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Megaman.EXE is Pure Navi Lan Hikari. He lives in Lana's private terminal and functions as a person inside a computer. His tasks include alerting Lan by email, helping with programming, shopping online, and waking Lan up in the morning, he really shines in netbattling - fighting viruses and other Pure Navis in the digital realm. He is very serious, unlike his master, but also carefree and caring. TagsWarriorsArtificial Intelligence (AI) I have this character (68 votes) Up from left to right use the Arrow Keys B button to use the X L button to use the R Start Button to use enter the Select Button using Shift Battle Network Rockman EXE is a 32-bit classic game released for the Game Advance Boy (GBA) console. Here you can play Battle Network Rockman EXE Online (GBA version) for free in your browser without downloading required from our HTML5, Java Script, Flash Emulator online on any compatible device! Let's Play GBA is a website where you can play all the original ROMs, as well as the new hacked ROMs game released for Game Boy Advance (Nintendo GBA) Online. Click PLAY GAME to get started! You play Battle Network Rockman EXE Online, if you like it, please leave your voice. Excuse me. There are no data yet. KOREA IS IMPORTED. Includes: 1) PROGRESS PET CONSOLE : 1EA 2) NAVI CHIP : 1 EA 3) BATTLE CHIP : 5 EA 4) HIT POINT GRIP : 1EA 5) CABLE : 1EA 6) RIGHT : 1EA. Released : In 2005.Full description not availableShow More Manga MegaMan NT WarriorNorth American logo Megaman NT Warriorログマエグゼ (Rokkuman Eguze)GenreAdventure, science fiction MangaKapnoted Rio TakamisakiPublished ShogakukanAngly Publisher OF WIS MediaUK MediaUK Media OgraphicChildrenOriginal run2001 - 2006Volumes13 (Volume List) Anime TV series DirectionTakao KatoWritten byKen'ichi ArakiStudioXebecOriginal networkTV TokyoOriginal Run October 2, 2004 - September 24, 2005Episodes51 (Episode List) Anime filmRockman EXE Hikari Yami no programTakao KatoMusic Shohel NaruseStudioXebReecleasedMarch 12 2005Runtime50 minutes Anime tv seriesBeastDirected byTakao KatoWritten byKen'ichi ArakiStudioXebecOriginal networkTV TokyoOriginal run October 1 - April 1, 2006Episodes25 (Episode List) Anime-TV Anime-TV byTakao Kato WrittenKen'ichi ArakiStudioXebecOriginal networkTV TokyoOriginal run April 8, 2006 - September 30, 2006Episodes26 (Episode List) Anime and Manga Portal MegaMan NT Warrior, a note known in Japan as Rockman.EXE (ログマエグゼ, Rokkuman Eguze), is an anime and manga series based on Capcom's Mega Man Battle Network video game series, part of the Mega Man franchise. The manga was written by Ryo Takamsaki and was written in the Shogakukan CoroCoro Comic between 2001 and 2006. The anime series, produced by Xebec, over the course of five seasons on TV Tokyo in Japan between March 2002 and September 2006, reaching 209 episodes in total. Viz Media released English-language versions of the manga and licensed the first two seasons of the anime. Despite the common elements, the game's history, anime and manga versions of the Battle Network series are all very different from each other. Plot Home article: The Mega Man Battle Network Series Character List focuses on Lan Hikari and his NetNavi, MegaMan.EXE, as they build their friendships while dealing with threats from various NetCrime organizations. Along with Lan are friends Mileu Sakurai, Dex Ogreen, Yai Ayano, Tori Froid and their respective Navis: Roll, GutsMan, Glide, IceMan. Although the series initially remains pretty close to the original battle network in terms of storyline, it begins to diverge heavily into parts in the series. For example, there is no evidence that Lan and MegaMan were twin brothers in the anime, unlike games where this is revealed near the end of the first Battle Network game. Media Manga Home article: The list of MegaMan NT Warrior chapters of MegaMan NT Warrior Manga was written and illustrated by Ryo Takamsaki and published in the journal Shogakukan CoroCoro Comic. Between July 2001 and November 2006, a total of 13 tank (related volumes) were published in Japan. All 13 volumes of the series were licensed in North America by Viz Media and published between May 19, 2004 and February 5, 2008. Anime Home article: The List of MegaMan NT Warrior episodes of Rockman EXE anime first aired on Tokyo TV on March 4, 2002. It spawned four sequels: Rockman EXE Axess, Rockman EXE Stream, Rockman EXE Beast and Rockman EXE Beast. The total number of episodes between all five episodes is 209. There was also a feature film in the flow storyline. Only the first and second (Axess) series have been adapted in