Mega Man Network Transmission Battlechip List

by IceQueenZer0

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-------------------------[ MEGAMAN NETWORK TRANSMISSION ]-----------------
---------------------------------[Battlechips List]----------------------
------------------------------ [ Nintendo Gamecube ]---------------------
---------------------------------[by Ice Queen Zero]----------------------
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o--------------------o
       INTRODUCTION
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```

I noticed that there wasn't a Battlechips List FAQ on the site for this game
and fortunately I happened to have one on file as it was part of an FAQ that I
changed my mind about doing a while back and the only thing I had complete at
the time was the chips list.

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        DISCLAIMER
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```

For more guides by myself visit this link:
http://www.gamefaqs.com/features/recognition/74803.html

```
o--------------------o
      CHIP LIST
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```

Rarity Guide

* = Very Common
** = Common
*** = Moderate
**** = Rare
***** = Very Rare

MB: The amount of MB used . It refills by resting or using a refill.
Damage: How much damage a chip does. Doubles if

Aqua Chips hit Fire viruses
Fire Chips hit Wood viruses
Wood Chips hit Electric viruses
Electric Chips hit Aqua virus

Max you can carry: you can carry only a certain amount of a particular chip.

```
Use it when:

Running/standing - while you are still or in motion, you can use this.
Jumping - use it while jumping.
Ladder - use it while climbing the ladder.
Cyberbar - use it while hanging from the overhead bar.

-----------------
001: Cannon
-----------------
MB: 8
Damage: 40
Element: Null
Max you can carry: 30
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: A big bang that attacks one enemy in front of you.

-----------------
002: HiCannon
-----------------
MB: 16
Damage: 80
Element: Null
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: A big bang that attacks one enemy in front of you.

-----------------
003: M-Cannon
-----------------
MB: 32
Damage: 120
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: A big bang that attacks one enemy in front of you.

-----------------
004: Shotgun
-----------------
MB: 8
Damage: 40
Element: Null
Max you can carry: 30
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Attacks object and area directly behind on contact.

-----------------
005: V-Gun
-----------------
MB: 8
Damage: 50
```

```
Element: Null
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Attacks object and and the two diagonal areas behind it on contact.

-----------------
006: CrossGun
-----------------
MB: 16
Damage: 60
Element: Null
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Attacks object and below, above, and behind it on contact.
-----------------
007: Spreader
-----------------
MB: 20
Damage: 70
Element: Null
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Attacks object and radius around it on contact.

-----------------
008: Bubbler
-----------------
MB: 8
Damage: 50
Element: Aqua
Max you can carry: 30
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Attacks object and area directly behind on contact.

-----------------
009: Bub-V
-----------------
MB: 8
Damage: 60
Element: Aqua
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Attacks object and and the two diagonal areas behind it on contact.

-----------------
010: BubCross
-----------------
MB: 16
Damage: 20
Element: Aqua
```

```
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Attacks object and below, above, and behind it on contact.

-----------------
011: BubSpred
-----------------
MB: 20
Damage: 80
Element: Aqua
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Attacks object and radius around it on contact.

-----------------
012: HeatShot
-----------------
MB: 8
Damage: 80
Element: Fire
Max you can carry: 30
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Attacks object and area directly behind on contact.

-----------------
013: Heat-V
-----------------
MB: 8
Damage: 60
Element: Fire
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Attacks object and and the two diagonal areas behind it on contact.

-----------------
014: HeatCros
-----------------
MB: 16
Damage: 70
Element: Fire
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Attacks object and below, above, and behind it on contact.

-----------------
015: HeatSprd
-----------------
MB: 20
Damage: 80
Element: Fire
```

```
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Attacks object and radius around it on contact.


-----------------
016: MiniBomb
-----------------
MB: 8
Damage: 50
Element: Null
Max you can carry: 30
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Launches bomb forward.


-----------------
017: LilBomb
-----------------
MB: 16
Damage: 50
Element: Null
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Launches bomb forward with sideways explosion.


-----------------
018: CrosBomb
-----------------
MB: 20
Damage: 60
Element: Null
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Launches bomb forward explodes in cross pattern.


-----------------
019: BigBomb
-----------------
MB: 24
Damage: 80
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Launches big bomb forward.


-----------------
020: TreeBom1
-----------------
MB: 24
Damage: 100
Element: Wood
```

```
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Launches tree seed that makes tree spikes rise in a wave pattern.

