Mega Man II FAQ/Walkthrough

by Meowthnum1 Updated to v2.1 on Aug 3, 2004

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Note: If you're here for Megaman Anniversary Collection, you can find the full
      Megaman Anniversary Collection file at
      http://www.meowthnum1.com/faqs/megaman_anniversary_collection.txt.

"I could say day, and you'd say night, tell me that it's black when I know that
it's white, it's always the same, it's just a shame that's all." - "That's All"
- Genesis

In the year 200X...

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ASCII art by Atom Edge and by me.

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| Megaman 2                               |
| For the Nintendo Entertainment System   |
| FAQ/Walkthrough                         |
| By T. Jackson (see section 5.03)        |
| Started: 9/13/02                        |
| Finished: 9/13/02                       |
| Last Updated: 8/3/04                    |
| Version 2.1                             |
|                                         |
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This guide is best viewed in 800x600 or 1024x768 resolution with the Courier
New font on your browser's "small" text setting (CTRL + -).  It was composed
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in Notepad+.

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If you want to find anything, please press CTRL + F and type in the section's numerical code (i.e. if you want to find the no-hit guide, then type 4.09).

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Welcome to this freshly rewritten (really) guide for Megaman 2. Megaman 2 brings a few changes to the table for Megaman. For starters, the point system was abolished. Eight robot masters must now be faced before going to Skull Castle. Another addition is that of the map of Skull Castle. Dr. Wily's saucer is now blue. There are two difficulty levels in this game (but the concept is nowhere to be seen in the later games). The title screen to this game has been decided to be the theme for Megaman insofar as it was used in Megaman 4's credits as well (and has since been used for the game select in Wily Wars and Megaman Anniversary Collection). Also, like Megaman 3 after it, the path for this game isn't as linear. There are several bosses weak to certain weapons and some weapons that don't hurt anybody. So it depends.

Many people seem to think that this is the pinnacle of the Megaman series. Me, I don't think so. I mean, sure, it's good, but this is probably my least favorite in the series. Megaman 2 is a great game -- don't get me wrong, I do not hate it like I do the EXE series -- but doesn't stand up to some other games in the series.

For those new to the series, Megaman is a game where you go through six or eight levels defeating robot masters. These levels can be taken in any order you wish. Each level contains a boss. The bosses give you weapons which can be used on other bosses. You have to jump in the loop somewhere. After defeating the robot masters, you go on to the Dr. Wily stages to defeat the mad scientist once and for all!

Well, not really. Mad scientists and other villains have this disturbing habit of getting away.

Also, I originally wrote this guide using the program Notepad+. I'm now finding out that the program -- and this shows the adverse effects of giving programs senses of humor -- liked to play tricks on me and insert random line breaks into the text. I think I've sorted these things out with Editpad Lite, but if you find any more, please let me know.

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| 1.03: Dedication |
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This guide is dedicated to Polly. Polly, for those CRAZY PEOPLE who are not, actually, Brian Sulpher, is a polar bear. A polar bear. As a Floridian, my giving a dedication to a polar bear -- an animal who, to most of us, is purely mythical -- is something else. But this would be Brian Sulpher's polar bear. Polly is an excellent polar bear. She is a true motivator. It is a stroke of luck -- and hard work -- that I have not been eaten. Because if I stopped working -- and I do a lot -- I would be eaten. I'd say more, but I'm afraid that Polly is hungry, and I have a guide to get to.

And to Kao Megura, may he rest in peace.

http://www.gamefaqs.com/features/recognition/85.html

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Button	Function
A	Jump
B	Shoot
Start	Pause (menu)
Select	Pause (no menu)
Up	Ascend ladders
Down	Descend ladders
Left	Run left
Right	Run right

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| 2.02: Story |
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This is taken from the beginning of the game. This is because the instruction manual has no story.

In the year of 200X, a super robot named Megaman was created. Dr. Light created Megaman to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Megaman...

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| 2.03: Characters |
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Megaman AKA Rock AKA Rockman

The star of our show. Throughout his life, he's earned several nicknames ("Super Fighting Robot," "Blue Bomber," "Meddlesome Blue Robot," etc.) and foiled Dr. Wily multiple times. He likes to avoid fights when possible (story-wise. Depending on who is playing, however...) and find more peaceful solutions to problems. With Megaman around, the adventures in this game are gonna ROCK!

Get it? 'cause he's Rock and it's gonna...yeah.

Dr. Light

Dr. Light created Megaman, his brother Protoman, his sister Roll, and along with Dr. Wily, created the six robot masters of the first game. He is a benevolent person with Megaman's best interests in mind. He is always creating new gadgets for Megaman to use in defeating Dr. Wily.

Dr. Wily

It's impossible to have a good character list without Dr. Wily. Even for, say, Mario. You still need Dr. Wily. Dr. Wily was Dr. Light's assistant before Megaman 1. However, one day, he decided that he had enough. He left the lab, taking Megaman, Cutman, Gutsman, Fireman, Iceman, Elecman, and Bombman with him. He reprogrammed them all. Megaman alone was able to resist the evil programming and escaped. Now it's up to Megaman to defeat the nefarious Dr. Wily. Upon his defeat, Dr. Wily began creating new robots.

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| 2.04: Boss Order |
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This is for those who just want a recommended order and didn't look at the table of contents.

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AIRMAN     -> Use Arm Cannon                -> Go to Crashman
CRASHMAN   -> Use Air Shooter               -> Go to Flashman
FLASHMAN   -> Use Arm Cannon                -> Go to Quickman
QUICKMAN   -> Use Time Stopper              -> Go to Metalman
METALMAN   -> Use Quick Boomerang           -> Go to Bubbleman
BUBBLEMAN  -> Use Metal Blades              -> Go to Heatman
HEATMAN    -> Use Bubble Lead               -> Go to Woodman
WOODMAN    -> Use Atomic Fire/Crash Bomber  -> Go to Skull Castle
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I spent a great deal of time working on this order and thanks go to Brian Sulpher for listening to me ramble on about this. The order I've always used (it seemed logical to me since I'm decent and don't need 10,000 extra lives) was:

Metalman -> Flashman -> Quickman -> Woodman -> Airman -> Crashman -> Bubbleman -> Heatman

This makes the game a little harder but you've always got the robot master's weakness. A few flaws in this are:

1.) You don't get the most useful (arguably) (but underrated) weapon in the game anytime soon.

2.) You miss a lot of powerups.

