GAME BOY ADVANCE

AGB-B4BE-USA

MEGAMAN
BATTLE NETWORK 4
BLUE MOON

INSTRUCTION BOOKLET

CAPCOM

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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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.

⚠ 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 tendinitis, 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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Official **Nintendo** Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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Nintendo®

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

GBA LINK CABLE

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

The two versions of this game, BLUE MOON and RED SUN, are both part of MEGA MAN BATTLE NETWORK 4. No matter which version you have, you can enjoy playing with most of the network functions described in this manual.

CONTENTS

Visit Mega Man at:
www.capcom.com/megaman
Register online at:
www.capcom.com

THE WORLD OF MEGA MAN

The year is 200x...

This is the age of hyper-speed internet development, and everyone has a portable handset called a PET, or Personal Terminal.

WHAT IS A PET?

This item, which evolved from the portable telephone, is equipped with both telephone and email functions. It is very convenient since it also holds textbooks and newspapers. On top of that, it includes a humanoid program called Net Navi that can perform all kinds of actions within the network, taking the place of its human owner.

VIRUS BUSTING!

Network Society — it's a very convenient place to be, but it's not always a picnic! There are problems with computer viruses. To protect themselves against these viruses, people arm their Net Navis with battle program data called Battle Chips. Using the Battle Chips to attack computer viruses is called Virus Busting.

THE MEGA MAN SERIES

◆ MEGA MAN BATTLE NETWORK

This is the first game of the series. You battle the evil secret society WWW, which is bent on the annihilation of the Net Society! Through Lan's efforts, hacking activities have been nearly eliminated. But the whereabouts of evil Dr. Wily, the chief villain in the story, are unknown....

◆ MEGA MAN BATTLE NETWORK 2

In the second game of the series, you battle the evil Net Mafia Gospel that sprang up after WWW was wiped out! Lan and his friends hang on for dear life after being overthrown by Gospel's infiltration operation. Is a plan lurking behind the scenes?

◆ MEGA MAN BATTLE NETWORK 3

You battle the resurrected Dr. Wily in this third game of the series! In a desperate battle, Lan and his friends make a furious last ditch effort with forbidden data in "The Great Disaster"!

CYBER CLASH!

"Ha, ha, ha! It's just about time," gloats the steely-eyed Shademan. His clash with Mega Man marks the beginning of a fierce cyberspace battle!

But what's behind Shademan's bid for power?

It's been five months since their final battle with Dr. Wily. At last, Lan and Mega Man return as 6th graders to tell the tale of WWW's home base. Both are eager to return to the peace of everyday life. After breakfast one Saturday, Lan and Papa go shopping. They run into Mayl by chance in front of the stereo store.

Mayl encourages Lan to get some equipment. "These stereos have cyber roll and glide. How about trying out a jack-in device?" On Mayl's advice, Lan sends Mega Man a cyber stereo. None of them know that a suspicious-looking cyberbot named Shademan lurks in the Net Navi.

CHARACTERS

Lan is a 6th grade student at ACDC Elementary School in ACDC Town. Though he only gets average grades, his Virus Busting craftsmanship is top notch. His best friend is Mega Man, his Net Navi. In Net Battles these two are a powerful combination.

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Lan's best friend from childhood, Mayl is also his classmate. She is always there to help him out. Roll is her Net Navi. The two of them are a close-knit team with Lan and Mega Man.

Dex could be called the playground bully. His Net Navi Gutsman is a powerful character who boasts about his strength. But in Net Battles, these two don't stand a chance of beating Lan and Mega Man.

Yai loves being the school's "little rich girl." She's brainy enough to be in Lan's grade, though she's two years younger than the rest of the class. Her Net Navi Glide is proper and dignified — a perfect butler type!

Both a 6th-grade student and government-sponsored Net Battler, Chaud is cool and capable. He's solved many cyber "situations." His high-performance Net Navi Protoman is also cool and collected — and feared by net criminals!
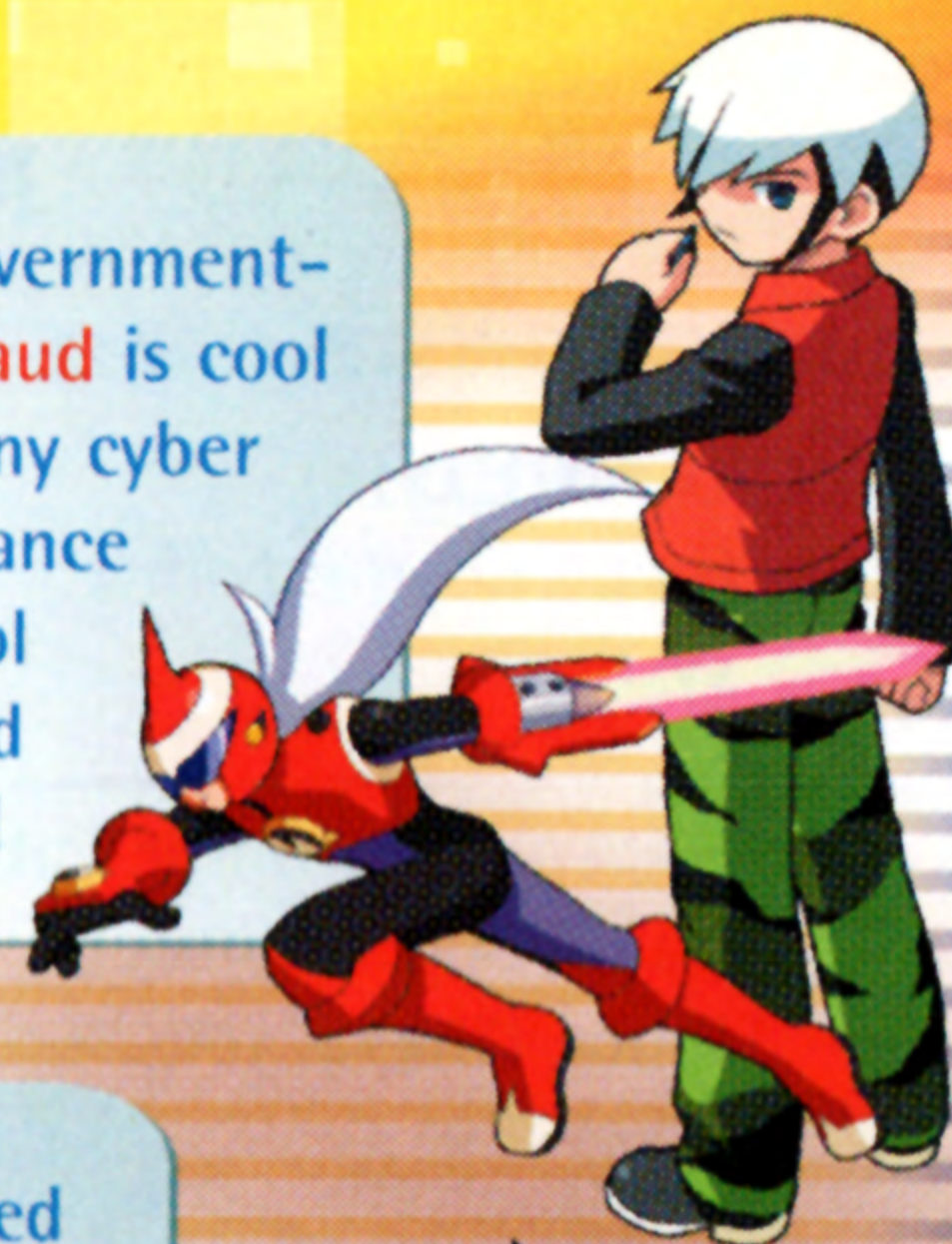
Lan's dad, Mr. Hikaru, is the genius who developed Net Navi, so he knows all about every program. His scientific research keeps him tied to his lab. Fortunately, Lan's mom, Mrs. Hikaru, is a first-rate organizer who manages their home life smoothly.

