

Mega Man: The Wily Wars FAQ/Walkthrough

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----- [ MEGAMAN WILY WARS/ROCKMAN MEGAWORLD ] -----  
-----[by Ice Queen Zero]-----  
----- [ SEGA GENESIS ]-----  
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          STORY  
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This is a compilation of the first three Megaman games created for the Sega Megadrive and I refer the system to its European/Japanese name because Capcom for some nutjob reason decided not to release it here in the US for the Genesis outside of the Sega Channel it ran many years ago when momma was around my age. After completing all 3 Megaman games, you get to play another game called Wily Tower. For those playing the rom, the correct file to use is Rockman Megaworld (!)[a] since it support the save function needed to access the Wily Tower. All the other roms would make you shit out of luck if you wanted to beat the game completely.

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          CONTROLS
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Buster Shot and most weapons - B button is default  
Jump - C button is default  
Window (weapon system) - A button is default
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Super Arm - Go to a throwable object and press Shot to lift and again to throw.
Atomic Fire - Hold the Shot button for a set amount of time and release.
Top Spin - press Shot while in the air.
Slide (Megaman 3 and Wily Tower only) - down + Jump
Climb up and down ladders - press up or down when in front of them.

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ITEMS

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Life up

Small one gives 2 bars of life and the big one gives 10 bars.

Weapon up

Same as above except for weapons.

1-up

Extra life.

E-Tank (MM2 and beyond)

Refill energy completely. In MM2, you can hold up to 4 tanks and in MM3, you could hold 9.

Yashichi (MM1)

There is only one in the game and it restores your health and all weapons to the max.

Scoreball (MM1)

These add to your score whenever you beat a boss.

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ENEMIES - MM1

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Big Eye - 9000pts

Randomly hops high and low. You can either fight it or run under it and continue when it jumps high.

Blaster - 200pts

It is invincible when closed and shoots four shots in different directions when it opens. Shoot it after the beak opens.

Bombombomb - invincible

Rise up from the pit and explodes into four mini-bombs that drop down.

Bunbi Heli - 500pts

They have a half-ass propeller on top and dive at you then fly back up.

Changkey - 200pts

Pops out of the lava in threes then slowly floats down.

Crazy Razy - 500pts for each part

Shoots a bullet when whole. Splits in two and the top half behaves like a Bunbi Heli while the bottom half explodes harmlessly.

Foot Holder (invincible)

Can be used for a platform but can shoot you.

Gabyoall - 300pts

It moves on the ground and speeds up when you are level with it.

Kamadoma - 300pts

Nothing special about them except they hop at you.

Killer Bomb - 200pts

Similar to Pongs except they blow up when killed, causing damage.

Manbu - 500pts

Invincible while closed and shoots in an 8-way pattern upon opening.

Metool - 500pts

Invincible when helmet is down but when it lifts its helmet, it will shoot 3 bullets in a 3-way pattern (straight, diagonal up, and diagonal down). Shoot them when they begin to shoot.

Peng - 500pts

Moves up and down in a wave pattern

Pickelman - 1500pts

Carries a shield and launch pickets at you. It will only block your first shot then start flinging the pickets.

Screw Driver - 300pts

Pops out of the surface and shoots in a 5-way pattern.

Sniper Joe - 5000pts

He guards himself heavily with his shield and moves his shield only to shoot. He will hop around too. It's best to use Iceman to freeze him. Note if you hit him with Iceman when his shield is up, he'll be frozen the moment he moves his shield.

Super Cutter - 500pts

You only confront it twice. It is weak against the Hyper Bomb. It pops out of dispensers.

Suzy - 300pts

Looks like a red baron symbol with an eye in the middle. It will move when its eye is open.

Watcher - 500pts

They attack in swarms. When parrell with you they shoot 2 electic bolts.

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ENEMIES - MM2

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Anko

Anko is a giant angler fish that spits out Shrinks. To destroy Anko, shoot its lamp till it's destroyed. There are two in the entire game and once destroyed, then it will stay gone even if the player dies. But returns if the player continues after losing all lives.

Batton

Protects itself when it is closed then home in on Megaman when it flies.

Big Fish

They pop out of underwater pits when Megaman gets close in hopes that they catch Megaman jumping over the pit.

Blocky

Shifts around its body as it moves then it will send its parts at Megaman if shot in difficult mode and regroup. One more shot will kill it.

Changekey Maker

Changekey Maker constantly launches Changekeys at Megaman.

Claw

They rain down and once they land, they will walk around the ground.

Cook

They run at Megaman and occassionally hop. Try to run under them when they hop.

Flyboy

They fall down and then wind up into the air and try to land on Megaman's current position.

Friender

Sends a long wave of fire that dips down then up.

Goblin and Petit Goblin

Goblins materialize in midair and slowly lift their horns and bring them down. When Megaman uses their heads to stand on, Petit Goblins will come out of the Goblin's ears and attack Megaman. Goblins are indestructible.

Kaminarigoro

They fly around on moving clouds and lob lightning bolts.

Kerog and Petit Kerog

This frog robot (Kerog) spits out three miniature frogs called Petit Kerogs that pursue Megaman. When all three are destroyed then the Kerog will spit out three more and repeats the process until the Kerog itself is destroyed.

M-445

They come from the top and bottom and home in on Megaman while he is underwater but they are easily defeated.

Matasaburo

Constantly tries to blow Megaman away.

Mole

They pop out of the floor and ceiling and drill into the opposite surface while crossing Megaman's path. The Leaf Shield is a good choice for navigating your way through them.

Monking

Spring up to hang from branches then spring up to attack Megaman.

Neo Metool

Unlike it's Megaman 1 counterpart, it will stand all the way up and shoot then walk forward a distance.

Pierobot

Bounces on a gear until Megaman approaches then knocks it down and rolls on it towards Megaman. The gear can be destroyed and to make Pierobot fall through the floor.

Pipi and Copipi

Pipi flies by and drops eggs. When the egg hits the ground, a bunch of Copipis home in on Megaman's current spot.

Returning Sniper Joe

Returning Sniper Joe will guard himself and then shoot three shots at Megaman.

Robbit

Hops around and shoots carrots.

Schworm

They come out of pods then wiggle around for a little while before they disappear.

Shotman

Starts off shooting arched shots forwards then it will lob it shots and make

them rain down.

Shrink

Shrinks are produced by the Anko. They thrusts themselves at Megaman. If Anko was destroyed during a previous life. Shrinks will still appear but can't be reproduced.

Sniper Armor

The Sniper Armor tries to stomp on Megaman then shoot at him. Once the armor is gone... (See Returning Sniper Joe for more).

Tanishi

They just move along the surface. They'll lose their shell if hit once and then start to move faster.

Telly

They come out of holes and spin their way towards Megaman and home in on him.

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ENEMIES - MM3

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Bickii

Only vulnerable when airborne, these things are similar to the Big Eyes of Megaman 1. They are not as deadly and easier to kill.

Big Snakey

Of course you'll find these in Snakeman's stage. Its body wiggles and it fires 3 to 4 big red orbs at you. They only appear twice, thank goodness.

Bolton & Nutton

They materialize then screw together before homing in on you.

Bomb Flyer

Missiles disguised as clouds. When shot, they lose their disguise then fly at you in a straight line.

Bomber Pepe

A penguin that hops around and sends bombs out of its belly.

Bubukan

They run and polevault and then they run back at you.

Chibee

The little bees that attack in a swarm of five when Habusu Bee drops the egg sack.

Dada

Looking like a trashcan, it constantly jumps towards you with varying heights.

Elecn

A plug looking robot that comes out of chutes and sends sparks in many directions.

Electric Gabyoall

They move back forth with an occasional electric charge between them.

Giant Metool

Moves up and down while spitting big red balls. Only the cross on its helmet is vulnerable.

Giant Springer

Shoots a heat seeking missile at you which can be destroyed. Get close to him and he will spring like a jack in the box.

Gyoraibo

A fish in the water that launches missiles from below.

Habusu Bee

Giant Bee that carries an egg sack then drops it. Unlike Pipi from Megaman 2, the egg sack is invincible

Hammer Joe

You can only hit him with his eye open. He swings an Olympic hammer and throws it at you.

Hari Harry

Shoots spikes at you then rolls into a ball.

Hologram

In Shadowman's stage, they make the screen go dark but you and the enemies are still visible.

Houdai

They open their mouths and drop balls on you.

Jamashii

They move up and down the ladders. Sometimes they'll walk on the surface.

Junk Golem

They act like Gutsman. The rock comes down and they toss it at you.

Kaettekita MonKing

They hang from the ceiling then when close, they jump around.

Komasaburo

Similar to Matasaburo in Megaman 2. He sends tops from his belly at you.

Mag Fly

Magnets that fly above and lift you off the ground when above you. Low ones are dangerous but the high ones give you a free ride.

Mecha Kero

Frogs with tails? They just hop around at you and are hard to shoot.

Metool Deluxe

You knew you'd see them again. Now some of them come in different forms like an air one that throws pellets down at you.

Needle Press

They move up and down to stab Megaman.

New Shotman

Rains bullets when above you then shoots three bullets when parallel to you.

Nitron

Swoops in and drops pillars of flames.

Parashuu

They look like big heads that parachute down at you while moving back n' forth.

Pen Pen

When dispensed they slide towards you.

Pen Pen Maker

They send out Pen Pens to attack you.

Peterchy

Eyeballs with feet that walk towards you.

Petit Snakey

Similar to the Giant Snakey except they appear more often.

Pickelman Bull

This is really a Metall riding a steam shovel. It takes 3 hits to destroy.

Pole

Shoot the eggs they are in for them to appear then you can shoot them to get a chance at some power-ups.

Potton

once overhead, they'll come out of their copter pods and try to drop on you.

Tama

It will send hairballs to attack you then when they are destroyed, its fleas attack you.

Walking Bomb

They run towards you and create a big explosion when killed.

Wanaan

These are just jaw traps that pop out if you step on their pods or are above their pods and try to chomp you.

Yamboo

A mosquito that flies over your head then comes down to your level and charges at you.

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BOSSES - MM1

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Cutman (003)

He hops around and throws his cutter on his head at you. The cutter is easy to avoid. Shooting him will knock him backwards. Throw the 2 rocks at him and he's gone.

Gutsman (004)

He is a real pain in the ass to fight because he will jump up and down shaking the ground and knocking you on your butt. Try to be in the air when he lands. At times a rock will come down and he'll catch it. He'll throw it and it will split into 4 pieces. He'll go down with 3 of Bombman's bombs.

Iceman (005)

Like Elecman, he can kill you in 3 hits, and by using Elecman, you can kill him in 3 hits. He shoots in a two 3-way pattern (High, Middle, Low then Low, Middle High). Duck the high and mid ones and jump over the low ones.

