



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 Chip s And Cybeast Falzar a

Battler Card, you can pick up more viruses by fighting and winning battles containing rare viruses that will appear randomly online. You can only collect each virus once. Winning virus vs. virus battles is half strategy and some luck. You need to know the virus attack patterns (they are the same as when you fight them) in order to choose your viruses effectively, but because viruses can get Counter Hits on each other and such luck still plays a role. Which version of Battle Network 5 is the real version? Team Colonel, probably. Lan recognizes Baryl and the other Navis who were once teammates with him in that version of the game. I guess it could go either way, though. Which version of the game should I buy? They are very similar; the only real differences are the Link Navis you get, the final boss, and, of course, the Beast Out form that you take on. In all honesty Gregar seems to be easier to defeat than Falzar as a final boss—you can only use LifeAura and he practically can't touch you. Check out Link Navis to see if there are any that catch your eye, or just pick which Beast Out beats your imagination. You can't go wrong with any of them. Where's the Cemetery? The entrance is in Undernet2 on the head-shaped platform where Undernet BBS is located. You really can't miss it. However, one must have beaten the game before you can walk in the door. Play Control: Same. Nothing has changed here. Graphics: Some of the Net area tiles have translucent-like effects that look pretty cool. They also added shadows under ledges and overhangs that affect all the sprites that go under them. Otherwise, not a great deal has changed. Animation: Sprites are more or less the same, except that for some reason they changed MegaMan's struggle constitutes something. Actually I kind of prefer it over the old one; the new one looks more dramatic somehow, and a little less rigid. Funnily enough, a lot of people have about sprites now. There are a lot of folks going splat in this game... Music: The music sounded a bit off-key to me at first, but then I guess I got used to it. There's a song that really grates at me (unfortunately it's also the most), but the rest isn't bad. Sound effects; Same here too, Plot; Better than Battle Network 5, definitely, Wily is back. which is somewhat confusing-first he's a bad guy, then he's a good guy, then he's a bad guy again. Surprisingly, Baryl and Colonel also make return appearances. My main gripe with the plot is that I wish I didn't have to spend virtually the whole game worrying about MegaMan going berserk on me again. I swear. MegaMan almost does more damage in this game than the bad guys... Difficulty: (normal) In a way, I found this slightly easier than a typical Battle Network game, but maybe it's just because of years of practice. Also affecting the difficulty level was the fact that I rolled in Zenny for most of the game, making it easier to buy powerful items, but BugFrags still tend to be in relatively short range. Replay Value: This one doesn't seem to be better or worse in this title than the other games. Polish: Nothing really to talk about. Since this is the sixth game, you'd think they would have had a chance by now to make extra cosmetic changes—like using a smaller font on Battle Chips, for example, so that the names and descriptions don't have to be so ridiculously shortened. I know that it could still be legible; games like Metroid Fusion and Mario & amp; Luigi are good proof of that. Overall: 83% Nothing really blew me away with this one, but it was as much fun as the others. Capcom just keeps building on the previous games, so largely the entertainment value is the same from one to the next (outside of any annoying mini-games, of course). + Plus: You can use Soul Unisons (i.e. Cross Changes) whenever you want, and as long as you want. - Minus: This game has way too many places where it refuses to give you a break to relax and take Link Navi classes, do request board jobs, explore new areas, or so on. Every time I see a few days later, I want to strangle the thing. This covers only: initially play through the game. The hidden areas and Title Menu Star aspects are not covered. Moving Day We start with Lan at school, not sleeping, for a change. His teacher reports that Lan's father was transferred and that Lan is moving to Cyber City. So Lance's friends see him outside at his house. When the opening action sequence is over, you'll explore Lan's new house and city. Not far into town, you're going to run into a robot dog. This is the tutorial. Jack in and learn how to fight (if you don't already know). If you've played the previous games, it's the same tutorial here as before. When it's done, Jack back into the dog again if you like. Talk to everyone in town and eventually you'll get mail. Lance's dad tells him that in order to get mail from ACDC, you have to go to Lance's PC. Go back to Lan's house and jack in his PC. Explore the web. You'll find a cybercafé, some Mystery Data and some other things. You need a Rflectr1 to open the first door. Get it from a Mettaur. Really, you should have one of these already. At the next door, you'll meet a Navi who wants to see the crater in CentralArea3, but he needs KeyData to open the door. You don't have that either, i'm afraid. Explore a little more if you like, pick up Mystery Data and Battle Chips. When you're ready, sleep in Lance's bed. First day of school the next day, head to Lan's school. As soon as you go inside, Lan is considered an intruder, heh. A teacher, of course, calls off the security robots. Go through the passage the teacher opened for you. Find and talk to the teacher. He says your classroom is 6-1. Head back out to the lobby of the school and use your new StudntID in the passage on the other side of the lobby. Go up to Lan's classroom for the next clip scene. On the break, you have to walk around and talk to lance all classmates. During virus busting class, you end up fighting a set of OldStov viruses instead of what the teacher meant to give you. It's early in the game so they're not very difficult. When you're ready, jack out for the next sequence. Mick chews out his Navi, who leaves. BlastMan then comes instead and convinces him to let him help. After the break, learn about CopyBots. These are robots that you download a Navi to. The robot then takes on the look of Navi and he can walk around like a robot. Lan will try it and you'll take control of MegaMan for a while. Talk to all students like MegaMan. Talk to Lan when you're done. Mick and BlastMan cause a security robot to go berserk and it comes into the classroom. When the robots start spraying flames, lan walk around the desks at the back of the room, then circle around to CopyBot. Transfer MegaMan, get out of the classroom and go down to the first floor to the child who was punished by being forced to outside his classroom. He's got a bucket of water, which he'll give you. Go back to the classroom and MegaMan will use the water in a rock scene. Talk to Lance's teacher lying on the floor to get a TeachrID. Go down to the teacher lounge where the safety robot's controls are located. Lan jacks are automatically set to the control panel where BlastMan is. Security Bot Computer Stage You have to deal with blasts of flames that cover the screen that BlastMan sends periodically. Stand behind a block to avoid taking damage as Mr. Prog will show you. Find the burning Mr. Progs and help them. There are three in the first area. In the next area, MegaMan is trapped by fire, and asks Lan to turn on the lounge fire extinguisher. Like Lan, talk to Mick three times. Then search the orange monitor you see on the teachers' desk. (The other monitors in the room are decoys.) Mick's Navi turns off the flames, and you go back as MegaMan. Find the burning Mr. Progs here. There's four of them. After that opens the way for BlastMan Aftermath Mick gives you a note showing where he hid the key leading to CentralArea3. Here's where we finally get the first mention of Cybeasts. Explore school if you like, and jack in things. Go back to Lan's house and jack in his PC. Check the mailbox, Mr. Prog. first. Reliable Mayl will send you a Roll chip. Go to CentralArea2 and search the shadows under a ledge there. In CentralArea3, there are lots of roads branching off, but all of them are blocked (in pretty ridiculous ways). Go search the Cybeast statues for information about them. It's bedtime, but the game allows you to continue wandering around if you want until you're done. Sleep in Lance's bed when you're done. Penguin Deal The next day, at school, Mick runs in late with a penguin behind him that he claims to know something about. Go to the teachers' room and ask a teacher what to feed the new pet of the mic. Go into classroom 6-2 and talk to the kid there. Go out to the bus station and meet the old man there. You need to fight some viruses. Take the food to Mick. They're still not sure where the penguin came from. MegaMan suggests checking BBS boards, and vou've heard that there's one in seasidearea1. In CentralArea3, find the passage that is blocked by water and talk to Navi there. You need to find the reparatant. Go to the cyber café and talk to the guy who was running around in a panic earlier. You need to search computers in houses in Central Town for ToolPrgm. You can start with your own house. Go to the bathroom at Lan's house and talk to his mother. Jack in the toilet and erase the viruses there. Take the tool program with you to CentralArea3 and give it to the repairman. After it's done, an earthquake hits... Head on over to SeasideArea1. (To open the door to SeasideArea2, you need a TrnArrow1.) Circle to the teleport area that puts you in the water (the blue lower level) and find bbs in the lower left. You'll learn that Mick's new pet escaped from the aquarium. (Note: MegaMan jacks out automatically after this so don't search on BBS until you're ready.) Find Mick at school and tell me what you learned. Go to LevBus station. You'll end up in Seaside Town. Wander around and explore and jack in things. Go to the aquarium below where a sailor is going to some berserk. The aquarium is closed (or maybe the sailor's tirade caused them to lock the doors to protect themselves), so Lan makes the decision to come back the next day. (Note: You can explore SeasideArea2 and SeasideArea3 at this point in the game if you wish. You can also reach the aquarium HP from SeasideArea2. There is a toll cube in SeasideArea2 but it's just a shortcut. It also comes back every time you return to this area. The SeaSdKey you get in