

Mega Man 2 FAQ/Walkthrough

by Warhawk [Donate](#)

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Introduction



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Mega Man (2) FAQ/Walkthrough Episode 2: The Mystery of Dr. Wily	
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Introduction

Thank you for checking out Warhawk's guide for Mega Man 2 for the Nintendo Entertainment System. The second main entry in the Mega Man "Classic" series. For this guide, I look at covering the game to the best of my ability. If there's anything I may have missed or is off feel free to contact me directly via Facebook listed above or by e-mail in a later section. Also if you found it helpful and want to donate you can do so by donating to my PayPal via the e-mail listed above. You can also check out the video walkthrough I had done for the game via Mega Man Legacy Collection (PS4) at the link below.

<https://www.youtube.com/watch?v=7XSIQpvDVyY>

Author's Note: At the time of the update any further updates will be posted in the Mega Man Legacy Collection guide found on Neoseeker.

Controls

Control	Function
D-Pad	Control Mega Man
Start	Pause (menu)
Select	Pause (no menu)
B	Fire Weapon
A	Jump

Walkthrough

Chapter One: Metal Man

Author's Note: This walkthrough will cover the **Difficult** difficulty.

Cast of Enemies

- Blocky
- Mole

- Pierobot
- Press
- Springer

As we start the stage as we'll have to deal with conveyor belts for a good chunk of the stage. We'll have to pay attention in which direction they're going so we can get through it accordingly and without losing a life. The first one we'll be on it'll be moving right so it'll be going with us. We'll get to a pit we'll have to jump over to another conveyor belt. The next one will be going in the opposite direction of the one we were just on. We'll get o far as there'll be one slightly higher. We don't want to get on that one just yet as there'll be a gap between the two conveyor belts as there'll be an E-Tank that we can grab. After grabbing it, it'll be time to get on the one above us.

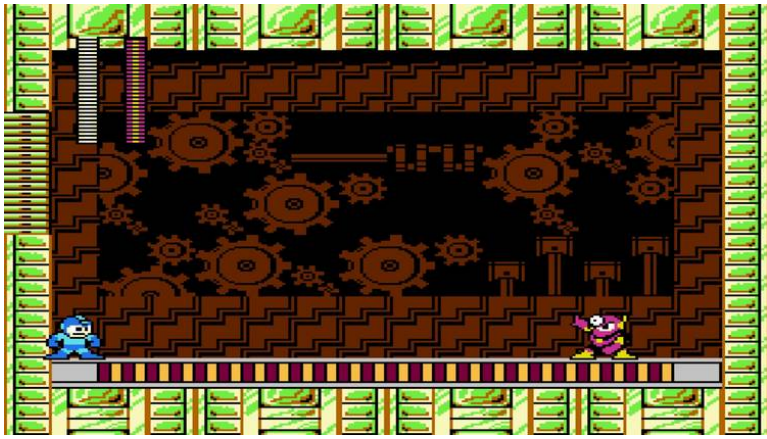
If needing to get through the ones that'll be going against us by jumping in the direction we have to go. We'll get so far before we come to the end of the conveyor belt. Watch out for the Press as we'll have to have it drop without touching and be damaged by it. Wanting to time it right in order to do so. There'll be a couple more we'll have to watch out for while on a conveyor belt. Doing the same with those two and after the third one, there'll be a couple more Press as we'll be on solid ground for that one. Wanting it to drop and start moving back up before we can get past it.

After the fifth one, we'll end up back on a conveyor belt. Upon getting on the conveyor belt that'll be working with us as we'll use it for momentum to get over the pit and to the platform below. For this part, we'll have to watch out for Mole that'll be coming from the ceiling and floor. It can be difficult to try getting through without getting damaged too much. If you do get damaged you'll want to try shooting at some to get any health recovery to replenish any health lost. When we get to a conveyor belt that'll be going with us as there'll be a few more or so Mole to deal with.

We'll drop down to another conveyor belt that'll be working against us as we'll have to jump to get through this part faster. When we get near the end there'll be more conveyor belts that we'll be jumping onto as we'll have to watch for the direction they're going. The first one we jump to will be going to the right. As we jump the second one will be going left and we'll have to make another jump onto another conveyor belt that'll be going left. Using jump to get across and then drop down in the hole. We'll drop down to a conveyor belt that'll be moving left that'll assist us getting to the next drop area faster.

Once we drop down through the second hole we'll be on a conveyor belt once again. This one will be going against us so we'll have to deal with it like the others. When we get near the end there'll be a Pierobot that'll drop down on a gear to attack. After disposing of it and when we attempt to get to the next conveyor belt there'll be another Pierobo that'll come down at us. Dispose of that and make your way to a lower conveyor belt as there'll be another Pierobot to deal with not long onto that one. There'll be one more to deal with before getting off the conveyor belt.

Upon getting to the end of the conveyor belt and back on solid ground we'll have a Pierobot not far inward. Dispose of it then there'll be a Blocky to deal with. Dealing with the Blocky we'll have to shoot where the eyes are as it'll disassemble as it'll pull itself back together. Deal one more hit to it as it'll go down for the count. As we continue onward as there'll be two more Blocky to deal with before having to make a jump over a pitfall. Once we land there'll be a Springer to deal with as we'll want to jump over it. When we get close to where we'll have to jump to higher ground watch out for the Springer. Jump so it'll move close then far enough to get up there. Watch out for the other Springer that'll be up there. After that, we'll want to get to higher ground once again and to the boss gate to prepare to fight Metal Man.

Boss Information					
					
Boss:	Metal Man	HP:	28	DWN:	009
Attack(s):	3 (Metal Blade) 6 (contact)				
Weakness					
Quick Boomerang Metal Blade					
Weapon Get					
Metal Blade					

As we reached Metal Man as the battle against him can be a little tricky due to being on the conveyor belt. In order to fight against Metal Man, we'll want to get as close as we can and fire at him. Watch out for when he'll be jumping and throwing Metal Blade at you. He'll try to jump over you as much as possible if you're near and firing at him. Other times he'll be jumping straight up throwing the Metal Blades at you. You'll need to stay close as much as you can while trying to get hits on him. Some of the Metal Blades can be avoided by jumping or moving out of the way just right. Also, you'll have to be careful as Metal Man can change the direction of the conveyor belt at any given moment. Once down we'll get his special ability.