Bombman (006)

He hops around throwing bombs. The bombs only hurt when you are one inch away. Deal with him by using Fireman.

Fireman (007)

Runs up, shoots a big fireball which you jump over, a small fire will burn in the spot you jumped from. Then he'll run back and do the same thing. He will repeat this pattern. Use Iceman to take him out.

Elecman (008)

He hops around and tosses deadly lightning bolts; these can kill a full bared player in 3 hits. Luckily, Cutman's Rollin Cutter returns the favor.

Yellow Devil

He attacks by splitting in many pieces and sends them at you. He begins his fight like that too. When he assembles himself, he will open his eye which appears on any part of his body and shoot at you. Elecman's weapon is the best offense against him.

Clone Megaman

He fights like you but jumps around often, whatever weapon you are equipped with, he will have it too.

CWU-01P

You fight seven of these. The next one is faster than the last one. You'll need to utilize the blocks in the middle near the end of the fight.

Wily Machine 1

After fighting Bombman, Fireman, Iceman, and Gutsman (you fought Cutman and Elecman in the 2nd Wily Stage), you go against Dr. Wily. Hit him with Thunder Beam or Fire Storm when he is in either form.

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BOSSES - MM2

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Metalman (009)

During the fight, the floor will change direction as you jump. Metalman throws a lot of Metal Blades as he jumps. Get close and he'll jump to the other side. Take advantage and use Quick Boomerangs (4 total) to nail him as he lands. When you fight his copy, he dies with one hit of his own weapon.

Airman (010)

He has a fan in his belly. He'll send tornadoes at you then blow you away. The tornadoes are tough to avoid. Luckily, he died in 4 hits from Woodman's Leaf Shield.

Bubbleman (011)

Don't jump too high when fighting him or the spikes will kill you. Bubbleman sends up to 3 bubbles and then swims up and shoots you. 4 hits with Metalman get the job done.

Quickman (012)

This guy really moves. He jumps around, runs and sometimes throws boomerangs. He'll run out of control so that gives you a chance to nail him. 7 shots from normal weapon or Air Shooter are all it takes. He also takes damage from the Time Stopper. 14 bars of energy will be depleted with a full bar.

Crashman (013)

Every time you shoot at him, he will jump and throw a bomb that explodes after a second. It is too bad that it costs him his life courtesy of 2 Air Shooter hits.

Flashman (014)

He runs a lot and when he stops, he'll flash the screen and freeze you then shoot at you. He is vulnerable to many weapons.

Heatman (015)

Hard to believe he looks like a lighter in Megaman Battle Network 2 and GP compared to a heat box here. He'll send 3 fire pillars, turn into a Flaming Torpedo and charge at you. Some Bubble Lead hits will put out his fire.

Woodman (016)

He starts off with a Leaf Shield surrounding him, then throws 4 leaves up that rain down. He'll then throw his shield leaving him vulnerable. You can use Clash Bombs to hit him when his shield is up, Metal Blades to hit him after he throws his shield or for best result, 2 fully charged up Atomic Fire shots and when he throws his shield, to smoke his ass literally.

Mecha Dragon

Touching him physically means instant death. The battle starts with him chasing Megaman to a dead end the during the fight, it will spit fireballs and sometimes attempt to crash into Megaman for instant victory if Megaman is in the wrong spot at the wrong time.

Picopico-kun

This boss is actually a room full of blocks and two of them come together to form one being. Once one is formed, it will charge at Megaman.

Gutsdozer

This is a remodded version of Gutsman from Megaman 1 and he is designed as a bulldozer. He will send out Metalls at Megaman.

Boobeam Trap

There are 5 of these in the room and every few seconds, they'll shoot a beam at Megaman's current location. Only Crash Bombs will work on them.

Wily Machine 2

After fighting the first eight bosses the 2nd time around, Wily appears in a giant spaceship and shoots angling shots on the floor and they rise up at an angle too. The second form fires shots that bounce on the floor.

Wily Alien

The final boss moves around in an almost figure-eight pattern while shooting random shots at Megaman. Only Bubble Lead can hurt him.

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 BOSSES - MM3
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Needleman (017)

He has 2 attacks you have to watch out for. One is he jumps into the air and throws needles. The other attack, he punches you with a stretching arm if you're close.

Magnetman (018)

His pattern is very simple. He'll small hop forward then do a regular hop followed by one of these 2 attacks: A magnetic shield that makes him invincible and draws you towards him or he'll do a big jump and launch 3 Magnet Missiles at you.

Geminiman (019)

At the beginning of the fight, he'll split in two (actually make a copy of himself hence the name Geminiman). They take turns running in circles consisting of running to the right then at the end, jumping to the left. They will stop in their tracks even in midair and the one on the ground will shoot at you every time you shoot. After one is defeated, the other one runs around doing small jumps and shoots a Gemini Laser that bounces off the walls, floor, and ceiling 4 times.

Hardman (020)

This guy starts out by shooting 2 Hard Knuckles that track your movements then disappears after the 2nd pass. He then jumps into the sky, turns upside down and tries to dive on you. When he lands with his head buried into the ground, he will stun you if you stay on the ground and then repeat his pattern.

Topman (021)

This guy will throw 3 tops into the air that spin for a second then the tops will attack you depending on your location before they attack. Topman will then spin around and slide towards you to the other side. He will repeat his pattern from there.

Snakeman (022)

Snakeman runs back and forth no matter what. Some time within his run, he will stop and throw snakes at you and that's all there is to him.

Sparkman (023)

He hops around and when he stops, he will touch his arms together and send 8 tiny sparks at you in an 8-way pattern then creates a huge spark and throw it at you.

Shadowman (024)

This is one hard dude to fight. He hops around 4 times then he will either side or throw Shadow Blades at you. Be careful while fighting this guy.

Doc Robot

You fight this guy 8 times and each time you fight him, he mimics the fighting pattern of a robot from Megaman 2. Their pattern stays the same but you need the weapons from Megaman 3 to beat them.

Kagero and Kagero Maker

While the Maker may be invincible; you need to fight the Kageros it dishes out. There are 5 Kageros in all. Watch out for the mini cyclones coming from the side. They push you around.

Yellow Devil Mk2

He's back! It is easier to avoid his parts this time. He will assemble himself and when he forms, an eye will show up and he will shoot at you. He also has another attack when he scrolls down in strips and just those pieces bounce at you.

Holograph Megamans

All three can do harm to Megaman and Megaman can only hurt one. When they come out of their teleporters, they will shoot a buster shot at you, run around and return.

Wily Machine 3

Has a gun on its belly that shoots looping circles and walks towards you. The second form rains bullets and squats a lot.

Gamma

This thing is so huge that only its head fits the screen. First the head on top will rain pellets at you then shoot in threes when you're parallel with him. When the Wily head appears, Gamma's mouth will shoot a bean at you and has a spiked fist that instantly kills you.

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WEAPONS - MM1
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Rolling Cutter

Obtained from Cutman. Shoots in an arc and returns like a boomerang.

Super Arm

Obtained from Gutsman. Pick up rocks and throw them.

Ice Slasher

Obtained from Iceman. Throws an ice block that freezes enemies except bosses.

Hyper Bomb

Obtained from Bombman. Throws a bomb that explodes in a couple seconds but not to reliable.

Fire Storm

Obtained from Fireman. Shoots a Fireball and provides a temporary fire barrier.

Thunder Beam

Obtained from Elecman. Shoots a bolt up, forward, and down. Use it to also clear away rocks.

Magnet Beam

Found behind a wall in Elecman's stage. It's not really a weapon

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WEAPONS - MM2

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Metal Blade

Obtained from Metalman. You can shoot these in 8 directions. It takes 4 of them to use up one bar.

Air Shooter

Obtained from Airman. 3 tornadoes fly up into the air.

Bubble Lead

Obtained from Bubbleman. A bubble rolls along the floor and a wall. 2 of them use 1 bar.

Quick Boomerang

Obtained from Quickman. A boomerang comes out and returns to you. 8 of these uses up one bar making it the most conservative weapon ever.

Clash Bomb

Obtained from Clashman. Throw a ring-like object at the wall and when it hits it will latch to the wall and it'll explode a second later. You have 7 of these with a full bar.

Time Stopper

Obtained from Flashman. Freezes everything around you. Useful in Quickman's stage to freeze the instant killing beams. Drawback is you got to use it all up in one shot.

Atomic Fire

Obtained from Heatman. Pressing the button shots a small round fireball similar to the normal gun shots, holding it until the noise changes will send a medium size fireball, holding it to full power will release a giant fireball that is destructive.

Leaf Shield

Obtained from Woodman. Shoots 4 leaves circle you then you can shoot in four directions.

Item 1

Obtained from Heatman. Make up to 3 platforms to stand on.

Item 2

Obtained from Airman. It's a jet sled that you right through the air.

Item 3

Obtained from Flashman. A wall walking platform. It will rise when you are on and go down when you're off.

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WEAPONS - MM3

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Needle Cannon

Obtained from Needleman. They shoot high in a high, mid, low, mid pattern. It takes 4 of them to use up one bar.

Magnet Missile

Obtained from Magnetman. When you fire one, it attracts to the enemy if the enemy is above or below it when it flies by.

Gemini Laser

Obtained from Geminiman. Bounces off of walls and floors continuously for a few seconds. Sometimes the laser will break into pieces and continue reflecting.

Hard Knuckle

Obtained from Hardman. A real powerful fist that can knock out walls that any other weapon would bounce off of.

Top Spin

Obtained from Topman. You use this every time you jump. The bar usage depends on how long you hold the button. Doesn't seem powerful but it can cream some powerful enemies even the final Dr. Wily.

Search Snake

Obtained from Snakeman. Scales the floors and then the walls. 2 uses will use one bar.

Spark Shock

Obtained from Sparkman. Has the ability to freeze some enemies in their tracks.

Shadow Blade

Obtained from Shadowman. Works like a throwing star and boomerang in one. A good weapon in my opinion. 2 of them uses up one bar.

Rush Coil

Begin with it. Call out Rush and jump on him. He will toss you high into the air to places you can't reach by jumping.

Rush Jet

Obtained from Needleman. Rush becomes a jet and you can fly over large pits.

Rush Marine

Obtained from Shadowman. You can only use this while in the water. You can steer through obstacles without fear of spikes.