Before his assignment as a teacher at ACDC Elementary, Mr. Higsby was a secret agent for WWW. After reforming himself, he opened a cafe in ACDC Town. His knowledge of Battle Chips is extensive and up to date.
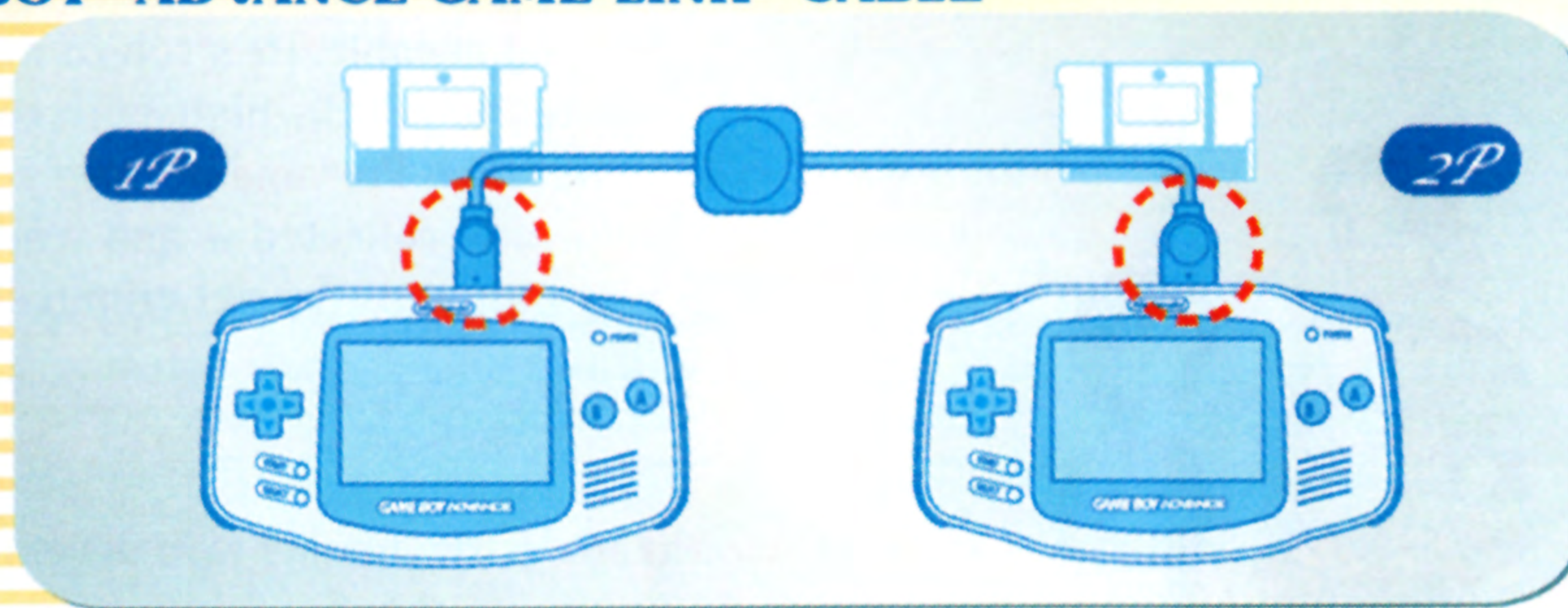
MULTIPLAYER SETUP

LINKING THE GAME BOY® ADVANCE GAME LINK® CABLE

YOU NEED:

2 Game Boy® Advance systems

2 **MEGA MAN BATTLE NETWORK** 4 Game Paks

1 Game Boy® Advance Game Link® Cable

1. Make sure the power of both Game Boy® Advance systems is OFF.

2. Insert a **MEGA MAN BATTLE NETWORK 4** Game Pak into each Game Boy® Advance system.

3. Link the 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.

The Game Link® Cable may malfunction if:

▼ It is not for the Game Boy® Advance system.

▼ It is not connected correctly or has become disconnected.

▼ More than two Game Boy® Advance systems are connected.

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MAIN MENU

On the Title screen, press **START** to see two options for starting the game. (If this is the first time you are playing and you have not yet saved a game, the CONTINUE option will not appear.)

MEGAMAN BATTLE NETWORK 4 BLUE MOON

▶ NEW GAME

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◆ **NEW GAME** — Start a new game from the beginning.

◆ **CONTINUE** — Start the game from the point where you saved it. (See page 20.)

SOFT RESET

Press **START, SELECT** and the A and B Buttons simultaneously anytime during gameplay to soft-reset the game and return to the Title screen. Use this when you want to start over from where you last saved the game.

GAME CONTROLS

L Button

R Button

A Button
▼ Confirm

SELECT
▼ Skip demo

B Button
▼ Cancel

START
▼ Start game

Control Pad
▼ Move cursor

FIELD SCREEN

On the Field screen, you control Lan in the Real World and Mega Man in the Cyber World.

▼ Control Pad . . Move character

▼ A Button . . . . Speak/Examine

▼ B Button . . . . Hold down to move
Close Dash menu

▼ R Button . . . . Jack-in (Real World)
Jack-out (Cyber World)

▼ L Button . . . . Talk to Lan (Real World)
Talk to Mega Man (Cyber World)

▼ START . . . . . . Open PET screen

▼ SELECT . . . . . . Skip demo

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BATTLE CUSTOM SCREEN

- ▼ Control Pad . . Move cursor
- ▼ A Button . . . . Select
- ▼ B Button . . . . Cancel
- ▼ R Button . . . . View Battle Chip explanation
- ▼ L Button . . . . Run away
- ▼ START . . . . . . Move cursor to OK
- ▼ SELECT . . . . . . Hide Custom screen temporarily

BATTLE ACTION SCREEN

- ▼ Control Pad . . . Move Mega Man
- ▼ A Button . . . . . Select
- ▼ B Button . . . . . Fire Buster/Hold down to fire charged shot
- ▼ R or L Button . . Go to Battle Custom screen (when Custom Gauge is full)
- ▼ START . . . . Pause
- ▼ SELECT . . . . Not used

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ACTION!

THE REAL WORLD

You progress through the game by moving back and forth between the Real World and the Cyber World. In the Real World, you play as Lan.

◆ **SPEAK/EXAMINE** — Press the A Button to talk to someone you're standing by, or examine something you've found.

◆ **DASH** — Press the B Button + the Control Pad to make a swift, in-line skating style move.

◆ **TALK TO MEGA MAN** — Press the L Button while you're on the Field screen to talk to Mega Man, who is inside the PET. If you're in trouble or don't know what to do, try asking Mega Man for advice.

◆ **JACK-IN** — The jack-in is the signal from the PET that lets you send Mega Man into the Cyber World. To jack-in from the Real World, stand in front of electronic instruments on a computer and press the R Button.

THE CYBER WORLD

In the Cyber World, you play as Mega Man. Search out enemy bosses and solve various problems while getting rid of assaulting viruses.

◆ **SPEAK/EXAMINE** — Press the A Button to speak to the program and examine items. Be sure to examine the Mystery Data scattered here and there.