There are many other orders that can be used that are logical. I've started with Flashman before and gone from there to Quickman and then to Metalman. I always had the Woodman -> Airman -> Crashman combo. I never thought to break that up. I've played through this game a whole one time with this order so this as good as it's gonna get. The order is logical, though, because:

1.) You get Air Shooter and Quick Boomerang at decent times.

2.) You do not miss any powerups (although some take some skill to get)

3.) The levels are a lot easier.

Sadly, you don't get the most underrated weapon in the game (Leaf Shield) until the end.

So here we go!

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and leave. Now it's time for the stage select! Go up one to Airman and let's get this thing started!

Before we begin, I want to take responsibility for something. For those familiar with my work, I am terrible at making up names. Protobubbleman and all the enemies in the next three games (with the exceptions of the Lighting Lords and Fan Fiends -- those are Capcom's, as per the Megaman 2 manual) are mine.

Let's pity my baby.

The difference between the normal and difficult difficulty modes is that enemies take about twice as much damage before they are destroyed in difficult mode. It's easy regardless.

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| 3.01: Airman |
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Enemies: Hornette, Fan Fiend, Lighting Lord, Wormer, Bird Bomber, Hatchling, Airman

You teleport in onto a platform high up in the sky. Go right to meet a Horn Head. Horn Head's have two attacks. They've got the horn on their head (if you didn't figure that out) and they shoot out Hornettes, miniature version of the Horn Heads that fly around like a slower version of the Blader from Megaman. Let the Horn Head put its horns up. When it retracts its horns, jump onto its head. This is the only way to cross this expanse. Run to the right side of the Horn Head and jump to the grey platform above you. Wait for the Horn Head below you to drop its horns before you jump over to it. During this time, Hornettes will be flying at you. During this stretch, just ignore them. When this Horn Head drops its horns, go right and jump onto the small grey platform in front of you. Now you see a Horn Head above you. Wait for it to drop its horns (get the point?) and then jump to it. Run to the right and jump over to the next gray platform. Jump to the Horn Head to your right. Wait for it to lower its horns and then jump to the gray platform to the right. Jump over to the next Horn Head. Wait for it to lower its horns and then jump to the long gray platform to the right. Wait for a second. A Lightning Lord will come towards you. Lightning Lords travel in counter-clockwise circles. When he gets to you, blast him a few times with your Arm Cannon and then jump to his cloud. When the "Thunder Chariot" takes you to the right side of its cycle, you'll encouner another Lightning Lord. As soon as you think he's in range, start jumping and shooting. When he is destroyed (if the Thunder Chariot hasn't moved too far away), jump over to it. If it has moved too far away, it's better to be safe than sorry. Wait for it to come around again, dispose of the Lightning Lord, and jump to it.

When this Thunder Chariot gets to the right side of its cycle, wait for the Lightning Lord to be level with you and then blast it to bits. When it is destroyed, jump to its cloud. This Thunder Chariot will circle behind a cloud. Wait for it to fully emerge and then start the jumping and firing combination to destroy the oncoming Lightning Lord. Claim its Thunder Chariot. When this final Thunder Chariot reaches the right side of the screen, jump onto the ledge. Solid ground! Finally! Yeah! This victory is shortlived, sadly. A steady stream of Bird Bombers will begin to assault you now. Bird Bombers are birds with eggs clutched in their talons. The Bird Bombers themselves aren't a danger -- the Hatchlings are. The Bird Bomber will drop its egg payload to the ground (if it misses the ground and falls down a pit, the Hatchlings will not emergey). When the egg comes in contact with the ground, a swarm of Hatchlings will Hatchling (oh boy!). You'll have to hit them very fast. The

best way to deal with these guys is to blast the egg before it reaches the ground. So go right, jumping and hitting the eggs as they fall. Jump and fire through the clouds. You can't see the Bird Bombers, but they're there. When you reach the far right side of the ledge (about four or five Bird Bombers later), you'll see that the screen ends abruptly. A cloud covers the platform at the end. When you've played video games for as long as I have, you learn to never trust a covered platform. Sure enough -- walk forward and fall down the hole that was covered by the cloud.

[Halfway point]

This next area is tiny. There are two Wormers (yeah, if you've got a better name that's got nothing to do with toothpaste, snakes, or boomerangs, let me know; I couldn't think of anything else) on this screen. You don't have to worry about these guys for this level. To Wormer (it's a long guide, folks) your way out, jump to the left to the first small grey platform. Fall off to the left and then jump over the grey block column. Upon landing to the left of the column, run left to fall down through the platform (crazy cloud).

You land on yet another long ledge that is covered in clouds. There's nothing hidden on this ledge so you're safe. Run to the right to find a Horn Head. It starts again. Wait for the Horn Head to lower its horns and then jump to it. Stand in the middle while fending off the Hornettes. When the Horn Head that you're standing on drops its horns, run right and jump to the next Horn Head. Wait for it to lower its horns and then jump right to the grey platform.

Run to the right of the platform and jump to the next one. Jump from here to the next one. Whatever you do upon landing, _KEEP PUSHING RIGHT_. You'll encounter a Fan Fiend. He is trying to (there are a lot of sick jokes but I will not use them) blow you away. So as you're running right, jump and fire at the Fan Fiend. When he is destroyed, hop onto his ledge and jump from that ledge to the ledge above you. Drop down to the right and jump over to the grey platform to your right. The Bird Bombers will return at this point, dropping their birdy fury upon you! Deal with them in the same manner as before -- destroy the eggs before they hit the ground. Never hit the Bird Bombers themselves; they'll drop the eggs. So jump to the next platform and then to the next small one. Wait here for a Bird Bomber to fly above the platform to your right and drop its egg. Destroy the egg and then claim that platform. Upon landing here, you'll feel the effects of another Fan Fiend. He is a platform away and you don't want to risk the gap, so start hopping and firing on your current platform. The Bird Bombers are your top priority, though, so keep an eye on them. Once you've destroyed this Fan Fiend, hop over to the next platform and jump from there to the one above you. The platform above this is home to yet another Fan Fiend so jump up there and charge him. Be sure to watch out for the Bird Bombers as you go! Jump to the right to depart from this platform. You might even want to fire a shot or two in midair. Run right and jump up the next two platforms. Jump across to the next grey platform and drop off to the right to land on yet another grey ledge. Run to the right to encounter the boss gate. Unlike Megaman 1, the boss gates in Megaman 2 are tiny little passages that function as a halfway point. So go through to encounter...

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BOSS: AIRMAN

Airman is a tough robot to defeat without taking a hit if you've got no master weapons. Since this is just to get you through the game, Airman makes a good starting 'bot for our purposes.