Chapter Two: Bubble Man

Cast of Enemies

- Anko [Sub-Boss]
- Claw
- Kerog
- M-445
- Shrink
- Tanishi

Heading to the second stage after disposing of Metal Man. As we get to the second platform as there'll be a Kerog that we'll have to deal with. Watch out for the smaller ones that it'll shoot out at you. Once disposed of we'll be able to continue onward. When we get to every other platform we'll have to deal with a Kerog and the mini versions of them. After a few or so we'll have red blocks to jump onto but we'll have to make it fast. The reason for getting across them fast is that after a couple of seconds they'll drop. Once across we'll have to drop downward. When we do we'll have a few Tanishi to deal with before heading down further. Defeating them will require two shots before they go down.

When we get underwater and not far as we do we'll have more Tanishi to deal with before heading further down. As we defeat the Tanishi we'll be able to descend all the way down. Heading to the right as we'll have Shrink coming our way coming out of an Anko. We'll want to shoot for the lantern-like bulb above the eyes. Shoot it out as it'll go down and dispose of any of the Shrinks depending on where they are. If they're behind then ignore them and go forward. As we move forward we'll have M-445 that'll start dropping down from above but we'll keep on moving. There'll be some platforms that we'll have to get up for higher ground.

Watch out for when you have to jump that you don't go too high and make contact with a spike on the ceiling. There'll be times where you may have to drop down as you'll have an M-445 coming in from above. Can be tricky to drop down if one isn't too far off from you. As you get to the highest then drop down watching for any spikes on a lowered section of the ceiling. When we get through that we'll get to higher ground but we'll have to go between to sets of spikes to advance forward. As we do there'll be another Anko to deal with before making our way further.

After disposing of it we'll get to where we'll have to get to the top platform and carry on. Upon doing so we'll have a Kefrog to dispose of before continuing onward. When disposed of we'll move on as there'll be another to deal with before we eventually are able to get out of the water. As we get out of the water and having to jump from one platform to another we'll have to deal with Claw. When we do watch out for the ones that'll drop down in between platforms. As we make it all the way through this part as we'll come to where we'll drop into the water once again. This time it'll be through the boss gate and to fight Bubble Man.

Boss Information					
Boss:	Bubble Man	HP:	28	DWN:	011
Attack(s):	4 (contact) 2 (shots) 4 (Bubble Lead)				
Weakness					
Metal Blade					
Weapon Get					
Bubble Lead					

When going against Bubble Man he'll be shooting out a few Bubble Lead at you then he'll be swimming upward in your direction. When you go about trying to get a hit on him when he's doing that he'll be shooting his buster at you. We'll want to try getting in a couple hits roughly before he starts swimming upward. You can take a shot at trying to hit him when he's swimming but try not to go too high or you'll hit the spikes on the ceiling. When he comes back down he'll send a couple or so Bubble Lead at you again as the process will start again. This is a repeat process until he goes down for the count.



Chapter Three: Flash Man

Cast of Enemies

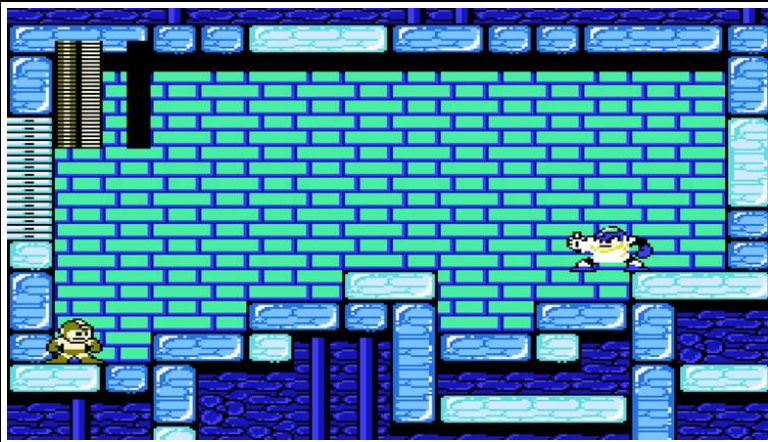
- Blocky
- Shotman
- Scworm
- Sniper Armor

Taking advantage of heading here for the third stage. When going through this stage can be a bit slippery when trying to come to a stop. As we start the stage we'll be able to go a bit before we run into our first enemy a Shotman. Trying to get in between a shot and dispose of it can be a little tricky to do. Drop down then dispose of it to continue forward. After disposing of it we'll be able to go on and be able to get past a couple of Shotman that'll be above us. There'll be a spot where we can jump up and when we do there'll be a Shotman to dispose of. Now we'll head on forward. We'll eventually come to where there'll be another Shotman but we can dispose of it from behind.

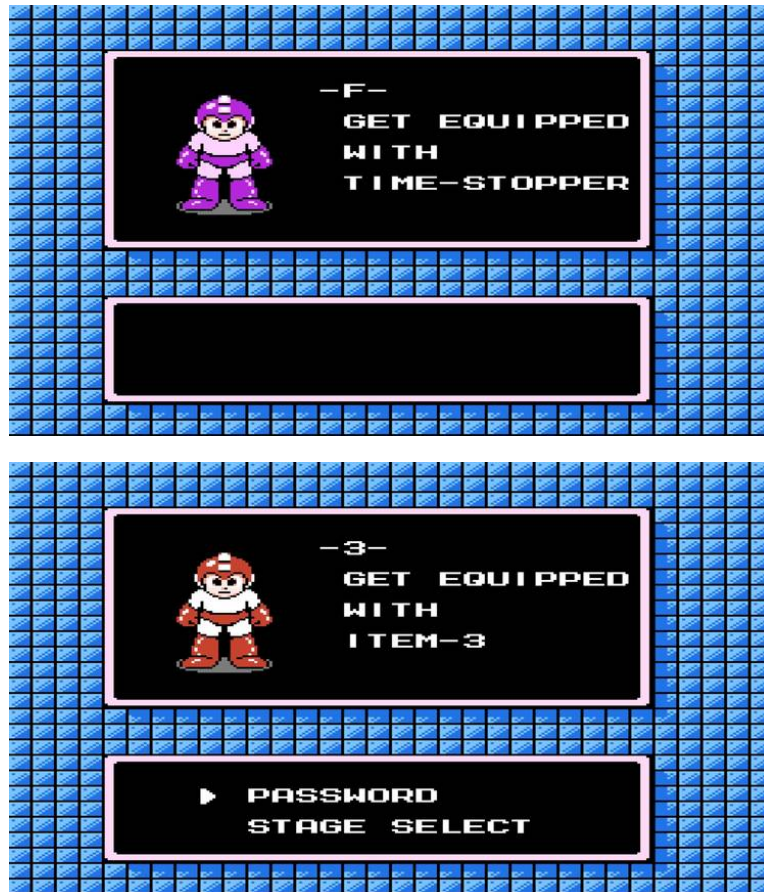
After disposing of it we'll want to get up to where it was as we'll be able to go ahead then drop down. As we drop down there'll be a Sniper Armor to deal with. We'll want to dispose of the armor then the Sniper Joe afterward. Once we do we'll head to the edge. If timing it right after dropping down we can get through the opening beneath where we were. Managing to get through the area we can drop down. During that time we can go about avoiding a Shotman after the first drop down.

