

GAME BOY ADVANCE

AGB-BRME-USA



CAPCOM®

INSTRUCTION BOOKLET



CAPCOM®

Capcom Entertainment, Inc.  
475 Oakmead Parkway, Sunnyvale, CA 94085

PRINTED IN USA

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**  
**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

**90-DAY LIMITED WARRANTY**

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

- To receive this warranty service:
1. Notify the CAPCOM Consumer Service Department of the defecting warranty service by calling (800) 747-7474 from 8:00 a.m. to 5:00 p.m. Monday through Friday.
  2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

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Sunnyvale, CA 94085

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## NOTES

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim; the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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## Q&A

- Can I control my Navi directly in battle?**  
During battles, your Navi will move on their own, and you cannot control them with the *Control Pad*. Operators should focus on choosing the strategy and sending Battle Chips at the right time to lead their Navis to victory.
- Do I need the Battle Chip Gate in order to play?**  
Nope! You can beat the game without the Battle Chip Gate. But if you want to experience the game's full depth, the Battle Chip Gate will let you have even more fun.
- Why does Mr. Prog sometimes say different things?**  
This game has a date and time feature. Sometimes, characters may say different things depending on the time. Some other things in the world may change depending on the date or the day of the week, so be on the lookout!
- Do Lan and the others appear?**  
The heroes of the *Mega Man Battle Network*® series, Lan, Max, and the others, do not appear in this game. You, the operator, are the star of the show! Choose your own Net Navi and have fun becoming a Net Battler!



## NETWORK BATTLES

By using the Game Boy® Advance Game Link® cable (sold separately), you can go head-to-head with other Battle Network gamers. Set up the cable to communicate with the other gamer by following the instructions on the previous page. Once you have finished preparing, select Comm from the PET screen.

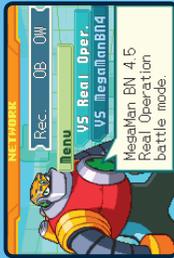
### NET BATTLE

Link up with a friend and go head-to-head in a Network Battle. Apart from playing with someone else who owns *Mega Man Battle Network® 4-5: Real Operation*, you can also battle against *Mega Man Battle Network® 4* (sold separately). Next, select your mode:

- ▣ **Single Battle** – Face off in a single match.
- ▣ **Triple Battle** – Go for best two out of three.

Then, select the type of battle. In order to battle with the Battle Chip Gate, both you and your opponent must have the Battle Chip Gate connected to your Game Boy® Advance systems; connect the Game Boy® Advance Game Link® cable to the sides of the Battle Chip Gates. Once both players select the same mode and battle type, the battle begins.

When playing against *Mega Man Battle Network® 4: Red Sun & Blue Moon*, the Battle Chip Gate is required. In addition, you may only use the Navis that appeared in *Mega Man Battle Network® 4*, and your Navis's stats will not be powered up. Make sure the small plug of the Game Link® Cable is connected to the Game Boy® Advance system with the *Mega Man Battle Network® 4* Game Pak inserted, or the **Operation Battle** option may not appear in the menu.



# MEGAMAN 4.5 BATTLE NETWORK REAL OPERATION



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## THE WORLD OF MEGA MAN BATTLE NETWORK®

### The year is 200x...

It is the network age, made possible by the rapid advancements of the internet and other communications technology, and everyone has a portable handset called a **PET** (Personal Terminal).



### WHAT IS A PET?

In the year 200x, PETs are a very convenient accessory for modern life. Each contains a humanoid AI program called a **Net Navi**, which can perform all sorts of tasks for its human owner, ranging from Net Battling to managing their personal schedule. In this game, your Game Boy® Advance itself acts as a PET. Choose your own personal Net Navi, and use the full capabilities of the PET!

### VIRUS BUSTING!

The networked society... the world is a very convenient place to live in, but things aren't always perfect, thanks to rampant computer viruses. To protect themselves against these viruses, people equip their Net Navis with battle data programs called Battle Chips, and have their Net Navis fight the viruses directly. This is called **Virus Busting**.