the fish pegs shop computer opens a door within seasidearea3.) Sleep in Lance's bed when you're done. Aquarium Mayhem You know, I would have taken off my backpack first, personally. Yay, you're finally getting your Navi Customizer now. Read the email, then close the main menu to activate the tutorial and actually get your customizer. Go to the aquarium. After the cut scene, feel free to explore. Once you've searched all the panels, there's an announcement about a show. When you're ready, walk in the door with the man standing next to it. Once through the door you will trigger the show cut the stage. After the show, explore a little more if you like, then leave the aquarium the way you entered. Near the door is another rock scene with the sailor guy. Next, head towards LevBus station. Before you can leave, all animals escape from the aquarium, somehow magically getting themselves from their thoughts to places like the fountain. Mick's running to check on the penguin. Go back into the aquarium and to the other room. Up the stairs is a rock scene. Head back to the aquarium entrance, where you can now walk past the receptionist's desk and to the back area. On the show scene, search through the seal that blocks your path. Enter the sun form painted on the floor, near the water, and you should trigger another cliff scene. Go back to the front desk, and go back down the stairs. I'll give you a rock scene that takes you out of the aquarium. After that, head in the direction your guide was pointing. Near the fish stands you will find a CopyBot. Use it. Run back to the exhibition room in the aquarium like MegaMan and walk down the stairs in the water. Get the ball. After MegaMan transfers back, talk to the seal again, then walk through the door when it's done. You'll meet DiveMan's operator, and Lan will be jacked in. Aquarium Stage Open the doors by matching the fish to their tanks. You can press L to switch to Lan you can look around the aquarium for tips (even if you listened to all the recordings earlier, you probably remember the clues). When you pick up a fish program (they look like Mr. Progs), you need to avoid sharks in the water as you transport back to your tanks. This is really the hardest part of it all. The path that you take matters-try to go another way if you keep having problems. Mr. Progs forget what they are, but give you clues about their true identities: Anyone who remembers eating an entire cow is a piranha. The one with a stubby tail is the sunfish. Anyone who doesn't like cold water is a tropical fish. (In all these areas, explore the water area a little without a fish program that follows you and pick up Mystery Data.) yes, a weird one. In the next area you need to travel a little to get to mind, but it's the same deal when you get there. Anyone who says it's snobby is the king crab. The one who says something about a long time ago is nautilus. Anyone who says it's as steady as a rock is a turtle. In the next area is yet another set of tanks ... Anyone who says it's a whale is a dolphin. Anyone who says anything about their nose is the seal. Anyone who says it can fly is a penguin (even if it can't). The one who says anything about lizard friends is an alligator. After this, the door to the boss finally opens. Boss: DiveMan Everything is back where it belongs, but Lan hears Mick screaming, so run back to the penguin tank to check on him. There's a big section on auto-pilot here. When it's over, you'll end up in Central Town. Explore if you like, and sleep in Lance's bed when you're done. Cross System Test Lan falls asleep during class and dreams that MegaMan is attacked by Cybeasts. Lance's teacher is really funny here. When you leave the classroom, the aquarium director emails you, and now you can use the Tag Chip system. Note: You can jack in several things now that you couldn't before, so feel free to explore a bit before moving on to the next blank point. Among other things, you can get your Virus Battler Card now. When you're done with all that, talk to Lan's teacher. Here's where you meet your first Link Navi operator: Shuko or Mr Match. Go back to Lan's classroom to get his things. You're going to run into someone else there, too. Go back to the door as Shuko/Match went through, and talk to her/him. You get your Cross System here. Search your nearby computer and you will control your Link Navi. (The improved menus a little in this game over the previous one for when you open your subscreen while controlling another Navi besides MegaMan.) After this, the path deviates depending on your version ... SpoutMan Link Test Bad idea to challenge me, BlastMan. Really bad idea. Get Mystery Data off lab computer HP, then go. Go to HP (it's in SeasideArea2) and talk to NetPolice-like Navi there. You learn that you have to collect all the fish data that got washed out with cyber-water in the net. When you're out of HP and on the General Net, SpoutMan explains the rules. You have to use whirlpools to get up higher so you can catch the fish, but you can only stay up there for so long. You have to use the whirlpool to get down again as well. The fish will try to outrun you if you approach them, but you can pretty much swim anywhere. When you get all the fish in one area, Lan will let you know. (Tip: Use this option to scope out the areas and see where Mystery Data is so you know which moving panels to go down.) Note: There are 5 fish in each area, including SeasideArea1. Remember, you start in SeasideArea2. When you're done, go back to Aguarium HP and talk to that Navi again. After that, all that's left to fight against your Link Navi, using MegaMan. Boss: SpoutMan HeatMan Link Test Get Mystery Data of the lab computer's HP, then leave. You need to find the Kettle virus. This is really easy. There is one in centralarea1 in the café. One is in CentralArea2 along the main road; you can't miss it. The other two are in the CentralArea3; even at the ramp leading to the statues and the other is near the ramp leading to the Sky Area. (Just circle the big hole in the ground if you don't know where it is.) Note: You're meeting up with a lot of Fire-based viruses here, not the normal CentralArea fare. This also gives you a chance to snag more Fire-based Battle Chips out of them if needed. Every time you find a kettle, you have to fight one or more of them along with an assortment of other viruses. Note that these Kettle viruses are a little different than the versions you will meet later. They do not attack (apart from their dying gasp) and can only be harmed by Fire-based attacks. HeatMan's loaded shots count, but they can't hit the back row, so you may need something more. Be sure to stock your folder with lots of Fire-based chips to make this test easier. When you're done, you'll be jacket out, Talk to Mr. Match for the final exam. Boss: HeatMan Note: You can fight a Link Navi at any time by talking to its operator. When you go out, you'll learn if a promotion for expo takes place tomorrow in centralarea3. Once you regain control of Lan, you can go to the chip shop if you wish. Sleep in Lance's bed when you're done. The Cybeast Awakening Lan starts jack in for the jamboree when his mother calls him to tell him he has a guest. But by the time he gets there, the guest will have disappeared. Go out and look for her. She should be at the statue in the park. Iris tries to warn Lan against the obvious trap (yes, obvious to those of us who may see the bad guys conspiring and planning). But Mick's Navi is already there, and looking at first-hand information such as drains the energy of all spectators. CircusMan floats to the divide and gives Falzar and Gregar the energy he had gathered. (Why is it that the bad guys always think it's a good idea to revive old evils that, in the past, went berserk and almost ruined everything?) Surprisingly easy, given how long they have been sealed off, CircusMan revives Falzar and Gregar, then while the two Cybeasts still weaken from having just been revived, he tries to catch them. He manages to get one of them, but NetPolice shows up before he can get the other. The surviving Cybeast indiscriminately blasts everyone to the kingdom to come; CircusMan avoids that fate just because he jacks out at the last moment. Go back to Lan's house and jack into the Net. The Net is all funky, just like occupied areas of Battle Network 5. This affects the fighting as well-the viruses will be slightly different and there are poison panels in the field. Head to CentralArea3 for your downfall —I mean... Go to outcropping where CircusMan used to stand for a cliff scene. Pretty silly (even if you can't discount their mod), Lan and MegaMan charge in violation of Cybeast. Or at least they try. Go talk to Lan's dad. He actually suggests that Lan should leave this up to the adults... that would normally be sage advice, except Lance already beaten four or five big-time enemies in the past that the adults couldn't handle, so... After talking to Lan's parents, go back to his bedroom for the next rock scene. Lan eavesdrops on his door while his dad talks to someone about research data (you know, data on increasing capacity... which curiously is exactly what is needed to store a Cybeast in a Navis body). Lance's mother asks what's going on, and Lance's father explains that Navi (CircusMan) used the program Dr. Hikari created 12 years ago... program he had created to install Hub's DNA data in MegaMan. (Note: For those who have not played the previous games, hub is MegaMan, and he is Lance's twin brother converted to Navi form.) MegaMan suggests going online, not revealing that he has realized that the solution to this mess is staring them in the face ... Jack in and talk to the NetPolice officer just outside Lan's HP. This is another set of mini-games. Basically, you must use the weapons he gives you to defeat the evil spirits. (The spirits won't hurt you until you use a weapon on them, and you don't get attacked by viruses while you're doing this.) Press A to use a weapon, and B to abort. When you attack a spirit, all surviving spirits that are within a tile of you will go to counterattack. The weapons all have different ranges, so keep this in mind when choosing which one to use. Any weapons you have left when clearing a particular area will turn into BugFrags. The most important trick is to consider First, and try to plan a way to attack so that you hit red spirits (who will die in a hit), or that you hit yellow spirits either from behind, or from a distance so that you will not get the counterattack. Never turn blue spirits straight on if you can help it; Always attack them from behind. Tip: Your SoulGun is a useful