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MEGA MAN

+Boss Chart+

- P = Power Buster
- C = Rolling Cutter/Cutman
- G = Super Arm/Gutsman
- I = Ice Slasher/Iceman
- B = Hyper Bomb/Bombman
- F = Fire Storm/Fireman
- E = Thunder Beam/Elecman
- YD = Yellow Devil
- CM = Copy Megaman
- CW = CWU-01P
- WF = Wily Machine 1 1st Form
- WS = Wily Machine 1 2nd Form

Each boss has 28HP and the chart below describes how much damage is done to the bosses. Ex: Super Arm (listed vertically) does 14HP damage to Cutman (listed horizontally) so 2 hits will beat him outright. NA means that the weapon cannot be used in battle.

	C	G	I	B	F	E	YD	CM	CW	WF	WS
P	01	02	01	02	02	01	01	01	01	01	01
C	01	01	02	02	02	10	02	01	08	03	03
G	14	01	NA	NA	NA	04	NA	NA	08	NA	NA
I	00	00	00	00	04	00	00	02	00	01	01
B	02	10	04	01	01	02	NA	02	03	01	01
F	03	02	01	04	01	01	02	02	08	04	04
E	01	01	10	02	01	01	04	02	04	04	04

Gutsman
Weakness: Hyper Bomb
Get: Super Arm

Enemies: Metool, Bunbi Heli, Pickelman, Big Eye.

Start in Gutsman's stage. Kill the 3 Metools and you'll come across 3 moving platforms. The top one is safe but the other two will dump you into the abyss if you're not careful. Jump on the top platform and stay on until the middle platform is moving forward and beneath you. You may have noticed the breaks in the tracks the platforms move on. When the lower left portion of the platforms moves over the break, the ledge will collapse and drop you to your death if you stay on. What you do is jump when you reach the break and try to land on the platform when it retracts. You do this twice. Try to land on the lower platform where you have to jump 5 times to avoid the gaps in the line and land on fresh land. You'll face 3 Bunbi Helis next. They are tricky to avoid so try to kill them as they dive at you. Finally you'll come across 4 Pickelmen one at a time then you will drop down. 3 Bunbi Helis appear kill them and drop down any 3 holes. To reach the 1-up, jump right a little then steer left as you drop to land on the platform then jump left for the 1-up. Drop down again to confront the Big Eye. They do a lot of damage to it's best to avoid it. Now you're at the boss gate. Blow through the Metools and you'll lift another gate and face Gutsman.

Gutsman can be tough so it's best to kill him first. Shoot him as he jumps and try to get as much hang time in the air as you can when he lands to avoid

being stunned by his earthquakes. Avoid the rocks he throws by trying to jump past the top rock and you'll be alright. He will go down easier if you have Bombman. 3 Bombs will get the job done. When he is dead grab the medallion to complete the stage.

Cutman
Weakness: Super Arm
Get: Rolling Cutter

Enemies: Bunbi Heli, Blaster, Super Cutter, Manbu, Big Eye, Kamadoma, Suzy, Screw Driver.

You are attacked when you immediately scroll right by Bunbi Heris. Kill them then continue. You'll be facing some Blasters. Shoot them when they open up. Start climbing up, killing Blasters as you go. At the top, just move right and the Super Cutters won't touch you. You'll face a couple Kamadomas which is no biggie. Now you come across some Suzies. Shoot them as you climb up several screens. At the top, avoid the Super Cutters, kill the Bunbi Helis and grab the Big Life-up up if needed. Head down and be careful of the Manbu because they shot in an 8-way pattern. You only face two. At the bottom it's that damn Big Eye again. Get past him and into the gate. Kill the Screw Drivers and face Cutman.

If you got the Super Arm, Just nail the sucker with the two rocks in the room to win. Grab the medallion. If you fail to kill him in two hits via misfiring a rock, then just cap him with all you got. Just avoid the Rolling Cutter he throws at you. Each time you shoot him, he gets knocked back.

Elecman
Weakness: Rolling Cutter
Get: Thunder Beam

Enemies: Gabyoall, Watcher, Big Eye, Kamadoma.

Elecman is the next victim. Use Cutman's Rolling Cutter on the Gabyoalls that you face in the first 2 verical rooms. In the 3rd vertical room, Avoid two electrical barriers by moving when they blink off. Then climb up again. Kill the Watchers on the way up the ladder. At the very top, you'll come across an option which is cliché for many Megaman games to follow. This obstacle consists of reappearing and disappearing blocks. Note the grid below in the order they appear.

4 3
2 1

Climb up either ladder and in the next room, more blocks appear and disappear.

4 3 2 1

Climb up once again and now we finally move horizontally though temporarily. It's not a good idea to get the big life up, just move forward and go up the ladder. Now you have two paths. Left ladder takes you through 3 Gabyoalls first and the right one consists of electrical barriers. Keep moving up and you'll find the platform weapon. Use Gutsman to get to it. Now continue the treck up avoiding the gabyoalls and electric barriers along the way. The Kamadomas pose no threat. Make it the top and go horizontal again and climb up again. Avoid

the barriers, continue up and here goes the Big Eye again. Avoid him as always and head for the gate. Climb all the way up the ladder avoiding the electrical barriers and you face Elecman.

This is your toughest boss. Nail him with the Rolling Cutter 3 times to destroy him. He can kill up in up to 3 hits so watch out. Whenever you hit him, you'll push back a little bit. Use this to your advantage to avoid his Thunder Beam he occasionally uses after being hit.

Iceman
Weakness: Thunder Beam
Get: Ice Slasher

Enemies: Suzy, Big Eye, Gabyoall, Foot Holder, Peng, Crazy Razy.

Next victim is Iceman. Watch your footing because this stage is slippery. Hey the guy's name is Iceman so what you expect? You start off moving right and killing the Crazy Razy. Aim for the heads or else the top half will attack you similar to the Bunbi Helis. Next you gotta take a swim and make it through the Gabyoalls and Pengs. At the end, kill the Suzies and collect the large life-up if needed then drop down. You will face those disappearing and reappearing blocks similar to the ones in Elecman's stage only blue and bigger. They appear like this

```
7
 6
5  4
2
  3
 1
```

The best strategy is stand on 1, wait, jump on 3 before 1 disappears, wait, jump on 5 before 3 disappears, 6, 7, and to the left and drop down. More disappearing blocks appear. There is a shortcut assuming you have the Magnet Beam. Ignore the blocks and run right. When the blocks make it to the right, hop up the first two blocks and use the platform maker before the block you're on disappears. Jump to the right. Normally you have to use the foot holders, but with the platform makers, it's better. Move all the way right by holding the button to make the platform as long as you can then make another platform before the one you're on vanishes. Repeat till you're all the way to the right. There is a 1-up that is hard to get. Jump right against the wall and steer left to get to the 1-up. Collect the power-up in the room below.

Note: This works on the US NES version.

Normally, when you drop down you have to worry about the Big Eye but there is a shortcut most of you might discover by accident when you miss the 1-up. When you try to climb back up using the Magnet Beam, you will warp to the screen below and have run past the Big Eye HAHA SUCKER! *Flips off Big Eye* Run right to the gate. Avoid the Pengs and you're off to fight Iceman.

Avoid his high and middle Ice Slashers and hop over his low ones. These things do enough damage to kill you in 3 hits. Return the favor with Thunder Beam. The pattern of his attack goes like this:

```
<      <
<      <
```

and he repeats the pattern afterwards.

Fireman
Weakness: Ice Slasher
Get: Fire Storm

Enemies: Changkey, Gabyoall, Killer Bomb, Screw Driver.

That is too obvious. Ice=water and water beats fire. So Fireman is who you go after next. Use Elecman on the Screwdrivers and climb up and move right. Head back down, move right, avoid the fire pillars and Changkeys then climb up. Grab the small life-ups if you need them. Avoid the fire pillars though. Climb up, and move right. You got fire barriers (similar to the electric barriers in Elecman's stage) in addition to the pillars to deal with now. Try to make it through the best you can. When you climb all the way down, watch out for more fire pillars and Changkeys as you move right at the very bottom. When you climb up at the end, you'll face a tough obstacle of making it through the "fire factory". If you got the platform maker, you can avoid the obstacle by making a platform to the left, hop on it, and then hop right and move up the ladder. Head right then climb down. Be wary of the Gabyoalls and Killer Bombs. Keep moving and ignore the Changkeys and watch out for the fire pillars at the end as you reach the gate. Kill the screwdrivers on the way to Fireman.

Fireman has a pattern where he runs up, shoots a big Fireball and when you jump over it, a fire will be left burning where you are supposed to be if you didn't jump. So steer right or left on the way down. Kill him with Iceman, 7 shots will do it.

Bombman
Weakness: Fire Storm
Get: Hyper Bomb

Enemies: Bunbi Heli, Blaster, Bombbomb, Manbu, Killer Bomb, Kamadoma, Suzy, Screw Driver, Sniper Joe.

Last but not least is Bombman. Head right and kill the Kamadomas (they finally become a problem). As you go right, bombs will rise from the pits and split into 4 mini-bombs and explode on the ground. The best way to avoid them is to run to the wall on the right standing on the ledge protruding from it (before the pit that each bomb comes out of).

You'll avoid 4 bombs and come across some Screwdrivers you can kill easily with Elecman. At the end, climb up 2 screens, be wary of the Beaks on the way, and head right again. You'll come across Sniper Joe. Hit him with Iceman's Ice Slasher. He'll be frozen stiff, now just kill him without mercy. Continue to the right, deal with the Killer Bombs and Blasters anyway you can. Make it past the 3 Gabyoalls and climb up. Be careful of the Killer Bomb, when one leaves the screen, another enters depending on how high you are. Be careful of the spikes. Unlike the other Megaman's you have no temporary invincibility to spikes after taking damage from enemies. When you make it to the top, Manbu will attack. Continue till you see a Sniper Joe. Freeze him and kill him to grab the 1-Up. Then go back and drop down. A Sniper Joe will be guarding the first gate to Bombman, freeze him and kill him, and then enter. Climb down and avoid the Suzies. It's best to use Elecman here to kill them. After climbing

down two screens you meet Bombman.

Bombman hops all across the room throwing bombs with an explosion radius of one inch. Try to stay out of the radius. 7 hits with Fireman and it is over.

Wily Stage 1

Boss: Yellow Devil

Weakness: Thunder Beam

Enemies: Big Eye, Kamadoma, Killer Bomb, Foot Holder

Congratulations, you made it to Dr. Wily's Castle. To start things off, arm your Ice Slasher and run right. Freeze the Big Eyes in high jump. You can use Thunder Beam or Super Arm to destroy the blocks at the end. Use Thunder Beam since you use less energy. Freeze the fire pillar on its way down just low enough to step on, then do the same for the next one, the third doesn't need to be stepped on, just jump for the ladder and climb up. Work your way to the ladder and don't fall onto the spikes. Climb up and arm Fireman, use the barrier from the Fire Storm to kill the Kamadomas that try to jump you while climbing up and head right. If you need the large life up then go for it, otherwise, destroy the blocks below and head down. Avoid the Killer Bombs and spikes while climbing down. The floor and ceiling are full of spikes. Instead of trusting the foot holders, make platforms instead. At the end, grab the two mini weapon ups and climb up. You're going to have to make platforms here. Jump as high as you can to make a platform but low enough to jump on them. You need at least 4 if you are good to make it to the ladder. Once you climb, head right and here you'll have your first ever battle with the Yellow Devil, he appears in a whole lot of Megamans to come. Avoid his parts when he comes in, when he fully reassembles, shoot the Thunder Beam at his eye.

