MEGAMAN
NETWORK TRANSMISSION™

MEGAMAN 15th

51154A

INSTRUCTION BOOKLET

CAPCOM®

NINTENDO GAMECUBE™
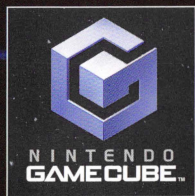
WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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, 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 during or after play, stop playing and see a doctor.

ESRB RATING
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

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EVERYONE E CONTENT RATED BY ESRB

EVERYONE
VIOLENCE

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ACTION FIGURES

ON STORE SHELVES

SUMMER 2003
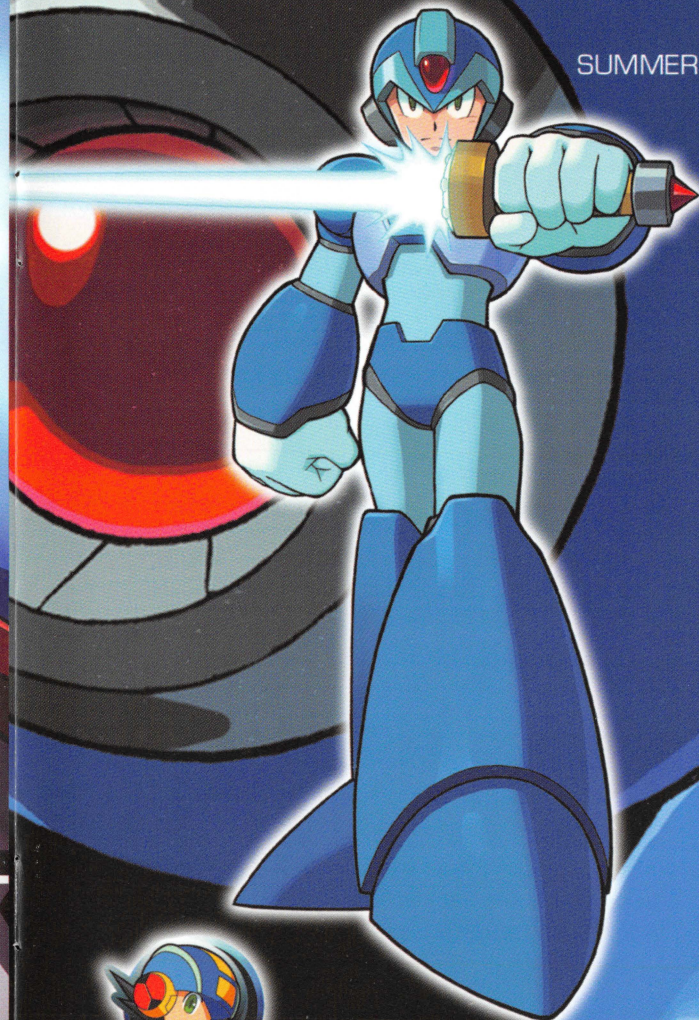
MEGAMAN 15th
MEGA MAN 15th ANNIVERSARY

JAZWARES, INC.

CONTENTS

EVIL ON THE INTERNET!

BY THE YEAR 200X...

The rapid development of the Internet has brought about the "network era." Everyone carries personal handheld terminals known as PETs.

PETS AND NET NAVIS

PETs are the evolved version of a cell phone. You can use them to make calls and send email, and also to load and read books and newspapers. But the most incredible advance is that each PET contains an artificial robot, called a NET NAVI, that you can send through cyberspace to explore the Internet and perform various tasks online.

VIRUS BUSTING

Electronic living makes life very convenient. But it's not all perfect. Computer viruses spread like wildfire through cyberspace. People must equip their NET NAVIs with fighting programs known as battle chips to combat these evil viruses. Fighting computer viruses is called "virus busting."

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SECURITY CUBES

Security Cubes are set up to protect certain areas from viruses. But to open a Security Cube lock you must find its passcode, hidden somewhere in the stage. Return to the Security Cube with the passcode. When you touch it, it opens automatically.

MYSTERY DATA CUBES

When you touch a Mystery Data Cube (located in cyberspace) its contents are immediately transferred to Mega Man. Each type of Mystery Data Cube has its own special properties:

GREEN CUBE — You can open these by just touching them. Once you jack-out, you can get their contents again by re-entering the same stage and re-opening the cube. Beware! Their contents are random.

BLUE CUBE — These act just like green cubes, but always contain the same contents.

PURPLE CUBE — You must have the correct Open Lock sub chip to crack into these cubes. You can obtain their very rare artifacts one time only.

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MORE STUFF

SHOP

You can buy items by going to Higby's shop on the map or bumping into Numberman in cyberspace. To see information about an item, move the cursor over it and press the R Button. To buy the item, press the A Button. You can buy chips and sub chips in the shop, as long as you have the right amount of Zenny to buy them.

NET BATTLE SIMULATOR

The Net Battle Simulator is a special device set up in ACDC Square. Once you beat a boss, you can fight him again any time you want to by using the Net Battle Simulator. If you defeat the boss with a high NAVI Busting level, you could possibly get a NAVI chip. You should definitely try it out.

ZERO ATTACKS!

It's been a month since Mega Man and LAN foiled the evil plans of the WWW crime organization. The grateful citizens thought they were at last free of computer viruses. But in the last few days the ZERO virus has run rampant through cyberspace, causing massive damage!

The ZERO virus doesn't attack electronic devices. Instead, it actually goes after NET NAVIs and weakens their abilities. No effective antidotes are yet known for this hideous plague.

OUR HEROES GET AN SOS!

Right now, the little hero who stopped WWW is blowing off his homework, while Mega Man is reminding him to get cracking. Just as it seems there are no more excuses, Lan gets an urgent email from his friend Mayl. Her NET NAVI Roll is missing! Lan jumps at the chance to escape his homework, and quickly heads out to search for Roll.

What danger lurks behind Roll's disappearance? Can Lan and Mega Man stop its wild rampage?

MEGA MAN & FRIENDS

LAN & MEGA MAN
A student at ACDC Elementary School, Lan's grades aren't tops. But when it comes to virus busting, he goes to the head of the class. Lan and his NET NAVI Mega Man are inseparable. Together, they're nearly unstoppable!

MAYL & ROLL
Mayl grew up with Lan and knows everything about him. She and her NET NAVI Roll follow Lan and Mega Man everywhere. The four of them are the best of friends.

MR. HIKARU & PAPA
Lan's dad is a talented scientist who is developing the next series of NET NAVIs at the science institute. He and his NET NAVI Papa are always ready to help out Lan and Mega Man.

MRS. HIKARU & MAMA
Lan's mom and her NET NAVI Mama keep the Hikaru household happy and healthy.

ITEM MEMO
The Item Memo is a record of all the items you obtained on a stage. The newest items appear at the top.

ITEMS

Attacks one enemy and replenishes HPs
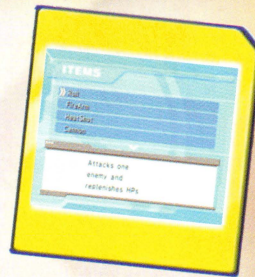
JACK-OUT
Bring Mega Man back from cyberspace to the real world. When you jack-out, your battle chips and backup chips are restored, so be sure to use this command if you ever get in danger, run out of chips, etc.

PS: You can only jack-out from cyberspace.

CONTROLLER
Choose your favorite controller settings from three different control types.

CONTROL

SETTING
A
B
C

SAVE
Save you current location and status in a memory card. You can only save from Lan's room in the real world. If you're in cyberspace, first jack-out, return to Lan's room and then save.