Airman has two attacks. His main one is to shoot out five or six tornadoes

using his Air Shooter. You cannot shoot through these tornadoes. After a second or so, he'll blow the tornadoes at you. He'll repeat this two more times. At this point, he'll jump over you, turn around, and repeat the process from the other side of the room. The jumping thing is his second attack.

So the easiest way to defeat him is to jump over his tornadoes. When he shoots the tornadoes out, jump over any that are you in your way. Once you have a clear shot, fire away at Airman. While firing, you'll be blown back to the other side of the room. NOT THAT YOU WOULD EXPECT TOO MUCH DIFFERENT (i.e. a tea party) FROM A GUY WITH A LARGE FAN IN HIS MIDSECTION OR ANYTHING. Repeat this process until he jumps over you. When he jumps, he hops once and then does the huge jump. This is when he is the most vunerable as there are no tornadoes. He pauses for a second upon landing so be sure to take advantage of this. This battle is mostly about finesse.

Another easy way is to fire until he jumps. When he jumps, get to the corner of the side to which he is jumping. You'll be behind him when he lands. Blast him now like there's no tomorrow.

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You got Air Shooter and Item-2!

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A |O| | | | |     |
B | | | | |O|     |
C | | |O|O| |     |
D | | | | |O|     |
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| 3.02: Crashman |
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Enemies: Molestias, Metool, Quadbarrel, Bird Bomber, Hatchling, Crickhop, Shooter, Crashman

Looks like a simple stage. The music here is the best in the game. You are teleported to an area with crazy squiggly lines going around and three obtrusives pipes. Molestias (a cookie if you can figure out where I got the name) come out of the pipes. Three are on the screen at a time. Another note is that Crashman requires three shots (six on difficult) of Air Shooter to be destroyed. As such, don't be afraid to use it!

On the first screen, there's no point in drawing the Molestias down to where you are and shooting them, because they can just regenerate. The best thing to do is to run to the right corner. Wait until they are as close as you feel comfortable with, and then run left. Run past the first ladder, and jump up to the second ladder. Climb it, run left, and then climb the third ladder.

This room is like the first inasmuch as there are three Molestias coming out of the pipes. However, this time, it's easier to destroy them all. Wait until all of them (or if you prefer, the two in front) are close enough to you. Then kill them. Quickly hop onto the ladder, ascend it, run left, and jump to this ladder. Climb up this ladder.

This next screen introduces you to Metools. Again. Run right, and destroy the Metool sitting on the ledge. Remember, they cannot be destroyed unless they are out of their helmets. So stand close to him to lure him out of his helmet. Blast him before he can pull off a shot. Hop up onto this ledge, and run right. Run right again, and destroy the Metool on the next ledge. Jump onto his ledge, run right, and kill off the final Metool. Run right, hop onto the ladder, and climb it to the next screen.

This next screen involves a track. The track consists of a platform going around a set circuit. Of course, it's not that easy! Molestias try to knock you off at every turn! This first track is easy enough. Hop onto the platform when it is low enough to do so. As you go, turn right and left and destroy any Molestias that you can. You don't want them getting in the way. When you reach the ladder (top-right corner), hop onto it, and climb to the next screen.

The next screen is a lot like the previous. The difference is that the track is differently shaped. When you can, jump onto the platform, and start riding it towrads the ladder. As soon as you jump on, turn right, and destroy one Molestia. Turn left, and fire at that Molestia. Now you have a decent ride. When all three of them are together again, destroy what you can. If you can no longer hit them, you're safe. The top-left corner has the ladder. Climb it to reach...

This screen. This is clearly a complex ride. When the platform comes around, jump onto it. Try to avoid taking hits. They can knock you off. There's not much I can say about this. Use Air Shooter if you have top. At the top left, jump onto the ladder, and ascend to reach the next screen.

[Halfway point]

At the top of this ladder, run right to meet a Quadbarrel. This is one of the enemies that really differs between difficulty modes. If you're on normal difficulty mode, just fire one shot at his eyes to destroy him. However, if you're on difficult, when you do so, three out of the four barrels fly off of him to try and hit you. He is then resurrected. You have to hit him between the eyes again to destroy him. Continue right, and ascend the ladder.

Keep on truckin'. Up the ladder. Those green platforms you see to the left, while they should be ignored now, are really handy on the next screen.

This screen could very well be the absolute most annoying screen in the game. Which is kinda surprising, seeing as how there is a total of one enemy. That enemy is, of course, a Metool. Climb to the top of the ladder. The trick here is to fire off a shot exactly when you are on the left side of your green ledge and jumping to the second. If the Metool isn't destroyed when you land, fire away, and hope you hit it before it hits you. If it does, there is a better-than-likely chance that you'll fall down and have to start over. Another way to do this is to jump to the second platform. As soon as you land, fire, and keep running. Jump over to the Metool's platform. You'll jump over the Metool's shots, and you'll land on the platform unscathed. Yay. Once the Metool has been destroyed, jump to its platform, and then jump up to the ladder. Climb it.

And now it's nighttime here on Crashman's stage. There are two ladders and a Metool facing you. Kill the Metool (this looks like a screen from Super Mario Bros. 2), and then ascend whichever ladder you prefer. The left side has more powerups, but the right side is quicker and easier.

Left side : First off, I recommend that you follow the right side up to the

top of its ladder to get the energy capsule, although going through the Bird Bombers three times might be more trouble than it's worth. Drop back down (it's a straight fall) to the bottom of the ladder, and then climb up the left ladder. As you climb, you are assaulted by Bird Bombers that you can't really do anything about. The best way to take care of them is with the Leaf Shield, which is why this order doesn't apply to no-hit games. When you can, switch to the middle ladder. Ascend it until you get to a Shooter. When you are right next to it, start firing at it. Once it has been destroyed (use Air Shooter if you need to), continue ascending the ladder. At the top, take the energy tank to your right. Use Item-2 to give yourself a boost to the ledge above you. If you want, climb the ladder to your right, and pick up the walkthrough after the right path. Otherwise, use Item-2 again to get to the left ladder. Climb it to the top. Grab the extra life, and drop off the ledge to the right. Pick up the walkthrough after the right side.

Right side: Just climb straight up this ladder. There are a lot of Bird Bombers that will attempt to bomb you on the next two screens. With the weaponry that we have, however, there is nothing you can do. At the top of the left of the two ladders on this side is an energy capsule. Drop back down a few screens until you can jump over to the right ladder. Once you can, climb it to its peak (doing what you can with the Bird Bombers). At the top, you have a few options. If you want to, climb the ladder in front of you, and pick up the walkthrough after the right path. You can also run left and drop off the ledge. Run right, and grab the energy tank. Use Item-2 to give yourself a boost back up to the ledge you were on. From here, you can ascend this ladder, or you can use Item-2 again to get over to the left ladder. Ascend it, and move right. Collcet the 1up, drop off to the right, and pick up the rest of the level.