weapon for sniping. Take out blue spirits by beating them from behind over gaps or over the heads of other spirits. SoulAxe and SoulSword can do this just as well in some situations. Be creative. Go through CentralArea2 and CentralArea3 do this. Once you've cleared the road, find Falzar/Gregar near the entrance to seasidearea. (Lan suggests attacking long distance, saying if MegaMan gets close, the same thing that happened before can happen again. He forgets that before, Falzar/ Gregar blew up MegaMan at long range...) MegaMan hesitates. At least he listened to what Lan's father said. He knows he has the increased capacity to seal Falzar/Gregar. (Of course better hope he doesn't actually use the increased memory capacity for, oh, say, storing Hub's soul...) Lance's dad, who must be psychic in some way (or maybe he listened through Lance's bedroom door just like Lan was, ha), speaks up to protest, because he doesn't want to risk losing Hub again. Lan isn't so sure about this either. But MegaMan ignores them both and absorbs Cybeast anyway. After MegaMan goes thud, Iris emails them to remind them of HealWatr in seasidearea3. But of course, how will Lan get there without a Navi? Oh, right, he's got another Navi he can use. \*grin\* Go to school and pick up SpoutMan/HeatMan. Net is mostly back to normal, although the only Navis around is NetPolice. Head of SeasideArea3. SeasideArea, however, is not normal. You have to do the soul weapons thing again. In SeasideArea1, there are some ghosts at the lower level as well. Remember that you can circle around in many places to get behind things. Try to always attack spirits from behind if you can, and always look for a way to circle around. On to SeasideArea2. (Pay the recurring fee to get around behind the booze.) Now to SeasideArea3. Remember: Circle around! Once you've taken care of the three groups of spirits here, the water is yours for pickings. Besides the fact that CircusMan shows up, doesn't look worse for wear after sucking up a Cybeast in his own body. You're fighting viruses here, not CircusMan. Strangely enough, CircusMan gives up after you've roasted the viruses. I guess they couldn't have you fighting CircusMan here without explaining why he didn't use Gregar's/Falzar power on you... Don't tell him that, you fool! Go back to MegaMan's PC. In the net, silly. You have to take your Link Navi with you, and you can't do that unless you jack in from the school computer. Search MegaMan using borrowed Navi for the cut scene. MegaMan turns into Falzar/Gregar for a moment, slams your Navi, then turns back, realizes what he's done, and goes thud again. The next day you find out that MegaMan managed to fight Cybeast... for now. Oddly enough, despite commenting on how awful Cybeast's power is, Lance's dad still seems to encourage you to use it during the subsequent tutorial. You'll get a tutorial here that explains how to use Beast Out and Beast Over mode. Mick comes in and says CircusMan's in CentralArea3. Time to test our new power? Haha. Jack in and go to CentralArea3, to the statues where CircusMan is waiting. CircusMan wants to know where Cybeast is; MegaMan foolishly tells the truth, but CircusMan doesn't believe it. At least not at first... Boss: CircusMan will magically figure out that you have the Cybeast even if you never use it when you fight him. But feel free to use it if you want.) Qualifications and Trials A few days later, Expo announces that they are looking for a Navi to run a CopyBot and act as a tour guide. Of course, gualifying to be a tour guide requires passing a Net Battling test. (Note: The Chip Ordering Service in AsterLand starts now.) You can get a copy of almost any chip that you have in your Library.) So go to the CentralArea1 café and talk to the yellow Navi there. She'll send you on your first test. Jack in Aquarium HP (or just go there via Lance HP if you've done the link already) and talk to Navi there. Now go jack into the fish fry computer at the fish sticks store and talk to Navis again. Go to Lan's school and search the crayfish aquarium in class 6-1. Talk to the kid in front of the crayfish aquarium. Search the security camera in the corner near the blackboard door. Now you will be able to jack in the camera. Go on, do it. Download Mystery Data and then talk to Navis. Jack out when you're done. Lan receives an email asking him to come to the trial of Captain Blackbeard in Green Town that afternoon. Go to Green Town via the bus and explore around, jacking in things. When you get to the courthouse, you'll get a rock scene. Lan goes in and triggers the intruder warning. Again. For some reason, Lan has to go to GreenArea2's Net Cafe to get permission to testify in the trial. So much for invitations. Jack into the TRUTH tablet and head towards the café. You have to cut the pinetrees in your path. Detour to get items as usual. (There is a Navi Customizer program reseller here.) When you get to the Green Area2 door, you will get a clue that you need to solve. You can't just guess this one. You have to find it in the plot. Go to Green Town HP and join the Lawyers in the making group of Navis there. The registration fee is 1000. Talk to Navis on the law that you need the answer to to go through the door. Go back to the door and you should be able to pass now. Some more furious twisted roads later and you should find the café. Talk to Navi behind the disk for your authentication. Jack out and try to go through the gate again. After the cut scene, walk through the large double doors. Here you are introduced to the JudgeTree computer, which acts as a judge during trials. Talk to everyone, then go stand in front of it for another rock scene. Of course, Lan annoys the sentry robots, who try to apprehend him. The Parka kid from before comes to save him. After the trial, you will receive an e-mail from your next Link Navi operator. Go find him outside and take his class if you want. TenguMan Link Test Search the book to start with TenguMan. Get to Green Area1. You have to collect cyber-reels without touching the cyber-crows. Press A to use the TenguMan leaf fan to get rid of the crows. Use cyber-blades to restore fan power. (Tip: One technique is to stand by a teleporter, let the crows get close, then jump on the teleporter and send you across the area, leaving all the crows behind.) Go to Green Area2 when it's done. Same thing here, though there aren't as many teleporters who can help you here. Still, trying to keep the crows grouped together is the easiest way to deal with them. When you're done, talk to Feng-Tian again. Boss: TenguMan SlashMan Link Test Search the book to start with SlashMan. You need to collect vegetables. When you find a veggie, follow the arrows to cut it. Even if you have a total slicing time limit, you don't have to press the buttons with specific timing. Just push them in order. If you hit all arrows correctly, you will get bonus points. Once you have enough cabbage, leave the area to the Green Area1. Now you're looking for carrots. This area mixes in the B and A buttons to the slashing. Next, head to Green Area2 for radishes. This area adds L and R buttons to the mix. When you're done, jack out for the battle. Boss: SlashMan Back to The Plot. When you return to Central Town, Lance's father will call him. Once back at Lan's house, you can wander around a bit, or sleep to continue with the game. Judge Lan sleeps in class while someone bangs on the doors of broom closets. He and MegaMan both hear the noise, but they ignore it. MegaMan receives an email after school from his mother saying their father was arrested. Run home and talk to Lan's mother. Head to Green Town for the trial. After the verdict, you'll find Ito nearby, where you can talk to him for more information. MegaMan proposes to find the real criminal. Return to Central Town to look for evidence. Remember Lan's dad would have helped out at school last night? Go over there and talk to Teachers. Go to Lan's classroom and jack into the security camera in the corner. There's a control panel in there, which you can have megaman search. Fight viruses. MegaMan discovers that data from 4 o'clock (when Lance's dad was there) has been deleted by someone. A Mr. Prog wanders up and asks what's wrong. MegaMan asks him about the data. Mr. Prog says that around 10 p.m. the night before, a tall Navi was in the camera poking around. Mr. Prog offers data from the day before yesterday, saying there was something strange in it. He then shows a playback of Mick entering the room and calling a Security Bot. Mick tricks the bot into looking into the closet, then pushes it inside and locks it in. Go search the closet. The security ticket is still there. Lan lets the bot out, and the teacher comes in, saying he's been looking for the cure for two days. Go to the teacher's room and jack into the security computer (where BlastMan was before). Go directly to the end and search the cyber panel there. MegaMan finds data for 4:00 p.m., Lance's dad shows. Lan wants to run off to Green Town with this new evidence, but MegaMan suggests they might also find data showing who hijacked into the security camera and deleted the data. They see the d.A., Ito, coming in. Jack out and go back to the courthouse with the data. Talk to the man in front of the courtroom doors. Go around to the right and through the door there. Go to JudgeTree. Ito's there. You do not have an opportunity to avoid him; you get a clip scene when you get close. Prosecutor Ito confesses to the crime after Lan tells him he has evidence of the real culprit. The JudgeTree, on orders from Ito, plead all the culprits, causing security robots to try to arrest Lan. Lan runs, and outside robots are busy arresting everyone in sight. MegaMan says they need to find a way to get close to JudgeTree... (Go to the longest penalty room, jack into the empty chair there, and get your Guardian.) From the lobby of the courthouse, go left, around the corner and to the door there. The door used to be blocked by someone, but it's not anymore. It's leading out. Follow the path to the door into the basement. You need a password. Jack into the TRUTH tablet and ask your lawyer buddies. (Law 153.) Return to the door and enter the password. Go inside and you can see the cybernetic JudgeTree from below. Go to the ladder and climb up. Lan is completely unsubtle and shouts to Prosecutor Ito from the top-you know, so that Ito has a chance to run over and beat him or something. After some talk, Lan jacks in. (Ito carries a big, heavy book. Why doesn't he just throw it at Lan?) Judge Tree Stage Inside the computer, talk to Mr. Prog next to MegaMan for details about