SAVE

Save your game progress up to this point?
Yes   No

- To save MEGA MAN NETWORK TRANSMISSION™ games, you need at least 2 free files and 6 free blocks.
- To overwrite an existing save file, you need at least 1 free file and 3 free blocks.
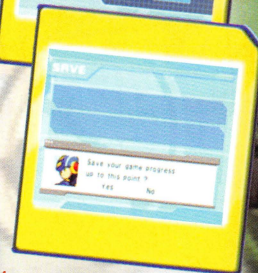
MEGA MAN

Check Mega Man's status. Somewhere in the game you'll get the BUSTER UP, which you can use to strengthen Mega Man's power, and another item that lets you strengthen Mega Man's armor. In addition there are backup chips, regular chips and others items you can collect. See if you can find them all!

BUSTER UP — Increase Mega Man's status.

HP MEMORY — Increase Mega Man's HP.

MP MEMORY — Increase Mega Man's MP.

BACKUP CHIP — Add to your backup chips.

REGULAR CHIP — Increase regular memory.

ARMOR — When you buy armor at the shop, Mega Man gains the armor's attribute: HEAT (fire), AQUA (water), ELEC(tricity) or WOOD. When armor is equipped, Mega Man takes only half damage when hit by the same attribute in an enemy attack. PS: Armor won't work unless you equip it!

KEY ITEMS

Certain Key Items are necessary for you to clear a stage. When you arrive at certain locations, you'll automatically use the appropriate Key Item (if you have it).

DATA LIBRARY

Your Data Library is a chip encyclopedia of sorts. Here you can see various information on the battle chips and NAVI chips you have. The library also lists the Program Advances you have discovered (see page 17).

DEX & GUTSMAN

"Brat-boy" Dex can sometimes be a problem. He and his NET NAVI Gutsman always stick close together.
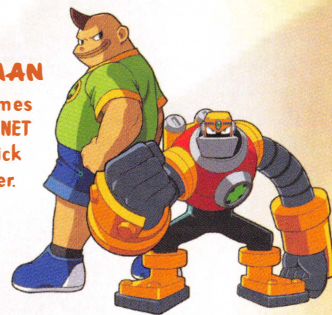
YAI & GLIDE

Little Yai is so smart she was able to skip several grades. Although she's a youngster, she and her NET NAVI Glide hold their own in Lan's crowd.

CHAUD & PROTOMAN

Even though Chaud is just an elementary student, he's already famous as a net battler. He always keeps his cool. His NET NAVI Protoman is also a calm, collected fighter who never loses his head.

MR. HIGBY & NUMBERMAN

A former secret agent for WWW, Mr. Higby posed as a teacher at ACDC Elementary School. Later, he reformed and now runs a restaurant in ACDC Square with the help of his NET NAVI Numberman.

GETTING STARTED

SETTING UP

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.

2. Insert your MEGA MAN NETWORK TRANSMISSION™ Nintendo GameCube™ Game Disc 1 as described in the instruction manual.

3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.

4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.

5. Press the POWER Button ON. (IMPORTANT: Make sure not to touch the Control Stick while doing so.)

SOFT RESET

Press START/PAUSE and the B and X Buttons simultaneously in mid-game to return to the Main Menu. Do this when you want to quickly restart a game from the last point where you saved.

CHIP FOLDER

Select this option to choose which chips to use in battle. See pages 14-15 for details.

SUB CHIP

Sub-chips are special chips that you can use in cyberspace whenever you need them. You can buy them in Chip Shops. Each one is good for one use.

MINI ENERGY — Restore some HP.

HALF ENERGY — Restore half your HP.

FULL ENERGY — Restore full HP.

MP CHARGE — Restore full MP.

QUICK CHARGE — Fill your Custom Gauge more quickly.

FULL CUSTOM — Fill your Custom Gauge instantly to the max.

OPEN LOCK — Open the lock on a Mystery Data Cube.

MAP

View the map of cyberspace and use it to select a location where you'll send Mega Man. Select a location to jack-in to by using the Control Stick or +Control Pad, and then press the A Button to confirm. The farther you proceed in the game, the more locations you'll be able to jack-in to.

PS: You can only use the map in the real world.

PET MENU

Press START/PAUSE during a game to open up the PET menu. You can open the menu from both the real world and cyberspace; the options may differ depending on your location.