### THE MEGA MAN BATTLE NETWORK SERIES

- **MEGA MAN BATTLE NETWORK**  
An evil secret society, WWW, plans to hack into a military satellite and start an End Game that would annihilate Net Society. Thanks to the efforts of the hero Lan Hikari and his friends, all hacking is rooted out, but their leader Dr. Wily vanishes...

- **MEGA MAN BATTLE NETWORK 2**  
A new threat, the Net Mafia Gospel, triggers a rash of Net Crime incidents. Gospel succeeds in destroying the networks of various countries and plunges the world into chaos, but Lan and friends overthrow their HQ, and peace is restored.

- **MEGA MAN BATTLE NETWORK 3**  
Dr. Wily is back and attempts to resurrect a beast capable of destroying the entire Cyber World. In a desperate battle, Lan & friends clash with a revived WWW to uncover the truth about forbidden data!

- **MEGA MAN BATTLE NETWORK 4**  
The fourth chapter in the series, released in two different versions, has Lan vying to win the tournament to prove himself the greatest Net Battler in the world. While top opponents battle for the championship, a secret organization lurks behind the scenes!

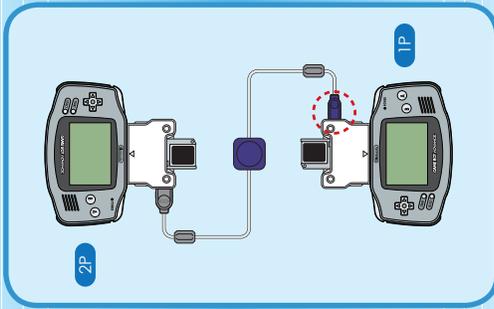
### CONNECTING THE BATTLE CHIP GATE

#### YOU NEED:

- Combination of 2: Game Boy® Advance and/or Game Boy™ Advance SP
- 1 Game Boy® Advance Game Link® cable (sold separately)
- 2 Mega Man Battle Chip Gates (sold separately)
- 2 **Mega Man Battle Network® 4-5** Game Paks, or:
  - 1 **Mega Man Battle Network® 4-5** Game Pak and 1 **Mega Man Battle Network® 4** Game Pak (sold separately).

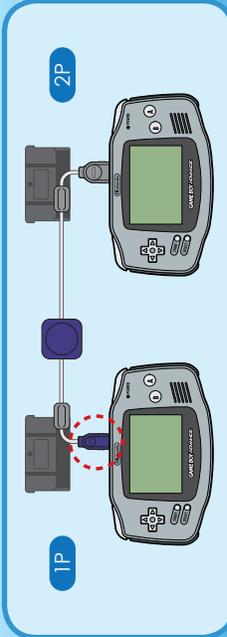
#### CONNECTING

1. Make sure the power of both Game Boy® Advance systems is OFF.
2. Insert a **Mega Man Battle Network® 4-5** or **Mega Man Battle Network® 4** Game Pak into each Game Boy® Advance system.
3. Connect a Battle Chip Gate to the external extension connector on both Game Boy® Advance systems.
4. Link the Game Boy® Advance Game Link® cable to the external extension connector on the sides of both Battle Chip Gates. If one of the players is using **Mega Man Battle Network® 4**, that player should use the smaller plug.
5. Turn on the systems.



## MULTIPLAYER SETUP

### CONNECTING THE GBA GAME LINK CABLE



#### YOU NEED:

- ❑ Combination of 2: Game Boy® Advance and/or Game Boy® Advance SP
  - ❑ 1 Game Boy® Advance Game Link® cable (sold separately)
  - ❑ 2 **Mega Man Battle Network® 4.5** Game Paks
1. Make sure the power of both Game Boy® Advance systems is OFF.
  2. Insert a **Mega Man Battle Network® 4.5** Game Pak into each Game Boy® Advance system.
  3. Link the Game Boy® Advance Game Link® cable to the external extension connector on both Game Boy® Advance systems. The system connected to the smaller plug is 1P.
  4. Turn on the systems.

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## CYBER WORLD CHAMP!

You are a beginner Net Battler who just purchased the latest, state-of-the-art PET model. Choose a Navi that suits you and let them manage your schedule, jack-in to the Internet, and participate in Net Battles. Enjoy daily life with your Navi!