English. An English adaptation called MegaMan NT Warrior was produced by Viz Media and recorded by Ocean Productions. The series originally aired on Cartoon Network and Kids' WB in the United States and Teletoon in Canada. Axess aired on Tokyo television in October 2003, while an English adaptation (titled MegaMan NT Warrior: Axess) aired in January 2005 in the United States and in April 2005 in Canada. On October 2, 2004, The Beast aired on Tokyo, The Beast on October 1, 2005, and The Beast on April 8, 2006. Baby WB Dropped MegaMan Warrior with a TV block at one point and only to complete the final episodes of Axess before dropping it again. Anime is for young children in Japan, but like many English adaptations of other anime series, MegaMan NT Warrior is edited due to Americanization and censorship. Among the most notable edits was the editing of words such as fire, bomb and napalm, which were considered inappropriate for young viewers (especially after 9/11). As a result, the names FireMan, ColorMan, BombMan and NapalmMan have also changed (while the original names have been retained in English games). Other inconsistencies between the English game and the anime were caused by similarities in the name of American superheroes. For example, the name AquaMan was changed to SpoutMan in English anime to avoid confusion with the DC Comics superhero of the same name. In addition, the swords are blurred, and MegaMan scenes pointing out his buster on the screen are removed in previous seasons. In addition, scenes showing the character getting hit in the groin were cut. Curiously, subsequent airing of some episodes of the show that some of the original edits were changed back- primarily, FireTower Battle Chip originally edited as FlameTower subsequently returned to FireTower. As with other dubbed WB series (e.g. Pokemon and Cardcaptors), some episodes were broadcast out of order, edited together, or fully skipped. Viewers elsewhere saw the series in its entirety in the correct order. The first series (EXE) was released on DVD and several previous volumes on VHS, but only in an edited format. An alternative English-language version aired in Singapore, following the Japanese version more closely. EXE Main Article: The MegaMan NT Warrior (EXE) EXE list is roughly divided into two separate storylines. The first relates to the original plan of WWW (World Three) and Mr. Wily's (Dr. Wily) to search ultimate NetNavi, which will culminate in the N1 Grand Prix, the NetBattling tournament. Upon its completion, Ultimate NetNavi PharaohMan awakens from sleep and continues to claim the network as its own, removing MegaMan in the process. PharaohMan will eventually be weakened by two tournament finalists, Proto Man and the recently restored MegaMan, which led to his capture of Wily. The second half of the season has characters to take on the grave (Gospel), a NetMafia syndicate led by Wily, which aims to create a beast virus with the ability to destroy the network. The last few episodes of EXE will serve as a presenter in axess. Axes Home article: A list of MegaMan NT Warrior episodes (Axess) Lan's father, Yuichiro Hikari, oddly absent for most of EXE, completes his research on Synchro Chip, a device that allows operators and NetNavis to become one using Cross Fusion. This development coincides with the plot of Nebula (led by the notorious Dr. Regal) and darkloids (led by ShadeMan and then Laserman) to take over human and cyber-worlds. It was at this point that the events involving Navis Navis secondary to the action that takes place in the real world (rather than the cyber world), which has led critics to label it a generic Henshin (transformation) series. The storyline in Axess is much darker, and many EXE regulars make only sporadic performances. At the beginning of Axess, Lan manages to use the then untested Synchro chip to cross the fuse with MegaMan and defeat the Darkloids, which materialize in the real world using the measurement area generators. Because of this, Lan is invited to become NetSaver (Pure Savior), the official NetBattler tasked with protecting the network. As a result of Cross Fusion, MegaMan loses its version of style change, but instead gets the opportunity to use Double Soul (Soul Unison), which allows it to join forces with other NetNavis, harkening back to Megaman's original Power Copy ability. Cross-merging also multiplies Megaman's power level (e.g., a megabuster does much more damage in a cross-merger), while causing Len to lose his energy. Much of the series is dedicated to solving the problem of getting used to Dark Chips and a crime syndicate, Nebula, which