◆ **DASH** — Press the B Button + the Control Pad to move swiftly.

◆ **SPEAK WITH LAN** — Press the L Button anywhere in the Field screen to talk to Lan. If you're stuck, try asking him for advice.

◆ **JACK-OUT** — Press the R Button to bail out of the Cyber World. Be careful — sometimes Mega Man can't jack-out.

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When you jack-in to Lan's room, you can go to the Internet and explore this fascinating world.

◆ **SECURITY CUBE** – This item protects the Internet against viruses and other enemies. It guards the entrance to homepages, so if you can get the homepage owner's P Code, you can disarm the Security Cube.

◆ **SHOP** – When you speak to a Net Merchant, a Shop screen appears. Move the cursor over an item you want and press the A Button. Chips and Navi Programs you do not yet have are displayed in green. Press the R Button to see an explanation of the item.

◆ **NOTICE BOARD** – Mayl, Dex and Lan's friends' homepages are all connected on the Internet. Check the Notice Board to read the homepages and collect valuable information.

HP Memry		2500z
Cannon	C	2000z
Invis	*	3300z
Recov80	B	5000z
TimeBomb	K	12000z

ZENNY
1980z

May I help you?
(R Button:Describe)
(B Button:Don't buy)

Chat BBS 🔲 = 6/ 6

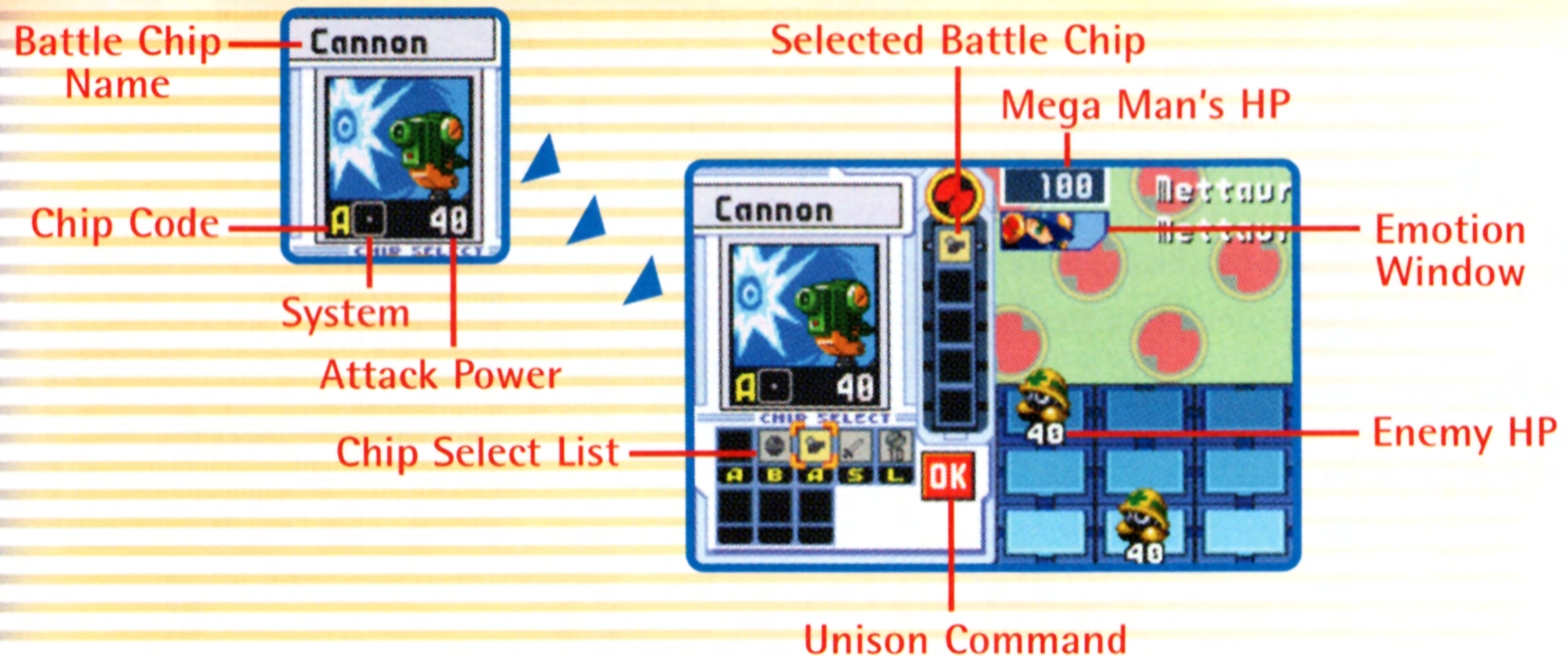| Dex	RE:Thanks!
GutsMan	RE:Thanks!
Yai	Thanks!
Dex	Congrats!!
Mayl	Good for you!
Glide	Welcome All!

MEGA MAN TRANSMISSION

Enemies and viruses often invade the Real World's electronic devices. When this happens, jack-in to the Cyber World and send Mega Man to do a number on the evil-doers. Even if dangerous events don't occur, you can still jack-in to explore the Cyber World. Check all over the Field screen for different places and things where you might be able to jack-in.

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BATTLE

Battle Chip Name — Cannon

Chip Code

System

Attack Power

Chip Select List

Selected Battle Chip

Mega Man's HP — 100

Emotion Window — Mettaur Mettaur

Enemy HP — 40

Unison Command

CUSTOM SCREEN

If you meet an enemy in the Cyber World, you'll enter into battle. First you'll be transported to the Custom screen where you can choose a chip to send to Mega Man.

Five chips are chosen at random from the Chip Folder and displayed in the Chip Select area. From these, choose a chip to send to Mega Man. Move the cursor over the chip you want and press the A Button. Press the R Button to see an explanation of the chip before choosing it.

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RULES FOR CHOOSING BATTLE CHIPS

Usually you choose one chip at a time. But if you fulfill the conditions shown at the right, you can choose up to five chips at once, and use them strategically in battle. (Chips that are not chosen in a group are dimmed in the Chip Select List.)

SENDING DATA

Once you choose a chip, move your cursor to OK and press the **A Button.** You will be transported to the Battle Action screen where you will operate Mega Man.

UNISON COMMAND

This command lets you "unite" Souls. After choosing a chip that meets the conditions of a Soul that wants to transform, select the Unison Command to change it to the Unison Chip. (See page 16.)

EMOTION WINDOW

Mega Man's Emotion status is displayed in this window. His status begins at NORMAL, but if he gets hit or takes a Counter (see page 15), his condition will worsen.

CHIPS WITH THE SAME NAME

CHIPS WITH THE SAME CHIP CODE

Cannon	Cannon
A 40	A 40

WideSwrd	AreaGrab
S 80	S

RUN AWAY

Press the **L Button** to run away. Whether you'll be successful or not depends on luck – the stronger the enemy is, the more difficult it is to outrun it.