Wily Stage 2

Boss: Clone Megaman

Weakness: Thunder Beam

Ice Slasher

Fire Storm

Hyper Bomb

Enemies: Bunbi Heli, Screwdriver, Bombbombomb, Suzy, Blaster, Cutman, Elecman

Start off killing the Bunbi Helis as you move right. When you drop, you'll face Cutman. You have no blocks to throw at him so use your normal gun to kill him. Drop down and head right again. The next obstacle is Screwdrivers. They are less of a threat so avoid the shots if you can. At the end, you drop down and face Elecman again. 3 shots with the Rolling Cutter will kill him like before. Drop down, avoid the Bombbombombs then climb down. Electrify the Suzies and go for the 1-up. Work your way down killing Suzies and Blasters till you come into a room where you fight a clone of yourself. He'll use whatever weapon you got, use Elecman here too. Since he'll get knocked back with any weapon anyway and Fire Storm, Ice Slasher, and Hyper Bomb works too.

Wily Stage 3

Boss: CWU-01P

Weakness: Rolling Cutter

Super Arm

Hyper Bomb

Enemies: Peng, Killer BOMB, Suzy, Screwdriver

Work your way down killing Suzies and Screwdrivers, then at the bottom move right and a current will come in. The Peng and Killer Bombs are easy to jump over. You will face off against 7 CWU01Ps. Remember those from Megaman Battle Network series? Shoot the first 4 with normal shots then switch to Gutsman and kill the rest; the next one is faster than the last one.

Wily Stage 4
Boss: Wily Machine 1
Weakness: Thunder Beam
Fire Storm

Enemies: Watcher, Bombman, Iceman, Fireman, Gutsman

Upon starting, Watchers will appear as you climb the ladder, move right and kill the Screwdrivers. You come across a moving platform. Watch out because there is a long gap in-between it. Hop onto the block above then jump to the platform on the right. The best way to get the 1-up and the total recharge is to hang on the ladder and wait for the platform then jump down and get them then wait for the platforms next pass and hop up the ladder, climb up and get in the teleporter. You have a series of fights with the copies of four other remaining normal bosses. Kill them like before. Use Hyper Bomb on Gutsman. Throw an early bomb and bait him there. Now you face Wily himself, he fights in 2 forms. Use Fire Storm on the first form then use Thunder Beam on the second. You have won the game. Sit back and enjoy the ending.

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MEGA MAN 2

+Boss Chart+

P = Power Buster
M = Metal Blade/Metalman
A = Air Shooter/Airman
B = Bubble Lead/Bubbleman
Q = Quick Boomerang/Quickman
C = Crash Bomber/Clashman
F = Time Stopper/Flashman
H = Atomic Fire/Heatman
H2 = Atomic Fire Level 2
H3 = Atomic Fire Level 3
W = Leaf Shield/Woodman
MD = Mecha Dragon
PK = Picopico-kun
GD = Gutsdozer
BT = Boobeam Trap
WF = Wily Machine 2 1st Form
WS = Wily Machine 2 2nd Form
WA = Wily Alien

Note: ++ = Heals boss to full power

FZ = Freezes the screen with no damage.

Picopico-kun has 3HP each

Boobeam Traps have 1 HP since they are only damaged by Crash Bombs.

	M	A	B	Q	C	F	H	W	MD	PK	GD	BT	WF	WS	WA
P	01	02	01	01	01	01	02	01	01	01	01	00	01	01	++
M	14	00	04	00	00	04	01	02	00	01	00	00	01	01	++
A	00	00	00	02	10	00	02	04	00	00	00	00	00	00	++
B	00	00	++	00	01	02	06	00	00	03	01	00	00	00	01
Q	04	02	02	00	01	00	02	00	01	01	02	00	00	00	++
C	00	00	02	04	00	03	++	02	01	00	01	01	03	03	++
F	FZ	FZ	FZ	14	FZ	++									
H	01	02	00	02	01	02	++	01	01	01	01	00	01	01	++
H2	02	04	00	06	03	06	++	03	03	03	03	00	03	03	++
H3	04	06	00	10	06	10	++	14	08	03	12	00	14	14	++
W	00	08	00	00	00	00	++	00	00	00	00	00	00	00	++

Warning: The damage chart reflects the Difficult mode in the US NES version of Megaman 2 which is what the Japanese version is based on as well. In fact the game is much harder compared to the NES version.

Bubbleman
Weakness: Metal Blade
Get: Bubble Lead

Enemies: Kerog, Petit Kerog, Tanishi, Anko, Shrink, Claw, M-445

First start off with Bubbleman. At the start of the stage, you have to deal with the Kerogs and the Petit Kerogs they sends. After that, move through the red blocks fast, they fall if you stand on them for even a little bit, but if you're quick, the blocks won't fall at all. You'll be back on solid land. Fall down and avoid the Tanishis, and fall down again. Avoid more Tanishis and go right. Don't jump to high because you are in water and you can jump as high as the water level. The reason not to jump to high is because the spikes above kill you instantly. Unlike Megaman 1, you are now invincible to spikes if hit by an object beforehand from here on out. You will now have to deal with the Anko and the Shrink it spits out. If you kill the Anko, it will be gone for good even if you die and come back. Kill it by shooting the Lantern on its head. Then steer through the spikes killing the M-445s. You'll come across another Anko with Shrinks. Deal with them and move right killing the Kerogs and soon you'll now be out of the water. Move right and ignore the Claw unless you need to refill on energy and then you'll take another dip before reaching the gate to Bubbleman. At least there are no enemies in-between gates anymore, just move onward to the boss.

During the Bubbleman fight you should have a full bar if you decided to let the Claws fill you up. Just shoot him to death and take the hits. Just be careful not to jump high or you'll get killed by the spikes above.

Heatman
Weakness: Bubble Lead
Get: Atomic Fire
Item-1

Enemies: Flyboy, Telly, Sniper Armor, Returning Sniper Joe, Springer

To begin move right and watch out for the Flyboys and Tellys. The best way to get rid of the Springer is to stand so the end of it trail away from you is off screen. It will disappear. Make your way to the ladder and climb down. The

reappearing and disappearing blocks follow an easy pattern. Work your way to the ladder and climb down. As you move right, you have to avoid or kill the Tellys while you use the reappearing/disappearing blocks to make it over the walls. At one point a block will appear low then you will wait a few seconds before you jump and land on a high block that appears. It is easier if you have Crash bombs but you don't. After passing a Springer you step across a slew of reappearing/disappearing blocks with a weird pattern. (3 straight, jump up quickly and land on a block above, jump right, jump onto 2 lower straight blocks and jump up quickly, jump through the blocks over the lava river, then while over the pit, hop right 3 blocks jump up and land on the block above or else you're a dead duck, and hop across to solid land. If you had beaten Airman before coming here, a jet sled (Item-2) would have made this easier. Climb down the ladder and kill or avoid the Sniper Armor and climb down again. Head right and it's time for Heatman.

You'll most likely get hit once at the beginning, shoot a bubble, he'll heat up then fly towards you, jump over the torch, then jump turn and shoot him again, rise and repeat until he is dead. It takes 5 shots to get the job done.

Woodman
Weakness: Atomic Fire
Air Shooter
Crash Bomber
Metal Blade
Get: Leaf Shield

Enemies: Batton, Robbit, Friender, Cook, Monking, Pipi, Copipi

Run right and kill the Battons and Robbits. It is easy to kill the Robbits by using Bubble Lead (4 hits). Climb down the ladder, kill the Robbit, and climb down again. Go right and kill the three Frienders. They are easily dispatched with a maximum Atomic Fire shot but you have only up to two maximum Atomic Fire shots unless one of the Firenders yielded a big weapon-up. Once they are done for, climb up. Kill the Battons and continue up, run right and careful of the Monkings. They get in the way when you're dealing with the Papis. At the end, climb down and kill the robbits while making it down. At the bottom, try to avoid getting hit by the Cooks as much as you can. Make it to the gate and Woodman is ready to die.

Arm Heatman. When the fight begins, charge up, wait for him to throw his shield and fire. Repeat the process and he's dead. At this point you should've refilled your Atomic Fire back to the max.

Airman
Weakness: Leaf Shield
Get: Air Shooter
Item-2

Enemies: Goblin, Puti Goblin, Kaminarigoro, Schworm, Matasaburo, Pipi, Copipi

At the start, you have to move through five Goblins. Jump on the heads when the horns are down then kill any Puti Goblins that get in the way. Next, You have to move through five Kaminarigoros as you kill them and ride the clouds they were on to solid land. As you continue right, Papis will drop eggs. Shoot the eggs to avoid fighting Copipis or you can use the Leaf Shield and stand still so you can collect a few powerups from them. You'll eventually drop down. When

you do head left and avoid the Schworms and drop down again. Now you're moving right. This path will lead to Airman but along the way, you'll move through two Goblins then kill the Pipis and their eggs fast and you got Matasaburo's trying to blow you back. At the end of the road is the gate to Airman.

He throws lots of tornados then blows you back; he will eventually jump to the other side. Try to hit him four times with the Leaf Shield from Woodman. With a full bar, you can get in his face and hit him easier while taking a few hits.

Clashman
Weakness: Air Shooter
Get: Crash Bomber

Enemies: Telly, Neo Metool, Pipi, Copipi, Flyboy, Shotman, Blocky

The game calls him Crashman. Tellys are already attacking you at the beginning climb up two screens while avoiding or killing them in the process. Move right and kill the Metools then climb up. For the next 3 screens you'll be riding a platform to the ladder while Tellys try to knock you off. When all that is done, move right and kill a robot that walks with its body moving in a wave pattern. In this game, it will throw its body at you and leave its head and then it will just form a new body. Climb up the ladder 2 screens, then kill the Metool and climb up that ladder behind it. Be careful not to fall on the way. Now you have two ladders to choose from. Take the left one and now there are 6 ladders. 3 are accessible according to which ladder you took. Take the leftmost ladder and beware of the Shotman. It's best to have Woodman here to shoot him while you are under him enough. This also helps against the eggs that the Pipis drop. At the top is an energy tank (E-Tank). Use the Item-1 to reach the above platform. From there, Megaman can jump high enough on his own to reach the ladder on the left. Climb up the ladder and get a 1-up. Avoid the Flyboys and run for the gate to Crashman.

