primarily using electric attacks. And that means that they'll power it up even more and make themselves get hurt. Isn't the cycle of karma fun?

#### Repair

Repair is a funny little chip. As it's very difficult to return the stage to "normal" here - Repair does just that - returns it to plain old normal. If you're using TreeBombs, though (which you SHOULD BE), you can use those to turn the stage to grass, which will make sure your opponents don't get any benefit off of it. Still, might be worth bringing, it's up to you.

#### PanelGrab

Ah, PanelGrab. PanelGrab is a nice defender chip - a lot of chips work by hitting the "last" chip you drew this turn - PanelGrab uses 0 MB and has quite nice HP for absorbing hits like this. Granted, it doesn't really do much, but as it uses 0 MB it's nice for filling up holes in the back slots where chips are very rarely drawn from.

#### Recov series

This should be quite obvious. In order for the enemies to win, they must take your HP to 0! (But you knew that!) This gives you more HP! That is good! (But you knew that!) In any case, bring some along with you, you don't want to lose just because the enemy pulled off a lucky shot or such.

#### Catcher

If you've followed our advice and done this tournament last, Catcher isn't really as important as in the other three, but it's worth bringing anyway. It increases your busting level and thus increases your chance of getting a chip after battle - so if you wish, use it to amass a few good electric chips. You don't even need to use it - it just needs to be on your grid at the end of the battle (if you use it as a slot-in and slot it in, it'll still count - so don't worry.)

#### Woodman

Woodman is the recommended navi here - he's rather slow, can't dodge that well - but has high HP, a good buster, and recovers 50 HP on Grass - and if you're using TreeBombs (which you SHOULD BE!) then they'll change the stage to grass for you. He also makes your wood-type chips do extra damage which'll help you win even faster.

#### Colourman

Let's say you did this before the Sapling Tournament for some strange reason. If so, you won't have Woodman - Colourman is the best replacement in this case, as he has quite high MB to make up for the loss of health and same-type damage boost - this allows you to use more powerful chips to make up for the damage boost you lost. You may even find him better than Woodman anyway, it depends on you and your way of play. Bring him along, though, he'll serve you well.

#### //BAD IDEAS

#### Iceman

Iceman is aqua-element. Aqua-element is weak to electric element. And as your science teacher will tell you, electricity and water do not mix well.

-----

#### Taka

This kid wants to show you a battlechip combo, even though he doesn't have any, and then complain about them being useless afterwards. Show him a REAL combo, bring along your TreeBombs and Spice if you've got them, and let's get this show on the road.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: MetalStage

#### Program Deck:

Cannon		ZapRing1 (R)
	Cannon	
LilBomb	Zapring1	
	HiCannon	NormNav2
LilBomb	SonicWav	
	Cannon	
Cannon		None (L)

Battle Strategy: If you're using the strategy we prescribed (Woodman, two TreeBombs in the front row with a few Spices behind them) then this fight will be fairly easy - it'll be slow (maybe quite unbearably if you're used to damage based strategies over chip destruction) but you should win fairly comfortably, his chips should generally not survive the round, so soon enough you'll be dealing off more damage than him anyway, and the healing you get off the grass panels will more than heal his lackluster buster. If you don't have the ability to pull off that setup - just use as many TreeBombs as you can (and put Spice if you have them where it is GUARANTEED you'll draw a TreeBomb before it) and fill the rest up with the best offense you have whilst still keeping the grid full. Use PanelGrabs if necessary to free up MB.

-----

#### Michael

Michael is one of the Netopian punks who apparently cannot speak English that well despite the fact Netopia is based (partially) on America and Europe. Yet Electopia is based on Japan. Funny that, eh? In any case, Michael is here to show off some chip-destructive power by using... yes, low HP chips. Show him how foolish that is by destroying his chips first.

#### Navi-E

Hit Points: 550  
Attack Power: 30  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit2  
Stage: MetalStage

#### Program Deck:

MiniBomb		MagBomb1 (R)
	Sword	
LongSwrd	Satelit2	
	WideSwrd	Navi-E
LongSwrd	Satelit2	

Sword

MiniBomb

Cannon (L)

Battle Strategy: Can you say TreeBombs? I thought so - if you draw two, they'll generally take out his entire draw unless he pulls a MiniBomb (which he won't, 75% of the time). He also takes quite nice damage from them - it's quite easy to get a 2nd turn victory if you put your mind to it. Not a hard fight by any means. If you're not going for the TreeBomb (and Spice, if you have it) method, then just use your best high-HP weaponry - though anything fairly good at destroying chips (Spreader comes to mind) will work quite nicely here. Whatever turns you on, it's not a hard fight if you can destroy his chips quickly.

-----

Gen

Oh lordy lord, it's a NormNav3. Almost certainly the first one you'll have faced, NormNav3 adds on ANOTHER 50 HP... at the cost of 10 buster damage. He relies on bombs, so bring along some TreeBombs and join the party - I'm sure he'll be glad you did.

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: MetalStage

Program Deck:

Recov50 Yo-Yo2 (R)  
LilBomb  
None MagBomb2  
CrosBomb NormNav3  
None MagBomb2  
LilBomb  
Recov50 HiCannon (L)

Battle Strategy: This battle is quite annoying - the MagBombs have fairly low HP but the neutral-element ones just don't seem to want to die. Still - he can only chuck about 70-odd damage your way each turn, which isn't really that much - Woodman's buster basically equalises it. Bring along some TreeBombs and Spice and make good use of them - you'll probably take out his MagBomb and Recov (if he draws one) but the CrossBomb and LittleBombs will take a few turns to get rid of. Still, not a very difficult fight if you employed that strategy. If you're lacking, just shove your best high-HP weaponry in your deck - a single HiCannon shot will do more damage to him than he can do to you in his whole turn. Not a very frightening opponent.

-----

Count Zap

Count Zap asks if you can take 100,000 volts. Sure, that may be impressive, but not as impressive as watching Elecman "retire" after he takes a few TreeBombs. Show him how wonderful the power of nature is.

Elecman

Hit Points: 450  
Attack Power: 20

Buster Notes: Damages chips.  
Element: Elec  
Primary Chip: ElecSword  
Stage: MetalStage

Program Deck:

None		Recov50 (R)
	ElecSword	
ZapRing1	Db1Nd1	
	MagBomb2	Elecman
ZapRing1	Db1Nd1	
	ElecSword	
None		Remobit1 (L)

Battle Strategy: First things first, if you have two TreeBombs, shove them in the front row - they'll change the stage to grass. You do NOT want to take a hit from an metal-boosted ElecSword - especially as Elecman gets a boost from using it anyway. The same strategy you've been abusing so far will get you through this with relative ease - Woodman, TreeBombs, Spice behind them. The ElecSwords are the only thing of real danger to you, and the TreeBombs will generally take those out before they pose much danger - so don't worry about them too much. Besides, the grass created by the TreeBombs will auto heal you 50 a turn anyway, so that's a plus point. In any case, providing you take out those ElecSwords sharpish, this shouldn't be too difficult.

-----

Tournament Prize:  
3000 Zenny  
Navi Core: Elecman

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=====  
= 8) Dex's Tournaments =  
= X8DEX =  
=====

Let's see... Lan plays the part of the bully, Chisao learns a couple of big words and disses Gutsie, Dex admits he himself sucks, and the visiting Netopians don't seem to mind Chisao's badgering. Something's gotta be in the water. Luckily for Dex, he's getting divine intervention - you. Look on the bright side. Every time Dex actually kicks someone's butt, Red Bull will give someone wings. It's a heartwarming feeling worthy of a half-baked holiday special.

Dex's starting navi is probably the weakest, aside from his high HP and 70 damage GutsHamr. This is because he has the lowest MB capacity of the starting navis, and also because he's made for killing guard chips - something people don't use early on. He also has a slightly iffy accuracy rate, so early on he's going to have a few problems against the likes of Ring and Roll. Good thing you've got us to help you through this difficult choice of character (well, early on), huh?

If I must say, I've found Dex to be one of the most enjoyable characters to play as, if only for the fact he says and does some very strange things between tourneys. See for yourself.

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8a) Class-E Tournaments

- Novice Tournament

Entry Fee: None

Prize Fund: 1000Z

Navi Core: NormNav2

- Guts Tournament

Entry Fee: 300Z

Prize Fund: 1500Z

Navi Core: MetalMan

- Healing Tournament

Entry Fee: 300Z

Prize Fund: 1500Z

Navi Core: Roll

The first few tournaments are little more than simple warmups. The Novice tournament is especially an easy mark for quick cash, and I suggest you play it several times to rake up roughly 1750z or so per play. Dex, unfortunately, has been gifted with a navi that is arguably one of the worst to start - due to Gutsie's very low MB capacity, you're not going to have much room for strategy.

I really, really, really, really, REALLY, REALLY suggest you save the Guts tournament for last. Roll's navi core is a godsend for the match with Metalman. For consistency's sake, though, I'll list them in the order the game presents them. That, and so you don't flood MG's and my own mailbox with "w0t?! u g3t it on r0ng ord3r!!11 j0z h33r!!"

Now shut up and start spoiling yourself. Oh, if you haven't already, check your program deck and assign all the chips you have in your folder. Hit Higsby's first for three chips if you really feel you need a few more chips, but what you have is adequate for now.

---

```
/-----8E-1---\  
|Novice Tournament      |  
| Location: ACDC School  |  
| Special Rules: None    |  
|                          |  
|Opponents:             |  
|1) Kenji                [NormNav1] |  
|2) Higsby                [NumbrMan] |  
|3) Ms. Mari             [NormNav2] |  
\-----/
```

giv zeny plz... OK, wrong game.

Admittedly, that's all this tournament exists for - easy money. As long as you actually bothered to check your program grid before running off to the tournament, I don't see any way you can lose. Gutsman shines here for his high HP and decent native attack in terms of raw damage.

//GOOD IDEAS

Doesn't matter, just keep it full.

//BAD IDEAS

An empty Program Deck.

-----

Kenji

The MMBN universe is home to quite a couple of brain-dead adults. Kenji doesn't show much promise for the future of NetBattling; the kid has a weak deck and no slot-in chips to turn the tide of the battle with.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Recov50		Empty	(R)
	Empty		
Cannon		Empty	
	Cannon		NormNav1
Cannon		Empty	
	Empty		
Recov50		Empty	(L)

Battle Strategy: If you're really worried about his setup, put your Shotguns (or swords, if you have any) in the center or back. Your Cannons should be up in front. Past that, as long as you have an attack chip in almost every column, Gutsman will easily outlast him. I shouldn't have had to tell you to do this.

-----

Higsby

Having learned that you can't really "move" in this game, Higsby smiles and cackles at this turn of fate. NumberMan shall be laughed at no longer! ...But what's this? He forgot to manage the Program Deck! All he has is a Cannon! D'oh! However, he gave NumberMan a very good buster in anticipation for this! Will it be enough to stop you? ...Nah. Gutsman's got this one!

NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism (This is a typo. He doesn't even HAVE one here!)  
Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Empty		
Empty		Empty	

	Cannon		NumbrMan
Empty		Empty	
	Empty		
Empty		Empty	(L)

Battle Strategy: Got a sword? Stick it in the center row (the one with three slots). A shotgun will do nicely too. Now, NumberMan's big strength is indeed in his normal attack. He can do 10 to 60 damage to you and all the chips you used this turn! However, if you delete his Cannon, that's all he can use against you. Gutsman can consistently hit higher than Numberman can roll, plus Gutsie has 200 more HP. In a war of attrition, NumberMan will lose even if he deletes all your chips. Pretty simple no matter how you arrange your chips, as long as they're in there. I've only seen Gutsie's normal attack miss once against him. (Something seems wrong with Numberman even dodging at all, doesn't it?)

-----

Ms. Mari

Your teacher's the first one to put up an almost serious fight, likely in response to the 'tude Dex has been giving her year 'round. Gulp. Honestly, she's actually not too bad if you follow my advice from earlier. Normal Navis have crap dodge rates, so Gutsman's powerful normal attack works wonders here.

NormNav2

Hit Points: 550  
 Attack Power: 30  
 Buster Notes: None.  
 Element: Normal  
 Primary Chip: Hi-Cannon  
 Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Cannon		
Empty		Empty	
	HiCannon		NormNav2
Empty		Empty	
	Cannon		
Empty		Cannon	(L)

Battle Strategy: Get your swords and shotguns in the front and center of the grid, like with Higsby. This way you'll be apt at deleting whatever cannon chip she pulls out. She can slot in a plain cannon chip if the fight drags on, but it shouldn't be a concern. Put a recovery or two in the front for insurance if you must, but I find it easier to use an all-out offense. She can really only draw up one chip per turn at max, while if you coordinate it right you'll get at least two. Couple this with Gutsman's high HP and decent normal attack versus NormNav2's crap buster and you'll get the picture.

-----

Tournament Prize:

1000 Zenny  
 Navi Core: NormNav2  
 Unlock Area: Open Battle  
 Open Battle: DenCity

Yay! You beat the n00b competition. You'd better learn to love it, 'cause you'll find yourself playing it a lot to make some quick cash early on. I really recommend you get 3000z for a 10 pack from Higsby. For some reason, good chips like to pop up when you buy in bulk. You'll want to do this at least twice or thrice. Slow? Yes. But you'll be thankful you did later. If you have the patience to accumulate even more wealth for more packs, go for it. Too bad Gutsie just doesn't have the MB capacity to work in most of what you'll pick up into a working strategy yet.

NormNav2 isn't great unless you find Gutsie's MB problem in need of a little digital viagra, but I'd recommend against using it. I wouldn't be surprised if you ended up having tons of them in your pack by the time you're done playing. The main problem you'll have with it is that the NormNav busters really suck, and those make a huge difference at times.

---

```
/-----8E-2---\  
|Guts Tournament      |  
|  Location: Yai's House  |  
|  Special Rules: None   |  
|                          |  
|Opponents:           |  
|1) Koetsu             [NormNav1] |  
|2) Kai                 [TurboMan] |  
|3) Tamako              [MetalMan] |  
\-----/
```

If you're fresh off your first win at the Novice Tournament, don't get too smug. Just because it's named after Gutsie doesn't mean he'll ace this! He'll meet his match in the final bout. This tourney is all about raw damage and, well, more raw damage. Go on ahead and load up Gutsie with those kinds of chips if you're able to, but I say it's a better move to go to the Healing Tournament so you can snag Roll's navi core; it's a huge help against Metalman.

Did you go and do that? Good. Let's get it ON!!

...Keep your pants on. Admittedly I probably had trouble with Metalman only because I didn't have a real strategic sense when I first played, and I really like having a full deck. Maybe there's some merit to using NormNav2 as Dex, but I stuck with Roll for the final match.

//GOOD IDEAS

Guards

Very good for the final match to save yourself a huge headache while taking only 80 damage max per turn.

Recoveries

A very good idea for obvious reasons. 80s are recommended for slot-in, but 50s can do OK.

Sword series

Iffy accuracy, but it doesn't matter much since these enemies don't dodge all that often (save for Metalman and his B dodge rate). Normal swords break easily but do very good damage for only 10 MB while deleting chips efficiently.

Cannon series

Nothing wrong with quick and dirty damage, but swords are a bit better for this one.

Yo-Yo series

Stronger and more accurate than Cannons to an extent, but this early in the game I doubt you've the MB to fully work them in.

#### Panelgrabs/Recov10s/Recov30s

If you run out of MB space for whatever reason, bring them anyway. Every hit generally counts and the main point of a 0MB chip is to fill in space to protect your deck from Shotgun-series chips, so I usually go with Panelgrabs. This is very important for Dex in the early game, since Gutsie's MB count is low enough to have a challenging limbo game with.

#### HeatBall

Kai's a closet pyromaniac. Anticipate this. It's not a life-or-death thing, though.

#### Catcher

Free chips and a little extra money. Burners from Kai, GoldFists from Tamako... put one in your slot-in space today!

#### NormNav2

A maybe. The buster and dodge rate suck, but he's got good HP and a very good MB capacity to play with if you find Gutsman's biggest handicap too big a problem.

#### Roll

Just my personal suggestion, I find she has it easier against Metalman than Gutsman does for her high dodge rate, strong buster, and 10 more added MB to play with. I suggest you go to the Healing tournament and clear that first.

#### //BAD IDEAS

#### Most Defense Chips

It doesn't matter for Koetsu, but Kai can frag Guards with frightening ease thanks to his MiniBombs up front, while Metaljerk will give Gutsie yet another reason to cry if he uses any defense chip other than a Guard (which you really ought to bring two of in your folder anyway).

-----

#### Koetsu

Remember in BN3 how he was portrayed as a technical expert with a severe case of stage fright and foreshadowing hunches? He's also still in grade school, which reflects on his relatively weak but not completely hopeless folder construction. Technical expert my left foot.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

#### Program Deck:

Empty		Cannon	(R)
	Recov50		
MiniBomb	Cannon		
	Empty	NormNav1	
MiniBomb	Cannon		
	Recov50		
Empty		Empty	(L)

Battle Strategy: Your folder might actually look a little bit like his, except you probably have something in the middle of the second row. Still, as

long as you have a chip on every panel, there's a good chance you'll plainly out-damage him. If the cannons and minibombs really just don't rub you right, stick shotguns and swords where (in)appropriate. Nothing to fret over, just bulldoze this guy so he learns the hard truth about his supposed technical skill.

-----

Kai

Magenta Galaxy hates him for his efficiency in deleting your chips. I hate him because he reminds me of me. That, and the "vroom" thing has been getting on our nerves. Either way, Kai's got a really good idea of what he wants to do to you, and that's to leave you chipless. There are small kinks in his plan this time around that Gutsie can take advantage of (or Roll if you prefer... you DID go to the Healing Tournament before the Guts one, right?). Now, the only remaining mystery is to why Kai refers to Gutsman as huge when Turboman plain towers over him.

Turboman

Hit Points: 550  
Attack Power: 20  
Buster Notes: Heat-Element, Damages All Chips  
Element: Neutral  
Primary Chip: Burner  
Stage: Normal Panels

Program Deck:

Empty		Shotgun	(R)
	Empty		
Empty		MiniBomb	
	Burner		TurboMan
Empty		MiniBomb	
	Empty		
Empty		Empty	(L)

Battle Strategy: Like with Numberman back in the Novice massacre, you're going to be losing a good number of your chips, no doubt about it. Put your strong stuff up front and make the best of them (swords are your best bet; Turbster can't dodge well). Guards need to stay out; they WON'T beat the Minibombs to the punch, and they'll make your shields go 'splody. A FireBall is good in front if you can spare the MB, which you most likely can't; it's not really necessary actually. I doubt that you'll even have one right now. The upside Gutsman has here is that his native attack waaaaay outdamages Turbster if it boils down to a war of buster attrition. Just go all offensive and you'll win. Recovs probably won't be necessary as Turbster is focused more on getting rid of your chips as opposed to doing tons of damage. If you have them, put Panelgrabs in the back to help ensure that Gutsie's buster hits.

-----

Tamako

I wouldn't be surprised if Dex wanted to start putting the moves on her. She's everything he is, but far more marketable for a swimsuit calendar. Oh, and Metalman is one notch above Gutsman in every conceivable way. Tough cookies. This was the first real match to get the best of me, and is why I insist that you go bring Roll to beat Metalman up.

Metalman

Hit Points: 650  
Attack Power: 80  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Pirmary Chip: GoldFist  
Stage: Normal Panels

Program Deck:

Recov50	GoldFist (R)
Cannon	
Empty	HiCannon
LilBomb	
Empty	Cannon
HiCannon	
Recov50	Empty (L)

Battle Strategy: Metalman outclasses Gutsman in everything he can do, so I wouldn't use him - even if Tamako didn't put anything behind the Littlebomb, she's still capable of doing up to 220 per turn while healing 50 if Metalman gets a good draw. Instead, sub in Roll; she can dodge the cannons fairly well, plus her native attack is better overall by 20 points. Metalman may dodge it from time to time, so put Panelgrabs where appropriate if you run out of MB space. The front should be holding Wideswords for primary chip deleting; normal swords are OK for the center but I think HiCannons are slightly better from there. Shotguns help, but having Recovs in the back will help her survive versus Metalman's 250 HP advantage. The other thing you need to be wary of is the GoldFist slot-in - it hits for 150 damage. Past that, your strategic finesse in organizing the deck will hopefully win the day.

The easy way out? Two Guards up front. You'll take only 80 damage per turn maximum, and non-element attacks that pierce or break mean squat against Guards.

-----

Tournament Prize:

1500 Zenny  
Navi Core: Metalman

Did you by any chance come to be fond of how Gutsman plays? Meet Metalman - a step up from Gutsman in every way. A small step, but a step nonetheless. So start using him! He's really not too bad. The only downside compared to Gutsie is that his head sometimes disappears off the top of the screen. That is, if you're annoyed by trivial things like that. He also takes up a space on the folder too, but that's not a huge worry yet. You can also opt to keep replaying the tournament so you can snatch some Burners from Kai and GoldFists from Tamako. Put in a Catcher Slot-In for an easier time. I doubt you'll have the room this early in the game to accomodate for it while maintaining a full, balanced diet, er, grid though... unless you use your NormNav2s. Your call.

Assuming you tackled this one last like I did, you'll gain +20MB to use for your grid, access to ACDC Park, and are hereby allowed to compete in the D Class! Yahoo!

---

```

/-----8E-3---\
|Healing Tournament      |
|  Location: Seaside Cafe |
|  Special Rules: None   |
|                          |
|Opponents:              |
|1) Anna                  | [NormNav1]
|2) Mary                  | [Ring]
|3) Mayl                  | [Roll]
\-----/

```

Now, Gutsman against Ring and Roll is like those old Tom and Jerry cartoons - the girls are slippery and will constantly evade Gutsman's wrath. However, I suggest going here after buying a few ten packs from Higsby just so you can get your grubby hands on Roll and show Metalman a real good time at the Guts tournament. You may even get a few free Recovs in the process.

//GOOD IDEAS

Recoveries

You don't want to get too far behind in HPs if they manage to keep dodging. Bring a 50 or 80 as slot-in, or stick one in your grid somewhere.

Shotgun Series

Does OK damage, VERY accurate, but usually fragile. Consists of Shotgun/V-Gun/CrossGun/Spreader. A staple for killing chips in the back and slowly working your way inward to the main chips of your opponent's strategies.

Ratton Series

Stronger and more durable than Shotguns, and they serve the same purpose for the same amount of MB (low!). If you get them, use them! They rock.

Fan

Lowers their evasion but increases their accuracy. Enemy accuracy is not what you should be worried about. Lower evasion = good, even better in Gutsie's case because his buster misses a lot.

ZapRing / MagBomb Series

It depends. ZapRings take up a lot of MB, and MagBombs have some accuracy issues (not to say ZapRings are all that much better). I'd go with the latter if you're playing Dex, unless you want to use NormNav2. This is if Roll gives you trouble and you don't have...

Guard

Got two? Bring them both. They'll own Roll for free.

Panelgrabs/Recov10s/Recov30s

If your planned deck caps your capacity, these are mandatory. Panelgrabs are best because your two worst enemies here are very evasive and very slippery. Take that away from them. Almost mandatory for an early-game Gutsman deck to free up what little space he has for good chips.

//BAD IDEAS

HeatShot / Bubbler Series

Equal MB for a little less damage than the Shotgun series, with an elemental punch. At this stage of the game, I suggest you not bother with them, but they'll be of help VERY soon. Just not here. They can fill your deck OK if you've no other options, though, but mind Gutsman's MB cap!

Swords

Great for chip deletion, but normal swords have very low accuracy and will run into problems against Ring and Roll. Use WideSwrds in their place if you can.

Cannon Series

Nothing wrong with raw damage, but they're inaccurate and do nothing to enemy chips.

-----

Anna

This generic waitress says it's her first time. Brilliant use of innuendo, Capcom. Well then! She didn't do too bad in programming her deck, but if you've built up your deck and arranged it smartly (MiniBombs help, as do Shotguns; you WANT to delete these friggin' recoveries), she won't pose too much trouble.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Cannon		Recov50	(R)
	Cannon		
Empty		Recov50	
	HiCannon		NormNav1
Empty		Recov50	
	Recov50		
Cannon		Empty	(L)

Battle Strategy: She's a step up from Ms. Mari's navi, at least in terms of programming. You want to kill those Recov50s in front, so put swords there - they outdamage the 50 HP recovery and often delete them, if not take out a cannon or two. Her offense isn't that troublesome. Still, put a recovery in there somewhere if you feel you can't win by sheer brute force alone, which you should be able to. Past that, it's typical NormNav1 fare. At least Anna sounds like she's having fun. If you have two Guards, putting them up front basically makes you invincible, but you'll want to back them up with swords to delete the recoveries.

-----

Mary

The first rule of fighting Mary and Ring - they want to kill your Slot-In chips. I hope you aren't too reliant on them, because they'll certainly try to delete them when an opportunity arises. I also suspect Mary is the kind of person to insist that there be a no throwing rule in effect when playing fighting games within arcades, but I digress. Aside from this anti-Slot in behavior, she's only annoying at best.

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Normal Panels

Program Deck:

Recov50		Recov50	(R)
---------	--	---------	-----

	Cannon	
Recov50	MiniBomb	
	HiCannon	Ring
Recov50	Cannon	
	Recov50	
Recov50		Jealousy (L)

Battle Strategy: Gutsie's normal attack is going to be missing... a lot. You can't rely on it unless you put Panelgrabs in the back. Your first job is to kill the Recov50s in the back if you can; shotguns and mini/lilbombs will help, but in front you want your really strong attack chips. Put any shotguns or rattons you have up front. HiCannons aren't bad, but they don't kill chips. Wideswords, heck, normal swords are more efficient as long as you don't put them in the back. Cannons and minibombs should be put in the back, as their HP allows them to hopefully survive Ring's normal attack. A Recov somewhere isn't a bad call. Ring has iffy HP, but she'll fight to keep the HP she has. As I said before, if you intend to use Slot-In chips, use them as early as possible or they're gonna go kablooie. I guarantee it! Don't bring a Guard here; there's a 50% chance Ring will draw a Minibomb and make it/them into a memory.

Oh, before we continue, have a hearty LOL at Mary's excuse for losing. It perfectly parodies what most of the less intellectual haters of the game claim to be its fatal flaw.

-----

Mayl

The formerly useless female lead is here to draw blood. Gutsman in particular is going to have it really rough. In addition to having an attack that gives her an advantage of 100 HP (50 damage to you, 50 healed for Roll), she's also stacked on the healing chips. It's only going to get worse. Groan. This is going to be a trial by fire, and the first time I fought Roll I nearly got my butt whooped. That is, until I learned an obvious but useful trick.

Roll

Hit Points:	400
Attack Power:	50
Buster Notes:	Heals for 50 damage, even if it misses.
Element:	Neutral
Primary Chip:	Recov30
Stage:	Normal Panels

Program Deck:

Cannon		Recov50	(R)
	Sword		
Recov10		Recov30	
	LilBomb		Roll
Recov10		Recov30	
	Sword		
Cannon		Recov30	(L)

Battle Strategy: I'm going to divide this in half. This first part contains the easy way to win. What is it, pray tell? If you have two Guard chips, put them up front and Roll can't do a thing to you. Period. You will want something to destroy those Recovs though (swords/shotguns/rattons).

Now, the hard way. Roll is Gutsman's counter-character among the starting navis, without a question. Roll out-muscles Gutsman's normal attack in terms of

function, and she has enough Recoveries strewn about to make the gap even bigger. Gutsman's 200 HP advantage will get whittled down quickly. I had a Recov80 to slot in with as well as a Hi-Cannon and I had to use them both. Anything that damages chips should be your dominant offense; WideSwords and Shotguns preferred, but Rattons are really good if you have/can use them. Watch your MB. If you use more than one MagBomb, put them in seperate rows so you have up to two chances to stun her so that she doesn't use her normal attack. Feel free to put one in the back not only as a way to do a little damage to her stuff and stun her, but to serve as a potential damage-soaking decoy if she uses a sword and it hits. Normal swords will miss fairly often but shouldn't be completely ignored. A Recov50 of your own somewhere (maybe in the first column) will help a bit too. If you're out of MB, fill gaps with Panelgrabs or Recov10s/30s. With a little luck, you can overcome this bad matchup and claim Roll's navi chip all to yourself.

-----

Tournament Prize:

1500 Zenny

Navi Core: Roll

Unlocked: D-Class

+20 MB for Program Grid

Unlocked: ACDC Park

Technically, you'll unlock the D-Class, +20 MB for the grid, and ACDC Park if you took on this tournament last. I didn't in this playthrough with Dex. If you did, great, head on down to the D-Class touranaments. If not, scroll back up and check out the Guts tournament. You're going to be glad you have Roll's chip; put her in your folder ASAP.

Roll's extremely good as far as starting navis go. Don't rush out and restart your game to play as Mayl, now. Her normal attack is excellent, and her high dodge rate makes her hell to hit with inaccurate attacks. Her big weakness is that stunning attacks stop her greatest upside, so try and keep her away from battles with electric navis or those with stunning attacks. Or invest in candles.

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8b) Class-D Tournaments

- Match Tournament

Entry Fee: 500Z

Prize Fund: 3000Z

Navi Core: FireMan

- Sapling Tournament

Entry Fee: 500Z

Prize Fund: 3000Z

Navi Core: WoodMan

- Droplet Tournament

Entry Fee: 500Z

Prize Fund: 3000Z

Navi Core: IceMan

- Battery Tournament

Entry Fee: 500Z  
Prize Fund: 3000Z  
Navi Core: ElecMan

Watch Chisao talk about bucking the tourney sponsoring system for your own meager benefit. Those "friends" Dex and Chisao talk about are referring to your real life buddies, assuming you have any of the sort. If you really want to take part in these tournaments, hit the ACDC area when you get your hands on a sufficient number of navi codes. Be wary - unlike our compy opponents so far, humans tend to be very devious creatures about what kind of stuff they stick into their decks. At this stage in the game it's probably not wise to stick in any codes you've come across on the real 'net. Unless said codes are really guard-centric (you just got Metalman, one of only three navis that can instantly destroy used guard chips after all), you probably won't stand a chance against the majority of them. If you \*REALLY\* want to break the game, go see PhQ's Fodder Navi Code FAQ for a painless way to win even the 128 man tourneys. I'm not going to do that for these walkthrough-generating playthroughs, but be my guest.

The first set of element tournaments can be pretty tough to deal with, most notably if you haven't been buying chips. Shame on you! Kai and Mary can probably shimmy on into the Sapling and Droplet tournaments respectively with minimal chip libraries and come out on top, but Dex can't. Go buy more chips already! If you need more cash, just go rape and pillage the Novice tourney a couple more times. Arrr. I don't care if it's boring, just do it.

As a quick reminder, here's how the element tree goes:

```
AQUA poons      HEAT
HEAT lawls at  WOOD
WOOD r0x0rz     ELEC
ELEC frags      AQUA
```

And if it isn't already obvious...

```
Match   - Heat
Sapling - Wood
Droplet - Aqua
Battery - Elec
```

Now's the time to start revising your folder. Most of your tactics for the E Class will need a bit of updating. You're going to want, no, NEED those Aqua/Fire/ElecBalls. Once you get one, go for the gold. I got an AquaBall first, so that affected my tournament-tackling order. Enjoy Chisao's Great Quest to Annoy The Living Hell Out Of Everybody(tm) halftime show, then press onward.

I took on the tournaments in this order: Droplet, Match, Sapling, Battery.

---

```
/-----8D-1----\  
|Match Tournament      |  
|  Location: Okuden Park  |  
|  Special Rules: Lava Stage  |  
|                          |  
|Opponents:           |  
|1) Yoshiro           [NormNav1] |  
|2) Haru               [Navi-F]   |  
|3) Mary               [Ring]     |  
|4) Mr.Match (MMBN1) [FireMan]   |
```

\-----/  
Second up, the Match Tournament! You'd think they'd invade Lan's house and do all the fighting in the stove, but no. An outdoor grill it is. "Why do this second," you ask? Simple - it's tough, even with good aqua chips. FireMan is clearly not the weakling in this game he was in the first MMBN, and Ring can throw an extremely devious curve to those who love elemental balloons. The Lava stage makes it even worse on you if you don't have water chips to cool it, too. Iceman's going to be your navi of choice here, so conquer the Droplet tourney and grab a couple good aqua chips (either from the tourney or from Higsby's) so you can keep your cool and survive the heatwave.

If anything, remember to keep an Aqua chip or two handy in the front to wash away the lava. This is of utmost importance.

#### //GOOD IDEAS

##### Bubbler Series

Obvious. Heat does not like Aqua. Bubbler series chips are very accurate and do decent damage if used by an Aqua navi (like, say, Iceman), so use them!

##### AquaSwrd / AquaBlde

High, high damage if used by an aqua navi against a heat one. At this stage of the game I suggest using AquaSwrds, winnable off of Iceman in the Droplet tourney (you went there first, right?). The only strike against them is the low accuracy. And the high-ish MB count, if you're using Iceman like I suggest.

##### Cloud Series

Good HP, not too demanding on MB, and pretty good damage if, again, used by an aqua navi against a heat one. Great for the back row for soaking damage.

##### PanelGrabs

The best 0 MB chip; good HP (120), free, and necessary to protect your main offense if you're using Iceman like I suggested. Try and get at least four, but Recov10s can be OK substitutes. Recov30s won't last long, so I don't bother with them.

##### Catcher

You'll want it just to gather more heat-based chips for the Sapling tourney. Believe us here, just do it! Put it in a slot-in space.

##### HeatBall

One of your only real chances at wining if you don't have a good aqua deck, and even then it's still somewhat helpful.

##### AquaBall

If you want to press more of an offense while putting up something of a defense; use an Aqua navi with one of these and it'll do INSANE damage at the end of the turn to a heat navi.

##### ElecBall

Not entirely obvious, but if you love the Balls, this is the only one that won't get easily popped by Ring.

##### Iceman

He's your first obtainable aqua-element navi. Aqua > Heat. Figure it out for yourself. Low-ish MB (same as Gutsie), but he's got enough for five BubCross / AquaSwrd chips and four OMB chips of your choosing; these should be more than enough.