This next and final screen involves a new enemy called a Crickhop, named based on the fact that they look like crickets and hop. I'm just that good. If you got the extra life, be sure to wait for an opening in their hopping to grab the 1up and drop off the right side. Your best bet with these folks is to just avoid them. Jump up the two ledges. Crickhops will be falling on the edge of the top ledge, so watch out. At the top, fall off to the right. Haha...I just noticed something. Jump down into the pit. Look in the back-ground at the stars. You'll see the big dipper highlighted up there. Weird. Anyway, hop up the ledges, run right, and enter the boss gate.

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BOSS: CRASHMAN

This stage's difficulty is about to Crashman through the roof.

Crashman's attack pattern is simple. He run around. He can also jump and fire his Crash Bombs. Of course, these Crash Bombs hurt like heck and are hard to avoid. And of course, Crashman is always looking for a way to crash into you. But there's a decent attack pattern behind him, namely that he will jump when you attack. Always. Use this to your advantage.

So you want to get this battle over with quickly. If you play your cards right, you can kill him off before he fires a bomb. Use Air Shooter. On normal difficulty mode, if all three tornadoes from Air Shooter hit (so you will want to be close when you fire), he'll die. So let Crashman comes towards you. When he is close, jump, and fire the Air Shooter. It will hit poor

Crashman. Repeat a few more times to end Crashman's reign of terror. Or rather to send it crashing down.

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You got Crash Bomber!

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Current Password: |
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   1 2 3 4 5      |
A | |O| | | |     |
B | | | | | |     |
C |O| | |O|O|     |
D |O| | | | |     |
E |O|O| |O|O|     |
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Now to Flashman!

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| 3.03: Flashman |
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Enemies: Shooter, AT-ST, Wormer, Quadbarrel, Flashman

This level is really weird. It's short, but there are a lot of branching paths. Additionally, the level is slippery like ice, and the music from this level is the second most popular song to do a remix of from the Megaman games. You'll be fighting Flashman with the Arm Cannon here, so don't worry about conserving your master weapons.

I'm going to follow a certain path in this walkthrough. This is because, unlike Crashman's stage, the path you take pretty much determines how the whole level works out.

So start off on this slippery adventure by running right. When you've passed under the overhang, you'll see three paths you can take: upper, middle, or lower. Ignore the upper. Run right, and drop into the lower. Jump out of the lower path to the middle path. Grab the energy capsule here, run left, and drop back down to the lower path. Now run right along the lower path. As you run, you'll see Shooters above you. Watch out for their bullets as you slide along. The paths branch again once you come out from under this path. The lower path dead ends. Jump onto the middle route, and shoot the Shooter who is shooting at you, the shooter of the Shooter. At this point, you can go through the middle path or the higher path. As I said, I'm going to stick with one path. This will be the higher path, which we technically shouldn't be able to use.

Pull out good ol' Item-2. This takes some skill to do. Stand on the small tile in front of where the Shooter was. Jump. When Megaman's feet are on the level with the Crash Block (orange, tiled block that is destroyed by the Crash Bomber), fire Item-2. With luck, it should come out (if it doesn't, stand back or jump lower). Jump onto Item-2. Walk to the front. When it starts moving, wait until you can jump onto the upper path, and then jump up there. Timing is the key. Once up here, run right. Run/slide right, and collect the extra life. Drop off the ledge, and run right. Here, you are presented with another ledge and another upper path. Using Item-2 again, ascend to the higher route (it's easier to get to this time). Pull out Crash Bomber, and bomb through the three Crash Blocks. Behind the first and third

lie weapon energy capsules, which you may as well use on Crash Bomber. Run right, and drop off the ledge. The beauty of this path is that you miss the AT-ST on this screen. Run left, and drop down.

[Halfway point] - Note - If you die, you come back to the opposite side of the barrier.

On the next screen (you avoid a Shooter here!), run right, and drop off to the next screen. Fire Crash Bomber to the left to break down a Crash Block. Jump across, and collect the energy capsule. Jump down to the left. At the bottom, take the weapon energy capsule (refill whatever you want). Drop down to the right and again to the left. Hop down from this flashy ledge to the right, and then leave this screen by dropping off to the left.

And a Quadbarrel encounter is avoided on this screen. Pacifist. Run right. Drop off these two ledges to the right, and fall down the hole. You land on a ledge above an AT-ST. If you need energy (which, in the end, you'll probably lose more than you gain from getting this), jump over the partition to the right, and fall down to collect an energy capsule. But now you have to deal with an AT-ST. Use Air Shooter to destroy the vehicle, and the Air Shooter when killing the Sniper Joe riding it (remember to wait until his shield is down). If you didn't get the energy, jump to the left, and fall down to the left. Drop through the hole.

This next part will definitely require some skill. If you fall down, then destroy any AT-STs you encounter with the Air Shooter. So run right. Jump out onto the first small block. As soon as you land, make a small hop over to the next block. Between each block, judge your distance to figure out how high you should jump. At the end, run right, and collect the energy tank. Pull out Crash Bomber, and destroy the wall at the end. Drop down onto the ledge (NOTE: If you missed any of those blocks and had to run right on the ground, then jump onto the first ledge you see, destroy the AT-ST, and jump over to the next block by running to the edge of this ledge, and jumping at the very end). From this platform, jump over to the boss gate!

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BOSS: FLASHMAN

Of all of the robot masters who freeze time in the Megaman series (Flashman, Brightman, Centaurman), this is the absolute easiest one to defeat.

Flashman runs and jumps around his uneven room. His main attack is to try to crash into you (I thought his name was Flashman, not Crashman!). He can also freeze time. When he does this, he'll fire his buster very quickly in a spray pattern that shoots, for the most part, straight.

The trick to this battle is to jump as much as you possibly can while firing at Flashman with the Arm Cannon. This way, if he freezes time, you'll be out of the range of his bullets. So jump over Flashman while firing to gain victory quickly.

If you're having trouble with this fight, pull out the Crash Bomber. Fire it at a ledge (or at Flashman). Lure Flashman over to that ledge, and it will explode, hurting Flashman. Too bad you have so little bombs.

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You got Time Stopper and Item-3!