Every time you shoot, Clashman will jump and throw a bomb. Use Airman to trash him in 2 hits. Without Air Shooter this would've been a long and tough battle to fight.

Flashman
Weakness: Metal Blade
Crash Bomber
Bubble Lead
Atomic Fire
Get: Time Stopper
Item-3

Enemies: Sniper Armor, Returning Sniper Joe, Shotman, Blocky, Schworm

This stage is slippery. Move right and kill the Shotmen. Blow up the wall with Clashman then use Item-1 to reach the very top and get a 1-Up. Use Item-1 again to go to the top again and blow up 3 more walls with Clashman then drop down. You'll avoid Machine Joe in the process as well as other enemies except for a couple Schworm makers that Woodman can deal with. Fall to the right and use Airman on Machine Joe. Shoot Joe to death when he moves his shield aside. Drop down to the left and stay atop. Grab the E-Tank and use Clashman at the wall on the end. Onto Flashman.

All this guy does is run at you, then freezes time, and tries to shoot you. You

can take the hits as you use up some bombs on the wall and let the explosion hit him repeatedly. 9 hits from the explosions total will due him in. Metal Blades and Atomic Fire work on him too.

Quickman
Weakness: Time Stopper
Air Shooter
Atomic Fire
Get: Quick Boomerang

Enemies: Schworm, Changkey Maker, Springer, Sniper Armor, Returning Sniper Joe

At the beginning of this stage, use Item 3 to get the 1-up then drop down. Avoid the Schworm as you drop down 2 screens. Lasers will come and kill you instantly if you touch them so be careful. Fall to the right to get a 1-up, E-Tank, and a big weapon-up. The screen will go dark, as you move right, the Changkey Makers light the screen a little before you kill them and the screen goes dark. After killing the third one, run right then jump up move right again. Drop down and have Flashman ready when needed. Jockey through the lasers. It's tricky without Flashman but still possible. Now that the worst part is over, kill the 2 Sniper Armors and the Returning Sniper Joes to stock up on Time Stopper and fight Quickman.

If you saved your Flashman power or regained some from the Machine Joes, use it on Quickman if you wish. It takes away 14 of his 28 bars of life. Use normal shots for the rest. Airman works good here too because sometimes one shot can hit him twice. A Level 3 Atomic Fire Does severe damage too.

Metalman
Weakness: Quick Boomerang
Metal Blade
Get: Metal Blade

Enemies: Pierobot, Mole, Springer, Blocky

A shame that I saved him for last isn't it? He has the best weapon in the game. Okay back to work. The floors in the stage will move so standing still will move you in the direction the floor is going. Move right then jump onto the next platform and try to stay on the lower floor and move right and get the E-Tank then move back left and hop on the one above. Move right and avoid the Press, then use Woodan to take care of the Moles. Get the 1-up if you want it. Use item-1 to get it. Now drop down two screens and move to the right and kill the Pierobots. Kill the Blockys and make a leap of faith over the pit. Watch out for the Springers and off to Metalman you go.

Keep jumping and shooting while the floor changes directions. Quick Boomerangs will make this fight end quicker. As you approach Metalman, he will jump to the other side and he only shoots while in the air.

Mecha Dragon
Weakness: Atomic Fire
Quick Boomerang

Enemies: Pipi, Copipi, Schworm, Returning Sniper Joe, Telly, Springer

Move right and kill the Papi eggs with Metalman. Get Item-3 and scale the walls. Use Metalman on the Schworms and scale again. Grab the 1-up and hop onto the ladder and climb up. Kill the Returning Sniper Joes. And keep moving up. Use Bubble Lead on the Springer and climb up the ladder on the right. While on the ladder, equip Item-1 and make platforms up to the ladder to the left. You can make up to 3 platforms at once so once the first one vanishes, make another one since four platforms will get you there. Ignore the Tellys as you climb. Arm yourself with Heatman at the end. Now just hold down the fire button to charge up as you hop across the platforms. The MechaDragon is chasing you. One touch from his body means instant death.

At the end where there are 3 blocks, wait for the MechaDragon's lifebar to fill up then smack him with a fully charge Atomic Fire in the face as the boss fight begins. Charge up once more and avoid the fireballs and smack him again. On the US NES, this fight would've ended there but in this case he has less than half of his energy left. You can't use anymore Level 3 Atomic Fires but you can use the Quick Boomerang to tag him to death.

Picopico-kun
Weakness: Bubble Lead
Atomic Fire

Enemies: Mole, Flyboy.

Fill up whatever weapon you like and head right. Avoid the Flyboys and use Item-2 to fly right. Grab the right ladder and climb down to grab a 1-up and extra weapon energy. Watch out for Shotman. Now just fall down and watch out for the spikes. At the bottom, moles will attack you. Use Woodman to milk out powerups. Avoid the spike press then use Item-3 to climb up and avoid another four more spike presses. Fall down and avoid the spikes.

You will fight your next battle versus Picopico-kun. Bust out Bubbleman since he can kill the Picopico-kun blocks with one shot. Try to stand where there used to be blocks so you won't get hit by ones that are forming. Once the meter hits zero, you're done.

Guts Dozer
Weakness: Atomic Fire
Quick Boomerang

Enemies: Big Fish, Shotman

Fill up on weapons then drop into the water. Don't touch the spikes as you head right, wait for the Big Fish to jump out the pit then fall back in before you hop across. At the end is a tricky part that even I mess up sometimes. Jump carefully and try to stay between the spikes. Whew! Now just make it to the bottom; some spikes will be on the left so be wary of those. Get through the Shotman and Gutsdozer is on the way.

Stand on the platform next to his hand and use Quickman and press the button quickly for rapid hits. A level 3 Atomic Fire hurts him bad. In fact, two of them will leave him with 4 bars left if you are lucky to connect with them. And yes, GutsDozer is based off of Gutsman.

Boobeam Trap
Weakness: Crash Bomber

Enemies: Sniper Armor, Returning Sniper Joe, Telly

Watch out for hidden gaps in his stage especially the one that will drop you into the spikes. When you get to that part, just leap for the ladder to be safe because the gap is in the floor panel before the ladder. Climb up and keep climbing till you can move right then climb down. The moving platforms are back. Try to make it into the holes then in the 4th room make it to the ladder and climb down. Kill the Returning Sniper Joes and their Sniper Armor and proceed to the boss area with 5 Boobeam Traps. You'll need your Crash Bombs for this.

Start off with Item-1 then Kill the open BT then try to leap to the left and place a bomb that will kill the BT on the top left and blow up the wall at the same time to save bombs. Next, climb back up and kill the left turret. If it is possible try to place a bomb on the bottom that blows up both walls covering the BT. If you aren't gutsy enough blow up the bottom wall and kill that BT. Next climb up and to the left with Item 1 then Climb over the wall and kill the last BT.

Wily Machine 2
Weakness: Atomic Fire
Crash Bomber

Enemies: Metalman, Airman, Bubbleman, Quickman, Clashman, Flashman, Heatman, Woodman

You just fight the 8 original bosses here. For a change a pace, use Metalman's weapon on himself to win with one shot, use Bubbleman for Flashman, and same strategies as before for everyone else.

Here is the order of pods they appear in

H F
A M
W B Q C

Now your next opponent is Dr. Wily. Use Metalman to attack him then for the next part use Clashman for one shot kill. If you followed my strategy from the Boobeam Trap fight, then you should've had one Crash Bomb left for this fight.

Wily Alien
Weakness: Bubble Lead

Run through the aciddrops and don't stop for nothing. The drops will not touch you as you head for the gate. You will now fight the final boss which is an alien.

Use Bubbleman to beat him as he flies around. Shoot as rapidly as you can. Avoid his shots as much as possible. Hitting him with any other weapon will pit him back at full health. When the battle is over, you'll be in a room where Dr. Wily was controlling a mirage. It will break and Wily jumps up and starts to beg for mercy. Now sit back and watch the ending.

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MEGA MAN 3

+Boss Chart+

- P = Power Buster
- NE = Needle Cannon/Needleman
- MA = Magnet Missile/Magnetman
- GE = Gemini Laser/Geminiman
- HA = Hard Knuckle/Hardman
- TO = Top Spin/Topman
- SN = Search Snake/Snakeman
- SP = Spark Shock/Sparkman
- SH = Shadow Blade/Shadowman
- ME = Metalman
- AI = Airman
- BU = Bubbleman
- QU = Quickman
- CL = Clashman
- FL = Flashman
- HE = Heatman
- WO = Woodman
- KM = Kagero Maker
- YD = Yellow Devil Mk2
- HF = Holograph Megaman
- WF = Wily Machine 3 1st Form
- WS = Wily Machine 3 2nd Form
- GF = Gamma 1st Form
- GS = Gamma 2nd Form

Note: Kagero Maker is invincible but the turtle has 3HP so the damage pertains to the turtle. You must kill 5 turtles to win.

	NE	MA	GE	HA	TO	SN	SP	SH	ME	AI	BU	QU	CL	FL	HE	WO	KM	YD	HF	WF	WS	GF	GS
P	01	02	01	01	02	01	01	01	01	01	01	01	02	01	01	01	01	01	01	01	01	00	00
NE	04	01	01	00	02	04	01	01	04	01	02	01	02	04	02	04	01	01	01	00	00	00	00
MA	01	04	02	04	01	00	00	01	00	04	00	02	01	01	01	00	01	01	00	01	01	00	00
GE	07	01	04	01	00	02	01	01	01	02	01	04	00	04	01	01	01	01	01	00	00	00	00
HA	00	01	02	04	07	02	02	02	02	02	02	01	07	00	02	02	03	05	04	07	07	04	00
TO	01	01	00	00	04	02	01	07	02	01	01	00	04	01	07	02	03	01	07	00	00	00	14
SN	01	01	05	00	01	04	00	01	04	01	00	04	01	01	01	04	03	00	07	04	04	00	02
SP	00	07	01	00	01	01	04	01	01	04	04	01	01	00	01	01	FZ	00	00	07	07	00	00
SH	02	07	02	01	01	02	04	04	02	00	04	02	01	02	04	02	03	02	02	02	02	02	00

Topman
Weakness: Hard Knuckle
Top Spin
Needle Cannon
Get: Top Spin

Enemies: Komasaburo, Pickelman Bull, Tama, Bolton & Nutton, Mecha Kero, Metool
DX

Topman was my first pick since he is the easiest to be in my opinion with the normal weapon. To begin, you'll start running right taking out Bolton & Nuttons and Mecha Keros until you reach a ladder. Climb down but don't drop down. Just

hang onto the ladder and shoot left to kill the Komasuburo at the top of the step platform. Head to the ladder and climb down. It's not worth getting the items here if you don't need them so continue down. Don't fall onto the spikes or your dead instantly, hop across the platforms and avoid the Bolton & Nutton and head down the ladder. Head right and kill the Pickelman Bull and use Rush Coil to reach the platform above. Be sure to kill the Pickelman Bull up there quickly. Grab the 1-up and the large energy up and head down the ladder. Kill the Metool DXs and continue down and you come face to face with a big cat named Tama who throws two robotic yarn balls at you. Kill those and its fleas will attack. It takes 10 shots in the mouth to bring curiosity to Tama. (Curiosity killed the cat, duh!). Climb down the ladder behind it and drop down and head right. Jump up the step mountain and kill the Komasaburo. It is safe to stand next to it and blast. Proceed to the next Tama and kill it. Climb up, kill the MetoolDX as it drops and get the energy up if needed then head for the ladder. You'll need to catch the ladder in midair or you'll drop to your death on the spikes. Here's the tricky part, if you don't have the Shadow Blade (I don't have it either at this point) which you can aim up and kill Komasaburo, then shoot a top and slide quickly to the left, jump and shoot any top in the way, and kill Komasaburo. Now head right and try to make your way across the tops while staying at the top as well (no pun intended). You are now ready to face Topman.