The next one will have an area where we'd need Crash Man's special weapon for a health capsule. Now drop down again as this time we'll have some Scworm to deal with and best bring out the Metal Blade to dispose of them. Continue on down as we'll get to where we can avoid dealing with a Blocky. Now we come to the end of the drop for the most part. We'll have a Sniper Armor to take out. Deal with it like the last one and after disposing of it you can grab the health capsule if needed.

Now if we've been going with the past if managing to take the one path after the Sniper Armor. We'll come to where we'll be above a Sniper Armor. We can avoid it easily. Well, that is until we come to where we'll have to go from one small platform to another. We want to time it right for here as we can get to a full platform at the end to grab an E-Tank. After grabbing it head on back the other way then drop down. When we do we'll get on the one platform where we'll have to deal with a Sniper Armor. Dispose of it then head to the next platform and finally to where the boss gate is to prepare for the fight against Flash Man.

Boss Information					
					
Boss:	Flash Man	HP:	28	DWN:	014
Attack(s):	4 (contact) 0 (Time Stopper) 2 (shots)				
Weakness					
Crash Bomber Metal Blade					
Weapon Get					
Flash Stopper / Item-3					

For the fight against Flash Man, he'll be coming at you once the fight starts. We'll be equipping the Metal Blade and we'll want to get as many hits on him as possible. When he gets close enough as we'll then want to start heading to the other side of him. During the fight, he'll attempt to use the Flash Stopper to freeze you in your tracks. When he does he'll fire a bunch of shots at once. There isn't much to this fight other than trying to be as far away for when you want to attack him. Just repeat and you should bring him down without much trouble.



Chapter Four: Wood Man

Cast of Enemies

- Friender (Sub-Boss)
- Batton
- Kukku
- Monking
- Pipi
- Robbit

Now to the fourth stage to tackle, Wood Man's stage. Starting the stage as we'll be able to avoid the Batton that is hanging in the trees. The only ones we'll want to focus on disposing of are the Robbits. When we reach the ladder as we'll head down it. We'll have a few Batton to deal with as these ones we'll have to wait for them to open up before we can attack. Once disposed of we'll head to the next ladder. Upon heading down we'll deal with a Friender as we'll want to be on the second to the bottom platform. We'll want to attack when it's not sending fire at us.

After disposing of that one we'll head forward until we come to another one. This one we'll have to use the area in the ceiling to get any hits on it. Once that it's down we'll continue onward as we'll fight one more Friender. Similar to the previous encounter but less room to maneuver when it attacks. Do the same as the previous two and once we dispose of it head up the ladder. In the next area, we'll have a couple of Batton to dispose of before heading up another ladder. Once that we get up the ladder we'll be heading to the right.

When we go about heading in that direction we'll have to watch out for the Pipi along with the Monking. Mostly with the Monking as they'll come up from the bottom as we can use the Metal Blade on them. When using Metal Blade we want to use it directionally down towards them. Also, watch out for when any Pipi may be on its way while trying to dispose of any Monking. There'll be a few of each to deal with unless the Pipi regenerate after going through. Once that we get through that we'll have to head down a ladder.

As we head down the ladder we'll have to deal with a Robbit as we'll dispose of it to get to the ladder on the other side. Head down that ladder as we'll have another Robbit to dispose of then to the other ladder. Once down that one, we'll have another Robbit to deal with before getting to another ladder to head down. Now we'll be in a different area. This time we'll be heading but when we do we'll have to watch out for the Kukku. When you see one head towards it then quickly go the other way. It'll jump to where you can safely go under it. There'll be five of them before reaching the boss gate to fight Wood Man.

Boss Information



Boss:	Wood Man	HP:	28	DWN:	016
Attack(s):	8 (Leaf Shield) 4 (leaves) 8 (contact)				
Weakness					
Atomic Fire Metal Blade					
Weapon Get					
Leaf Shield					

Now when we face off against Wood Man he'll be going straight to using the Leaf Shield. In the meantime there'll be a few leaves that'll be heading upward that'll eventually come back down. At that time is when he'll throw the Leaf Shield at you and have to jump to attempt to dodge getting hit by it. After getting over the Leaf Shield we'll still have to watch out for the falling leaves. Being able to get some hits in before he starts up another Leaf Shield. As soon as that goes on it'll be a repeat process until you're able to take him down and acquire his weapon.