TALK

With the TALK command you can converse with either Lan or Mega Man depending on where you are. In the real world you talk to Mega Man. In cyberspace you talk to Lan. If you ever get lost and don't know what to do next, try conversing. When you meet up with an exceptionally strong enemy, it always helps to talk about it.

E-MAIL

You can read the e-mail sent to Lan. When a new e-mail comes in, an icon appears in the upper left of the screen. Choose E-MAIL from the PET menu to see a listing of all the e-mails received so far. Move the cursor up and down to select an e-mail to read. Press the L or R Button to turn pages.

MAIN MENU

Press START/PAUSE at the Title screen to see the Main Menu with two selections. Highlight your choice with the Control Stick or +Control Pad and press START/PAUSE or the A Button to confirm.

NEW GAME — Start a new game from the beginning.

CONTINUE — Resume a game you previously saved.

GAME FLOW

You progress through the game by switching between Lan in the real world and Mega Man in cyberspace.

START — The game starts in Lan's room. Press START/PAUSE to open your PET and then choose the Map icon.

JACK-IN TO CYBERSPACE — At the Map screen, place your cursor over the location you want to go to and jack-in to cyberspace.

VIRUS BUSTING — Once you enter cyberspace, you control Mega Man. Clean up the viruses in net battles so you can keep going. Whenever you find yourself in danger, immediately jack-out.

BOSS BATTLE — Proceeding deep into cyberspace, you'll eventually come to a boss battle. Use your most powerful chips and fight him with all your might. PS: You can jack-out mid-battle if you have to.

JACK-OUT — Bring Mega Man back from cyberspace to regroup in the real world.

MEGAMAN NETWORK TRANSMISSION

CONTROLS

REAL WORLD CONTROLS

In the real world, you're in Lan's room. Here you can open your map from the PET menu.

Controller button assignments

START/PAUSE
- Display PET menu

L Button
- Previous page

R Button
- Next page

+Control Pad
- Move cursor

A Button
- Confirm

Control Stick
- Move cursor

B Button
- Cancel

CHIP CODE

The Chip Code is an icon that shows where you can use chips and under what circumstances. For example, a chip with a ladder icon means you can use the chip while on the electro-ladder. Some chips can't be used on certain stages or under certain conditions, so be sure to check the Chip Codes before choosing your chips.

You can use this chip while running.

You can use this chip while jumping.

You can use this chip while climbing an electro-ladder.

You can use this chip while holding onto an electro-bar.

CHIP USAGE NUMBER

You can stock large numbers of the same chip types by collecting them. But there is a max limit for each chip type you can carry. If you obtain the same type of chip that is already in your Folder, then the number of chips you can use there increases. If you run out of stock, you can recharge all your chips by jacking-out.

PROGRAM ADVANCE

When you choose certain chip combinations, the chip data blends together, sometimes allowing you to perform special attacks. This is known as Program Advance. There are lots of different chip combinations, so keep on experimenting to find them. Any combinations you discover are recorded in the PA memo section of your Data Library (see page 20).

BATTLE CHIP SECRETS

Gathering chips, increasing your chip types and chip numbers and using them effectively are the key strategies for this game. This section reveals important chip secrets.

VIRUS BUSTING LEVEL

Your Virus Busting Level is used to rate how well you played. The higher this score is, the better your chances are that you'll get more powerful chips. You may even get the chip data for the attack that the enemy just used on you. Use chip data to quickly defeat your enemies and raise your Virus Busting Level.

ATTACK POWER

This is the amount of damage you do to the enemy for one hit (one usage) of the chip. Basically the higher the damage, the better. Keep in mind that some chips hit multiple enemies, some do extra hits, and some do attribute damage. These powers make up for lower damage amounts. Figure out which chips you want to use based on the battle circumstances. For instance, if Mega Man is surrounded by enemies, you might use a multiple-hit chip. PS: Non-attack chips (support chips) have no attack power rating.