He throws three tops into the air, try to get in a couple shots while they're in the air then quickly dodge the tops after they attack you. Get in one more shot on Topman then prepare to dodge his spin attack as he charges across the screen while he is spinning. Repeat this pattern and he's down in 14 shots. Hardman's Hard Knuckle can beat him in 4 hits but since I don't have it, I'll have to wait until I fight him again near the end. If you did have it to start, try to get behind him and pump 4 knuckles into his back quickly.

Shadowman
Weakness: Top Spin
Shadow Blade
Get: Shadow Blade
Rush Marine

Enemies: Walking Bomb, Hologram, Peterchy, Yamboo, Protoman, New Shotman, Mecha Keros, Parashuu, Pickelman Bull

This is the hardest boss in the game. What better way to take him out early now that we got Topman on our side? At the beginning, drop all the way down while avoiding the New Shotman on the way. At the bottom, shoot the Mecha Keros and the Pickelman Bulls. Drop down and you'll have your first encounter with Breakman (you'll know who he is at the end of the game). Keep shooting at him and just avoid his hops. He'll only shoot when he's in the air, so his shots will sail over you. He'll teleport out and you're free to move on. Fall down and kill all the Peterchies and Walking Bombs in the way. Do not worry too much of the Hologram above, it only darkens the screen around you. You'll eventually fall down and drop to the lower level and kill the Mecha Keros and Parachuus. There will be some Yamboos that pester you at the end but you can handle them.

When you fight Shadowman, use the Top Spin but be careful not to run out of it. Shadowman is a tricky boss; he'll hop a few times then slide or throw stars at you, each Top Spin trades hits with him. 4 Spins will defeat him.

Sparkman

Weakness: Shadow Blade
Spark Shock
Hard Knuckle

Get: Spark Shock

Enemies: Elecns, Electric Gabyoall, Bolton & Nutton, Peterchy, Hammer Joe

Kill the Peterchy at the beginning before you climb up. At the top, avoid the jump throw the moving Electric Gabyoall when the barrier is off. Kill off the Elecns while you're at it too. Climb up, kill Hammer Joe, and then continue up. Move right and hop across the lifts and make sure you avoid the spikes. Hop through two barriers and climb up. Kill the Pickelman Bull and continue up but if you need the items above, use Rush Coil. Take out the Peterchies and you're in for a long drop but you won't die. Head right and shoot the blocks in your way. Climb down and drop to the lower level and slide underneath the platform. While hopping across the lifts, watch out for the Bolton & Nuttons. Use Shadow Blades on them. Hang on to Shadowman as you get ready to fight Sparkman.

If you got a full bar, it's okay to scrap with Sparkman while pounding him with Shadow Blades. He'll die in 7 hits. Otherwise, be wary of his hops and avoid his multidirectional sparks followed by a big spark.

Magnetman
Weakness: Spark Shock
Shadow Blade
Magnet Missile
Get: Magnet Missile

Enemies: Peterchy, Magfly, Giant Springer, New Shotman, Protoman

Head right and avoid the low Magflies. Drop down and fight Breakman again and use the same strategies as before. Drop down and kill the Giant Springers as you head right. Kill the Peterchies, drop down, head right, kill more Peterchies and be wary that a magnet pulls you. Drop down and try to steer left to grab the little energy-ups. Drop down and you'll have to deal with 4 sets of blocks that disappear/reappearing. In the first pit, you only have to use 4 blocks. Hop on to the middle low block when it appears, wait, hop onto another block on the right before the one you're on disappears, then repeat this until you make it out. The other 3 pits are simple but mess up on the last one and you're dead. Climb up the ladder and kill the New Shotman with Shadowman. Just aim your weapon up-left. Climb up and kill the Giant Springer. Now you will face off with Magnetman.

He'll hop then jump and either jump high up and rain Magnets on you or pull you towards him. Pelt him with 4 Spark Shocks to win. 4 Shadow Blades will work on him also.

Hardman
Weakness: Magnet Missile
Hard Knuckle
Get: Hard Knuckle

Enemies: Habusu Bee, Chibee, Hammer Joe, Kaettekita Monking, Pickelman Bull, Protoman, Bickii, Wanaan, Metool Deluxe

Run right and whenever a Habusu Bee appears to send a swarm of Chibeets at you, run back and she'll be out of your way. Avoid the Wanaans and climb up the ladders. You're probably worried about that Hammer Joe up there, huh? Just break out the Shadow Blades and smack him with his eye open. Use Rush Coil to get up there and climb up the ladder. Head right and you'll confront 3 Monkings. Shadow Blades will take care of them while they're still hanging around before they even think about attacking you. Climb up the long ladder and you'll avoid the Hammer Joe's hammer if you keep moving up. Shoot down the Monking at the top with Shadow Blades then keep moving up. After dealing with the Pickelman Bull, take the high road and grab your first E-Tank of the game. Climb up, kill the Metool Deluxe, climb up some more and head right across the Wanaan dispensers. Watch out for the Habusu Bees and Chibeets. Climb down and fight Protoman for a 3rd time. The battleground is different this time around. Hang in there. When you fall down, grab the large energy-up and continue down. Kill the Bickii and head to Hardman.

Hardman sends two heat seeking fists at you then dives into the air and tries to land on you. Don't get smashed or it's major damage to you. The Magnet Missiles will attract to his metallic ass and destroy him in 7 hits. However. the Magnets will turn when level with the fists in this game so aim carefully.

Snakeman
Weakness: Needle Cannon
Search Snake
Hard Knuckle
Top Spin
Get: Search Snake

Enemies: Petit Snakey, Big Snakey, Dada, Bubukan, Bomb Flyer, Potton, HammerJoe
Jamashii

Since Snakeman is the easiest to beat with another weapon from the other loop, we'll continue on with him. This level even looks like a bunch of big snakes with snakeskin walls, floors, ceilings and platforms. Run right and kill the Petit Snakeys and Dadas and then climb up. You'll confront 3 more Petit Snakeys Try not to take too many hits as you continue up. You'll meet the first Big Snakey. Avoid the red orbs it spits and it takes 10 hits to kill. Continue right, kill the Petit Snakeys and the Pottons and collect the energy ups if needed before you head down. Once you go down, watch out for the Pottoms and Bubukans as you make it to the ladder and climb up. Kill the Hammer Joe and continue up. Kill another Hammer Joe and take the right ladder to collect the power-ups in the surprise tanks. Climb back down, take out the Hammer Joe again and take the left ladder and you'll confront another Bog Snakey. Kill it and head right, avoid the Bubukans and make a leap of faith to the right. Kill the Bubukans or avoid them and climb up the far right ladder. At the top, kill the Jamashii on the ladder to the left and climb up that. This next part is tough. Jump onto a cloud and stay on till you are high enough to make it to the next platform. Watch out for the Bomb Flyers as you make your way to the gate. Once at the gate, arm yourself with Hardman or Shadowman.

Shadowman has better accuracy. Snakeman runs back and forth and be sure to stay in the middle as he passes by to be able to jump over him better. He also sends snakes which aren't a big deal. You just need 14 hits to kill him.

Geminiman
Weakness: Search Snake

GeminiLaser
Hard Knuckle
Shadow Blade
Magnet Missile

Get: Gemini Laser

Enemies: Nitron, Bomber Pepe, Gyoraibo, Mecha Kero, Pole, Pen Pen, Pen Pen
Maker, Bickii, Yamboo.

Run right and kill the Nitrons and Bomber Pepes in the way. You'll meet up with Protoman again but you won't fight him. He will open up an area for you to drop down. Steer left as you drop down to get a 1-up. If you need the energy then get it, otherwise head right and kill all the Poles you come across. Try to get the item in the goodie pod then climb up the ladder in the end. Kill more Poles to free the ladder and climb up. Use the Rush Coil and vault yourself to where you can just shoot on row of Poles then slide to safety. Some Yamboos and Pen Pen Makers will get in your way. Avoid the Yambos and kill the Pen Pen Makers. Drop down till you reach an aqua setting then use the Rush Marine to and grab 2 E-Tanks and a 1-up on the way. Some Gyoraibos and Yamboos may make your trip a little hectic with their bombs and Climb up, kill the Mecha Keros and continue up and kill the Bickii.

You now face Geminiman. Geminiman splits in two and attacks every time you attack him. When one is gone, the remaining one will run around and shoot a laser at you that reflect off surfaces. 7 snakes will get the job done.

Needleman
Weakness: Gemini Laser
Needle Cannon
Shadow Blade
Get: Needle Cannon

Enemies: Hari Hari, Yamboo, Metool Deluxe, Houdai, Hammer Joe, Bickii, Needle
Press

Kill the Hari Harries or avoid them climb down the ladder. Run right and work your way through Yambos, Houdais, and Metools Deluxess and head down another ladder. Slide under low platforms and be wary of Needle Presses coming from the ceiling. Once you reach the ladder, work your way up and deal with the Hari Harry, Hammer Joes and the Bickii at the end. Get your Gemini Laser ready and take on Needleman.

Try to get in 4 shots on this guy. He'll be dead in no time as long as you avoid his needles and his needle spike.