Chapter Five: Air Man

Cast of Enemies

- Goblin (with Petit Goblins)
- Matasaburo
- Kaminari Goro
- Pipi
- Scworm

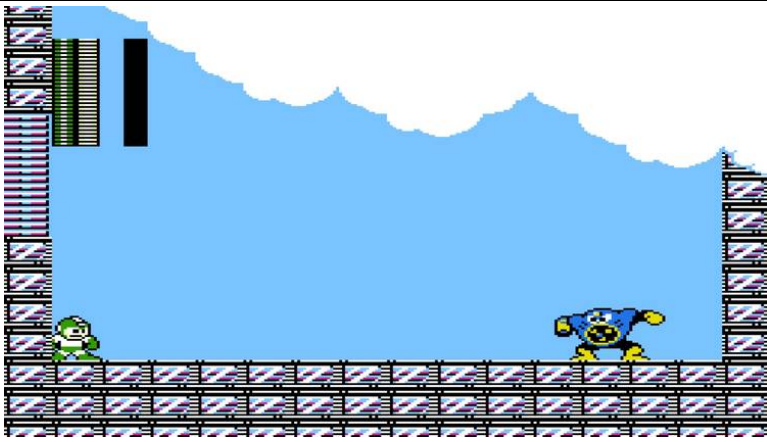
As we start the stage we'll be moving forward until we come to the edge and a Goblin will appear. Wait for the screws on the sides to go down before jumping onto it. When we're able to watch out for the Petit Goblins that'll be coming out from the sides. We'll have to wait until it's safe to jump over to the platform. When we do another Goblin will appear and we'll have to do the same as the last one. There'll be at least a good five Goblins that we'll have to get on after before we get to the last platform.

When we do we'll have to watch out for the Kaminari Goro. We'll want to dispose of it when it gets close enough to jump and shoot. When it's been disposed of getting on where it was as we'll be using it to help us get across to where we have to go. We'll have to go until we see another Kaminari Goro and do the same as the last but be careful when you do. One mishap can lead to losing a life. There'll be a total of five Kaminari Goro to deal with before we make it to solid ground again.

As we get to the platform we'll have to deal with Pipi until we reach where we can drop down to the next area. As we do we'll have a couple of Scworms to deal with. They can be easily avoidable to get to the other side and drop down. Now we'll have to head to the right until we reveal a Goblin. This time around the next one will appear when close to the edge of the Goblin you're currently on. After the second one, we'll get to a platform. Once on the platform, we'll have to be jumping over some pitfall areas.

Watching out for the Pipi along with Matasaburo. With the Matasaburo they can disappear without fully disposing of them with the buster as it may happen when trying to do so. Mostly you'll have to dispose of them as it can be tricky depending on their location. Trickier when there's a Pipi that'll be coming from the other side of it. There'll be at least ten Pipi unless regenerated and around five Matasaburo to deal with. After you do so we'll be reaching the boss fate to prepare to fight Air Man.

Boss Information

					
Boss:	Air Man	HP:	28	DWN:	010
Attack(s):	4 (Air Shooter) 8 (contact)				
Weakness					
Leaf Shield					
Weapon Get					
Air Shooter / Item-2					

When going against Air Man can be tricky due to his Air Shooter attack. He'll be sending out at least a couple or so waves and they can be random when they're shot out at you. Trying to find a safe spot to be in to try getting an attack in on him is going to be tricky. The best with the Leaf Shield is usually when he goes from the right side to the left side and back to the right side. Depending on where the Air Shooter comes out you can get a hit on him during that but as mentioned it can be tricky due to the randomness of them. Learn how to maneuver around the Air Shooter and you'll bring him down.



Chapter Six: Quick Man

Cast of Enemies

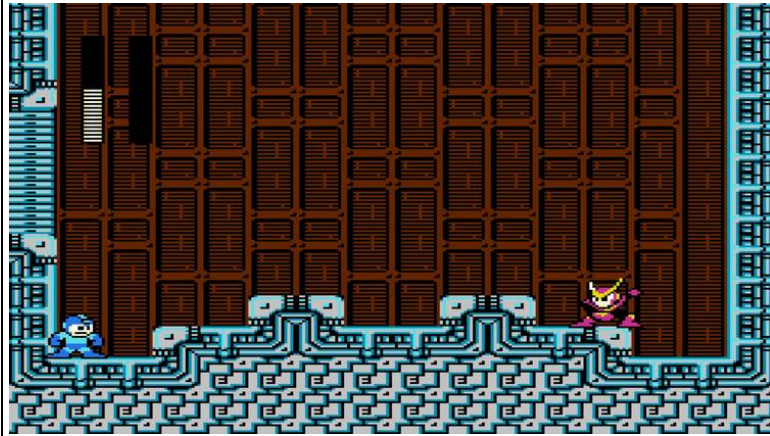
- Changkey Maker (with Changkeys)
- Scworm
- Sniper Armor
- Springer

If you been following the guide through this course as we'll have a couple of the items that Dr. Light gave us that has been completed. We'll be using Item-3 to get the extra life if you choose to get it. After grabbing it if you choose to grab it we'll head to the drop area. As we drop down as we'll have a couple of Scworms to deal with before we can get onto the next area. We'll continue heading on down to the next drop area but when we do we want to make sure to get through it fast due to a couple of lasers that'll be going from right to left. When we get near the bottom there'll be a Springer there as well.

Now we get to the drop area as we'll head to the next section. Next couple of sections we'll have lasers as we'll want to be heading right. When we get to the second set of them as we'll be near the right to where the Springer is. Quickly get to the right then drop down. When we do we'll be able to get another extra life as well as an E-Tank. Now drop down then head to the left to drop down again. When we do we'll head to the right as we'll have a total of three Changkey Makers to deal with. Each one that we take out will darken the room. When the room is dark we'll have to get a feel for where we'll have to jump.

Once we get to where it lights up automatically if it was dark as we'll go about dropping down again. When we do we aren't going to have much room to breathe. We'll have to worry about the lasers again. The first set we'll have to get on the other side of the platform then head to the right all the way. As we get to the next set of lasers we'll fall to the middle platform then we'll head right hard all the way. We'll quickly head to the left after we start falling to the next area of lasers. We'll be heading to the left all the way to the bottom left-hand corner.

As we get there we'll be heading to the right until the bottom then to the left. Next up we'll have to fall past a couple of lasers. We'll land on a platform as we head to the right then drop down then to the left. Now drop down as we'll have a Sniper Armor to deal with. Dispose of it as we continue onward as there'll be one more Sniper Armor to deal with before reaching the boss gate to prepare for Quick Man.

Boss Information					
					
Boss:	Quick Man	HP:	28	DWN:	012
Attack(s):	4 (contact) 4 (Quick Boomerang)				
Weakness					
Flash Stopper					
Weapon Get					
Quick Boomerang					

This battle will test your reflexes for sure. You'll want to use the buster only for the first half of the fight or at least when his health is down half way. Trying to know his pattern is the trickiest part of this fight as he'll be in one spot then quickly go to another spot. There'll be times where he'll be on part of a platform running but knowing when that'll happen is trickier than the fight itself. Once you manage to get him down to half health it'll be time to bring out the Flash Stopper and stop him his tracks until it damages him rest of the way.