This game has a clock feature, and time progresses just like in the real world. Your main goal is to conquer the Official Tournaments held on Saturdays and Sundays, but there are plenty of other things to do!

#### EXPLORE THE INTERNET

Go on a shopping spree or collect items and chips from mystery data. New things happen every day of the week! What will you find in the deepest parts of the Net...?

#### BATTLE THE DARKKLOIDS

You will periodically receive mail with information on berserk Navi incidents caused by Darkkloids. Find the Navis going out of control and protect the peace of the CyberWorld!



Play the recently released, highly popular first four chapters in the **Mega Man Battle Network®** series to learn more about Lan and his friends!

#### WIN THE WEEKEND TOURNAMENTS

If you register on a weekday, you will be able to participate in a tournament during the weekend.

There are three levels of tournaments: **Silver**, **Gold** and **Official**. Of course, your top goal is to become the Official Tournament champion!

#### EVERYDAY TOURNAMENTS

In certain places on the Net, there are **Everyday Tournaments** that you can join without needing to sign up! If you enter and win, something good might happen.



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## NET NAVIS



### Mega Man

An earnest, hard-working Navi who builds a deep trusting relationship with his operator. He fights using the Mega Buster.

#### Equipment

Mega Buster, Charge Shot, Shield



### Guts Man

As you can tell from his name and looks, this Navi is one tough customer. All of his attacks pack a real wallop.

#### Equipment

Buster, Guts Hammer, Guts Machine Gun

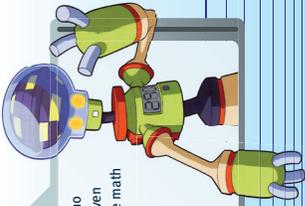


### Roll

A gentle Navi who is good at fortune telling. She attacks with her weapon, the Roll Arrow, which resembles a bow and arrow.

#### Equipment

Buster, Roll Arrow, Barrier



### Number Man

A highly intelligent Navi who excels at math. He might even test his operator with some math problems, too!

#### Equipment

Buster, Die Bomb, Shield

### USING BATTLE CHIPS

During a battle, when the Custom Gauge has filled up sufficiently, slot the Battle Chip you want to use into the Battle Chip Gate. The chip data will then be instantly sent to your Navi. Just like with chips in the game, this will deplete the Custom Gauge. In addition, there is a limit to how often you can use Battle Chips with the Battle Chip Gate. Each individual Battle Chip can only be used a certain number of times until you jack-out again.

### USING NAVI DATA CHIPS

While on the Navi Select screen, slot the Navi Data Chip that you want to use into the Battle Chip Gate. The Navi's data will be installed and will appear on the PET screen. After that, you can freely use the Navi at any time.

If the Game Boy® Advance Game Link® cable is connected, Navi Data Chips may not be accepted. Make sure to remove the Game Link® Cable before using Navi Data Chips.

### TROUBLESHOOTING

- When you want to play with the Battle Chip Gate, connect the Battle Chip Gate to the Game Boy® Advance system before turning the power ON.

- Do not remove the Battle Chip Gate while playing the game.

- If you need to reconnect the Battle Chip Gate, turn the power of the Game Boy® Advance system OFF first.

- If the Battle Chip Gate is not functioning correctly, turn the power of the Game Boy® Advance system OFF and try again.

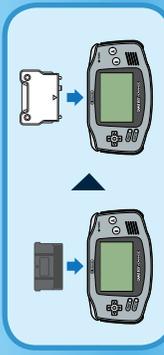
- If the Battle Chip Gate is disconnected during a battle, you will get two options. If you choose **Try again**, the battle will restart, and you will not be able to use the Battle Chip Gate. If you choose **End the battle**, you will resume the game from right before you started the battle. To reconnect the Battle Chip Gate, first save your game, turn the power of the Game Boy® Advance system OFF, reconnect the Battle Chip Gate, and continue.

- If the Battle Chip Gate is disconnected during a boss battle, the battle will restart, and you will not be able to use the Battle Chip Gate. To reconnect the Battle Chip Gate, you will need to restart from your last saved game.