this place. Basically, this is the way puzzle. You can only step on tiles once. So you have to figure out a path that touches all the buttons and gets you through the door without going over a panel that is already facing to grass. Use the L button to scroll around and map a path in your head before you try to walk it. You can skip Mystery Data if you want and come back later, but it's possible to take it all on your first trip through if you don't mind sometimes going a little out of the way. I suggest saving after each door that you successfully pass, because if you mess up, you have to go through a trial sequence, lose health, and start over. It is much faster to just restore in this case and restart from your save file. The latter moves to attack MegaMan but he is stopped by the same fast attacker who helped Lan earlier. Colonel Jacks out to hunt down the mysterious assailant, leaving you with JudgeMan. Boss: JudgeMan (See, Ito, you should have thrown the book at him!) So Ito is put on trial by the same JudgeTree that he helped create (when it's repaired, that is), and Mick gets a bucket of water on his head courtesy of his teacher to hide the Security Bot. Prelims Take Two Lan looks at the weather forecast. Actually, the weather is controlled in Sky City, it's revealed, so the forecasts are more like messages. In any case, of course, it's back to preparation again-round 2 of operator Navi selection test. Go to Sky Town and talk to the man standing at a door near the elevator. (Go around and jack into things, of course.) Pick up the elevator when you're ready. At the top there are a lot of devices you can jack in, all with control panels inside. Take note of these. Past all the units, right down the middle, is a door. Get in there, and a Navi using a CopyBot, and a few other things. Talk to Navi to start round 2. You have to go to the Sky Area (on the Net), find four referees, and fight viruses. Go out and up to an antenna where two people stand, and jack in. This is HP in Sky Town. Find Navis who looks like NetPolice and fight running battles. There are two in Area1, and two in Area2. The higher the level the referee, the more consecutive battles you have to fight. Talk to Navi in the middle of Area2 when you're done. (He speaks like a Mr. Prog.) During the cut scene, Mick's nameless Navi runs away. Of course, you couldn't get into the Undernet before, but Mick's Navi manages to do it just fine. Head for Undernet. (The door blocking the road to UndernetZero opens with memo you'll find in the oxygen tanks. However, going there is a side trip.) Find Mick's Navi in front of two Cybeast statues in Undernet1. Some HeelNavis show up. The HeelNavis try to summon the Cybeasts to accept their victims. somewhat problematic for MegaMan. Mick's Navi escapes; for some reason, MegaMan can not do the same. MegaMan transforms cards, but manages to return himself. Unfortunately, he then collapses immediately, even while he is still surrounded by HeelNavis. (He should have removed them first, then collapsed.) Go grab another Navi (one of your Link Navis) and head to CentralArea3. From there you can now get past the cloud blocking the way to the Sky Area. Make your way back to Undernet1. This is a bit difficult because you can't use your Navi Customizer on a Link Navi, and you've probably made megaman way stronger than your Link Navi by this point. Nevertheless, careful use of your special Navi strengths should get you through. Oddly enough, there is no HeelNavis when you reach MegaMan. MegaMan's just lying there alone. Maybe he's already wiped them out. MegaMan transforms again and almost destroys your Navi but is taken down by the mysterious fast Navi from the past. This time you can actually see him, even if he is hidden. (He's got the wrong feet too, but they couldn't have given him the right feet without making it much more obvious than it already is.) The cloaked Navi warns that if Lan doesn't take care of the problem, he will remove MegaMan next time... Wacky weather After the cut scene, you end up in school. Mick is still upset about yesterday, but Lan and MegaMan are telling him to forget about it. Mick offers to race them to the foyer. Get out of school and everything's dark. Then the sky eases and it starts to snow. Seems obvious something strange has happened in Sky Town. Right where do you think computer viruses come from? Lan runs home, where his mother watches a broadcast announcing that the weather station has gone berserk but that people are watching it. Lan sees Iris on tv and decides to go to Sky Town. The elevator is stopped, so go down the stairs below and jack into the elevator control panel. Fight viruses. Get up in the elevator and beyond the first antenna. As you walk past it, you get a rock scene where the man who was on the news blatantly exposes himself as the person behind all this. He starts up all the devices along the way, so you have to go into each and turn them off. Go around behind them in the devices along the way is a start of the man who was on the news blatantly exposes himself as the person behind all this. He starts up all the devices along the way, so you have to go into each and turn them off. Go around behind them is a start of the man who was on the news blatantly exposes himself as the person behind all this. and jack in. Find the control panel inside each and fight viruses. (Get to the backs of the other two by going up and around the weather machine where the evil one was, and then back down.) (Note: You can actually do your next Link Navi test during all this mess. If you decide to do so, I'll cover the tests further below.) Once inside, you'll see Iris walking through the door that was locked before. There's a CopyBot right next to it. Go search the lockers first. The man from before falls out. He is the real admin who was imitated. He says that the evil one is the Force Program that enhances the power of nature. They use it to create weather. They also use it to keep Sky Town afloat in the air. Walk through the door past CopyBot and try to go down the stairs outside. The stairs fall away, and Lan decides to jump. Return to The CopyBot and switch to MegaMan. As MegaMan, walk out the lower door (where you originally came in), and walk up past the weather machine and down the stairs there. Then exit the ledge above where Lan stood. After the cut stage, head toward Mr. Weather. Vic reveals his true identity and mentions that Cybeasts need the power given by the Force Program to move around. Lan jacks in and you end up in MrWeathrCmp. Weather Computer Stage You find yourself in a large room with lots of things floating in the air. Wander around and get Mystery Data, then talk to Mr Prog near the back of the room. Go up the ramp and run the cloud to collect rainbow data. Avoid getting hit by the typhoon. You can only get on and off the cloud at the glowing green/blue panels. If you fall off your cloud, go back to the ramp and get a new one. Once you have the complete rainbow data, get on the cloud and press A to drop small rainbow balls behind you. Use these to draw a circle around the typhoon to get rid of it. On to section 2. Same thing here. Scope out the site, then get on the cloud. There are two typhoons to avoid (and then surround) here. You can often avoid typhoons by walking around behind the white cloud platforms. On to section 3. Same thing here. Once you've cleared the typhoons in this area, you can get to the boss. (ElementMan says he already has the Force Program. But if we iron him, he won't have it anymore, will he? \*evil grin\*) Boss: ElementMan After he loses, Vic singles down a lightning bomb and tries to escape. But Mr. Weather machine grabs him. Lan begins to leave to find Iris, and Colonel uses his Screen Divide to destroy Mr Weather (not sure how he did it in the real world). He also manages to do his blip teleportation in the real world. CopyBots are not supposed to be able to attack or use Battle Chips... Colonel goes to attack Lan directly, but then Iris appears in front of Lan, blocking the road. Apparently, Colonel's asking why she's there. Of course, she doesn't say anything. Colonel's more of a fighter than trying to fight her. (Somehow Colonel leaves CopyBot even though he has no PET to return to ... Or I guess this means Baryl was nearby?) Lan actually asks Iris who she is, but then the place starts to shake, interrupting them. With the Power Program gone, Sky Town falls. (How do you lose a program? Haven't these people ever heard of backups?) Iris moves to the computer and writes some keys, activating Sky Town's emergency energy system. did not come admin think about it?) With that disaster disaster You now get a long sequence of clip scenes showing Baryl, Blackbeard and Ito who have escaped from prison, and all other WWW lackeys plotting. Then you'll see some scenes with Wily and hear about benefactors. The finals back in Central Town, they have the final round for the Expo contest. The mayor walks in with the parkas kid behind him. He says a few words, and resigns. The last round involves finding a MoonStone in The Undernet. But you don't have to do it right away. Wander around making enquiries and such if you like. TomahawkMan Link Test Find Dingo near the helipad. Search the control panel and activate TomahawkMan. Leave the computer you are in and enter the general Net. You have to find 4 Totem Poles in Sky Areas: The first totem is just off the computer where you jack in. You can't miss it. There is another totem in Sky Area2 near the exit to Sky Area1. There is another totem blocking a ramp in Sky Area1. Finally there's one in the café. The tests work like this. You'll be taken to a battleground that has all the red panels on it, which means you can move anywhere. Press L/R (axis buttons) to turn to meet that direction. Press B to slash. If any totem reaches its full size before you slash it, it will hurt you. Hitting a totem that is in the form of a bird will cause birds to fly over the field, taking out totems for you as they go. After you've taken care of all the totems, Lan jacks out. Talk to Dingo again. Boss: TomahawkMan ElecMan Link Test Talk to Ann Zap on the helipad and search the control panel. Go to Sky Area1 to net cafe and talk to the guy behind the counter. (This is actually the only test where you get an unexpected scenario rather than the planned test.) You need to find batteries. There are two in Area1, and five in Area2. The meter in the upper right measures ElecMan's current power level. You don't use up power moves around, but you lose power if you get hit by one of the zombie-like HeelNavis that move around the area. Also, the