Current Password: |
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D |O|O| | | | |
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| 3.04: Quickman |
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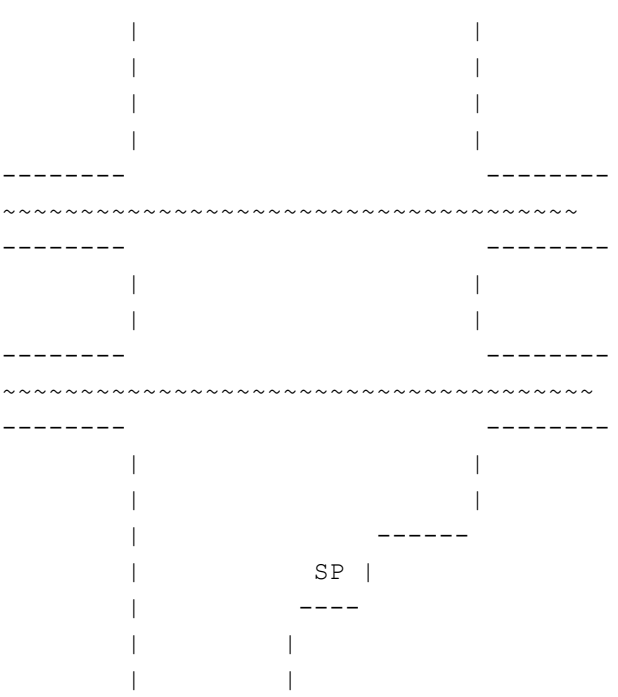
Enemies: Sproing, Fire Tosser, Wormer, AT-ST, Quickman

This is a level that is tough. I won't lie to you. It involves Quick Beams, which can destroy you if you even touch them. I'll provice a map and instructions for those sections.

When you start the level, turn left, and equip Item-3. Item-3 resembles -- it's time I get this off my chest -- those little candies you feed the monsters in Little Nemo to ride them. Fire Item-3. When it latches onto the wall, jump onto the platform that is created. Let the platform reach the top of the ledge, and then jump off to get a 1up. Now drop off to the right, and then drop down the hole. Two Wormers await you on this screen, but you're just as well off avoiding them. Jump left, and hug the obstruction on the wall. Upon landing on the ledge, jump over the next Wormer, and down through the hole. Run right. You'll descend some ledges. Drop down to one final ledge, and then down into the massive, foreboding hole.

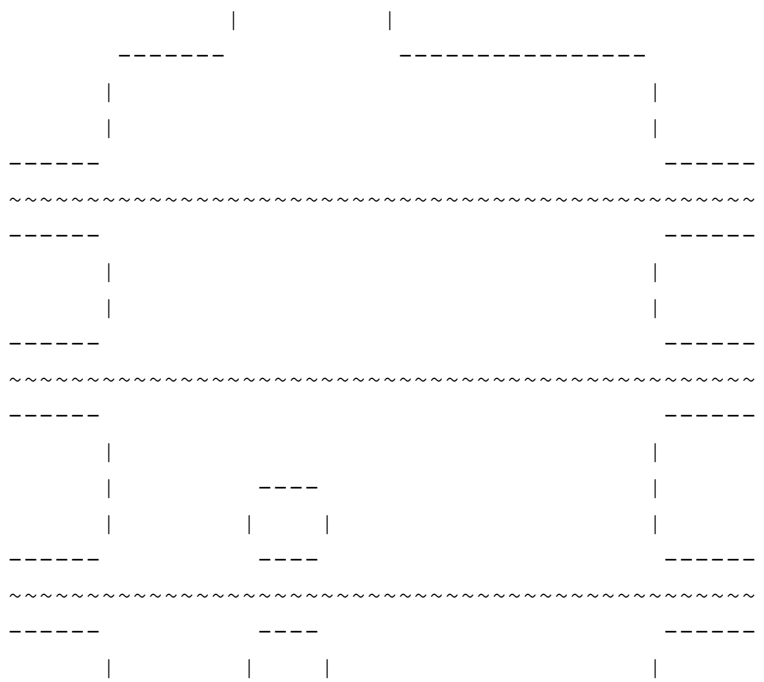
Diagram 3.04a |



~ - Quick Beam |
SP - Sproing |

Simply hold left as you drop. You can't destroy the Sproing, so just run through him. Also, have the Time Stopper equipped in case you mess up.

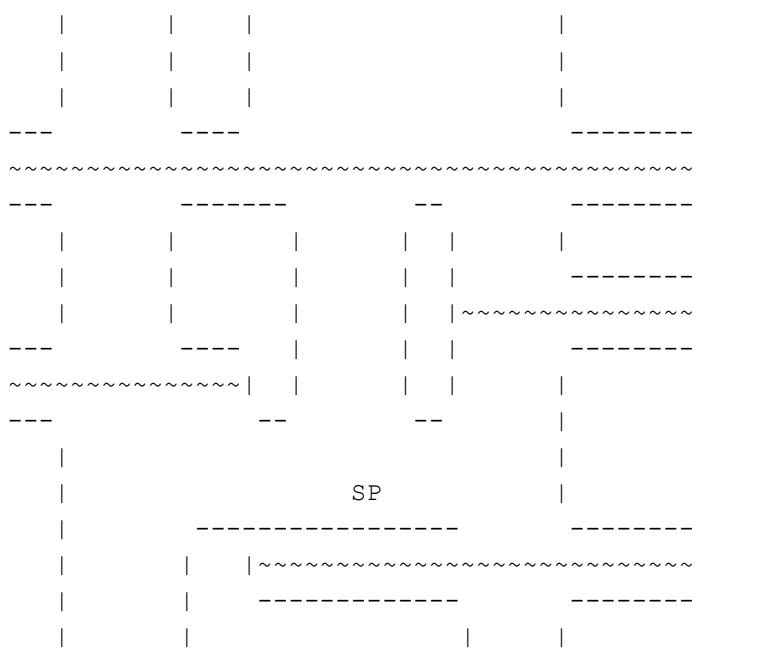
Diagram 3.04b |



~ - Quick Beam |

Just hold right on this screen to drop to...

Diagram 3.04c |



~ - Quick Beam |
SP - Sproing |

Run right. Push against the Sproing. Be hit. LIKE IT.

That's it for the first Quick Beam section. Not too bad, eh? TOO BAD THERE IS ANOTHER ONE THAT IS MUCH HARDER AND CAN MAKE YOU CRY. Not to mention, if you ever play Megaman Network Transmission (Quickman.EXE) or Megaman X5 (first Virus stage), then you'll deal with these again!

Lots of encouragement in this guide.