Chapter Seven: Crash Man

Cast of Enemies

- Blocky
- Neo Metall
- Papi
- Prop-Top
- Shotman
- Telly

Starting the stage as we'll have ladders to climb but when we do we'll have to watch out for the Telly. Can use Metal Blade or Leaf Shield before or during climbing the ladder above us. Once we get to the top of that ladder head to the one on the left. As we head up that ladder we'll reach another area where we'll have to get to one ladder while trying to avoid Telly. Once we reach the top we'll head to the right as we'll have a couple of Neo Metall to deal with before we reach another ladder to


head upward.

Once we reach the top we'll have a moving platform to get on but there'll be Telly to watch out for. We'll want to get on the platform then equip the Leaf Shield to help protect you. When we get near the ladder jump and climb up it. For the next two areas will be like the previous. Get on the moving platform and equip the Leaf Shield for protection until you get to the ladder we have to get to. After the third one, we'll be heading up to the next area. When we do we'll head to the right as there'll be a Blocky to deal with before getting to a ladder.

Head up the ladder and after we reach the top we'll head to the left but watch out for the Neo Metall. Go over so far and fire to dispose of it. After doing so head back to the other side quickly if it fired. Now head back over then head up the ladder. As we reach the top we'll want to take the ladder on the left upward but watch out for the Neo Metall. Be sure to equip the Leaf Shield as we'll have some Pipi along the way. We'll need it in case the egg it drops lands and has a bunch of mini Pipi. If done right you'll be able to get refill your weapon and health.

Getting to the first part after starting to climb we'll have a Pipi. Watch for when it comes in to get past it safely and to the next section. When we do there'll be another part with just a Pipi that'll be coming in trying to drop an egg. Upon getting past that part we'll get to the next section where we'll have a Pipi and a Shotman to deal with. Head up to deal with the Shotman while trying to deal with the Pipi as well. Once we get in the clear and to the next part we'll have an E-Tank we can grab if we can get any more at this point.

Bring out Item-2 and jump on it to help to get above where we currently are. Once it's out of sight use it again to get to the ladder on the left. Head up the ladder and when in the next section we'll see a Prop-Top. There'll be two of them heading to where the extra life is. Wait for the second one to leave before heading to grab it. Now drop down and we'll have to deal with the Prop-Top coming down from above between there and the boss gate to prepare to fight against Crash Man.

Boss Information					
					
Boss:	Crash Man	HP:	28	DWN:	013
Attack(s):	4 (contact) 4 (Crash Bomber) 4 (Crash Bomber explosion)				
Weakness					
Air Shooter					
Weapon Get					
Crash Bomber					

As we fight Crash Man it may be medium difficulty when we fight him. He'll be known for jumping and throwing Crash Bombers at you especially when trying to shoot at him. Best thing to do if you have Air Shooter equipped is to time it right when you use them that he'll jump and you'll get a hit on him. Sometimes doing so can be tricky in getting him to do that but letting him get as close to you in order for a good hit against him. Using the Air Shooter will take a few or so hits against him for him to go all the way down. Trying to be close but not too close is the main key for fighting Crash Man. Once we can take him down we'll get his special weapon.



Chapter Eight: Heat Man

Cast of Enemies

- Prop-Top
- Sniper Armor
- Springer

- Telly

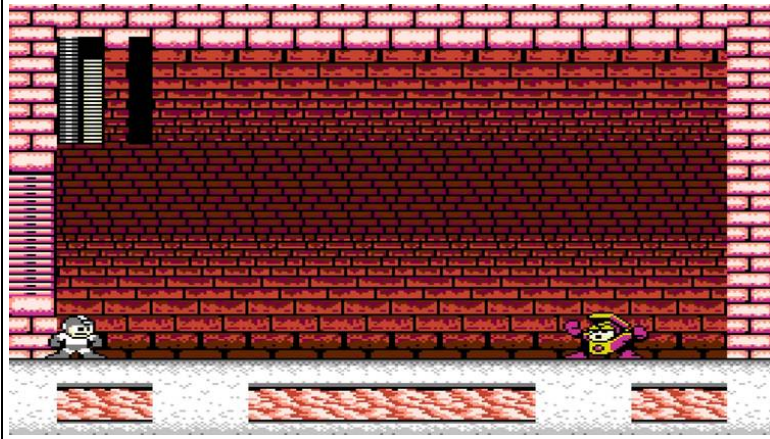
The final stage before we'll have to go to the Wily stages. Starting the stage as we'll go so far before we'll have to make a jump over the hole with lava in it. When we do we'll have to watch out for the Prop-Top that'll come down and dispose of it. Jump across another hole as there'll be another Prop-Top to deal with and over another hole for another Prop-Top. After doing that we'll have a few Telly that'll be coming down from holes in the wall. We'll eventually come to where there'll be rock like platforms to get onto.

We'll be going from one to another while watching out for Telly along the way. Using Metal Blade to help out in this situation can help if you need to get out of a pinch. When we get past the last Telly hole we'll have a few small platforms to get onto as we get to the other side. As we do we'll have a couple of Springers that we have to deal with as we can use Quick Boomerang to take them out to get to the higher platform. Head down the ladder as we'll have a Springer on the bottom area.

We'll have to watch the blocks for where they appear so we can get over to the other ladder. As we manage to get over to the other side we'll head down the ladder to the next area. Down in the ext area, we'll be heading to the right as there'll be Telly coming out of their holes. We'll come to a platform but we'll have to wait for a block to appear to help get over it to the next platform. Dispose of any Telly before heading over there just in case. Once there we'll have another platform that we'll have to get over. There'll be a couple of blocks that'll appear to help us get over that one.

As we get to the next platform we'll have to get to another wall that'll be blocking us. This time around there'll be a section that we can shoot a Crash Bomber at to open it up for us to get through. The next two walls will have a section where we'll be using the Crash Bomber on to clear away in the wall. After the last one, we blast open a section we'll jump over a couple of pitfalls. After the second one, watch out for the Springer that'll come out of nowhere. Avoid it by getting to higher ground and drop down on the other side.