lower your power level becomes, the smaller the circle of light is around ElecMan. So move slowly and try not to get hit. The ghost Navis moves in patterns and doesn't chase you, so just look at where they will know how to avoid them. Standing on emergency switches will light the area. They are also safe areas where zombies will not go. Once you get all the batteries, ElecMan jacks out and they charge them. Then you'll fight the boss battle. Boss: ElecMan Back to action. Enter Undernet1 and talk to Navi standing there, and he suggests going to Undernet2. Go search on the door that has the unknown password on it. A Navi nearby says the person who knows the password was arrested. Go to the Green City penalty room. Talk to the man standing at the end of the hall. Go to Seaside Town and talk to the girl outside toy store three times. Go back to the door in Undernet and MegaMan gives the password. When you enter Undernet2, you get a rock scene. A bunch of HeelNavis were waiting for MegaMan. They say they are more of these Cybeast supporters. What I don't get is why they don't worship MegaMan, knowing that he has a... The HeelNavis try to awaken Cybeast in MegaMan, but they are stopped by DustMan/ChargeMan. (The door blocking the road to UndernetZero opens by counting all the flames in Undernet2. The answer is 12. Going there is a journey; however, you can find some nifty things there.) In Undernet2, after a lot of winding around, you'll find two HeelNavis just standing there looking out into space. Go in the direction they are looking for and you will find an invisible passage leading directly to MoonStone. Once you have the stone, jack out and head back to Central Town square and you will trigger a cliff scene. When it's done, talk to everyone in the square. Your remaining two Link Navi operators will offer for you to take their classes tomorrow. (Warning: The game is about to throw a lot of story sequences at you with very little chance of taking breathers in between them. Best to take care of everything that you want to do now,

while you have the chance.) Sleep in Lance's bed when you're ready. Nostalgia You get a number of clip scenes in a row here. Rather idiotic, the game completely skips the two classes that the operators offered Lan to visit tomorrow, instead jumping ahead a few days and then jumping again for the weekend. Duh. - Right, anything. May phones Lan, who decides on the spur of the moment to visit ACDC Town that weekend. Apparently, even though it's several hours away, Lan walks alone. Apparently he doesn't even say to his parents, because his mother doesn't mention his trip at all. Anyway, you can take your Link Navi classes now if you want to be rude and make Mayl wait. It's probably better to make them here so you have Link Navis available for the events that have not yet arrived... GroundMan Link Test Find the operator of the other lab computer at the school. Search the computer, and leave through the teleportation panel. You're coming out into Undernet1. Yes, you do. Go to CentralArea2 you get the correct sample. You have to break rocks before the dynamite breaks. Press A and you'll get a gauge Stop the meter on a number, and that's the number of panels GroundMan will drill. He'll always drill straight ahead. Try not to hit Mr. Progs. You can talk to Mr. Progs to get them to teleport out of the way, though. When you're done with that area, it's on to CentralArea1, where you do it again. Remember to go through the teleportation tray as well, the one that leads to another part of the same area, to find stones over there. After that, it's time to jack out and fight the Net Boss: GroundMan EraseMan Link Test Find the operator of the second lab computer at the school. Search the computer, and leave through the teleportation panel. You're coming out into Undernet1. Your targets are members of a gang in Undernet1 and 2. You can recognize them because they have the target cursor that shows the direction and reach of their vision. Try to reach them and press A to delete them without them spotting you. Press and hold A to become invisible. You can't move when you're invisible, but you can't be targeted either. If you are targeted, you fight viruses. If you reach HeelNavi without being seen, you simply remove him on the spot. Either way, get rid of Navi. Note that you have a split second to get out of a target if you hit you. Either press A immediately, or move out of the target cursor. Once you've got all the HeelNavis, it's time to fight Net Battle. Boss: EraseMan DustMan Link Test Go inside the aquarium to vending machines in the second part and talk to Mr Press. Search the white vending machine in the middle. Exit the automatic computer via the teleport panel and find yourself in Undernet2. Go to the head-shaped area and find HeelNavi at the top. This starts the first test. You go to a battleground of all the red tiles. Press the A button to suck up debris. Press B to destroy bombs. This is really not too difficult, just move up and down as things come your way, and press A or B as appropriately right as long as they reach you. Now go to the bottom of the ramp which is on the far left of this area. There's another heelnavi there, and another test. Now you have to go to Undernet1. Really, getting to these tests is harder than taking the actual tests... In Undernet1, the trader is over towards the upper left corner. This test throws in a new twist: missiles. Hit them with B just like the bombs. In addition, things fly by much faster here. After that, jack out for the Net Battle. Boss: DustMan ChargeMan Link Test Go inside the aquarium to vending machines in the second part and talk to Al Ferry. Search the white vending machine in the middle. Leave the area into Undernet2. Find the cyber train station near the ramp on the far left of the area. Search the board to begin. You go to a battle ground with train tracks. You can just move up and down. You have to pick up passengers (by running over them) and not hit rocks. Hold A to upload and smash obstacles. Hold A at all times while driving so you can drop your charge at a moment's notice. You travel to several areas; search the sign each time to proceed to the next test. Later tests add Mettaurs to the mix. In addition, the end of the last test requires you to upload and crush stones to get through. Boss: ChargeMan When you're ready, get on LevBus and go to ACDC. You are invited to explore the city after the cut stage. You can be nostalgic Jacking into the doghouse, but you can't get into any of the buildings. When you talk to all the people, you automatically get a rock scene. You can now jack in the squirrel statue (and actually reach the ACDC Area from there). Yai also mentions that they finally completed a road connecting the ACDC Area to the Central Area. About time. Go to the squirrel and jack in. It's really changed. It is now considered ACDC's HP. Talk to Roll about the lost Mr. Prog. Enter the ACDC Area and explore, find objects, and such. Go and find the teleportation panel that leads to an isolated square somewhere else in the same area. There's a door blocking the way to a Mr. Prog. Search the door to talk to Mr. Prog. You need to find a key. Since Dex is so similar to Mick, it's easy to assume he might be behind this. Go and look in the Shogi play in Dex's personal space. Go back to the door and open it, then talk to Mr. Prog again. Take back the package and give it to Roll. Or try to, anyway. Turns out it was a gift to Lan and MegaMan. It is a pass to travel between ACDC Area and Cyber City's Net. Proceed from there to the designated meeting point—Yai's section of the ACDC Area. When you get close, you'll get a rock scene where all of Lan's friends are kidnapped before his eyes. Walk through the door you've unlocked before. You'll end up in Sky Area2. Follow the path and you'll end up in CentralArea3, where you'll use AreaPass to get past papier-mache Navi. (No joke: Search for Navi after you view your AreaPass.) Go up the ramp to the Sky Area. From there, go to Undernet2. In Undernet2, go to the skull area near the top (where BBS is). You trigger a cliff scene as soon as you step on it. (MegaMan's friends are not bound or trapped in any way. They're just standing there. Lots of help they are.) Boss: BlastMan Boss: DiveMan (There is no break between these two.) CircusMan shows up shortly after you defeat the other two and quickly swallows up MegaMan. Go back to Central Town via LevBus. No, actually, he didn't look like him. Own Free Will There's a long rock scene where The 1 to jump off www and make lots of plans and stuff. Back like Lan, go into Lan's house. Mick calls him and warns him that a Navi uses a CopyBot that looks just like MegaMan is causing problems in the real world. Go to Seaside Town. When you walk towards the city properly, you get another rock scene. MegaMan is there in Cybeast form. MegaMan goes to attack Lan, and Iris stops him. She still won't tell Lan who she is. Somehow MegaMan escapes from CopyBot to the net. Not sure how he got there. Anyway, Mayor Cain appears and calls MegaMan a monster, saying he can't let MegaMan be Operator Navi for Expo. Lan gets e-mails from Mr. Mach saying he has something important to talk to him about. Go to Sky Town and go top to the ledge where MegaMan jumped from earlier. Mr Mach reveals MegaMan's new location. You need a Navi to go to CentralArea3. Pick one and get out. In CentralArea3, talk to NetPolice Navi standing at the crater. He says you have to ask the mayor to lift the barrier that blocks the subway. Oh, as if he's going to give Lan permission, ha ha! Anyway, since Lan can't know this, go to his school looking for the mayor/principal. Go through the teacher lounge and up the stairs. You can walk past where CopyBot used to stand and to a door, like a security robot guards. Talk to the robot, but it won't let you through. Find Mick in the foyer. He has lots of experience getting rid of Security Bots, after all. After Mick does his thing, go back to the mayor's office. Captain Blackbeard happens to be there. Foolishly, Lan barges into the room and makes himself noticed rather than just eavesdropping on them. But even more surprisingly, instead of trying to make up a story, Mayor Cain tells him the truth. Of course, he plans to kidnap Lan and make sure he can't reveal the information to anyone. Yet... Mayor Cain then continues to tell lan the story of his past... After that is done, Cain and Blackbeard move to take Lan, which backs towards the door. Parka kid bodyguard, however, comes in, blocking the escape route. But instead of catching Lan, the kid reveals himself to be Chaud