## BATTLE CHIP GATE

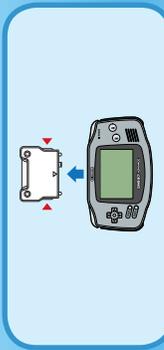
This game is compatible with the **Battle Chip Gate** (sold separately). Connect it to the Game Boy® Advance to unlock the full Real Operation experience!

- ❑ With the Battle Chip Gate connected, you can directly slot in Battle Chip data to use in battle.
- ❑ By slotting in Navir Data Chips, you can expand the roster of playable Navis from the start.



### CONNECTING THE BATTLE CHIP GATE

1. Make sure the power of the Game Boy® Advance system is OFF.
2. Insert the **Mega Man Battle Network® 4.5** Game Pak into the Game Boy® Advance system.
3. Connect the Battle Chip Gate to the external extension connector on the Game Boy® Advance system.



### REMOVING THE BATTLE CHIP GATE

1. Make sure the power of the Game Boy® Advance system is OFF.
2. Press inwards on the lock release buttons on the sides of the Battle Chip Gate, and pull it straight out of the Game Boy® Advance system.



### Fire Man

A rough and tough Navi who uses the power of fire. With his Fire Arm weapon, he can light up enemies from a distance.

#### Equipment

Buster, Fire Arm, Shield



### Wind Man

A Navi who rules over the winds. His Fan and Wind can plunge the battlefield into a windstorm!

#### Equipment

Buster, Wind, Fan



### Wood Man

This Navi is a real lover of nature. He strives to make the Internet a little greener with his Cyber Seeds.

#### Equipment

Buster, Seed Shot, Death Forest



### Proto Man

A cool, calculating Navi that attacks with his sword. He follows his operator's every command without question.

#### Equipment

Buster, Long Sword, Shield

## STARTING UP

### MAIN MENU

On the Title screen, press **START** to see the options for starting the game. (If you have not yet saved a game, the **Continue** and **Set Time** options will not appear.)

- **New Game** – Start a new game from the beginning. If you have saved a game, it will be erased.
- **Continue** – Start the game from the point where you saved it. You can choose a new **Navi**, but if you saved the game while you were jacked-in, you will continue with the **Navi** you had before.
- **Set Time** – Change the current date and time. Doing so will delete your tournament registrations and you will lose all of your **Zemys**, so be careful.

### SOFT RESET

Press **Start**, **Select** and the **A** and **B** Buttons simultaneously any time during gameplay to soft-reset the game and return to the **Main Menu**. Use this to quit your current game and start over from where you last saved.

If you choose **New Game** from the **Main Menu**, additional screens will appear where you will need to enter some information.

### DATE AND TIME

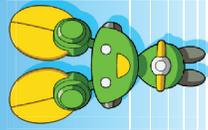
You will be asked to set the date and time. Press the **Control Pad**  $\blacktriangleleft$  to switch between fields, and use  $\blacktriangleleft$  /  $\blacktriangleright$  to change the time. When you're done, press the **A** Button.

### NAME INPUT

Next, you will have to enter your name. Move the cursor with the **Control Pad** and choose letters with the **A** Button.

### PERSONAL INFO

After entering your name, you will be asked for some personal information. Enter your gender, age and occupation.



## MINI GAMES

At various points in the game, you may have to play a mini game.

### CALCULATION MINI GAME

Number Man will give you a series of calculations. Choose the correct missing number from the row of answers, and insert it into the formula. Give the required number of correct answers before the Time Bomb in the corner of the screen reaches zero to pass this game.



### ICE CUBE MINI GAME

Ice cubes with **Metaurs** trapped inside will fall down from the top of the screen. Attack the **Metaurs** with **Battle Chips** before they escape from the ice.



### METAL MAN MINI GAME

In this game, you will destroy statues with **Metal Man's** mighty fists. If you let **Metal Man** collide with a statue or miss a statue, after three strikes, the game will be over. Destroy all statues to clear this game.



### WIND MAN MINI GAME

In this mini game, **Wind Man** will send **Mr. Prog** flying far away by creating a gust of wind. If **Mr. Prog** successfully reaches the location he wishes to go, the mini game is cleared.