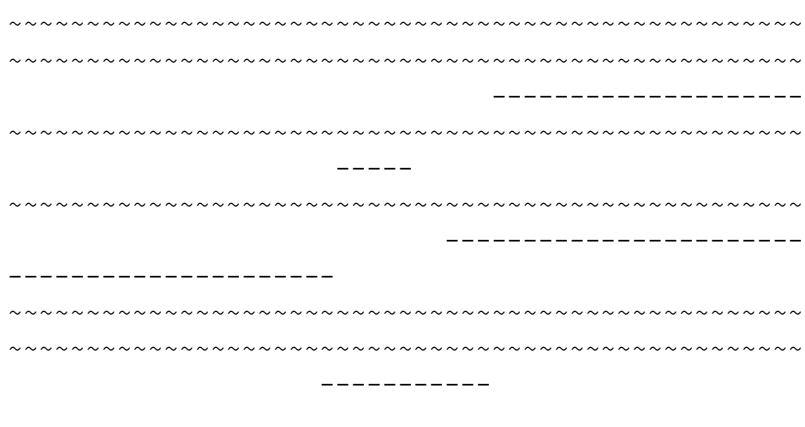
So when you fall to the next screen, you'll land on top of a platform with a 1up on it. Grab the 1up. Fall off to the left, and grab the energy tank. If, for some reason, you activated Time Stopper while coming down, let it run out, and then refill it with the weapon energy capsule. Drop down to the left, run left, and fall down again.

[Halfway point]

So now that you're this far, you've got some Fire Tossers to deal with. These are enemies who are so hot, they turn the screen red. These guys are obviously hits with the ladies. Run right. The level will darken, and then turn a bright red. Fire Tosser alert! Jump up onto the first ledge, and

then kill the Fire Tosser. Jump to the top ledge, run right, and then jump off to the right. On this ledge, shoot across the screen to hit another Fire Tosser. Once it has been destroyed, drop down, run right, and jump onto the ledge of thet late Fire Tosser. Run right for a little while (you're in the dark). While running, jump to land on a ledge. Drop down to the subsequent ledge, and fire to the right to destroy yet another Fire Tosser. Jump over to its ledge. Run right for a little while, and then jump. Continue running right until you reach the end of the horizontal shaft. Time to go down! Use Time Stopper if you don't think you can make it.

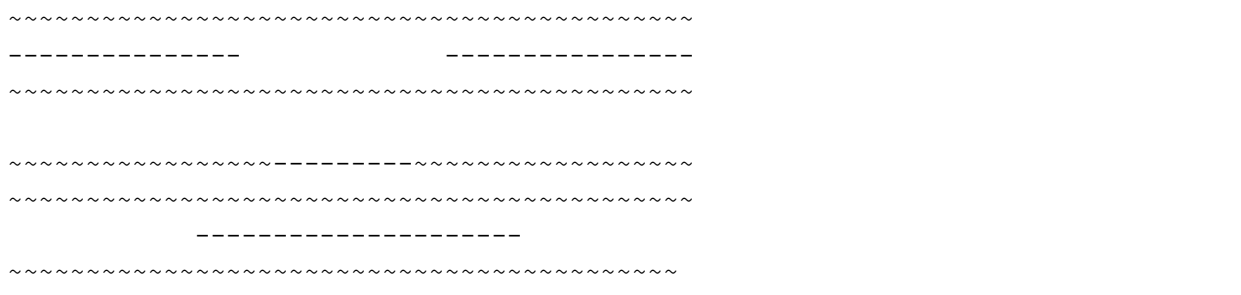
Diagram 3.04d |



~ - Quick Beam |
- - Platform |

As you fall, hold right so that you land on the top platform. Run left. You will fall off and land on the second platform (and not the one below it like you would if you didn't hold in any direction). Drop off this ledge to the left, and then drop off the next two platforms to the right. As soon as you have cleared that platform, hold left.

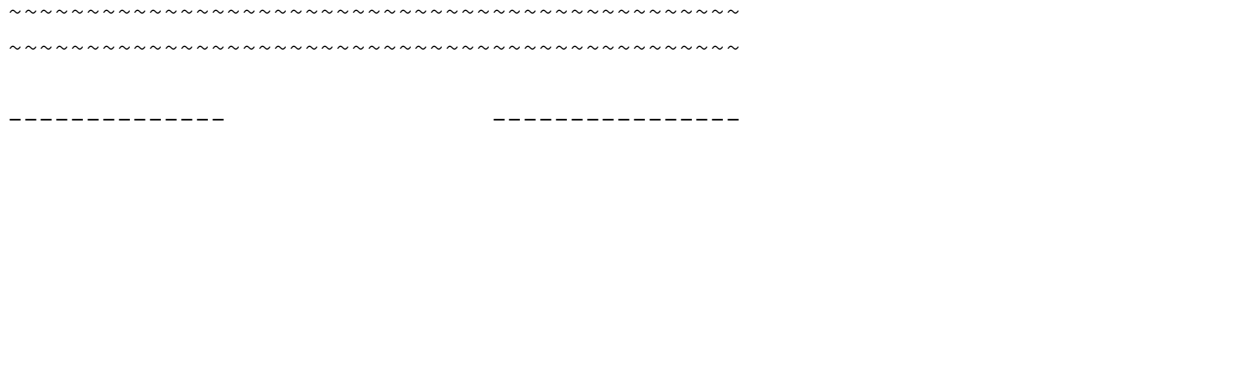
Diagram 3.04e |



~ - Quick Beam |
- - Platform |

That looks so much like an anime face, it's not funny. Anyway, when you land on the second platform -- contrary to our late friend, Common Sense --, run right (the opposite way), and drop off these two platforms to the right. And when you've cleared the final platform, hold left.