is controlled by Dr. Regal. Stream Home article: The List of MegaMan NT Warrior episodes (Stream) Stream continues the storyline set by axess by introducing Duo, a creature from space that seeks to destroy humanity after witnessing the chaos caused by Dr. Regal. Intrigued by Cross Fusion, he decides to temporarily spare humanity, giving the test to the main characters to assess whether people really deserve survival. He sends his subordinate, Slur, to Earth, where she hands Navis, who has the authority of the asteroid Duo to unsuspecting people, to observe what they will do with such power. Lan (Netto) and other pure saviors must work together to thwart the Duo and his subordinate. In the process, Neo WWW is formed by Tesla Gauss (Tesla Magnets) to cause havoc. Dr. Regal also returns during the film, and again towards the end of the stream, with an emphasis stream of transition to time travel. Beast Home article: A list of MegaMan NT Warrior episodes (Beast and Beast) Beast introduces the warring Cybeasts Of Gregar and Falzar as well as Navi Trill. Against the newly emerged zoanoroid armies of the Seades, Lan, MegaMen, and a select group of their partners, they find themselves drawn into the parallel world of Beyondard. Guided by a mysterious girl, Iris, they join the human resistance in the fight to claim the synchronized powers of Trilla, with whom MegaMan is capable of Beast Out. Towards the end of the Beast, an android brain owned by Wily Beyondard shows itself up along with its footers, Blackbeard and Yuika, hoping to acquire the cybeast winner as their new body. Eventually, they merge into the Super Cybeast Gregar, which becomes Wily's ship with the help of Trilla's forces. MegaMan and Trill team up and give their strength to Lana to Juuk's style, giving him the strength to destroy it. Beast Beast continues from The Beast has stopped, although it is marketed as a standalone series. The episodes are reduced to about ten minutes, airing in the thirty minute time slot of Oha Coliseum along with Sarah Getchu anime. The Beast consists of a string of arcs, starting with the appearance of the professor and zero (both from Mega Man Network Transmission). A former member of the WWW, a professor restores the remains of Gregar, intending to revive him for their own purposes. After removing it and the decision of zero to sever ties with his master, a second arc occurs. Stuck in a world that they perceive as the opposite of their own, Blackbeard and Yuika band along with Darkloid BubbleMan, committing various crimes in the team Rocket-esque fashion. Soon after, MegaMan acquires The Cross System. The zero then returns to the subsequent arc, befriending both GutsMan and MegaMan. The vengeful professor, however, also pops up, unleashing a new subordinate known as the zero. Touched by the kindness shown to him, he sacrifices himself to put an end to the professor once and for all. The storyline then continues to its finale with the introduction of Cash, the ultimate boss of Japan's exclusive mobile game Rockman EXE Phantom Network, which threatens to consume the world using Phantom Navis and a data cache. The Beast concludes the series, which ended on September 30, 2006. The film, Rockman EXE Hikari Yami no program (劇場版ログマエグゼ 光と闇遺産 (プログラム)), was shown along with a duel of masters of the feature film, Duel Masters: The Curse of Deathphoenix, as part of a double billing on March 12, 2005 in Japan. The film itself takes place during the events of the third season of the franchise. Stream. Musical Japanese Theme Opening Theme Rockman Pierce Through the Wind (ログマデマ〜風を突き抜けて〜, Rokkuman no Tama (Kaze wo Tsukinukete) Jin Hashimoto (EXE) Two futures (二つ未来, Futatsu no Mirai) Michichiro Kuroda (Axess) Be Somewhere Buzi (Stream) Victory Song (勝利うた, Sori no Uta) from Dandelion (Beast) Japanese ending of the piece of peace theme from mica (EXE, eps 1-25) Start try (start TRY) , eps 26-56) Where the light (光とどく場所 , Hikan Doku Basho) Kumiko Higa and Akiko Kimura (Axess) Doobee Doowop Links (ドゥビドゥフ コミュニクeshヨ, Dubiduwa Komunikeshon) Babamania (Stream, eps 1-25) Where Light Is a Symbol of Friendship (光とどく場所〜友情しるし, Hikari do Doku Basho and Yajo no Shirushi) Kumiko Higa and Akiko Kimura (Stream, eps 26-51) Footsteps (あしあと, Ashiato) Claire (USA) - MegaMan NT Warrior Media and release information Merchandising for the series Rockman.EXE was heavy in Japan with various toys. Toys ranged from figurines and plush dolls to board games and shopping cards. Many toys were originally released by Bandai, including an electronic Plug-in pet replica pet used in the original EXE, but Takara