#### //BAD IDEAS

##### Woodman

Got Woodman before you came here? Good for you. I suggest you don't flaunt it around these people, as fire is the one silver bullet that takes wood navis down and out.

-----  
Yoshiro

Another NormNav1 wielder, another guy who just has no idea what's coming to him. He only pretends to by saying how he knows how to make the types work for and against you. Just big talk. Isn't that Dex's specialty? That's what I thought.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (More like V-Gun and HeatShot!)  
Stage: LavaStage

Program Deck:

Minibomb		HeatShot (R)
	V-Gun	
Empty	Cannon	
	HeatShot	NormNav1
Empty	Cannon	
	V-Gun	
Minibomb	Empty	(L)

Battle Strategy: His middle row holds chips that may do greivous things to whatever is in your back. As a precaution, put chips with high HP in the back (like, say, oh, Panelgrabs, since I'm using Iceman). Don't bother putting balloons up here if you're accustomed to the idea by now, since going all offense will yield very good results. Make sure you have an aqua chip in at least two rows in order to clear away the Lava. If not, then put a Recov up front or in center to play it safe. He'll draw a blank if he pulls a Heatshot, meaning he's basically nothing difficult, especially since he has no elemental affinity to give the HeatShot any real punch.

-----  
Haru

Haru's going to be displaying what Yoshiro should have. Fortunately, you've carried along Iceman and are primed to put out Haru's seemingly docile battle spirit, yes? Note the dominant chip - you should know what to do.

Navi-F

Hit Points: 550  
Attack Power: 60  
Buster Notes: None  
Element: Heat  
Primary Chip: HeatCros  
Stage: LavaStage

Program Deck:

Recov50		HeatCros (R)
	Empty	
HiCannon	Heat-V	
	HeatCros	Navi-F
HiCannon	HeatShot	

Empty

Recov50

Empty (L)

Battle Strategy: Note - it's a Heat navi using Heat chips. This means those chips are going to hit harder. Note how the first two rows are the HeatShot series, which target the back chips. See where I'm at? Right - your hardest chips need to go in the back. The damage potential of this one isn't too bad. Use HeatBalls if you want, but AquaBalls come out faster and will block the damage to you if you don't mind letting your back chips take a hit (in my case they were Panelgrabs), but if you're using Iceman you'll also get a damage bonus on the return. Make sure you use aqua chips, any aqua chips, to destroy the lava. This pales in comparison to what Junko's Navi-A (Droplet tournament) can and probably did to you; compared to her, this is *\*really\** easy as long as you have a strong Aqua-based selection in the center row, as chances are it'll be the one you're doing most of the attacking with.

-----

Mary

She and Ring may not have the idea of teamwork down pat given the excuses they throw about another, but Mary *\*is\** clever. Why? She can attack with THREE different element types here - mostly Heat, but there's one Aqua chip (rarely drawn but strong) and Ring's RingRang, which is Elec. Don't forget Mary's love of killing Slot-Ins, either. Hoo boy.

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: LavaStage

Program Deck:

AquaBlde	ZapRing1 (R) (Heh, so NOW she uses a ring-type chip)
MiniBomb	
Heat-V	Heat-V
Heat-V	Ring
V-Gun	V-Gun
MiniBomb	
Empty	Jealousy (L)

Battle Strategy: This battle serves two purposes: a) to make you sweat for using an Aqua navi, and b) to foil your recently newfound love for Balloon chips. Still, I braved it through with Iceman. HeatBalls go pop if she gets to draw her AquaBlade although they'll absorb the rest of her deck, while AquaBalls will be destroyed instantly by Ring's normal attack even though they will come first before whatever she has in the front of her deck, so I used ElecBalls; it won't go pop, but it won't fully absorb anything from Ring's deck at all. Your call. You'll still want to keep sturdy chips in the back, but feel free to try and use BubCross chips to try and kill off the AquaBlde before it becomes a real problem; just watch your MB. In general aside from having strong chips in the back, I see no special trick that can easily disable Ring outside of stocking up on Bubbler series chips. Even if Ring's normal attack is electric, don't let it deter you from using Iceman; just prepare to lose whatever's in the back if you're not using a HeatBall or ElecBall. Don't forget about the lava, now.



Heat attacks are slower than Aqua ones and Fireman dodges less. However you'll find Wood-based characters to be extremely annoying as time goes on and you'll be happy to have everything you can get in terms of firepower (heh). His MB capacity is equal to Iceman's, so it's mostly just swapping out Aqua chips for their Heat equivalents for the next leg of your journey.

---

```
/-----8D-2---\  
|Sapling Tournament |  
| Location: Okuden Valley Enterance |  
| Special Rules: Grass Stage |  
| |  
|Opponents: |  
|1) Haruka [NormNav2] |  
|2) Tetsu [Navi-W] |  
|3) Sara [NormNav3] |  
|4) Sal [WoodMan] |  
\-----/
```

Chill, Dex. It's not as hard as it looks. Oh, hi! This is the third stop in the D Class walkthrough; I suggest you go and have a nice barbecue at the Match tournament and pick up a couple of heat-based chips before you even think of setting foot here. Wood navis are extremely annoying in that a lot of the more infamous decks for the game are good at destroying your deck while being hard to destroy themselves without a certain setup involving heat-based navis and attacks. Not only that, they'll gain back 50 HP at the end of every turn automatically. How do you get rid of grass? SET IT ON FIIIIYAAAAA!!! teh fier. Using a fire attack will cleanse the board of this stuff, and it adds a boost to said fire attack's damage too!

The gist of it is to bring a pure fire-based strategy and you'll be A-OK. Fireman has the same MB count as Iceman (read: low), but it's nothing you haven't had to deal with before.

//GOOD IDEAS

HeatShot Series

Duuuuuuuh!! S accuracy, heat-elemental, burns grass, does a number on the last selected chip... everything you need to be rid of these annoying weed navis.

FireSwrd / FireBlde

Also really good; FireSwrds are better for lower MB count, and can be won off of Fireman back in the Match tourney. Put these up front with a heat navi (Fireman) for a chance at really freakin' high damage from the grass. Even without the grass it'll do nasty damage.

Burner

Great for doing damage to all chips, especially with the element interaction involved here. The high MB's sort of a drag. You can get these off of Kai in the Guts Tournament.

Meteo Series

A favorite chip used by many heat-based decks in the earlier days, they're still useful for fighting wood navis; its low accuracy can be problematic though.

HeatBall

No WoodBalls, but that's OK! Let this one rip. If it's still intact at the end of the round, it'll do a very handy amount of damage.

PanelGrab

Let's face it - if you're going to use most of these good ideas, you're going to have some blank spots on your deck. Bring these to fill the gaps.

Recov10s are OK too.

Catcher

You want those TreeBoms some people carry. Don't question me. Get them! This makes it easier while getting a little more cash for the paltry price of a single slot-in space that you likely won't need if you follow these strategies to the letter.

Fireman

Heat is the only sure-fire way to delete the trickier wood-based decks. Fireman gets a pat on the back in the form of extra damage if he knows his role and shuts everyone else's mouths up with teh fier. He's got enough MB for five FireSwrds/HeatCros chips and four OMB chips of your choosing. Nothing wrong with haunting Lan's mom with him, either.

//BAD IDEAS

Elecman

Lowish HP is a bad thing already, and his native attack isn't strong enough to help him after his chips get deleted.

ElecBalls

Balls are great. I like to play with these chips. Wood counters Elec, so that means ElecBalls will die if someone tosses a seed into it (TreeBoms). Please use common sense when dealing with the elements.

-----

Haruka

What's a mom to do when something's annoyingly popular and you want to dissuade your kids from having further interest in it? South Park taught parents to indulge in it themselves, no less! In Haruka's case, she won't be so lucky. Her deck setup is pretty silly in a bad way.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: GrassStage

Program Deck:

HiCannon		TreeBom1 (R)
	HiCannon	
Empty	HiCannon	
	Empty	NormNav2
Empty	Recov50	
	Recov50	
Recov50		Empty (L)

Battle Strategy: By having nothing in the center panels at all, it's relatively unlikely that this poor navi will draw a good hand. Sure, three straight Recov50s or three straight HiCannons can do some damage, but really now. At this stage of the game you should have something filling every panel, not to mention you should have fire chips to abuse the grass, where Haruka didn't think of it. Like any first match in the D Class, this NormNav is toast. The TreeBom1 slot-in should pose no threat, as this navi can't do anything to your chips otherwise.

-----

Tetsu

This rather confident-looking man has brought along yet another generic navi, only this one's Wood-elemental. Not only will you be introduced to the giddy feeling that comes with setting living things on fire, but you'll also get a vague idea of just how annoying TreeBombs are if you're caught unprepared.

Navi-W

Hit Points: 550  
Attack Power: 10\*3  
Buster Notes: Damages chips.  
Element: Wood  
Primary Chip: TreeBom2  
Stage: GrassStage

Program Deck:

Recov50		Cannon	(R)
	Cannon		
Recov50	TreeBom1		
	TreeBom2	Navi-W	
Recov50	LilBomb		
	Cannon		
Recov50		HiCannon	(L)

Battle Strategy: His offense is nothing special at all, and if you've packed fire chips as I suggested, he won't post much of a threat outside of maybe deleting a couple chips; TreeBoms in Wood navi hands do a very good job of deleting stuff, so put all your good (heat) chips up front to make the most of them. You should already have a head start from burning up the grass as far as outdamaging him goes, and from there his HP should be dropping far faster than yours will be, Recov50 or no. It should also be noted that his buster misses frequently, so it may be a non-issue if you work fast enough. Once again, put everything you hold dear up front to make the shortest work out of him.

-----

Sara

This flight attendant's decided to take a break from her job to be more down to earth with the world around her. Her head surely isn't in the clouds, 'cause she's clearly thought out her strategy - to get rid of your pesky chips.

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: GrassStage

Program Deck:

Cannon		Recov50	(R)
	CrosBomb		
Recov50	HeatCros		
	CrosBomb	NormNav3	
Recov50	HeatCros		
	CrosBomb		
Cannon		Empty	(L)



get your hands on more TreeBom3s for later when your deck capacity's higher. I find that Higsby's tends to give out a lot of wood-elemental chips, and at this stage you may not need to purchase too many more 10-packs from him; a new shop is on the horizon. Once you're confident in your selection of wood chips and stick them into your folder, head on to the as-of-yet unconquered Battery tournament.

Woodman only looks funny, but when his deck is arranged right, he means business. There are more than a few decks out there revolving around the abuse of turning AlumiStages into GrassStages with TreeBom chips, followed by Spices to bypass your guard box and delete lots of chips. This is exactly why it's annoying to fight against a Wood navi unless you're packing heat. With this guy now on your side, the final battle for Class D will be a cinch with a capital "C." Keep in mind that he has the same MB count as the other elemental navis you've acquired thus far, and adjust your game accordingly.

---

```
/-----8D-3---\  
|Droplet Tournament      |  
|  Location: Waterworks  |  
|  Special Rules: Ice Stage |  
|                          |  
|Opponents:              |  
|1) Micchan              [NormNav1] |  
|2) Mayl                  [Roll]   |  
|3) Junko                  [Navi-A] |  
|4) Froid                  [IceMan] |  
\-----/
```

MG and I are in agreement that the Droplet Tournament should clearly be your first stop. You'll be playing on an Ice field (which favors Aqua navis) against characters wielding Aqua chips (which are stronger when used by Aqua navis)... and your last two opponents ARE Aqua navis. The other two are just wannabes. You'll want to bring electric chips for sure. If not those, accurate ones. An AquaBall is practically mandatory for an easy way out, but you can do fun things with an ElecBall as well. Your best navi for the moment, Metalman, doesn't have a very high MB capacity. You'll have to arrange his deck intelligently to see this one through, but his high HP allows you at least a little room for mistakes.

Remember, ice stages really make it trickier for people to hit at all, so be wary!

//GOOD IDEAS

Satelite Series

The closest thing the game has to an elec-element Shotgun series. Lowish HP, but aqua navis don't like electricity, and ice makes it that much more a problem... for them. If you get one or two, use them!

Rattons

An extremely good choice. Decent HP and very accurate, plus it does some chip damage. I'd take them over the Shotgun series chips if you can, since these are more durable and pack a slightly harder punch (especially if you use Ratton2s) without being too demanding on MB.

ElecSwrd / ElecBlde

It's unlikely you'll have any, but they work wonders even if you don't have an electric navi (due to the ice panels and how they amplify electric attacks). However, low accuracy and the fact aqua navis are harder to hit on ice makes this something you may want to pass up on for more accurate

chips.

#### MagBomb Series

Again, inaccuracy. However, the elemental interaction (elec > aqua) makes it worthwhile for doing damage to all selected chips while preventing the enemy from using their buster. MB-wise they're pretty cheap too. MagBombs are really all you need, but MagBomb2s aren't bad if you've got leftover MB space.

#### ZapRing Series

The higher the version, the more damage but the less HP; ZapRing3s will do humongous damage, but will likely die quickly if the enemy uses a hit-all chip. All are 40 MB, so be forewarned if you bring one.

#### AquaBall

The focus of the tourney is on aquatic attacks. This'll block them completely while doing a decent amount of damage at the end of every turn.

#### ElecBall

Also useful if you want to trade a little defensive security for a chance at really sick damage at the end of the turn due to elemental differences. AquaBalls are far safer, though.

#### PanelGrab

For filling holes in your deck after you max out your MB. Almost necessary due to one competitor's particularly effective and annoying strategy of making your last selected chip suffer heavily.

#### RockCubes

Ditto, although they're 10 MB apiece.

#### Recoveries

Good for slot-in; if you can get a Recov120, that'd be great.

#### Catacher

Stick it in a slot-in space for a better busting rank, meaning more money and more aqua chips for later on. You'll want as many as you can get!

#### Elecman

Didn't tackle this first? If you beat the Battery tourney before this, bringing him along makes it all the easier.

#### //BAD IDEAS

#### Fireman

Remember waaaaay back in Megaman 1 how Iceman's weapon trumped this guy? Same story here, for a different reason: Aqua > Fire. Didn't we go over this in the D-Class synopsis?

#### FireBall

An exercise in futility, as aqua attacks instantly washes this hot little defense chip away.

The above list is pretty large since at this stage of the game, I didn't have Elecman and there's quite a few ways you can approach this one as a result. After this, it's all about element abuse.

-----

#### Micchan

Ah, just a warm-up. She thinks you're big and strong, so you'd better live up to that! She's merely toting around a NormNav1 that doesn't benefit much from using aquatic chips, but you can benefit from the ice stage by using a good electric chip or two.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral

Primary Chip: Cannon (Why is it always the Cannon? Look at 'em Bubblers!)  
Stage: IceStage

Program Deck:

Cannon		MiniBomb (R)
	Bubbler	
Sword		BubShot
	Cannon	NormNav1
Sword		BubShot
	Bubbler	
Cannon		Cannon (L)

Battle Strategy: First of all, Bubblers and BubShots are basically aqua-element versions of shotguns, which target the back. Whatever you put in the back, make sure it has lots of HP. (In my case, RockCubes; be wary of using that if you use an AquaBall!) You can probably get away with going all-offensive as long as what you have in the back can soak damage done by Bubblers and BubShots. I was playing overly defensively by having guard chips in two rows (stupid I admit) and managed to win in five turns anyway without much of a threat, and this was without any prominent electric chips. This is the easy battle, so don't fret over it.

-----

Mayl

She's baaaaaack. Remember how often Roll evaded you before? Since we're on an ice field, she's gonna be dodging even MORE of what you toss at her, even if ever so slightly. A little more evasion is what makes her infinitely more annoying and by logical extension more difficult. That, and this time our clever two Guard trick won't work in full, but it still has some use.

Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30 (How 'bout that Recov120?!)  
Stage: IceStage

Program Deck:

Recov10		Shotgun (R)
	Recov50	
MiniBomb		Bubbler
	Recov120	Roll
MiniBomb		HiCannon
	Recov50	
Recov10		None (L)

Battle Strategy: You'll want to focus on offense, but I find it wise to flank the top and bottom slots of your middle row with Guards so she gains little benefit from using her normal attack. Her HiCannon in front and her normal attack are the only true means of offense she has, so try and overpower her there if possible; I used WideSwords and ElecBlades, knowing they'd probably miss relatively often. However, I also backed them up with Rattons in the back row's center for their accuracy with MagBombs on the sides for a chance to cancel out her normal attack entirely (though it goes against using Guards, heh). Shotguns and normal swords work as filler, but they might get deleted

from two turns of Bubbler damage. Panelgrabs would probably be better pick while giving you more MB to put better chips up front. It's your call, just make sure you're primed to steamroll her and that blasted Recov120.

-----

Junko

She pretends to not care about winning, but she actually has a winning strategy; her mostly Bubbler'd/Shotgunned-up deck WILL destroy things you put in the back, so you'd better have stuff that can soak it (literally). Since she's got an actual Aqua-elemental navi, it's going to get an attack bonus when using those aqua chips. Ack! Ready for one of those lovable "pro" tips? Read on.

Navi-A

Hit Points: 550  
Attack Power: 40  
Buster Notes: Hits a random currently active chip.  
Element: Aqua  
Primary Chip: BubCross  
Stage: IceStage

Program Deck:

Shotgun		Recov50	(R)
	Bubbler		
Shotgun	BubCross		
	V-Gun	Navi-A	
Shotgun	CrossGun		
	Bubbler		
Shotgun		None	(L)

Battle Strategy: Like I said above, you want things with high HP in the back. Things like RockCubes. If you use that, though, you'll end up cancelling out the effects of AquaBall; choose wisely. If you want to use ZapRings (go with ZapRing3 if you can), put them up front and make sure the chips you put in the middle have an OK amount of HP as to protect them; I'm thinking wideswords. They may miss, but they have good HP and very often get rid of a chip if they hit. Rattons are a good choice too because they won't miss. Cannons can't hit chips, and shotgun series chips are fragile to the point they won't last long if in the back. Magbombs help in the center or back in that they do good damage to all of this navi's chips and stop him from using his buster, but they also tend to miss. It's going to be a bit rough no matter how you set it up, but as long as the back chips have high HP, this opponent's base strategy is foiled.

-----

Froid

Looks like he's dropped the wishy-washy act and read some motivational books since BN1. Iceman himself has been faithfully reproduced as an annoying little bugger more than apt at making you bow down to the power of aqua while avoiding your authori-tah with that blasted ice stage, perhaps even moreso than Roll!

Iceman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces defense  
Element: Aqua

Primary Chip: AquaSword  
Stage: IceStage

Program Deck:

None		AquaBlde (R)
	AquaSwrd	
MiniBomb	LilCloud	
	Sword	Iceman
MiniBomb	LilCloud	
	AquaSwrd	
None		None (L)

Battle Strategy: He's going to open every round with 20 damage to all your chips unless you put up a BublWrap (which won't spare you from the AquaSwords afterwards, so I don't recommend it). The best way to go about this is to put two AquaBalls up front and fill the rest with basic swords or cannons, whatever you can afford MB-wise. ZapRing3s aren't going to last long, so either put them in front (not recommended defensively) or substitute with ZapRing2s towards the front. I'd rather take ElecSwords or ElecBlades in place of them to be honest for the higher HP. MagBombs are a huge help for obvious reasons by now, but Iceman will likely dodge them every now and then. Really, the only way to guarantee safety (and probably the win) is to have two AquaBalls in front and make sure that your other, likely low-grade chips (as two AquaBalls eat up 60 MB) have at least 60 HP. You might be in big trouble after three rounds depending on the luck of the draw, so cross your fingers! Using the 0 MB chips (Panelgrabs, Recov10s/30s) may not be a bad idea if you must have higher-grade chips elsewhere using the twin AquaBall strategy.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Iceman

Did you have it rough? Let me tell you: when writing this section of the walkthrough I didn't have some of the chips I went on and on about in the actual strategies (Magbombs and Zaprings to be specific), so don't fret over it; I managed to come out on top without usnig a Slot-In, and you will too with some persistence and luck.

You'll want to keep replaying the tournament for some more aqua-type chips to take on the next stop - the Match tournament. It's pretty tough even if you do load up on aqua chips, but take heart. We're here to play the game for you. >> Thrice. Make sure to spend your winnings on 10 packs at Higsby's; you gain 2500z net zeny from the prize money, but you've likely got at least 500z or more from the individual battles. If you lose at Round 3 or 4, you should still make a tiny profit if you had a Catcher in a slot-in space for the previous rounds.

Iceman himself will be of a lot of use for the next tournament; you're used to Gutsie's low MB count, so adjusting to Iceman's equally low MB capacity isn't as big a hurdle as it would be to others. On top of that he dodges frequently like Roll and Ring, making him all the more useful for any fire-type opponent. Heck, his decently-powered normal attack even pierces most guard chips (but not destroy, like Gutsie and Metalman).

```

/-----8D-4---\
|Battery Tournament      |
|  Location: Power Plant  |
|  Special Rules: Aluminum Stage |
|                          |
|Opponents:              |
|1) Taka                  [NormNav2] |
|2) Michael               [Navi-E]   |
|3) Kai                   [TurboMan]  |
|4) Count Zap             [ElecMan]   |
\-----/

```

There's something wrong about Dex and I just can't put my finger on it. Well, moving on... this here electric-themed Battery tournament should be your last stop for the D Class. The stage benefits only electric navis and their equally electric attacks, and with their elemental bonus (and general ability to disable your buster), it'll be hard to get an upper hand without a wood-based navi to sink their hopes. You might be able to go decently with just two TreeBoms up front to change the stage to a Grass one, but trust me - Woodman makes it easy. He doesn't make it fast against most. He just makes it easy.

However, in Dex's case you also have Kai to deal with as well. Erk. Bring a backup plan for him. The rest are your playthings if you handle this right.

//GOOD IDEAS

TreeBomb Series

There aren't many Wood chips out there, but the ones that exist rule. TreeBombs are neat. They damage all chips, and - get this - they turn metal stages into grass! Not only does turning the metal stage into grass take away one damage bonus electric navis get to use, but it enables another very fun wood chip...

Spice Series

These absolutely rule. High speed, never seems to miss, good HP, and the MB count isn't too bad. The bad news is that this \*only\* works on a grass stage. This isn't a worry; if you have two TreeBoms up front and fill your second row with Spices and the rest with OMB chips, you're good to go. Higsby's likes to throw lots of these chips at you, it seems.

GrassStg

I've never seen a stage chip come out of Higsby's, ever. But if you manage to get one through special tourneys you've set up in ACDC Park with navi codes, by all means carry one if you don't have more than one TreeBom1.

ElecBall

If you don't have Woodman or wood chips in general, carry two. They'll fully absorb electric attacks, and proceed to do a lot more damage on the metal panels. Good stuff, here.

PanelGrab

The best possible deck you can use here will leave you with empty spaces. Have this fill the gaps. Recov10s or 30s may work too, but I find 10s better for their higher HP count.

Catcher

Just to pick up some electric chips, like, say, ElecSwrds and the like. Put one in as slot-in - if you set up your deck right, you won't need to use slot-ins anyway.

Woodman

High HP. Awesome buster that pierces guards in a game without WoodBalls. Wooden. This guy flattens all inferior electric navis. The MB is low, but if you've been using the other elemental navis, it's no different.

Any Electric Chips Of Your Own

Kai is present. He likes Burner. Burner is heat-centric. Turbster's

buster is, too. Heat on a grass stage = no grass = no spices = :(. He doesn't take advantage of the metal stage, so have a backup deck that does just that; what you used for the Droplet tourney will work just fine.

//BAD IDEAS

Iceman

Electric attacks do a lot more damage to aqua navis. The stage also makes electric attacks hit harder. It's a double-whammy! Don't whizz on the electric fence.

AquaBalls

They'll go pop in an instant. No foolin'.

-----

Taka

I don't believe this kid knows that PAs are non-existent in the Battle Chip Challenge. Nonetheless, he'd have what I'd call a decent deck if he were partaking in the E Class tourneys, but as it stands he's not much of a threat if you play it smart. How many times have I said that by now?

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: AlumiStage

Program Deck:

Cannon		ZapRing1 (R)
	Cannon	
LilBomb	ZapRing1	
	HiCannon	NormNav2
LilBomb	Sonicwav	
	Cannon	
Cannon		Empty (L)

Battle Strategy: The ZapRing will disable your normal attack, but otherwise there isn't much of a threat here. Only the LilBombs can damage your chips, and the Sonicwav pierces guards (so don't bring any). An all-out offensive works wonders here in terms of outdamaging him. In my case I used Woodman and a deck centered around abusing Spices, which isn't very damaging but Woodman's normal attack and the deck's affinity for chip busting made the difference. Take it any way you please, but just in case the damage gets out of hand you'll want to carry a Recov120, maybe as slot-in. It's pretty easy.

-----

Michael

This suave dude knows you're gonna kick his butt. He's overestimating you if you don't have any countermeasures in place to disable his electric navi from doing damage. You know, things like ElecBalls or TreeBoms to turn the stage to grass. One of the two. Having some wood chips is pretty much mandatory no matter which route you go.

Navi-E

Hit Points: 550

Attack Power: 30  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit2  
Stage: AlumiStage

Program Deck:

MiniBomb		MagBomb1 (R)
	Sword	
LongSwrd	Satelit2	
	WideSword	Navi-E
LongSwrd	Satelit2	
	Sword	
MiniBomb		Cannon (L)

Battle Strategy: This guy will break your chips and leave you more than open for deletion if you're careless! If you're playing Woodman, having a TreeBom1 up front not only turns the panels to grass, but it's also guaranteed to kill one of his (Long)Swords if he draws them. Note that his Satelit2 likely will follow after, doing 80 damage to your last selected chip: make sure whatever you have in the back has enough HP to absorb it. Once you get a dastardly TreeBom/BadSpice combo going, his other sword chips will get deleted quick, not to mention the Navi-E itself will be feeling the pain. That's really the only easy way out of this one, as otherwise you're up a creek without a paddle unless you somehow have a PanelOut or AntiSwrd chip at this stage in the game. His stunning buster is pointless unless it's up against a normal navi, so don't worry about its pitiful damage (unless you're playing an Aqua navi; why would you?). None of his slot-ins pose a significant threat.

-----

Kai

Kai's back for his second lap. Remember how much he loves his Burner chip, and how Turboman's normal attack acts? Remember how I've pushed for you to bring Woodman, yet hinted that you may want an alternate setup in your folder just in case? This is why.

Turboman

Hit Points: 550  
Attack Power: 20  
Buster Notes: Damages chips.  
Element: Neutral  
Primary Chip: Burner  
Stage: AlumiStage

Program Deck:

Recov50		Cannon (R)
	LilBomb	
Empty	HeatCros	
	Burner	Turboman
Empty	HeatCros	
	LilBomb	
Recov50		HiCannon (L)

Battle Strategy: I humbly suggest you do nothing to change the panels. If you do, Kai can and will take advantage of them before you can react, unless you have and draw a Burner immediately after the TreeBom1, but those are expensive

MB-wise. Either way, the guy doesn't have electric chips, so he won't take advantage of the stage at all. He also has nothing following his Burner. Once again he's basically focused more on killing chips than the enemy character, but you'll want to play it safe if you've been flaunting Woodman up to this point. Alternately, if you brought electric chips, you can abuse them here where Kai will not. It's not too hard, just unsettling if you're unprepared.

-----

Count Zap

Hey, it's Count Zap! I'd say he's a sight for sore eyes, but as it stands he is pretty sore on the eyes. Elecman's more than ready to knock your lights out if you've been careless, but assuming you made it up here with Woodman and a good TreeBom/Spice deck in tow, you should be ready to answer his question with a resounding "my bark is worse than your byte." ...Well, I thought it was a good pun. Get it? Bark? Wood? Byte? Computers? Electricity? Go away.

Elecman

Hit Points: 450  
Attack Power: 20  
Buster Notes: Damages chips.  
Element: Elec  
Primary Chip: ElecSword  
Stage: AlumiStage

Program Deck:

Empty	Recov50 (R)
ElecSword	
ZapRing1	DoubNdl
MagBomb2	Elecman
ZapRing1	DoubNdl
ElecSword	
Empty	Remobit1 (L) (I'm not 100% sure of this)

Battle Strategy: This one's a doozy if you don't hurry up and change the panels to grass with a TreeBom1 in front, so make sure you do at least that. His ZapRings and MagBomb may stop your normal attack, but assuming his swords don't do anything to your important chips (the Spices, in specific), you'll be shorting both him and his chips out in no time. Otherwise, I just don't know what to tell you. Putting ElecBalls in front is a very good idea too, as the rest of his deck, aside from the first column, is electric. You're in a lot of trouble otherwise.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Elecman  
Unlocked: C-Class  
Unlock Area: Open Battle  
Open Battle: Yumland  
Unlocked Shop: Sunset (500z for 1 chip, 5000z for 10, OK chance for rares)  
Slot-In Memory +10MB (30MB total)

I'm guessing you went about these tourneys in the order I shared. If you did, great! The full list of prizes applies to you! If not, hurry up and clear whatever other tourneys you haven't for the D-Class. The C-Class awaits, and

now you'll really have to start thinking about what you put into your folder prior to signing up for their tournaments, but let's save that for its section. Keep replaying this tournament if you want more free ElecSwrds and the like (have a Catcher handy).

Elecman may seem to be the weakest of the four elemental navi cores you've taken hostage, but in reality he's not so bad. His Buster is configured more for chip killing than piercing guards like the rest, so if you take him to a future battle you'll probably want to dedicate a few spaces in your deck towards that; Satelit series chips are a good idea, but I'll make the suggestions as they are deemed appropriate.

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8c) Class-C Tournaments

- Quick Tournament

Entry Fee: 1000z

Prize Fund: 4000z

Navi Core: QuickMan

- Block Tournament

Entry Fee: 1000z

Prize Fund: 4000z

Navi Core: SkullMan

- Cliff Tournament

Entry Fee: 1000z

Prize Fund: 4000z

Navi Core: AirMan

With two tournament tiers humbled, Dex realizes he might actually have a chance of getting far and reminds Gutsie (who probably hasn't seen any action in a long time) that he can't get too overconfident. Shouldn't he be telling that to Dex himself? Watch Chisao throw some half-assed Zen philosophy, then learn of Higsby's new chip shop in Netopia. w00t! This shop charges 500z a chip, but you'll find more rares there than you will at Higsby's. I suggest you replay some of the D-Class tourneys so you can buy two or so packs; if you get a few new chips, great! If not, well, whatever. I got a FireAura and AntiSwrd on my first pass; maybe you'll get something cooler.

You've got a couple of interesting challenges headed your way. The Quick tournament prompts you to act fast because of its poison panels, the Block tournament is full of navis with defense in mind, and the Cliff tournament renders all close-range attacks (swords, Gutsie's/Metalman's/several others') completely useless. Worse yet, each tournament is now six battles long - it's very hard to make a perfect deck against everyone, and now you have to think of the whole tournament instead of focusing on a single individual. The tourneys are only going to get longer from here, so get used to it.

I prefer to rock the Block tourney first, as Gutsie (and Metalman, who you should be using in his place) is well-equipped for destroying any guard chips the opponent may put up. The elemental navis you got from D-Class, save Elecman, all have native piercing attacks and may prove invaluable for their elemental affinities. Read up more on that in that tourney's section.

I took on the tournaments in this ordrer: Block, Quick, Cliff.

Once you're ready, enjoy Chisao's next inept scouting report and move on to the appropriate section.

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```
/-----8C-1---\  
|Quick Tournament      |  
|  Location: Subway (Eat flesh!) |  
|  Special Rules: Poison Stage  |  
|                               |  
|Opponents:           |  
|1) Takahiro          [NormNav2] |  
|2) Yoshio            [NormNav3] |  
|3) Mr. Match (MMBN1)[FireMan]  |  
|4) Higsby            [NumbrMan]  |  
|5) Kai                [TurboMan]  |  
|6) Dave              [QuickMan]  |  
\-----/
```

Why couldn't they just call this the Poison Tournament? Nonetheless, this is your second suggested stop. I say second suggested because I wanted to use Gutsie's (or Metalman's) big talents against the Block Tourney, which turns out they have very little opportunities to do just that - but SkullMan's a worthy navi and perfect for taking this on, given his decent MB capacity and strong buster where high damage truly counts. See, every turn, Poison Panels sap away 20 HP from you and all the chips you used this turn. The 20 HP damage to you is negligible. The 20 HP damage to your chips may not be if you don't pick your chips wisely.

As for elemental navis, there's only one to contend with, and it's operated by Mr. Match. That should be a big enough hint. Bring aqua chips for that. There's another guy who is quasi-fire, but isn't quite as threatening. Guess who.

Yai suggests bringing counter chips (CrsShlds, TimeBoms, etc), but while helpful, I don't see them being necessary as long as you've got a strong offense with some sturdy chips to account for the poison. The only navi chip Dex can really get at this point of the game that can believably support a strong CrsShld3 (see the Block tournament) deck is NormNav2.

//GOOD IDEAS

Ratton series

This is where they shine. They're accurate, have enough HP to last a while in the poison, and do decent damage to the last chip selected.

MiniBomb series

Also good. Durable, and damages all chips. Pretty nice if you're hinging on a chip-killing strategy without using Woodman.

MagBomb series

See above, but trade some HP for the ability to stun an opponent and prevent them from using their buster. Not a bad idea.

Yo-Yo series

If you can spare the MB - a good compromise of damage and accuracy at the cost of having somewhat iffy HP.

PoisMask

Not bad; does damage to all chips with every hit and protects you from most forms of damage here.

Curse Shield series

High HP, good counter damage, pretty handy... but watch the MB count! CrsShld1s are sufficient, but if you can spare the MB, give any CrsShld3s you may have gotten at the Block tourney a whirl too!

#### TimeBomb series

Maybe use one for slot-in to amplify the poison. Chances are it won't last very long due to low-ish HP though.

#### Panelgrabs

To fill the blanks. You're likely to have blanks. The poison makes keeping chips alive hard enough already, don't leave your main offense open!

#### Recoveries

As slot-ins \*only\*. Most of the good ones have too little HP to be of any service, especially due to the poison. A single Recov120 goes a long way.

#### Catcher

For slot-in. You know, to pick up some free chips. I don't see any real noteworthy ones you could want aside from maybe FstGauge in the finals, though.

#### Iceman and Aqua Chips of your Choosing

Fireman's \*nasty\* here. Be nastier and hose him down with aqua chips and Iceman himself.

#### NormNav2

If you're going to try a strong CrsShld3-type deck anyway. You don't need it at all, though. Good HP and great MB capacity, but the buster still stinks!

#### Woodman and Lots of TreeBoms

An overall strong choice outside of one or two fights for his efficiency in deleting chips while maintaining a high HP count and a strong buster.

#### Skullman (Block tourney) or Airman (Cliff tourney)

Both are good; Skullman is tough and does a LOT of damage with his buster while maintaining a good MB capacity. Airman fares less well, but he has 10 more MB than Woodman and his native attack, while slightly inaccurate, wrecks chips. Chances are you won't have Airman at this point if you go with my order, though.

#### //BAD IDEAS

Any chip with low HP. Examples being: Swords, Shotguns, Guards, etc. You \*need\* chips that can last an extra, extra long time and won't die in two turns flat. There's also one fight that will give Woodman lovers (me) a very hair-raising experience, so prepare for that too.

-----

#### Takahiro

You knew a train-related pun had to be coming your way, being in a subway and all. Too bad that's all the guy has to show for his brief limelight as an NPC with a name slapped on, as his deck is full of chips best described as highly underpowered in this stage of the game.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Poison Stage

#### Program Deck:

Cannon Shockwav (R)  
Cannon

HiCannon            DoubNdl  
                    DoubNdl            NormNav2  
HiCannon            DoubNdl  
                    Cannon  
Cannon                            Empty        (L)

Battle Strategy: He's a straight-up damage dealer who can't do a thing to your chips, but he is capable of doing 210 damage per turn with his best draws. He has a Shockwav slot-in to bypass any guard chips you put up, but don't worry about that. I suggest going at this guy with an elemental navi (in my case, Iceman) and load him up with strong like-element chips to hopefully delete what he has in the back to take off the brunt of his main damage dealers, the HiCannons. Elementary stuff by now. Have a Recov for slot-in if it gets out of hand, which it shouldn't.

-----

Yoshio

This guy comes in spouting off on things you should've learned from day one. Just another mundane case of adults talking down on kids who know far more than they let on about how their world works. Can't blame them, considering the game's target audience. Nonetheless, he holds a very similar style to your previous opponent, with a few modifications towards giving your chips a little smack upside the head.

NormNav3

Hit Points:    600  
Attack Power: 20  
Buster Notes: None.  
Element:       Neutral  
Primary Chip: CrosBomb  
Stage:         Poison Stage

Program Deck:

Empty                            Whirlpl    (R)  
                    Atk+20  
Cannon                            DoubNdl  
                    CrosBomb            NormNav3  
Cannon                            DoubNdl  
                    Atk+10  
Empty                            CrosBomb (L)

Battle Strategy: Compared to Takahiro, Yoshio trades a little damage potential for the ability to do some damage to your chips, and even then it's not much (until he slots-in an extra CrosBomb or Whirlpl). He has a bit more HP, but the exact same strategy you used before will work on him. On top of that, he has two empty slots in the back - if he draws one, you've got a good shot at deleting his Atk+10/20 and then maybe even a DoubNdl in front. Nonetheless, if he draws the Atk+20 for two turns, it'll be gone from the Poison. 600 HP is fairly high, but focus on doing just plain damage and you'll come out on top. with frightening ease. Using an elemental navi is the fastest way.

-----

Mr. Match (Horrid MMBN1 sprite)

Mr. Match must've been taking some self-confidence lessons from Garland. This is the first and last Final Fantasy-related joke I will use in this FAQ.



```
TrplNdl          NumbrMan
LilBomb          TripNdl
HeatShot
Empty            Empty    (L)
```

Battle Strategy: Aside from his killer buster, I see nothing worthy of being frightened over from Numberman, as he doesn't hold a great source of damage (140 + 10 to 60 per turn max). However, his awesome buster may end up leaving your chips ready to die a horrible death - make the most of your arsenal on the first turn and prime it for damage, damage, and more damage. Numberman has very little HP and you want to bring it to critical status as soon as possible (again, an elemental navi helps). If you're lucky, you'll nail him within two turns. There really isn't much else to it, but use a MagBomb or ZapRing to disable his buster if you have to.

-----

Kai

Funny how Kai seems to take Dex seriously when Lan himself doesn't at all. You shouldn't take him too seriously this time around either, except for two very simple frustrations that, thankfully, cannot happen on the same turn, and one of them leaves itself very vulnerable at the end too!

Turboman

```
Hit Points:  550
Attack Power: 20
Buster Notes: Heat-Element, Damages All Chips
Element:     Neutral
Primary Chip: Burner
Stage:       Poison Panels
```

Program Deck:

```
WideSwrd          HeatShot (R)
Recov120
Empty            Cannon
Burner           TurboMan
Empty            Cannon
Recov120
WideSwrd          Bubbler  (L)
```

Battle Strategy: Your main annoyances here are his Recov120s and the Burner. Guess what? The Recov120s have very little HP, and if he draws an empty square, having an elemental Navi (in my case, Iceman) and a like-element chip that targets the back chip or all of them for at LEAST 40 damage and it's gone. His Burner is a little more resilient, but as there's nothing behind it it's not that much harder to delete. Should he draw the Burner, though, your selected chips for this turn may be in trouble due to the poison, so make the best of your deck. The deck would be laughable otherwise, as Turboman himself can't do all that much direct damage at once like you should be doing to him, although his Recov120 offsets this. Use Recov80s in your actual deck if your folder can't accomodate for this strategy; Recov120s are too fragile and will go away when the turn's over; 20 damage from Turbster and 20 damage from the poison will kill it, but they're fine for slotting in. Not too tough. It's not really that hard to scrounge up a decent strategy against him.

-----

Dave

Quickman is going to be your first showdown against a navi with a dodge rating of S. "S" does not mean "suck." It means "really good." However, oddly enough, Quickman (in my experience) doesn't dodge all that often. Even so, he's still a big threat if you've come to rely on powerful and inaccurate chips, as he's loaded up on reasonably damaging chips with reasonably good accuracy with an equally reasonably good and accurate buster. Get my point? Use your head. You'll love those meeces to pieces. (I'm talking about Rattons, here.)

Quickman

Hit Points: 450  
Attack Power: 30  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: FstGauge  
Stage: Poison Panels

Program Deck:

Empty		CrosBomb (R)
	DoubNdl	
DoubNdl	TripNdl	
	FstGauge	Quickman
DoubNdl	TripNdl	
	DoubNdl	
Empty		Yo-Yo1 (L)

Battle Strategy: No doubt about it, if you used an Iceman-centric deck like you did with Mr. Match and have plenty of BubCross chips to spare, you'll want them over the AquaSwrds because of Quickman's dodge rate. BubCross chips are very accurate, and with Iceman's element bonus, each shot will rub out a DoubNdl, and every removed one counts. You get something of a break if Quickman gets a FstGauge, since the slot-ins aren't anything special (save for maybe the damage of the Yo-Yo1). Don't worry about chip damage aside from the poison and the CrosBomb slot-in, if your back chip can take 110 damage for one turn without busting (PANELGRABS!!), it's good. The key here is accuracy, accuracy, and more accuracy, but counter-type chips will do you good if you can't fully fill that bill in terms of covering your butt from damage. In fact, this battle is the only one I can agree with taking Yai's advice on. Nonetheless, a good chip-busting deck is a help, since the DoubNdls are a little fragile. It's not nearly as hard as I'm emphasizing it to be, but keep a Recov120 as slot-in.

-----

Tournament Prize:

4000 Zenny  
Navi Core: Quickman

Technically, this is probably the easiest of the C class tourneys to deal with, but a lot of people like Skullman and thus I adjusted the walkthrough order accordingly to work this in. Feel free to replay this tourney for more cash and more chips, but I don't see very many good chips you can take away here. I have heard some fun things you can do with FstGauge chips, but this isn't the place to elucidate on it. When you're ready, head for the final battle for the C class - the Cliff Tournament.

Quickman's a popular Navi for a combination of having a powerful and accurate buster (60 damage to the last chip = w00t), an "S" dodge rate, OK HP for having said dodge rate (450), and a relatively good MB capacity, equal to Skullman's.

Both have 10 more MB to use than Metalman, at that. He basically combines the best qualities of half of the starting navis, Gutsman not included. He's worth using if you want to have a bit more of a finesse-based deck rather than abusing Skullman's strong buster and very high HP, but with a Navi+ chip somewhere on your grid, Quickman's buster completely outshines Skullman's. Your call.

---

```
/-----8C-2---\  
|Block Tournament      |  
|  Location: Netopia Slums  |  
|  Special Rules: None    |  
|                          |  
|Opponents:            |  
|1) Tom                 [NormNav2] |  
|2) Sal                 [WoodMan]  |  
|3) Larry               [NormNav3] |  
|4) Count Zap          [ElecMan]  |  
|5) Mayl               [Roll]    |  
|6) Miyuki             [SkullMan] |  
\-----/
```

This is going to be your first suggested stop for the C classes. Why? Let's put it this way - Gutsman has been long denied an opportunity to prove how much he (sometimes) rocks. How does he rock? Gutsie smashes lots of defensive chips with his native attack. By now, you've probably used a few of them. Weren't they fun? Now your competitors have figured this out, and you need to formulate strategies against their defensive behaviors. Too bad Gutsman gets screwed over again - Guard chips, the most common kind used here, reflect all non-elemental damage. Gutsie's native attack is non-elemental. It's pretty saddening that he'd be denied at something he would've ruled otherwise... Going all-offense won't fully cut it unless you've got chips that really can press one. Relax. We understand j00 and your desire to just throw in M-Cannons and (element)Blades and hope for the best. We can't say the same for Yai.

Now, it would be a good idea to put in anything that says "pierce" or "break," but because of the nature of Guard chips, the only one that stands out as being really worthwhile to me would be ColdPnches because they're elemental. You will want something that can take care of two of the present elemental navis, so prepare by dragging in Fireman and Woodman.

Here's one last very nice additional little tip - if an opponent has nothing but defense chips in the first row, don't let that stop you from doing the same to protect against his weakened offense in full. See? Dex + Brain = teh win.

//GOOD IDEAS

MiniBomb Series

Helpful against those using Guard chips; if they're in the front row, these \*will\* come out before Guards, and they demolish them too. They also damage all chips, which isn't bad. There's better, but this is good in a pinch.

Shockwave Series

Good damage, good accuracy, and it pierces most defensive chips too! It can't go over holes, but that's a non-factor... for now.

Fist series / GutPunch / ColdPnch -

Also breaks lots of defensive chips. ColdPunches are most helpful because of their elemental affinity, meaning Guard chips can't stop them. I'm not aware of a good and easy source of GutPunches if you're playing Dex.

Wrecker / CannBall -

Also not bad, but like the above, they'll get stopped by Guards. They smash a lot of other things, though. Unlike the above two suggestions, these go over holes. You'll want to remember that for much later.

MagBomb series / ZapRing series -

They stun, and two competitors have some really nasty busters. ZapRings are a bit more accurate but take a lot of MB without being able to take much punishment (unless you use ZapRing1). MagBombs may miss, but are pretty economical and damage all chips. In fact, if you have them, you should use them over the MiniBomb series for sure.

Guard

Don't ignore these. These can be very helpful by themselves, too! Bring two! Keep buying stuff at Higsby's or Sunset until you have two.

Panelgrabs

Great gap filler, as always. This has the most HP of the 0 MB chips, and chances are you'll want to base your deck around the most powerful chips you can get anyway.

Catcher

Skullman has CrsShld3s. They are fun. Get them! Some extra cash along the way from an increased Buster level helps, too.

Recoveries

You should at least have a Recov120 ready for slot-in, just in case.

Metalman

If you're foregoing element abuse, he's the best you've got!

Iceman

A maybe, if you decide to take advantage of ColdPnch's elemental bonus. Watch out for round 4, though.

Fireman and Heat chips in general -

Woodman's back. 'nuff said.

Woodman and TreeBoms too -

Didn't you see Zap's suit? Elecman's here too! If you're low on deck space, though, two ElecBalls will suffice in a wood deck's place, but Woodman's awesome; I'd suggest using him and a TreeBom1/2 deck even if Elecman weren't here, plus his buster pierces (good), is elemental (better), and does a LOT of damage (winnah!).

//BAD IDEAS

I can't think of anything that's \*really\* bad, but beware if your main deck centers around Iceman or Elecman! Oh, and unless you have a GrassStg, don't bring Spice chips here either. The same can be said for every other tourney in the C-Class, actually.

-----

Tom

Uh... does Dex know this guy? At all? Anybody? Well, he'll be a forgotten footnote of your NetBattling career history if you've at least followed the basic preparations for this six-round tourney. Did you? Huh? Hey! I'm talking to you here!

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

Program Deck:

Empty		Barrier (R)
	HiCannon	
Guard	M-Cannon	
	Empty	NormNav2
Guard	M-Cannon	
	HiCannon	
Empty		HiCannon (L)

Battle Strategy: First things first. His guard chips in the back, given their speed, will only make it that your Navi's native attack gets blocked. Sadly, Gutsie's and Metalman's native attacks do not bypass the Guard chip. What to do? It's not really a big deal, just put MiniBombs (or whatever else in the series) up front - if the guy draws it at all and it hits, the Guard will be deleted. Same goes for Shotguns/Bubblers/HeatShots/Rattons. Or any elemental attack. Problem solved. Now, he's also packing good firepower despite having his center slot empty; best I can suggest if you can't match his firepower is to bring some Recovs, as he can't do anything to your chips at all. Use an elemental navi if you need an upper hand in damage. You likely brought Woodman and/or Fireman; Woodman can soak more damage, where Fireman can do a lot more damage easily in this scenario. You pick. His Barrier slot-in can be annoying, but it only stops one hit. Not really difficult if you use common sense and high-damaging chips to go with the ones you use to remove the guard chips (Shotguns/Bubblers/Heatshots/Rattons series are great).

-----

Sal

She's back! Or is it he's back? I don't know if I should be more afraid of her or the navi. If you brought Fireman like I suggested and some chips to complement his elemental affinity to microwaving, it'll be as easy as it was last time. Just be prepared to lose a couple chips, like always.

Woodman

Hit Points:	600
Attack Power:	80
Buster Notes:	Pierces defense
Element:	Wood
Primary Chip:	TreeBom3
Stage:	Normal Panels

Program Deck:

Whirlpl		LeafShld (R)
	TreeBom1	
Quake1	LilBomb	
	TreeBom3	Woodman
Quake1	LilBomb	
	TreeBom1	
Whirlpl		TreeBom3 (L)

Battle Strategy: Woodman doesn't follow the tourney theme too closely, so don't worry about bringing guard-breaking chips - just bring some liquid napalm for this guy. As expected, Woodman's more focused on killing your chips than you yourself. Your response? Bring strong fire chips (FireBlde, HeatCros) and make them count, because you likely will lose some chips if Woodman hits a Whirlpl, coupled with the bonus he gets for using TreeBoms. There's no special tricks here, just kill the guy as fast as possible.

-----

Larry

This guy, as you can probably guess, is a pretty street smart fellow. This guy, as you probably may not guess until it's too late, is carrying two Guard chips up front and a respectable chip-killing deck to fill out the rest. Your strategy, as you have hopefully figured out for yourself, should be more than obvious. Does anybody find the similar clothing scheme of Dex and this guy somewhat eerie?

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Normal Panels

Program Deck:

MiniBomb	RockCube (R)
Quake2	
CrosBomb	Guard
Quake2	NormNav3
CrosBomb	Guard
Quake2	
MiniBomb	Empty (L)

Battle Strategy: My suggestion for the Guard chips up front? Pack minibombs up front, use elemental chips in the second row to pierce them and put them to rest, or stick two Guard chips up front yourself and watch his whole arsenal bounce off of you. I went with a combination of #2 and #3 for this playthrough, bringing Fireman, two Guard chips for the front, and the best heat chips I could cram into him with panelgrabs covering the gaps. As long as you've got the two Guards up front, he can't touch you at all. If you don't have the Guard chips, you've no choice but to rely on elementals to break the Guards and do some actual damage while hoping that you can outdamage him (600 HP is fairly high, see). Fortunately, he can only do up to 90 damage per turn max if you get rid of the Guard chips, so it shouldn't be too difficult from there. I've found that this guy tends to try and slot-in a RockCube at the start of a turn, which isn't that much of a problem; it may take a lot of punishment, but it won't reflect any of it back at you.

-----

Count Zap

He's baaaaaack, and this time without those pesky metal panels for you to turn to grass and kick his... spleen with. Got Woodman? Got ElecBalls? ...That really is all I have to say there.

Elecman

Hit Points: 450  
Attack Power: 20  
Buster Notes: Damages chips.  
Element: Elec  
Primary Chip: ElecSword  
Stage: Normal Panels

Program Deck:

```

ElecSwrd          Guard    (R)
  Atk+10
ZapRing1         Guard
  ZapRing2       Elecman
ZapRing1         Guard
  Atk+10
ElecSwrd          Recov50  (L)

```

Battle Strategy: You've two easy ways to deal with this - bring Woodman and TreeBoms (five TreeBoms and four Panelgrabs are a nice combo), or two ElecBalls. The first method will destroy the Guards and do a little number on his chips, while the second method will make you completely invincible to any of his onslaught. Have neither? You're in trouble. Don't count on you buster, because chances are the ZapRings will disable it. His only huge source of damage would be in his ElecSwrds, but they aren't in a position to be drawn too frequently (mind the Atk+10s). If you can't do Woodman or ElecBalls, you'll have to focus solely on high elemental damage of some kind (one to kill the Guards and others to do the damage in place of your buster), or else you're going to slowly but surely be taken out of the fight. With the strategies I mentioned in the first few sentences, though, he's very easy.

-----

Mayl

If you've played in the DenCity Open Battle a couple of times, you'll have likely seen that Roll is very defensive. She's still adept at sidestepping your almost every move, and this time she's got fragile but effective Recov120s up front. Fragile, I say? Hmm. Do we know anybody good at breaking chips?

Roll

```

Hit Points:  400
Attack Power: 50
Buster Notes: Heals for 50 damage, even if it misses.
Element:     Neutral
Primary Chip: Recov30
Stage:       IceStage

```

Program Deck:

```

Recov10          Barrier  (R)
  LilBomb
LilBomb         Recov120
  ZapRing1       Roll
LilBomb         Recov120
  WideSwrd
Recov30          Recov50  (L)

```

Battle Strategy: Forget putting two Guards up front, the ZapRing will frag them. Instead, bring out Woodman (if you brought him, I sure hope you did) and the TreeBoms. In fact, use the exact same deck you did for Elecman. Woodie has high HP, plus once you get rid of the Recov120s, Roll can't really do all that much except abuse her buster. If you brought a MagBomb1, you can halt that too, but it's not needed. You need to go all-offense if you can, with a focus on being able to do at least 40 damage to all her chips each per turn, mostly just to put the Recov120s away. Her offense is none too great aside from that. No Woodman? Bring TreeBoms anyway! No TreeBoms? You may be in a spot. There's little wrong with Shotguns/Bubblers/Heatshots/Rattons series chips, but what you want to frag is up front and the stuff she has in the back and middle can

take some damage before going down. Maybe PoisMasks can be of service to you in this case, but Roll will still be a pain in the butt either way for her ability to simply just hang in there. The Barrier slot-in may be angstworthy, yes, but at least it only blocks one hit. It's not uncommon for this fight to last five turns or longer.

-----

Miyuki

The kind of woman schoolchildren would spread ghastly rumors about, Miyuki, would very likely live up to them once you see SkullMan in action. While it doesn't show here, this guy's no bonehead - he knows how to effectively put the hate on your chips AND your navi itself, and he lives up to his zombie-like appearance in that he just keeps going and going and going. Luckily for you, you've got me by your side. Until I'm in mortal danger myself, natch.

SkullMan

Hit Points: 650  
Attack Power: 80  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrsShld3  
Stage: Normal Panels

Program Deck:

CrsShld3	Guard	(R)
HeatShot		
Whirlpl	MiniBomb	
TreeBom1	SkullMan	
Whirlpl	MiniBomb	
Bubbler		
CrsShld3	Empty	(L)

Battle Strategy: You likely have both Fireman and Woodman in your folder. Note that Skullo's got something to counter both, but it's not much. Just don't let it faze you. Woodman or Metalman are your best bets, but Gutsman may do OK by himself, as all three have high HP and that's a real virtue against Skullman's 650. Fireman is the best damage dealer you have, if you've brought him and FireSwords/Blades and HeatCrosses, take your pick. Make sure your navi has a native attack that pierces or breaks, like any of the four I mentioned above. Now, your deck. Forget Guards, the MiniBombs will frag them. Recoveries aren't a bad idea, but you want to make your focus on a strong offense, as none of his chips, save for maybe the CrsShld3, are big damage dealers; that's for Skullman to do. If you've got Fireman, put FireSwrds/Bldes/HeatCroses and Panelgrabs where appropriate and hope for the best in cutting his HP down to size. With Woodman, your best bet is to fill the deck with as many TreeBomls as you can and use Panelgrabs to cover the gaps so you can hopefully be rid of his annoying Whirlpl chips. For Gutsie and Metalman, anything damaging you can get away with, but put elemental chips up front in case the Guard gets slotted into to the battle. MagBomb1s and ZapRing1s aren't a bad idea to cut off Skullman's main source of damage, but the latter eats up MB. Either way, you're in for a pretty big fight.

-----

Tournament Prize:

4000 Zenny  
Navi Core: Skullman

You're officially done with the Blockhead tournament! Great goin'! ...I miss Gutsie's calls of "yeeeeeehaw!" Well, anyway, a base prize of 3000z is pretty good, but if you've S-Ranked everyone or come close to it, you'll gain about 4600-4800z per play, and that's not a bad sum. Not a great sum, but not a bad one. I suggest coming through with a Catcher in your slot-in space a few more times to get more free chips off of people, as CrsShld3s and TreeBom3s are a delicacy of the inedible kind. Get ready to ship out to the Quick tournament next; in fact, if you bring a NormNav2 to it, you could feasibly get away with having two CrsShld3s up front and OK-ish 20 MB chips in the center, with the back dedicated to panelgrabs. It's an idea.

Skullman's not as domineering as you'd think, but still very highly playable. In some cases, he's even moreso than Metalman; equal HP, stronger buster that seems to have no trouble with gaps but can't do anything about chips, 10 more MB space, and I suppose he looks pretty cool. People have gotten far with him alone, so that justifies coming here first for him, no?

---

```
/-----8C-3---\  
|Cliff Tournament      |  
|  Location: NAL Airplane  |  
|  Special Rules: Holes   |  
|                          |  
|Opponents:            |  
|1) Miho                [NormNav2] |  
|2) Mary                [Ring]    |  
|3) Sara                [NormNav3] |  
|4) Takashi             [NormNav4] |  
|5) Raoul               [ThunMan]  |  
|6) Arashi              [AirMan]   |  
\-----/
```

This tournament's gimmick is in the holes. The holes, and nothing but the holes. This means no more swords, no more fists, no more melee native attacks unless someone's got a Repair chip. Even then, it's all about distance attacks. I suggest this to be your final stop for the C Class tourney, mostly because I feel the navi core offered as the prize is the least helpful to you (but still nifty in its own way). Gutsman and Metalman are simply not going to cut it here, as their native attacks will be stopped by the holes. Any elemental navi you have will do fine in their place, as will the navis you can get from the Quick and Block tournaments.

There's one electric navi present, so heads up there. Good news, everyone! TreeBoms still work! There's no need to fear that at all, so rock on. Or, wood on. Just beware of one opponent who uses HeatCroses. Really unpleasant stuff.

What kind of distance chips am I suggesting? Cannons can be useful here, as are Shotgun/Bubbler/HeatShot series, Yo-Yos, Bombs, Wreckers/CannBalls... there's plenty more to life than phallic objects that would normally kill people.

//GOOD IDEAS

Yo-Yo Series

    Goes without saying. Good damage and OK accuracy and HP.

Cannon Series

    Not quite as useful, but can fill out a deck in a pinch.

Shotgun Series

Also not the best choice, this one due to lower HP and the fact you have more damaging available at this point in the game... but it can do if you must. S accuracy helps.

#### HeatShot / Bubbler Series

Both are useful if you want to go at it with either Fireman or Iceman (watch out for Thunderman if you do the latter); you should have five HeatCros or BubCross shields to go with Panelgrabs by now.

#### MiniBomb Series

If you want to do some raw chip deletion while having good HP. Mind the accuracy.

#### MagBomb Series

If you want to do some raw chip deletion while disabling the enemy's buster, at the price of HP. The world is give and take. Also mind the accuracy.

#### Panelgrabs

Aside from the fact that they're 0MB, there's one fight where a guy can consistently do 120 damage to your back-most chip. Panelgrabs can take up to 120 damage. Play it safe here, not stupid.

#### HeatBalls

May prove to be useful in that one battle I'm alluding to. Very useful for it, indeed.

#### ElecBalls

Have small uses in two battles, so don't ignore them. It's not a life or death thing in either case, though.

#### Shadow Series

Just dirty, if you can get your hands on one or two from Sunset. They can only be hurt by swords. There's holes here preventing them from happening. Sure, the holes will likely prevent a counterattack, but it makes you invincible if you can spare the MB.

#### Recoveries

Again, probably best as a slot-in. Recov120 will do the trick, but if you've got better, put it in!

#### Catcher

To pick up some more chips. Again, put it in Slot-In. Airman carries a couple of fun chips, and there's nothing wrong with getting a bit more money.

#### Woodman and TreeBoms

There's one electric navi present. He's no big deal, but Woodman's usual tricks will work in full here (minus Spices anyway). Watch out for Round 4's battle, though.

#### Quickman (Quick tourney) or Skullman (Block tourney)

Both have their uses. Quickman's high evasion rate makes him frustrating to hit while having decent space for chips and a good chip-deleting buster (30x2 damage), while Skullman has very high HP and a pretty strong and accurate buster that can't do anything to chips, but good MB capacity nonetheless. I think Skullman's a little better for the 650 HP alone.

#### //BAD IDEAS

Too many to list. Well, I can sum it up: swords, rattons, shockwaves, punches, etc... anything that scoots along the ground or requires you to get up close and personal isn't going to do a thing for you unless you bring along a Repair chip.

-----

#### Miho

Despite what would normally sound like the words of an intelligent individual,

you'll find that this first opponent is not too bright. I won't spoil the surprise here... just see the deck for yourself.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: HiCannon  
Stage: Holes

#### Program Deck:

HiCannon		Repair	(R)
	FireBlde		
HiCannon	Sword		
	AquaBlde	NormNav2	
HiCannon	Sword		
	ElecBlde		
HiCannon		Empty	(L)

Battle Strategy: This battle serves merely as a reminder of what you can't do when holes are present, and as such is extremely easy if you figured that out ahead of time. I'm going to take it easy and tell you that as long as you're using no swords, fists, or melee busters, you're going to win. No questions asked. After two turns, however, she'll slot in a Repair and things may get a whole lot less peachy. By that time you should be well ahead to the point it won't matter, though. Have fun! This navi's a great source of Blade chips, if you want a nice way to get lots of them.

-----

#### Mary

Mary's back for more trouble. Or is that Ring who happens to be the big troublemaker in question? Her deck is mostly composed of simple chips, but it's Ring's dodging finesse that can make this battle aggravating... at best.

#### Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Holes

#### Program Deck:

Shotgun		Jealousy	(R)
	MiniBomb		
Heat-V	HiCannon		
	LilBomb	Ring	
Bub-V	HiCannon		
	MiniBomb		
Shotgun		Guard	(L)

Battle Strategy: Not too bad a deck on Mary's end, but she's clearly been shook up by the restrictions. Ring's more fixated on doing your chips in, and she's still got that Jealousy thang going (which means around 55-60%, Mary's going to try and get rid of them). I suggest Yo-Yos and Satelitls mostly, but packing a

Navi whose element matches Bubbler/HeatShot series of chips is a pretty good bet in itself if you want to get rid of the back chips with ease while guaranteeing a steady supply of damage to Ring. You will want something elemental for her Guard chip if it gets brought into play in the first place, but this isn't a hard deck to counter at all due to the fact she uses very basic chips you likely have moved on from a long time ago.

-----

Sara

This flight attendant brings to your table some airline food that may have a questionable taste, but is well-balanced in chip-deleting minerals and self-preserving vitamins and is perfect for a hot summer day. Can't make out these horribly worded allusions to your suggested approach to this? Proceed to the Battle Strategy.

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Holes

Program Deck:

CrosBomb		Recov50	(R)
	TreeBom2		
Recov50		BubCross	
	CrossGun		NormNav3
Recov50		BubCross	
	MagBomb2		
CrosBomb		Empty	(L)

Battle Strategy: The BubCross provides you with some trouble if you're fond of Fireman, so if you have him, keep him in your overhead compartment. This navi is apt at deleting your chips (keep tough chips in the back, panelgrabs are ideal); the Recov50s will go down with abuse, but the CrosBombs are resilient. Hence, try and focus fully on the navi with a very strong offense of M-Cannons (NormNav3s and beyond suck at dodging) and whatever else strong chips you have and can throw into your program deck. Make the most of what you have, because some of your chips WILL get deleted in the process if you don't have something sturdy in the back (panelgrabs anyone?), and 600 HP is a lot to whittle down. An elemental navi with like-element chips will do the trick, but be wary of the MagBomb2 if you decide to use Iceman here. Not that hard a fight, with some careful thought and a "damage damage DAMAGE" mindset.

-----

Takashi

Looks like Sara just called her burly boyfriend on you. Gulp. Well, maybe not, but it's fun to imagine. Still, his manly NormNav4 distinguishes itself with its very high HP count and equally high MB capacity, the latter of which is irrelevant for the time being. What isn't irrelevant is that this guy has yet to discover how useful Panelgrabs can be, but that doesn't mean he's a completely lost cause when you see the slots he did manage to fill in.

NormNav4

Hit Points: 650  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: TripNdl (More like HeatCros abuse!)  
Stage: Holes

Program Deck:

HeatCros		BubCross (R)
	HeatCros	
HeatCros	HeatCros	
	CrossGun	NormNav4
Guard	TripNdl	
	Empty	
Empty		TripNdl (L)

Battle Strategy: Now, while he has HeatCros chips, he's a neutral element and thus they won't do a lot of damage. However, there's a very good chance he'll draw three in one turn and thus do a guaranteed 120 damage onto your last selected chip. What do you do? Make sure whatever's back there can take the punishment, that's what! Panelgrabs are ideal, being able to hold out just long enough to take all three. At the same time, two of his slots on the bottom row are strangely empty, meaning you may luck out. However, there's a chance he'll draw the Guard if he does, so bring an elemental chip to destroy it. What's a guy to do from here? Well, for one, two HeatBalls aren't a bad idea, since most of his offense is heat-centric. I prefer to go the all-offense route here with powerful Yo-Yo2s and M-Cannons, but it's your call. He has a lot of HP though, so you may want to stick a Recov in your actual deck to offset this somewhat. Don't count on his arsenal missing, so don't take chances there. Accuracy is not as important here as is outright damage, due to this navi's poor dodge rate. A surprisingly tough fight, but not too tough.

-----

Raoul

Instead of lording over his slums, he's decided to broaden his horizons by going overseas... except the plane's not going anywhere. D'oh!! He's riled up enough to call on his bloodline to kick your booh-tay, so you'll have to do it even harder than he does. Not that it's that hard with the right idea, heh heh.

ThunMan

Hit Points: 550  
Attack Power: 40  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit3  
Stage: Holes

Program Deck:

LilCloud		Recov50 (R)
	Remobit1	
MiniBomb	MiniBomb	
	Satelit3	ThunMan
MiniBomb	MiniBomb	
	Remobit1	
LilCloud		Satelit3 (L)

Battle Strategy: Thunderman does not carry any chip that is a good source of damage outside of his Satelit3s (both in the deck and for slot-in). The only good Wood chips you can really use here, TreeBoms, don't do a lot of damage (50 tops with Woodman), but will put a dent into his chips, at least better than he can. Remobits are annoying because they damage all your chips when first called, then proceed to protect the wielder against your attacks. If you use Woodman, though, his attack will still work in holes and go past the stupid thing... so use him! If not, use CannBalls or Wreckers to bust Remobitls open, but it's no big deal. You could get by easily even with an Aqua navi by using high-damage chips, even if he does draw the Satelit3 (but be careful anyway). As for the Satelit3, you can avoid its wrath entirely by cleverly placing two ElecBall chips up front, as nothing else in the deck pose an immediate threat of deleting them. Nonetheless, his damage output overall is so low that you can get away with just using high damage chips that aren't swords. As for his stunning buster, it's pointless if you're an elemental navi, as your buster will then likely go before it.

-----

Arashi

The man's always looked angry. Now he's actually acting it, and he's going to take it out on your chips, like a lot of people do. Big deal, right? Well, he's pretty good at it! You'll have to be better than him at that if you're to win. Didn't you just TreeBom poor ThunMan out of the tourney? Hmm. I think I have an idea...

AirMan

Hit Points: 550  
Attack Power: 30  
Buster Notes: Damages chips.  
Element: Neutral  
Primary Chip: Tornado  
Stage: Holes

Program Deck:

BubCross	Twister (R)
Atk+20	
Bubbler	CrosBomb
Tornado	AirMan
HeatCros	TreeBom2
Atk+10	
HeatShot	LongSwrd (L)

Battle Strategy: The best strategy I can suggest? TreeBomls, as many as you have, and Woodman. Why? If you have a TreeBom1 in every slot in the front and middle, you're (almost) guaranteed to do 80 damage to all chips used this turn, thus often killing what he has in the back (and often middle) row, and usually giving you far less of a headache in the long run. AquaBalls are your second-best bet, as the other Balls have coutners in this deck that can destroy them, and they may not last all that long. You can try and go high damage since Airman isn't built around direct damage, but he's likely to blow your chips down within a turn or two otherwise. His buster can do some damage, but it misses every now and then. I can't think of any particular variant to these strategies otherwise that can cleanly counter this glorified windmill. Expect the fight to last a while, regardless.

-----

Tournament Prize:

4000 Zenny

Navi Core: Airman

Unlocked: B-Class

+20 MB for Program Grid (+40 MB total)

Extra Folder

Did you push the competiton off the Cliff tourney last? See ya, C-Class! If not? You should know where to look, bunkus. (GIMME A HOTDOG! ...Don't expect to get this joke, it ain't even mine.) I feel the Cliff tourney has a decent overall assortment of chips to take away, so go through it again with a Catcher if you haven't before to reap the rewards of what everyone else spent so much cash at Sunset's to get. The next class of tournaments can be a doozy, so you'll want as many good chips as you can grab!

As for Airman, I think he's... OK overall. He has OK HP and a decent buster that hits for 30 against all chips, plus he has an equal MB count to Metalman. If you have Numberman from the DenCity Open Battle area and you like him, you may like Airman more unless you manage to snatch up a Navi+ chip along the line, as Airman outclasses him in every way. I don't feel he's all that important to your game, but you may beg to differ.

=====  
= 9) Kai's Tournaments =  
= X9KAI =  
=====

You'd think that with all the crazy stuff Lan does to foil equally crazy and often not very well thought-out schemes by various netcrime groups, he'd have a lot more fans. Now you get to play as who would be his most devout same-sex stalker! (Gasp!) ...Maybe it's not at that level yet, but I'd know what it's like to have a couple of friends far younger than you that look up to you, and little Kai wants to be just like his hero Lan! Even Turboman seems disturbed by this. Funny how he mentions Lan's like a video game hero, huh? Then they get invited to the Battle Chip Challenge competition for some reason.

Turboman, your starting navi, is a fun one to use. He's great at deleting chips because his attack hits all of the enemy's own, and he's got decent MB capacity to boot! On top of that, it's a fire element attack that can wreak havoc on grass-loving tree-hugging Wood-elemental navi hippies. His main downsides would be his blah dodging rate and that his individual attack power with his native attack is weak - 20 damage on all the used chips on that turn is great. 20 damage to the enemy navi itself is not. This tends to make fights drag out for longer than with the other starters. I'd tell you to do the math, but we wrote this guide to do it for you.

Just a quick and funny manual error note - in the NA manual he's called "Kaito." I think he would've made a better "Kite," after defenestrating Japanese pronounciations of course.

-----  
9a) Class-E Tournaments

- Novice Tournament
  - Entry Fee: None
  - Prize Fund: 1000Z
  - Navi Core: NormNav2
  
- Guts Tournament
  - Entry Fee: 300Z
  - Prize Fund: 1500Z
  - Navi Core: GutsMan
  
- Healing Tournament
  - Entry Fee: 300Z
  - Prize Fund: 1500Z
  - Navi Core: Roll

The first step to being like Lan? Lay devastation to all newcomers and their inferior navis. The Class E tournaments are a breeze as long as you manage your program deck wisely. It's slightly more important with Turboman because of the low damage of his native attack, but his MB capacity allows him to make up for it. Either way, get used to playing the Novice tournament as a quick way to rake in around 1750z per play. It's free to enter, so why not?

I really think Turboman ought to try and conquer the Healing Tournament before the Guts Tournament; his native attack lends very well to destroying enemy chips, and I say Roll's a far better bet for taking on Gutsman at this stage in the game anyway.

Now! Go to Higsby's and buy three chips, and MAKE SURE YOU FREAKING PUT THEM IN YOUR FOLDER \*AND\* CHECK YOUR PROGRAM DECK. Some starting navis may be able to slip by the Novice tournament without checking their deck by accident, but Turboman is not one of them. Please check it for little Kai's sake. Not even Lan is that stupid. Usually.

```

/-----9E-1---\
|Novice Tournament      |
|  Location: ACDC School |
|  Special Rules: None  |
|                        |
|Opponents:             |
|1) Kenji               [NormNav1] |
|2) Higsby               [NumberMan] |
|3) Ms. Mari            [NormNav2] |
\-----/

```

Just like Lan, Kai doesn't seem to be used to the idea that you don't have to wander around to find stuff in this game. Good thing Yai's here to detour you to the correct tournament site, eh? If you survive the bad racing puns, you're good to go.

As for the actual tournament, it's easy pickings. I've found that the matches do take a little longer with Turboman because of the low AP of his normal attack, but he can go the mile if you've got a Recov in there. (You should, since your starting folder has one!) You might be playing here a lot to get the cash needed to buy good chips, moreso than some others. Don't complain; the more chips you have, the more strategies you can use and thus the more fun you'll have. Shut up and play.

//GOOD IDEAS

Doesn't matter, just keep it full.

//BAD IDEAS

An empty Program Deck.

-----

Kenji

I can only see this guy posing a small problem if you forgot to do your deck, but even then I don't know if it's possible to lose to this guy. Fill the slots and hold the B button; the ride won't be that bumpy.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Recov50		Empty	(R)
	Empty		
Cannon		Empty	
	Cannon		NormNav1
Cannon		Empty	
	Empty		
Recov50		Empty	(L)

Battle Strategy: Put your cannons, sword, and shotguns in the first two rows. Put everything else in the back. You could screw around with your deck if you wanted, but this is probably the most efficient way to go about it. He can do up to 150 damage per turn if he gets a lucky draw, but in a turn or two he probably won't have them. I would give the more succinct analysis "he's easy, don't worry" if it weren't for Turboman's 20 AP dragging the fight on for five turns, but it doesn't make him any harder.

-----

Higsby

Having had some time to start training Numberman again, Higsby sees this as a perfect opportunity to test out a strategy on an unsuspecting kid... except he left it at the shops. Crap. For him, that is. This guy could've been little trouble for Turboman otherwise due to Numberman's buster, but that's if it had its way. It won't, this time.

NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism (Missing in action. Jacked?)  
Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
-------	--	-------	-----

	Empty		
Empty		Empty	
	Cannon		NumberMan
Empty		Empty	
	Empty		
Empty		Empty	(L)

Battle Strategy: Before I played Kai's game, I thought Turboman would have a lot of trouble. My fears were greatly exaggerated; it's still easy! In fact you could use the exact same setup you did before and still come out on top. I had a CrsShld1 countering his dice bombs, but even without it Numberman would've fallen in three or four turns. Numberman may delete your chips, but at least he won't do it until they've had at least one use; this'll make all the difference with your 150 HP advantage and the fact he has only one chip (a Cannon) at his disposal. He'll probably lose that Cannon in the process, too. Just rev it up and let 'er rip, it's not a problem at all.

-----

Ms. Mari

Kai's going to have her as a teacher in a year or two. She thinks the fourth grade class knows nothing about proper virus busting. She's about to learn the hard way about picking on people with unique sprites.

NormNav2

Hit Points: 550  
 Attack Power: 30  
 Buster Notes: None.  
 Element: Normal  
 Primary Chip: Hi-Cannon  
 Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Cannon		
Empty		Empty	
	HiCannon		NormNav2
Empty		Empty	
	Cannon		
Empty		Cannon	(L)

Battle Strategy: Make sure you have at least one chip-breaking chip in every row to take out Ms. Mari's only real offense; put your shotguns up front and your sword in the center of the middle row. Even then, she can't do much damage as she can only use one cannon per turn. You won't quite make quick work of her, but it's a guaranteed win for the most part. Pitch in a recovery if you're \*that\* unsure, like that Recov50 you start with.

-----

Tournament Prize:

1000 Zenny  
 Navi Core: NormNav2  
 Unlock Area: Open Battle  
 Open Battle: DenCity

Wasn't so bad, was it? Do it again and again and again if you want more easy cash. I believe Turboman's fights are the slowest (ironically), but it's not to

the point it's crippling. You'll just want to keep that in mind against navis packing serious firepower that has lots of HP to spare (both navi AND the chips) in the future. When you're comfortable and ready, I suggest hitting the Healing Tournament. The Guts Tournament can wait 'till after Roll's in your hands.

As for your shiny new NormNav2, leave it in your pack. I don't foresee any real use for it; its MB count isn't that much better than Turbster's, and its buster would be worth consideration if its AP weren't almost as bad as Turbster's, and it doesn't even sock chips!

---

```
/-----9E-2---\  
|Guts Tournament      |  
|  Location: Yai's House  |  
|  Special Rules: None   |  
|                        |  
|Opponents:           |  
|1) Koetsu             [NormNav1] |  
|2) Kaz                 [NormNav2] |  
|3) Dex                 [Gutsman]  |  
\-----/
```

The Guts tournament is advertised as to attract the "strongest" navis around. Turbster does look pretty big, doesn't he? Don't let it fool you, he's not equipped to take on what Dex has planned for you at the end, due to having both a low dodge rate and a native attack with no real punch behind it.

You'll want to scoop up Roll from the Healing Tournament before you come here, although it's perfectly possible to win it with Turbster as it stands; it just requires that you have the patience to buy lots and lots of chips to make up for his low buster damage and take advantage of his good MB capacity.

//GOOD IDEAS

Recoveries

A very good idea for obvious reasons. 80s are recommended for slot-in, but 50s can do OK.

Sword series

Iffy accuracy, but it doesn't matter much since these enemies don't dodge all that often. Normal swords break easily but do very good damage for only 10 MB while deleting chips efficiently.

Cannon series

Nothing wrong with quick and dirty damage, but swords are a bit better for this one.

Yo-Yo series

Stronger and more accurate than Cannons to an extent, but this early in the game the MB may cause a little concern; in Turboman's case it's not a really big concern. Yet.

Panelgrabs/Recov10s/Recov30s

If you run out of MB space for whatever reason, bring them anyway. Every hit generally counts and the main point of a OMB chip is to fill in space to protect your deck from Shotgun-series chips, so I usually go with Panelgrabs.

Catcher

Free chips and a little extra money. Put it in your slot-in space!

Roll

Just my personal suggestion, I find she has it easier against Gutsman than the other starting navis. I suggest you go to the Healing tournament and clear that first.

//BAD IDEAS

### Most Defense Chips

It doesn't matter for Koetsu, but Kaz can frag Guards with frightening ease thanks to his Minibombs up front, while Gutsie will punch through almost everything that isn't a Guard - the one thing he really does do right.

-----

### Koetsu

Ah, Koetsu. Long have you held dear his message board posts in BN3 as a means to learn the intricate secrets of the game. \*Snicker\* In real life, as far as this game goes, he's pretty wussy. As long as a chip fills every slot, he's easy pickings.

### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

### Program Deck:

Empty		Cannon	(R)
	Recov50		
MiniBomb	Cannon		
	Empty	NormNav1	
MiniBomb	Cannon		
	Recov50		
Empty		Empty	(L)

Battle Strategy: I don't think there's much to this guy other than simply outdamaging him. The most he can do per turn at all is 100 damage and recover 50 health. You should be able to do more than that if you balance your cannons, swords, and shotguns across the grid. I say put swords or shotguns up front, and have cannons flank whatever you put in the middle. The back is up to you. Never mind his slot-in, this one's a one-sided match. Maybe long, but still one-sided if you've done your deck right. He can't do much of anything to your chips outside of the minibombs at all, so no worries there. You can even put a Guard chip up front and get away with it, but it's not important.

-----

### Kaz

What did one computer-played chip-destroying specialist say to the other guy who is a chip-destroying specialist when played by the computer? "I'll win by destroying your deck!" ...Bad joke, I know. However, you likely don't have the one chip that makes Kai evil when fought early on by someone else - Burner. D'oh! Fortunately for you, Kaz's deck makeup is so sloppy that he's not going to live up to his claims.

### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None

Element: Neutral  
Primary Chip: HiCannon  
Stage: Normal Panels

Program Deck:

HiCannon		Shotgun (R)
Empty	Empty	
Empty	MiniBomb	
	Sword	NormNav2
Empty	Minibomb	
	HiCannon	
Empty		Recov50 (L)

Battle Strategy: Put all your swords in the front or center as a means of getting rid of his sword - the only means he has of effectively fragging your chips. Given that Turbster drags fights out, the minibombs may end up taking out your swords and/or shotguns by turn 4. Still no biggie; aside from setting swords in strategic locations, put cannons wherever you find them reasonable to blow this generic into itty bitty bugfrags. Just go all offense is what I'm saying. If you bring Guards, you're wasting slots; he has minibombs in front and they will, without question, destroy them before you can erect them.

-----

Dex

Time for little Kai to take on the big bad bully Dex. I can't tell if Dex is being sarcastic or not to the little feller. I really hope you hit the Healing Tournament first and put Roll's chip into your folder, because she's the best for manhandling Gutsie and his huge bent towards powerful but inaccurate attacks that may just ruin your day if you play carelessly.

Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: Normal Panels

Program Deck:

Recov50		GutPunch (R)
	Cannon	
Empty	M-Cannon	
	MiniBomb	GutsMan
Empty	Cannon	
	HiCannon	
Recov50		Cannon (L)

Battle Strategy: Roll ought to be your navi of choice. Her MB count is lower than Turbster's by 20 and her HP 150 points lower, but it's worth it. Dex's main weapons will be the M-Cannon and his slot-in GutPunch, but Roll should be able to dodge away from the M-Cannon most of the time, and her normal attack is better than Gutsie's by 30 points (50 damage, 50 healing). His only means of damaging chips is his minibomb. Make your deck as offensive as you can, and make it efficient for both chip deleting and raw damage. Swords (WideSwords preferred) should go in front, with a HiCannon in the center and something that also deletes chips on the side (normal swords?). Remember to watch Roll's MB;

fill the rest with generic Cannons or, better yet, maybe MagBombs to stop Gutsie from using his normal attack. Panelgrabs/Recov10s/30s are OK, just put SOMETHING in. With this setup, as long as Roll dodges the M-Cannon at least once, you'll beat out Gutsie in raw brute force. Prepare a Recov80 or two for slotting in if you can, or maybe even on the deck itself to be safe. You'll very likely cut it close (maybe TOO close), but I find it to be the best way of dealing with him.

-----

Tournament Prize:  
1500 Zenny  
Navi Core: Gutsman

Congrats! This one's the hardest for Turboman to deal with by far in the E Class, but if you've paid attention and followed some of the advice above, you're in the pink for the rest of it. That is, assuming you didn't do this one last like I did. If you did, take your prize of +20 MB to the grid, access to ACDC Park, and the right to turn Class D into your stomping grounds. Keep replaying this tourney if you want Gutsie's M-Cannons and GutPunches; throw a Catcher into a slot-in space for easiness' sake, but you're going to find more GutPunches than M-Cannons.

Gutsman's core may find some use somewhere in Class C, or if you really want to concentrate your navi's power towards its native attack at a cost of having little room to program your deck with. It's up to you; it's more useful for Kai than it is for most others to have as an option. He r0x0rz t3h kyubz0rz, but has 30 less MB capacity than Turbster.

---

```
/-----9E-3---\  
|Healing Tournament      |  
|  Location: Seaside Cafe |  
|  Special Rules: None   |  
|                          |  
|Opponents:              |  
|1) Anna                 [NormNav1] |  
|2) Mary                 [Ring]     |  
|3) Mayl                 [Roll]     |  
\-----/
```

Next up, the Healing Tournament. It's funny how Kai thinks about winning through brute force when his Navi is a lot more of a technical chip killer, but nonetheless this can be a little rough. Because of how Turbster works, fights tend take time. This isn't really a good thing, but most of the players here are focused more on defense than offense. You want to be the opposite, and you have the MB capacity for it. Just install a Recov or two in case the fights go much longer than expected.

//GOOD IDEAS

Recoveries

You don't want to get too far behind in HPs if they manage to keep dodging. Bring a 50 or 80 as slot-in, or stick one in your grid somewhere.

Shotgun Series

Does OK damage, VERY accurate, but usually fragile. Consists of Shotgun/V-Gun/CrossGun/Spreader. A staple for killing chips in the back

and slowly working your way inward to the main chips of your opponent's strategies.

#### Ratton Series

Stronger and more durable than Shotguns, and they serve the same purpose for the same amount of MB (low!). If you get them, use them! They rock.

#### Fan

Lowers their evasion but increases their accuracy. Enemy accuracy is not what you should be worried about. Lower evasion = good.

#### ZapRing / MagBomb Series

It depends. ZapRings take up a lot of MB, and MagBombs have some accuracy issues (not to say ZapRings are all that much better). This is for fighting against Roll.

#### Guard

Got two? Bring them both. They'll own Roll for free.

#### Panelgrabs/Recov10s/Recov30s

If your planned deck caps your capacity, these are mandatory. Panelgrabs are best because your two worst enemies here are very evasive and very slippery. Take that away from them.

#### //BAD IDEAS

#### HeatShot / Bubbler Series

Equal MB for a little less damage than the Shotgun series, with an elemental punch. At this stage of the game, I suggest you not bother with them, but they'll be of help VERY soon. Just not here. They can fill your deck OK if you've no other options, though.

#### Swords

Great for chip deletion, but normal swords have very low accuracy and will run into problems against Ring and Roll. Use WideSwrds in their place if you can.

#### Cannon Series

Nothing wrong with raw damage, but they're inaccurate and do nothing to enemy chips.

-----

#### Anna

I've gotta wonder what she was thinking, taking part in a tournament if this is her first time playing period? Nonetheless, she has a better balanced deck than anybody from the Novice tournament. Her big chip has nothing behind it, but she's guaranteed to recover at least 50 HP per turn if you don't watch it.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (But she has a HiCannon in there?)  
Stage: Normal Panels

#### Program Deck:

Cannon		Recov50	(R)
	Cannon		
Empty		Recov50	
	HiCannon		NormNav1
Empty		Recov50	
	Recov50		
Cannon		Empty	(L)

Battle Strategy: Put your swords up front, first of all. Those Recovs are annoying (they're going to continue to be for a long time). Once again, it's Turboman's AP that ends up dragging the fight out. If she pulls a HiCannon, there will be nothing behind it, so take note of that. In case her healing gets out of hand, stick a Recov somewhere either in the front or the middle. You may not need it. I had a CrsShld1 located in the back of my deck to help with Turbster's low damage while protecting him from the dinky 30 damage NormNav1 buster. Before long I'm gonna be moving that thing closer to the front. A normal Guard is fine, since nothing here will bust your chips. You'll just want to bust hers ASAP; shotguns help if you can delete the cannons at the end, since they target the last selected chip.

-----

Mary

"Don't be too hard on me," she says. I think our friend Kai's a little too absorbed in Lan to be fazed by her feminine wiles, so she's going to resort to plan B: deleting your Slot-In chips and making sure Ring stays alive long enough to tell the tale.

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Normal Panels

Program Deck:

Recov50		Recov50 (R)
	Cannon	
Recov50	MiniBomb	
	HiCannon	Ring
Recov50	Cannon	
	Recov50	
Recov50		Jealousy (L)

Battle Strategy: The annoying thing about Ring is that she's agile, she has a decent chip-deleting buster, and she's got recovery panels in the back to free her front row up with some passable firepower. See where I'm going at? Swords may miss, so I let shotguns/rattons take up the front. Swords and other stuff can go in the center, while the back should hold a couple of defensive chips - just in case. Minibombs and Magbombs can work for their high HP, meaning they can take a hit from Ring's RingRang and not get deleted immediately as long as they're in the back. Turbster's normal attack is at least accurate and will likely kill a few chips, but this may take a while. Remember to use your Slot-Ins as early as possible, or else Mary can and likely will take them away. My aforementioned CrsShld1 stopped this, but it makes little difference. Don't use normal Guards, though; 50% of the time she'll get the Minibomb and destroy it before it's enacted; Guard chips have very low priority.

-----

May1

"No handicaps! Not even for little tykes!" She's not trying to sound tough. She *is* tough. There's a very big difference between the two. That's assuming you didn't bring two Guard chips like I suggested. If you don't watch it,

Roll's going to be recovering far more than you're going to be damaging her if you screw this one up.

Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30  
Stage: Normal Panels

Program Deck:

Cannon		Recov50	(R)
	Sword		
Recov10		Recov30	
	LilBomb		Roll
Recov10		Recov30	
	Sword		
Cannon		Recov30	(L)

Battle Strategy: I told you the easy way out of it already in the synopsis - two Guard chips up front and Roll will be fighting a lost cause. You'll want to make sure you have chip-deleting stuff backing it up, as otherwise she may just heal more than you can hit for. Don't have Guard chips? Read on.

See her setup? The front's for recovery, the second's for chip deleting, and the last row is for slight healing or a small boost of firepower. A very well-balanced deck, indeed. If you have two Guards, put them up front, fill the rest with powerful attacks, then sit back and watch. (Isn't it all you CAN do aside from slot-in?) If not, keep reading. Your big worry is her normal attack. For Turbster, dedicate the front to defense (barriers or counters of some kind, a good Recov works fine too), the middle to offense (swords, but they can/will miss), and the rest to pure offense with decent accuracy (shotguns and the like). I suggest putting a Recov slot in too, 50 should be OK but 80's better. A HiCannon too, if she manages to delete your offense. With this strategy it'll take roughly 5 turns to win if all goes well, so hang in there.

-----

Tournament Prize:

1500 Zenny  
Navi Core: Roll  
Unlocked: D-Class  
+20 MB for Program Grid  
Unlocked: ACDC Park

Congratulations, Kai! You just beat the D-Class! ...Oh wait, if you followed what I said, you probably came here first. Did you? If you did, clear the Guts Tournament! Roll's navi core is perfect for defeating Gutsman, as I feel he is a very bad matchup for Turbster.

Roll's core is basically great against brute-forcing types, mostly because she's good at it herself. Her high dodge rate makes low-accuracy chips miss often, and while her MB capacity is low and her HP sucks, her normal attack gives her a 100 point advantage (50 damage, then 50 healing, the latter ALWAYS works). She loses her shine a bit against electric navis, but as it stands she's great for the Guts tournament. Remember to put her in your folder!

-----  
9b) Class-D Tournaments

- Match Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: FireMan
- Sapling Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: WoodMan
- Droplet Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: IceMan
- Battery Tournament
  - Entry Fee: 500Z
  - Prize Fund: 3000Z
  - Navi Core: ElecMan

Kai seems excited that now he'll be able to chase after Lan in person... but wait! Now that they have 20MB more room for chips, they ought to start staging tournaments so they can snatch away the rare chips offered to its winner! So, who wants to play? Your friends, if they have the game and are willing to give you their navi codes. Any stranger's on the internet (read: GameFAQs) will do just as well. Heck, abuse PhQ's Fodder Navi Codes if you want to roof the game. Note that humans can do some craaaazy things with their navi setups, so you may want to wait until towards the end of the game to start seriously competing. The pre-made guest codes can stir trouble too, so don't get any ideas. I won't be using PhQ's fodder codes in this playthrough.

Now, here's something Turbster will like - elemental-themed tourneys! He's a neutral Navi with a fire attack; while he won't get a bonus for using fire chips, he'll still do A-OK versus wood navis without holding a weakness to aqua. For insurance, you'll want to replay the Class E tournaments for cash and a good array of elemental chips. At the very least, get an elemental balloon (Aqua/Heat/ElecBalls). Start hoarding guard chips if possible, as soon enough they'll be mandatory. Like, right now. Lan feels the same way about getting a restraining order, too. Gotta love how he leads the little guy on, that Lan.

Forgot what elements lord over each other?

AQUA moderates HEAT  
HEAT flames WOOD  
WOOD kickbans ELEC  
ELEC deletes AQUA (not instantly, just keeping in theme here)

Assuming you just couldn't make sense of the names and the icons...

Match - Heat  
Sapling - Wood  
Droplet - Aqua  
Battery - Elec

As I said before, scrounge up elemental chips. To be consistent with the order MG and I chose throughout the FAQ, I'm opting to go the normal route of conquering the Droplet tourney first. Again, Aqua/Heat/ElecBalls are a big, big

help.

I took on the tournaments in this order: Droplet, Match, Sapling, Battery.

---

```
/-----9D-1---\  
|Match Tournament      |  
|  Location: Okuden Park  |  
|  Special Rules: Lava Stage  |  
|                          |  
|Opponents:           |  
|1) Micchan           [NormNav1] |  
|2) Mary              [Ring]    |  
|3) Haru              [Navi-F]   |  
|4) Mr.Match (MMBN1) [FireMan]  |  
\-----/
```

Round two in the order MG and I suggest, the Match Tournament! Why make this second? You won't win by taking Turboman and stuffing him full of Aqua chips, oh no no no. (I tried that on my game with Lan and that certainly didn't work, heh heh.) Fireman is tricky if you don't build for speed, and Ring can be very annoying in that she has three elements at her disposal, which means you need to be wary of which balloons you carry into battle. You also get to contend with lava panels, which will do sizable damage to anybody who isn't a heat-elemental navi... but! Use an aqua chip and it goes away! If you have Iceman from the Droplet tourney, use him! Make sure to grab a couple chips of the same element as he, and you'll stand a snowball's chance in, well, room temperature.

The most important thing to remember: if you're not a heat-based navi, the lava must go! Any aqua chip will do the trick as long as it's used, so make sure to place any you have up front!

//GOOD IDEAS

Bubbler Series

Obvious. Heat does not like Aqua. Bubbler series chips are very accurate and do decent damage if used by an Aqua navi (like, say, Iceman), so use them!

AquaSwrd / AquaBlde

High, high damage if used by an aqua navi against a heat one. At this stage of the game I suggest using AquaSwrds, winnable off of Iceman in the Droplet tourney (you went there first, right?). The only strike against them is the low accuracy. And the high-ish MB count, if you're using Iceman like I suggest.

Cloud Series

Good HP, not too demanding on MB, and pretty good damage if, again, used by an aqua navi against a heat one. Great for the back row for soaking damage.

PanelGrabs

The best 0 MB chip; good HP (120), free, and necessary to protect your main offense if you're using Iceman like I suggested. Try and get at least four, but Recov10s can be OK substitutes. Recov30s won't last long, so I don't bother with them.

Catcher

You'll want it just to gather more heat-based chips for the Sapling tourney. Believe us here, just do it! Put it in a slot-in space.

HeatBall

One of your only real chances at wining if you don't have a good aqua

deck, and even then it's still somewhat helpful.

#### AquaBall

If you want to press more of an offense while putting up something of a defense; use an Aqua navi with one of these and it'll do INSANE damage at the end of the turn to a heat navi.

#### ElecBall

Not entirely obvious, but if you love the Balls, this is the only one that won't get easily popped by Ring.

#### Iceman

He's your first obtainable aqua-element navi. Aqua > Heat. Figure it out for yourself. Low-ish MB, but he's got enough for five BubCross / AquaSwrd chips and four OMB chips of your choosing; these should be more than enough.

#### //BAD IDEAS

#### Woodman

Got Woodman before you came here? Good for you. I suggest you don't flaunt it around these people, as fire is the one silver bullet that takes wood navis down and out.

-----

#### Yoshiro

This scientist is up to giving you a little pop quiz by showing you how using a type works against you, but how?! I don't know, just kick his butt. Like every other first entrant in the D Class tourney, he won't put up too big a fight at all.

#### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (More like V-Gun and HeatShot!)  
Stage: LavaStage

#### Program Deck:

Minibomb		HeatShot (R)
	V-Gun	
Empty	Cannon	
	HeatShot	NormNav1
Empty	Cannon	
	V-Gun	
Minibomb	Empty	(L)

Battle Strategy: The only semblance of a strategy I can see is in his middle row, which will sock anything in the back. Easy solution? Put sturdy chips in the back row (LilClouds are a good call, but generally you want things with an actual MB count in front, with the back full of 0 MB chips). Since he has nothing behind his HeatShot, there's a good chance he'll do only a piddly 110 or so HP damage, where you should be able to crank out 150+ using Iceman. Note the lava, and take care of it accordingly with an aqua chip. This shouldn't make you break a sweat by now, really.

-----

#### Haru

This female chef's got a spicy dish in mind for a hungry boy like yourself - hot flaming death to all your chips. Fortunately, unlike Junko, she doesn't do it all too well due to the empty slots in the center row. The rest is very elementary, my dear reader.

#### Navi-F

Hit Points: 550  
Attack Power: 60  
Buster Notes: None  
Element: Heat  
Primary Chip: HeatCros  
Stage: LavaStage

#### Program Deck:

Recov50		HeatCros (R)
	Empty	
HiCannon	Heat-V	
	HeatCros	Navi-F
HiCannon	HeatShot	
	Empty	
Recov50		Empty (L)

Battle Strategy: Your first instance of a heat navi using heat chips. This also means that your array of aqua chips will do a whole lot more harm to him, but his own heat chips will put on some hurt too. Note that all three of this navi's Heat chips aim at the last chip you've selected, so play it smart and put something durable in the back. The buster does good damage, but only does just that. No chip damage at all! HiCannons in the back give him decent power if he hits the HeatCros, but given the type disadvantage he has, you should be able to floor this one with relative ease. Remember to get rid of the lava, since otherwise this navi'll get an extra 50 damage on you and your chips every turn.

-----

#### Mary

The game's other playable scrub is no complete laughing matter this time around. With a small dash of aqua power and Ring's native electric attack complimenting her array of heat chips, you'll be hard-pressed to put up a good defense against it... but isn't it what Mary just wants you to try? Oh, she's still got Jealousy too. Beware!

#### Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: LavaStage

#### Program Deck:

AquaBlde		ZapRing1 (R)
	MiniBomb	
Heat-V	Heat-V	
	Heat-V	Ring
V-Gun	V-Gun	
	MiniBomb	

Battle Strategy: As you're probably using an aqua navi AND reliant on balloons, you may be thinking, "OMG!! What do I do?!" Well, don't throw away Iceman entirely. Ring doesn't get a damage bonus on her chips. Iceman does. Iceman also has a bit more HP than Ring, plus Ring's deck is based more on chip damage than navi damage, save for that AquaBlde tucked into the corner. For defense, which Ball to use? AquaBalls will be broken by Ring's native attack, where HeatBalls are toast if she pulls the AquaBlde, though it'll absorb the rest of her deck. I think ElecBalls are best because while it won't absorb anything (save her native attack), it won't instantly go pop from anything. You'll still want to keep sturdy chips in the back, as her chips and native attack seem to focus almost exclusively on it. You may want to focus on BubCross chips (if you have them) to KO her AquaBlde in the back if it gets picked, but watch your MB. Iceman may have a slight type disadvantage, but don't worry. If you're not using a Balloon other than AquaBall, you're likely to just lose what's in the back at worst. Oh, yes! Mind the lava.

-----

Mr. Match (MMBN1 Grooooooooooove)

Turbster only thinks he's hot stuff. He hasn't met a REAL heat navi before this guy, and boy, he's pretty good at it! Don't fight fire with fire here. Fight fire with a garden house. Without that, Fireman will succeed in making himself look far less pathetic than he really is. Or rather, was. Read on for the seeeeekret strategy. (Nothing about drinking your Ovaltine, I promise!)

Fireman

Hit Points: 500  
 Attack Power: 60  
 Buster Notes: Pierces guards.  
 Element: Heat  
 Primary Chip: FireSwrd  
 Stage: LavaStage

Program Deck:

Recov50	HeatShot (R)
Empty	
HeatShot	FireSwrd
Heat-V	FireMan
HeatShot	FireSwrd
Empty	
Recov50	HeatBlde (L)

Battle Strategy: You may be used to playing somewhat defensively, because them balloons are so awesome. The only way to really avoid the fury of Fireman's FireSwrds in the front is to pull up an AquaBall - it's not a bad idea, but the chip damage it'll do may end up popping it. If survives (not likely), it'll do big damage. HeatBalls come up too slowly and won't block in time. I've had the most luck out of just brute-forcing it though - give Iceman the strongest aqua chips you can up front (you ought to anyway for the lava), while sticking any 0 MB chips you have in the back. If you play it right, you may destroy one or even both of the FireSwrds, as two middle slots are empty and thus they are susceptible to it. If not, you'll get rid of his bothersome HeatShot series chips. Iceman's a hard bugger to catch and Aqua > Heat, so do it right and it's not too hard to formulate the rest from there. Keep a Recov120 on hand as a Slot-In, just in case. Wether you go all-offense or play it safe, keep the water flowing and you should come out on top with Iceman.

-----  
Tournament Prize:  
3000 Zenny  
Navi Core: Fireman

Looks like a rainstorm just cancelled the backyard grill. Today, you've conquered the flames. It wasn't too bad with a little careful planning and abuse of your aqua chip library, hm? I suggest that you keep replaying the tourney for more heat-based chips, since they'll be EXTREMELY helpful for the next battle at the Sapling tournament, if not compulsory. When you're ready, head on down to the section below this.

Fireman doesn't look like much compared to Iceman in terms of base accuracy and evasion stats, plus heat attacks are generally slower than aqua ones. On the other hand, fire is what counters wood attacks, and certain wood decks will give you a TON of frustration otherwise. Turbster's native attack is OK, but you'll want a pure heat-elemental navi to really ensure your chances of success. His MB count is just as low as Iceman's, but you can use the same tactics as Iceman did to make the most of it. Just replace the aqua chips with their heat-based equivalents and you're good to go.

---

```
/-----9D-2---\  
|Sapling Tournament      |  
| Location: Okuden Valley Enterance |  
| Special Rules: Turfbuilder Stage |  
|           (...Okay, Grass Stage) |  
|Opponents:              |  
|1) Haruka                [NormNav2] |  
|2) Tetsu                 [Navi-W]  |  
|3) Dex                   [Gutsman]  |  
|4) Sal                   [WoodMan]  |  
\-----/
```

"Let's fight hard, Turboman!" ...How many times have we heard him say that by now? Well, moving on. This should be third on your to-do list. Sure, Turboman's native attack is heat-elemental, but you'll want the damage bonus that comes with actually USING a true heat navi like Fireman. I'm going to say this many times throughout the guide - Wood navis are a pain in the pancreas for their efficiency in doing tons of chip damage and thoroughly kicking your ass with the right deck and setup, and you'll almost always want to bring some flaming hot insurance to match it. On top of that, if you don't burn away the grass, they'll regain 50 HP per turn IN ADDITION to the ability to abuse Spice chips. When in doubt, smoke it out. Grass turns to normal panels when someone uses a fire attack, plus it powers up the actual attack nicely.

Need a shorter summary? Fire good. Very good. Bring fire lots. Fireman may have low MB capacity, but it's equal to Iceman's and thus it's not that tough to adjust to.

//GOOD IDEAS

HeatShot Series

Duuuuuuuh!! S accuracy, heat-elemental, burns grass, does a number on the last selected chip... everything you need to be rid of these annoying weed navis.

FireSwrd / FireBlde

Also really good; FireSwrds are better for lower MB count, and can be won

off of Fireman back in the Match tourney. Put these up front with a heat navi (Fireman) for a chance at really freakin' high damage from the grass. Even without the grass it'll do nasty damage.

#### Burner

Great for doing damage to all chips, especially with the element interaction involved here. The high MB's sort of a drag. I can't think of a place where Kai can get these outside of Higsby's, though.

#### Meteo Series

A favorite chip used by many heat-based decks in the earlier days, they're still useful for fighting wood navis; its low accuracy can be problematic though.

#### HeatBall

No WoodBalls, but that's OK! Let this one rip. If it's still intact at the end of the round, it'll do a very handy amount of damage.

#### PanelGrab

Let's face it - if you're going to use most of these good ideas, you're going to have some blank spots on your deck. Bring these to fill the gaps. Recov10s are OK too.

#### Catcher

You want those TreeBoms some people carry. Don't question me. Get them! This makes it easier while getting a little more cash for the paltry price of a single slot-in space that you likely won't need if you follow these strategies to the letter.

#### Fireman

Heat is the only sure-fire way to delete the trickier wood-based decks. Fireman gets a pat on the back in the form of extra damage if he knows his role and shuts everyone else's mouths up with teh fier. He's got enough MB for five FireSwrds/HeatCros chips and four OMB chips of your choosing.

#### //BAD IDEAS

#### Elecman

Lowish HP is a bad thing already, and his native attack isn't strong enough to help him after his chips get deleted.

#### ElecBalls

Balls are great. I like to play with these chips. Wood counters Elec, so that means ElecBalls will die if someone tosses a seed into it (TreeBoms). Please use common sense when dealing with the elements.

-----

#### Haruka

Hey, it's Lan's mom! Too bad Kai won't be given an opportunity to tell her just how great he sees him. Nonetheless, she's nowhere near as good as her son due to a very strange deck setup that really isn't effective at all. Probability works against it by far.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon (I'm going to stop asking questions...)  
Stage: GrassStage

#### Program Deck:

HiCannon                      TreeBom1 (R)  
                                 HiCannon  
Empty                            HiCannon

Empty NormNav2  
Empty Recov50  
Recov50  
Recov50 Empty (L)

Battle Strategy: Notice she has nothing in the center panels. It's very unlikely she'll draw three straight HiCannons or Recov50s; those are annoying, but it's a worst case scenario that won't pop up too often. She can't do anything to your chips either, so just have whatever you want fill every slot. Since she's not going to set the grass on fire, be her guest and put your strongest fire chips up front. Really now, I say Haruka's the easiest match in the entire D Class by far. Unless you're using Guard chips, TreeBom1 can't do a thing to derail your gameplan.

-----

Tetsu

This woodsman's pride and joy here would be his equally woodsman-quality navi. It's wood-elemental. This means that this'll be your first fight against someone who really doesn't like fire, in addition to giving you a glimpse as to just what they can do if you're careless.

Navi-W

Hit Points: 550  
Attack Power: 10\*3  
Buster Notes: Damages chips.  
Element: Wood  
Primary Chip: TreeBom2  
Stage: GrassStage

Program Deck:

Recov50 Cannon (R)  
Cannon  
Recov50 TreeBom1  
TreeBom2 Navi-W  
Recov50 LilBomb  
Cannon  
Recov50 HiCannon (L)

Battle Strategy: This somewhat resmbles your fight with Ring back in the Healing tournament. If you're stacked full of fire chips, you're basically good to go as long as you use common sense; I suggest putting your strongest fire chip up front to take advantage of the one-time chance at doing unthinkable damage to this guy while burning the grass. His Recov50s won't save him as long as your deck is centered around his type disadvantage, but mind the TreeBoms; if he draws both in one turn, you may lose a few chips. It may be too late for him to save his bacon if he does, though. His buster wrecks chips fairly well too, but it misses a whole lot. An all-out offense is basically the way to go, through and through.

-----

Dex

Yeah, he underestimated the kid before. Now he's here to moider youse for the Guts Tournament upset. Luckily for you, he's even easier to deal with this time around; there's nothing wrong with his ability to kill chips, but as he's got less of a bent on doing big damage to you, it's very easy to simply

out-muscle the guy.

#### Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: GrassStage

#### Program Deck:

GutPunch		M-Cannon (R)
	TreeBom1	
Empty	LilBomb	
	WideSwrd	Gutsman
Empty	LilBomb	
	TreeBom1	
GutPunch		Empty (L)

Battle Strategy: You could feasibly use the exact same deck setup as before and get away with it. Dex's WideSwrd in the center is his strongest chip, but he's put nothing behind it. This makes deleting it very easy. He doesn't have anything to play with the grass, either! Put FireBlades up front for an easy shot at doing 200 damage to him right off the bat. From that point on he'll be hard pressed to catch up with you. Since Gutsie's not a wood navi, TreeBoms won't do all that much to your chips. GutPunches hurt, but aren't anything special otherwise. Just blitz the guy with Fireman's bonus using strong fire chips and you'll be all right. Include a Recov120 as slot-in just in case.

-----

#### Sal

You know why she's being all "hee hee" on you? She thinks you're too stupid to even think of bringing fire to this match. If you've followed my advice and common sense up to this point, then you'll be the one doing the laughing. This time. Woodman is incredibly deadly in the right hands; Sal's isn't yet, but with high HP, a great buster, and a penchant for destroying your chips with TreeBoms with his Wood elemental bonus... yeah. Phrr, Kai, phrr.

#### Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces defense  
Element: Wood  
Primary Chip: TreeBom3  
Stage: GrassStage

#### Program Deck:

DoubNdl		Recov80 (R)
	MiniBomb	
TreeBom1	TreeBom3	
	Shotgun	Woodman
TreeBom1	Cannon	
	TreeBom2	
Recov50		V-Gun (L)

Battle Strategy: Put your strongest fire chips up front. PERIOD. As long as you

have FireSwrds/Blades up front and utilize Fireman, Woodman Allen (heh) is going to have a tough time getting under your skin. Almost everything in Woodman's deck is dedicated to destroying your chips, especially with that shotgun in the center; put Panelgrabs or Recov10s in the back if you're paranoid about it being frequently drawn. Woodman's focus is more on your chips than actual damage, thankfully, so as long as your deck is configured to beat the snot out of him from the get-go, you'll come out OK; the type disadvantage will take away his HP advantage quickly. Use a Recov120 for slot-in for insurance.

-----

Tournament Prize:  
3000 Zenny  
Navi Core: Woodman

Now that you've given the digital finger to the game's first set of people stuck in the wrong decade, reap the rewards and prepare to move on to your final stop for D-Class... the Battery tournament. I suggest you replay this tournament a few times before so you can stock up on TreeBom3s from Woodman (good, but you won't have the MB space for it yet) and more cash to get some chips from Higsby's, if you feel so inclined. A new shop will be opening soon, so don't overdo it. Make some preps for the Battery tourney, then go on ahead and ring its doorbell.

Do I see an evil grin creeping on your face, now that Woodman's yours? Well, I should see one! He rules. Of all the Wood navis in the game save one, he's considered the best for his combination of high HP and a good buster. On top of that, later on he'll have just enough MB to make a killer Spice-based folder with, so he's invaluable for taking on elec-element foes and their AlumiStages. He has the same MB count as the other element navis you've collected thus far, as a note. Expect the last tournament, and quite a couple of battles after it, to be a cakewalk with Woodman on your side.

---

```
/-----9D-3---\  
|Droplet Tournament      |  
|  Location: Waterworks  |  
|  Special Rules: Ice Stage |  
|                        |  
|Opponents:              |  
|1) Micchan              [NormNav1] |  
|2) Mayl                 [Roll]    |  
|3) Junko                [Navi-A]   |  
|4) Froid                [IceMan]   |  
\-----/
```

```
Kai's first target for the D class is...!! v  
Keep holding the B button!                v  
Check out how oddly                       v  
spaced the dialogue is!                   v
```

OK, seriously, your first stop is here, the Droplet Tournament. You'll be playing on an ice field, which makes everything slippery and thus way harder to hit others with. However, electric attacks do double damage on an ice stage. Hint, hint! This means you better bring electric chips! If you can't spare those, get accurate ones. AquaBalls are pretty handy, as are ElecBalls. Turbster has a pretty good MB cap to work with, so you can work in a lot more

things than, say, Gutsie. Still, this may be a bit rough if you're careless. Don't be surprised if you lose once or twice before you clear this one.

Accuracy is going to be your biggest key, here. While Turbster's native attack is weak, it's pretty accurate and thus he won't exactly be a burden.

//GOOD IDEAS

Satelite Series

The closest thing the game has to an elec-element Shotgun series. Lowish HP, but aqua navis don't like electricity, and ice makes it that much more a problem... for them. If you get one or two, use them!

Rattons

An extremely good choice. Decent HP and very accurate, plus it does some chip damage. I'd take them over the Shotgun series chips if you can, since these are more durable and pack a slightly harder punch (especially if you use Ratton2s) without being too demanding on MB.

ElecSword / ElecBlade

It's unlikely you'll have any, but they work wonders even if you don't have an electric navi (due to the ice panels and how they amplify electric attacks). However, low accuracy and the fact aqua navis are harder to hit on ice makes this something you may want to pass up on for more accurate chips.

MagBomb Series

Again, inaccuracy. However, the elemental interaction (elec > aqua) makes it worthwhile for doing damage to all selected chips while preventing the enemy from using their buster. MB-wise they're pretty cheap too. MagBomb1s are really all you need, but MagBomb2s aren't bad if you've got leftover MB space.

ZapRing Series

The higher the version, the more damage but the less HP; ZapRing3s will do humongous damage, but will likely die quickly if the enemy uses a hit-all chip. All are 40 MB, so be forewarned if you bring one.

AquaBall

The focus of the tourney is on aquatic attacks. This'll block them completely while doing a decent amount of damage at the end of every turn.

ElecBall

Also useful if you want to trade a little defensive security for a chance at really sick damage at the end of the turn due to elemental differences. AquaBalls are far safer, though.

PanelGrab

For filling holes in your deck after you max out your MB. Almost necessary due to one competitor's particularly effective and annoying strategy of making your last selected chip suffer heavily.

RockCubes

Ditto, although they're 10 MB apiece.

Recoveries

Good for slot-in; if you can get a Recov120, that'd be great.

Catacher

Stick it in a slot-in space for a better busting rank, meaning more money and more aqua chips for later on. You'll want as many as you can get!

Elecman

Didn't tackle this first? If you beat the Battery tourney before this, bringing him along makes it all the easier.

//BAD IDEAS

Fireman

Remember waaaaay back in Megaman 1 how Iceman's weapon trumped this guy? Same story here, for a different reason: Aqua > Fire. Didn't we go over this in the D-Class synopsis?

FireBall

An exercise in futility, as aqua attacks instantly washes this hot little defense chip away.

That list may seem intimidating, but as you likely don't have an elec-elemental navi at this point, there's quite a few ways you can approach this. Mastering the elements and their effects is integral from here on out.

-----

Micchan

This little girl can't decide if she's scared of or in admiration of your navi. I can't decide if she made her deck herself or not, as it actually looks pretty good for a girl of her age. Nothing you can't handle if you're careful, natch. Her navi doesn't really benefit in full from the ice, nor does she take advantage of it like you're about to.

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon (What the blub?)  
Stage: IceStage

Program Deck:

Cannon		MiniBomb (R)
	Bubbler	
Sword	BubShot	
	Cannon	NormNav1
Sword	BubShot	
	Bubbler	
Cannon		Cannon (L)

Battle Strategy: Notice the bubblers and bubshots. Those things are basically aqua-aligned shotguns, and hit stuff in the back. Make sure the things you put in the back can take a beating. Going all-offensive is likely going to be your strategy, and that's perfectly OK - just be wary of what's in the back. You'll want to be wary of what's there in the future, because it gets crazy. For now, it's just a warm-up, so don't get too worked up over it. If you've got stuff like shotguns ready, you may be able to kill the swords before she can use them.

-----

Mayl

Last time, she treated you like a kid. No biggie, she's a kid too. So how am I supposed to say that she's geared up to manhandle you if you didn't take the focus on accuracy to heart? If you thought Roll's dodging was insane, you ain't seen nothing yet. The dual front Guard strat from before isn't going to cut it this time, but it's not a complete waste if used correctly.

Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30 (I spy... a Recov120.)

Stage: IceStage

Program Deck:

Recov10		Shotgun	(R)
Recov50			
MiniBomb	Bubbler		
Recov120		Roll	
MiniBomb	HiCannon		
Recov50			
Recov10		None	(L)

Battle Strategy: BLITZKRIEG!!! Literally. Go all-offense, and try to do it with electric stuff. I've found it useful to flank the top and bottom slots of the middle row with Guard chips to ward off her good buster. That one HiCannon and the normal attack are the only true semblances of offense Roll has, so you need to out-muscle her the best you can. In this game, most of my offense consisted of Satelitls, an ElecBlde, and a ZapRing; I put my big hitters up front, my support chips that had a better chance of hitting in the center, and all the miscellaneous stuff in the back; you may want to go with Panelgrabs if you can scrounge them up - they're free MB-wise, give you a better chance at hitting Roll with your normal attack, and have 120 HP (not bad). Shotguns and normal swords may do OK, but they have such low HP that two turns of Bubbler abuse may do them in. As long as you can just plain pile on the damage, you're fine. It may take a while, but you'll do fine.

-----

Junko

And now for something completely different - as where Mayl was about keeping Roll alive, Junko's all about destroying your chips. At this stage in the game, I gotta say that she's very adept at it if you don't pack something sturdy in the back; I heartily recommend RockCubes in their entirety to do the damage soaking in the back. Her navi will be using aqua chips powered by the fact an aqua navi's using them, so brace yourself!

Navi-A

Hit Points:	550
Attack Power:	40
Buster Notes:	Hits a random currently active chip.
Element:	Aqua
Primary Chip:	BubCross
Stage:	IceStage

Program Deck:

Shotgun		Recov50	(R)
Bubbler			
Shotgun	BubCross		
V-Gun		Navi-A	
Shotgun	CrossGun		
Bubbler			
Shotgun		None	(L)

Battle Strategy: This is of utmost importance - THE CHIPS WITH THE HIGHEST HP GO IN THE BACK. If you use RockCubes, be forewarned that you'll cancel out the effects of Balloons (if you're using them). Aside from the little protection in the back, you need to go as offensive as possible. If you have a ZapRing3 or two, put them up front; they're incredibly fragile but a huge asset. Make sure

the center row chips have good HP themselves, just in case; swords of almost any kind will do. Other chips I can suggest are Rattons (can't miss, damages chips, nice HP) and Magbombs (hits all chips used that turn AND stuns, but may miss). Cannons can't hit chips, and shotguns are too fragile to be of any service. Tuck a Recov in there somewhere if you want, but I say it's better if you dedicate a Recov to Slot-In. This is going to be a very difficult battle if you're not careful, but by working around the enemy's strategy, you'll do fine.

-----

Froid

The final match of the tournament pits you up against this duo, and Froid knows what he's doing! Iceman, no matter how cute he looks, is not child's play. Iceman's folder is apt at both doing great damage (due to his aqua affinity and aqua-based selection) AND taking out your chips. Oh, he dodges. Very well.

Iceman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces defense  
Element: Aqua  
Primary Chip: AquaSword  
Stage: IceStage

Program Deck:

None		AquaBlde (R)
	AquaSwrd	
MiniBomb	LilCloud	
	Sword	Iceman
MiniBomb	LilCloud	
	AquaSwrd	
None		None (L)

Battle Strategy: My best advice is to put two AquaBalls up front and hope for the best while filling the rest with any form of offense you can spare. Your chips will lose 20 HP per turn regardless from his LilCloud unless Turbster dodges it, which is very unlikely. ZapRing3s will die quickly, so either sub in ZapRing2s or put them in the front row (not recommended defensively). I think ElecSwords/Blades will probably be your main weapon, where MagBombs can be used to prevent Iceman from tossing a 60 HP damage weapon while doing a small number on his chips; it's doubtful that you'll delete any of them outside of the Sword though. Iceman's going to be doing a lot of dodging due to his naturally high score and the field, so prepare for a long one. I highly suggest using the 0 MB chips to free up space for better chips while at least placing something in the back slot to absorb some damage from a Sword/AquaSword if you're lucky. The only guaranteed way to win is to abuse AquaBalls, I say.

-----

Tournament Prize:

3000 Zenny  
Navi Core: Iceman

Whew! One way or another, you made it through! The prize payout is so very good that if you managed to come off with an S-Rank on everyone, you'll have won a net amount of 3700z - enough to buy a Higsby 10-pack AND afford another go at

the tourney! Keep replaying for not only the cash, but more aqua-element chips too. As I said earlier, you're going to want to start harnessing the power of them to make the goings easier. Use a Catcher in a slot-in space to rack in cash a bit more easily.

Iceman's a very, very good navi in my eyes. He dodges well enough and has a decent buster, but his MB count is 30MB lower than Turbster's! 30MB! That's quite a sum! Using the 0 MB chips in the back, however, you can construct a simple but still powerful aqua-based deck bound to put phrr in the hearts of heat-based navis. The buster pierces guarding chips, for the record.

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```
/-----9D-4---\  
|Battery Tournament      |  
|  Location: Power Plant  |  
|  Special Rules: Aluminum Stage  |  
|                          |  
|Opponents:              |  
|1) Taka                  [NormNav2] |  
|2) Michael               [Navi-E]   |  
|3) Gen                   [NormNav3} |  
|4) Count Zap             [ElecMan]   |  
\-----/
```

The Battery tournament is the last one on your list of things to do in the land of the D. At least, on OUR list of things to do in. If you've followed ours, this will be your last and you'll be more than well-equipped to take it down. The Aluminum stage (why couldn't they call it Metal Stage?!) benefits electric chips by increasing their attacks' power. Not only that, you'll be dealing with electric navis who ALSO add some punch to like-element attacks. One way to ruin their plans is to toss a TreeBom to turn the stage to Grass. Who does this benefit? Why, you! If you're a wood navi, that is. Elec navis hate wood. Got Woodman? They're dead. Don't have Woodman? You're going to cry.

The bottom line? If anything, bring TreeBoms to destroy the AlumiStages to take out one of the competitors' advantages.

//GOOD IDEAS

TreeBomb Series

There aren't many Wood chips out there, but the ones that exist rule. TreeBombs are neat. They damage all chips, and - get this - they turn metal stages into grass! Not only does turning the metal stage into grass take away one damage bonus electric navis get to use, but it enables another very fun wood chip...

Spice Series

These absolutely rule. High speed, never seems to miss, good HP, and the MB count isn't too bad. The bad news is that this \*only\* works on a grass stage. This isn't a worry; if you have two TreeBomls up front and fill your second row with Spices and the rest with 0MB chips, you're good to go. Higsby's likes to throw lots of these chips at you, it seems.

GrassStg

I've never seen a stage chip come out of Higsby's, ever. But if you manage to get one through special tourneys you've set up in ACDC Park with navi codes, by all means carry one if you don't have more than one TreeBom1.

ElecBall

If you don't have Woodman or wood chips in general, carry two. They'll fully absorb electric attacks, and proceed to do a lot more damage on the metal panels. Good stuff, here.

PanelGrab

The best possible deck you can use here will leave you with empty spaces. Have this fill the gaps. Recov10s or 30s may work too, but I find 10s better for their higher HP count.

#### Catcher

Just to pick up some electric chips, like, say, ElecSwrds and the like. Put one in as slot-in - if you set up your deck right, you won't need to use slot-ins anyway.

#### Woodman

High HP. Awesome buster that pierces guards in a game without WoodBalls. Wooden. This guy flattens all inferior electric navis. The MB is low, but if you've been using the other elemental navis, it's no different.

#### Any Electric Chips Of Your Own

There's one match (Gen and his NormNav3 to be specific) where doing the TreeBom stage conversion thing isn't going to be a good idea. Abuse the metal stage instead for best effect, using the same chips you did for the Droplet tourney.

#### //BAD IDEAS

#### Iceman

Electric attacks do a lot more damage to aqua navis. The stage also makes electric attacks hit harder. It's a double-whammy! Don't whizz on the electric fence.

#### AquaBalls

They'll go pop in an instant. No foolin'.

-----

#### Taka

A true battlechip combo? Should you be afraid? Well... no. His deck isn't all that bad at this stage in the game, but it still shouldn't cause any trouble after all you've done before this. I'd say he's the strongest of the first round players in D Class, but that doesn't amount to much.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: AlumiStage

#### Program Deck:

Cannon		ZapRing1 (R)
	Cannon	
LilBomb	ZapRing1	
	HiCannon	NormNav2
LilBomb	Sonicwav	
	Cannon	
Cannon		Empty (L)

Battle Strategy: Aside from the ZapRing1 disabling your normal attack and doing a little more damage if you don't alter the stage, this one's easy. LilBombs are the only thing the guy has to damage your chips, and Sonicwav will pierce any special defenses; pass them up. While he doesn't take advantage of the stage much, you should. Bring Woodman, or at least two TreeBoms. Put them up front to turn the metal panels into grass, then abuse Spice chips in the center. Both TreeBoms and Spices do a wonderful job of deleting chips, and even better if you use Woodman. It's simple stuff by now, but hold a Recov120

for slot-in if you're unsure.

-----

Michael

The man has seen what silly kids like you can do in a world where almost all adults are completely inept at netbattling. He's playing it safe by filling his deck full of inaccurate but strong chip-killing swords while not completely ignoring the fact his navi is electrical. Solution? Give him a woody, ElecBalls, or a prayer. The third I don't suggest. Read on to find out what I do.

Navi-E

Hit Points: 550  
Attack Power: 30  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit2  
Stage: AlumiStage

Program Deck:

MiniBomb		MagBomb1 (R)
	Sword	
LongSwrd	Satelit2	
	WideSword	Navi-E
LongSwrd	Satelit2	
	Sword	
MiniBomb		Cannon (L)

Battle Strategy: A good combination of damage and chip deleting is what you're facing. The only true way you can overcome this is in full is to behold the power of cheese. Well, cheesy things you can do with Wood anyway. Have two TreeBoms up front to destroy the metal panel bonus and to delete a (long)sword if he obtains one (and put a dent into everything else). His Satelit2 chip \*will\* likely strike, so make sure what you have in the back can take at least 80 HP damage. The easy key to winning is to have a TreeBom/Spice deck to do lots of damage to him while killing his chips. If you don't have that, you're in trouble; I don't think you can get PanelOuts or AntiSwrds in this stage of the game! His buster's stun effect is pointless unless you're using a normal navi (or if you're using an Aqua one). Recov120 slot-ins will help in a pinch, as his slot-ins are weak. MagBomb1 will disable your normal buster if it hits though, which takes away one of Woodman's biggest advantages for that turn. Still, despite this long BS section (heh), it's not too hard with the right preps.

-----

Gen

Another unsuspecting newbie to this whole BCGP thing, Gen's actually got beginner's luck going for him in terms of programming, and in fact he's ready to do some very mean things to you if you attempt the Alumi->Grass trick without fail. Maybe he's only just pretending to be clumsy?

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.



take down. There'll be no shocking surprises here if you've used your head (or have read what I've taken out of mine and put into this here FAQ).

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Tournament Prize:

- 3000 Zenny
- Navi Core: Elecman
- Unlocked: C-Class
- Unlock Area: Open Battle
- Open Battle: Yumland
- Unlocked Shop: Sunset (500z for 1 chip, 5000z for 10, OK chance for rares)
- Slot-In Memory +10MB (30MB total)

If you went with our suggested order, you're done with D-Class! Rock on. Take your spoils and run along to C-Class if you want. If that's not the case, uh, go back and deface the tournaments you haven't yet. The difficulty's going to take a decent step forward from here on out; tournaments are going to be longer, and now you need to think harder about what all goes into your folder. I suggest playing through this tournament a couple more times for cash and some more electric chips. Bring a Catcher for that; ElecSwrds are nice to pick up from Elecman.

Speaking of Elecman, after playing with the other three, he may appear to be weak. Actually, he's pretty similar to Turbster; he may give up 100 HP and 30 MB for a full electric alignment, but he dodges a bit better at the cost of a small hit to accuracy. Meh. He's the first fully elec-aligned navi you'll get, and as such you should be grateful. He's also the only D-Class navi prize whose normal attack is focused more on chip deletion than piercing guards, so in future instances where he's used, build a deck around that. I'll give you a heads up whenever that may be of use.

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9c) Class-C Tournaments

- Quick Tournament
  - Entry Fee: 1000z
  - Prize Fund: 4000z
  - Navi Core: QuickMan
- Block Tournament
  - Entry Fee: 1000z
  - Prize Fund: 4000z
  - Navi Core: SkullMan
- Cliff Tournament
  - Entry Fee: 1000z
  - Prize Fund: 4000z
  - Navi Core: AirMan

Kai's not doing half-bad! As the smoke clears and D-Class becomes the past, you'll learn that not only can you start invading the C-Class, but that you've also got more Slot-In space (30MB) and that Higsby's opened up a new store in Netopia that costs more per chip, but has a better chance at dealing out rares! If you've spent a lot at Higsby's, you won't find too many new chips otherwise though, but don't ignore this. Play a couple of D-Class tourneys over to get

enough for one or two 10-packs from Sunset, and prepare for the next great misadventure. I got an AntiDmg on my first splurge here. You'll probably get some fun stuff too.

While not completely difficult (save for ONE battle), the next few tournaments require a little bit more thought than before. The Quick tournament suggests you think that way as your navis battle it out on poison panels, the Block tournament is geared towards navis that believe defense is the best offense, and the Cliff tourney will force you to utilize long-range options to fight (no swords or fists). These tourneys are also now six rounds apiece, making it tougher to create a deck tailored to foiling everybody - you'll need to figure out the general strategy and make your main deck centered around this, while throwing in some insurance for any curveballs tossed your way. The tourneys will get longer after this, so be prepared.

I went with the Block tourney to start, since Woodman's damage bonus with TreeBoms are handy for taking out guards before they can be erected. If not him, all the elemental navis you've collected from D-Class, Elecman aside, have piercing buster attacks that'll prove to be a help. Find out more in the individual tourney sections if you need that much help in turning Kai into a Super Ultra Sexy Hero.

I stomped on the tournaments in this order: Block, Cliff, Quick

REALLY IMPORTANT NOTE: I don't care how tiresome it is, you want to pick up \*AT LEAST\* one or more PanelOut chips at Sunset in one way or another. It is ultimately vital for what's a very evil, EVIL fight in the Quick tournament. Almost unfair, even, at this stage of the game. This is why I suggest you save it for last while sinking as much cash as possible into Sunset 10 packs. Who would've thought that Kai would get the short end of the stick here, huh? Two PanelOuts are most ideal, but combining just one with a Guard chip should see you through OK for the most part.

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```
/-----9C-1---\  
|Quick Tournament      |  
|  Location: Subway    |  
|  Special Rules: Poison Stage |  
|                      |  
|Opponents:           |  
|1) Takahiro          [NormNav2] |  
|2) Yoshio            [NormNav3] |  
|3) Mr. Match (MMBN1)[FireMan]  |  
|4) Higsby            [NumbrMan]  |  
|5) Tamako            [MetalMan]  |  
|6) Dave              [QuickMan]  |  
\-----/
```

The strangely-named Quick Tournament should be the LAST tourney you tackle, due in part to both the prize of the Block tourney and how time-consuming it may be to procure the perfect counter to this bad matchup from Sunset: PanelOuts. The only sure-fire way at this stage of the game of countering Tamako's Metalman and his deck of fist-based doom. It's that scary. Believe it or not, with the right setup, Turbster is a very good navi to take to most of the rest of this tourney on. His accurate native attack compounds the poison panels' effects on chips; at the end of each turn, it does 20 to you and to all your chips. 20 on a navi is weak, but 20 to all chips can be trouble if you're packing things with very, very low HP. It seems like a couple of people didn't take that into mind, making this all the easier for you aside from that one match.

For the elemental navi watch, I forecast a heat-based navi in round 3 that's been awaiting a couple of inches of rain for a long time. Oblige with an aqua navi and like-element chips.

Yai brings up the idea that counter-type chips are best here. You can go without them just fine if MB's a problem, as all the good ones (I'm thinking CrsShld3s) cost a lot of MB; Turbster can handle them if you bring at least four 0 MB chips and a few 20MB ones to help press an offense. Otherwise, the likes of TimeBombs and such aren't really that important, but they help as the poison constantly drains your data away. However, keep in mind that Metalman can and will kick your butt for this unless you use Guards, and THOSE won't last long due to the poison unless you have two or three chips that can change the stage.

//GOOD IDEAS

\*TWO\* PanelOuts <---- Very important!!

Kai gets one of the hardest fights early on, and that's against Metalman and his fist deck of doom. The only sure-fire way to combat him, thanks to the poison and fists killing most any other option, is to get two PanelOuts from Sunset. See Tamako's section here for more details.

Ratton series

This is where they shine. They're accurate, have enough HP to last a while in the poison, and do decent damage to the last chip selected. Beware: they can't cross gaps, if you plan to fight Tamako's Metalman with these in tow.

MiniBomb series

Also good. Durable, and damages all chips. Pretty nice if you're hinging on a chip-killing strategy without using Woodman.

MagBomb series

See above, but trade some HP for the ability to stun an opponent and prevent them from using their buster. Not a bad idea.

Yo-Yo series

If you can spare the MB - a good compromise of damage and accuracy at the cost of having somewhat iffy HP.

PoisMask

Not bad; does damage to all chips with every hit and protects you from most forms of damage here.

Curse Shield series

High HP, good counter damage, pretty handy... but watch the MB count! CrsShld1s are sufficient, but if you can spare the MB, give any CrsShld3s you may have gotten at the Block tourney a whirl too! Turbster can compete in most of the rounds with two CrsShld3s up front, three Ratton2s in the center, and Panelgrabs all in the back.

TimeBomb series

Maybe use one for slot-in to amplify the poison. Chances are it won't last very long due to low-ish HP though.

Panelgrabs

To fill the blanks. You're likely to have blanks. The poison makes keeping chips alive hard enough already, don't leave your main offense open!

Recoveries

As slot-ins \*only\*. Most of the good ones have too little HP to be of any service, especially due to the poison. A single Recov120 goes a long way.

Catcher

For slot-in. You know, to pick up some free chips. I don't see any real noteworthy ones you could want aside from maybe FstGauge in the finals, though.

Iceman and Aqua Chips of your Choosing

Fireman's \*nasty\* here. Be nastier and hose him down with aqua chips and Iceman himself.

Woodman and Lots of TreeBoms

An overall strong choice outside of one or two fights for his efficiency in deleting chips while maintaining a high HP count and a strong buster.

Skullman (Block tourney)

Skullman is tough and does a LOT of damage with his buster while maintaining a good MB capacity (10 less than Turbster). Airman isn't quite as useful for Kai, since he operates similarly to Turboman to the point it's not really worthwhile to dedicate a folder slot to him.

//BAD IDEAS

Any chip with low HP. Examples being: Swords, Shotguns, Guards, etc. You \*need\* chips that can last an extra, extra long time and won't die in two turns flat. There's also one fight that will give Woodman lovers (me) a very hair-raising experience, so prepare for that too.

-----

Takahiro

I dub this the battle of the bad transportation puns - Kai's racetrack lingo versus this guy's penchant for allusions to trains. Nevermind that, he's got a very basic deck for you to bust open while sampling the unique flavor that is the purple wine of poisonous panels.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Poison Stage

Program Deck:

Cannon		Shockwav (R)
	Cannon	
HiCannon	DoubNdl	
	DoubNdl	NormNav2
HiCannon	DoubNdl	
	Cannon	
Cannon		Empty (L)

Battle Strategy: Only thing you need to be wary about is his Shockwav slot-in, which will bypass what's in your chip box if you're using any counter chips like as is suggested. Past that, he has a very simple deck that can do up to 210 damage per turn if he draws the right stuff. I think an elemental navi with matching chips is your best bet if you want to take him down with raw damage. Luckily for you, his biggest damage dealers are all in the back, and thus the easiest to break if you use something like a BubCross with Iceman or some such tactic. Have a Recov ready if you don't feel you can match his offense, which you should be able to stampede over at this stage in the game.

-----

Yoshio

...Are we back in the E class again? What, no? Shut up. What's this guy

thinking, telling you things that you have drilled into your head by now?  
Oh well. He's not really all that different from the first bout, but that's no  
reason for any of us to slack off on writing or reading this thing, depending  
on who you are. Are you MG? You patriot. (injoke)

#### NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Poison Stage

#### Program Deck:

Empty		Whirlpl	(R)
	Atk+20		
Cannon		DoubNdl	
	CrosBomb		NormNav3
Cannon		DoubNdl	
	Atk120		
Empty		CrosBomb	(L)

Battle Strategy: Almost exactly like the first fight, except the focus is a  
little less on direct damage, and a bit more on your chips. Thankfully he  
doesn't do the latter too well, despite having two sometimes useful slot-ins  
to press that kind of offense. The same strategy you used before will work on  
him, if not a little better due to the two blanks in his deck. If he draws one,  
it makes it that much easier to be rid of his Atk+ chips, taking a bite out of  
his cannons (which'll be gone in two turns tops anyway). Even his Atk+20's  
days are numbered if he draws it at least twice. Really easy overall, but more  
notably so if you use an elemental navi and like-minded deck. Go for the blitz,  
in short.

-----

#### Mr. Match (Gagworthy MMBN1 sprite)

Mr. Match believes that Turboman really didn't get it the first time that he's  
no heat navi. He's right. Get out your garden hose to shoo him off again with  
a bevy of nasty aqua chips and hopefully Iceman. Otherwise, things will be  
getting a little too hot to be shown on this FAQ.

#### Fireman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces guards.  
Element: Heat  
Primary Chip: FireSwrđ  
Stage: Poison Stage

#### Program Deck:

HeatShot		Recov50	(R)
	Heat-V		
HeatShot		FireSwrđ	
	HeatCros		FireMan
HeatShot		FireSwrđ	
	Heat-V		
HeatShot		FireBlde	(L)

Battle Strategy: Fireman is pulling no punches or waste disposal units here. This round, he's got a very solid deck that combines great damage and pure unadulterated hatred for your chips in the back, which, in turn, is unprotected against a deck filled with chips that target the back, since they're so fragile. What you really need to do here is to get Iceman and plenty of aqua chips, pronto. HeatBalls aren't bad, but the FireSwrds will go first and may delete them. Make sure what's in the back isn't going to go pop easily itself (panelgrabs are ideal as almost always). The only safe strategy I can suggest is that you do absolutely, positively stick to using aqua chips on the guy. You may not be able to afford a chip in every slot like he does, but by abusing his elemental weakness, you can at least match it. Having a Recov for slot-in is mandatory, as at times he may destroy your main offense. With a little luck, he won't, but it does happen. If you're afraid of AquaSwrds missing, go with as many BubCross chips as possible to make up for it; they won't miss.

-----

Higsby

Hey, lookit, it's Higsby in a tournament based on speed. Somehow, he manages to prove once again that he's very slow on the uptake. It's an improvement in that this time he hasn't left his entire deck in an inopportune place, but now he demonstrates proper mismanagement (heh) of using more than one folder. He's still easy, just not a guaranteed win.

NumberMan

Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism (SHOW ME THE PRISM!!!)  
Stage: Poison Stage

Program Deck:

Empty		Empty	(R)
	Bubbler		
LilBomb		TripNdl	
	TrplNdl		NumbrMan
LilBomb		TripNdl	
	HeatShot		
Empty		Empty	(L)

Battle Strategy: Numberman does have one thing on you - if he gets to use his buster, your chips will suffer up to 80 damage this turn, even more if he connects with the LilBomb and Bubbler/Heatshot (which doesn't hit all chips, fortunately). That's really about it, as at most he can only do between 150-200 damage a turn where you can probably do a lot more if you focus on complete offense with, say, an elemental navi of some kind to put his 400 HP down to a very low sum ASAP. Once again, he's meant for those of you just wanting to stick damaging chips in your deck and nothing else, but you'll likely lose a couple chips along the line regardless. MagBombs and ZapRings are for those who want to play it very safe against his buster, and aren't needed.

-----

Tamako

Being as young as Kai is, he may have a couple of childish chauvanistic things



Program Deck:

```
Empty                CrosBomb (R)
  DoubNdl
DoubNdl              TripNdl
  FstGauge           Quickman
DoubNdl              TripNdl
  DoubNdl
Empty                Yo-Yo1   (L)
```

Battle Strategy: I'm pretty sure you've got Iceman here. Use him! Use the BubCrosses and Rattons like I just said, and put tough chips in the back (Panelgrabs in my case) to soak his buster and the poison. Pass up on swords entirely, as Quickman's dodge rate can be a scare tactic in itself. Granted, he doesn't seem to dodge as much as he should even when I did try to sword him to death. Still, with Iceman's element bonus and the fact that BubCross chips have an "S" accuracy, you'll erase his strong point entirely. With each successful BubCross, you'll likely rub out a DoubNdl. Quickman relies on the slot-ins for offense, and they're not even really that good otherwise; aside from the CrosBomb and buster (AND the poison), he won't bust open a chip on the first turn if you've got Panelgrabs lining the back. Use counter chips if you can't follow this strategy exactly (CrsShld1s aren't a bad call, since Turbster can handle two CrsShld3s), and have a Recov120 for slot-in just in case. Not as hard as I may be making it out to be, if you're using common sense and S-rank accuracy chips.

-----

Tournament Prize:

4000 Zenny  
Navi Core: Quickman

If you followed my order (which you probably did without even reading this guide thanks to Tamako's brutality), then this is the last tournament you'll clear for the C-Class; you'll gain access to the B-Class, gain 20 more MB for your program grid (40 MB total), and an extra folder for devising alternate strategies or whatever. If you lucked out and got a PanelOut early on, I suggest that you play through this tourney a couple more times to try and pick up Repairs/Fists from Tamako and other assorted fun chips, as well as cash. A Catcher does wonders for that.

Quickman himself receives a lot of love, and it's easy to see why. His evade rate ("S") makes him slippery to catch, his HP isn't \*that\* low at 450, and his buster rules: it's accurate, does good damage (even more with a Navi+!), and puts a serious hurt on the last chip selected by the opponent. Not only that, his MB capacity is flexible compared to most - a real winner, being only 10 MB less than Turboman. He rocks, simply put, just like Skullman.

---

```
/-----9C-2---\  
|Block Tournament      |  
|  Location: Netopia Slums  |  
|  Special Rules: None    |  
|                          |  
|Opponents:            |  
|1) Tom                 [NormNav2] |  
|2) Sal                  [WoodMan]  |  
|3) Larry                [NormNav3] |
```

```
|4) Count Zap          [ElecMan]          |
|5) Mayl              [Roll]              |
|6) Miyu              [SkullMan]           |
\-----/
```

I say you take this on first. Why? Well, aside from Woodman having the highest damage of the navis with piercing/breaking busters in your grasp so far, a lot of people really like Skullman, whose navi core you can get in this tourney. Nonetheless, you've likely used a couple of defensive chips in the past and liked what you saw. They didn't, but now they "get it" and are starting to use them against you. What's a kid like you to do? Carry chips that break or pierce defenses. Unfortunately a lot of what you have there is non-elemental, and the most common defensive chip used, Guard, deflects anything that's non-elemental. Grr. ColdPnches are truly your best overall bet because of this, but that's if you don't use certain elemental navi strategies that can help overcome them anyway.

Once again, things like the Fists and Shockwave series would crush turtling players in their shells if they weren't almost all using Guards! Bad analody, but they'd have been a whole lot more useful otherwise. There are two elemental navis behaving badly present, and by bringing counters to them both, you'll likely have covered the bases for punching through Guards anyway (since element attacks break them). One's wooden, one's electric. You know the counters, yes?

Also, a tip everyone needs to know - if the enemy's dedicated their first two slots to defense, it is suggested you should use your first two spaces to countering the rest of their deck, sometimes even using the exact same chips they're defending with. There's a good example of this in one of the rounds.

//GOOD IDEAS

MiniBomb Series

Helpful against those using Guard chips; if they're in the front row, these \*will\* come out before Guards, and they demolish them too. They also damage all chips, which isn't bad. There's better, but this is good in a pinch.

Shockwave Series

Good damage, good accuracy, and it pierces most defensive chips too! It can't go over holes, but that's a non-factor... for now.

Fist series / GutPunch / ColdPnch -

Also breaks lots of defensive chips. ColdPunches are most helpful because of their elemental affinity, meaning Guard chips can't stop them.

Wrecker / CannBall -

Also not bad, but like the above, they'll get stopped by Guards. They smash a lot of other things, though. Unlike the above two suggestions, these go over holes. You'll want to remember that for much later.

MagBomb series / ZapRing series -

They stun, and two competitors have some really nasty busters. ZapRings are a bit more accurate but take a lot of MB without being able to take much punishment (unless you use ZapRing1). MagBombs may miss, but are pretty economical and damage all chips. In fact, if you have them, you should use them over the MiniBomb series for sure.

Guard

Don't ignore these. These can be very helpful by themselves, too! Bring two! Keep buying stuff at Higsby's or Sunset until you have two.

Panelgrabs

Great gap filler, as always. This has the most HP of the 0 MB chips, and chances are you'll want to base your deck around the most powerful chips you can get anyway.

Catcher

Skullman has CrsShld3s. They are fun. Get them! Some extra cash along the

way from an increased Buster level helps, too.

#### Recoveries

You should at least have a Recov120 ready for slot-in, just in case.

#### Iceman

A maybe, if you decide to take advantage of ColdPnch's elemental bonus.

Watch out for round 4, though.

#### Fireman and Heat chips in general -

Woodman's back. 'nuff said.

#### Woodman and TreeBoms too -

Didn't you see Zap's suit? Elecman's here too! If you're low on deck space, though, two ElecBalls will suffice in a wood deck's place, but Woodman's awesome; I'd suggest using him and a TreeBom1/2 deck even if Elecman weren't here, plus his buster pierces (good), is elemental (better), and does a LOT of damage (winnah!).

#### //BAD IDEAS

I can't think of anything that's \*really\* bad, but beware if your main deck centers around Iceman or Elecman! Oh, and unless you have a GrassStg, don't bring Spice chips here either. The same can be said for every other tourney in the C-Class, actually.

-----

#### Tom

This kid's presumably younger than Kai, and he means business. Let's use this battle as a demonstration of how easy it is to destroy a deck that places its key chips in all the wrong places.

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

#### Program Deck:

Empty		Barrier (R)
	HiCannon	
Guard	M-Cannon	
	Empty	NormNav2
Guard	M-Cannon	
	HiCannon	
Empty		HiCannon (L)

Battle Strategy: See those Guard chips in the back? If you care to use your buster against this guy at all, you'll want to get rid of them. Any elemental attack will do the trick, and even if you go with just Turbster, his native attack will knock it down with ease. You can also put MiniBombs and the like up front, or any chip that targets the last chip drawn (that would include the following: Shotguns/Bubblers/Heatshots/Rattons). Now, dealing with his decent cannon arsenal is another story entirely, as he's guaranteed to open with an M-Cannon, and they HURT (if they hit). The empty center slot makes it easier to deal with, and he can't do anything to your chips. If you can't match his full damage potential of 230 (+40 if he has a Guard up and deflects your buster), bring Recovs. Period. I'm guessing you have Woodman and Fireman in your deck; Woodman can take more damage, but Fireman is capable of doing more damage. Either one can help close the damage gap, it's your call. Not too hard

if you play it right, and his barrier slot-in is only good for one hit anyway.

-----

Sal

She's come to spread sunshine to a dreary corner of Netopia. Go her. Oh wait, she's also here to lambast you for setting Woodman on fire from last time. Boo! The same tactics from the Sapling finals will work perfectly in full here, if you did what I suggested and packed some heat chips with Fireman, just for this occasion.

Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces defense  
Element: Wood  
Primary Chip: TreeBom3  
Stage: Normal Panels

Program Deck:

WhirlPl		LeafShld (R)
	TreeBom1	
Quakel	LilBomb	
	TreeBom3	Woodman
Quakel	LilBomb	
	TreeBom1	
WhirlPl		TreeBom3 (L)

Battle Strategy: Woodman doesn't play defensively. Instead, he goes for a fairly strong chip-deleting deck. Respond in turn by utilizing heat-based chips to capitalize on the elemental disadvantage. Turbster may do OK by himself, but it's for the best if you do it with Fireman. You're likely to lose a few chips if he draws a LilBomb-TreeBom3-Quakel string, so be careful there. FireSwrds and HeatCrosses with PanlGrabs lining up your back is perfectly OK, but any variant thereof will suffice. Whirlpls are annoying, but won't cripple you if you make good with your strongest chips on the first turn.

-----

Larry

This guy doesn't play around. He's the first one to really embrace the philosophy behind the Block tourney, by actually putting two Guard chips up front. Remember what I said earlier about people who put their defense chips up front? That means you get ample room to set up a counter to the rest of his deck. In fact, doing the same thing he does with his Guard chips guarantees a win.

NormNav3

Hit Points: 600  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Normal Panels

Program Deck:

```

MiniBomb                RockCube (R)
    Quake2
CrosBomb                Guard
    Quake2                NormNav3
CrosBomb                Guard
    Quake2
MiniBomb                Empty    (L)

```

Battle Strategy: If you've read my synopsis, then I've already told you the best strategy - two Guards up front and he can't do any sort of damage to you. As for HIS Guards? Elemental chips. If you don't have the Guards, you're going to need to do that anyway; piercing/breaking chips with a neutral element WILL BE STOPPED BY GUARDS. Turbster's native attack at the end of the turn will destroy them if you didn't bring an elemental navi, so don't fret there. The navi can only do 90 damage to you per turn max, and outdamaging him and his 600 HPs isn't hard as long as you get rid of the Guards. He may pull the RockCube, but worry not; if you brought a piercing/breaking attack, it'll shatter it. Fireman is likely the best navi for the job due to his elemental bonus; you could feasibly use the same strategy you did with Woodman last match to take this guy down. Basically, your overall focus is on high elemental damage and little else here.

-----

Count Zap

Last thing I'd want to do is wear a suit like his around these parts, but he's grinning for a good reason if you think the "put two Guards in front" strategy from last match is the bee's knees. He's gonna use it and there's nothing you can do about it! ...Just kidding.

Elecman

```

Hit Points:    450
Attack Power:  20
Buster Notes:  Damages chips.
Element:       Elec
Primary Chip:  ElecSword
Stage:         Normal Panels

```

Program Deck:

```

ElecSword                Guard    (R)
    Atk+10
ZapRing1                Guard
    ZapRing2                Elecman
ZapRing1                Guard
    Atk+10
ElecSword                Recov50  (L)

```

Battle Strategy: Once again, since he's using two Guards up front, the best way to counter them is to, if going offensively, put bomb chips or TreeBoms up front... or, put ElecBalls up front to render yourself immune to his offense. Using the latter, you can go at him A-OK without Woodman's help, but he makes it so much more fun if you pair up the ElecBalls with a few TreeBoms and Panelgrabs to deal 130 damage with his buster. As there's no metal panels around, you can't turn them to grass. Thanks to the Guard chips in front, though, you won't need to worry about him getting an early hit in while you put up your own defenses. Too easy, if you're following my lead to the letter.

-----

## Mayl

It's Mayl time, again. You know how much she looooooves to keep you cursing while Roll recovers from all the damage you deal to her while weaving through your attacks, right? She's pumped it up by putting Recov120s up front, making it that much harder to keep her down if coupled with her always-annoying buster. Grimace for a bit, then let's get going.

## Roll

Hit Points: 400  
Attack Power: 50  
Buster Notes: Heals for 50 damage, even if it misses.  
Element: Neutral  
Primary Chip: Recov30  
Stage: IceStage

## Program Deck:

Recov10		Barrier (R)
	LilBomb	
LilBomb	Recov120	
	ZapRing1	Roll
LilBomb	Recov120	
	WideSwrd	
Recov30		Recov50 (L)

Battle Strategy: Your greatest hope here is to build a deck dedicated to destroying chips. Namely, the Recov120s. The WideSwrd can be annoying too, but the Recov120s paired with Roll's buster means that she can effectively change the tide of the fight by at least 220 points each turn if you don't do something about the Recov120s! Don't play defensively here; two Guards will likely get taken down by the ZapRing1 (which will disable your buster, be wary of that), but would work otherwise. MagBomb1s are a help in stunning her and slightly damaging her chips, but aren't needed. Woodman is the best navi to have here, along with a healthy dose of TreeBom1s to almost guarantee that you'll destroy a Recov120 during the turn. Even without Woodman, they're practically a necessity. Without them, I can't think of a way off the top of my head to fully counter her except with AntiRecv from Sunset. Shotguns/Bubblers/Heatshots/Rattons series chips may fill the gap, as can maybe counter chips of some kind (PoisMasks, TimeBoms). Roll's going to be keeping in the fight for quite a few turns, and chances are you'll see the Barrier slot-in pop up - it can only survive one hit, so just pray that you can keep up a strong offense for the win. It may take over five turns!

-----

## Miyuki

Now, to face down Skullman, who looks like and probably should've been an antagonist. Eh, he'll do for Kai's little pretend hero adventure. He's at least menacing enough; his deck is efficient at destroying your chips, his buster hurts, and he has enough HP to keep doing it until you give up. You're going to need to cover most, if not all of the general tactical bases to overcome him.

## SkullMan

Hit Points: 650  
Attack Power: 80  
Buster Notes: None.

Element: Neutral  
Primary Chip: CrsShld3  
Stage: Normal Panels

Program Deck:

```
CrsShld3          Guard      (R)
                  HeatShot
Whirlpl          MiniBomb
                  TreeBom1    SkullMan
Whirlpl          MiniBomb
                  Bubbler
CrsShld3          Empty      (L)
```

Battle Strategy: You've three good choices for Navis here: Turbster (high MB count but no elemental damage bonus), Fireman (I'm hoping you brought him, he's fragile but has the highest damage output here), and Woodman (best HP count of the navis you have so far and great at destroying chips). Whichever one you choose, build your deck around them; a well-rounded assortment of sturdy chips with some healing for Turboman, nothing but damage for Fireman, and plenty of TreeBoms for Woodman. Panelgrabs are for filling up any leftover spaces. Don't use Guards, as the MiniBombs up front will put them out. Fireman and Woodman also have piercing busters, meaning they can do some damage to both Skullman and his CrsShld3s if he draws them. Elementals are encouraged in case the Guard gets tossed into play, anyway. MagBombs and ZapRings are a good call if you want to take out Skullman's big source of damage, but watch the MB count. Recovs are mandatory to keep up with Skullman's high HP. Balance these out however you see fit, because it's just as tricky as I make it out to be if his Whirlpls manage to take out your main offense; good thing they're in the back and thus most vulnerable to things like HeatShots/Bubblers/Shotguns, eh?

-----

Tournament Prize:  
4000 Zenny  
Navi Core: Skullman

Now that you've left the Block tournament in the dust, you're one step closer to the next level of fun... or frustration. One of the two. You can snag a couple of good chips here if you keep replaying it with a Catcher as your Slot-In. S-Ranking almost every opponent here will get you about 4600-4800z, which is almost enough to purchase you a 10 chip set from Sunset. Really though, try and collect some CrsShld3s and TreeBom3s for later, as both are pretty useful later on. The former can especially cause some damage at the Quick Tournament if you decide to follow Yai's suggested counter to it.

Skullman is a favorite of a lot of players for a combination of his very high HP, good MB count (10 less than Turboman, that's not bad), and a very strong plus accurate buster that unfortunately does nothing to the enemy's chips. Some claim they beat most of the rest of the game with him, so that's a testament to his usefulness. He's not dominating, but still worth a go or two.

---

/-----9C-3---\  
|Cliff Tournament |  
| Location: NAL Airplane |  
| Special Rules: Holes |

Opponents:		
1) Miho	[NormNav2]	
2) Mary	[Ring]	
3) Sara	[NormNav3]	
4) Takashi	[NormNav4]	
5) Raoul	[ThunMan]	
6) Arashi	[AirMan]	
\-----/		

Your second stop in the C-Class, this tournament will likely mark your first go against an annoying but sometimes life-saving stage type of... holes. Holes dictate that no melee attacks can be used, which means you can't use swords, fists, or anything else that requires you to leap up to your enemy to strike them. Unless you've got a Repair or any other kind of stage-changing chip, don't bring those here. You want distance attacks, and there's no short supply of them. One opponent does carry a Repair chip, and you're going to want to treasure the thought of maybe getting one - they will be invaluable for the Quick tourney later on due to a single, nearly unfair battle within. I suggest bringing an elemental navi to boost your damage potential with select chips (be it Bubbler series, Heatshot series, TreeBoms, or Satellite chips).

Speaking of elemental navis, there is one electric navi present. Yes, even though the animation depicts them landing on top of a hole, they still work wonders. Sow him what you're made of. (Hee hee.)

Now, what other chips should you bring otherwise? Cannons work, as do the Shotgun/Bubbler/HeatShot series, Yo-Yos, Bombs, Wreckers/CannBalls... you've got a lot to choose from here. You won't miss the swords and fists, I promise. They'll write you back.

//GOOD IDEAS

Yo-Yo Series

Goes without saying. Good damage and OK accuracy and HP.

Cannon Series

Not quite as useful, but can fill out a deck in a pinch.

Shotgun Series

Also not the best choice, this one due to lower HP and the fact you have more damaging available at this point in the game... but it can do if you must. S accuracy helps.

HeatShot / Bubbler Series

Both are useful if you want to go at it with either Fireman or Iceman (watch out for Thunderman if you do the latter); you should have five HeatCros or BubCross shields to go with Panelgrabs by now.

MiniBomb Series

If you want to do some raw chip deletion while having good HP. Mind the accuracy.

MagBomb Series

If you want to do some raw chip deletion while disabling the enemy's buster, at the price of HP. The world is give and take. Also mind the accuracy.

Panelgrabs

Aside from the fact that they're OMB, there's one fight where a guy can consistently do 120 damage to your back-most chip. Panelgrabs can take up to 120 damage. Play it safe here, not stupid.

HeatBalls

May prove to be useful in that one battle I'm alluding to. Very useful for it, indeed.

ElecBalls

Have small uses in two battles, so don't ignore them. It's not a life or death thing in either case, though.

#### Shadow Series

Just dirty, if you can get your hands on one or two from Sunset. They can only be hurt by swords. There's holes here preventing them from happening. Sure, the holes will likely prevent a counterattack, but it makes you invincible if you can spare the MB.

#### Recoveries

Again, probably best as a slot-in. Recov120 will do the trick, but if you've got better, put it in!

#### Catcher

To pick up some more chips. Again, put it in Slot-In. Airman carries a couple of fun chips, and there's nothing wrong with getting a bit more money.

#### Woodman and TreeBoms

There's one electric navi present. He's no big deal, but Woodman's usual tricks will work in full here (minus Spices anyway). Watch out for Round 4's battle, though.

#### Quickman (Quick tourney) or Skullman (Block tourney)

Both have their uses. Quickman's high evasion rate makes him frustrating to hit while having decent space for chips and a good chip-deleting buster (30x2 damage), while Skullman has very high HP and a pretty strong and accurate buster that can't do anything to chips, but good MB capacity nonetheless. I think Skullman's a little better for the 650 HP alone.

#### //BAD IDEAS

Too many to list. Well, I can sum it up: swords, rattons, shockwaves, punches, etc... anything that scoots along the ground or requires you to get up close and personal isn't going to do a thing for you unless you bring along a Repair chip.

-----

#### Miho

Oooh, she's been practicing, or so it sounds. She must've put a lot of thought into her deck. Being the first opponent of the tourney, it's safe to assume the complete opposite. However, you will value this fight because she possesses a chip you will find vital very soon, if only there were an easy way to guarantee that you win it... >\_<

#### NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: HiCannon  
Stage: Holes

#### Program Deck:

HiCannon	Repair	(R)
FireBlde		
HiCannon	Sword	
AquaBlde	NormNav2	
HiCannon	Sword	
ElecBlde		
HiCannon	Empty	(L)

Battle Strategy: Not much to say here. For roughly two turns, the max amount of damage the navi can do to you is 110, thanks to the holes stopping the enemy's sword attacks. Let this serve as a warning for you if you thought you could get away with melee attacks here. Build your deck around a speedy, damage-centric offense so that when the Repair chip comes into play, it'll be too late for the navi to recover. Pretty easy. Expect to get a lot of Blde chips in place of the Repair at the end, unfortunately.

-----

Mary

That bloody Mary's back to annoy you and strike fear into your slot-in chips. "So, what should I do," you ask me? Don't fret too much; her deck looks like something more appropriate for the D-Class, which you should capitalize on. Don't forget about Ring's dodge rate and you'll be OK.

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Holes

Program Deck:

Shotgun	Jealousy (R)
MiniBomb	
Heat-V	HiCannon
LilBomb	Ring
Bub-V	HiCannon
MiniBomb	
Shotgun	Guard (L)

Battle Strategy: A well-rounded deck, but not a particularly damaging one to you, and not all THAT bad to your chips either. To play it safe, make sure the chips you have in the back can take the punishment. If you're going to use your slot-ins, try them at 50% or else Mary will destroy them moments after. Your main offense will do well with chips like Yo-Yos and Satelitls, but an elemental navi with matching S-accuracy chips (Fireman or Iceman come to mind) will do the trick nicely too, if you feel Ring's evasion is a problem. Even if you're not using an elemental navi, HeatShots/Bubblers/Shotgun series chips aren't bad for killing what's in the back to destroy a good deal of her base strategy. Having an elemental-themed deck isn't that bad an idea in case the Guard gets to come into play either. Still, this battle is easy on the virtue that Ring's chips are mostly outdated by now.

-----

Sara

Ring was just a warm-up. THIS opponent's got what I can call a half-decent chip-deleting deck, but thankfully the navi's evade rate is far lower and you can use things like M-Cannons with far more confidence than you normally would. What're you waiting for? Read on for the insider info.

NormNav3

Hit Points: 600  
Attack Power: 20

Buster Notes: None.  
Element: Neutral  
Primary Chip: CrosBomb  
Stage: Holes

Program Deck:

```
CrosBomb                Recov50  (R)
    TreeBom2
Recov50                BubCross
    CrossGun            NormNav3
Recov50                BubCross
    MagBomb2
CrosBomb                Empty    (L)
```

Battle Strategy: Fireman ought to stay out because of the BubCross chips, if you're using him. No big loss. Now, this navi is focused far more on your chips than you yourself, and make sure the chips in the back can take it. You should focus your damage on the navi - you may luck out and make plenty of headway into the navi's offense if you delete the Recov50s, but it's far easier to just focus on damage to bring that 600 HP count down; if she hits a CrosBomb, you're barely going to go anywhere with a chip-killing strategy anyway. M-Cannons are ideal if you have the MB space (use Turbster or maybe even a NormNav2), but Yo-Yos will suffice as well. Elemental navis aren't a bad idea, but that MagBomb2 can do some damage if you're playnig Iceman. Not much else to say here, just that accuracy is no big issue and thus raw damage prevails.

-----

Takashi

Taking the last two fights yet ANOTHER step further, this seemingly smooth operator's brought along a heat-centric strategy that's guaranteed to do at least 120 damage to you and your back chips while taking a heck of a beating himself... while leaving an uncharacteristically easy opening for you to exploit, if you're lucky.

NormNav4

Hit Points: 650  
Attack Power: 20  
Buster Notes: None.  
Element: Neutral  
Primary Chip: TripNdl (Yeah right.)  
Stage: Holes

Program Deck:

```
HeatCros                BubCross (R)
    HeatCros
HeatCros                HeatCros
    CrossGun            NormNav4
Guard                  TripNdl
    Empty
Empty                  TripNdl  (L)
```

Battle Strategy: A strange and effective deck; effective because chances are he'll do AT LEAST 120 damage to whatever you have in the back (more if you use a wood navi, don't), and strange because of the empty spaces at the bottom. How does one counter this? HeatBalls aren't a bad idea at all. Whatever you have in the back will likely die in one turn anyway, but play it safe and use

panelgrabs if you have them; Recov10s may suffice. Recov30s will not. You may want to use an elemental navi anyway to take care of his Guard in the back, but this can be remedied by using attacks that hit all chips used on that turn. In my case, I went with a full-blown offense to counter the issue of his high HP. Once again, Yo-Yo2s and M-Cannons can do a lot if you can spare the space. Using Turbster here may be a good idea since his native attack is of the heat element, and he has a good MB capacity. Still, most of this guy's arsenal is founded on accuracy, so don't get too cocky; bring Recovs just in case! Accuracy is nowhere near as important for you since, again, NormNav dodge rates are very low. No matter what, the guy will at least put up a fight.

-----

Raoul

Raoul's a bigger softy than he looks, having to call on his buddies prior to the battle to help win the match for him. Trust me here - this time around, he's got a very good reason to if you use some common sense and knock on wood. Literally.

ThunMan

Hit Points: 550  
Attack Power: 40  
Buster Notes: Stuns opponent.  
Element: Elec  
Primary Chip: Satelit3  
Stage: Holes

Program Deck:

LilCloud	Recov50 (R)
Remobit1	
MiniBomb	MiniBomb
Satelit3	ThunMan
MiniBomb	MiniBomb
Remobit1	
LilCloud	Satelit3 (L)

Battle Strategy: The only great source of damage the man has is in his Satelit3(s). If he doesn't draw one, the most damage he can do to you per turn is roughly 80! That's the lowest per-turn damage output of any enemy in the game up to this point (except maybe Numberman back in the Novice tourney). The Remobit1s can be annoying in that they work as barriers, but this can be easily rectified by having a Wrecker/CannBall or two in your middle row. Aside from putting something tough in the back (panelgrabs!) to account for the times he does get a Satelit3, make high damage your priority. You can also use two ElecBalls, as it'd be in no danger of popping any time soon otherwise. You can also go down the traditional Woodman TreeBom route. You can get away with goofing off around this guy if you want, just don't lower your guard too much. As long as your navi attack isn't a normal elemental, the stun capabilities of his buster are usually a non-factor. Very easy.

-----

Arashi

Along with Count Zap, Arashi must be a card-carrying member of the Blonde Dudes Who Tend To Be Really Scary People Club(tm). In Arashi's case, his shock value comes not in the form of electric chips, but things that make your chips go 'splody. In fact, Airman operates very similar to Turboman in terms of basic

strategy. With that little bit of knowledge in tow, you likely now know what to expect even without reading the battle strategy, but I implore you to do it anyway.

#### AirMan

Hit Points: 550  
Attack Power: 30  
Buster Notes: Damages chips.  
Element: Neutral  
Primary Chip: Tornado  
Stage: Holes

#### Program Deck:

BubCross                      Twister (R)  
    Atk+20  
Bubbler                      CrosBomb  
    Tornado                      AirMan  
HeatCros                      TreeBom2  
    Atk+10  
HeatShot                      LongSwrd (L)

Battle Strategy: He might be more focused on doing your chips in than outright killing you, but I suggest you play his game and bring Woodman and plenty of TreeBoms; several of his key chips are fragile, and Woodman will see to it that they go away post-haste. If you have five TreeBoms and put them all in your front and middle rows (make sure Panelgrabs line the back), you're guaranteed to do 80 damage to all his chips, usually taking out said fragile chips. If you want to play defensively, use AquaBalls, as the other two have counters in this deck that instantly destroy them. Blitzing him with high damage can feasibly work, but you'll likely lose a couple of chips in the process due to his affinity for destroying them (same goes for his buster, counter with something that stuns if you so choose). It may take a couple of rounds, but going with any of the tree above strategies will take care of him.

-----

#### Tournament Prize:

4000 Zenny  
Navi Core: Airman  
Unlocked: B-Class  
+20 MB for Program Grid (+40 MB total)  
Extra Folder

Now, because of how difficult the semifinals match for the Quick tournament is, I'm very confident that you didn't do this tournament last. If you did, great, let's keep going. Bring a Catcher here in future runs to rack up more money and more potentially useful chips. As for money, you WILL want to keep buying 10 packs at Sunset until you have more than a couple of stage-changing chips to counter the greatest threat in that one match at the Quick tournament. It may take a while, but have heart - it's for the best, and you'll get a handful of very rare chips along the way.

Airman doesn't offer too much overall to Kai, save for having a buster that does 10 more damage than Turbster which misses more often and has no elemental attribute. He does have a slightly higher dodge rate, but is that worth having 20 less MB capacity? Well, it's up to you, but you've got a similar navi for free that doesn't take up any folder space.

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```
=====
= 10) Mary's Tournaments           =
=   X10MAR                          =
=====
```

One of the two newcomers and presumed one-shot wonders for this particular spinoff is... Mary. Presumably included for those players who want to play as a girl but someone other than Mayl, yet nonetheless is just as charming for those who love to follow the adventures of those who are to be pitied. Not only do we learn that Mary is too dumb to realize that pharmacies probably aren't networked to blackboards, but that your main (wo)man for this game, Ring, is almost scheming enough to fit right in the ranks of the mostly mentally challenged netcrime groups you've probably become acquainted with in past games. Well, enough on that; they're invited, yadda yadda, let's get this on.

Your starting navi, the only other present female navi in the series named Ring (Silk doesn't count), is one you won't regret picking. Her HP is a little low, but her evasion rate is rather high, plus she has an acceptable starting MB count (behind Turboman, Protoman, and Megaman) and a relatively decent buster that becomes awesome under certain circumstances that will be revealed as they come up. To start, though, she's easily weaker than both Protoman and Megaman, and has the second-weakest overall buster in terms of raw damage (20x2). Fights do take some time because of this, but her high evasion gives her some breathing space.

People have made note of how interesting Ring looks when she uses a cannon. The same can be said for a lot of the game's navis. I've better to do than whine about the dev team's laziness; there's a walkthrough to be done!

---

```
-----
| 10a) Class-E Tournaments      |
-----
```

- Novice Tournament
  - Entry Fee: None
  - Prize Fund: 1000Z
  - Navi Core: NormNav2
  
- Guts Tournament
  - Entry Fee: 300Z
  - Prize Fund: 1500Z
  - Navi Core: GutsMan
  
- Healing Tournament
  - Entry Fee: 300Z
  - Prize Fund: 1500Z
  - Navi Core: Roll

Mary's ego is in some dire need of jazzercising. What better to handle that than to take on this class of the hopelessly inept for easy cash, prizes, and Higsby 10 packs? Seriously, as long as you made sure to check your deck before you set foot into the Novice tournament, there's no way you can lose it at all! You'll want to, since for now Ring's buster won't help make much of a difference if you forget. Her MB capacity is around the middle range (150 MB) for the starters, so you won't have to fret too much over it.

I suggest taking down the Healing tourney before the Guts one not only to get some free healing chips, but because I believe Roll's a better navi for fighting Gutsman than Ring is. Ring may dodge a lot, yes, but Roll dodges just as well and her buster is tons better in that it damages and heals for a net total of 100 damage compared to your 40.

Before you continue, purchase three chips at Higsby's. You can easily win with your starting folder, but you've got a lot of remaining space on your navi, and you'll want to fill the last two gaps anyway. Just please, please, please remember to make sure you \*have\* a deck in the first place before you continue.