### SEARCH MAN MINI GAME

You will be asked to find specific items or destroy targets in these missions. Use the **Lock-on Sight** in the center of the mini game screen to move around the Internet area and hit the targets.



### NAPALM MAN MINI GAME

Follow **Napalm Man's** instructions to destroy the targets. Use the **Napalm Sight** in the center of the mini game screen to move around the Internet area and aim for the targets.

## POWERING UP NAVIS

Each Navi has a different method for powering up. Additionally, using Buster Up will increase the Buster damage for all Navis.



### MEGA MAN

Powers up when you clear the Math Drill, Frozen Letter or Sniper Training mini game items found on the Net.



### ROLL

Powers up when you clear the Math Drill or Frozen Letter mini game items found on the Net. Apparently, picking up hearts will also power her up.



### GUTS MAN

Powers up from continuously battling with strong enemies.



### NUMBER MAN

Powers up when you clear the Math Drill mini game items found on the Net. Apparently, he will also challenge you to the Calculation mini game himself.



### FIRE MAN

Powers up when he absorbs Fire-based chips that you obtain from battles.



### WOOD MAN

Powers up when you obtain Cyber Seeds from the Net and plant them somewhere in the Cyber World.



### WIND MAN

Powers up when you clear the mini game that plays when you meet a Mr. Prog on the Net who wants to fly.



### PROTO MAN

Powers up when you clear the Math Drill or Frozen Letter mini game items found on the Net. He will also power up by completing missions from the Officials.

## NAVI SELECT

- ❑ **Without a Battle Chip Gate** – Initially, you can choose from Mega Man, Roll, Guts Man and Number Man. Once you beat the Official Tournament with one of them, you will unlock more Navis to use.
  - ❑ **With a Battle Chip Gate** – If you have the Battle Chip Gate and Navi Data Chips, you can use those Navis straight away. Follow the instructions on the screen and slot the Navi Data Chip into the Battle Chip Gate.
- Navi Data Chips may not be accepted if you have the Game Boy® Advance Game Link® Cable attached. When using Navi Data Chips, remove the cable first. (See page 24.)



If you've got the Battle Chip Gate and Navi Data Chips, you can use those Navis straight away! Slot in compatible Battle Chips for the true Net Battling experience!



## GAME CONTROLS

### FIELD SCREEN

### PET SCREEN



- **Control Pad** . . . . . Move menu cursor
- **Control Pad** . . . . . Open Info screen
- **Control Pad** . . . . . Open Calendar screen
- **A Button** . . . . . Next message  
Confirm option
- **B Button** . . . . . Cancel
- **R Button** . . . . . Talk to your Navi
- **L Button** . . . . . Ask Navi about schedule
- **START** . . . . . Confirm option
- **SELECT** . . . . . Not used

- **Control Pad** . . . . . Move character
- **A Button** . . . . . Move menu cursor  
Confirm
- **B Button** . . . . . Dash (hold down while moving)  
Cancel
- **R Button** . . . . . Jack-out
- **L Button** . . . . . Talk to your Navi
- **START** . . . . . Open PET screen
- **SELECT** . . . . . Not used

- **Chip Traders** – A Chip Trader is a machine that gives you a new chip at random in exchange for a few old chips you want to trade in. The type of chip that comes out is random.
- **Big Piece Traders** – Supposedly somewhere in the world is a Trader that will give you new chips in exchange for pieces of bugs...

### ITEMS

#### IMPORTANT ITEMS

- As you play through the game, you'll find various important items.
- **Apprentice License** – A license that proves you're an Apprentice Net Battler. You need this in order to enter the Silver Tournament.
- **Silver Ticket** – Received from winning the Everyday Tournament. It lets you pass through the cyber door in Internet 4, but can only be used once.
- **Gold Ticket** – Received from winning the Everyday Tournament. It lets you pass through the cyber door in Internet 7, but can only be used once.

- **Silver License** – Received from winning the Silver Tournament. It allows unlimited passage through any cyber door that requires a Silver Ticket.
- **Gold License** – Received from winning the Gold Tournament. It allows unlimited passage through any cyber door that requires a Gold Ticket.