Sparkman revisited
Metal Man
Weakness: Magnet Missile
Search Snake
Shadow Blade
Hard Knuckle
Top Spin

Quickman
Weakness: Search Snake
Gemini Laser

Magnet Missile
Shadow Blade

Enemies: Peterchy, Elecn, Electric Gabyoall, Giant Springer, Jamashii, Bolton & Nutton

Kill the Peterchy and Rush Coil to the ladder. Kill the Jamashii with a Shadow Blade or Gemini Laser. At the top, head right and kill the Elecns. The rotating platforms are a little lenient on you so just hop across them quickly. Climb up and hop across the 3 rotating platforms and climb up. Kill the 2 GiantSpringers and enter the gate to face Metalman.

He will go down courtesy of the Magnet Missiles. But just like with Hardman, you got to get closer since the magnets concentrate more on projectiles than the enemies in this game.

After the fight, you're in serious trouble. Slide through the passage and you fall through a wall of spikes, steer left to avoid some sneaky spikes. At the bottom, Kill the Bolton & Nuttons and avoid the Electric Gabyoalls. The best way to get rid of the barriers is to let them scroll off-screen and disappear then continue right. Let one block fall then run on it and hop right, repeat this 2 more times and enter the gate.

Use Snakeman or Geminiman on Quickman. He is real slick so get close and blast him.

Needleman revisited

Airman

Weakness: Magnet Missile

Spark Shock

Hard Knuckle

Gemini Laser

Clashman

Weakness: Hard Knuckle

Top Spin

Needle Cannon

Enemies: Hari Harry, Metool Deluxe, Yamboo, Needle Press, Parashuu, Houdai, Bubukan

Run right and take out the Hari Harries and climb down. Watch out for the needles coming down. Some also come out from the floor. Climb up and use the Rush Jet to gather the items and climb up and kill Hari Harry. Enter the gate and use Spark Shock or Magnet Missile on Airman. I suggest using Spark Shock. Get your Rush Jet ready as you have to fly through a big pit with Parashuus and Yamboos getting in the way. At the end, climb up and use Rush Jet again to reach the ladder. Now you will face a Bubukan. Just avoid him and continue right. You will fight a giant Metool dispenser balls and sends Metools at you. Shoot the cross on its helmet to kill it. Make your way through flying Metools and face another Giant Metool Dispenser. Kill it like the other one and keep going to the right. Avoid the Hari Harry and enter the gate.

You'll fight a tough Crashman. Anticipate where he will land and pound him with 4 Hard Knuckles or use the Needle Cannon for better accuracy. Top Spin is too suicidal.

Geminiman revisited
Flashman
Weakness: Needle Cannon
Gemini Laser
Shadow Blade

Bubbleman
Weakness: Shadow Blade
Spark Shock
Needle Cannon
Hard Knuckle

Enemies: Potton, Jimashii, Nitron, Pole, Gyoraibo

Run right and kill the Nitrons and Jimashiis then drop down when you can run right anymore. Work through all the eggs and Poles you go through and avoid the Potttons and enter the gate. You'll fight Flashman, gun him down with the Needle Cannon. Exit stage right, use Rush Coil to go to the top and run right. You'll need the Rush marine to make it through the next area. At the end, slide into the next area full of Gyoraibos. Jockey through the Jimashiis and climb down at the end. Work your way to the ladder and climb down again. Head right into the gate and...

Use Shadowman on Bubbleman. Be careful not to jump to high or the spikes will kill you just like in Megaman 2.

Shadowman revisited
Woodman
Weakness: Needle Cannon
Search Snake
Hard Knuckle
Top Spin
Shadow Blade

Heatman
Weakness: Top Spin
Shadow Blade
Hard Knuckle
Needle Cannon

Enemies: Parashuu, Walking Bomb, Mecha Kero, Hologram, Peterchy, Bickii

Be extra careful as you drop down through the spikes. At the bottom, steer right late to avoid the spikes on the floor because the spikes above from the other screen will kill you if you steer right early. Move right and scale the ladder and avoid the spikes. Kill any Peterchies in the way. When you climb down, you don't need to fight the Bickii, just slide under him and drop down again. Move right and kill the Peterchies and Walking Bombs in the way. There are some platforms that dump you in one sec so you have a split second to jump from platform to platform and continue on. Kill the Hologram at the top. It is best to grab your Rush Jet to avoid the next set of platforms but if you're gutsy like I am, hop across the platforms and on the second set of 2 platforms, let the top one dump you then off to the right off the bottom one to avoid hitting the Hologram and continue on. Kill the Walking Bomb, climb down, kill the

Peterchies and enter the gate. You will fight a Woodman powered Doc Robot. Use Needleman to take him out. He fights just like before (same goes for the other bosses). After the fight, exit out and grab the large energy up and take out the Hammer Joes. For the last 2 Hammer Joes, slide under the hammer instead of jumping (which you can't do anyway). In the next screen, the ceiling is decked with spikes. Kill the Parashuus and Mecha Keros you come across and kill the Giant Springer at the end. Enter the gate and fight Heatman. Use the Top Spin here. 4 Spins will cream him. If you are low on energy, use the Shadow Blade instead.

You now face Breakman for the last time. Just hang in there and shoot him till he teleports away.

After the fight, you'll be back at your home base where Dr. Light informs you that Wily has ran away with Gamma. Now it's time to say "it's on, Wily!"

Kagero Maker and Kagero
Weakness: Shadow Blade
Hard Punch
Search Snake
Top Spin

Enemies: Komasaburo, Hammer Joe, Pen Pen

Use Rush Coil to get the 1-up on the left, then Rush Coil back. Head right and kill the Komasuburos and then get the E-Tank and drop down. You don't really need the Rush Marine here. All you got to do is make it to the ladder and watch out for the ducks. Climb up the ladder and use a Hard Knuckles on the barrier to get the 1-up then slide and climb up the other ladder. Grab the items if you need them. You can carry a maximum of 9 E-Tanks so don't get the E-Tank if you have 9 already. At the top of the ladder, kill the Hammer Joe from afar, then slide to the floor where he was at then proceed right and kill the 2 Hammer Joes that follow. For the Hammer Joe up top, Hug the wall before him and aim a Gemini laser left and time it so it hits him with his eye open and then use the Rush Coil to get up there. Climb the ladder then jump through the blocks that reappear and disappear. Take a shortcut by grabbing the two large energy-ups then sliding to the blocks when one is in range then climb up. You won't need the weapon-ups up there so just go straight and face the Wily boss, Kagero Maker. Each Kagero is faster than the one before it. Just use the Shadow Blade on each one and the machine will blow up after you kill 5 of them.

Yellow Devil Mk2
Weakness: Shadow Blade
Hard Knuckle

Enemies: Habusu Bee, Chibee, Wanaan

Hop up the platforms quickly and take the left ladder, If you want the weapon-ups then get them then continue up the left ladder and at the top, get the 1-up and slide right. Climb up the ladder at the top left and slide right and you'll be working through Wanaans, Habusu Bees and Chibeas. Enter the gate at the end and an old foe returns. It's the Yellow Devil from Megaman 1. Avoid his flying parts and grab your Rush jet, fly up to his eye and unload on his ass. He has a

new attack where he bounces his parts at you. You must slide under them.

Holograph Megaman
Weakness: Search Snake
Top Spin
Hard Knuckle

Enemies: New Shotman, Bickii, Hammer Joe, Walking Bomb, Hologram

Use Shawdownman to kill the New Shotman then use Rush Coil to get up there. Take the right ladder to get the weapon-ups. Be sure to use Hardman on the barriers and kill the New Shotman first by taking out the barriers then shooting him from afar and avoiding the shots. Afterwards, climb up the left ladder and get the E-Tank if you need it and Rush Coil onto the platform. Head right and kill the Walking Bomb and get the 1-up above. It's best to slide underneath the platform for the mini energy-ups you need and the large weapon-up then slide and drop. Ignore the Hammer Joe and keep going down. Kill the Bickii and head right and slide. Kill another Bickii or slide under it and climb up. Work your way thru the moving platforms and make it to the ladders. Watch out for the spikes in the middle of the second screen on your way to that ladder. At the top, grab the surprise items with the Rush Coil and Hard Knuckle and drop back down and have Topman ready as you take on 3 clones of yourself. All 3 can hurt you but you can only hurt one. Take a chance on one and use the Top Spin. Hurt the right one and it's a one-shot kill for you for the NES but 4 hits in this one.

Enemies: Junk Golem, Needleman, Magnetman, Geminiman, Hardman, Topman, Snakeman
Sparkman, Shadowman

Get the weapon-ups and drop down. Kill all the Junk Golems robots in your way and head for the teleporter. Here is a map of the tubes they're in

NE SN
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Strategies still work, just use Hardman on Topman and Snakeman on Needleman.

Wily Machine 3
Weakness: Spark Shock
Hard Knuckle
Search Snake

Grab the items and drop down. A boss will walk in. Shoot 4 Spark Shocks at it's gun and Wily reveals himself. Get Rush Jet and just like with Yellow Devil Mk 2 unload on his ass. When the battle is over, the Dr. Wily you fought turns out to be a fake.

Gamma 1st Form
Weakness: Shadow Blade

Hard Knuckle

Final Stage, grab the items and head right and face the final boss. Rush Coil to the right and onto the platform above. Hit the guy on Gamma with 4 Hard Knuckles or Shadow Blades.

Gamma 2nd Form

Weakness: Top Spin

Search Snake

Wily's head will then appear. Hit him in the head with Snakes or use your Top Spin to do mega damage and maybe kill him in one shot.

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WILY TOWER

+Boss Chart+

- BG = Buster Rod-G
- MS = Megawater-S
- HH = Hyper Storm-H
- FS = Fire Snakry
- IB = Iron Ball
- B2 = Buster Rod-G 2
- WU = Wily Upper Body
- WL = Wily Lower Body

	BG	MS	HH	FS	IB	B2	WL	WU
P	01	01	01	02	01	01	01	01
CU	03	00	01	01	00	03	01	02
GU	NA							
IC	03	03	01	02	01	01	01	00
BO	08	03	06	00	02	NA	NA	00
FI	01	01	03	00	01	01	01	06
EL	01	01	01	01	04	01	04	04
ME	01	00	02	01	00	01	01	01
AI	04	00	00	01	01	04	01	01
BU	04	01	00	04	01	00	00	00
QU	02	01	01	01	00	02	00	00
CL	01	01	02	01	01	01	02	04
FL	FZ							
HE	01	01	02	00	01	01	01	04
H2	03	03	03	00	02	02	02	08
H3	09	03	06	00	03	03	03	12
WO	01	01	00	00	01	04	00	00
NE	02	01	01	01	00	02	00	00
MA	01	01	01	01	02	04	00	00
GE	01	01	02	01	01	01	01	00
HA	08	01	01	01	01	06	02	08
TO	00	00	00	02	00	00	00	00
SN	00	02	00	00	01	00	00	00
SP	00	01	02	01	04	00	04	00
SH	01	01	02	01	00	01	01	00

Note: Impact Damage does 4HP damage to Buster Rod G2

Buster Rod G

Weakness: Rolling Cutter

Hyper Bomb
Air Shooter
Bubble Lead
Quick Boomerang
Atomic Fire
Needle Cannon
Hard Knuckle

When you start, you decide which 8 weapons and 3 items you want to use in Wily Tower. I went with Atomic Fire, Hyper Bomb, Metal Blade, Leaf Shield, Clash Bomber, Hard Punch, Fire Storm, and Ice Slasher as my weapons and Magnet Beam, Rush Jet, and Rush Coil as my items.