---

```
/-----10E-1---\  
|Novice Tournament      |  
|  Location: ACDC School  |  
|  Special Rules: None   |  
|                          |  
|Opponents:             |  
|1) Kenji                [NormNav1]  |  
|2) Higsby                [NumberMan]|  
|3) Ms. Mari              [NormNav2]  |  
\-----/
```

Mary, meet canon characters. Canon characters, meet Mary. Cannon fodder characters, phrr Mary. That's about the gist of it. Since you're signed up, it's about time to put your season pass to a game's worth of butt kicking to ambiguously good use.

This tournament could really just be filed under "fill your deck and forget about it," since it's so easy. Ring won't finish off fights any faster than the others due to the weak buster, but it's 20 up from the weakest starter in terms of attack power (Turboman), so be thankful. In fact, said buster will be very handy later on... just not now. You'll want to replay this tourney over and over for the easy cash. This tournament is free to enter, and stress free to beat for at least the first fifteen times.

//GOOD IDEAS  
Doesn't matter, just keep it full.

//BAD IDEAS  
An empty Program Deck.

-----  
Kenji

If you've read all the walkthrough sections before Mary's, you'll have come to notice that we've run out of ways to make fun of him and his pathetic deck. The only way you could do worse is to not fill the deck at all.

NormNav1  
Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Recov50		Empty	(R)
	Empty		
Cannon		Empty	
	Cannon		NormNav1
Cannon		Empty	
	Empty		
Recov50		Empty	(L)

Battle Strategy: He can't do a thing to your chips, but he can do up to 150 damage per turn if he's lucky and draws his center chip. Put your hard-hitting stuff (swords, cannons) up front and whatever else wherever you want to hopefully make short work of this guy in three or so turns. I can't think of anything really in-depth here, so what're you reading this for? Keep the deck full and you can't lose.

-----

Higsby

Mary's met the hero and his often useless friends. Now she gets to meet the series' token creepy nerd guy whose navi appears to have fled from a wholly bad 90's edutainment game and can almost get away with having nothing in his deck this early in the game. If you didn't fill your deck beforehand, this is you. Minus the awesome buster.

NumberMan

Hit Points: 400  
 Attack Power: 10\*D (He rolls a dice, D = number rolled)  
 Buster Notes: Damages chips.  
 Element: Normal  
 Primary Chip: Prism (I call his bluff.)  
 Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Empty		
Empty		Empty	
	Cannon		NumberMan
Empty		Empty	
	Empty		
Empty		Empty	(L)

Battle Strategy: He only has a cannon in his deck, which you'll probably delete on the same turn he draws it. The problem here is in his buster, which can do anywhere from 10 to 60 damage to all your chips. In this stage of the game, the only two chips that won't be immediately busted by a 60 is the Recov50 and MiniBomb. This fight may be somewhat troublesome if your deck is empty beforehand, but you'll at least get to use your chips once each before he destroys them - since he only has 400 HP, he'll be at a disadvantage even if he does wreck every chip in your deck (unlikely but possible).

-----

Ms. Mari

The teach plans to rip you a new one in ways the Netopian education system dares not to due to its inept, bureaucracy-choked structure. Vague politically

incorrect statements aside, her deck is just as dumb as the previous two. Your victory should just be as stupidly easy.

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

Program Deck:

Empty		Empty	(R)
	Cannon		
Empty		Empty	
	HiCannon		NormNav2
Empty		Empty	
	Cannon		
Empty		Cannon	(L)

Battle Strategy: HiCannon packs a decent punch at 80 damage, but because there's only ONE row with any chips at all, the most this enemy can do is about 110 damage. The above-average HP gives it some staying power, but never fear. Place shotguns and your sword up front and in the center to more or less guarantee that whatever she draws won't make it to the next turn. Like Kenji's navi, Ms. Mari can't do a thing to your chip setup at all. As long as you're consistently hitting her twice per turn with chips, you'll likely win. Put the Recov50 closer to the front if you're paranoid, but it's unneeded.

-----

Tournament Prize:

1000 Zenny  
Navi Core: NormNav2  
Unlock Area: Open Battle  
Open Battle: DenCity

Yay for Mary, yay for Ring, yay for roughly 1500z and an early pat on the back. Keep going through this tourney for more cash so you can buy 10 packs from Higsby. You'll want a couple of new chips to broaden your folder selection and increase your chances at taking out the rest of the newbie tourneys with fair ease. I say do the Healing tourney before the Guts one, since the navi you'll win in the Healing tournament is better geared for fighting Gutsman than Ring is (although Ring does stand a decent chance as-is).

The NormNav2 you just won and all the subsequent NormNav2s you'll likely collect should be left alone. The buster is crap and it can't dodge, although it has a higher MB count and 100 more HP. The tradeoff isn't really worth it, but what can you expect for a prize from the easiest tourney in the game? Bass? Psh.

---

/-----10E-2---\  
|Guts Tournament |  
| Location: Yai's House |  
| Special Rules: None |  
| |  
|Opponents: |

1) Koetsu	[NormNav1]	
2) Kai	[Turboman]	
3) Dex	[Gutsman]	
\-----/		

The Guts tourney... home to the navis who want to pretend they're big, bad, and scary. They can be, if you're not careful. Well, anything can be if you aren't. The first two rounds are a breeze, but the finals against Dex can prove to be a handful unless you make a couple of preparations.

I prefer to get Roll from the Healing Tournament first before I take this tourney on, since her powerful (and self-recovering) buster and high dodge rate make her ideal for taking out Dex's otherwise cuddly program of mass mockery. When in doubt, get a new ten pack from Higsby's and see if anything useful pops up.

//GOOD IDEAS

Recoveries

A very good idea for obvious reasons. 80s are recommended for slot-in, but 50s can do OK.

Sword series

Iffy accuracy, but it doesn't matter much since these enemies don't dodge all that often. Normal swords break easily but do very good damage for only 10 MB while deleting chips efficiently.

Cannon series

Nothing wrong with quick and dirty damage, but swords are a bit better for this one.

Yo-Yo series

Stronger and more accurate than Cannons to an extent, but this early in the game the MB may cause a little concern. Use discretion.

Panelgrabs/Recov10s/Recov30s

If you run out of MB space for whatever reason, bring them anyway. Every hit generally counts and the main point of a 0MB chip is to fill in space to protect your deck from Shotgun-series chips, so I usually go with Panelgrabs.

Catcher

Free chips and a little extra money. Put it in your slot-in space!

Guards

While not the case in several other characters' games, in Mary's, none of the opponents have minibombs up front to kill them from the get go. Kai, however, will destroy them if he draws a Burner, so don't use them in Round 2. Anywhere else is peachy!

Roll

Just my personal suggestion, I find she has it easier against Gutsman than the other starting navis. I suggest you go to the Healing tournament and clear that first.

//BAD IDEAS

Most Defense Chips

Gutsie will punch through almost everything that isn't a Guard. That's the only thing the guy ever does right, and he does it very well.

-----

Koetsu

Following up the crack I made with Ms. Mari, it appears Electopia's got its own share of educational disasters. This guy, a grade schooler? Huh. Well, to give him some credit, he picks up where Kenji left off and has an almost respectable deck. Or maybe not.

### NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

### Program Deck:

Empty		Cannon	(R)
	Recov50		
MiniBomb	Cannon		
	Empty	NormNav1	
MiniBomb	Cannon		
	Recov50		
Empty		Empty	(L)

Battle Strategy: The easy way out is to put two Guards up front, as then he won't be able to damage you outside of the cannons up front while doing 80 for deflecting the minibomb and his buster. Really, the main way to defeat this guy is to plainly out-damage him. Go all-offense. If you've got a chip in every panel, the recovery'll mean little if he draws it, and his navi's buster is crap. The Minibombs do absorb decent punishment as to protect his Recov50s, so that's more of a reason to just focus on HP damage. Easy stuff.

-----

### Kai

The other newcomer, Kai, is here to show you what you've been missing by not picking him: a quest to stalk Lan. To make up for this, he also offers to disintegrate your deck like a Numberman back from North Carolina. Unlike most other characters, though, Kai seems to focus more on HP damage than chip damage against Mary. This actually makes him a little bit tougher to deal with.

### Turboman

Hit Points: 550  
Attack Power: 20  
Buster Notes: Heat-Element, Damages All Chips  
Element: Neutral  
Primary Chip: Burner  
Stage: Normal Panels

### Program Deck:

Empty		Shotgun	(R)
	Empty		
Empty	HiCannon		
	Burner	TurboMan	
Empty	HiCannon		
	Empty		
Empty		Empty	(L)

Battle Strategy: If Turboman hits the Burner, he will do 60 damage to all your selected chips this turn. Otherwise, the best damage he can do per turn maxes out at 140, so you'll want to make every chip in your folder count by putting strong ones up front (try swords if you'd like, Turboman's dodge rate is low) to chip away at his 100 HP advantage. If you're lucky with the swords or

shotguns, you'll likely take out a HiCannon or maybe even the Burner. Once any of those are out, things become much easier. If you're using Roll, things become even easier because she does more damage and recovers herself in the process. Not too tough unless you've got a lot of weak hitting chips and nothing like a good cannon or sword in an opportune place.

-----

Dex

As where Dex planned on holding back against Mayl, he's decided to go all-out on Mary... or so he says. Wether or not he's holding back, he does pack a decent punch provided he doesn't draw the Minibomb in the center. This'd be where the guide comes in.

Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutPunch  
Stage: Normal Panels

Program Deck:

Recov50		GutPunch (R)
	Cannon	
Empty	M-Cannon	
	MiniBomb	GutsMan
Empty	Cannon	
	HiCannon	
Recov50		Cannon (L)

Battle Strategy: I feel this is easiest with Roll; she only has 10 MB less deck space than Ring, but generally exceeds her in every way otherwise (except for maybe fighting on ice or metal panels). Dex has a 50 percent chance of drawing the M-Cannon. Luckily, Roll will usually avoid it. As for your deck setup, keep in mind that his only way to damage chips is through his minibomb in the center. Swords and the like du wonders, but even Gutsman will dodge them every now and then. Two Guard chips up front will disable the rest of his arsenal (yes, Guards stop his breaking buster because it stops all neutral element attacks) outside of what he has up front. Swords up front is probably best, with cannons in the middle and whatever else in the back. MagBombs can work if you have them in order to stop Gutsie from tacking on 70 damage at the end of each turn. Have a Recov-anything or two ready just in case to play it safe. This may be hard to follow, but keep the overall picture in mind and you should be OK.

-----

Tournament Prize:

1500 Zenny  
Navi Core: Gutsman

I did this tourney last, so I got all the prizes for clearing E Class here. If you didn't, go beat down the Healing tourney then. Anyway, Gutsman isn't all that great. His MB capacity sucks, although he has high HP and a powerful but inaccurate buster attack that destroys a lot of defensive chips that can't cross gaps. See where I'm at? Stick with Ring, although he may have some use in

a later tourney. It won't be a big use, but it's a use nonetheless. You may want to replay the tourney for some of Kai's Burners and Dex's GutPunches, as they aren't too bad.

As I said earlier, if you did this last like I did, you'll have 20 more MB for your grid, the ability to hold navi code tourneys at ACDC Park, and gain permission to do very mean things to people in the D class. If not, well, I'll repeat myself: clear the Healing tourney!

---

```
/-----10E-3---\  
|Healing Tournament      |  
|  Location: Seaside Cafe |  
|  Special Rules: None   |  
|                          |  
|Opponents:              |  
|1) Anna                  | [NormNav1] |  
|2) Mayumi                 | [NormNav2] |  
|3) Mayl                   | [Roll]     |  
\-----/
```

//GOOD IDEAS

Recoveries

You don't want to get too far behind in HPs if they manage to keep dodging. Bring a 50 or 80 as slot-in, or stick one in your grid somewhere.

Shotgun Series

Does OK damage, VERY accurate, but usually fragile. Consists of Shotgun/V-Gun/CrossGun/Spreader. A staple for killing chips in the back and slowly working your way inward to the main chips of your opponent's strategies.

Ratton Series

Stronger and more durable than Shotguns, and they serve the same purpose for the same amount of MB (low!). If you get them, use them! They rock.

Fan

Lowers their evasion but increases their accuracy. Enemy accuracy is not what you should be worried about unless you're up against Roll, but lower evasion is still a boon.

ZapRing / MagBomb Series

It depends. ZapRings take up a lot of MB, and MagBombs have some accuracy issues (not to say ZapRings are all that much better). I'd go with the latter as Ring. This is if Roll gives you trouble and you don't have...

Guard

Got two? Bring them both. They'll own Roll for free.

Panelgrabs/Recov10s/Recov30s

If your planned deck caps your capacity, these are mandatory. Panelgrabs are best because your worst enemy here happens to be very evasive and very slippery. Take that away from her.

//BAD IDEAS

HeatShot / Bubbler Series

Equal MB for a little less damage than the Shotgun series, with an elemental punch. At this stage of the game, I suggest you not bother with them, but they'll be of help VERY soon. Just not here. They can fill your deck OK if you've no other options, though.

Swords

Great for chip deletion, but normal swords have very low accuracy and will run into problems against Roll. Use WideSwrds in their place if you can.

## Cannon Series

Nothing wrong with raw damage, but they're inaccurate and do nothing to enemy chips.

-----

## Anna

Anna tries to play the "I'm new" card when she fails to realize that Mary is too. With those psychological advantages nullified between one another, it's all about who has the better deck. What she has isn't bad, but I'm pretty sure you've got better if you can find a way around the 50 HP recovery per turn.

## NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

## Program Deck:

Cannon		Recov50	(R)
	Cannon		
Empty		Recov50	
	HiCannon		NormNav1
Empty		Recov50	
	Cannon		
Cannon		Empty	(L)

Battle Strategy: The big weakness here is that if she draws the HiCannon, there'll be nothing behind it. The strength of this deck is that until you can bust open any of the center row cannons or get lucky with a sword, she's going to get back 50 HP per turn. If you brought two Guards, put them up front and she won't be able to do any damage to you. Otherwise, you'll have to simply find a way to outdamage her - since NormNavls don't dodge well, you could get away with a sword-based offense for the most part. Like Koetsu, make sure you have a decent chip in every slot and it'll probably unfold in your favor. It's a very basic battle.

-----

## Mayumi

Did she get lost on the way to the Guts tourney, or what? Unlike the others in this tournament, Mayumi doesn't follow the healing theme at all. It's a very poor attempt at a brute force deck... perhaps she's been taking some advice from Dex?

## NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

## Program Deck:

HiCannon		Shotgun	(R)
	Empty		
Empty		MiniBomb	
	Sword		NormNav2
Empty		MiniBomb	
	Empty		
HiCannon		Empty	(L)

Battle Strategy: The one thing she does right is that you can't cheese her by putting Guards up front, since the Minibombs will wipe them out. The Sword is very easily deleted if you have two Rattons up front, since if she draws the sword there'll be nothing behind it. And if you don't hit it with your chips, Ring's buster will kill it, guaranteed. Her main offense is just too easy to delete, and Minibombs only do 10 damage. This is the kind of thing more appropriate for the Novice tournament; you could feasibly use the exact same deck as with Anna and call it half a day. The other half? Read on...

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Mayl

Roll's made the transition from a relatively handy early-game navi chip in the main games to a very annoying early-game foe. Good news for you Ring players, Ring's very capable of playing at her level and actually winning without too many special preparations. The main thing you have to deal with is her love for recovery chips and the fact her buster will always give her back 50 HP. With those hurdles revealed, how do you overcome them? Leave it to Ring to peek into this guide and see.

Roll

Hit Points: 400  
 Attack Power: 50  
 Buster Notes: Heals for 50 damage, even if it misses.  
 Element: Neutral  
 Primary Chip: Recov30  
 Stage: Normal Panels

Program Deck:

Cannon		Recov50	(R)
	Sword		
Recov10		Recov30	
	LilBomb		Roll
Recov10		Recov30	
	Sword		
Cannon		Recov30	(L)

Battle Strategy: Like with Anna, putting two Guards up front will be the end of Roll without much of a sweat. Even without them, you'll likely still do OK. Ring's dodge rate is just as high as Roll's, and her attack will hit a bit more often against Roll as opposed to vice-versa. Ring also has 50 more HP, which is quite a help. Now... put ACCURATE chip-busting stuff up front (shotguns or rattons) to chip away at whatever she picks in the back. Once you open up a hole and delete a Sword, it becomes very easy to cut off her healing. The swords aren't too much of a worry because they'll usually miss, but they'll go down soon enough even if they do hit once or twice. If you have a WideSword, use it - they do decent damage (though accuracy is still iffy) and can take some punishment compared to normal swords. MagBombs are also a help in that they disable her buster and chip away at her fragile front and middle row (save for the LilBomb, which can take a licking). Having a Recov somewhere can

help in case your deck is full of iffy-accuracy chips to make sure that Roll doesn't get too carried away with her free heals between turns. Panelgrabs are a godsend if all else fails and you fill your deck to full, as they'll also lower Roll's high dodge rate. Ring has it a lot easier than most of the starters against Roll because of how their stats match up, so have fun!

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Tournament Prize:

1500 Zenny

Navi Core: Roll

Unlocked: D-Class

+20 MB for Program Grid

Unlocked: ACDC Park

If this was your last tournament for the class, you'll be privy to a banquet of bonuses in the form of access to the D-Class, +20 MB for your program grid, and ACDC Park for navicode tournaments. This wasn't my last tournament, as I prefer to have Roll before taking on Gutsie in his stomping grounds. Scroll up for that tournament if you need help there. Roll simply rocks, so get her in your folder and scoot on over to the Guts tourney if you haven't.

As I said, Roll rules. Her HP and MB are low points, but she has a very high dodge rate and can recover 50 HP per turn while also dealing 50 to the opponent - I treat this as being a 100-damage attack. While its accuracy is iffy, it greatly outclasses most every other buster among the starting navis. The main way to deal with her is to use stunning attacks and chips with high accuracy, so try and keep her out of reach of electric navis. Candles can help overcome this, but in due time you'll have the perfect counter to anything electric. I'll let you know when to start grinning evilly.

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=====  
= 11) Open Battle Information            =  
=       X110BI                            =  
=====

Open Battle serves up the other half of the game's main battles, providing a distinctively random heap of battles. Whereas with the tournaments which are the same every time, Open Battle is semi-random, in the sense that it has a pool from which it draws opponents, so as that the opponents themselves aren't random, but who and in which order you fight them is.

The actual battles themselves work the same as normal. You're given an opportunity before every battle to change your program grid if needs be, but it should be advised that in the Open Battle you do fight a lot more opponents than in the normal tournaments, plus the randomness aspect makes it much harder to make a deck that will handle everything you come across.

However, there are certain things that you can use to beat the randomness. The game divides up the opponents in each Open Battle into "sets". For each battle in the Open Battle, it picks a random opponent in the appropriate "set" for you to face. The most key thing, however, is that each navi has a little phrase it says before battle. This phrase is unique to that opponent! As such, from that phrase you can tell exactly what your opponent's navi will be, and what program grid it will have!

However, there is some logical formatting to the battle arrangement. Generally, the battles are arranged in groups of five, though there are exceptions. In each group of five, the first four battles will be randomly generated from the same set (usually, as I said, there are exceptions.) whilst the 5th will be a predetermined opponent. For example, in the DenCity Open Battle, battles 1-4 are taken from set 1, and 5 is predetermined. 6-9 are taken from set 2, and 10 is predetermined.

With this information in hand, it's much easier to know exactly what you're up against in Open Battle. Read through your opponents carefully before the match, and make a grid perfect for defeating them. Under each opponent's name in the following sections will be their pre and post battle quotes. From this, you can tell exactly what you're facing just by searching for their quote! However, you should be wary that some more important characters (like "player" characters) that appear in Open Battle have different reactions depending on who you play as. These people will be marked "REACTION CHANGE" on their info list.

As far as layout for the individual sections goes, it's fairly simple. First, a nice description of the tournament, it's difficulties, what you'll be facing as well as the sort of things you should bring along in your folder. Then, it'll be the battle pattern, showing which set each battle will draw its opponent from. Then, a layout of exactly which opponents are in which sets, along with a list of all the predetermined battles, then you get your precious enemies with their stats, program grid, and pre/post-battle quotes (so you know who you're facing before you face them.) and of course your battle strategy.

Simple, I hope.

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=====
= 12) Open Battle: DenCity          =
=      X12OBD                       =
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The first Open Battle you'll come across, DenCity is a fairly simple matter with a total of ten battles in each play. Of those battles, eight are random (drawn from a group of 16 possible combatants) and two are set. None of the opponents in the first 5 battles will be too much of a problem (as those are all drawn from NormNav1s and starting navis - though if you're playing as a starting navi there'll be a replacement), and should be used to amass chips if you get stuck later on. In the second half, you'll be thrown up against more strategic navis including NormNav2s, elemental navis and Numberman.

So, what's it worth bringing along? Well, a pair of Guard chips are almost essential if you're going to tackle this early in the game (and this little segment is totally assuming that you are.) As well as that, you should bring along some GutsPunch chips (which you can nab from the Guts Tournament, as long as you aren't playing as Dex) and preferably at least one of each elemental balloon chip, preferably 2. Essentially, 2 of each of those should fill up 10 slots in your folder.

As far as support goes, you may wanna bring along a Catcher chip to increase your busting level. Some recovery chips are also advised. If you have them, it may well be worth bringing along some chips that use 0 MB, Recov30 and PanlGrab spring to mind, just to fill up the grid. As far as offense goes, you'll want a few elemental chips to take care of the elemental navis (and probably a few more Fire ones for Woodman) as well as some nice, high-damage offense chips. HiCannon and M-Cannon spring to mind, as well as the Yo-Yo series. To round off

any spare slots, bring along some chip destruction chips. Burner's a nice one, along with CrossGun.

-----

BATTLE PATTERN:

Battle 001: Set 01	Battle 006: Set 02
Battle 002: Set 01	Battle 007: Set 02
Battle 003: Set 01	Battle 008: Set 02
Battle 004: Set 01	Battle 009: Set 02
Battle 005: Predetermined	Battle 010: Predetermined

-----

SET LAYOUT:

Set 1: Yoshiro (NormNav1)	Mayumi (NormNav1)	Kenji (NormNav1)
Koetsu (NormNav1)	Kai (Turboman)	Mary (Ring)
Mayl (Roll)	Dex (Gutsman)	Madd (Colourman)
Tamako (Metalman)		
Set 2: Yasuo (NormNav2)	Kaz (NormNav2)	Takahiro (NormNav2)
Ms.Mari (NormNav2)	Mr.Match (Fireman)	Froid (Iceman)
CountZap (Elecman)	Sal (Woodman)	

Predetermined:

Battle #5 - Anna (NormNav1)                      Battle #10 - Higsby (Numberman)

---

Yoshiro (SET 1)

Before battle: "Oh! Hello again! I won't lose this time! Good luck."

After battle: "Wow! You really are strong! You win again."

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal

Program Deck:

Cannon	Cannon (R)
M-Cannon	
LilBomb	M-Cannon
None	NormNav1
Cannon	None
None	
None	Recov50 (L)

Battle Strategy: A fairly simple battle. Yoshiro leaves a lot of key spots in his program deck empty, and hence his damage capacity is low. You shouldn't have too many problems here, a sheer full-offense strategy should render him useless.

-----

Mayumi (SET 1)

Before battle: "Nothing can stop me from winning this fight"

After battle: "C'mon, let me win! At least once!"

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Cannon		MiniBomb (R)
	Recov50	
None	Shotgun	
	V-Gun	NormNav1
None	Shotgun	
	Cannon	
Cannon		Cannon (L)

Battle Strategy: Guard chips. Two guard chips, both in the first slot of your program deck will almost give you an auto-win. Using defense wisely to avoid the chip destruction, you should be able to block most of your opponent's attacks. From there, a few simple offensive chips should seal a win.

-----

Kenji (SET 1)

Before battle: "May we have a good match."

After battle: "It was an honor. I hope to fight again."

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

Cannon		Cannon (R)
	Recov50	
None	Cannon	
	HiCannon	NormNav1
None	Cannon	
	None	
Cannon		None (L)

Battle Strategy: Kenji is pretty easy as well here. If he gets his HiCannon, he can't get his Cannons at the end, so in any case he's restricted in damage. A fairly simple win no matter what strategy you employ, though those sadists among us should use chip destruction. =P

-----

Koetsu (SET 1)

Before battle: "How are you doing? Very well, let's begin."

After battle: "Very good indeed!"

NormNav1

Hit Points: 500  
Attack Power: 30  
Buster Notes: None  
Element: Neutral  
Primary Chip: Cannon  
Stage: Normal Panels

Program Deck:

None		Cannon	(R)
	Recov50		
Cannon		MiniBomb	
	LilBomb		NormNav1
Cannon		MiniBomb	
	None		
None		None	(L)

Battle Strategy: Koetsu is back (though not asking you to patronise him because he's a grade schooler this time) and comes in with a feast of chip destruction. Guard chips are not advised here, for the simple reason that if a guard chip is chip damaged by one, it DIES. Just like THAT. And his MiniBomb will go before your Guard. As such, my other recommendation happens to be elemental balloons, with some nice high HP offensive chips behind them.

-----

Dex (SET 1 - REACTION CHANGE)

Before battle:	"Behold, the power of Gutsman!"	(as Enzan)
	"I will show my power to Roll!!"	(as Mayl)
After battle:	"I didn't have the guts to win..."	(as Enzan)
	"I... I can't believe it..."	(as Mayl)

Gutsman

Hit Points: 600  
Attack Power: 70  
Buster Notes: Pierces through and breaks active defences.  
Element: Neutral  
Primary Chip: GutsPunch  
Stage: Normal Panels

Program Deck:

Cannon		M-Cannon	(R)
	ShockWav		
HiCannon		GutsPnch	
	SoniWave		GutsMan
HiCannon		M-Cannon	
	ShockWav		
Cannon		Repair	(L)

Battle Strategy: Dex's strategy here could leave you reeling if you rely on defense, as a lot of his offensive strategy relies on chip breaking. Whilst a (guess what?) Guard chip can nullify most of it, if it's struck by a GutsPunch it falls. However, that's a 50% chance of it coming up (and lesser chance because of dodge rates) so it may be worth putting a pair in the front row

anyways. From there, you should either rely on some powerful chip destruction or just all-out offense. Either works.

-----

Kai (SET 1)

Before battle: "Vrooom! I'm going pedal to the metal!"

After battle: "I got lapped!"

Turboman

Hit Points: 550

Attack Power: 20

Buster Notes: Heat-Element, Damages All Chips

Element: Neutral

Primary Chip: Burner

Stage: Normal Panels

Program Deck:

MiniBomb		Guard	(R)
	Cannon		
Burner		Heat-V	
	HiCannon		TurboMan
Burner		Heat-V	
	Cannon		
MiniBomb		Barrier	(L)

Battle Strategy: Mmmm, the aroma of home-fried chips. Turboman's attacks aren't particularly powerful, but with two, count em two Burner chips in his grid, your chips won't last that long. My recommendation? HeatBalloon chips, for the simple reason that Burner can break Guard. With (hopefully) two of those with a load of offensive chips stuck behind them, you should grab the win.

-----

Mayl (SET 1)

Before battle: "Don't be soft on me just because I'm a girl."

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

Roll

Hit Points: 400

Attack Power: 50

Buster Notes: Heals for 50 damage, even if it misses.

Element: Neutral

Primary Chip: Recov30

Stage: Normal

Program Deck:

Recov10		TripNdl	(R)
	Shotgun		
Recov30		Satelit3	
	CrossGun		Roll
Recov30		RockCube	
	Shotgun		
Recov10		Guard	(L)

Battle Strategy: Mayl's prepared for this battle, as you can see from her grid. Some good defense, chip destruction, recovery, and offense means that this could be quite tough. Still, it's not really enough. Meiru can, at most, heal

80 HP a round. An all-out offense can deal 200, possibly 300 damage each turn.  
You know what you doing.

-----

Mary (SET 1)

Before battle: "My ring power will spin you like crazy!"

After battle: "Mary! Do your job!"

Ring

Hit Points: 450  
Attack Power: 20  
Buster Notes: Hits Twice, Damages One Chip  
Element: Neutral  
Primary Chip: Jealousy  
Stage: Normal Panels

Program Deck:

Jealousy		TimeBom1 (R)
	Ratton1	
Yo-Yo1	LongSwrd	
	Quake1	Ring
Yo-Yo1	WideSwrd	
	Ratton1	
Recov50		Recov80 (L)

Battle Strategy: Ring here employs a nicely well-rounded deck, bringing in both offense, chip destruction and the occasional breaking of guards - however, she has utterly no defense. Make use of this by pummeling her into the dirt with an all-out offensive strategy. She won't mind too much.

-----

Madoi (SET 1 - ONLY APPEARS IF PLAYING AS MAYL)

Before battle: "Heehee! ColorMan here!"

After battle: "Great fun, great fun! Let's play again!"

Colourman

Hit Points: 450  
Attack Power: 80  
Buster Notes: None  
Element: Neutral  
Primary Chip: Yo-Yo3  
Stage: Normal Panels

Program Deck:

Yo-Yo3		Recov120 (R)
	None	
None	Yo-Yo1	
	Meteo3	Colourman
None	Yo-Yo1	
	None	
Yo-Yo3		Anubis (L)

Battle Strategy: Well, "Bloody hell." is all I can say here. Colourman suffers from poor deck construction, but has Yo-Yo3s. Luckily, he won't draw them most of the time, but the sheer strength of this deck is impressive. I'd suggest a defensive, using Guards to block most of her attacks.

-----

Tamako (SET 1 - ONLY APPEARS IF PLAYING AS DEX)

Before battle: "Well, you look tough."

After battle: "I hope to fight again sometime."

Metalman

Hit Points: 650

Attack Power: 80

Buster Notes: Pierces through and breaks active defences.

Element: Neutral

Primary Chip: GoldFist

Stage: Normal Panels

Program Grid:

Recov50			GoldFist (R)
	Cannon		
Empty		GoldFist	
	MiniBomb		Metalman
Empty		Cannon	
	HiCannon		
Recov50		Empty (L)	

Battle Strategy: For the most part, a fairly lackluster grid, except for... the Goldfist. Insane damage, and guard-piercing. As such, trying to block it would be rather futile - but luckily it's quite a bit faster than Guard chips. Shove a couple in the first column, and fill the rest up with some nice high damage offense.

-----

Yasuo (SET 2)

Before battle: "Don't worry, I'll give you a handicap."

After battle: "Wait.... you mean I needed the handicap?!"

NormNav2

Hit Points: 550

Attack Power: 30

Buster Notes: None.

Element: Normal

Primary Chip: Hi-Cannon

Stage: Normal Panels

Program Deck:

HiCannon			HiCannon (R)
	Recov50		
LilBomb		WideSwrd	
	Recov80		NormNav2
LilBomb		WideSwrd	
	Recov50		
HiCannon			HiCannon (L)

Battle Strategy: Yasuo appears here with his NormNav2 and a fairly solid Program Deck. I'd advise a defensive/chip destructive strategy, using the ever awesome Guard chip backed up with V-Guns, CrossGuns and if you have it, Burner.

-----

Kaz (SET 2)

Before battle: "I'll show you my true power."

After battle: "Guess my true power wasn't much..."

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

Program Deck:

Recov50		Recov50 (R)
	CrossGun	
None		BubCross
	HiCannon	NormNav2
None		HeatCros
	CrossGun	
Recov50		HiCannon (L)

Battle Strategy: Good old high HP chips in the back row nullifies most of Kaz's chip destruction. Tally that up with some guards in the front row to nullify most of the damage, and some offensive chips in the middle row should lead to a fairly easy victory.

-----

Takahiro (SET 2)

Before battle: "What's this?! I get to fight you next?!"

After battle: "I should've known you'd be good."

NormNav2

Hit Points: 550  
Attack Power: 30  
Buster Notes: None.  
Element: Normal  
Primary Chip: Hi-Cannon  
Stage: Normal Panels

Program Deck:

HiCannon		None (R)
	HiCannon	
Cannon		Guard
	Guard	NormNav2
Guard		HiCannon
	None	
None		HiCannon (L)

Battle Strategy: Takahiro employs a defensive strategy here, using three Guards to nullify damage. Unfortunately, three guards is rather redundant, as anyone knows the Guard chip reflects most anything. The best strategy here is Punch chips, which are one of the few things that go straight through a Guard. With a few of those (preferably in the back row so as you can catch the last one) and a few offensive chips (preferably the Shockwave series), you should tear him up fairly quickly.

-----  
Ms. Mari (SET 2)

Before battle: "Shoot, I'm too tired to fight!"

After battle: "See?! We Navis need a vacation!"

NormNav2

Hit Points: 550

Attack Power: 30

Buster Notes: None

Element: Normal

Primary Chip: Hi-Cannon

Stage: Normal Panels

Program Deck:

None Cannon (R)

Cannon

HiCannon AquaBlad

Cannon

NormNav2

HiCannon FireBlad

Cannon

None HiCannon (L)

Battle Strategy: Ms. Mari's navi's only real danger is in it's elemental blade chips. Guard chips will utterly MUTILATE her, providing that they don't get struck down by the elemental blade chips. However, the chance of that is low, so take the opportunity to use them for a free damage reflection each turn. Backed up with good offensive chips should net you an easy win.

-----  
Mr.Match (SET 2)

Before battle: "I'll burn you to a crisp!"

After battle: "I fizzled out before you even ignited."

Fireman

Hit Points: 500

Attack Power: 60

Buster Notes: Pierces defense

Element: Heat

Primary Chip: FireSword

Stage: Normal Panels

Program Deck:

Recov50 HeatShot (R)

None

HeatShot FireSword

Heat-V

Ring

HeatShot FireSword

None

Recov50 FireBlad (L)

Battle Strategy: A simple battle if you employ one of my favourite chip series, the Elemental Balloons. They absorb all the damage of his fire-type chips, and increase in damage without losing any HP. Combine that with some offensive chips lined up behind it, and you're in business.

Froid (SET 2)

Before battle: "Behold, the power of Iceman!"

After battle: "I lost!"