#### MINI GAME ITEMS

- Mini game items are obtained from Mystery Data. You can use them from the key/items screen while jacked-out to start a mini game. Some Navis are not able to obtain these items. Also, you may sometimes enter these mini games without using their items. (See page 23).
- **Math Drill** – Start the Calculation mini game. If you win, your max HP will increase.
- **Frozen Letter** – Start the Ice Cube mini game. If you win, your max HP will increase.
- **Sniper Training** – Start the Search mini game. If you win, your max HP will increase.

#### POWER UP ITEMS

- **Buster Up** – Raises your Navi's attack power by 1.

## BATTLE CHIP SECRETS

Collecting Battle Chips and developing a good strategy is the key to success.

### ATTACK POWER

A chip's attack power determines how much damage it will do to an enemy with a single hit. Of course, a higher attack power is more effective, but there are also other factors to consider, such as range of spread attacks, multiple hits, elemental attributes, etc. So don't think about attack power alone, and use the best chip for the situation at hand. (Attack power is not shown for support chips.)

### CHIP TYPES

There are 12 types of chips, each with different characteristics.



### ELEMENTAL ATTRIBUTES

Four chip types are also elemental attributes. They each have a strength and weakness. Attack an enemy having the elemental attribute that the chip is strong against to perform an elemental attack worth double damage!



### PROGRAM ADVANCE

If you press **SELECT** during a battle, you will have a few seconds to input a Program Advance. During this time, when you select a certain combination of Battle Chips, they may fuse and transform into a brand new Battle Chip. This is called a **Program Advance**. Every Program Advance you discover is saved to your P.A. Memo in the PET screen Data Library.

### BATTLE TACTICS SCREEN



- Control Pad ... Move cursor
- A Button ... Confirm
- B Button ... Cancel
- R Button ... View Battle Chip description
- L Button ... Run away
- START ... Not used
- SELECT ... Not used

### BATTLE ACTION SCREEN



- Control Pad ... Open Enemy window
- Control Pad ... Open Distance window
- Control Pad ... Select Battle Chip
- A Button ... Use Battle Chip
- B Button ... Shuffle Battle Chips
- L or R Button ... Use assigned weapon
- START ... Pause
- SELECT ... Begin Program Advance



## BATTLE ACTION

### USING CHIPS

Three chips are chosen at random from the Chip Folder and displayed at the bottom of the screen. Standard Chips are shown in yellow, whereas Mega Class Chips are blue and Giga Class Chips are red. Once the action starts, the Custom Gauge at the top of the screen slowly starts to fill. Depending on how full the gauge is, it will change color.



If the gauge is filled to yellow, you can use Standard Chips. Once it has filled to blue, you can also use Mega Class Chips. Giga Class Chips cannot be used until the gauge has filled to red. Select a chip you want to use with the **Control Pad** and press the **A Button** to send it to your Navi. Using a chip will use up some of your gauge, but there are some chips that don't reduce the gauge.

See page 24 to learn how to battle using the Battle Chip Gate (sold separately).

### SHUFFLE FEATURE

Press the **B Button** during battle to shuffle the three chips currently displayed and replace them with three different chips chosen at random from your Chip Folder. (This will use up a bit of the Custom Gauge.) Try using this when you don't need any of the chips displayed on the screen.

### CHANGING TARGETS

Press the **Control Pad** during battle to re-enter the Tactics screen and set new instructions for which enemy to target.

### CHANGING DISTANCE

Press the **Control Pad** during battle to re-enter the Tactics screen, where you can set new instructions for which distance to maintain from the enemy.

### BATTLE CHIP RANKINGS

Battle Chips are divided into three ranks according to their capabilities. Each rank has different rules for how many you can put in the folder.

- ❑ **Standard Chip** – Gray border. To use in battle, the Custom Gauge must be yellow, blue or red.
- ❑ **Mega Class Chip** – Blue border. To use in battle, the Custom Gauge must be blue or red.
- ❑ **Giga Class Chip** – Red border. To use in battle, the Custom Gauge must be red.

