

Scenario 3 - 15	Yoka Square	Map P42
Talk with the DNN Navi and battle!		

The preliminary ends with 3 consecutive battles!!

After defeating all 5 members in the real world, once again talk with the DNN Navi. For the N1 Grand Prix's final qualifying round you will have to battle the viruses listed to the right. Your health will not be automatically restored between battles, so be sure to put some recovery chips into your folder before you begin.

Virus Appearances

1. Ratty x 3
2. Mettaur2, Fishy VacuumFan
3. Shrimpy2, Boomer, Spikey2

Scenario 3 - 24	Dad's Laboratory	Map P27
Go and get the Press program.		

Stop the out of control dishwasher!!

In place of Mayl, go to Yoka Area ① and defeat a Windbox virus to obtain a Wind * chip, then return to Mayl's house. Afterwards the dishwasher will begin to run wild and exploding bubbles will attack Mayl and the others! The culprit is BubbleMan, so head to Yoka Area in order to peruse him! However, if the Press program will be required to proceed.



"Ah! The path is too narrow for me to proceed!"

←The Press program can be found in Dad's Laboratory!

Scenario 3 - 25	Computer's Cyberspace	Map P52
Battle with Mr. Prog!		

A misunderstanding leads to a sudden battle!

In Dad's absence, plug into the room's central computer. Your intention is to obtain the Press Data, however the Mr. Prog within the computer will mistake you for an intruder. This results in a battle against 3 Hardhead viruses which possess guarding abilities. Either use chips that possess the "break" attribute, or wait until their mouths are open to attack.

Virus Appearances

Hardhead x 3

Scenario 3 - 30	ACDC Area (among others)	
Speak with the evil Navis and battle.		

A Style Change occurs!

After managing to obtain the Press program, insert it and track down BubbleMan. This time his subordinate evil Navis will appear. They will run off across the internet, and must be defeated before you can battle with BubbleMan. The first place they escape to is the open space in ACDC Area ②, followed by the open space at the right edge of SciLab Area ①, and lastly the place where BubbleMan was in Yoka Area ①. A battle occurs each time they are caught, with all viruses that appear being of the Pengi variety. You can deal double damage to them by using electric type chips such as ZapRing 1.



↑ It's easy to slip when there are lots of ice panels.

By this point in time you are able to remove the folder you had been using for the N1 Grand Prix preliminaries. Don't forget to return to your standard one.

After the first battle against the evil Navis the first Style Change of the game will occur. Depending on how you have battled to this point, Mega Man's style will be chosen from a selection of 6 types and 4 elements. What will your Mega Man become?

Virus Appearances

1. ACDC Area ②
Pengi x 2
Penga
2. SciLab Area ①
Pengi, Penga x 2
2. Yoka Area ①
Penga x 3