Iceman

Hit Points: 500

Attack Power: 60

Buster Notes: Pierces defense

Element: Aqua

Primary Chip: AquaSword

Stage: Normal Panels

Program Deck:

Bubbler Quake1 (R)

ColdFist

Bubble-V AquaBlad

CrossBom Iceman

Bubble-V AquaSwrd

ColdFist

Bubbler RockCube (L)

Battle Strategy: Iceman's main problem here is his utter reliance on Aqua-type chips. As such, there's one simple chip here I'd recommend: AquaBalloon. This will absorb all his Aqua chips yet still increase it's damage. As such, it's a very simple way to get a win. With two AquaBalloons combined with some good offensive chips lined up behind them, this win shouldn't be too hard.

-----

Count Zap (SET 2)

Before battle: "Electricity is the ultimate weapon."

After battle: "I'm out of juice."

Elecman

Hit Points: 450

Attack Power: 20

Buster Notes: Stunning

Element: Elec

Primary Chip: ElecSword

Stage: Normal Panels

Program Deck:

ElecSwrd MagBomb2 (R)

ZapRing1

Satelit2 HiCannon

ZapRing2 Elecman

Satelit1 HiCannon

ZapRing1

ElecSwrd AreaGrab (L)

Battle Strategy: Not the easiest of fights. Elecman's strategy is basically to prevent you attacking. ZapRings will nullify your buster, ElecSwords will destroy your chips, Satelites will break your guard and HiCannon... That just makes you go ow. A defensive strategy here won't last you too long. so you basically have two choices. You can either pull out a wood-based strategy using any Wood-based chips available (which probably won't be many) or you can just go for an all-out assault. The latter is harder, but probably simpler to

construct. Not a nice battle due to the well-roundedness of Elecman's deck.

-----

Sal (SET 2)

Before battle: "The vastness of nature will engulf you!"

After battle: "I smell the aroma of the healing forest."

Woodman

Hit Points: 600

Attack Power: 80

Buster Notes: Pierces defense

Element: Wood

Primary Chip: TreeBomb3

Stage: Normal Panels

Program Deck:

Ratton2		Leafshld (R)
	MiniBomb	
Recov80	LeafShld	
	SoniWave	Woodman
Recov80	TreeBom3	
	MiniBomb	
Ratton2		TreeBom3 (L)

Battle Strategy: FIRE. I am going to say that there is virtually no hope of you winning this in the early-game without a powerful fire deck. Nab some Meteor chips from Higsby if you can, though they are rather high-MB for the early game and try and burninate him to death. It is honestly the best and only early-game strategy I can recommend.

-----

Anna - REQUIRED BATTLE (#5)

Before battle: "I'm gonna win, I just know it!"

After battle: "Blast, I lost!"

NormNav1

Hit Points: 500

Attack Power: 30

Buster Notes: None

Element: Neutral

Primary Chip: Cannon

Stage: Normal Panels

Program Deck:

Cannon		M-Cannon (R)
	WideSwrd	
SoniWave	Bubble-V	
	LongSwrd	NormNav1
SoniWave	Heat-V	
	WideSwrd	
Cannon		Recov80 (L)

Battle Strategy: Don't you just love the Guard chip? Placing a few high HP chips in the back rows (like RockCubes) nullifies the threat of her -V chips, and then you can block almost everything else with the awesomeness that is Guard. So essentially, Guard/Defensive chips in the front row, offensive in the

second, high HP in the third.

Battle Prize:  
500 Zenny  
Navi Core: NormNav1

-----

Higsby - REQUIRED BATTLE (#10)  
Before battle: "I must have taken a wrong turn."  
After battle: "I've got to go back to the shop."

NumberMan  
Hit Points: 400  
Attack Power: 10\*D (He rolls a dice, D = number rolled)  
Buster Notes: Damages chips.  
Element: Normal  
Primary Chip: Prism  
Stage: Normal Panels

Program Deck:

Bubbler TimeBom1 (R)  
HiCannon  
HiCannon Prism  
M-Cannon NumberMan  
Cannon Panelout  
Barrier  
Recov50 CrsShld1 (L)

Battle Strategy: Higsby comes here wielding a quite neat all-round strategy, combining Panelout and Prism to create an effective defense. The key here, therefore, is long-range all out offense. Cannon series, Yo-Yo series, anything that doesn't rely to forward movement should be shoved in, and you should pull through. Shoving in a few defensive chips may help you if that doesn't work.

Battle Prize:  
1000 Zenny  
Navi Core: Numberman

=====  
= 13) Battle Chips =  
= X13BTC =  
=====

Battle Chips, as you know, are the stable attack weapons in the Battle Network games, literally comprising almost everything you can do in the game. As such, this sections aims to provide a definitive list of all of them and their exact effects. For each chip, the following information will be displayed.

Chip Number: Which "number" the chip is in the library.  
Chip Name: The exact game name of the chip.  
Rarity: The game's rarity value for the chip.  
Hit Points: The amount of damage the chip can take before being destroyed.  
Damage: The raw damage the chip does. This does not include multiple hits.  
Element: The element of the chip, which affects damage dealt to enemies.  
MB Cost: How much MB the chip uses, which affects what chips you can load in.

Accuracy: The accuracy of the chip. "S" is the best, then A, B, C, D, E.  
Effect: Any special effect the chip has like chip damage or multiple hits.  
Description: Our description of how useful the chip is and when to use it.

-----

#001: Cannon                                  Rarity: 1\*  
Hit Points: 60                                  Damage/Element: 60 (Neutral)  
MB Cost: 10                                    Accuracy: C  
Effect: Attacks enemy navi. No chip damage or special effect.  
Description: A fairly standard weapon with no real special effect. Simple projectile weapon, skips holes, doesn't affect enemy chips. A plain simple pure-damage weapon.

#002: HiCannon                                Rarity: 2\*  
Hit Points: 90                                Damage/Element: 80 (Neutral)  
MB Cost: 20                                    Accuracy: C  
Effect: Attacks enemy navi. No chip damage or special effect.  
Description: It's the same as Cannon, basically, except it's stats are up and hence does more damage, can take more damage but at the cost of 10 extra MB.

#003: M-Cannon                                Rarity: 3\*  
Hit Points: 150                                Damage/Element: 120 (Neutral)  
MB Cost: 40                                    Accuracy: D  
Effect: Attacks enemy navi. No chip damage or special effect.  
Description: M-Cannon is where the Cannon series takes a different turn - it still maintains the same "level" of increase (30 HP and 20 damage per extra 10 MB) but it's accuracy drops down to D grade. HiCannon may well be a better move against agile opponents, but for those who can't dodge a pedestrian, M-Cannon may well be a better move.

#004: Shotgun                                 Rarity: 1\*  
Hit Points: 40                                 Damage/Element: 30 (Neutral)  
MB Cost: 10                                    Accuracy: S  
Effect: Hits the last chip the enemy loaded, in addition to their HP  
Description: Shotgun is a very nice chip series - it has the maximum accuracy possible, is quite cheap and does quite nice damage to the enemy's chips. Two Shotgun blows and an enemy Cannon chip is out of the running. Not a good chip for all-out offense, but it's high accuracy makes it good against high evasion enemies. Also has low HP, so make sure it's not targettable by the enemy's chips.

#005: V-Gun                                    Rarity: 2\*  
Hit Points: 70                                 Damage/Element: 50 (Neutral)  
MB Cost: 20                                    Accuracy: S  
Effect: Hits the last chip the enemy loaded, in addition to their HP  
Description: V-Gun is essentially an upgraded Shotgun. More damage, fixes it's low HP problem, but at the cost of an extra 10 MB. As far as damage-MB ratio goes Shotgun is better, but V-Gun's HP upgrade makes it a better chip - in my humble opinion at least. =P

#006: CrossGun                                Rarity: 2\*  
Hit Points: 90                                 Damage/Element: 60 (Neutral)  
MB Cost: 30                                    Accuracy: S  
Effect: Hits the last chip the enemy loaded, in addition to their HP  
Description: Nothing really special, just another level up of V-Gun. More

HP, more damage, 10 more MB. You're getting a smaller boost from V-Gun to CrossGun than you did from Shotgun to V-Gun - but still for an extra 10 MB, so V-Gun may well be a better choice. But if you've got MB to waste, stuff it in instead.

#007: Spreader                      Rarity:                      3\*  
Hit Points:                    150                      Damage/Element:        70 (Neutral)  
MB Cost:                      40                      Accuracy:                S  
Effect:                        Hits the last chip the enemy loaded, in addition to their HP  
Description:                    Spreader is a semi-godsend. Any HP problem it once had is not going to be troubling you now, has fairly nice damage and maintains it's S-grade accuracy. As far as total damage (to both chips and the enemy) goes it's more efficient than M-Cannon, so give it a twirl if the enemy has a chip you really want to see the back of.

#008: Bubbler                    Rarity:                    1\*  
Hit Points:                    40                      Damage/Element:        20 (Aqua)  
MB Cost:                      10                      Accuracy:                S  
Effect:                        Hits the last chip the enemy loaded, in addition to their HP  
Description:                    This is just like Shotgun in every single way, except it's aqua element. Essentially, Shotgun is better normally, but Bubbler is better against heat-element opponents. In your average situation you'd probably want to bring the Shotgun series, but in the Heat-specialist tournaments, Bubbler is a good bring.

#009: Bub-V                      Rarity:                    2\*  
Hit Points:                    60                      Damage/Element:        30 (Aqua)  
MB Cost:                      20                      Accuracy:                S  
Effect:                        Hits the last chip the enemy loaded, in addition to their HP  
Description:                    An upgrade of Bubbler. Usually inferior to V-Gun, but good against heat-type opponents. Nothing really special about it as V-Gun will be better in most situations.

#010: BubCross                  Rarity:                    3\*  
Hit Points:                    90                      Damage/Element:        40 (Aqua)  
MB Cost:                      30                      Accuracy:                S  
Effect:                        Hits the last chip the enemy loaded, in addition to their HP  
Description:                    It's an upgrade of Bub-V. Gets the HP upgrade it deserves, but as before is generally inferior to CrossGun. Not worth bringing unless you're facing a gauntlet of heat-type opponents.

#011: BubSprd                   Rarity:                    4\*  
Hit Points:                    130                     Damage/Element:        50 (Aqua)  
MB Cost:                      40                      Accuracy:                S  
Effect:                        Hits the last chip the enemy loaded, in addition to their HP  
Description:                    I shouldn't need to explain this. Upgrade of BubCross, toned down version of Spreader, except with an Aqua element that makes it useful against heat-type opponents. Spreader should be used non-heat element enemies.

#012: HeatShot                  Rarity:                    1\*  
Hit Points:                    40                      Damage/Element:        20 (Heat)  
MB Cost:                      10                      Accuracy:                S  
Effect:                        Hits the last chip the enemy loaded, in addition to their HP  
Description:                    And so Capcom fills out the chip list by adding in more useless elemental variants. HeatShot, and the rest of the chips in the series, are watered-down version of the Shotgun



Description: Upgrade of LilBomb. Gains 30 extra HP and 10 base damage for 10 MB. Not as large a gain as before, but if you have MB to waste anyway you might as well use it for the extra damage this does.

#019: BigBomb                      Rarity:                      1\*  
Hit Points:                      300                      Damage/Element:                      40 (Neutral)  
MB Cost:                      40                      Accuracy:                      B  
Effect:                      Hits ALL chips the enemy loaded, in addition to their HP  
Description:                      Upgrade of CrosBomb and the final chip in the series. It gains a further 50 HP and 10 base damage over CrossBomb. 40 seems to be a magic HP number for quite a lot of early level chips, which makes BigBomb a very nice destroyer. If you have some MB to waste, shove it in your folder.

#020: TreeBom1                      Rarity:                      1\*  
Hit Points:                      120                      Damage/Element:                      20 (Wood)  
MB Cost:                      30                      Accuracy:                      A  
Effect:                      Hits ALL chips the enemy loaded, in addition to their HP. Can also change metal stage to grass stage.  
Description:                      Wow. TreeBomb is generally regarded as one of the best chip series in the game, and if you can think out of the box you will soon see why. Dealing 20 damage to all your opponent's chips, with wood element and very high accuracy, it is a very potent series. Especially useful against electric-type opponents who use metal stage to boost their attacks, as the grass stage is the perfect setup for a Spice chip or any good heat-element chip.

#021: TreeBom2                      Rarity:                      2\*  
Hit Points:                      130                      Damage/Element:                      30 (Wood)  
MB Cost:                      40                      Accuracy:                      A  
Effect:                      Hits ALL chips the enemy loaded, in addition to their HP. Can also change metal stage to grass stage.  
Description:                      Basically an increased version of TreeBom1. In normal circumstances it's probably not worth using this over the first of the series, but if you're using a wood navi or are facing an electric opponent, the additional boost it gives may be worth the MB.

#022: TreeBom3                      Rarity:                      4\*  
Hit Points:                      180                      Damage/Element:                      40 (Wood)  
MB Cost:                      50                      Accuracy:                      A  
Effect:                      Hits ALL chips the enemy loaded, in addition to their HP. Can also change metal stage to grass stage.  
Description:                      Upgraded version of TreeBom2. A nice HP boost and a smallish damage boost make this quite a nice chip. Perfect for setting up something like Spice3 or a heat-element chip. No major differences from the previous versions, though.

#023: Sword                      Rarity:                      1\*  
Hit Points:                      40                      Damage/Element:                      70 (Neutral)  
MB Cost:                      10                      Accuracy:                      E  
Effect:                      Hits a random enemy chip slot, in addition to their HP  
Description:                      Sword is one of the best chips in the early game, and a very nice chip damager. It's low MB also makes it perfect for filling up empty spaces in your deck. Sword is very nice for it's MB as it hits not only the enemy, but a random chip SLOT. That means, unlike targetted damaging chips, it can hit a "blank" spot. Don't rely on it to do chip damage! It's

destructive properties are made slightly less reliable by terrible accuracy, but in the early game (when you'll be using Sword a lot), enemies can't dodge that well anyway. The main problem is it's low HP, so place it somewhere where it won't get hit easily.

#024: WideSword                      Rarity:                      2\*  
Hit Points:                      80                      Damage/Element:            80 (Neutral)  
MB Cost:                        20                      Accuracy:                    D  
Effect:                         Hits a random enemy chip slot, in addition to their HP  
Description:                    WideSword is a vast improvement over Sword - it's got the HP boost it needed, an accuracy boost, and 10 extra damage. You would probably want to choose this over Sword if you were having problems with it dying, but if you just want a power boost, LongSword might be a better bet.

#025: LongSword                    Rarity:                      2\*  
Hit Points:                      70                      Damage/Element:            90 (Neutral)  
MB Cost:                        20                      Accuracy:                    D  
Effect:                         Hits a random enemy chip slot, in addition to their HP  
Description:                    LongSword is basically an alternate version of WideSword - it has the same MB and accuracy, but it loses 10 HP in favour of 10 extra attack power. Probably more useful than WideSword in most situations, as the extra damage damages one of the enemy's chips as well.

#026: FireSword                   Rarity:                      4\*  
Hit Points:                      80                      Damage/Element:            80 (Heat)  
MB Cost:                        30                      Accuracy:                    C  
Effect:                         Hits a random enemy chip slot, in addition to their HP  
Description:                    FireSword is essentially a heat-elemental WideSword, except with a C-grade in accuracy. And it costs 10 more MB. It's really not worth bringing unless you're facing a wood-type opponent - the accuracy boost is negligible.

#027: AquaSword                   Rarity:                      4\*  
Hit Points:                      80                      Damage/Element:            80 (Aqua)  
MB Cost:                        30                      Accuracy:                    C  
Effect:                         Hits a random enemy chip slot, in addition to their HP  
Description:                    Capcom are good at filling out the chip list with lame elemental chips, eh. Aqua version of WideSword. 10 MB gets you an aqua element and a small accuracy boost. Don't bring it unless you're going to be facing some heat-type enemies.

#028: ElecSword                   Rarity:                      4\*  
Hit Points:                      80                      Damage/Element:            80 (Elec)  
MB Cost:                        30                      Accuracy:                    C  
Effect:                         Hits a random enemy chip slot, in addition to their HP  
Description:                    ElecSword is an elec-elemental version of WideSword, which gives you a small accuracy boost in exchange for 10 MB. Only bring it if you're facing aqua-type opponents, the extra damage you'll deal is well worth the MB.

#029: FireBlade                   Rarity:                      3\*  
Hit Points:                      90                      Damage/Element:            90 (Heat)  
MB Cost:                        40                      Accuracy:                    D  
Effect:                         Hits a random enemy chip slot, in addition to their HP  
Description:                    The blade series is, in general, a waste of your MB. It's LESS accurate than the elemental swords, and that is NOT



MB Cost: 30 Accuracy: C  
Effect: Hits the enemy three times. Each time hitting a random enemy chip spot for 10 damage. The damage is RANDOMLY distributed.  
Description: The final Kunai-series chip, Kunai3 gives you a further 60 "total" damage and another 10 HP for 10 MB. Yum. Use it with Attack+ for plenty of extra damage.

...To be finished at a later date.

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= 14) Navi Codes =
= X14NAV =
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"Navi Codes", I hear you ask, "What are navi codes?". Navi Codes are one of the best new features of this game, which allow you to input a player's entry name and a special 24-digit code to fight against their navi (and program deck, to boot.) from anywhere in the world, without linking. So that means you could fight anyone all over the country, without the bother of long-distance travel.

So how do Navi Codes work? Well, unfortunately, it's not as simple as entering them in order to fight them. At ACDC Park, you can input the entry name and navi codes of the opponent you want to fight. There are 15 already in there for you to fight against (aren't you lucky? =P) and the game can store a maximum of 127. If you look at those numbers carefully you may be able to work out what's coming next.

A tournament. You pay a small entry fee, and you get entered into an elimination tournament. From there, you have to hopefully meet up with your opponent in the tournament before they get eliminated. It's worth noting that the more people entered in the tournament, the better your prizes, and the better the chips your opponent will drop are.

So, here are some navi codes that we've made, and have been submitted to us. If you wish to submit a navi code, then please post it in either the topic on the GameFAQs message board, or contact us at one of the mediums in the "Contact Us" section. There are a few little rules, though.

- 1) If your submission does not include your entry name, navi code and program deck, it will be rejected. We simply don't have the time to sift through them all to note their program decks. If you can also note which operator you're using, that would be great, but it's not necessary.
- 2) No hacked navis. Hacked navis means anything not usually possible, which includes program decks which go over the navi's normal MB limit, or use the HubStyle chip. We will be checking for hacked codes.
- 3) We'll be accepting the best three navi codes for each navi. Which three are the "best" is up to us. Our decision is final. Continue sending in navi codes if there's more than three there, but be warned it might not get up. You should also be aware that for that reason your navi code could be removed without notice. =P

That's it. Enjoy the navi codes!

---

Entry Name: TJ22  
Navi Code: 60YQ MV5H 27Bd s2N3 RKQ1 SC71  
Operator: ????

AquaCust

Hit Points: 400  
Attack Power: 50  
Buster Notes: Damages last chip  
Element: Aqua

Program Deck:

Recov30		FghtSword (R)
	FrzBomb	
None	Aqua+40	
	BubSprd	AquaCust
None	Aqua+40	
	FrzBomb	
Recov30		Recov300 (L)

-----

Entry Name: CARD  
Navi Code: Z9FW 8SdL 1hdY 45RD TH80 c450  
Operator: Kai

Bass

Hit Points: 700  
Attack Power: 20  
Buster Notes: Hits three times, damages chips  
Element: Normal

Program Deck:

Recov30		BgRedWav (R)
	MagBomb2	
DynaWave	GaiaSword	
	HeroSword	Bass
HiCannon	DropDown	
	Recov120	
Recov120		Repair (L)

-----

Entry Name: ZIDA  
Navi Code: 39SS JC8L 6s3X XRFW FBND QM01  
Operator: Chaud

Bass

Hit Points: 700  
Attack Power: 20  
Buster Notes: Hits three times, damages chips  
Element: Normal

Program Deck:

Anubis		HeroSword (R)
	Navi+20	



Element: Normal

Program Deck:

ZapRing3		HeroSword (R)
	FstGauge	
GoldFist	DropDown	
	HeroSword	BassGS
Navi+20	DropDown	
	FstGauge	
ZapRing3		Muramasa (L)

-----

Entry Name: ZIDA

Navi Code: sWBC \*77F M0G5 dT6s D0JQ Z502

Operator: Chaud

Flashman

Hit Points: 550

Attack Power: 30

Buster Notes: Paralyzing

Element: Elec

Program Deck:

Anubis		HeroSword (R)
	Navi+20	
Satelit3	ElecBlad	
	FstGauge	Flashman
MagBomb3	ZapRing3	
	Navi+20	
PaulGrab		GoldFist (L)

-----

Entry Name: TJ22

Navi Code: sd97 BM8V H0LL N4BJ 4N8X sR31

Operator: ????

HeatGuts

Hit Points: 400

Attack Power: 10

Buster Notes: Stunning

Element: Heat

Program Deck:

Recov30		FghtSword (R)
	Meteo6	
None	Fire+40	
	Blower	HeatGuts
None	Fire+40	
	HeatSprd	
Recov30		Recov300 (L)

-----

Entry Name: ZIDA

Navi Code: QK2s WCPd R5XK V74B sPMd S6\*0

Operator: Chaud

Heatman

Hit Points: 650  
Attack Power: 70  
Buster Notes: None.  
Element: Heat

Program Deck:

Anubis HeroSword (R)  
Navi+20  
FireSword Meteors  
FstGauge Heatman  
HeatCross FireBlad  
Navi+20  
PanelGrab GoldFist (L)

-----

Entry Name: ZIDA

Navi Code: SWBC \*77F M0G5 dT6s D0JQ Z502

Operator: Chaud

Iceman

Hit Points: 500  
Attack Power: 60  
Buster Notes: Pierces active defenses.  
Element: Aqua

Program Deck:

Anubis HeroSword (R)  
Navi+20  
BubSprd AquaSword  
FstGauge Iceman  
BubSprd AquaBlad  
Navi+20  
PanelGrab GoldFist (L)

-----

Entry Name: XENO

Navi Code: S2DL 4L7R 4KhH QZVS CXdL F8L1

Operator: ????

Magicman

Hit Points: 350  
Attack Power: 10  
Buster Notes: Insta-kills random chip, fire element  
Element: None

Program Deck:

PanelGrab Catcher (R)  
Satelit2  
Mindbend Invis1  
Satelit2 Magicman  
HeatSprd Invis1  
Spreader

HeatSprd

Recov150 (L)

-----

Entry Name: R001

Navi Code: MDX3 QB3T XW0L 8LS9 Y30F L5d0

Operator: Mayl

Magicman

Hit Points: 350

Attack Power: 10

Buster Notes: Insta-kills random chip, fire element

Element: None

Program Deck:

None AntiDmg (R)

AntiDmg

AntiSwrd LeafShld

Invis1

Magicman

Shadow2 BublWrap

Guard

None Recov150 (L)

-----

Entry Name: ZIDA

Navi Code: Fcc9 DNNF 9RPZ 4S3P Ch01 FX51

Operator: Chaud

Magnetman

Hit Points: 600

Attack Power: 60

Buster Notes: Breaks active defenses.

Element: Elec

Program Deck:

Satelit3 ElecAura (R)

Remobit3

MagBomb3 Elec+40

Satelit3

Magnetman

MagBomb3 Elec+40

ZapRing3

PanlGrab ZapRing3 (L)

-----

Entry Name: TJ22

Navi Code: 4LHd 4M6Z 1sH9 7934 B0hN ZCB1

Operator: ????

Megaman

Hit Points: 500

Attack Power: 50

Buster Notes: Damages random chip.

Element: None

Program Deck:

Recov30                                FghtSwrd (R)  
    Twister  
None                                MagBomb3  
    FrzBomb                        Megaman  
None                                MagBomb3  
    Twister  
Recov30                                Recov300 (L)

-----

Entry Name: BLUE  
Navi Code: ZLVJ 9SZ6 S1c3 BcQQ CGT2 X4Q1  
Operator: Chaud

Navi-F  
  Hit Points: 550  
  Attack Power: 70  
  Buster Notes: None.  
  Element: Heat

Program Deck:

FireBlad                                Meteors (R)  
    Fire+40  
Blower                                BrnzFist  
    Meteo6                        Navi-F  
Blower                                BrnzFist  
    Fire+40  
FireBlad                                Meteors (L)

-----

Entry Name: ZIDA  
Navi Code: sMdQ LQZD TYdQ 3TRX D5Z0 FX51  
Operator: Chaud

Navi-E  
  Hit Points: 550  
  Attack Power: 30  
  Buster Notes: Stunning  
  Element: Elec

Program Deck:

ElecBlad                                HeroSwrd (R)  
    Remobit3  
Satelit3                                Elec+40  
    ZapRing3                        Navi-E  
Satelit3                                Elec+40  
    Remobit3  
Navi+20                                ZapRing3 (L)

-----

Entry Name: BLUE  
Navi Code: P7RH FN6L SKG2 KhFW ch4R FBQ1  
Operator: Chaud

Navi-W  
  Hit Points: 550

Attack Power: 10\*3  
Buster Notes: Damages chips.  
Element: Wood

Program Deck:

Navi+40		GrasStag (R)
	Atk+20	
M-Cannon		GaiaSword
	KnigtSword	Navi-W
M-Cannon		GaiaSword
	Atk+20	
Navi+20		Muramasa (L)

-----

Entry Name: NITE  
Navi Code: Lc6M CK2N RG7S 5TDM B1JQ 44G0  
Operator: Chaud

Protoman

Hit Points: 550  
Attack Power: 60  
Buster Notes: Damages a random chip.  
Element: None

Program Deck:

None		KnigtSword (R)
	Trident	
None		Guardian
	KnigtSword	Protoman
None		Shadow
	VarSword	
None		PopUp (L)

-----

Entry Name: ZIDA  
Navi Code: 15MZ 9Gc\* 6D45 3B6h PNY0 BDQ1  
Operator: Chaud

Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces active defenses.  
Element: Wood

Program Deck:

Anubis		HeroSword (R)
	Navi+20	
TreeBom3		Twister
	FstGauge	Woodman
Spice3		TreeBom3
	Navi+20	
PaulGrab		GoldFist (L)

-----

Entry Name: ZIDA  
Navi Code: 2sHJ H7Q6 CQ4D PRGC Y0VG RZJ1  
Operator: Chaud

Woodman

Hit Points: 600  
Attack Power: 80  
Buster Notes: Pierces active defenses.  
Element: Wood

Program Deck:

CannBall		Spice3	(R)
	TreeBom3		
Spice2		GrassStg	
	FstGauge		Woodman
Spice3		GrassStg	
	TreeBom3		
CannBall		WoodAura	(L)

-----

Entry Name: TJ22  
Navi Code: 65Ms Y433 ND13 60ZN Dh86 9Ys1  
Operator: ????

WoodShld

Hit Points: 400  
Attack Power: 10  
Buster Notes: Hits three times, damages all chips  
Element: Wood

Program Deck:

Recov30		FghtSword	(R)
	TreeBom1		
None		Wood+40	
	GaiaSword		WoodShld
None		Wood+40	
	TreeBom1		
Recov30		Recov300	(L)

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= 15) Frequently Asked Questions =

= X15FAQ =

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It's called an FAQ/Walkthrough for a reason. Here are the most frequently asked questions on the message boards, we've gotten on e-mail, and generally stuff that's asked too often for it to be sane. Rapid-fire questions, go.

Q1) How do you use data chips?

A1) Highlight them and press Select. You'll get an 8-digit number pop up which you can use in the Numberman machine in Battle Network 4 when it comes out.

Q2) How do you get HubStyle?

A2) In Battle Network 4, there are navi codes you can find by examining objects dotted around the place, and one of them contains a navi code that, if inputted, will automatically give you the HubStyle navi core.

Q3) Can you get NormNav Zero?

A3) No.

Q4) How come NormNav5 is so easy to get? I heard it was a secret.

A4) It was in the Japanese version, but one of the things required to get it was never released in English, so it was changed to make it normally obtainable.

Q5) Is there a chip trader where I can get rid of some of my un-needed chips?

A5) No.

Q6) Which character should I pick?

A6) To be honest, there is no real best character as such - mainly because each character can use every single navi. As far as starting navis go, Megaman and Protoman are the well-rounded navis with good stats all round, and are generally very useful. Roll is a defensive navi centered on healing and evasion, whereas Ring is designed to evade and attack with a barrage of attacks and chip destruction. Gutsman is designed for pure power, and to be able to take a lot of hits. Turboman is there, in truth, to make the opponent's chips get broken in as many ways as possible. Pick whichever you like the sound of best.

Q7) How do you use Poltergeist?

A7) It's quite simple, for each guard chip in play (each player can have one, so only two maximum, I'm afraid) 150 damage is dealt to your opponent. All guard chips are then removed. Very useful against defensive opponents.

Q8) Do Japanese version navi codes work on the English version?

A8) So long as the name is in English characters, yes.

Q9) What's the best navi?

A9) There is no real "best" navi, however in terms of sheer fear factor, it's probably BassGS - high HP, high MB, and a nice strong chip-damaging buster. However, it is generally accepted that by using the strengths of other navis, some VERY fearsome decks can be created. Woodman in particular can be used to create a very powerful, fluid chip destroying deck, and a well boosted Numberman (with lots of Navi+40 chips) can mutilate the enemy's deck.

Q10) 128-person tournament? How the hell do you get that many codes?

A10) Fodder Navi Codes FAQ. Now.

Q11) Where does this game fit in, storyline-wise?

A11) After Battle Network 3, before Battle Network 4.

Q12) How many battles are there in Hackers Open? It seems to go forever!

A12) 100 battles. You should charge up your SP / put in some new batteries before starting it.

Q13) Are there program advances in this game?

A13) No.

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= 16) Glossary                               =
=      X16GLS                                =
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Operator: The owner and controller of a Navi. Operators control their Navis, upgrade them and create their program grids.

Navi (NetNAVI / InterNet Navigator): An executable super-AI program designed to assist an operator as best as possible. A NetNavi battles for their operator, sets up schedules and reminders and the like. Most operators are great friends with their NetNavis.

EXE: A computer file extension given to executable programs, such as a NetNavi program, or any program for that matter.

PET (PErsonal Terminal): A small device which clips onto the waist, and contains the NetNavi AI program. Can be held in hand with a small handle on the side. Contains ports for plugging in and slotting in chips.

Synchronization Rate: A measurement of the synchronization between operator and Navi. Higher synchronization allows for flexibility of battle chips whilst lower synchronization allows for more powerful base attacks.

Deletion: When a program is hit by a blow so powerful it disrupts the data of the program to the point where it cannot restabilise. The data floats away, deleted.

LogOut: When a powerful blow hits the navi and it's data becomes unstable, it is pulled back to the PET to give it a chance to recuperate. This process is a LogOut.

Server: A terminal used to store information about the internet, it's areas and features. NetNavi information is stored on the server whilst they are plugged in.

Jack-In: The act of connecting the PET to a terminal in order to send the Navi data into the server.

Transmission: The sending of any form of data from a real world source into the main server.

Custom Gauge: A gauge indicating the Navi's stability to cope with extra uploaded data. The higher it fills, the more likely the Navi will be able to use the data. If the data cannot be used, the chip must be recharged before it's next use.

Navi Core: A small batch file that can be placed into the program grid to edit your Navi's battle data. The batch changes data stability (HP), attack power (AP) and memory capacity (MB)

"Slot-In": When a chip is manually slotted into the PET by the operator rather than being automatically activated by the Navi. This method allows for more precise timing of usage, but has a good chance of failure.

Battle Chip - A battle chip is a small microchip containing the data of a weapon. By slotting the chip in, or attaching it to the Program Grid, your Navi can use the weapon in battle.

Program Grid: The program grid is a small pyramid in which an operator can

place battle chips. These Navi chips will be available to use in battle by the Navi.

WWW / World Three: An evil NetCrime organization run by Professor Wily, their aim is and always has been the destruction of Net society.

Gospel: A NetCrime organization run by Sean (also known in Japan as "Obihiro Shun"), a young child manipulated by Wily to do his bidding.

Official NetBattler: An operator / Navi combination working for the Sci Labs, to preserve the peace of the networks.

Sci Lab: The technological home of the country, home to the top research labs (Hikari Labs) and the Mother Computer, the computer that controls the entire country's internet.

Higsby's: A small local chip shop run by Higsby. One of the very few real world sources for chips.

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= 17) Version History           =
=      X17VER                   =
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Version 0.2 (14th May 2004): We are lazy little buggers. In this update, all character walkthroughs have been at least started (Magenta apologizes for his lazyness on behalf of all Mary players out there! ^\_^;), and some work has been made on various sections such as Gameplay, Battle Chips and Navi Codes. We also added a Frequently Asked Questions section to address some of the more common gameplay questions.

Version 0.1 (19th March 2004): First submission of the FAQ. The basic required sections (Intro, Table of Contents, Outro, Gameplay) are complete. Glossary, Grand Prix Mode info, Open Battle mode info and Open Battle: DenCity are hopefully complete, baring any errors. Made some slight dents into the tournaments for Chaud, Mayl, Lan, Dex and Kai.

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= 18) Credits / Thanks         =
=      X29CRD                   =
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CJayC: For hosting GameFAQs in it's infinite glory, for hosting this FAQ and for the message boards. We salute you, sir.

mmx2k2 / Erik: You host Battle Network Nebula. Battle Network Nebula very awesome. Awesome is good.

Lifevirus7: For correcting an error on the use of the "start" button in-game.

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= 19) Outro / Contact Info     =
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= X300UT =  
=====

Contact Info:	Magenta Galaxy	MMassey
GameFAQs board name:	Magenta Galaxy	Twelve12Percent
AOL Instant Messenger:	Arkweist	Todo is GOD
MSN Messenger:	rbvandy AT msn.com	
E-mail:	rbvandy AT msn.com	GetYourVashOn AT aol.com

Replace the "AT" with "@" where necessary. Just a precaution because of those darned auto-generating spam virus things. And now for the outro.

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Please?

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