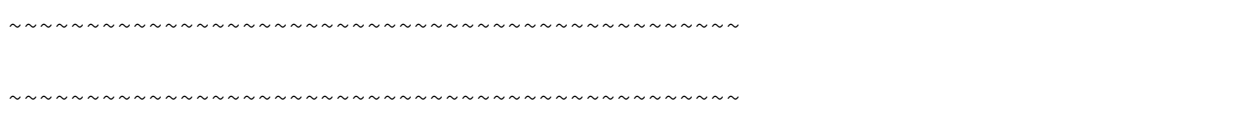
Diagram 3.04f |

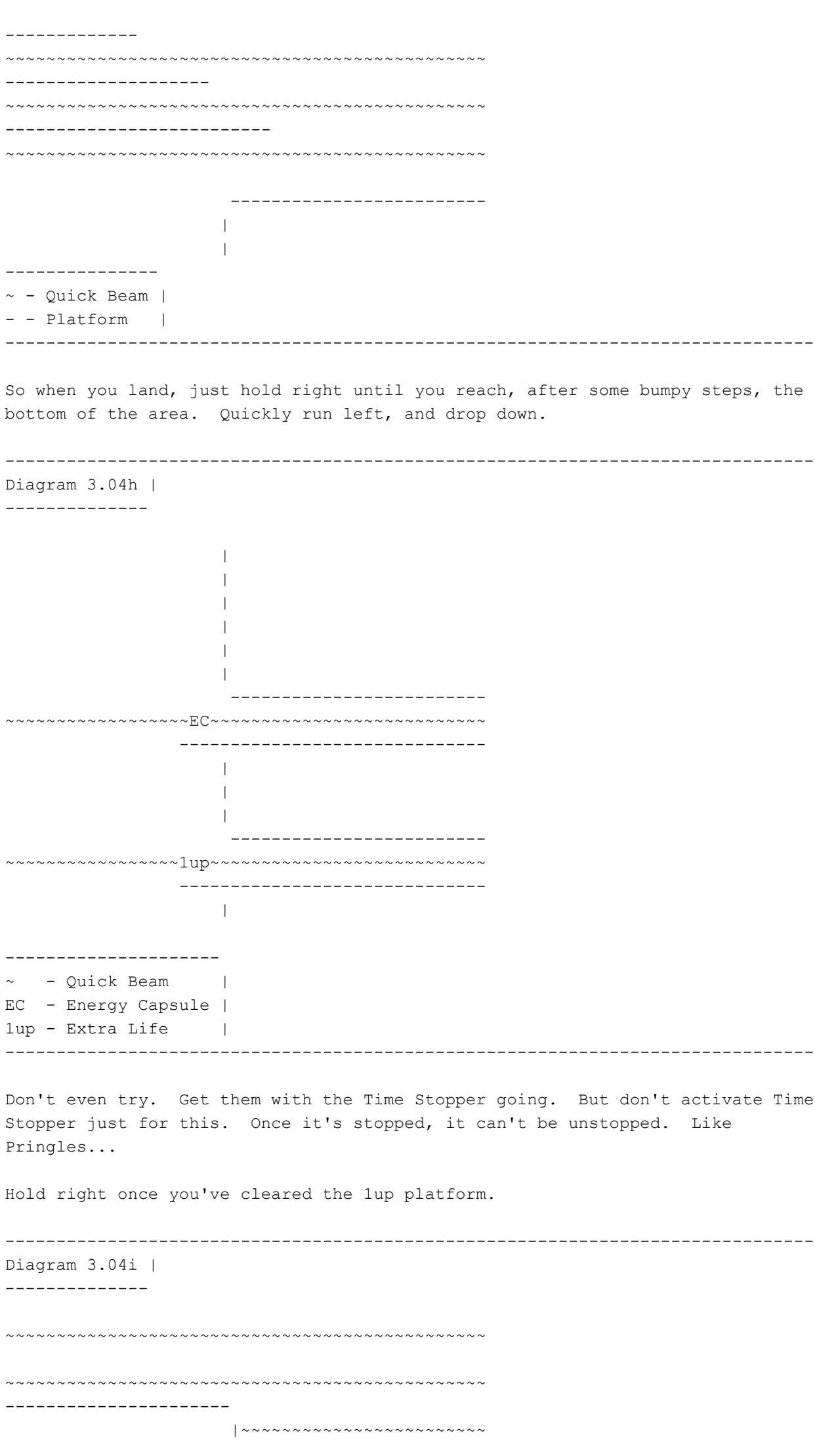


~ - Quick Beam |
WEC - Weapon Energy Capsule |

Just hold left. Unless you've got the unstoppable Time Stopper going, ignore that weapon energy capsule.

Diagram 3.04g |





So when you land, just hold right until you reach, after some bumpy steps, the bottom of the area. Quickly run left, and drop down.

Diagram 3.04h |

Don't even try. Get them with the Time Stopper going. But don't activate Time Stopper just for this. Once it's stopped, it can't be unstopped. Like Pringles...

Hold right once you've cleared the 1up platform.

Diagram 3.04i |

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~ - Quick Beam |
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Upon landing, run right.  When you fall off the ledge, hold left, and run
left.  Easy stuff, man.  Hold right once you've cleared the final ledge.
Last one!

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Diagram 3.02.04j |

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                 WEC
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~   - Quick Beam            |
WEC - Weapon Energy Capsule |
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Just fall through the middle, and then run left.

Now that you're at the bottom, you're on the home stretch!  An AT-ST moves to
destroy you.  Pull out the Air Shooter, and fire away!  Once the AT-ST is
destroyed, a Sniper Joe falls from it.  Let him lower his shield, and then blow
him away.  Now run right.  Keep Air Shooter handy.  Jump over the small
obstruction on the path.  When you do, an AT-ST will jump onto the next bump.
As usual, kill it with the Air Shooter.  Once you've destroyed both the AT-ST
and the Sniper Joe, jump onto the bump.  Run right, and hop onto the partition
in the path.  Drop off, run right, climb the ledges, and enter the boss gate.

*NOTE: Before you enter Quickman's lair, be sure that you fight AT-STs until
       you have a fair amount of Time Stopper if you used it during the stage.*

<--------------------------------------------------------------------------->
                                BOSS: QUICKMAN

Quickman!  As you can tell from his name, he can move really quickly.  Crack
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quickly, actually. He seriously is on drugs.

So Quickman jumps around his lair while throwing his Quick Boomerangs at you. These aren't normal boomerangs like you get, though. These boomerangs are two-movement missiles (they move out towards you, stop, and then fire themselves at you one more time). All the while, you've gotta avoid Quickman. I think Wily used Quickman as a base for Geminiman.

The obvious thing to do is to use Time Stopper. This halves his life (unless you used it during the level. The proportion of the amount of Time Stopper required to do damage and the amount of damage done is 2:1). Once the Time Stopper has all been used up, you have a few options. You can use the Arm Cannon -- which is, in my opinion, slightly easier -- to gun down Quickman. It doesn't take too many shots. You can also stand in one of the corner niches and fire Crash Bomber at the ledge in front of you. When Quickman drops down, he'll land near the bomb and get hurt. This is slightly more complicated. Either way, crack boy goes down easily.

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You got Quick Boomerang!

