

# Mega Man: The Wily Wars FAQ

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Game: Mega Man: The Wily Wars  
Platform: Sega Genesis  
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2-26-04: Added 5 more differences for MM1 [2 of them from NESBoy216 at aol.com], and 1 for MM3. Also reworded some and cut a couple more.

10-9-03: Added the submission guidelines and 3 more differences for MM3.

This is a FAQ pointing out the differences between the Mega Man 1-3 of this game and the NES versions. Wily Tower does not count. Please note that I am not taking the liberty to just dig them from Mandi Paugh's list at [www.mmhp.net](http://www.mmhp.net), because that would be wrong and I have found some that she hasn't.

Please note that I only want significant changes to the games. Stuff like minor color tweaks and the remixed soundtrack doesn't count. It just doesn't, okay? What does count includes, but is not limited to, changes in damage taken and sprite re-draws. Look at the list below for more.

If there are any differences not on this list, do not hesitate to send them to me! I will not forget the credit! You must specify whether they are for all games or a specific one.

By the way....BEWARE OF SPOILERS.

Here we go...

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All games  
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-Biggest gripe of all, for me anyway: Mega buster shots travel a bit slower!

-Backup is via save files, instead of passwords - or in MM1's case, continues.

-The titles are in 'Rockman' style, with the lettering placed on those long triangles instead of being displayed in 'pyramiding' text.

-Mega Man is drawn slightly taller than on NES. So Protoman is the same size, Mandi; he hasn't gotten smaller!

-In the games where fortress maps are used, the 'path' lines take longer to start drawing. They also draw at about 1/2 speed.

-The dots that represent the next destination on these maps also flash at that speed.

-The 'hidden' skulls on the maps, which represent the final stages, will

already appear if that's where you're going next, instead of waiting until the path line has finished drawing.

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Mega Man  
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- Title screen: Based on that of Rockman, the Japanese version, with Mega Man striking the pose.
- Title theme: Taken from Mega Man 3, whereas the NES version didn't have one at all.
- Select screen: Close-up pictures are used for the robot masters instead of the full-body ones. In Dr. Wily's case, his infamous logo is used.
- After selecting a boss, the 'randomizing' of the clear bonus is slower.
- After you've selected Wily's stage and he calls his spaceship, he takes longer to step up into it than on NES.
- If you get hit and flicker, spikes will not kill you, unlike that not being the case in the NES one.
- Guts Man: Drawn slightly taller.
- Magnet beam: Takes longer to extend.
- Super arm: Has 28 uses instead of 14.
- Cut Man: Takes 28 hits to kill with the Mega buster instead of 10.
- The clone Mega Man: Now takes damage from the Ice slasher, with 14 hits to kill.
- Wily's first form: Takes 10 to destroy with the Rolling cutter instead of 28, and 7 hits with the Thunder beam instead of 28.
- Wily's second form: Takes 10 hits to destroy with the Rolling cutter instead of 28, and 7 hits with the Fire storm and Thunder beam instead of 28. It can also now take damage from the Ice slasher, but at 28 hits.
- Fire Man: Takes 14 hits to kill with the Rolling cutter instead of 10, and the same amount with the Thunder beam instead of 28.
- Ice Man's stage: In true Mega Man tradition, The water lets you jump higher instead of slowing you down!
- Ice Man's stage: You won't have to worry about falling through the foot holders if you get hit!
- Fire Man's stage: In the NES version, there is a part near the middle of the stage where you see a pit and a ladder going down next to it. Falling into this pit would result in you not falling through it, because there is a solid floor placed underneath, out of frame. Here, that's gone, so you fall through the pit to the area below.
- Wily stage 1: Yellow Devil's pieces move slower, making them easier to avoid.

-Wily stage 2: The clone Mega Man's 'normal' shots are the round type, instead of slightly narrower, like yours.

NEW: NESBoy216 at aol.com

-After beating Wily, you hear the 'stage clear' theme instead of the 'all clear' one.

[I knew about this already, but never remembered to add it.]

-Speaking of which, the 'all clear' theme isn't even in this game. It's nowhere to be found in the sound test.

NEW: NESBoy216 at aol.com

-This theme also begins once Wily falls out of his machine, instead of when he hits the floor.

NEW

-Ending: The credits go by faster.

NEW

-Ending: The sun in the background doesn't set. It just fades out eventually.

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Mega Man 2

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-Intro: The little text bar disappears before it starts panning up that building.

-Judging by the amount of damage you can do to the bosses, this game seems to be entirely on the 'difficult' setting. There is no selection at the beginning.

-Select screen: When you beat all the robots, this screen isn't skipped before going to the Wily fortress. You also cannot move the cursor at this point.