### FOLDER EDITING RULES

- ❑ Be sure to fill up all 30 slots with chips.
- ❑ You can put a max of three of the same chips in the folder.
- ❑ You can only put up to five Mega Class Chips and one Giga Class Chip in a folder at once, and they must all be different from each other.

Use these rules to create your own unique strategies.

### DATA LIBRARY

Data for chips you acquire is entered automatically in the Data Library, and you can view it at any time. Chips are organized by rank, and the first page shows Standard Chips. Press the **Control Pad** to switch between Mega Class, Giga Class and P.A. Memo. The more stars that appear to the right of the chip name, the more difficult the chip is to acquire. Also, if you've slotted in a chip with the Battle Chip Gate, the chip's icon will be displayed next to its name.



### E-MAIL

Read email addressed to you. Use the **Control Pad** to select email to read.

### COMMUNICATION

Link up with friends to battle it out. (See page 28.)

## PET SCREEN

### SAVE

Save your current gameplay progress. From the Title screen, select **Continue** to resume your game from a save point. If you save after jacking-out, you will be able to choose a different Navi when you resume.

### INFO SCREEN

Press the **Control Pad** while on the PET screen to open the info screen. Here you can see your records and other information. Press the **A Button** to view the items you're holding and their descriptions.

### CALENDAR SCREEN

Your Navi can keep track of your schedule for the day. Press the **Control Pad** while on the PET screen to view the calendar. You can choose between **Add**, **View**, or **Delete**.

The Calendar Menu lets you plan events and holidays. Choose the **Add** option, then move the cursor to the day you'd like to add plans for. Then, choose whether you want to plan an event or holiday.

### PLANNING A HOLIDAY

- If there is already a holiday planned for the day, choose whether you want to add or replace. Up to three holidays can be added per day, so if there's no more room, you will need to replace one.
- Choose between **My birthday** or **Other**. If you already registered your birthday to a different day, the option will not be available.
- If you chose **Other**, you will proceed to a text input screen. Use the **Control Pad** and **A Button** to enter letters.



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## BATTLE ACTION

Once you've decided your strategy, the battle begins. However, in this game you cannot control your Navi directly with the **Control Pad**. Instead, the Navi will move on their own based on the operator's strategy.



### ATTACK AREAS

Your Navi moves around on the red squares, while the enemy moves around on the blue squares. Neither side can enter the opposite side's area, but there may be special attacks that allow you to invade the opposite side temporarily.

### EQUIPPED WEAPONS

Press the **L or R Button** to instruct your Navi to use the weapon that has been assigned to that button.

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## BATTLE TACTICS

When you encounter an enemy, you'll be taken first to the Tactics screen. Here you can select the enemy to target, and set the distance to the enemy that your Nav should maintain.

- Choose the enemy you want to target. Move the cursor with the **Control Pad** and press the **A Button** to confirm.
- Set the distance between you and the enemy. Move the cursor with the **Control Pad** and press the **A Button** to confirm.
- After setting the distance, the battle begins!

### RUN AWAY

Press the **L Button** on the Tactics screen to run away from the battle. (There are some battles that you can't run away from.)



It's good to consider the properties of each chip when choosing your strategy. Push the **R Button** and use the **Control Pad** to check the descriptions of each chip. huh.



### PLANNING AN EVENT

- First, enter the time for the event.
- Next, enter the frequency of your event. You can choose from **One time only**, **Daily**, **Weekly**, **Monthly** and **Yearly**.
- Enter the details of your event. You can choose from **TV program**, **Meet a friend**, **Eat**, **School** or **Other**.

After choosing **TV program**, **Meet a friend** or **Other**, you will proceed to a text input screen, where you can input the name of the TV program or your friend, or the details of your event. If you chose **Meet a friend**, you can also pick from the names of previously registered friends.



### CONTROLS FOR ENTERING TEXT



- Control Pad** ..... Move text cursor
- A Button** ..... Confirm
- B Button** ..... Backspace
- L/R Buttons** ..... Move text cursor left/right
- START** ..... Move cursor to OK
- SELECT** ..... Switch pages

