Mega Man Network Transmission FAQ

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MEGAMAN BATTLE NETWORK TRANSMISSION
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RANT
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Be sure you have the latest version of this file and to read everything before
e-mailing me, otherwise I will ignore you. I may have missed some secret
places, if so, contact me and explain me in detail. I will update my maps and
give credit to the first one.




INTRODUCTION
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What do you get when you mix MegaMan Battle Network elements with the old
MegaMan NES games: A winner! This guide goes with the maps for this game.
I did not thought I would be doing maps for a 2D side-scroller, but since there
are many hidden areas and sprites were easy to see, I chose to do them anyway.
You will find all Internet areas with their items, obstacles, etc.




QUICK WALKTHROUGH
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Scenario 1:  Den 1 (Lan's house), Den 2, Den 3 -> FireMan
Scenario 2:  Den 3 (Mayl's house), SciLab 1, SciLab 2, SciLab 3 -> GutsMan
Scenario 3:  NeedleMan (Yai's house) / BrightMan (Subway) / QuickMan (Bus Stop)
Scenario 4:  IceMan (Subway) / ColoredMan (Bus Stop) / ElecMan (Subway)
Scenario 5:  SciLab 3 (Dex's house), SciLab 4, SwordMan
Scenario 6:  SciLab 4 (Lan's house), GravityMan
Scenario 7:  SciLab 4 (Lan's house), StarMan
Scenario 8:  SciLab 4 (Lan's house), Zero
Scenario 9:  Scilab 4 (Lan's house), Dark Navi -> ProtoMan
Scenario 10: Scilab 2 (Dex's house), Pharaoh Man / ShadowMan (School)
Scenario 11: SciLab 4 (Lan's house), Last stage




FOLDER & LIBRARY
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In this game, you have 20 chips in your folder, no more letters, but some have
restrictions. Some names are temporary.