-After selecting a boss, their name appears to the right of them instead of below.

-The spike presses: Your shots can not pass through their chains, instead just bouncing away from them. If you're not sure what I'm talking about, you'll find a lot of these things in Metal Man's stage.

-Leaf shield: Has 14 uses instead of 9.

-Crash bomb: Its explosions seem to have a little more time between them than on NES.

-Sub-screen: Your E-tanks are represented by exactly these instead of dots.

-Fortress map: The fanfare starts after Wily has landed in it and the points appear for the map, instead of while Wily flies down toward the fortress. Every time thereafter [after beating a stage], it can be heard after the points have appeared on the map instead of before the fortress turns dark and the points appear.

-Air Man's stage: Your shots can not pass through the cloud platforms partway through the stage. They register as if the platform takes damage!

-Quick Man's stage: In the corridors with the fire robots, they have no red tint when they appear like on NES.

- Wily stage 1: When you're jumping across the blocks to the point where the Mecha Dragon appears and chases you, you can actually move ahead of the auto-scrolling, and effectively the Mecha Dragon himself!
- Wily stage 2: After destroying the last block-droid at the end, the room's color scheme changes as it flashes and you hear the explosions.
- Wily stage 3: The Guts-dozer already appears partway into the room when you get there.
- Wily stage 4: The wall turrets at the end flash slower before they fire.
- Wily stage 5: When rematching Bubble Man, the room's water effects, which make you jump higher, stay on even after you've defeated him.
- Wily stage 6: When Wily appears at the end, his 'morphing' into the alien is much faster.
- Ending: When it gets to the point where Mega Man looks over to the side, he actually stops walking instead of it flickering over to this frame. And, when it turns into the scene where we see his helmet on the hill, the flickering to this part is slower.

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Mega Man 3  
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- Title screen: Based on that of Rockman 3, with Mega Man in the lower corner.
- The high-jump and freeze tricks involving controller 2 are gone.
- The Rush glitch, which lets you use a Rush item if you have the weapon placed beside where it would be on the subscreen, is gone.
- After selecting a boss, the name is displayed to its right instead of below.
- Subscreen: Weapon icons are bigger.
- Subscreen: Rush is blue instead of red!
- Spark Shock: Has 56 uses instead of 28.
- Magnet missile: Takes a split second to turn when entering an enemy's vertical axis, instead of turning instantly.
- Rush coil: Launches you higher!
- Proto Man: Now takes 14 hits with the Gemini laser instead of 28.
- Hard Man: Drawn slightly taller and to face one way.
- Gemini Man: Now takes no damage from the Top spin instead of 14 hits.
- Gemini Man: Is now drawn with a straight face instead of that smirk.
- Snake Man: Now takes 14 hits with the Gemini laser instead of 28.
- Doc Metal Man: Now takes 28 hits with the Top spin instead of none.
- Doc Quick Man: Now takes no damage from the Top spin instead of 28 hits.

- Break Man: Now takes 28 hits with the Mega buster instead of 24.
- Select screen: When you beat the 8 robot masters, the Doc Man pictures will already be on the screen instead of there being that delay before all but the corner frames 'break' [which they don't do here] and the pictures appear. Same goes for Break Man.
- Spark Man's stage: The enemies that go along the floor and ceiling and arc electricity between each other don't glitch like they did on NES.
- Spark Man's stage: The 'junk' blocks dropped by the chutes have been re-drawn.
- Needle man's stage revisited: The giant Mets that you fight here rise from the foreground instead of the background.
- Break Man's stage: After beating him, there is a long delay between him teleporting out and then you.
- Wily stage 2: Yellow Devil's pieces are slower, making them easier to avoid.
- Wily stage 2: Yellow Devil now takes 28 hits with the Top spin instead of none, and 14 hits with the Shadow blade instead of 10.
- Wily stage 5: Wily's second form now takes no damage from the Top spin instead of 4 hits, 4 hits with the Spark shock instead of none, and no damage from the Gemini laser and Needle cannon instead of 14 and 28 hits, respectively.
- Wily stage 6: Wily's final form takes one hit with the Top spin instead of 14.

#### NEW

- Ending: After beating Wily and the blocks fall, a figure comes in to break Mega Man out. In the NES one, this was a blue silhouette that looked sort of like Proto Man. But here, the figure is clearly a blue Proto Man!
- Ending: When we see the list of Dr. Light's robots, which includes the ones from MM1, their numbers are not shown, unlike in the NES version.

Okay. These are all the differences I can think of. Like I said, if you have any that I don't, let me have them. Just remember to specify the game(s).

Mega Man: The Wily Wars is ♪ Capcom.  
This document is ♪ Andrew Rae.