and arrests the mayor. When everyone else is gone, Chaud Lan tells us that he has lowered the barrier that prevented entry to the subway, and promises to send ProtoMan to help later if he can. Go borrow a Navi again, and make your way back to CentralArea3. Go over to the overhang where CircusMan used to be. You get a rock scene and your Navi falls down. A few seconds later, Colonel... Below, talk to the bottom? Yep, it's this again. At least you won't be attacked by viruses while there are spirits around. When you're done taking care of all the spirits in this area, move on to Underground2. There's booze here too, so take this time to explore the area and get acquainted with its layout without virus interruptions. After clearing all the evil spirits in Underground2, the cloud that blocks the ramp disappears. On top of this ramp, you will find MegaMan. He's not all by himself. Boss: FBeast/GBeast (Yes, you have to fight this with your Link Navi.) How about I do it with Falzar instead? After that, there's a rock scene where Colonel himself arrives and almost erases your Link Navi. ProtoMan comes to the rescue, but takes damage blocking a hit for MegaMan. Finally Lan decides to fight. There is no real break between these battles, but you are fighting this one with MegaMan, at least. Boss: Colonel Takes pages After a few clip scenes, and a few days later happened to tonight that Wily talked about?) ... Lan's at school. Amazingly, The Lackeys boldly enter their classroom and begin to make demands. (They haven't agreed on a name for their new group, so I just call them The Lackeys.) Iris comes in and surrenders to them without a fight, and leaves with them. Lan wakes up and finds Iris gone. Tab suggests searching in Undernet BBS. Go to Undernet2 as MegaMan. On your way there you will encounter HeelNavis who will block the road. They're throwing viruses at you. You should know the way to BBS by now. If not, follow HeelNavis. Read BBS. You'll learn that The Lackeys are at the Sky Town Admin Building. Actually, they are outside on the helipad. When you get a rock scene where Baryl has somehow lost to The Lackeys, and they gloat when they talk about tossing him into the sea. Lan races to the rescue but can't do anything because they hold Iris hostage. So Mr. Mach shows up to save the day instead. I think this lost something in translation. When the Lackeys are gone, Mr. Mach explains to Lan why he's helping Baryl and Wily. Then he takes Baryl and leaves, but at least he leaves Iris behind. Lan takes Iris back to her school to show her classmates that she's okay. When the two are alone, Lan asks Iris again about who she is, and offers to help her. She's trying to say something, but only gibberish comes out. Although she mentions that Lan is the only one who has ever called her a friend. When you get control again, find Lance's friends in the square outside the school. They talk about the expo, and some Navis in CopyBots walk by saying the expo will be held as planned. After that, you finally get some free time without a crisis hanging over your head for the first time in a long time. You can also now do higher level jobs on the demand board, so take a break to get things done as needed. When you walk into Lan's house, you get a rock scene. Lan is invited to preview the Expo a week later, and he can bring friends. That night MegaMan hears a roar and thinks it's the second Cybeast, but Lan reminds him that this is the real world, and goes back to sleep. The next day, after school, MegaMan suggests that Lan invite his Cyber City friends, and MegaMan will invite his ACDC friends via Net. Talk to Mick in Lan's classroom. Then go find Iris in the lobby of the school. After that, visit AsterLand to talk to Tab. Jack in the net and go to the ACDC Area. Find ProtoMan near ACDC's HP. Then find Roll, GutsMan, and Glide in each of their personal spaces and invite them. After you talk to everyone, you get a rock scene. Warning: After this, the road is without return, so I strongly suggest taking care of things before you fall asleep. (Well, you can return, but not for a while, so it's still good to get done you can.) Jack out to sleep in Lance's bed when you're ready. The preview Gala Lan's friends arrive and wake him up. Go to the park in the middle of Central Town. Dex and Mick are Net Battling. Lan shows up with Iris. Go into expo. You'll learn that Expo has been reserved for Lan and his friends for the day. Lance's friends run away and you get back in control. Wander around and jack into things. You must visit the first three pavilions and get stamps, then head to the Central Town pavilion. Inside, the place is full of CopyBots. Apart from that, it should look very familiar... Sure enough, Dr. Wily himself shows up and says that the pavilion is the WWW headquarters. Wily says he did the Expo, and of course he invited Lan to the preview hoping he would take Iris. (He knew he was going to bring MegaMan, heh.) The CopyBots all turn into HeelNavis at once and surround Lan and his friends. The others are removed, leaving Lan alone. But ProtoMan, inside a CopyBot, saves Lan. Somehow he can attack while in CopyBot form as well. Lan and Chaud run away and hide in Lan's school. (I'm not entirely sure why; after all, ProtoMan only waxed about 8 CopyBots with a single stroke...) After Mr. Mach rescues them, you'll be in control again. Head for the principal's office. In the lobby there is another cliff scene, and Chaud tells you to move on. In the teachers' lounge there is more HeelNavis but you can just walk past these. If you talk to them, you are attacked by viruses, and then HeelNavi turns into a broken CopyBot. Go to the principal's office and search the bookshelves. (Secret passages are always hidden in the bookshelves!) A hall way is revealed. After a short clip scene, you can enter the passage. You'll end up in the aquarium pavilion. The lackeys are there too. After this cut scene, Lan jack comes into the control panel. Pavilion Computer 1 Stage Recognize this place? Yep, you're going to have to do the fish thing again. Talk to Mr. Prog, then start exploring the water. This is a pain in the neck, so frequent saving is recommended. Anyone who says anything about chomp is, of course, the shark. Anyone who mentions a sea anemone is a clown fish (you know, as in Finding Nemo?). You don't have a clue what it is, but you know about the aquarium. This one goes in the broken nameplate. When the door opens, you can use the control panel. There's no boss. Like Lan again, walk over the fish and through the door. You'll end up in the Green Town Pavilion. Yes, the Lackeys are there, naturally enough. Ito leaves JudgeMan there to take care of MegaMan as The Lackeys escape. (Poor JudgeMan, he remains without even an operator to give him Battle Chips... Not that this affects his performance or anything, but ...) Go jack in the earth model and end up in, you guessed it, a JudgeTree puzzle. Pavilion Computer 2 Stage Make your L button and save-often thing. Head: Go in the door and you'll end up in the Sky Pavilion. Of course the Lackeys are doing something with Mr. Weather. Pavilion Computer 3 Stage You know the drill here. Boss: ElementMan Walk in through the door. Yuika bars the road, but then gives you a chance to open the road—by hitting CircusMan. (Why not just build the laser door in a place where the intruder can't jack in somewhere to open it?) Lan jacks in automatically, and you end up in... Pavilion Computer 4 Stage This one has a twist, as it is a kind of conglomerate of several previous puzzles. There are evil spirits here, but you don't do the soul weapons thing. Instead, just find them and talk to them, and you fight viruses. You must defeat three of them. Meanwhile, the flames are here like when you fought BlastMan, except they look like spirits instead. Boss: CircusMan When you're done, Lan automatically jacks out and runs up to The Lackeys, but he hasn't thought this through and they move to gang up on him instead. Then the operator Navi (from Expo) comes in with some HeelNavis and decides to just take them all. being caught. Lan tells his friends that he should continue alone because there is a Cybeast beyond the door. He wants his friends to get everyone in Central Town far away. (I would have left someone behind to guard Lan's back, personally.) His friends say their goodbyes one by one and go. After that, Baryl shows up and opens the door for you. He says Lan can come if he wants to, but it's a one-way street. Obviously, save before you walk in the door is a cut scene. After that, Lan jacks in, All you have to do is follow the windy twisted path to the ramp at the end. Be sure to adjust your Mapp and Navi Custromizer for the fight to get before you close the ramp. Final Boss: Falzar/Gregar The rest of the game is on auto-pilot. Most of the bosses in the game are Net Navis or normal virus enemies (sometimes super-powered but still with the same basic combat patterns) detailed in Data Base. This section contains only details that are different from Data Base. Note: Hidden managers are not yet listed here. I'll come to them later. Base: This is an optional battle that you have to go out of your way to find. Later in the plot, go to Green Area2 and search the back of the giant tree in the center. You should discover a pit that you can jump into. Follow the road to the end to discover Bass. See the Data base page for Bass's fighting patterns. Falzar: First of all, there is no floor on the enemy side of the field, so any attack that requires a panel to hit or to stand on will not work. Also, to hurt Falzar, you need to hit the green pearl-like beast symbol on his chest (but really it looks like you're aiming for his head). Sometimes a little tricky to aim because you can't see what the panel Falzar is on, but just realize that Falzar will always be considered to be on one of the slots even though there are no visual panels, and you can beat it if your attack strikes the right row and column. (Although note that sometimes Falzar positions himself so high off the ground that it is not on any line, but is above them all. Some viruses do this too.) Falzar is immune to the status of confusion (although he is vulnerable to poison) and cannot be interrupted. The Cybeast has several attacks, one of which will blow away any shields or auras you have active. Falzar can use a T-shaped sonic attack (move up or down to avoid it). It can also shoot fiery birds that go down each line pretty guickly; You can shoot these or move up and down to avoid them. In addition, it can rain feathers down on your side while you blow backwards; move guickly to avoid