-----------------
021: TreeBom2
-----------------
MB: 28
Damage: 120
Element: Wood
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Launches tree seed that makes tree spikes rise in a wave pattern.

-----------------
022: TreeBom3
-----------------
MB: 32
Damage: 140
Element: Wood
Max you can carry: 20
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Launches tree seed that makes tree spikes rise in a wave pattern.

-----------------
023: Sword
-----------------
MB: 8
Damage: 80
Element: Null
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Slice enemy in front of you.

-----------------
024: WideSwrd
-----------------
MB: 16
Damage: 80
Element: Null
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Vertical slash

-----------------
025: LongSwrd
-----------------
MB: 16
Damage: 80
Element: Null
```

```
Max you can carry: 20
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Long slash ahead of you.

-----------------
026: FireSwrd
-----------------
MB: 24
Damage: 100
Element: Fire
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Vertical Fire Slash

-----------------
027: AquaSwrd
-----------------
MB: 24
Damage: 100
Element: Aqua
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Vertical Water Slash

-----------------
028: ElecSwrd
-----------------
MB: 24
Damage: 100
Element: Electric
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Vertical Electric Slash

-----------------
029: FireBlde
-----------------
MB: 24
Damage: 90
Element: Fire
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Horizontal Fire Slash

-----------------
030: AquaBlde
-----------------
MB: 24
Damage: 90
Element: Aqua
```

```
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Horizontal Water Slash


-----------------
031: ElecBlde
-----------------
MB: 24
Damage: 90
Element: Electric
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Horizontal Electric Slash


-----------------
032: SonicBld
-----------------
MB: 24
Damage: 80
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Shockwave slash


-----------------
033: Z-Saber
-----------------
MB: 48
Damage: 80
Element: Null
Max you can carry: 1
Rarity: ****
Can use while: Standing/Running


Attributes: Triple Slash.


-----------------
034:  Kunai1
-----------------
MB: 16
Damage: 50
Element: Null
Max you can carry: 20
Rarity: *
Can use while: Standing/Running


Attributes: Spinning kunai moves diagonally upwards.

-----------------
035: Kunai2
-----------------
MB: 16
Damage: 60
Element: Null
```

```
Max you can carry: 20
Rarity: **
Can use while: Standing/Running


Attributes: Spinning kunais move diagonally up and down.


------------------
036: Kunai3
------------------
MB: 16
Damage: 70
Element: Null
Max you can carry: 20
Rarity: ***
Can use while: Standing/Running


Attributes: Spinning kunais moves in an X


------------------
037: CustSwrd
------------------
MB: 32
Damage: higher the custom bar is. 0 if full.
Element: Null
Max you can carry: 10
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: The bar fills up, it gets more powerful but useless if bar's full.


------------------
038: Muramasa
------------------
MB: 64
Damage: Max HP minus current HP
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: The more HP you lose the more powerful the sword is.


------------------
039: VarSwrd
------------------
MB: 32
Damage: Varies
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Slash varies.


------------------
040: Slasher
------------------
MB: 32
Damage: 180
Element: Null
```

```
Max you can carry: 30
Rarity: ****
Can use while: Standing/Running


Attributes: Powerful slash that nails enemies who come close.


------------------
041: ShockWav
------------------
MB: 8
Damage: 40
Element: Null
Max you can carry: 30
Rarity: *
Can use while: Standing/Running


Attributes: Shockwave attack.


------------------
042: SonicWav
------------------
MB: 16
Damage: 70
Element: Null
Max you can carry: 20
Rarity: **
Can use while: Standing/Running


Attributes: Shockwave attack.


------------------
043: DynaWav
------------------
MB: 24
Damage: 100
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Runnung


Attributes: Shockwave attack.


------------------
044: FireArm
------------------
MB: 24
Damage: 30
Element: Fire
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Piercing flamethrower attack.


------------------
045: FootStmp
------------------
MB: 24
Damage: 90
Element: Null
```

```
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running

Attributes: Jump and stomp the enemy.

-----------------
046: DoubJump
-----------------
MB: 24
Damage: 0
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Jumping

Attributes: Jump again in the middle of a jump.

-----------------
047: GutPunch
-----------------
MB: 16
Damage: 100
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Punches object in front and moves it forward.

-----------------
048: ColdPnch
-----------------
MB: 16
Damage: 80
Element: Aqua
Max you can carry: 10
Rarity: **
Can use while: Standing/Running

Attributes: Punches object in front and moves it forward.