#   Name        Dmg    Type    Limit   Restr.    Description
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-----------------------------------------------------------------------------
001 Cannon     40    None     30   None    Hi-powered shot
002 HiCannon   80    None     20   None    Hi-powered shot
003 M-Cannon  120    None     10   None    Hi-powered shot
004 ShotGun    40    None     20   None    Hi-powered shot that affects also
                                           behind the hit
005 V-Gun      50    None     20   None    Like ShotGun, but the blast effect
                                           is larger
006 CrossGun   60    None     7+   None    Like V-Gun, with greater effect
007 Spreader   70    None     3+   None    Even greater effect than CrossGun
008 Bubbler    50    Aqua     30   None    Like Shotgun
009 Bub-V      60    Aqua     4+   None    Like V-Gun
010 BubCross   70    Aqua     4+   None    Like CrossGun
011 BubSprd    80    Aqua     1+   None    Like Spreader
012 HeatShot   50    Heat    10+   None    Like Shotgun
013 Heat-V     60    Heat     20   None    Like V-Gun
014 HeatCros   70    Heat    16+   None    Like CrossGun
015 HeatSprd   80    Heat     4+   None    Like Spreader
016 MiniBomb   50    None     30   None    Throws a bomb
017 LilBomb    50    None     20   None    Like MiniBomb, larger explosion
018 CrosBomb   60    None     20   None    Like LilBomb, larger explosion
019 BigBomb    80    None     2+   None    Like CrosBomb, larger explosion
020 TreeBom1  100    Wood    15+   None    Throws a wooden spike
021 TreeBom2  120    Wood     20   None    Throws a wooden spike
022 TreeBom3  140    Wood    16+   None    Throws a wooden spike
023 Sword      80    None     20   None    Short horizontal sword attack
024 WideSwrd   80    None     20   None    Short vertical sword attack
025 LongSwrd   80    None     20   None    Long horizontal sword attack
026 FireSwrd  100    Heat     10   None    Like WideSwrd
027 AquaSwrd  100    Aqua     10   None    Like WideSwrd
028 ElecSwrd  100    Elec     10   None    Like WideSwrd
029 FireBlde   90    Heat     10   None    Like LongSwrd
030 AquaBlde   90    Aqua     10   None    Like LongSwrd
031 ElecBlde   90    Elec     10   None    Like LongSwrd
032 SonicBld   80    None     1+   Ground  Shockwave attack, both sides
033 TriSlash   80    None      1   Ground  Multiple slash attack
034 Kunai1     50    None     2+   None    Short range shuriken attack
035 Kunai2     60    None     1+   None    Short range shurikens attack
036 Kunai3           None     1+   None    Short range shurikens attack
037 CustSwrd    X    None     10   None    Sword with damage depending on
                                           Custom Gauge
038 Muramasa    X    None     1+   None    Sword with damage depending on
                                           damage you received
039 VarSwrd     X    None     1+   Ground  Sword with buttons combo
040 StepSwrd  180    None     4+   Ground  Counter-attack sword
041 ShockWav   40    None     30   Ground  Wave attack
042 SonicWav   70    None    13+   Ground  Faster wave attack
043 DynaWave  100    None     2+   Ground  Fastest wave attack
044 FlamTrwr   30    Heat      5   Ground  Flame thrower attack
045 Stomp      90    None     1+   Ground  Stomping attack
046 AirShoes         None     10   Jump    Double jump, use when your are at
                                           your maximum jumping height
047 GutPunch  100    None     2+   Ground  Punch attack, piercing attack
048 ColdPnch   80    Aqua     10   Ground  Punch attack, piercing attack
049 BrnzFist   80    None     15   Ground  Punch attack, piercing attack
050 SilvFist  120    None     10   Ground  Punch attack, piercing attack
051 GoldFist  160    None     4+   Ground  Punch attack, piercing attack
052 IceSlash  100    Aqua     1+   None    Straight icicle attack
053 Boomrang   60    None     2+   None    Throws multiple boomerangs
054 Ball       80    None     3+   None    Bouncing ball attack
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055	ThunBeam	60	Elec	1+	None	Like TriShot
056	GravHold	20	None	3+	None	Gravity ball attack
057	StarArro	40	None	1+	None	Arrow attack, can be ridden
058	DashAtk	80	None	10	None	Dashing attack, can be use for accessing far away places.
059	Wrecker	80	None	20	None	Like MiniBomb, piercing attack
060	CannBall	120	None	3+	None	Like Wrecker
061	Hammer	160	None	2+	None	Like CannBall
062	DoubNdl	50	None	5+	None	2 needle shot
063	TriNdl	50	None	3+	None	3 needle shot
064	QuadNdl	50	None	1+	None	4 needle shot
065	NdlCann	20	Wood	5	None	Multiple needle shot
066	Ratton1	70	None	10	Ground	Ground moving mine
067	Ratton2	80	None	10	Ground	Ground moving mine
068	Ratton3	90	None	10	Ground	Ground moving mine
069	TriShot	60	None	10+	None	Three-way shot
070	Laser	80	Elec	1	None	Shots an electric outlet
071	Tornado	20	None	15	None	Slow moving tornado
072	Twister	20	Wood	15	None	Immobile tornado
073	Blower	20	Heat	15	None	Like Twister
074	Burner	80	Heat	7+	Ground	Fire surrounds you for a second
075	ZapRing1	20	Elec	10	None	Stunning ring attack
076	ZapRing2	30	Elec	10	None	Stunning ring attack
077	ZapRing3	40	Elec	10	None	Stunning ring attack
078	Satelit1	60	Elec	10	None	Waving drone attack
079	Satelit2	80	Elec	10	None	Waving drone attack
080	Satelit3	100	Elec	10	None	Waving drone attack
081	Spice1	40	Wood	10	None	Temporary shield
082	Spice2	60	Wood	7+	None	Temporary shield
083	Spice3	80	Wood	1+	None	Temporary shield
084	MagBomb1	80	Elec	10	None	Stunning bomb
085	MagBomb2	90	Elec	4+	None	Stunning bomb
086	MagBomb3	100	Elec	5+	None	Stunning bomb
087	YoYo1	40	None	2+	None	Yoyo attack
088	YoYo2	50	None	4+	None	Yoyo attack
089	YoYo3	60	None	1+	None	Yoyo attack
090	Guard		None	10	Ground	Shield that reflects attacks
091	Shield		None	10	Ground	Shield that reflects attacks
092	HiGuard			1+		Shield that reflects attacks
093	Repair		None	5	None	Replaces all falling platforms that have already fallen
094	Recov10		None	15	None	Recovers 10 HP
095	Recov30		None	10	None	Recovers 30 HP
096	Recov80		None	5	None	Recovers 80 HP
097	Recov150		None	5	None	Recovers 150 HP
098	Recov300		None	5	None	Recovers 300 HP
099	Candle1		Fire	5	Ground	Recovers 2 HP per second
100	Candle2		Fire	1+	Ground	Recovers 2 HP per second
101	Candle3		Fire	1+	Ground	Recovers 2 HP per second
102	RockCube	20	None	5	Ground	Drops a rock stone
103	IceCube	20	Aqua	1+	Ground	Drops an ice block
104	Anubis		None	1+	Ground	Statue inflicts general damage
105	Invis1		None	5	None	Be invincible for a few seconds
106	Invis2		None	5	None	Like Invis1, but longer
107	Invis3		None	5	None	Like Invis2, but longer
108	PopUp		None	1+	None	Like Invis3, but longer
110	StoneBod		None	5	Ground	Makes you immobile and protects you for a few seconds
111	HiBody		None	5	Ground	Like StoneBod
112	BestBody		None	5	Ground	Like StoneBod