them. And there is an attack that hits a 2x3 area; Just move away from flashing tiles and you won't suffer. Falzar is guite reasonable in this game; You can damage it at any time if you aim correctly, although probably the best time to hit it is right after it performs an attack. (For an ancient evil that was sealed off because no one could figure out how to destroy it, Cybeast is certainly not that tough. I won't complain though...) Gregar: Unlike Falzar, Gregar has a floor, but you can't place items on it because they will disappear immediately. Gregar spends his time jumping around, usually attacking just as it lands. Since it spends much of the time in the air, you only have a small window of opportunity to attack it before it jumps again. The longest time span is when it is about to make a major attack. You can't interrupt Gregar, but you can damage it while attacking. Sometimes you may want to just take hits to hit it while it's standing still. A LifeAura works wonders here, like a BblWrap. While jumping around, Gregar sends boulders down on your side; just avoid the flashing panels. It also breathes fire, which hits almost all the panels on your side. It can also push lighting forward and downward from the panel that its head is on. And it can attack by shooting rapid fire spears down on your side. When Gregar disappears for a longer delay than usual, it's about to chop twice and then hit with his head. This hits a 2x3 area. Here are the locations of some of the more significant items in the game. Search for others! WWWID: Buy it for 3000 from a HeelNavi in UndernetZero (getting there via Undernet1). This will get you through all the skull doors you've seen. BtlrCard: Buy it for 2000 from a HeelNavi in the class 1-2 blackboard. This allows you to find Virus Battler Mr. Progs. You will receive tips from each one about the location of the RushFood: Buy them them a HeelNavi in the shower computer in Sky Town (jack into the shower unit there). You use these on the bone-shaped plates you will see. Most such tiles are just shortcuts, so not necessarily worth the cost; however, others lead to items that you can't get any other way. ExpMemry: JudgeTree Area3, in a Blue Mystery Data. ExpMemry: Mystery Data in Lab Comp2. One way to get there is through Undernet1. SpinPink: Blue Mystery Data in MrWeatherComp 3. SpinWhit: Use RushFood in the ACDC Area to get to a Mystery Data. SpinBlue: Purple Mystery Data behind a cloud in Sky Area1. SpinRed: Get it via a lottery number. Guardian O: Blue Mystery Data in the penalty room chair in Green Town. Elemtrap's: Buy these from Mr. Famous in AsterLand a little later in the game. No joke. You can also purchase multiple copies of them. Live life as if there isn't a tomorrow. LifeAur(a): Buy this (no joke!) from a Net Dealer in UndernetZero (get there via Undernet2). BblWrap: You can still buy one of these, this time from a BugFrag trader in Sky Area1, but LifeAura is undoubtedly better. The only downside to a LifeAura is when it goes down, it doesn't come back, unlike BblWrap. BugStop: Get it from the central area of Net Cafe. It's bigger in this game, but don't let that deter you. You can use BugStop to effectively give yourself 15 more boxes on memory map at the cost of 4. How? First, place BugStop outside the grid (make sure it still cuts the command line, though). Then place most of your other parts off the grid as well. It's fun! General Tips You can use the Tag Chip system to help you make Program Advances easier. Of the three chips required for the Advance Program, one makes your Regular Chip and the other two make your Tag Chips. Then you just need one of the two chips to come up in random draw and you have all three. Remember sites that provide a description that says there is a jack-in port but you can't use it right now. Keep checking them in the future. You can use your Link Navis to get past specific obstacles that block areas of the Net. For example, SpoutMan can take care of the raging hookahs, and TenguMan can eliminate cyclones, and so on. Just analyze obstacles and try to match them according to Navi, and it should be pretty obvious who to use for what. There are several invisible paths in this game, as before. Try going into the edge of any suspicious area. Buy coffee every time you walk past a Net Cafe. Really, it's useful. The seemingly random strings of RLBA characters that you sometimes reveal are compression codes. Use these in Navi Customizer. To use one, select the associated part in the list, then hold right on the trackpad and enter the given button sequence (L and R are There are some new tile effects that you can take advantage of. For For For Use an Aqua-based attack on someone standing on an ice panel, and it will freeze him. Remember that some situations can change weak points for both you and your enemies. For example, an enemy standing on grass will take double damage from fire attacks, even if he is not normally weak against fire. An enemy in a bubble will take double damage from Electric. And so on. Okay, this is just wrong. (AKA: Compression codes? Who needs them?) There is a new feature with Navi Customizer that allows you to place parts off the grid. You will still bug MegaMan doing this, so it's not something they completely overlooked. It's just weird. That said, with a little creativity and a BugStop, you can take advantage of this wonderfully. Request Board This list is from the bottom up. You can only take one request at a time, and you can't do higher level missions until later in the game. Not all requests are listed here, but this should get started. (\*) Virus Deletion: Go to the classroom 6-2. Talk to the girl, then jack in the blackboard and remove all Mettaurs. Get: 10 BugFrags. (\*) Find Keepsake: Talk to the old lady at the school gates. Search the tree next to Lan's house. (They may randomize this.) Get: RegUP2. (\*) Spring request: Go to the teacher's lounge and talk to the scientist-like guy at the monitor. Get some money and use it to reserve a toy at the toy store's computer (available from SeasideArea1). Return the ticket to the teacher for your reward. Get: RefrncBk. (Look at it in Key Items to get a lottery number.) (\*\*) For Victory: He wants a GunDelS1 C. You can buy it from tab behind the counter for 1000. Buy a copy and take it to CentralArea1. Get: HP Memry. (\*\*) JuvenileDiv: Meet the monitor in the school lobby. Then go out and talk to the kid at the robot dog near AsterLand. Jack into the dog and talk to HeelNavi. It's actually a disguised official. Fight viruses to show the kid how it's doing. Then return to NetPolice Navi in the monitor for your reward. Get: FldrPak1 (NaviCust part). (\*) Some help: He needs money. Meet in RobCtrlComp1 near the arrow that leads to area 2 (must circle around to get there). You lend him some money, he'll repay you later. You can choose from 100, 1,000 and 10,000. Try to do this one when you have 10,000 available (not that hard if you do the two 5000 ones below first). Please note that the job is considered complete when you give him the money, so you can move on to other requests even though you don't receive your reward right away. Come back later for your reward. Get: 10x the amount you gave him. (\*) Get Chip: He wants a DolThdr1 A-chip, so don't take this request until you have one. (You get them from the ScarCrow virus.) Meet in front of the Net dealer in SeasideArea3. Get: RegUP1. (\*\*) Stock Up: Meet in front of the sunfish tank in the aquarium. get 10,000 to buy cyber-sushi with. Head to SeasideArea1 and buy tuna, eel, salmon, herring, shrimp, yellowtail, sea urchin, and snapper. Basically, there are several different sellers who have different prices for things. The trick here is to buy the things you need for the lowest prices. Make sure you get one of everything though. When you have it all, return to the chef to get your reward. Get: ScrtMemo (read it for a lotto number). (\*\*) StandIn Recruit: Meet in aquarium HP. Talk to the director first, then when filming begins, talk to the HeelNavi actor. (MegaMan not get into costume...) Say: Halt! Villain! CyberWarrior Cybo My soul will die! Fight viruses. Say, I'm suspended. (This is pretty funny...) Say: It's just a dream Talk to the director when you're done. Get: HP Memry. (\*\*) penguins ran away: meet in front of the piranha tank at the aquarium. (And don't tell Mick! Heh.) You have to find 5 penguins. One's on stage in the aquarium. One is in Seaside Town, in the bottom corner near the fountain. One is in Lance's house bathroom. One's in AsterLand. And one is in the 6-2 classroom of Lance's school. When you have them all, return to whoever asks for your reward. Get: RngnThnk. (Read it in Key item for a lotto number.) (\*) Daughter worry: Meet at the Plaza in Green Town. Then head to seasidearea1 and find the lovers in the upper right corner of the lower blue area. This is quite funny, because the father asked you to play bad guy and see how the boyfriend would react ... but when you get there, a HeelNavi is already playing the evil one for you. Talk to HeelNavi. MegaMan decides to jump in and play the evil one too. When the boyfriend finally starts showing a spine, MegaMan is content and tries to call it all off, and only then realizes HeelNavi is a real villain. Fight viruses. Get: RegUP1. (\*) Stop Him: Meet in the Green Town courtroom. Talk to the girl there, then go to green area1, to the teleporter leading to an isolated platform near the bottom of the map. Talk to Navi, who's standing there. Say Try me! And he throws a running battle of viruses at you. Essentially, you are exhausting his delivery of viruses. Talk to the girl again for your reward. Get: BigBomb P. (\*) Loan Collection: Meet in green HP. Go to the Net Dealer in CentralArea2 (he's right at the exit leading to the café). Talk to HeelNavi there. Say yes and fight viruses. Hunt Navi to Net Dealer in SeasideArea3. Say yes and fight viruses. You don't have to chase him again. I'll give you the money this time. Return to Green HP with the money. Get: 5,000. (\*\*) Lumber Merchant: Meet at the big tree in Green Area2. He wants you to find a Spirit of Spring somewhere in the SeasideArea. Find a bucket in SeasideArea3 near the upper left corner. it, and a Mr. Prog shows up. (This is pretty funny.) Take the enhanced axe back to your client. Get: 10 BugFrags. (\*\*\*) TimeCpsI: Meet at Green Town Plaza near the bottom right. You need to find a time capsule buried in the Green Area. Look at the base of the cyber-tree. There are fake that will spring viruses on you. That said, I went straight to Green Town2 because that area has the most trees, and the first