-----------------
049: BrnzFist
-----------------
MB: 16
Damage: 80
Element: Null
Max you can carry: 15
Rarity: **
Can use while: Standing/Running

Attributes: Mighty fist attack.

-----------------
050: SilvFist
-----------------
MB: 24
Damage: 120
Element: Null
```

```
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running

Attributes: Mighty fist attack.

------------------
051: GoldFist
------------------
MB: 32
Damage: 160
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Mighty fist attack.

------------------
052: IceSlshr
------------------
MB: 16
Damage: 100
Element: Aqua
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Blade of ice slashes enemy.

------------------
053: QuikBmrg
------------------
MB: 16
Damage: 60
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Throws a boomerang that returns.

------------------
054: ClrBall
------------------
MB: 16
Damage: 80
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Tosses small bouncing balls.

------------------
055:
------------------
MB: ThunBeam
Damage: 60
Element: Electric
```

```
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Throws a bolt in 3 directions.


------------------
056: GrvtyHld
------------------
MB: 20
Damage: 20
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Piercing gravity bolt.


------------------
057: StrArrow
------------------
MB: 32
Damage: 40
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: An arrow you can ride too.


------------------
058: DashAtk
------------------
MB: 16
Damage: 90
Element: Null
Max you can carry: 10
Rarity: *
Can use while: Standing/Running


Attributes: Dashing kamikaze attack.


------------------
059: Wrecker
------------------
MB: 16
Damage: 80
Element: Null
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Tosses wrecking ball.


------------------
060: CannBall
------------------
MB: 24
Damage: 120
Element: Null
```

```
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Tosses cannonball.

------------------
061: Hammer
------------------
MB: 32
Damage: 160
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Tosses hammers.

------------------
062: DoublNdl
------------------
MB: 12
Damage: 50 each
Element: Null
Max you can carry: 30
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Shoots two needles.

------------------
063: TripNdl
------------------
MB: 16
Damage: 50 each
Element: Null
Max you can carry: 20
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Shoot three needles.

------------------
064: QuadNdl
------------------
MB: 20
Damage: 50 each
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Shoots four needles.

------------------
065: NdlCanon
------------------
MB: 20
Damage: 20 each
Element: Null
```

```
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Shoots eight needles.

-----------------
066: Ratton1
-----------------
MB: 16
Damage: 70
Element: Null
Max you can carry: 10
Rarity: *
Can use while: Standing/Running

Attributes: Crawling rat missile.

-----------------
067: Ratton2
-----------------
MB: 18
Damage: 80
Element: Null
Max you can carry: 10
Rarity: **
Can use while: Standing/Running

Attributes: Crawling rat missile.

-----------------
068: Ratton3
-----------------
MB: 20
Damage: 90
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running

Attributes: Crawling rat missile.

-----------------
069: 3-way
-----------------
MB: 16
Damage: 60
Element: Null
Max you can carry: 20
Rarity: *
Can use while: tanding/Running

Attributes: Fires in three directions.

-----------------
070: RemoPlug
-----------------
MB: 16
Damage: 80
Element: Electric
```

```
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Controllable plug attack.


-----------------
071: Tornado
-----------------
MB: 16
Damage: 20
Element: Null
Max you can carry: 15
Rarity: **
Can use while: Standing/Running


Attributes: Tornado that hits eight times.


-----------------
072: Twister
-----------------
MB: 16
Damage: 20
Element: Wood
Max you can carry: 15
Rarity: **
Can use while: Standing/Running


Attributes: Wood-element tornado that hits eight times.


-----------------
073: Blower
-----------------
MB: 16
Damage: 20
Element: Fire
Max you can carry: 15
Rarity: **
Can use while: Standing/Running


Attributes: Fire-element tornado that hits eight times.


-----------------
074: Burner
-----------------
MB: 32
Damage: 80
Element: Fire
Max you can carry: 10
Rarity: **
Can use while: Standing/Running


Attributes: Fireball that surrounds you.


-----------------
075: Zapring1
-----------------
MB: 12
Damage: 20
Element: Electric
```

```
Max you can carry: 10
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Electric ring that stuns enemies.

-----------------
076: Zapring2
-----------------
MB: 16
Damage: 30
Element: Electric
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Electric ring that stuns enemies.

-----------------
077: Zapring3
-----------------
MB: 20
Damage: 40
Element: Electric
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Electric ring that stuns enemies.

-----------------
078: Satelit1
-----------------
MB: 20
Damage: 60
Element: Electric
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Wave pattern sattelite that spins on objects.