Now head to where we'll have to jump on a pipe but nothing but lava. Bring out Item-2 and use it to get you all the way to the end. As we do we'll head down the ladder. As we head down the ladder there'll be a Sniper Armor to deal with before heading down the ladder. When we head down the ladder we'll be in the clear to the boss gate to deal with Heat Man.

Boss Information					
					
Boss:	Heat Man	HP:	28	DWN:	015
Attack(s):	4 (Atomic Fire) 8 (contact) 8 (Bodily Crash)				
Weakness					
Bubble Lead					
Weapon Get					
Atomic Fire / Item-1					

When dealing with Heat Man and using the Bubble Lead against him will make the fight against him easier for us to do. Upon getting to the room as we'll be using it once as he'll be able to get a hit on us before the Bubble Lead manages to hit him. When it does he'll get sent in a dimension of mad that lot of us don't want to be in. When he gets like that he'll be coming at you for a Bodily Crash as we'll want to time it to jump over it. Depending on where you're standing is where he'll be going. Watch out for when you hit him after he gets to where you were previously standing. If you do it won't be long before he gets there. Wanting to time it right when using the Bubble Lead is key. When he's down we'll get his weapon.





Chapter Nine: Wily Stage 1

Cast of Enemies

- Pipi
- Schworm
- Sniper Joe
- Springer
- Telly

The first Wily stage and time for things to get serious. Starting off as we'll be heading on to the right as there'll be at least five Pipi that we'll encounter before we come to a block in the road. Use Item-3 to help us get over it to the other side. When we do bring out the Metal Blade to deal with the Schworm before we make it to another block in the road. Use Item-3 again to get over it. As we do get back over to Metal Blade to take out the Schworm. Reach the end as we'll bring out Item-3 again to get up to the ladder. You can go over to get the extra life if needed. If you get it we'll bring out Item-3 to get back up to the ladder.

Climb up the ladder but when we get to the top we'll take a left to another ladder. There'll be a Sniper Joe that'll be waiting for us. Wait for the shots to go by then head all the way up and fire when it moves its shield. Head back down the ladder to avoid the shots and head back up until its dispose of. Now head to the ladder on the right to reach the next area. When we get in the next area with the ladder there'll be another Sniper Joe to deal with. Do the same as doing with the other one. Once you do head to the ladder and head up it.

When we do we'll reach the top but watch out for the Springer. As we'll head to the ladder and head up it. As we get near the top we'll bring out Item-1 and use it once near the top of the ladder. Get on it to bring out another and do the same on the second. By that time if you aren't close enough for the ladder bring out another when one fades. Once you get on the ladder climb it and watch out for the Telly. Best to ignore them to head straight to the top. Head to the right as we'll get in an area. Jump on a platform but we'll get so far before we jump another platform for a bit. Next, we'll have one block at a time.

Boss Information					
Boss:	Mecha Dragon	HP:	28	DWN:	----
Attack(s):	6 (fireball) 28 (contact)				
Weakness					
Quick Boomerang					
Weapon Get					

We'll get so far and the boss of the stage will eventually appear. We'll have to keep moving from one block to the next. At least until we get to three platforms as that'll be where the fight will start. When we do get to the top one as we'll want to go about just using the Mega Buster as we'll want to just go ahead and fire away. If we get knocked down to the middle platform just get back to the top to repeat. Keep doing so and we'll have it down in no time.

Chapter Ten: Wily Stage 2

Cast of Enemies

- Mole

- Press
- Prop-Top
- Shotman

Starting the second stage of the Wily stages. We'll start off by heading to the right as we'll have to watch out for the Prop-Top as we do. We'll find ourselves a couple of weapon capsules if needed. When we get to the end of the line we'll bring out Item-2. Get on it quick to none of the Prop-Top can come over and knock you done. When we get so far we'll have two ladders. We'll want to time it for the second ladder where the E-Tahk is. Head down the ladder as we'll be treated to an extra life as well as weapon capsules for any of the weapons used so far.

Head to the ladder on the bottom as we'll want to take it carefully down it. There'll be a couple of Shotman but only one will be firing in your direction. Wait for it to change the direction of fire before continuing downward. When we get to the bottom of the ladder we'll let go but go to the right to drop down in the drop between some spikes. Now well have an area like in Metal Man's stage with the Mole. We can use this time to refill on any weapon as well as health when disposing of them. When we get so far we'll have to start dealing with the Press that we dealt with in Metal Man's stage as well. We'll want it to drop and wait for it to go up before we can cross.

Now to the next one, we'll bring out Item-3 to get up there and time it right to get under it. After that one there we'll have another to go under. Now we'll have two more as they'll be bunched together as we'll have to time it right for this one. Once we do we'll head to a ladder and head down. We'll land on a platform and head to the left between the spikes. We'll want to go to the left more to land on a platform. Bring out Item-2 if needed to get the health capsule. Drop down in the middle as we'll be going straight to the boss fight.

Boss Information					
Boss:	Picopico-kun	HP:	28	DWN:	----
Attack(s):	6 8 (contact)				
Weakness					
Bubble Lead					
Weapon Get					

With this fight, there'll be two blocks at a time that'll be coming together and come at you. During that time we'll have to dispose of it then another set of two will come together. It'll be a repeat process with each one that you defeat. The first two that'll come together will be the third/fourth ones down depending on how you look at it. After disposing of them after they get low enough it'll be time for the next two. The next couple of them that'll come together will be two below the previous so watch out for the third set that'll be on ground level. The next two will be four from the left of where you could stand.

After that, it'll be the third one in from the right on the ground. Next two will be five up from the ground level ones and after that, it'll be the ones near the top left and right. The next set will be coming from the fourth on the ground. Next up we'll have the second from the left. After that, it'll be the ones from the second from the ground coming at you. For the next, it'll be one from the third in the ground on the left. Up next it'll be the second one from the right. Finally, the last two the farthest on the left as it'll be the last as it'll take it down.