one that I found an object underneath was the right capsule. Download HP Memry. (\*) DietGoods Money: Meet in the hallway on the first floor of the Cyber Academy. Talk to the girl there, then go to SeasideArea2, near the exit to Area1, and talk to HeelNavi. Go to the Green Town courtroom and talk to the man standing by the seats there. Return to HeelNavi. He's surrounded by lawyer Navis now. Talk to him again. After that, return to the girl at school and get your reward. Get: 5,000. (\*\*\*) Find the virus: Meet near Central Town LevBus station. This time it's Mr. Famous. He wants you to find some viruses that escaped from the lab. One is in the poor RoboDog. Again. One is inside the computer monitor in the lobby of the school. One is in the teacher's room computer. One's in the water machine computer in Seaside Town. And one is in the popcorn shop computer. Get FstGauge\*. (\*) Got a problem: Meet on the show stage in the aquarium. She wants to learn how to swim. Find the person called Dolphin at Lan's school. Actually, there's a girl in the classroom 6-2. She suggests getting fat, because everyone knows that fat floats. She'll give you french fries, of all things. Return french fries to the lady in the aquarium for your reward. Get: InvteCrd. (Read the back of a compression code.) (\*) Songwriters: Meet in sky area net cafe. The musician is making a bit of a song he's trying to compose. You must make the following choices here: Your love ... To float... Just memories. Love... Your smile. That you're free... I still love you. If you mess it up, you have to fight viruses, but you can try again. Get: RegUP2. (\*\*) Buy That Stock: This is a strange one. Meet in the Sky Area1 café and she tells you about three stocks, then send to Undernet1 (near Undernet2 exit) to buy one. I don't know if they randomize this, but even if they do, you can probably save before buying a stock and then reload if you get results you don't like. Once you have purchased a stock, return to the person requesting it; you will immediately learn how the stock performed. On a whim, I chose the underdog Blackhole and looked like a bandit. Get: 10% of the profits. (\*\*\*) Can't open safe: Meet in the popcorn shop computer at the aquarium. This is a puzzle. Count the number of animals in the aquarium indicated on the clue, multiply them by the specified values and add them together. The answer is 564. Get: (Navi Customizer part). (\*\*\*) Get the bad guy: meet in Central Town in the lower right corner. You need to find five HeelNavis. They throw viruses at you, but they are high level viruses, which is why this is a high level job. Anyway, one is in CentralArea1 near the Net Cafe. One is in CentralArea1 on the blue road on the right side. One is in CentralArea2 on the wide blue panel in the middle (the talkative one). The last two are in CentralArea3. The viruses here aren't that bad if you keep your intelligence on you, but bring some swords with you before you take this job. Get: Custom2 (Navi Customizer part). (\*\*) Update Help: Talk to the man near the turtle tanks in the aquarium, then go to the maincomputer and find Mr. Progs. This part is not difficult; they are all on the main road. Return to whoever asks for it and he'll tell you that he gave you the wrong data. Go back to the mainframe and find Mr. Progs; they have all walked off the main road and into the sea areas. The first is on a platform not far from where you jack in. The second is in area 2, on a platform near the upper left. The third in the last area is near the left side, past the ramp. Get: MegFldr2. (\*\*) Do something: Go to Seaside Town and talk to the lady at the fish sticks shop. Her deep fryer has been taken over by kettle virus. Jack in and erase them. When you're done. talk to whoever's asking for your reward. Get: HP Memry. (\*\*) Want to Meet Dghtr: The requestor is a HeelNavi in Sky HP. Talk to him, then find his daughter near the giant tree in Green Area2. Return to Sky HP and talk to requests again. After that, leave HP in Sky Area1 and talk to the two HeelNavis standing there Fight two battles against viruses. Go back and talk to whoever's asking again. Get: Spreadr3 R. (\*\*) Not Engh Member: Meet in the class 6-2 blackboard. He wants Fanfare Z, Discord S and Timpani T. Get Timpani from Tromby and Discord from Tuby. Trumpy virus gives Fanfare. As for where you can find these viruses, you need to explore on your own. Anyway, when you have all the chip conditions (remember to put them in your Pack, not a folder), talk to Navi again and he'll take them and give you your reward. Get: RegUP2. (\*\*\*) Track Crmnl: Talk to the man standing next to the Seaside Town water machine. Then talk to the man at the fountain several times. Then talk to the person who is asking again. He wants coffee. Go to the vending machine of LevBus and pay 100 to buy a can of (?) coffee. When you get back to the person who's asking for it, the suspect has escaped from the coop. Walk in through the door at the fish fry shop. You'll end up in the back of the aquarium. Find the man at a control panel and talk to him, then jack in. Head out into the Central Area and across the bridge to find some HeelNavis. Fight viruses. Winning gets you the ScrtData. When you jack out, the person requesting next to you. Talk to him for your reward. Get: Role\*, Colonel\*, and ProtoMan\*. (\*\*) Self research: meet in the class 1-1 blackboard. You need an Anubis for this, and the only place I know where I can get one is the Cemetery. You also need two PoisSeeds but they are not so bad. (If you only have one, you can order the other from AsterLand.) Anyway, the program Advance he wants is PoisPhar and you create it by doing PoisSeed, PoisSeed, Anubis. Get: SciManul. (Read it in key items for a lotto number.) (\*\*\*) OfficialRequest: Meet the Sky Town observation computer (jack in under the map in the main control room of Sky Town). Talk to the official Navi there. Behind him is the image data of various evil Navis. Search each of them and fight them. You fight their original shapes, so they have the same HP values as when you first fought them, not their EX or SP values. This makes it kind of easy because you make this request later in the game. Also, since you can choose which one to fight when, adjust your Folder in advance for each one and you shouldn't have too many worries. Once you've fought them all, talk to whoever desires. Get: AreaGrab\*, AntiNavi\*, AntiRecv\*. Trades EnergBom K for a DublShot C chip in classroom 1-2. DublShot C for HiBoomer V inside the aquarium. HiBoomer V for GrabRvng I inside the water machine in Seaside Town. PnlRetrn \* for Geddon A in aguarium HP. (You can get a PhRetrn\* from a Mystery Data in SeasideArea2.) Barr100 H for AirHocky M in Central Town, lower right corner, after Force Program site. HolyPanl S for a TimeBom3 N in the Green Town courthouse. Lotto numbers Here are some of the lotto numbers in this game. Find others! You may stand in the future second Undernet if you continue to ignore those HeelNavis standing nearby... 04789479: Unlocker 37889678: HP+50 (Navi Customizer part) 82564319: Unlocker 79459146: SneakRun (Sub Chip) 09256524: SpinGrn 23722234: TimeBom3 M 24823665: HP++ 20 0 77837421: SpinRed 59485971: Untrap (Sub Chip) 32132348: Rush (Navi Customizer part) 70741543: Beat (Navi Customizer part) 69548756: Tango (Navi Customizer part) Compression codes Here are some of the compression codes in this game. Find others! ALARBRARLB: Jungle RRABLRARLA: Chpshufl BBARABLARR: FstBarr ALAAALLABR: SlipRunr ARLALALLAB: MegFldr1 ALABBAAABA: Collecting RBBBAAABRL: Shield RRALLRA ABB: UnderSht LRABARBBLR: OilBody LBBRBAALRR: Custom1 BRBBBBBARR: Battery RALABLBBRB: FlotShoe RBARALBBBL: Millions Quizzes Mr Quiz is a child at the end of the 6th grade hall. Get QuizBook (look at it in Key Items for a lottery number). 1. Left hand 2. Hack 3. Catfish 4. Human 5. Yellow Quiz Master is a man near the main computer of the aquarium (where you fought DiveMan). Get SlipRunr (NaviCust part). 1. 150 2. Eye 3. Staff terminal 4. Truth 5. 4 6. Fur Seal 7. 30 8. 8 9. SeasideArea3 10. 31st. Quiz King is inside the lower part of JudgeTree. Get QuizData (see Key items for a lotto number). 1. 10 tree 2. C and A 3. SubChips 4. AquaSwrd 5. 12 6. 40 7. 8 (Lan left) 8. Fanny 9. NetBattle 10. 50 11. MiniBomb 12. 30,000 feet 13. 70 14. DiveMan 15. Quiz King He won't come if you blow him up with Cybeast... This is extremely long. First, of course, MegaMan goes berserk (again), and Colonel and Iris merge to extract Cybeast from his body. Then, when MegaMan is safe from there, they blow themselves up to destroy Cybeast. Wily intends to go down with the ship (again), but Lan tries to talk him out of it. Lan says Wily could go back to doing research again when he pays for his crimes. Wily seems to be considering it, but then the giant CopyBots explode. Lan and his friends escape, leaving Baryl and Wily behind. Wily was later found alive in the rubble, but Baryl has disappeared. Lan and his family move back to ACDC Town, and his class celebrates his graduation from elementary school to middle school. A man matching Baryl's description leaves Lan a box containing Iris's CopyBot, but Lan is not allowed to talk to him. Meanwhile, Wily has reformed his ways and is collaborating with the other scientists even while he is still in prison, creating a new colonel and Iris to maintain peace online. Also, Mr. Mach and The Lackeys were captured and imprisoned, although Mr. Mach received an easy sentence and was released early because of his reasons for joining the WWW in the first place, and because he helped fight the WWW in the end. Twenty years later, Lan and Mayl are married and have a son named Patch. You'll never see what any of them look like, but you find out that Lan is following in his father's footsteps, trying to get net to the next level. (He still speaks like a child though heh.) Lance's friends have also kept in touch: Dex is the mayor, Mick is a teacher (wondering where did he get that inspiration from?), Yai is the ceo of her company, and Tab still works at his family's retail chain. And Chaud is the leader of international officials. The game ends with a screen that says: Battle Network: END. Yes, in case you didn't know, capcom means for this to be the last Battle Network game. Which is actually the first Mega Man series they have officially completed. However, there will be a new spin-off to continue the story, and who knows, they may one day decide to go back and cover some of these events over the twenty years that were skipped... Skipped...

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