-----------------
079: Satelit2
-----------------
MB: 26
Damage: 80
Element: Electric
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Wave pattern sattelite that spins on objects.

-----------------
080: Satelit3
-----------------
MB: 32
Damage: 100
Element: Electric
```

```
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Wave pattern sattelite that spins on objects.

-----------------
081: Spice1
-----------------
MB: 16
Damage: 40
Element: Wood
Max you can carry: 10
Rarity: *
Can use while: Standing/Running

Attributes: Sprouts powder from body.

-----------------
082: Spice2
-----------------
MB: 24
Damage: 60
Element: Wood
Max you can carry: 10
Rarity: **
Can use while: Standing/Running

Attributes: Sprouts powder from body.

-----------------
083: Spice3
-----------------
MB: 16
Damage: 40
Element: Wood
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running

Attributes: Sprouts powder from body.

-----------------
084: MagBomb1
-----------------
MB: 16
Damage: 80
Element: Electric
Max you can carry: 10
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Stuns enemies momentarily after launch.

-----------------
085: Magbomb2
-----------------
MB: 20
Damage: 90
Element: Elecrtric
```

```
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Stuns enemies momentarily after launch.

------------------
086: Magbomb3
------------------
MB: 24
Damage: 100
Element: Electric
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Stuns enemies momentarily after launch.

------------------
087: Yo-Yo1
------------------
MB: 16
Damage: 40
Element: Null
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: A sharp yo-yo that returns.

------------------
088: Yo-Yo2
------------------
MB: 20
Damage: 50
Element: Null
Max you can carry: 10
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: A sharp yo-yo that returns.

------------------
089: Yo-Yo3
------------------
MB: 24
Damage: 60
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: A sharp yo-yo that returns.

------------------
090: Guard
------------------
MB: 16
Damage: 0
Element: Null
```

```
Max you can carry: 10
Rarity: *
Can use while: Standing/Running


Attributes: Blocks attacks and sends back a shockwave.


------------------
091: ShldGard
------------------
MB: 16
Damage: 0
Element: Null
Max you can carry: 10
Rarity: **
Can use while: Standing/Running


Attributes: Blocks attacks and sends back a shockwave.


------------------
092: HiGuard
------------------
MB: 16
Damage: 0
Element: Null
Max you can carry: 10
Rarity: ***
Can use while: Standing/Running


Attributes: Blocks attacks and sends back a shockwave.


------------------
093: Repair
------------------
MB: 8
Damage: 0
Element: Null
Max you can carry: 5
Rarity: *
Can use while: Standing/Running


Attributes: Restores broken and faded areas.


------------------
094: Recov10
------------------
MB: 8
Damage: 0
Element: Null
Max you can carry: 15
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Recover 10HP.


------------------
095: Recov30
------------------
MB: 8
Damage: 0
Element: Null
```

```
Max you can carry: 10
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Recover 30HP.

------------------
096: Recov80
------------------
MB: 16
Damage: 0
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Recover 80HP.

------------------
097: Recov150
------------------
MB: 20
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Recover 150HP.

------------------
098: Recov300
------------------
MB: 32
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Recover 300HP.

------------------
099: Candle1
------------------
MB: 16
Damage: 0
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running

Attributes: Candle restores HP.

------------------
0100: Candle2
------------------
MB: 24
Damage: 0
Element: Null
```

Max you can carry: 5
Rarity: ***
Can use while: Standing/Running

Attributes: Candle restores HP.

101: Candle3

MB: 32
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Candle restores HP.

102: RockCube

MB: 24
Damage: 20
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running

Attributes: Summons a protective cube that can be pushed with a Fist.

103: IceCube

MB: 24
Damage: 20
Element: Aqua
Max you can carry: 5
Rarity: **
Can use while: Standing/Running

Attributes: Summons an ice cube that can be pushed at enemies.

104: Anubis

MB: 24
Damage: 20
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running

Attributes: Summons an Anubis statue that drains enemy HP.

105: Invis1

MB: 12
Damage: 0
Element: Null

```
Max you can carry: 5
Rarity: *
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Invisible and invincible for a short time.

-----------------
106: Invis2
-----------------
MB: 24
Damage: 0
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Invisible and invincible for a short time.

-----------------
107: Invis3
-----------------
MB: 36
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ***
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Invisible and invincible for a short time.

-----------------
108: DropDown
-----------------
MB: 64
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Invisible and invincible for a short time.

-----------------
109: PopUp
-----------------
MB: 64
Damage: 0
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Invisible and invincible for a short time.