took over merchandising, starting with axess. Electronic Toys have since been released with every new model used in the show. Advanced Pet and Advanced Pet II (Axess), Progress Pet (Stream), and Link Pet and Link PET - EX (Beast and Beast). Combat chips for use in PETs are often packed with other merchandise, including figurines and even Japanese batches of Battle Network video games. Most of the goods remain exclusive to Japan. However, to help promote the English version of the anime series, Mattel created a line of original MegaMan NT Warrior figures for the American market. The series was released in two waves with the third wave planned, but never released. The figurines differed many prominent characters from the anime with removable limbs-interchangeable with other figures-SO, what battle chip weapon could be attached. Mattel also released all twelve DoubleSoul MegaMan pieces (shown in Battle Network 4 and Axess) with removable armor, as well as various miniature figurines (usually depicted in combat) and several taller figurines, including the talking figure CrossFusion MegaMan. In addition, the Advanced PET toy (represented in Axess) has been imported in three available designs: blue/grey (MegaMan), red/black (ProtoMan) and black/purple (Bass). The extended PET II model was planned but never released. English combat chips have been packed with almost every part of MegaMan NT Warrior merchandise, but chips can also be bought separately in booster packages. Japanese and English combat chips will work on Japanese or English versions of PETs, although only PROGRESS PET has been inversely compatible with previous generations of Battle Chips. In 2004, Decipher also distributed a trading card game in the United States called MegaMan NT Warrior Trading Card Game. However, it was not a translation of existing trading card games in Japan. Three sets were released before the game was discontinued in 2005, following the end of the Mega Man Battle Network. In Japan, various soundtracks with background music and songs used in the show were released. In addition, each anime episode was released through sixty-five DVDs, usually containing three episodes on the disc. Thirteen DVDs covering the original 52 episodes of EXE were released in the United States. The first six volumes were also released in VHS form. The English version of Axess has yet to be released on DVD. Other merchandise includes a life-size Mega Buster that fires foam darts, the original MegaMan NT Warrior themed board games, and MegaMan.EXE Halloween costumes. The MegaMan NT Warrior reception has gained popularity among Japanese audiences. According to a sample of viewers conducted in the Kanto region of video Research, the anime attracted an average of 4.5% and a maximum of 5.9% of households during the last year of its initial launch. MegaMan NT Warrior: The program of light and darkness and duel masters: The Curse of Deathphoenix dual feature takes first place for Ending March 13, 2005 dethroned Lorelei: The Witch from the Pacific from first place and broke the record for spring break in Japan with a gross US\$12,708,498 from the Mega Man X8 launch in Japan and Resident Evil 4 sales and critics in Japan and North America This record is still for 5 weeks. So far Constantine broke the record with a gross US\$14,859,234 on April 17, 2005 and dropped to fifth place in the Japanese box office over the weekend ending March 20, 2005 with a gross of \$1,093,870 USD. The following week it dropped to seventh place with US\$559,800 and a total box office of US\$6,178,840 for three weeks of release. See also the List of TV shows based on the video games Mega Man Battle Network NetNavi Mega Man Star Force (anime) Notes , NT means Network Transmission Links to Fox Kids Europe adds two hot new properties, Megaman and Jacob two-two, to your programming portfolio. Jetix Europe. 2004-03-31. Archive from the original 2004-07-26. Received 2019-07-08. Anime this spring in Japan. Anime news network. February 6, 2002. Received 2010-07-04. Viz releases Megaman NT Warrior. Anime news network. September 8, 2004. Received 2010-07-04. KidsWB orders 26 new episodes of MEgaman NT Warrior. Anime news network. December 15, 2003. Received 2010-07-04. KidsWB! Powers for the third season of Megaman's Cyber Adventure NT Warrior: AXESS by ShoPro Ent. Anime news network. October 4, 2004. Received 2010-07-04. Decipher Inc. 2007-04-07. Archive from the original for 2007-04-07. Received 2019-04-26. Capcom staff (2007). Annual Report 2006 (PDF). Capcom. Received on February 13, 2012. 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