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Custom Gauge

Mega Man's HP

Emotion Window

Chip Data

`100` `CUSTOM`

Chip/Attack Power

Enemy HP
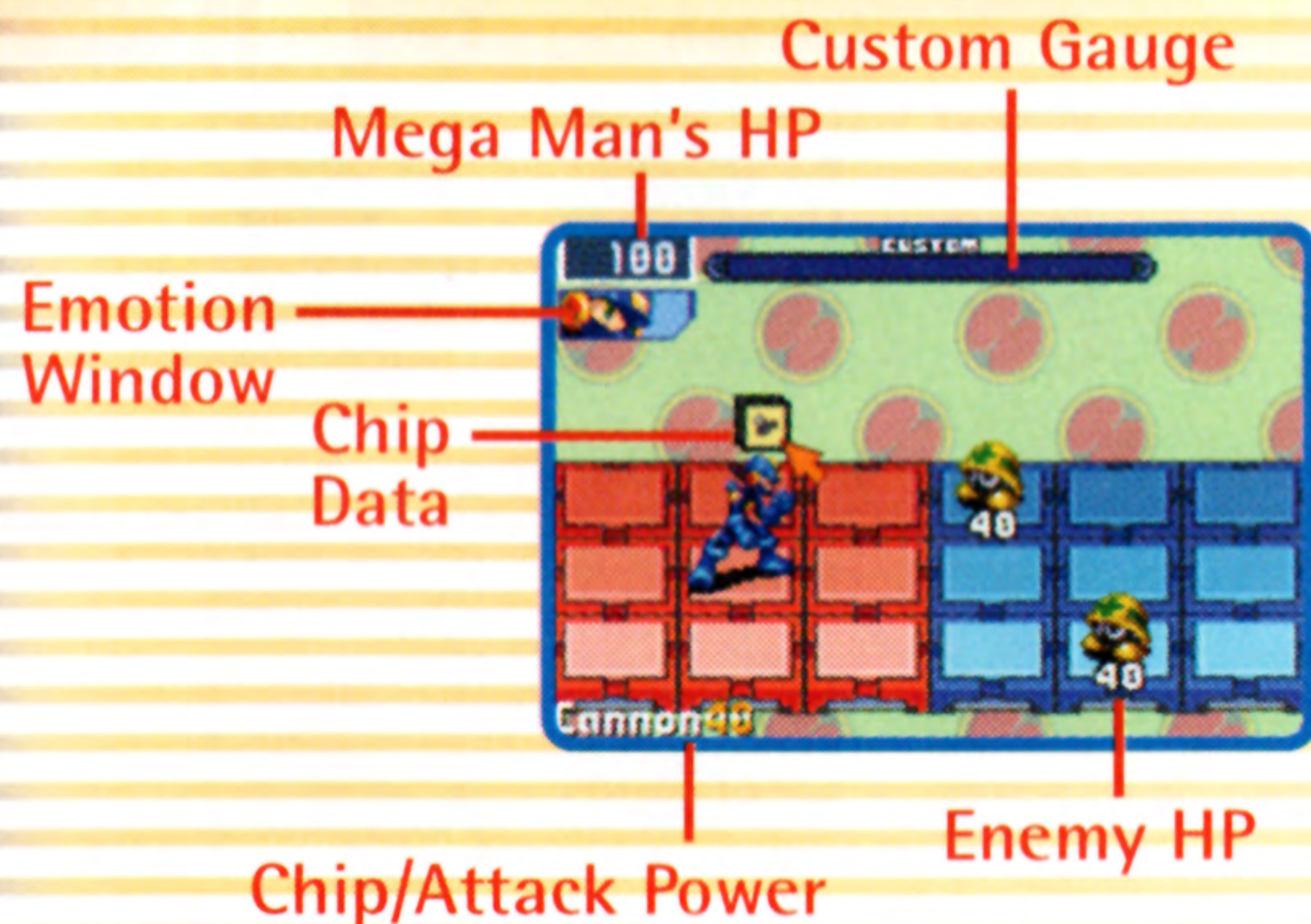
ACTION SCREEN

Once you choose a chip from the Custom screen, you proceed to the Action screen, where you control Mega Man. Pulverize the enemy using the Chip Data you've collected.

ATTACK AREAS

Mega Man moves around the Red Area. The enemy moves around the Blue Area.

Neither opponent can enter the other's area, but, in some situations, if you use a special attack you can invade the enemy's area temporarily.

ROCK BUSTER

Use the B Button to launch the Rock Buster. This weapon has no ammunition limits, and gets easier to fire the closer you get to your enemy. Hold down the B Button to unleash an accumulated attack!

USING A CHIP

Use the A Button to activate Chip Data sent to Mega Man from the Custom screen. Chip Data appears above Mega Man's head. Information at the lower left tells which chip you used and its attack power.

CUSTOM GAUGE

Once the action starts, the Custom Gauge slowly accumulates. When it is full, press the L or R Button to re-enter the Custom screen. If you used up a chip, re-enter the Custom screen to send more Chip Data to Mega Man.

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RESULT SCREEN

If you reduce all the enemies' HP to zero, then Mega Man wins and you proceed to the Result screen. This displays the time it took you to clear the stage, your Busting Level, and Data Acquired. The Busting Level is evaluated from your Virus Busting Technique.

RESULT	
DeleteTime	0:15:81
Busting LV.	6
GET DATA	
Guard1	L

◆ **BUSTING LEVEL SECRETS** — The higher your Busting Level gets, the more powerful the data will be that you can acquire. If you do well, you can get data the enemy has used. To raise your Busting Level you must defeat enemies quickly. But there are other secret ways. Find out what they are!

COUNTER

At the moment you think your opponent is going to release an attack, you can call out his attack with the Counter. If the Counter is right on, your opponent will be paralyzed and you will have a chance to attack. Also, Mega Man's Emotion Window goes into Full Synchro Status for one blast.

EMOTION WINDOW

This window reflects Mega Man's state of mind. As he fights, his state of mind can change.

◆ **NORMAL** — Mega Man begins the battle in this state.

◆ **FULL SYNCHRO** — If you can see an enemy's Counter timing, the power of the next chip you use is doubled for one time. Using a chip that already has double attack power cancels Full Synchro Status.

◆ **WORRIED** — Mega Man loses his confidence and you cannot make a Soul Unison.

◆ **ANGRY** — Mega Man turns red and bends backward. The attack power of the next chip he uses will only be doubled.

◆ **EVIL** — When Mega Man's Soul is saturated with evil, he is unable to do a Soul Unison. If he is on the brink of being defeated, something surprising might happen....

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SOUL UNISON

As you progress through the game, the Souls of those you battle with in tournaments will resonate with Mega Man. This is called Soul Unison. When you acquire a Soul, the Mega Man screen on your PET screen displays the Navi Mark. You can unite those Souls when you're in battle.

When you unite a Soul, Mega Man transforms into a shape that resembles that Soul's Navi. He can also adopt that Soul's special abilities. Mega Man reverts to his original form after three turns. You cannot transform Mega Man into the same Soul twice in one battle.

A Chip Type System is used for Soul Unison:

▾ **ROLL SOUL** — Recovery type

▾ **GUTS SOUL** — Earth Shattering type

▾ **WIND SOUL** — Wind type

▾ **SEARCH SOUL** — Invisible type

▾ **FIRE SOUL** — Fire type

▾ **THUNDER SOUL** — Electric type

UNISON COMMAND

Once you select the chip that is related to the Soul you want to use, choose a Unison Command at the bottom of the Custom Window. (You cannot use the Unison Function with Regular Chips.)

Unison Command

Once you do this, the chip you chose will be changed into a Unison Chip. Select OK to jump into the Action screen where the Soul Unison is activated automatically.

BLUE SOULS

BLUES SOUL
TYPE: None
STORED ATTACK: Wide Sword
CHARACTERISTICS: Reflect with B Button + ←.
Use Sort type chips for a Stored Attack to unleash a knockdown slash with double attack power.

