

Mega Man: The Wily Wars Wily Tower FAQ

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Written by: NoWorries

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Allowed Websites: www.gamefaqs.com
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I. Introduction

-Who should be reading this FAQ?- #The NoWorries Contract to Greatness

I put this in every faq I've ever written, and it goes something along the lines like this. By writing this, I commit to you the reader that I will bring to you not only my vastness of knowledge but with a sense of humour. I understand it's easy to get bogged down in detail as well as a mush of opinion but I strive to bring you something more than just a guide to greatness.

This is a walkthrough for the Wily Tower section of Mega Man, the Wily

Wars. But I first should elaborate. I simply love the Mega Man series; it's 2D side scrolling shooting at it's finest. Mega Man I-VI, beat em all, and have done speed runs of them all. Mega Man X-3X, beat em all. Those are the ones I grew up with playing NES and SNES as a child. Later, I eventually learn of Garudoh on Youtube and his series, The Music of Video Games.

"AWWWW YEEEEAAAH! Epic memories ensue"

Anyway, from him I learned of some more Mega Man games that I missed, Mega Man VII (probably the greatest intro level music of any game ever), multiple new X games as well as Mega Man VIII and IX; but then there's this one called the Wily Wars for the Genesis. I listen to it and it's like the greatest nostalgia ever. So of course I download it and play it on my emulator and am slightly disappointed initially due to it being (in my opinion) an easier remake of Mega Man I II and III. Once I beat all three though and see (what I saw from Garudoh) excitement again and I then stomped all over the game.

The reason I'm writing this though is two-fold. First I am going to include ahow to speed-run the "extra part" or the Wily Tower of this game. The second, is that the Wily Tower really does not have a good walkthrough on gamefaqs. The best example is how none of the guides really say just how the best way to beat the dragon is (the boss in the first level of the tower). So here I am, once again spreading my knowledge to you, the reader.

One thing you should know, I don't use proper enemy names. Sorry but it really does not help in a side scroller; rather it is way more important to know what it looks like and what you need to do to get past it.

II. Walkthrough

1. Buster Rod G.
2. Mega Water S.
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4. Fire Dragon
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6. Buster Rod G. revisited
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You get to equip your weapons now! Ok so the way this works is you get any 8 of the available 22 weapons and any 3 of the available 7 items. Which to use? You can literally go through the entire game with 7 weapons and 2 items and those are:

Hyper Bomb	(BO)	(MMI)
Thunder Beam	(EL)	(MMI)
Metal Blade	(ME)	(MMII)
Time Stopper	(FL)	(MMII)
Bubble Lead	(BU)	(MMII)
Crash Bomber	(CR)	(MMII)
Hard Knuckle	(HA)	(MMIII)
Rush Coil	(RC)	(MMIII)
Rush Jet	(RJ)	(MMIII)

No joke. BO, EL, BU, and HA are the weaknesses of the bosses in the game. ME is just a great weapon (better than your arm) and CR, RC, and RJ are there to

speed up the game as well as grant access to E tanks if you want them. You really don't need them but I'll go ahead and point them out to you =)
If you feel the need to have a full inventory go ahead and at least use the MB Magnet Beam from MMI because that can be helpful if RJ runs out of energy. The weapon really doesn't matter, like at all. Take the Super Arm if you so desire.

1. Buster Rod G.

Alright so onto the game. Just so you know it matters not at all the order you do these first 3 bosses as you gain no new weapon.

Starting off, go ahead and equip RJ and fly over that green bastard from MMIII and jump to the ladder. Climp up to the next screen, once again equip RJ and fly to the ladder again. Once more in the next screen, equip RJ and fly over the enemies. Here is a neat tip for you: If you jump while on RJ you can drastically reduce the amount of energy you consume since the game only takes energy if you're feet are actually touching Rush.

Anyway, once you fly over everything, while in the air, equip ME and that will let you drop down and climb to the next screen. The next several screens are very self-explanatory, just Metal Blade everything to death and advance through the next several screens until you see the Big Snake from MMIII. When I say easy, it's real easy. ME just murders everything way faster than your gun and it shoots faster and it aims in any direction.

Once your at the big snake, 4 blades will defeat it. After that you will see those construction guys from MMI. ME does NOT work against them and they take too long to kill so I advise just jumping and taking the damage and moving on as it is way easier to do so. After you do so, you can either drop down the left or go right and use CR to blow up the wall to get an E tank.