ID	Name	Damage	Element		Terrain	Description
113	Barrier		None	5	None	Protects you from one hit
114	AquaAura		Aqua	1+	None	Water shield
115	FireAura		Heat	1+	None	Fire shield
116	WoodAura		Wood	1+	None	Wooden shield
117	ElecAura		Elec	1+	None	Electric shield
118	LifAura1		None	4+	None	Temporary shield that nullifies damage lower than 80
119	LifAura2		None	3+	None	Temporary shield that nullifies damage lower than 100
120	LifAura3		None	2+	None	Temporary shield that nullifies damage lower than 150
121	Roll	80	None	5	Ground	Attack closest enemy and recovers half your health
122	GutsMan	90	None	5	Ground	Shockwave attack
123	ProtoMan	160	None	5	Ground	Sword attack
124	FireMan	40	Heat	5	Ground	Flame thrower attack
125	NdlMan	80	Wood	5	Ground	Wide area needle attack
126	BrghtMan	20	Elec	5	Ground	Stunning attack
127	IceMan	90	Aqua	5	Ground	Wide area ice attack
128	QuickMan	60	None	5	Ground	Boomerang attack
129	ColorMan	100	None	5	Ground	Bouncing ball attack
130	ElecMan	90	Elec	5	Ground	Multiple lightning attack
131	SwordMan	80	None	5	Ground	Sword throwing attack
132	GravMan	0	None	5	Ground	Dark Hole attack, vanishes enemies
133	StarMan	50	None	5	Ground	Star shower attack
134	Zero	100	None	1	Ground	Multiple long range sword attack
135	PharoMan	30	None	5	Ground	Laser attack
136	ShadoMan	80	None	5	Ground	Multiple shurikens forward
137	Bass	60	None	1	Ground	Giant bombing attack

PROGRAM ADVANCES

Program Advances are combos of Battle Chips that will create a new effect.

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01. Zeta Cannon:   Cannon + HiCannon + M-Cannon   = 120 damage + Invis3
02. Zeta Ratton:   Ratton1 + Ratton2 + Ratton3    = 90 damage + Invis3
03. Giga Burst:    Spreader + Bubbler + HeatShot   = 300 damage
04. Stream Arrow:  DoubNdl + TripNdl + QuadNdl     = 100 damage
05. Greatest Bomb: LilBomb + CrosBomb + BigBomb    = 200 damage
06. Dream Sword 1: Sword + WideSwrd + LongSwrd     = 200 damage
07. Dream Sword 2: FireSwrd + AquaSwrd + ElecSwrd = 300 damage
08. Dream Sword 3: FireBlde + AquaBlde + ElecBlde = 400 damage
09. Machine Punch: GutPunch + ColdPnch + DashAtk  = 100 damage
10. Star Shower:   SoniSlsh + GravHold + StarArro = 80 damage
11. Big Heart:     Repair + Recov300 + Roll       = 200 damage + Full recovery
12. Guts Shoot:    MetGuard + DashAtk + GutsMan   = 300 damage
13. Double Hero:   CustSwrd + VarSwrd + ProtoMan  = 70 damage
14. Zero Counter:  HiGuard + ZetSaber + Zero      = 300 damage
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SUB-CHIPS

Mini Energy: Refills some of your energy
Half Energy: Refills half of your energy
Full Energy: Refills all your energy
Unlock: Unlocks purple mystery data

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MP Recovery: Refills your MP meter
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MEGAMAN
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HP:     MegaMan's health (Max 1000)
MP:     MegaMan Battle Chip meter (Max 256 MB)
Lifes:  MegaMan's lifes (Max 9)
Zenny:  MegaMan's money
Armor:  MegaMan's armor (Normal, Fire, Aqua, Wood, Elec)
Attack: MegaBuster's power
Rapid:  MegaBuster's speed
Charge: MegaBuster's charge level
        (1: None, 2: 1st level, 3: 2nd level, 4: Fast charge, 5: Faster charge)



MAP
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As you progress in the game, more jack-in sockets will appear on the map.
Some names are temporary.