Chapter Eleven: Wily Stage 3


Cast of Enemies

- Big Fish
- Shotman
- Tanishi

The third stage of Wily's Castle. We'll want to drop down all the way although along the way there'll be a chance for a couple times. That's with having to use Crash Bomber to get to them. Next up we'll have a couple of weapon capsules if we're able to but not really necessary at this point. Assuming if everything got filed in the Mole part in the previous stage. There'll be a Tanishi there but we can avoid it and drop down. We'll end up in water. Watch out when jumping as there'll be spikes in between platforms. There'll be a couple of pitfalls but watch out for the Big Fish in them that'll come up.

As we get to the other side we'll have to watch out for the spikes. We'll get to higher ground but careful when you don't hit the spikes. Time the jump right after getting to higher ground to get between the spikes. We get to the next area as we'll have to slightly move to the left to avoid touching the spikes as we'll reach the bottom. May even have to slightly move to the right in the next part. After that, it'll be smooth sailing to the bottom. We'll reach a platform as we'll head to the right then drop down then to the left. Exit out of the water to the right. We'll run into Shotman before reaching the boss gate. There'll be three of them to deal with before the boss gate.

Boss Information



Boss:	Guts Tank	HP:	28	DWN:	----
Attack(s):	4 (contact, treads) 4 (contact, fist) 4 (contact, body) 4 (Metall) 2 (shot)				
Weakness					
Quick Boomerang Atomic Fire					
Weapon Get					

For the fight against the Guts Tank, we'll have to wait for it to come in view all the way. When it does go over and get on the higher part so we can hit it in the eyes section. The only part of the boss that's vulnerable as there isn't much to do when we're up there. Other than trying to watch out for any shots it'll fire or the Metall that'll come out if we're not on the ledge. Wanting to try to avoid getting hit by them as much as possible while hitting it where we have to hit it. Shouldn't be much of a fight to get past it as it's not going to be much of a fight. Not like the next boss fight anyway

Chapter Twelve: Wily Stage 4

Cast of Enemies

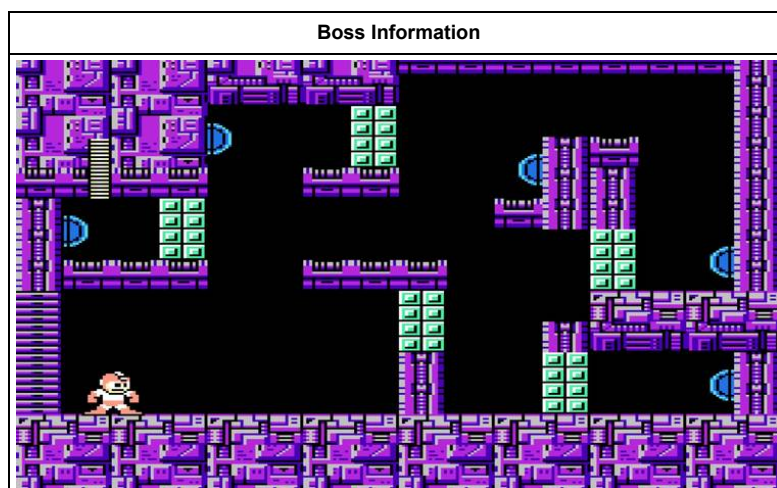
- Neo Metall
- Sniper Armor
- Sniper Joe
- Telly

As we managed to get over halfway through the Wily stages. This stage we'll have a couple of weapon capsules that we can get if needed. If not head up the ladder and as we reach the top there'll be a Neo Metal to deal with before heading to the next ladder. Head up the ladder to the next area. When we do there'll be a Neo Metal to the left but head straight up. Head to the ladder in the middle to reach the next area. When we do we'll head to the right to the ladder over there. As we reach the top of that ladder we'll want to head to the second block then jump over the second one as we'll fall through. We'll then jump over the false fourth part of it to get to the ladder to head up it.

As we reach the top we'll get to where we'll have to head to another ladder. Upon reaching the top we'll use Item=2 to get across here to the other side. Head up the ladder as we'll avoid the Neo Metal to reach all the way to the top. Head to the end and head down the ladder. When we do we'll have to drop down to the moving platform but without equipping Leaf Shield. We need the Leaf Shield due to the Telly here. Stay on it until we can get to the ladder on the other side safely.

Head down as there'll be another moving platform but wait for it so we can safely drop onto it. When we get to a part of a platform sticking out jump on there to wait for the platform to come back near you. Jump on it to get to higher ground. Head down the ladder and wait for the moving platform to come to you. Bring out Leaf Shield so when the platform is near we'll drop down onto it. Don't move so we can keep it until we have to jump over a platform. After we do bring out Leaf Shield again until we can get to the drop area safely.

Now we'll be in another area with a moving platform as we'll wait for it to come near to get on it then on the block platform. Use Item-2 to get across to the ladder. Head down the ladder as we'll have Sniper Armor along with Sniper Joe to deal with before reaching the boss gate. There'll be two of each before reaching the boss gate.



Boss:	Boobeam Trap	HP:	28	DWN:	----
Attack(s):	4 (shots) 4 (contact)				
Weakness					
Crash Bomber					
Weapon Get					

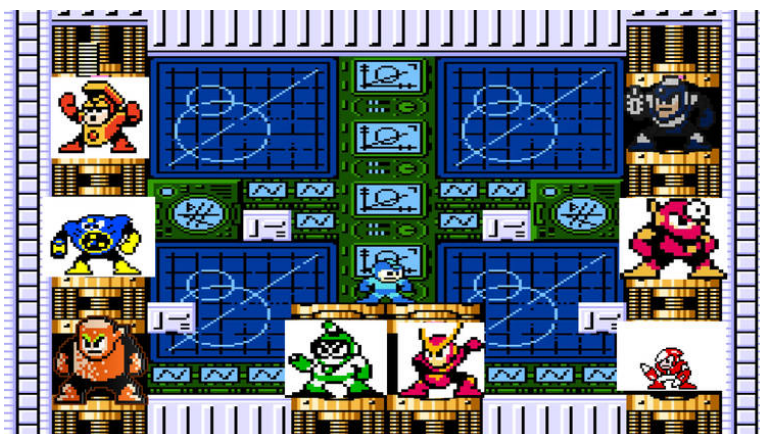
This is probably the hardest boss fight in the Wily stages in this game. When we'll have to maneuver around this fight we'll have to worry about getting shot at by the Boobeam. We'll have to bring out Item-1 to get up to high ground. When we can bring out Crash Bomber. We'll want to clear a path to the one to our left then fire another in at it. Now head to the right to the bottom. Clear the path there then take that one out. Use Item-3 to get back up to the first platform we got to. Head over to the high ground to the right hut dispose of the one before doing so. Drop down to deal with that one. Now use Item-3 to get back up to the high ground. Get near the boss gate where we entered. Use Item-1 to help us get up to the final one as it can be tricky. When we do use the final Crash Bomber on it and the boss fight is over.