NUMBER SOUL
TYPE: None
STORED ATTACK: Cyclo Bomb
CHARACTERISTICS: Increases the attack power of non-attribute Attack Chips by 10 in mid-use.
You can choose up to 10 chips in the Custom screen.

METAL SOUL
TYPE: None
STORED ATTACK: Metal Punch
CHARACTERISTICS: Changes Buster Attack to Break Attack that breaks through opponents' defenses.
When used for a Stored Attack, Break Chips increase attack power by two.

JUNK SOUL
TYPE: None
STORED ATTACK: Poltergeist
CHARACTERISTICS: When transformed, you put your opponent in a confused state.
Junk Chips (chips already used once in battle) appear on the Custom screen.

AQUA SOUL
TYPE: Water
STORED ATTACK: Aqua Shot
CHARACTERISTICS: When used for a Stored Attack, Water type chips increase attack power by two.

WOOD SOUL
TYPE: Wood
STORED ATTACK: Winter Wind
CHARACTERISTICS: Use Wood type chips together with non-attribute chips to power up!

PET SCREEN

Press START on the Field screen to enter the PET screen.

CHIP FOLDER

The Chip Folder holds the chips you use in battle. You start out with one folder, which you can edit. As the game progresses, you can eventually gain two Chip Folders and one backup folder, but the backup folder cannot be edited. (You can edit the folders that you receive from other people.)

◆ The folder marked EQUIP is the one you are currently equipped with. To equip a folder, select it, press the A Button and select EQUIP.

◆ Select a folder to edit, press the A Button and then select EDIT. You will move on to the Folder Edit screen.

Folder

Backpack

FOLDER EDIT SCREEN

On the Folder Edit screen, move the Control Pad ←/→ to move between the Folder and Backpack. Move ↑/↓ to select a chip, and then select the chip you want to replace it with. This will exchange the two chips.

Press the A Button twice to send just the chips. Press START to sort the chip order or press the L/R Buttons to scroll to the next page.

BATTLE CHIP RANK DIVISION

Battle Chips are divided into three ranks according to their capability:

▼ **REGULAR CHIP** — Gray frame

▼ **MEGA CLASS CHIP** — Blue frame

▼ **GIGA CLASS CHIP** — Red frame

FOLDER EDITING RULES

◆ By all means fill your folders with their maximum of 30 chips.

◆ You can put a max of four chips of the same kind in the folder. (If their names are the same, the chips are the same, even if their codes are different.)

◆ You can put a max of five Mega Class chips in a folder and only one Giga Class chip. All of them must be different from each other.

REGULAR CHIPS

Regular Chips definitely appear on the Chip Select List on the Custom screen. If you do a good job of incorporating these into your game, you are sure to be victorious in battle.

On the Folder screen, move your cursor over the chip you want to designate as a Regular Chip and press SELECT. When the frame comes up, that chip will be a Regular Chip.

If the data size of a chip is smaller than the regular memory, you will not be able to designate it a Regular Chip. Use Items to increase the capacity of regular memory. (See page 28.)

Regular Memory

Chip Data Size

SUB CHIPS

Sub Chips are used on the Field screen in the Cyber World. You acquire them from the Shop and from Mystery Data. Unlike Battle Chips, they can only be used once.

◆ MINI ENERGY — Revives your HP to 50.

◆ FULL ENERGY — Revives your HP completely.

◆ STEALTH DASH — You will meet only strong viruses for a short period of time.

◆ UNTRAP — Undoes traps in Mystery Data.

◆ ENEMY SEARCH — Enables you to face off with viruses in front of you.

◆ OPEN LOCK — Unlocks Mystery Data locks.

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DATA LIBRARY

The Data Library is a picture gallery for Battle Chips. Data for chips you have acquired is registered here, where you can view it at any time. Chips are organized by rank, with the Regular Chips first. 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. So, can you collect all the chips?

P.A. MEMO

View a list of Program Advance combinations. (See page 27. You can only view Program Advances that you have activated.)

MEGA MAN

View Mega Man's status as you progress through the game. From this screen you can access the Navi Customizer and Record screen.
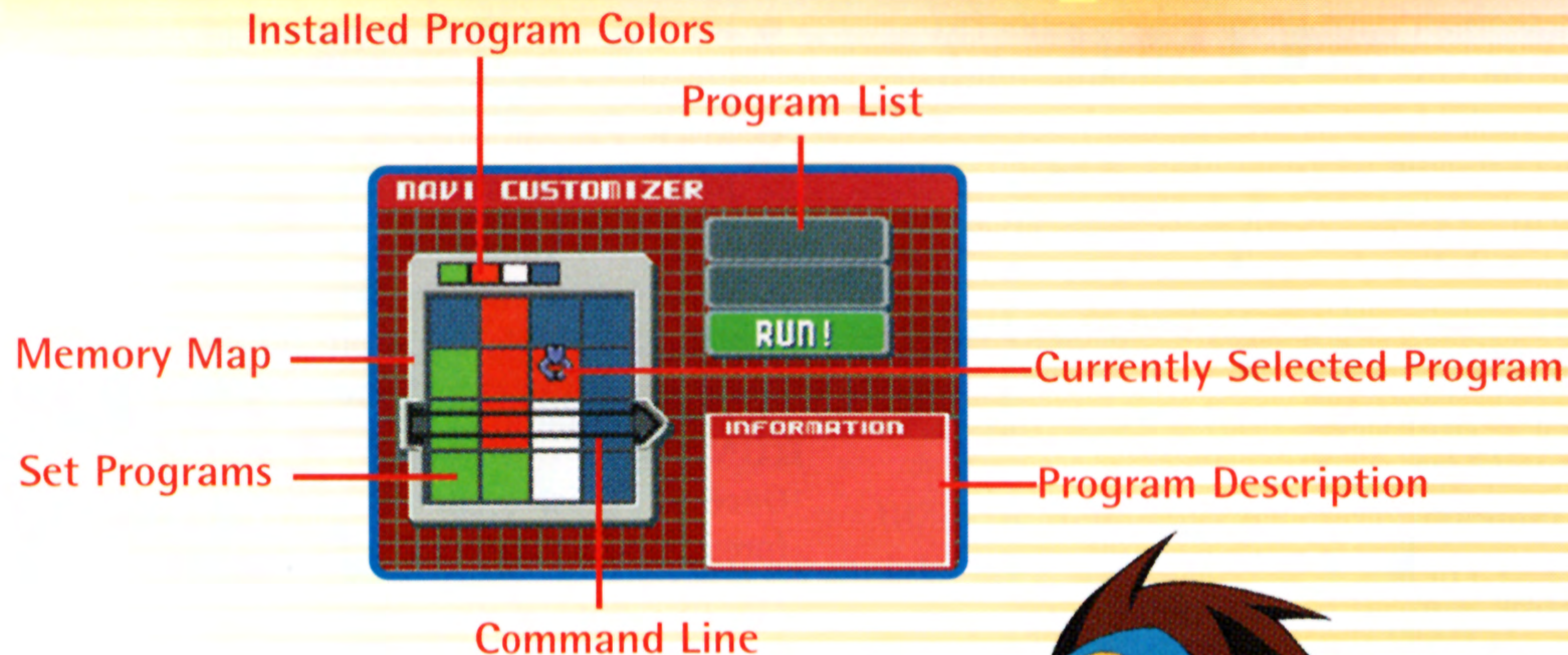
NAVI CUSTOMIZER

To start the Navi Customizer, please see page 21.

