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Megaman Battle Network 3 White Version: Story Stack

Game Footage For Reference: [Megaman Battlenetwork 3: White Version \(2002\)](#)

Story Stack Explanation: A breakdown of the least flexible elements that make up a game to the most flexible.

o Player fantasy (least flexible): specific fantasies in a certain game a player is expecting that you absolutely must have.

- Player gets to play as an AI version/Navi of Megaman in a world where computer viruses are constantly causing havoc in everyday society.
- The way to stop them is by fighting them off with personal AI companions that inhabit your PET. (PErsonal Terminal)
- (It's pretty much an early 2000s version of a smartphone.)
- Players also star as Lan Hikari, Megaman's human operator fighting the various viruses that plague this world as well as the various malicious AIs/Navis.

o Actions: Things a player can do in said game.

- As the human character Lan, players control Megaman and log in to various electronic devices and battle various viruses.
- Explore the virtual world/the internet of this alternate version of Earth in 200x.
- Charge up your buster gun as Megaman and blast enemies.
- Absorb the power and abilities of other AIs and viruses and use them in battle against enemies in the form of battle chips you can collect in certain battle scenarios.
- Customize Megaman with certain programs to give him other abilities in and out of battle.

o Economy: System of Progress

- When defeating enemies in battle, you earn money/Zeni or certain battle chips based on the types of enemies you defeat.
- If you defeat enemies in faster times you get a special ranking for winning the battle so quickly. And you get an additional reward of a special currency called a bug frag with can be redeemed for rare items. (You get a gold star indicator in the battle results when you obtain a bug frag when to manage to win under special conditions)

o World: When and where things in the world take place. What is in that society and what makes it up.

- The world is set in the not too distant future of 200x.
- Cyberspace and computers make up most of society here connecting everyone and making things more efficient.
- NetCrime is a regular occurrence along with more viruses causing problems along with humans who seek to mess with this peace.

o Story: (Most Flexible): The events that happen in this game.

- A group of Net Criminals known as WWW or World 3 are seeking a series of special keys to unlock an ancient computer program known as Alpha. With it they hope to unleash it on society and cause mayhem and destruction on society.
- Several of the keys to unlocking this program from its prison happen to be in several places that the protagonist Lan and Megaman frequent.
- Lan and Megaman must thwart WWW from causing harm to the people around them and to prevent that group from destroying the society of the internet.

Story pitches for the game:

Idea #1: Megaman Vs Medusa Navi (*Carnival Chaos*)

- There's a Navi without a Net Operator/User that's a part of WWW. However she is broken. Causes mass petrification via her line of sight. Was promised help by WWW. She was given some help, but barely enough to keep her stable and function around others. The Medusa Navi was told if she helped WWW by taking over a cyber carnival that recently came to town, they'd be able to procure the cure she needs to be a stable Navi and not needlessly hurt anyone. But will be required to hurt some people in the cause of the "greater good." (total lie, just using her as a distraction while they steal the key to the Alpha program that happens to be in this carnival)
- It's some kind of Medusa Navi
 - She's an electric type. She turns programs to stone.
- Lan's family and friends are in danger from this
 - has to save them before time runs out
 - Must prove to the navi WWW was lying in saying they'd help this Navi's uncontrolled power
 - Could become a potential ally in the end to fight against WWW
- This level takes places at a carnival
 - The cyberspace version of this theme park, is a lot darker due to the Medusa Navi taking over and is messing with the light system and various environmental controls in cyberspace and the various rides
- Goal is to find and fight the Medusa without her freezing you and draining you of your health
 - There's various clues from other programs that resemble carnival workers and clowns that will drop you hints on the possible things to aide you
 - You must somehow change the environment to make the Medusa's powers less effective and weaker to freeze you
 - That way you can engage her directly
 - As well as save the other people that have been affected by her in reality

- (I'm not really sure how a program might affect people at a cyber carnival in the physical world)
- Maybe somehow she gets control of something with freon and freezes a bunch of people
- Or stops a bunch of rides in their tracks in really precarious positions
 - Causing mayhem and a long enough distraction for WWW to get their hands on one of the keys to the Alpha program which is hidden at this carnival for some reason.
- The final area where Lan and Megaman confront The Medusa AI is at some kind of computer control terminal at the center of the Hall of Mirrors.
 - The cyberspace equivalent is also a hall of mirrors of some kind that The Medusa uses to hide and fight you.
 - Maybe via sending mirror duplicates at you to netbattle
 - But you have difficulty finding the true one?

This level ideally would implement some kind of puzzle solving in addition to the traditional 3x3 grid battling the player normally does in this game. In the cyberspace section of this game, the player has to use various mirrors and environmental objects to detect the Medusa Navi in this maze-like carnival structure. By either illuminating certain parts of the carnival maze and turning various mirrors to reveal where the Medusa is. As well as somehow acquiring certain program power ups like a reflective shield program/chip to deflect Medusa's deadly paralyzation attack. In addition to that Megaman and Lan work together in this puzzle via interacting with certain objects in the real world and cyberspace to help the other one out to progress and even the playing field.

A close example for what I'm envisioning might be seen in this segment from the first Megaman Battlenetwork game. In this example all the traffic lights were going haywire due to an evil Navi working for Dr.Wily. [To help Lan get across the street safely and log into the various traffic terminals, the player must use Megaman to change the various traffic light colors to allow Lan to cross the street without getting hit.](#)

Idea #2: Help rescue an Old Person's Kidnapped Navi

- Lan runs into an older person
- she's not used to PETs, grew up in a time when they weren't really a thing, hard to get used to
- her Identity was stolen/her Navi was recently kidnapped, fell for a scam of some type
- her Navi is being held for ransom unless she gives them this worlds equivalent of several untraceable gift cards
- Lan must rescue her Navi from a group of net criminals who have been running a racket to con old people out of their money and other valuable data
- Lan and Megaman must find the various bad navis in cyberspace and find clues in the real world in order to bring down their organization
- You must battle the gang leader on the Dark Net/The Dark Web where they are holding the hostage Navis

This concept is a little on the smaller side as something I could see as a reflection of what could happen in this world outside of the major world ending flashier battles that make up this world. Lots of time the elderly find themselves really vulnerable not being as adept at newer technology and there might be nefarious forces that would try to exploit and take advantage of them in this world, much like this happens in our world.

Idea #3: Multi-Level Madness

- Lan's Mom decided to make some money on the side by getting involved in a multi-level marketing program
- Products are highly questionable
- Lan runs into his other friends
- each of them has experienced the organization and felt some negative effects from their products
- They've been finding that they're dealing with more viruses than usual
- And the viruses they're dealing with after being defeated seem to spawn ads that follow you insisting you buy more items of the MLM products.
- They won't be silent until you buy a certain amount of their products
- Lan and Megaman have to look into the nature of what this organization is before this whole area is overrun with annoying marketing ads.