Battle Network 1 / NT Warrior

Netto Hikari is 5 years old and celebrating his birthday when he first meets his NetNavi partner, Rockman.EXE, a gift sent from his father. (source: manga)

Netto is about to experience a perfectly normal day at school when he claims it’s boring and he wants out of there, and jumps out the window to head home. The reality is, his father is coming home for the first time in ages, and Netto wants to cut class to see him longer. When he gets home, his mom tells him that his father isn’t able to come home after all, disappointing Netto. (source: manga)

All across ACDC, ovens are going up in flames, and no one knows why. Netto comes home from a perfectly normal day at school to find that someone has come over to check their oven to make sure its safe. His mom tells him to stay out of the way, so Netto and Rock play on the net. Later, their oven bursts into flames, despite the checks to make sure it's safe. Netto jacks into the oven to find viruses; this is the work of Mr. Match and his Navi, Torchman! Netto and Rock put a stop to this scheme, but is too late to stop Mr. Match’s true goal: finding a program Dr. Hikari stored in the oven! Mr. Match reveals he is a member of WWW. (source: games)

The next day, Netto and Rock receive a message to meet someone at the park; it’s from Mr. Match! Mr. Match proposes a team up between Netto and Rockman to attack the school’s databanks. Rockman refuses but Netto agrees, deciding to help him with his old NormalNavi instead of using Rock. Netto and Mr. Match go to attack the databanks, but Rockman appears on the side of the school. Torchman tries to attack Rockman but Netto defends him, refusing to let Rockman get hurt or deleted. Netto and Rockman defeat Mr. Match and Torchman together once again.
(Source: manga)

Some time later, Netto’s class is introduced to their new student teacher, Higakure, on a date Netto is late to school. Turns out Higakure is a member of WWW! Higakure uses a mind control program to try to influence the children into becoming WWW’s slaves. Dekao and Gutsman try to stop him, but Gutsman is deleted. Enraged by what happened to Gutsman, Netto and Rockman delete Numberman and save the class. For the first time, Netto and Rockman enter Full Synchro! However, Rocmman is injured by Numberman, and the pain goes back to Netto, so extreme that he loses consciousness. (Source: games/manga)

Netto wakes up monitored and behind bars. It’s for his own safety, to keep him away from WWW’s reach. Netto and Rockman are subjected to a test they succeed and become licensed NetBattlers. Netto is explained the basis of Full Synchro and is officially brought onto the case to stop WWW. (Source: manga)

One month later, Netto wakes up to learn his house has no water! As he goes to school he learns the entire town has no water, and class is canceled because of it. Secretly, his teacher

tells Netto that all sources of water have disappeared, including vending machine drinks. Yaito informs Netto that a kid from the other fifth grade class has gone missing and asks him to look into it. Netto goes to the Waterworks and, using his dad's SciLab badge, sneaks into the employee area, where he meets Mr. Froid. Netto is told that a bug is causing the issue and will soon be fixed. But, on his way to meet Mr. Froid, Netto ran into Enzan, another official NetBattler with a license! Thinking the situation is suspicious, Netto hides in his dad's office until everyone leaves at noon, before heading back to the Waterworks. In the Waterworks system, Netto and Rock meet Enzan and Blues, who tell them to stay out of their way. Netto and Rock delete a polar bear virus that was freezing the water system. With the system unfrozen, Netto heads back to school. The water is back, but it's purple; it's tainted and undrinkable! Enzan calls Netto and tells him off, stating that the real issue was with the filtration system. Yaito emails Netto more information about the missing kid: it's Mr. Froid's son! Netto finds the kid inside a car outside Hagakure's chip shop, and goes back to the Waterworks to let Mr. Froid know his son is okay. Netto can't physically enter the door to Mr. Froid's office, so Rockman goes to Iceman over the Net. Blues gets there first and fights Iceman, but Netto tells Enzan that Iceman isn't the real enemy. HQ emails Enzan at the same time, telling him the real enemy is a Navi named Colorman! Blues runs off to confront Colorman, who takes the Aqua superprogram and leaves. Rockman defeats Iceman and tells Mr. Froid his son is safe. Mr. Froid fixes the water filtration system. (Source: games)

Enzan gets frustrated with his training because it's too easy and presents no challenge. He receives the suggestion to try training with Netto and Rockman with annoyance; there's no way such an incompetent fool was even worthy of owning a license, let alone becoming a sparring partner. Enzan seeks out Netto to prove his point, and Blues and Rock fight. During the fight, Blues finds a WWW spy Navi in the network and deletes it, despite its begging for its life. This enrages Netto and Rock, and the two activate Full Synchro through their anger. This display of emotion disgusts Enzan, and he and Blues defeat Rock and Netto soundly. Enzan lets Rock live, promising to delete him in their next battle. (Source: manga)

After the fight against Blues amd Enzan, Rock amd Netto get frustrated in their own ways, each believing themself to be the weak link. Netto spends less time with Rockman and more time skating to increase his speed, hoping that training himself in the real world will reflect on their skills during Full Synchro. Rockman worries Netto's absence means Netto's disappointed in him. Rock trains on his own with Dekao and Gutsman, who offer to help him out. Meanwhile, Stoneman takes down the Metroline! When Netto hears about this, he says Enzan or someone else should take care of it, since he's not good enough. But in his heart, he knows he can't just leave a situation like that for someone else to take care of. Netto races back to Rock, but Rock has already heard about the situation and gone on ahead to the Metroline. Netto meets him there and together, the two take down Stoneman. They assure each other they're still a team. (Source: manga/games)

Yaito's birthday is coming up, and Meiru asks Netto to go with her to pick out a present for Yaito in Dentown. Netto agrees and waits for Meiru at the Metroline entrance. Meiru is late, which annoys Netto, but Meiru tells Netto she has an errand to run at her grandmother's, and Meiru

will take the bus to Dentown and meet Netto there. Netto takes the Metroline to Dentown. Once he's there, Meiru sends an email telling Netto Yaito is really into antiques, and asks Netto to look for a store to get her present at while she is on her way. Meiru sends Netto the chip for Roll2. Netto finds Miyu's antique shop, and defeats Miyu's Skullman at a NetBattle. Miyu gives Netto the access link to \Miyu. Netto leaves the shop and waits for Meiru at Block 1, where they agreed to meet. Meiru's bus is late. Rock notices the traffic lights are all malfunctioning. They're all green, cars getting into accidents left and right! Netto jacks Rock into the traffic light and fixes them all, and convinces everyone not to buy the program WWW is claiming will fix all the cars. It's Colorman's operator! She warns Netto that she's read his file, and warns him about the people he cares about. Meiru calls Netto. Her bus is out of control! Colorman's operator adds that the bus also has a virus that will make the bus explode if Netto's unable to stop her! Netto goes around to the different blocks of Dentown to turn all the traffic lights red and stop the bus. Eventually the bus is able to stop, but the passengers are still in danger! Meiru's jacked Roll in to try to save everyone, and asks for Netto's help. Netto jacks Rock into the bus. Roll is facing off against Colorman, and not faring well! Rock jumps in to help and stops Colorman. (Source: games)

Many days pass, and Netto's dad invites his family to a party at the Government Complex!

Battle Network 2 / NT Warrior

Tbd

Battle Network 3 / NT Warrior

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