RECORD SCREEN

View the Delete Time Record of your S Busting Level on the SP of each Navi. With My Record and RS, you can compare the BLUE MOON Record with your friends to see who has the best times. As the RS Record gets faster, the Navi Chip SP's Attack Power goes up. Compare your records with your BLUE MOON friends!

◆ E-MAIL — Read email that arrives for Lan. Move the cursor ⬆/⬇ to select email to read. Press the L/R Buttons to turn pages.

◆ KEY ITEMS — View descriptions of Items in your possession. Use the Control Pad to switch between Items.

◆ COMMUNICATION — Match up communication and trade chips with your friends. (See page 24.)

◆ SAVE — Save your current gameplay progress. Select CONTINUE on the Main Menu to resume a game from where you saved it.

NAVI CUSTOMIZER

Installed Program Colors

Program List

NAVI CUSTOMIZER

RUN!

INFORMATION

Memory Map

Currently Selected Program

Set Programs

Program Description

Command Line

As you progress through the game, a function called Navi Customizer is added to the PET. Use it to strengthen the abilities of your Navi system by combining it with programs.

To get to this screen, first select the PET screen, then the Mega Man screen, and then select NAVI CUSTOMIZER.

◆ Move the Control Pad ↑/↓ on the List of Programs to select a program to install. Press the L/R Buttons to turn pages. The selected program parts appear at the top of the Memory Map. Press the A Button to set it in place.

◆ To remove program parts that are already up on the Memory Map, move the Control Pad ←. The cursor moves to the top of the Memory Map. When you select a program to remove, the options RETURN/MOVE appear. Select RETURN. If you select MOVE you will be able to move the program back within the map. Press SELECT to remove all the parts at once.

PROGRAMMING RULES

There are four rules for placing programs. Adhering to them will make your life easier!

◆ RULE 1 – Place Program Parts so they can be taken on top of the command line.

◆ RULE 2 – You cannot place Plus Parts on top of the command line.

◆ RULE 3 – You can only place matching colors next to each other.

◆ RULE 4 – You can install up to four Programs with different colors. The colors you put up appear on the upper part of the Memory Map.

RUN

Once you finish setting the Program, select RUN (press START to quickly move the cursor to RUN). When OK! appears the programming is complete.

BUGS!

At this point, if you broke the rules, a Bug will occur and Mega Man's condition will worsen. A Bug is an abnormality resulting from a mistake in the programming. When you end the programming process with a Bug, abnormal things will happen to Mega Man in mid-battle, and programs that you installed will stop working.

You could use this feature as a strategy in battle ... it's all up to you.

NETWORK FUNCTIONS

In this game you can trade programs and chips, have Net Battles, and have fun with your friends in lots of other ways by using the Game Boy® Advance Game Link® Cable (sold separately). Set up your network by following the instructions on page 6. Then select NETWORK from the PET screen.

When you get to the Network screen, save your game. Then the game will be automatically saved after you trade or play in a Net Battle.

NET BATTLE

Play Network Battles with your friends.

1. Choose from three game modes:
   - **SINGLE BATTLE** — Dueling Battle
   - **TRIPLE BATTLE** — 2 out of 3 Battle
   - **GREAT BATTLE** — Special Triple Battle mode exclusive to this game (this mode appears only after you clear the game and view the saved data in the ending)

2. Choose the battle type for the next mode:
   - **PRACTICE** — Wins and losses are not counted.
   - **ACTUAL** — Wins and losses are counted toward the Battle Results. Also, the winner can take one chip from the loser. (If the loser has only a Giga Class chip left, this type will not be available.)

3. For two players, the battle begins when you both select the same game mode. These rules apply:
   - The player who reduces the opponent's HP to zero wins.
   - The 15th turn is the final turn. Even if both players still have HP left, the battle finishes when the game time counts down to zero. The damage that you and your opponent have taken is calculated and compared. The player who delivered the most damage wins (regardless of leftover HP).

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COMPARE

◆ **COMPARE LIBRARY** — When comparing Libraries, if you notice chips in your friend's Library that you don't have, the name of that chip will be recorded in your Library. Once you know the name of the chip, you might be able to acquire it by using Mr. Higsby's Request Service. (See page 30.)

◆ **COMPARE RECORDS** — Compare RS Delete Time Records with your friends to find out the best time. As RS Record Time gets better, the Navi Chip SP Battle Power increases, so it's a good idea to share your strength with your BLUE MOON friends.

TRADING

◆ **BATTLE CHIP TRADING** — You can trade chips from your backpack one at a time (except for Giga Class chips, which cannot be traded). You and your friend both choose chips, then both select YES to complete the trade. If you just want to give a chip to your friend, you select YES and your friend selects NONE.

◆ **PROGRAM TRADING** — Once you acquire a Navi Customizer you can trade Programs. Both you and your friend choose PROGRAMS, then both select YES to complete the trade.

WAITING ROOM

The Waiting Room lets you send and receive Souls and Navis from your friend's X4.

◆ **ACCEPT** — You can receive Navis from your friend's X4. On the Navi you've received, your friend's Entry Name (up to three letters or numbers) will appear. The Navi will remember how your friend fights. You can register up to seven of your friend's Navis. If you check the Board at Mr. Higsby's Shop and open a Free Tournament, you can even engage in a Net Battle Tournament by yourself. (See pages 26 and 29.)

◆ **EN ROUTE** — Send Souls and Navis to a friend.
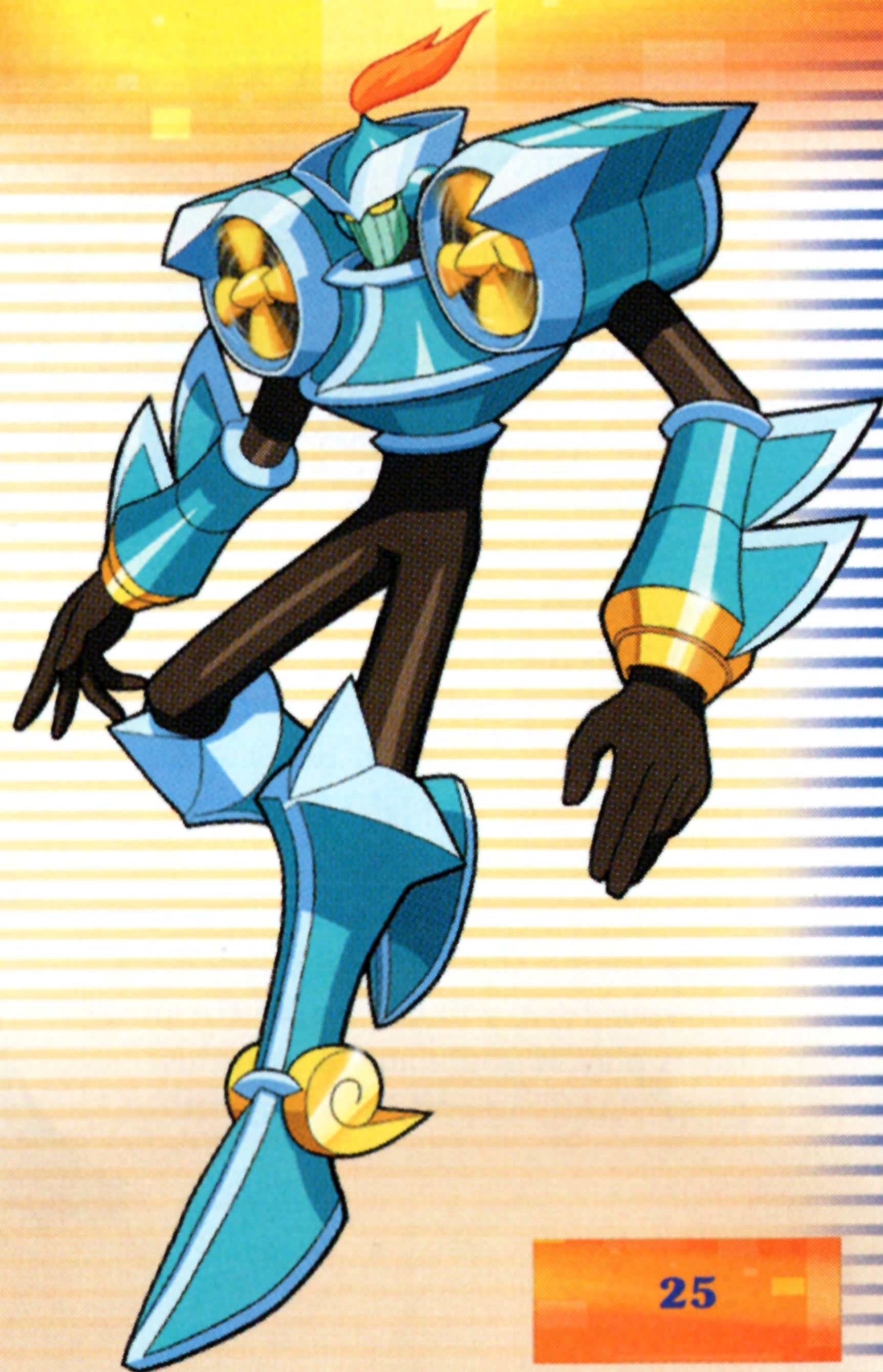
FREE TOURNAMENT