ATTRIBUTES

There are five different chip attributes: NEUTRAL, FIRE, WATER, ELECTRICITY, and WOOD. With the exception of NEUTRAL, every attribute has its own strengths and weaknesses. If you perform an attribute attack against an enemy that is vulnerable to that attribute, the attack will cause double damage.

The attribute for each chip is listed, but the enemies' attributes are not. Try to guess an enemy's vulnerability by its appearance, and then use that attribute against it.

CYBERSPACE CONTROLS

The Cyberspace screen appears after Mega Man jacks-in.

START/PAUSE
- Display PET menu

Y Button
- Use battle chip(s)

L Button
- Change chips

R Button
- Change chips

Z Button
- Open Custom screen

X Button
- Standby

+Control Pad
- Move Mega Man

A Button
- Jump

Control Stick
- Move Mega Man

B Button
- Buster Shot

MEGA MAN MOVES!

BUSTER SHOT & CHARGE SHOT

Mega Man's normal attack is the Buster Shot. It doesn't do much damage, but you can continuously rapid-fire to a certain degree. Install different power-up items so you can fire more quickly and use your Charge Shot.

JUMP

Your jump ability is absolutely crucial to navigating through cyberspace. The longer you hold down the Jump button the higher you can jump. You can also change directions in mid-jump by using the Control Stick or +Control Pad.

SLIDE

To slide, press the Control Stick or +Control Pad ⬇ while pressing the Jump button. You can slide along the ground and pass through tight passages with this skill. It is also effective for dodging various enemy attacks. Unfortunately, you can't attack while sliding.
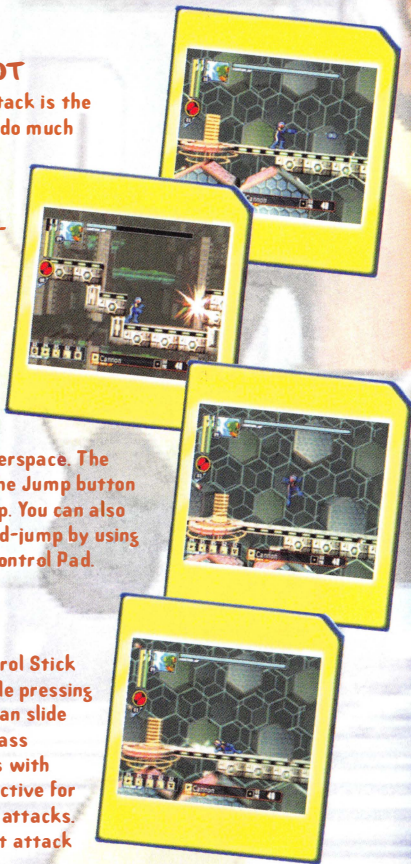
OBTAINING CHIPS

Your chips are contained in both your Chip Folder and Backpack. Be sure you put any chips you want to actually use into your Chip Folder. Here are the major ways you can get chips:

VIRUSES DROP THEM — If you defeat viruses and your virus busting level is high, you'll get chips as victory prizes.

LOOK IN MYSTERY DATA CUBES — Sometimes chips are hidden in Mystery Data Cubes. If you find one of these cube, figure out how to open it.

BUY CHIPS AT SHOPS — Use the Zenny (money) you collected to buy chips in Chip Shops (see page 22).

WIN SPECIAL EVENTS — Clearing certain events can earn you chips as rewards.
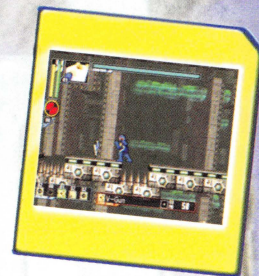
CHIP FOLDER

You get to the Chip Folder from the PET menu (press START/PAUSE). On the Chip Folder screen, you can move chips between your Folder and Backpack screens.

Use the Control Stick or +Control Pad to move the cursor up and down to select a chip, and press the A Button. In the same way, choose another chip to exchange with the first one. When you press the A Button, the chips are switched.