Either way, once you drop down you're in the last hallway before Buster Rod. Take out the bulldozer guys with 2 blades and then slide to victory. Even with considerable damage Buster G is real easy.

Equip the Hard Knuckle HA. Time your attacks just after you jump and he will go down in 4 hits. You can even do this safely from across the screen. How easy is this?

Jump
J
J
J (shoot here)
Standing

Anyway that's pretty much what I mean

2. Mega Water S.

One boss down already? Crap this is going too fast. Anyway this stage starts

out and once again you can equip RJ to fly over everything. However, the 3 enemies in this section are all very easy to dodge (even the frog at the very end). So navigate across then drop down.

Here, you can equip ME to take out the frog, but I just jump up and get hit and slide past as it is far faster. The next part is enemy-less if you slide fast enough, just know at the end those spikes from Needle Man show up. They do minor damage and once again I just get hit because I am too busy to stop for spikes.

Now go ahead and equip ME if you haven't already. Take one nice leap over and throw the ME down at the gun from MMI (one hit) and drop down. STAY TO THE LEFT! If you are trying to be fast and hug the wall on the right you will drop to your death. You should recognize this from MMII. Anyway, ME kills shrimp in a hit and 3 blades kill the thing that spawns them. The next screen requires a well timed jump and you can climp up.

Once again, here is where you can get another E tank. Use the Knuckles to blow away that wall and you can grab your E tank. Once you're done with that, climb up. You have a tricky section to slide and jump across avoiding spikes; there are a couple enemies along the way (nothing ME doesn't handle). At the very end there is a fish that will attack you.

Two screens from the end! Toss a blade to kill the gun-top guy in a single blow. Now you can mess around with the other enemies, but me hurrying through will ignore them and probably take a single damage from a bullet. Climp up. Here you can use RJ if you want but they are not hard jumps to make, just watch out for the bird and fish at the end of the level. Now it is time for Mega Water.

Equip the Hyper Bomb (BO). Jump and shoot the bomb onto the platform. Takes a few hits but he goes down quickly. The trick is to remember to shoot from up against the wall or closer to the platform depending on where Mega Water will be moving towards.

1 2

1 2

Basically as he is moving towards 1 you should stand at 1 (the wall) and vice versa for when he is moving away. Not entirely too difficult I feel.

3. Hyper Storm H.

So the last chooseable boss stage begins. Go ahead and equip ME now. You can use it against these green guys (they take 4 hits) but for me it takes too long. I prefer to time a hit with the ball and chain (not running into them) and moving on. The next screen has 3 guys bombarding you but ME makes short work of them. Jump up and take out those leg-eyes from MMIII (2 hits each) and slide on. Once again fight the green guy (I'll take the hit). Now equip RJ and fly quickly over the gap. Once you fly past the 2 green guys, there are spikes that come down. If you choose to get hit, you will speed up and go much faster for a brief moment. Climp up

With RJ still equipped, just hurry through the next 2 screens doing your best to avoid the mice (or get hit they don't hurt at all). Once you climb up and see that huge invulnerable jumper from MMIII, time a slide once he jumps to avoid getting hit. Climb up. Now use RJ to once again fly over everything. Again, if you get hit with the ceiling over you, you will speed up. Go ahead once your over the pit to equip ME and drop down. The next 2 screens have those trashy grey enemies and they go down in 2 hits. The next screen has a wall that can be destroyed by Hard Knuckles; however it's an extra life so I wouldn't bother.

Drop down, a few jumps and 3 floaty guys from MMIII (they go down in 1 blade) and you're at Hyper Storm. Equip the BO and toss it towards his gut. If you act quickly you can take him out before he starts jumping around. Before that he just blows/sucks you but literally a slide corrects you after firing the bomb.

4. Fire Dragon

It's Wily Tower time! Once it starts, equip RC and hop up and over to the right. In the next screen, some timely jumps will avoid damage. Climp up and hop across avoiding those octo things from MMI. More MMI memories as you need to then slide under that jumper and then jump across the fire pits. Equip the CR and take out the two walls to your right so that you can drop down rather than climp up and around.