As you progress through the game, check the Free Space Board at Mr. Higsby's Shop. From here you can open up Free Tournaments.

The Den Battle Tournament

CHAMPION

In Free Tournaments you can play with up to seven of the Navis you received from your friends in the Waiting Room (eight Navis total including yourself). When you do not have eight Navis available in the Waiting Room, you enter into Normal Navi or Heel Navi mode instead.

The tournament progresses with Navis taking turns in order. When it's not your turn, you can watch the other Navis play. If you want to skip this, press **SELECT** to end the competition.

If you win a Free Tournament, you can win a Victory Prize. The prize depends on who your opponent was in the final championship round.

So get your friends together and start a tournament! It's fun!

BATTLE CHIP SECRETS

Collecting Battle Chips and developing a good battle strategy is the key to conquering.
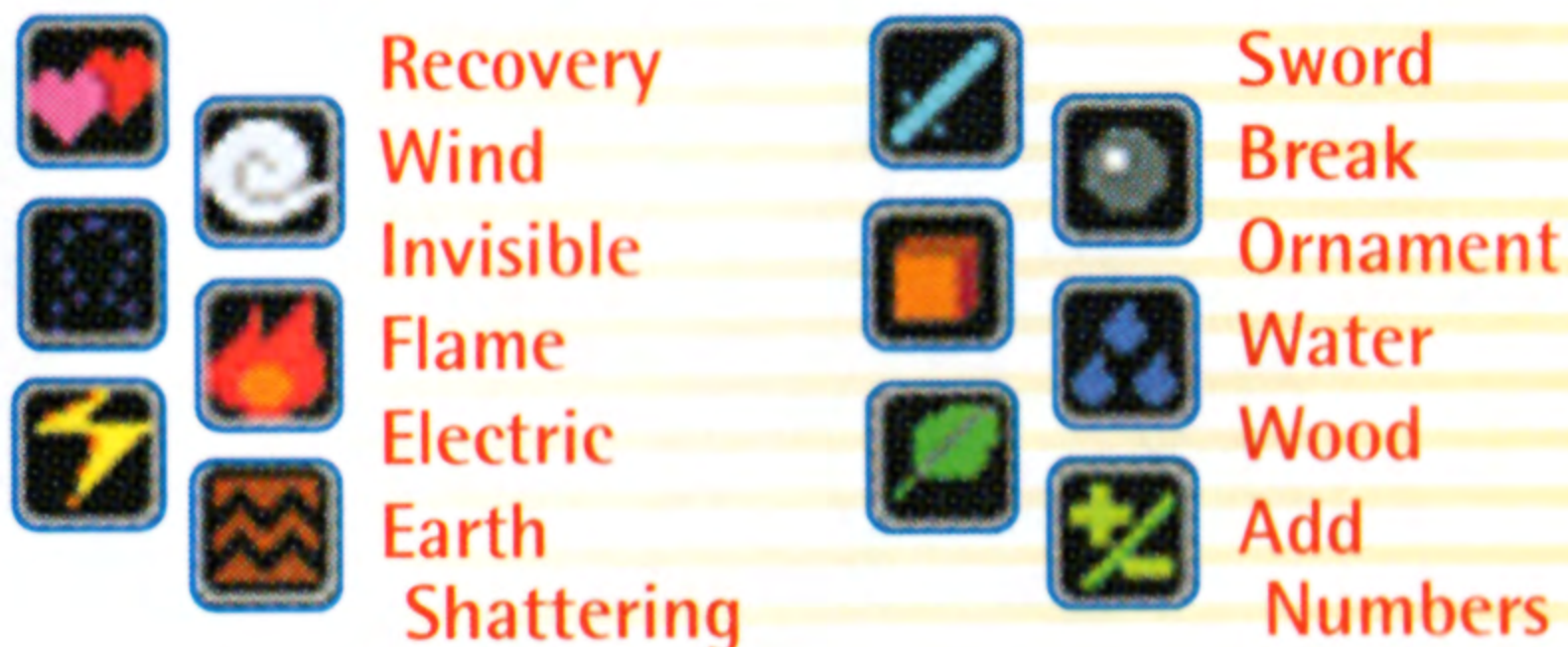
ATTACK POWER

With these chips, the amount of damage you do to an enemy with one hit is displayed. Generally, having a high level of attack power is to your advantage, but don't limit your thinking to attack range, number of hits, and so on. Judge the situation and use these chips accordingly.

(Support type chips do not have an attack power display.)

CHIP TYPE SYSTEM

There are 12 types of chips, each with different characteristics. These chips are required for Soul Unison.

Recovery
Wind
Invisible
Flame
Electric
Earth
Shattering

Sword
Break
Ornament
Water
Wood
Add
Numbers

The 12 types are divided into four categories: Fire, Water, Electricity and Wood. Each category is compatible with the others. If you use chips against an enemy who has the same category of chip, the damage doubles.

CHIP CODES

Chip Codes are displayed with alphabet letters. On the Custom screen, you can choose chips with the same Chip Code, even if they are different types. Non-alphabet Chip Codes are marked with a star. These are wildcards and can be selected with any other Chip Codes.

PROGRAM ADVANCE

When you select Battle Chips to combine, they fuse together and transform into a chip you have never seen before. This is called a Program Advance. Try to create these — they're very powerful. Program Advances you find and combine are registered in the P.A. Memo in the PET screen Data Library.

TRADERS

CHIP TRADERS

If you put several chips into a Chip Trader Machine, one new chip will drop out. The type of chip that comes out is random. When the chip is dispensed from the machine, the game is automatically saved.

NUMBER TRADERS

You'll find Number Traders in Mr. Higsby's Shop. Enter up to eight lotto numbers. If the machine lands on those numbers you can acquire chips and items (one try per number).