-----------------
110: StoneBod
-----------------
MB: 8
Damage: 0
Element: Null
```

```
Max you can carry: 5
Rarity: *
Can use while: Standing/Running

Attributes: Can't move or be harmed.

-----------------
111: IronBody
-----------------
MB: 12
Damage: 0
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running

Attributes: Can't shoot or be harmed.

-----------------
112: MetalBdy
-----------------
MB: 16
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ***
Can use while: Standing/Running

Attributes: Can't shoot or be harmed.

-----------------
113: Barrier
-----------------
MB: 16
Damage: 0
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Immune to one hit.

-----------------
114: AquaAura
-----------------
MB: 32
Damage: 0
Element: Aqua
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar

Attributes: Immune to attacks under 40HP damage except for Electricity.

-----------------
115: FireAura
-----------------
MB: 32
Damage: 0
Element: Fire
```

```
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Immune to attacks under 40 HP damage except for Aqua.


-----------------
116: WoodAura
-----------------
MB: 32
Damage: 0
Element: Wood
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Immune to attacks under 80HP damage except for Fire.


-----------------
117: ElecAura
-----------------
MB: 32
Damage: 0
Element: Electric
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Immune to attacks under 80HP damage except for Wood.


-----------------
118: LifeAur1
-----------------
MB: 32
Damage: 0
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Immune to attacks under 80HP damage.


-----------------
119: LifeAur2
-----------------
MB: 32
Damage: 0
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Immune to attacks under 100HP damage.


-----------------
120: LifeAur3
-----------------
MB: 32
Damage: 0
Element: Null
```

```
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running, Jumping, Ladder, Cyberbar


Attributes: Immune to attacks under 150HP damage.


-----------------
121: Roll
-----------------
MB: 24
Damage: 80
Element: Null
Max you can carry: 5
Rarity: **
Can use while: Standing/Running


Attributes: Attacks and enemy the heals you.


-----------------
122: Gutsman
-----------------
MB: 24
Damage: 90
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Deadly shockwave.


-----------------
123: Protoman
-----------------
MB: 48
Damage: 160
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running


Attributes: Tracks the enemy and slashes.


-----------------
124: Fireman
-----------------
MB: 32
Damage: 40
Element: Fire
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: A pirecing flamethrower attack.


-----------------
125: Needleman
-----------------
MB: 32
Damage: 80
Element: Wood
```

```
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Rains needles from the air.

-----------------
126: Brightman
-----------------
MB: 32
Damage: 20
Element: Electric
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Flash of light stuns enemies.

-----------------
127: Iceman
-----------------
MB: 32
Damage: 90
Element: Aqua
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Summons ice pillars.

-----------------
128: Quickman
-----------------
MB: 32
Damage: 60
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Piercing quick boomerang.

-----------------
129: Colorman
-----------------
MB: 32
Damage: 100
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running

Attributes: Tosses a ball at enemy.

-----------------
130: Elecman
-----------------
MB: 32
Damage: 90
Element: Electric
```

```
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Lightning cloud shoots lightning bolt.


-----------------
131: Swordman
-----------------
MB: 48
Damage: 60
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: summons a sword attack.


-----------------
132: Gravityman
-----------------
MB: 48
Damage: 0
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Smaller virus float away.


-----------------
133: Starman
-----------------
MB: 48
Damage: 50
Element: Null
Max you can carry: 5
Rarity: ****
Can use while: Standing/Running


Attributes: Calls forward a meteor shower.


-----------------
134: Zero
-----------------
MB: 64
Damage: 100
Element: Null
Max you can carry: 2
Rarity: *****
Can use while: Standing/Running


Attributes: Appears and does a triple slash.


-----------------
135: Pharoahman
-----------------
MB: 56
Damage: 30
Element: Null
```

```
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running


Attributes: Shoots a ;aser from a coffin.


------------------
136: Shadowman
------------------
MB: 56
Damage: 90
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running


Attributes: Appears and throws shurikens.


------------------
137: Bass
------------------
MB: 64
Damage: 60
Element: Null
Max you can carry: 5
Rarity: *****
Can use while: Standing/Running


Attributes: Full screen blast.


o--------------------o
        CREDITS
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Capcom whom created the game


GameFAQs for hosting


You for reading this FAQ.


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      CONTACT ME
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azulfria[at]hotmail[dot]com
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For me and my sisters Youtube page:
https://www.youtube.com/PurrfectTrio


My facebook ID is icequeenzero


Thank you for reading


-Ice Queen Zero
```