Be sure you put the chips you want to use in your Folder. Press START/PAUSE on the Chip Folder screen to rearrange your chips in the order of their attack power. (Doing this makes them easier to find and select.)

ARRANGING YOUR CHIP FOLDER

You must put 20 different chip types in your Folder. But you can only put five different NAVI chips (chips that call NET NAVIs to fight for you) in the Folder at one time.

SETTING REGULAR CHIPS

You can designate one or more chips as "regular chips." To do that, select each chip in your Folder and press the Z Button. (IMPORTANT: If the chip's memory is more than the Folder memory, you can't make it a "regular chip.")

When your enter cyberspace or open the Custom screen, the "regular chip" will appear in the chip select column. If you arrange your "regular chips" skillfully, you can use them in battle more effectively.

STAGE PROPS

Lots of different tools and props appear on the game stages. Use these ... or avoid them! Here are a few. Look for more and figure out how to use them.

ELECTRO-LADDER – Press the Control Stick or +Control Pad ⬆ or ⬇ to climb or descend electro-ladders. Press the Jump button to jump down the ladder for a faster descent.

ELECTRO-BAR – Press the Control Stick or +Control Pad ⬆ after you jump up to grab onto the electro-bar. Press the Jump button to jump off the bar.

MOVING BLOCKS – These blocks move at their own speed. Time your jumps perfectly to clear them.

SPIKES – When you fall on spikes you instantly lose HP. Be careful not to touch them.

STANDBY – Stop things moving in cyberspace momentarily with this function. Press the X Button to enter Standby mode and then switch chips by pressing the L or R Button.

MEGAMAN NETWORK TRANSMISSION

CYBERSPACE SCREEN

Current Chip

HP (yellow bar)
MP (green bar)
Backup Chips

Custom Gauge

Chip Select Board

Chip Info

HP (HIT POINTS) & MP (MEMORY POINTS) — HP and MP show your vitality and chip memory. As you use chips, your memory decreases by a differing amount per chip. Your MP recovers slowly as time passes. The amount of MP needed to use a chip appears in dark green.

CUSTOM GAUGE — Your Custom Gauge slowly builds up over time. After it is filled, you can press the Z Button to open the Custom screen (and empty the gauge). Once you use up all your chips, be sure to send Mega Man some new chip data.

BACKUP CHIPS — Use the backup chip to continue your game from the location where Mega Man was defeated. If you don't have one of these and Mega Man is defeated, the game ends. Look for an item somewhere in cyberspace that increases the max number of backup chips you can carry.

CHIP SELECT BOARD — You can switch between the chips you selected on the Custom screen. When you press the L or R Button, the cursor pointing to your chip board will change positions. The chip picture in the upper left of the screen will also change. If you want to choose a chip without taking the chance of getting hits, then go into Standby mode first (see page 11).

CHIP INFO — See page 13.

CUSTOM SCREEN

Available Chips

Current Chip

Selected Chips

OK Button

Chip Info

When your Custom Gauge is filled, press the Z Button to open the Custom screen. Here you select the chips you'll send to Mega Man to use in net battles. (You get battle chips by defeating viruses, by opening mystery data containers, and by buying them in shops. There could also be other hidden ways to get chips. Find out!)

Five chip types are randomly taken from your Chip Folder (see page 14) and displayed in the Custom screen. Choose chips and then select OK to send them to Mega Man.

CURRENT CHIP — This is the chip you're checking out. Press the A Button to put it in the selected chips column.

AVAILABLE CHIPS — Move the cursor over a chip to look at it more closely (as the "current chip") and see information about it. Icons show each chip's power. Healing chips display their healing amounts (other chips will not have this number).

SELECTED CHIPS — The chips you select are stored in this column.

OK BUTTON — Select this button to send all the selected chips to Mega Man.

CHIP INFO — Many different chips can be used to power up Mega Man. As you browse through the chips, information about each one shows up here. Check their various abilities, attributes and power ratings to decide which ones to use.

In net battles, press the Y Button to use your chips. Each chip uses a certain amount of MP and can only be used a limited number of times.