You can learn about lotto numbers by playing the game, so do your best to search for them.

BUG PIECE TRADERS

If you bring in Bug Fragments from around the world, the Bug Piece Trader will give you a new chip.

ITEMS

MEGA MAN STRENGTHENING ITEMS

◆ **HP MEMORY** – Increases Mega Man's max HP to 20.

◆ **REGULAR UP** – Increases Regular Memory capacity from 1 to 3.

◆ **EXPANDED MEMORY** – Expands the Navi Customizer Memory Map.

◆ **SUB MEMORY** – Increases the number of Sub Chips you can hold by 1.

OTHER ITEMS

◆ **P CODE** – Eliminates Security Cubes. (You get most of these from townspeople.)

◆ **BUG FRAGMENTS** – Scattered all over the Cyber World as Mystery Data.

TOURNAMENTS

This game progresses though three tournaments.

> ## Denson Town Tournament
> ▼
> ## Eagle Tournament
> ▼
> ## Blue Moon Tournament

The battle arrangement for the tournament is not fixed. For starters, the fighters are chosen randomly. This is why the battle combinations with your X4 friends and the Souls are different.

One mission your Navi has is to reach the ending. The game is so deep that, when you make it around the X4 world the first time, you probably won't have played every aspect of the game.

If you would like to fight the Navis you didn't fight the first time through, select CONTINUE after the ending is cleared to bring up the Continue screen. Then select BEGIN 2ND ROUND. You will be able to play the game again with Mega Man's status as well as all the chips you have.

VICTORY GUIDE

BE CAREFUL WITH HP!

Even when the battle is over, HP does not rejuvenate. In mid-battle, don't forget to use Recovery, Sub Chips, and so on to restore your energy. Also, HP is restored when an Energy Ball appears on the Result screen.

MAINTAIN FULL SYNCHRO!

The Emotion Window returns to normal when the battle ends. But if you end a battle in Full Synchro Status, you begin the next battle in Full Synchro Status. Whenever you jack-out, fight enemy bosses, and so on you revert to Normal Status.

EXPLORE!

If you use the battleground terrain well, you will have a better chance of victory. For example, the grass wall burns easily, so your Fire type attack power will be doubled. Also, if you use your Electric power on top of an ice wall, its power will be doubled.

TALK TO MEGA MAN

If you don't know what to do or are in trouble, press the L Button to talk to Mega Man. He'll give you advice.

TAKE A NAP

If you don't have anything to do, take a nap in Lan's room. When you wake up, a new day — and new adventures — will begin.

BEWARE OF BUGS!

During a battle, Bugs could occur in the Navi Customizer. Check Mega Man on the PET screen's Mega Man screen. If a Bug appears his shape changes.

MR. HIGSBY'S REQUEST SERVICE

Try out Mr. Higsby's Chip Request Service. Chips in the Data Library are displayed on a list, and you can select any chip that has a name. Mix these up in your own library to compare and use them. Be alert, since some chips cannot be obtained.
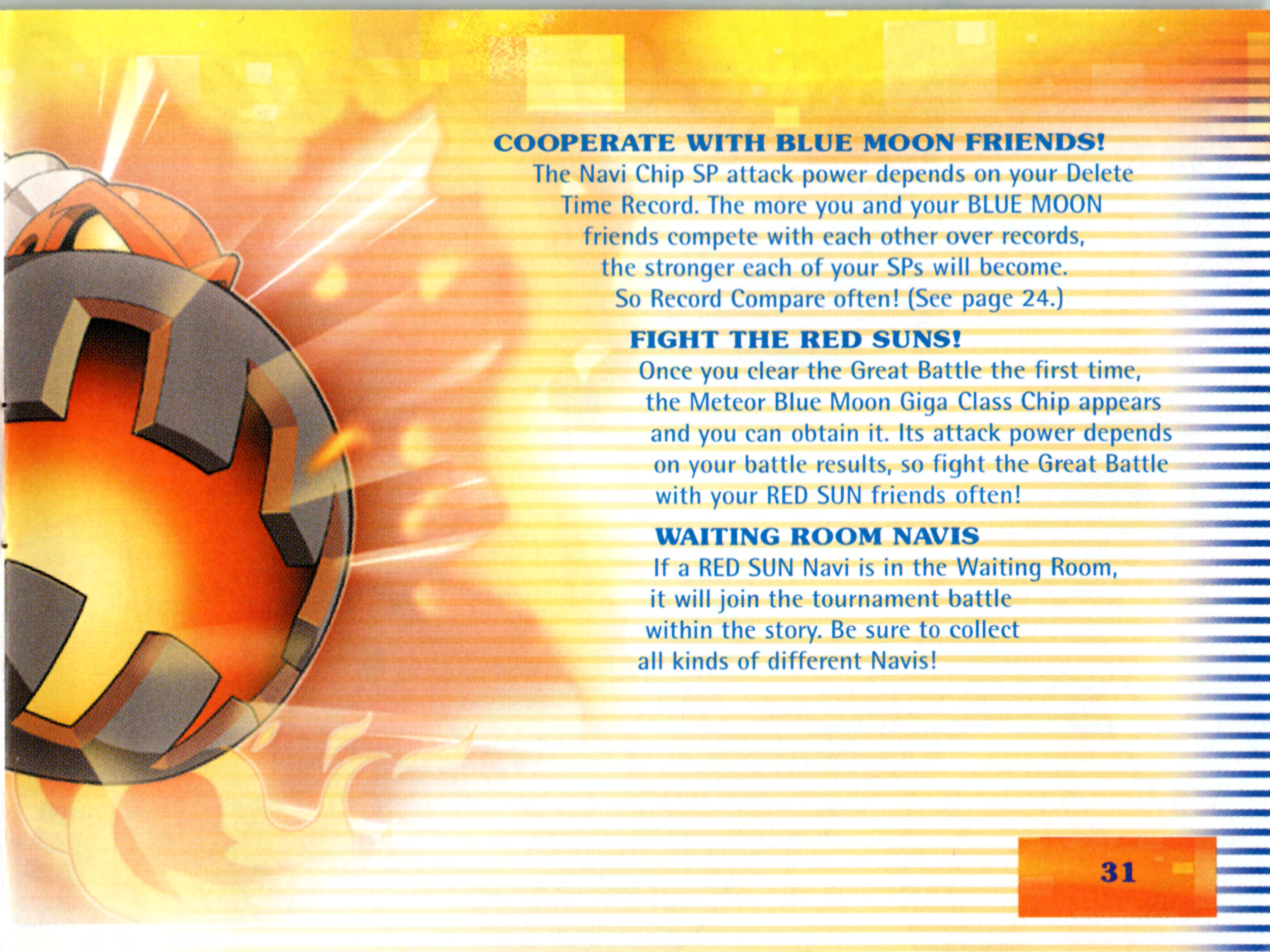
COOPERATE WITH BLUE MOON FRIENDS!

The Navi Chip SP attack power depends on your Delete Time Record. The more you and your BLUE MOON friends compete with each other over records, the stronger each of your SPs will become. So Record Compare often! (See page 24.)

FIGHT THE RED SUNS!

Once you clear the Great Battle the first time, the Meteor Blue Moon Giga Class Chip appears and you can obtain it. Its attack power depends on your battle results, so fight the Great Battle with your RED SUN friends often!

WAITING ROOM NAVIS

If a RED SUN Navi is in the Waiting Room, it will join the tournament battle within the story. Be sure to collect all kinds of different Navis!

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