Higsby's shop
  Not really a stage, just a shop
Lan's house
  Access to Den area 1 & SciLab 4
Mayl's house
  Access to Den area 3
Yai's house
  Access to NeedleMan's stage
Dex's house
  Access to SciLab 3
Metroline Subway
  Access to BrightMan, IceMan and ElecMan's stages
Bus Stop
  Access to QuickMan & ColoredMan's stages
School
  Access to ShadowMan's stage



STAGES & BOSSES
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Den Areas (Lan's and Mayl's houses)
  In the area 2, you will see a glass block that can be destroyed with a
  piercing attack, like a Punch chip or Howitzer.
  Right after, you will have some spikes you need to slide under, jump when
  you have a free space.
  The third area will be completely accessible after FireMan.
  You can go to the last segment from FireMan's stage with some Double Jump to
  access the secret boss.

SciLab areas (Dex's house)
  Much like the Den areas...

FireMan area (Den area 3 later)
  Some bits of this stage are like the old NES FireMan's stage in MM1. Be
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  careful on the falling blocks and do not fall in the lava.
  Boss stategy: Use Bubbler, Wrecker and the DreamSword1 PA combo. Slide under
  FireMan's flamethrower.


GutsMan (SciLab 3)
  Boss stategy: Use Invis1 and Recov chips. Jump at any GutsMan's attacks.

NeedleMan Areas (Yai's house)
  Quite simple stage, but be careful with the mechanical needles.
  Boss stategy: Use fire-based chips (FireMan). Slide under NeedleMan's attack.

BrightMan (Subway)
  This stage is pretty easy, just take your time with the lasers.
  Boss stategy: Shoot BrightMan to lower his shield, then use a Wood-based chip
                (NeedleMan).

IceMan Areas (Subway)
  The second area has the disappearing blocks from the NES IceMan's stage.
  In the third area, you have to fight a giant boss, so prepare Elec-based
  chips.
  Boss stategy: Shoot IceMan and jump over him.

ElecMan Areas (Subway)
  This time, you will travel on high voltage wires, just be sure not to touch
  the wires and the ground at the same time. (Just kidding ;)
  Boss stategy: Shoot ElecMan, slide away, turn and attack for real. Repeat.

QuickMan Areas (Bus Stop)
  Argh! The killing lasers are back from MM2! Check the maps and try to figure
  out the best way out of this place.
  Boss stategy: Slide under QuickMan as he get close. Use Invis1 chips

ColoredMan Areas (Bus Stop)
  There is a funny pinball-like in the second area. There is also a secret
  warp that leads to a slot machine with prizes.
  Boss stategy: Attack ColoredMan's head.

SwordMan Areas (Den area 4)
  Keep the rythym and the swords will not touch you.
  Boss stategy: Slide away at any attack.

GravityMan Areas (Den area 4)
  Some blocks are multiplying the gravity there: the dark ones two times and
  the light ones four times. In the second area, the gravity will be reversed,
  try not to jump too high when crossing the bands.
  Boss stategy: Aim at his head. Jump at the ceiling or floor when surrounded.

StarMan Areas (Den area 4)
  Low-gravity area, have fun. :D
  Boss stategy: StarMan teleports often, do not give up.

Zero Area (Den area 4)
  Only one area there, but that's enough.
  Boss stategy: Shoot, slide under Zero, turn and attack.

PharaohMan Areas (SciLab area 3)
  Many traps there, just keep on your toes.
  At the end of the first area, there is a little dog that can be defeated
  with ten hits. After five times, a new dog will appear with 150 hits!
  It will give you the Pop-up Battle Chip.
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Boss stategy: Destroy the Anubis statues as soon as you can if they appear.

ShadowMan Areas (School)
  The first area has some bolts platforms with holes in the middle, be careful.
  The second area will remind you of the NES GutsMan stage with the flipping
  platforms, jump at the last moment.
  Cross the subway gates in the good direction or ghost will attack you.
  Boss stategy: Be stealty as a ninja: use Invis chips.

ProtoMan (SciLab area 4)
  Boss strategy: Same as Zero. Using Invis chips helps.

