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[Mega Man Battle Network 5: Team ProtoMan Glitches and Unlockables \(GameBoy Advance\)](#)

Get unlimited money and tons of unlockable content

Mega Man Battle Network 5 is a Japanese-developed role-playing video game. Developed by Capcom Production Studio 2 (developers of the Mega Man Legends series) and published by Capcom, it is the fifth game in the Mega Man Battle Network series. Battle Network 5 comes in two different versions: Mega Man Battle Network 5: Team ProtoMan and Mega Man Battle Network 5: Team Colonel, both for the Game Boy Advance, which have similar gameplay but slightly different supporting characters and stories and Mega Man Battle Network 5: Double Team DS, which includes the content from both games. The first version to be published, Rockman EXE 5: Team of Blues was first published in Japan in December 2004. It was followed by Rockman EXE 5: Team of Colonel, in February 2005 and English-language versions of both games released in North America and Europe in June 2005 as Mega Man Battle Network 5 Team ProtoMan and **Mega Man** Battle Network 5 Team Colonel respectively. The enhanced Nintendo DS version was first released in Japan, under the name Rockman EXE 5 DS: Twin Leaders, in July 2005, then later in English in North America in November 2005 and in Europe in April 2006 as Mega Man Battle Network 5 Double Team DS.

Unlockables
Liberation Mission Prizes After every Liberation Mission you get a prize depending on how many phases it took for you to complete the mission. This doesn't include Zenny prizes.
 AntiNavi M - Beat Mission 4 in 9 - 10
 Anubis A - Beat Mission 9 in 14 or less
 BlakWing W - Beat Mission 7 in 10 or less
 BlizzardMan B - Beat Mission 1 in 6 - 7
 BlizzardManSP B - Beat Mission 1 in 5 or less
 CloudMan C - Beat Mission 3 in 8 - 9
 CloudMan DS C - Beat Mission 8 in 13 - 14
 CloudMan SP C - Beat Mission 3 in 7 or less
 CosmoMan C - Beat Mission 5 in 8 - 9
 CosmoMan DS C - Beat Mission 9 in 15 - 16
 CosmoMan SP C - Beat Mission 5 in 7 or less
 Fullcust * - Beat Mission 4 in 8 or less
 Muramasa M - Beat Mission 8 in 12 or less
 ProtoMan B/Colonel C - Beat Mission 6 in 9 - 10
 ShadeMan DS S - Beat Mission 7 in 11 - 12
 ShadeMan S - Beat Mission 2 in 8 - 9
 ShadeMan SP S - Beat Mission 2 in 7 or less
 Z Saber Z - Beat Mission 6 in 8 or less

Save Icons
 DarkComplete - Collect All 12 Dark Chips
 Forte's Icon - Beat Forte SP in Nebula Hole Area 6 (Random Encounter)
 GigiComplete - Collect All 6 Giga Chips
 MegaComplete - Collect All 60 Mega Chips
 P.A.Complete - Use All 30 Program Advances
 Protoman's Icon - Beat Neubla Gray.
 StandComplete - Collect All 180 Standard Chips

Secret Bosses There are secret bosses in the game that require completing all Liberation Missions (including Nebula Area Liberation Missions).
 Bass/Forte SP - Defeat Chaos Lord
 Bass/Forte V3 Chaos Lord - Bass/Forte V3 - Defeat all 6 DS navis with an average time between 25-40 seconds
 Chaos Lord - Megaman/Rockman DS - Defeat all 6 DS navis with an average time under 25 seconds
 Chaos Lord - Nebula Gray V2 - Defeat all 6 DS navis in Nebula Area6
 Chaos Lord - Nebula Gray V3 - Defeat all 6 DS navis with an average time over 40 seconds

Glitches
Use Medi's Liberation Ability at No Cost This glitch works in the Japanese version of the game only; it was removed in the European and American versions. First, get into a Liberation Mission and walk Medi up to a panel and select the TwinLiberate ability. Two panels (the one Medi is at and the one at the other end of the row) will be outlined in green. However, select 'No' when Medi asks you to use TwinLiberate. Switch to another Navi (don't do anything else before this!) and take him to the second panel that was outlined in green (not the one Medi was at) and press 'A' on the panel. See how the command changed from 'Liberate' to 'TwinLiberate' and how that panel and one Medi is at are now outlined in green? Select 'TwinLiberate' and if you win, it will function exactly like Medi's ability - without the Order Point cost.

Secrets
Boktai 2 Crossover Battle

ModeRemember to attach the Wireless Adapter before the Title Screen appears. Under Continue you will get Crossover Battle Mode. With this mode you can face Shademan and link up Wirelessly to Boktai 2 to see who the fastest is to beat Shademan using the EXE 5 and Boktai 2 System. It requires Two Wireless Adapters. **Unlimited Money**After winning the End Area 5 Liberation Mission, there will be a gold Mr. Prog there who will recreate the battle. Talk to him and start the battle. Send a Navi to liberate the first item square and you should obtain 1800 Zennys. Next, retreat. You will leave the battle, however you will keep the 1800 Zennys. Repeat as many times as you want for more Zennys. Here's some gameplay footage for the Mega Man fanatics: