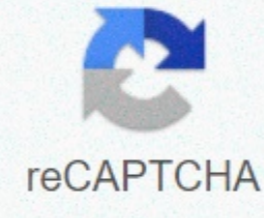




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Mega man battle network 6 guide

Lance's father is transferred to Central Town, the heart of Cyber City. Lan says goodbye to his old friends and prepares to meet some new ones. He will face new areas and new challenges, but some old enemies... This game comes in two versions, Cybeast Falzar and Cybeast Gregar. Basically the game interface seems unchanged from the previous one in addition to the new environment. There are a few changes to the game: The usual Chip system has been adjusted to enable Tag Chips as well. Soul Unisons has been replaced with a new system called Link Navis (otherwise known as Cross Changes). They are almost identical to Soul Unison's in every way except how to activate them. Dark Chips has gone underground, and now you get Dark Chip related berserk mode using Beast Over instead. Tag Chips When you pass a certain point in the action, you are allowed to set up two Tag Chips on your Mapp Edit screen. Unlike Regular Chips, tagged chips are still subject to the random draw; but when one of them comes up on your Custom Screen during battle, you are guaranteed * to get the other as well. That way, if you need, say, a Fan to take advantage of a powerful sword attack, you can pair them up so you always get one when you get the other. (* There is a bug with the Tag Chip system that can prevent you from getting both chips at once. Basically, when your first chip is selected in the random draw, the second chip is always placed to the right of it. However, if the first chip ends up in the rightmost place in your Custom Screen window, the second will be in the slot on the right, located outside the window; therefore, you cannot see it or select it. It will appear the next round, but if you use any chips to allow it to browse on.) You can't tag your Regular Chip, and you can't notice chips that go over a certain MB limit. Link Navis/Cross Change This is the new system that replaces Soul Unisons. The main difference here is that you can activate a Cross Change at any time of your choice, and you can stay in Cross mode for as long as you like (unless you get knocked out by it; see below). You don't have to sacrifice chips to activate the mode and there is no counter that limits how many rounds you can stay in Cross mode. Use it in every battle if you want. To activate a Cross, just press up (on the trackpad) while you are on the custom screen until you see the list of Link Navis, and select one. If you select a Cross and change your mind before closing the custom screen, you can cancel it by pressing B (you may have to tap it a few times if you need to back out to select Battle Chips as well). You can only use each Cross once per battle. If you suffer an attack that your Cross Change is weak against, you take double damage and lose the form, so be sure to ditt Cross Cross Beast Out and Beast Over Beast mode is similar to a Soul Unison in that it gives you specific abilities and changes your loaded shots. Like Soul Unison's of previous games, every round that you use beast out mode will consume 1 point from the total score displayed by MegaMan's face portrait (known as his emotion window) during battle. (You can delay turns, however, by just not opening your own screen.) When you get points, MegaMan will return. Unlike Soul Unison's, your points are retained over battles. At 0 points, MegaMan is stuck in tired mode and you can't go Full Synchro or use Beast mode (except as mentioned below). For every battle you fight where you don't use Beast Out mode, you get a point to his emotional window, up to a maximum of 3. If you run your emotions pointing down to 0, return, and then use Beast Out mode again in the same battle, MegaMan will go into a berserk mode virtually identical to the dark soul mode you could get in previous games by using Dark Chips. If you run the risk of activating this, try to end the battle within that turn because when MegaMan returns (which he will do automatically at the end of the round, you can't avoid opening your custom screen in this case), he becomes extremely vulnerable. Virus Fighting This is a mini-game you can activate a short way into the game that lets you pit viruses against each other. The viruses fight automatically, and if your team wins within the time limit, you can get a reward. Once you have a

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