Chapter Thirteen: Wily Stage 5

Cast of Enemies

- Bubble Man
- Air Man
- Quick Man
- Heat Man
- Wood Man
- Metal Man
- Flash Man
- Crash Man


For the fifth stage, we'll be teleported right straight to the teleport room. Here we'll face off against the Robot Masters once again. For which one is in which one please refer to the image below.



After dealing with them we'll have to face off against Dr. Wily in Wily Machine 2.

Boss Information					
Boss:	Wily Machine 2 [1]	HP:	28	DWN:	----
Attack(s):	6 (arc shot) 6 (bounce shot) 10 (contact))				
Weakness					
Atomic Fire					
Weapon Get					

For the first fight against the Wily Machine 2 we'll have to watch out for the shots he'll be sending out. We'll want to be aiming where the window is. As we'll be able to focus on there as it shouldn't be too much to take it out when avoiding the shots when fired at you. There isn't much to this fight except for avoiding his shots and aiming for the window as we'll eventually square off against the second part of the fight.

Boss Information					
					
Boss:	Wily Machine 2 [2]	HP:	28	DWN:	----
Attack(s):	6 (arc shot) 6 (bounce shot) 10 (contact)				
Weakness					
Crash Bomber					
Weapon Get					


Unfortunately, the only special weapon we can use here will likely be all used up so we'll have to go with just the buster. We'll have to watch out for the bounce shot for this fight as we focus on where Wily is sitting in his machine. Like the previous part, it shouldn't be too hard to take him down this second fight. Although when we finish him here we'll have to do one more stage.

Chapter Fourteen: Wily Stage 6

Cast of Enemies

- None

Starting the final stage as we drop down until we land on solid ground. As we do land we'll move across but watch out for the Acid hazzrd. There'll be one for the first part. We'll get two of them near each other. After that we'll have three of them near each other. Upon getting past those we'll have three that are a bit more spread out. After thatw when we get in narrow we'll have three more near each other. Upon getting past those we'll have at least a few more to watch out and not get touched by them. When we get to where we get to higher ground then drop down then enter the boss gate for the final fight.

Boss Information					
					
Boss:	Alien	HP:	28	DWN:	----
Attack(s):	6 (shot) 20 (contact)				
Weakness					
Bubble Lead					
Weapon Get					

As we enter the final fight as we'll have an Alien to deal with. The pattern for it is rather easy as it'll be moving around in like an infinite formation. Watch out for the shots that it'll fire as we'll be using Bubble Lead when it comes down for the middle. When you do watch out for any shots then as we don't want it to touch us during the fight. Learning the pattern isn't too hard to figure out as well as dodging the shots. Should be able to take it out with ease and we'll have Mega Man 2 beat.



Weapons / Boss Weakness

Boss	Weapon Get	Weakness
Bubble Man	Bubble Lead	Metal Blade
Air Man	Air Shooter / Item-2	Leaf Shield
Quick Man	Quick Boomerang	Flash Stopper
Heat Man	Atomic Fire / Item-1	Bubble Lead
Wood Man	Leaf Shield	Atomic Fire / Metal Blade
Metal Man	Metal Blade	Quick Boomerang / Metal Blade
Flash Man	Flash Stopper / Item-3	Crash Bomber / Metal Blade
Crash Man	Crash Bomber	Air Shooter
Mecha Dragon	----	Quick Boomerang
Picopico-kun	----	Bubble Lead
Guts Tank	----	Quick Boomerang Atomic Fire
Boobeam Trap	----	Crash Bomber
Wily Machine 1	----	Atomic Fire
Wily Machine 2	----	Crash Bomber
Alien	----	Bubble Lead

Passwords

	1	2	3	4	5	Robot Masters Defeated
A		o				Metal Man
B	o					
C	o			o	o	
D			o			
E	o	o	o	o		

	1	2	3	4	5	Robot Masters Defeated
A		o				Metal Man Bubble Man
B	o					
C	o				o	
D		o	o			
E	o	o	o	o		

	1	2	3	4	5	Robot Masters Defeated
A			o			Metal Man Bubble Man Flash Man
B		o				
C		o	o			
D	o		o	o		
E		o		o		

	1	2	3	4	5	Robot Masters Defeated
--	---	---	---	---	---	------------------------

A			o			
B		o				
C			o			
D	o		o	o	o	
E		o		o		

Metal Man
Bubble Man
Flash Man
Wood Man

	1	2	3	4	5	Robot Masters Defeated
A			o			
B		o				
C			o			
D	o		o		o	
E		o		o	o	

Metal Man
Bubble Man
Flash Man
Wood Man
Air Man

	1	2	3	4	5	Robot Masters Defeated
A				o		
B	o		o			
C		o		o		
D				o		
E	o		o		o	

Metal Man
Bubble Man
Flash Man
Wood Man
Air Man
Quick Man

	1	2	3	4	5	Robot Masters Defeated
A					o	
B		o		o		
C			o		o	
D				o	o	
E	o		o			

Metal Man
Bubble Man
Flash Man
Wood Man
Air Man
Quick Man
Crash Man

	1	2	3	4	5	Robot Masters Defeated
A					o	
B		o		o		
C	o		o		o	
D				o	o	
E	o					

Metal Man
Bubble Man
Flash Man
Wood Man
Air Man
Quick Man
Crash Man
Heat Man

Contact & Disclaimer

To contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqsvarhawk@gmail.com, with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have **Mega Man 2** in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some pictures which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the "F" word unless in a good way. You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I did one for. Even if it is to ask me what I plan of doing next and all.

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GameFAQs: www.gamefaqs.com	Cheat Code Central: www.cheatcc.com
Neoseeker: www.neoseeker.com	Cheats Guru: www.cheatsguru.com
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	Cheat Database: www.cheat-database.com
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