Last Stage Area (Den area 4)
  You need powerful elemental attacks to defeat the Bits with their auras.
  The warp is a point of no return, so if you want to save all the items you
  got there (there are a lot of them), jack-out before the warp and return
  after.
  Do not be afraid to use all your chips against the first boss, they will
  return right after that battle.
  Boss stategy: Destroy one of the cannon so the lasers stops, destroy the
                other, then take care of the giant beam. Don't panic.
  Next, you will have to fight most of the previous bosses one right after the
  other, so prepare a good deck. Do not worry if you die, you will continue
  with the last boss you fought. Again, all your chips will be resplendished
  after for the final battle.
  Boss stategy: Use attacks with an attack of 100 or higher to take down the
                aura.

ITEMS AND OBSTACLES

Here is a short description of every icon you'll find on the maps.

Zenny: Currency in the MMBN world. They are red, silver and gold ones.
Mystery Data: Those crystals are found in the cyberspace and contain zennies,
               items or Battle Chips. There are four kinds:
               Green: Random items that return each time you jack-in.
               Blue: One-time item.
               Purple: One-time locked item. You need an UnLock to get them.
               Yellow: One-time story-driven item.
Battle Chips: They give you special attacks.
Energy pellet: Refills your health. There are small and big ones.
Life Up: Adds one life to your maximum life count.
Spikes: Take a big chuck out of your health. Can be lethal if you do not
               have much health.
Securiblock: Obstacle that will prevent you of going any further, you need
               either a Passcode or a certain condition to get rid of them.
               They are represented as big grey blocks marked "LOCK"
Warp: A teleporter that will transport you to another area.
Dash icon: Shows a place where you have to use the Dash chip.
Jump icon: Shows a place where you have to use an AirShoes chip.
Wires: You can hang and travel on them by pressing UP.
Number blocks: Shows the order of appearance of the vanishing blocks.
Conveyor belt: Some move slowly, but others speeds up.
Rotating bolt: A small round platform that rotates.

GENERAL TIPS AND STRATEGIES

- It is a personal preference, but when installing Buster Up, fill Attack,
  Charge, then Rapid.
- You can stop a slide by jumping.
- If you are sliding toward an edge, you can jump after the slide, this can be
  VERY useful!
- You can also jump on a platform directly above you if you get on the very
  edge and turn back as you jump.
- Many places might look like you need to use a Dash of double jump, but most
  of the time, it's not the case.
- The Invis or Dash chip can be useful if you want to get though spikes.
- The Repair chip replaces the fallen blocks.
- In a battle, don't panic, and use the "Standy" button often to switch Battle
  Chips.
- Try to recognize an enemy by the sounds it makes.
- The faster you delete an ememy, the better the reward.
- Do not give up, the bosses may be difficult at first, but as strange as it
  could seem, the bosses will get easier as you progress. If you are stuck,
  collect and buy as many upgrades as you can, use PA combos, etc.
- Remember the element loop: Water -> Fire -> Wood -> Elec -> Water. This
  applies also to your armor, so be careful.
- Enemies return if you get far enough and turn back, so filling the maximum
  capacity of Battle Chips can be easy.
- Your normal shots go farther than the screen edge, so use that to your
  advantage.
- Try to have a balanced folder with shots, swords, bombs, recovery and Navis.
- You should buy as many Unlocks as you can before entering a new stage.
- If you collected many items in a stage, you might want to jack-out and save
  before fighting the boss. Just to be on the safe side.
- Wait until you have the chips you want and to have a full custom meter before
  entering a boss room. To be sure to have the chips you want, use up all the
  others. :)
- You can slide between bosses legs without getting hit. :)
- If you want a cheap victory, use the Zeta Cannon PA to beat most of the
  toughest enemies.
- Even if you use up all of one chip, you can still have more by collecting the
  chip again from the enemy. For example: Let's suppose you used up all your
  "Cannon" chips and you collect one other from a Cannon enemy, you will be
  able to use it once more, even if you reached the maximum limit of that chip.

*** Spoiler ***
- There is a secret boss in Den area 3. You can access its warp if you are at
  the 100th level and have all the Navis chips. Don't be fooled by its energy
  meter.

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Usual stuff

V 0.8 Updates:
- First version that contains:
  This guide and maps.
  Some item and obstacle locations.
  Description of the items and obstacles.

V 1.0 Wish-list (When american version is out):
- Add remaining items.

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    - Convert the Japanese names to English.


For those who are interested to know, I have made those maps with MS-Paint with
10X10 pixels sprites.


Those maps are copyrighted (2003) to MegaBoy.
You can put them on your web site, unmodified and with proper credit
but contacting me would be appreciated to keep track and to send you
updates when new versions are available.


Special thanks to GameFAQs MMNT forum people for all the useful information.


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