Enemies: Blaster, Hammer Joe, Robbit, Metool Deluxe, Bomb Flyer, Pickelman, Matasaburo, Bunbi Heli, Komasaburo, Pipi, Copipi, Petit Snakey, Big Snakey, Changkey Maker, Pickelman Bull, Batton.

Start off by defeating Hammer Joe and the Blasters. Climb up and kill the Metool Deluxes which are not that harmful here. Climb up again and avoid the Bomb Flyer duo that come at you then go right while hopping across the platforms over the spikes. Use the lifts to make it through the next part while still avoiding the Bomb Flyers. Get rid of the Hammer Joes and Metool Deluxes and climb down. There is a Matasaburo down here. Take him out and drop down to the left. The Bunbi Helis arrive next. Use Leaf Shield to counter their attacks and drop down to the right. Now you got to destroy a Komasaburo before dropping down again. Now you are finally moving right again. The Leaf Shield works wonders against the Papis, Copipis, and Robbits. Deal with the Petit Snakeys at the end and kill the Big Snakey at the top. Fire Storm kills his ass in 2 hits. It also creams the two Pickelmans ahead. Drop down after their gone. Carefully maneuver to the wall and use a Crash Bomber on it to enter a section containing an E-Tank guarded by a Changkey Maker. Kill the latter and get the E-Tank then go back and fall to the left. Kill the Pickelman, Battons and Metool Deluxes and get ready to fight Buster Rod G.

He uses his staff to attack you and he can block your attacks with them too. You have 3 ways to attack him, you can attack him from afar with the Needle Cannon or Hard Punch. The latter does major damage but it is too slow or you can use a Hyper Bomb and get close to him and blast him for 8HP damage or unleash a level 3 Atomic Fire that hurts him for 9HP damage if timed right. After taking enough damage, he will go into the air and start extending his rod at your position. If you decided to bring an anti-air weapon with you like an Air Shooter, use that on him for damage. His next attack sends copies for a few rounds. Move past him until he finishes and repeat your normal attack. When he is down to 1HP he will retreat.

Hyper Storm H

Weakness: Hyper Bomb

Atomic Fire
Fire Storm
Crash Bomber
Metal Blade
Gemini Laser
Spark Shock
Shadow Blade

Enemies: Bunbi Heli, Hari Harry, Hammer Joe, Peterchy, Jimashii, Parashuu,
Bickii, Shotman, Needle Press, Junk Golem, Metool Deluxe.

Here I replaced my Ice Slasher with a Shadow Blade here.

Take out the Hammer Joes from below with the Shadow Blade or Metal Blade as you work your way up to the ladder. Use the same weapon to kill the Bunbi Helis on the next screen. Use the dumpers to make it up to the ladder on the left and go up. Defeat the Peterchies as you go right and use Hard Knuckles on the Hammer Joes you see. Get through the Needle Press and climb up. The next two screens are infested with Jimashiis. Use the Leaf Shield to destroy them as you move. Kill Bickii with a Hard Knuckle and climb up. Get past the Hari Harry and move across the spinning circles and kill two Shotmen. Go down two screens while you kill two Junk Golems. At the bottom, knock out the wall with the Hard Knuckle and get the 1-up carefully. Go back and carefully jump through the spikes and kill the Parashuus on route to Hyper Storm H

He has two lifebars as opposed to one. This dude is huge too. No worries as the Hyper Bomb is his downfall. Just don't touch the sides. He basically starts by trying to suck you in. After a few moments, he will blow you back while spitting bullets at you. He will hop forward and cause Metool Deluxes to fall down but by this time, he is all but done for. Finish him off.

Mega Water S
Weakness: Hyper Bomb
Ice Slasher
Search Snake
Atomic Fire

Enemies: Gabyoall, Kerog, Petit Kerog, Blaster, Screwdriver, Shrink, Anko, M-445
Needle Press, Bunbi Heli, Shotman, Big Fish, New Shotman, Tanishi, Pipi
Copipi

Note: I stuck with the same weapons.

As you move across the water, watch out for spikes and Gabyoall. Kill the Kerog and any Petit Kerogs in the way and drop down. Do the same on the next screen and be careful while jumping and drop down to the left. Ignore the M-445s and avoid the Needle Presses. Drop down and kill the Screwdriver and Blasters. Stay low as you kill the Shrinks then take out the Anko. On the next screen, kill the Blasters and time your jump to reach the ladder. The Magnet Beam might help you better. Climb the ladder and kill the Bunbi Helis and knock out the wall with the Hard Punch and go right. Kill the Kerog and Petit Kerogs and get the E-Tank and carefully exit the room. It is tricky but a Magnet Beam or Rush Jet can give you some help. Climb the ladder and kill the Shotman at the top. Stay on higher ground except to snag a 1-up then return. When you have to return to low ground, beware of the Big Fish and get to the ladder and climb up. Kill the Tanishi, New Shotman, and Blaster here and climb the ladder. Get past everyone here and get ready to battle Mega Water S.

Stay on the left side of the screen and take the shots as you launch Hyper Bombs at him all day long. He will eventually go down. Occassionally, he'll put up a shield that protects him.

Iron Ball
Weakness: Thunder Beam

Spark Shock
Hyper Bomb
Atomic Fire

Enemies: Tanishi, M-445, Kerog, Petit Kerog, Batton, Changkey Maker, Friender, Springer, Shotman, Pipi, Copipi, Kaminarigoro, Sniper Armor, Returning Sniper Joe

Note: I replaced Shadow Blade with Thunder Beam

Go down and get rid of the Tanishis. At the bottom, avoid the spike presses and maneuver through the spikes while killing the M-445s. At the end of the line use the Crash Bomber on the wall and go right. Kill the Kerog and Petit Kerogs and get the mystery item and go back. Go up the ladder and kill the Kerog then go up the ladder on the left and kill the Batton and Changkey Makers. Go right and get rid of the Batton and use Rush Coil to avoid the trouble of the using the blocks that appear and disappear. Go right and kill the Friender. Just stay to the very left and use Metal Blade on the foot for safety. There are two Springers on the way to the ladder. If you have Bubble Lead or Quick Boomerang then use it. Once again use the Rush Coil to reach the ladder. Watch out for the bullets from the Shotmen.

If you want the E-Tank at the top level, you must avoid the Spike Presses. It's well worth the trouble. If you want the mysterious item then go up the ladder on the very left. When you are done, go to the level below the Spike Presses and go right. Get past the Battons and climb the ladder. Go up and kill the Shotmen and go up again. Kill the Kaminarigoro and ride the cloud to the ladder above and get through the Pipi and Copipis for a 1-up. Go back down and go right while you deal with the Kaminarigoros and Battons. At the end, go down the ladder at the end. Kill the Sniper Armor and the Returning Sniper Joe and enter the gate to the boss.

This boss is weak against electric attacks so Thunder Beam or Spark Shock will deal with it. The first form bounces around and occasionally reveals its eyes and shoot two bouncing laser shots similar to the Gemini Laser. When it runs low on energy it will sport a new form and float around while dropping Egg Bombs that bounce before exploding. Finish it off quickly.

Buster Rod G Round 2
Weakness: Hard Knuckle
Leaf Shield
Rolling Cutter
Air Shooter
Quick Boomerang
Atomic Fire
Needle Cannon
Magnet Missile

Enemies: Hammer Joe, Mecha Kero, Kaettekita MonKing, Pickelman Bull, Komasaburo, Bolton & Nutton, Pole, Metool Deluxe, Houdai, Yamboo, Bubukan, Giant Springer.

Note: I kept the same stuff from last time.

Kill the Hammer Joe then use the spinning tops to get across the pit. Get past the Mecha Keros and the Hammer Joe in the next area and go up the ladder. Next, get rid of the Kaettekita Monkings and Pickeman Bull with Hard Knuckles. There's a Komasaburo at the end. Climb up the ladder once it is dead then take out the

Hamer Joe. Climb the ladder on the right and get rid of the Nutton & Bolton and use the lifts to get the E-Tank and 1-up and climb back down. Kill Hammer Joe again and climb the left ladder. Kill the Kaettekita Monking and use the Hard Knuckle on the barrier. Use Rush Jet to reach the ladder on the left.

Kill the Hammer Joes on the way to the ladder. Shoot the eggs and the Poles that pop up. The mystery prizes are optional to get. Next you got to deal with the Metool Deluxes and two Komasaburos. As you go down the screens, get past the Houdais, Bubukans, Yamboos & Metool Deluxes on the respective screens and at the bottom is a Giant Springer. Get rid of it and it is on to Round 2 with Buster Rod G.

The platform you are on is continually falling down. You must stay on higher ground at all times. Buster Rod G no long uses his pole to attack. Instead, he uses his own Buster Shots to attack you. With your Hard Knuckle, he goes down very quickly in five shots.

Wily Machine Lower Body

Weakness: Crash Bomber
Thunder Beam
Atomic Fire
Hard Knuckle
Spark Shock

Wily Machine Upper Body

Weakness: Crash Bomber
Rolling Cutter
Thunder Beam
Atomic Fire
Hard Knuckle

Enemies: Big Fish, Mole.

Note: No changes here.

This is a short level. Fall to the bottom onto the platform. Let the Big Fish go down then go right. Use the Leaf Shield to protect you from the Moles. Get past the acid drops and Spike Presses. Protoman opens the path to Dr. Wily.

The first phase has the lower part of the body walking back and forth trying to step on you and there are also some rising platforms that help you attack the core on the hips. Once it is destroyed, you fight the upper body which is way too easy. Wait for it to take a "swing" at you then hop on top of the "fist" and murder is all she wrote courtesy of the Hard Knuckle. It's not over yet. Wily appears in his UFO dropping time delayed bombs. Use Thunder Beam to finish him off.

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CREDITS

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GameFAQs and others for hosting

You for reading

Capcom for making the game.

My sister Renea Castillo aka Roja Calor for helping write this FAQ.

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Don't want any email bots.

Thank you for reading

-Ice Queen Zero

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