Go ahead and just take damage as you hope across and down. Equip RJ (grab the E tank if you wish) and fly across. If you are desperate for lives/health, go down and use Super Arm to get those items. Otherwise go up. These next 2 screens have those appearing blocks, but RJ is way faster/easier. Once you have done that, again use RJ to safely fly across. Now it's time for the boss. "You're joking!" No, I'm not. This level is just that short/easy.

Equip Bubble Lead (BU). This dragon goes down much faster with BU but it does require you to get hit occasionally. If you're low on health, just use your gun safely from a distance and you'll be fine. With BU however, get close to the dragon, springing up and hitting him in the head and he's done.

5. Steel Ball

This level starts out in the water. A single pellet knocks the shell off the crabs and a timely jump avoids damage. Drop down and equip (FL) Time Stopper and use it. Now bust your balls to get across to the ladder. To your right is a mystery block but I ignore it. Climp up. Here you can equip ME if you want to take out the frog, but I just take the damage and climb up again.

Here, you want ME now as you take out the owl and 2 flame throwers. Coming up is an appearing block section, but RC is not needed as the pattern is incredibly simple. Instead use ME to kill the owls and move along. Now you have that beastly dog from MMII, use ME to take him out and move on. Jump jump and climb up.

Here use RC to jump up as it's faster. Now you have some choices to make.

Directly right and below is the path you need to go. Above that is an E tank, and directly up is a mystery block. I completely ignore both items and move right and climb up. (See, mystery blocks suck, and the E tank will probably result in you taking enough damage to warrant using it right away).

In the next screen, use ME to take out the enemies and climb up. Once again, a choice. They both lead to the next area, and both are equally dangerous; however I find just going right to be slightly faster (using RJ of course). Once you're to the right, equip EL Rolling Thunder and drop down. Soak up a shot (don't run into) Sniper Joe from MMII and enter the boss lair of Steel Ball.

This guy is so easy it's almost insulting. EL drops him in 7 shots and his pattern is very easy. End him! Oh I suppose I should mention you can only hit him once you see eyes until he transforms at which point he goes down very quickly in 3 hits.

6. Buster Rod G. Revisited

Once again, you have a choice to fight the green guy or use RJ like me. I fly across to the next screen and then take damage as I work my way up and climb to the next screen. Now it's time to equip ME and start taking out the numerous enemies in this section. Climb up. The nearby ladder if you choose to take it has an extra life and an E tank. Either way, climb up the left ladder all the way up.

Now, take out the monkey. Then equip Hard Knuckle and take out the wall, use RJ to fly up. Kill the green guys (or take damage) and climb up. Now it looks like Gemini Man Stage, use your regular gun and work your way all the way right. Now equip ME and take out the next 4 screens of enemies and fight your way to the boss, Buster Rod G. Revisited.

Once again, use the Hard Knuckles to 5 shot him. It can get tricky once the floor starts to drop so I advise you to avoid missing. Standing closer to him can help kill him faster as you can only have 1 knuckle out at a time.

7. Dr. Wily

This is like MMII on steroids; however if you use Time Stop FL you can sprint your butt off to the end of the screen and avoid everything. If you don't, you can sustain some serious damage so I advise you to. Once Proto Man shows up and you drop through, it's time for Wily. Equip EL the Rolling Thunder.

First form is Leg-Wily and you have to shoot the button. Blocks arise so that you can hop from them whilst shooting. Occasionally Wily will shoot a rocket at you that you will need to destroy. IF you are ballsy you can run under him right as it starts (getting hit twice) to attack him twice (since you're attack shoots up).

Second form is Boxing-Wily and you have to shoot the head. I suggest using RJ to fly up and then re-equipping EL to shoot while hopping up to avoid falling down. This is without a doubt the hardest form of Wily.

Third form is typical Spaceship-Wily and once again you shoot from underneath. He drops down mines at you which blow up after about 5 seconds. If you start in the middle of the screen and move just a hair each time as you shoot, the mines will miss you and you will take him out just as the first mine starts to blow up. He is very very easy.

And then cue credits!

II. Conclusion

I thank you for taking the time to read this guide and I certainly hope it helps. While most of the other guides spend most of their time covering the entire game, I felt that this game needed a special guide just to cover the one section of the game that is unique so far to the gamer. The details are a bit skimmed, but are straight and to the point as well as the boss details are what most people are after and mine are again straight and to the point.

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