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| 3.05: Metalman |
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Enemies: Driller, Crusha, Metal Joker, Sproing, Quadbarrel, Metalman

Fun stage. The music is slightly weird, but that's okay. Most of this stage takes place on conveyor belts that push you one way or another. It's not that bad.

So upon being teleported into the stage, the conveyor belt that you're on pushes you right. Ride it until the end. When you see the gap, jump over it. This conveyor belt is actually pushing you backwards. Run against it. Keep running once you see another conveyor belt. If you keep running, you'll find an energy tank. Once you have thie energy tank, let the conveyor belt push you back some, and then hop onto the top conveyor belt. Continue running right (against the conveyor belt) to encounter the Crusha enemy. Crusha -- I named it lovingly after the Battletoads & Double Dragon enemy -- is a large, spiked press. While the description works for both, I'm not talking about the media here. Run right to bait the Crusha into falling down. While it is on its way back up, slip under the Crusha, and over to the next conveyor belt. Not that tough!

Of course, the next conveyor belt is pushing you towards the next Crusha. The same rules apply, though. Get close enough for the Crusha to drop down. While the Crusha is on its way back up, slip under it, and hop onto the next belt. The subsequent belt is pushing you back to the other Crusha, but we're more

concerned about the one in front of you. Move forward, bait the Crusha, and run under it. The chains hurt you just as much as the spikes, so don't try jumping through. When you jump this time, though, you'll land on solid ground. No conveyor belts! Deal with the Crusha in front of you like you have been dealing with Crushas. On the next ledge, dodge that Crusha. Jump onto the conveyor belt. This one is pushing you towards a bottomless pit. At the edge of the conveyor belt, jump down onto the ground.

Now we have a new threat: Drillers. These guys are made harder by the fact that I can't really tell you how to get through them; they come at random places. They are restricted to this area, though. The easiest way to deal with them, I think, is to run forward while holding down the fire button with the Quick Boomerang equipped. You'll fire a steady stream of boomerangs. Or you can just Arm Cannon your way through. Quick Boomerang will be used against Metalman himself, but they have 224 uses, so you probably won't run out of them anytime soon. I'll walk you through the area. Run right, and jump onto the ledge (take your time). Run to the side of the ledge, and drop off to the side. Jog to the right, and hop up these ledges. Now you're on a conveyor belt that is pushing right. So stop running; just keep firing. At the far side, you'll drop off to another conveyor belt pushing left. This is the end of the Driller section.

Run to the far side of this conveyor belt (jump a lot if you're impatient). At the far end, jump onto the levitated conveyor belt. This one is trying to push you right...INTO A PIT! Right into a pit! So at the far end, jump onto the subsequent conveyor belt (which isn't much better). This one is pushing left. Pull out Item-2. Jump on it, and ride over to the conveyor belt to the right. It will push you to the right. At the far side, collect the 1up. Now run back to the left, drop off the conveyor belt, and then run right on the lower conveyor belt. Drop down to the next screen. Here, there is a lone conveyor belt that pushes you left. Ride the conveyor belt over to the gap. Drop down that gap to reach the...

[Halfway point]

Like Flameman's stage in Megaman 6, the screen after the halfway point is the final screen. It's long, though. So you start out on the leftward bound conveyor belt. Run against it. At the far end of the underhang, you'll encounter a Metal Joker. These jokers fall onto metal wheels (these are above you). When they do, the wheel falls down, and -- naturally -- the wheel starts rolling towards you. If you destroy the actual Metal Joker, the wheel will continue rolling. If you obliterate the wheel, then the Joker dies too (although you get no powerups from him). So choose wisely. I personally fire at the wheel. When the wheel is destroyed, the Joker flies up, and then falls down. It can be fun ("Pull!") to try to hit the Joker. Once you've destroyed the first Metal Joker, run to the far right side of this conveyor belt. A second Metal Joker will be awaiting you here. Destroy it, and then hop up onto the following conveyor belt.

Run right (against) this conveyor, and then jump up to the next conveyor belt. This one pushes you right. Leap onto the subsequent conveyor belt, and then make a leap of faith down to the next belt that pushes you left. When you land, you'll have to fight another Metal Joker. Kill it, and then continue on. A fourth Metal Joker makes an appearance here. Obliterate it, and then jump over to solid ground. By the way, if you come across any weapon energy capsules, refill Item-2.

Now that you're on the ground, run right. A Metal Joker will land on the gear in front of you. Kill it off. Jump onto this obstruction to find a Quadbarrel in front of you. These guys are from Crashman's and Flashman's stages. Give

it a good smack in the face (and take cover if you're on difficult mode). Now leap up the gear ledges until you reach another Quadbarrel. Annihilate the Quadbarrel, and then jump up three more ledges to find a third Quadbarrel. Destroy it, and then move to the right side of this gear that you're on. Drop off, and then hold left. This is important. You will land in a small niche in the gear. Now drop off again, and hold left again. You will land in an alcove with an energy tank. Nice! Grab it, and then activate Item-2. Use its sled to propel yourself over to solid ground.

Upon landing on the ground, you'll be assaulted (in ways I can't say in a PG-rated guide) by a Sproing (whose name is even suggestive). Jump over the Sproing, and then run over to the right side. Hop onto the next ledge, where you will be attacked by two Sproings. Jump over the first Sproing, run for a second, and then jump over the second Sproing. Continue (quickly) to the right side of this ledge. If these guys get too annoying, they can be dealt with with the Quick Boomerang. Hop onto the final ledge, run right, and then enter the boss gate.

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BOSS: METALMAN

Dr. Metalman is in the house. Seriously. I know that's a Metal Blade on his head, but it looks like a stethoscope. And that pose he strikes at the beginning. That just screams "Turn your head and cough!"

Metalman's lair is a large conveyor belt whose direction he can change at will. He doesn't attack unless you do (at first), and won't move (jumping to the other side of the room) unless you get too close to him. When Metalman does attack, he will throw two Metal Blades while jumping. Jump when he fires a Metal Blade. The first one will go over you and the second under you. It works nicely.

But as for how to defeat him, you have two options available to you: Arm Cannon and Quick Boomerang. The advantage with the Arm Cannon is that you can fire from a distance, but the Arm Cannon doesn't hurt him as much as the Quick Boomerang, whereas the Quick Boomerang hurts Metalman more, but you must get closer to Metalman to attack.

I recommend the Quick Boomerang. Run at him. He jumps from one place to another place everytime -- and it's the same exact place. Stand in the middle of the jumping pattern while jumping and firing the Quick Boomrangs to bring this battle to a screeching halt.

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You got Metal Blade!

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| 3.06: Bubbleman |

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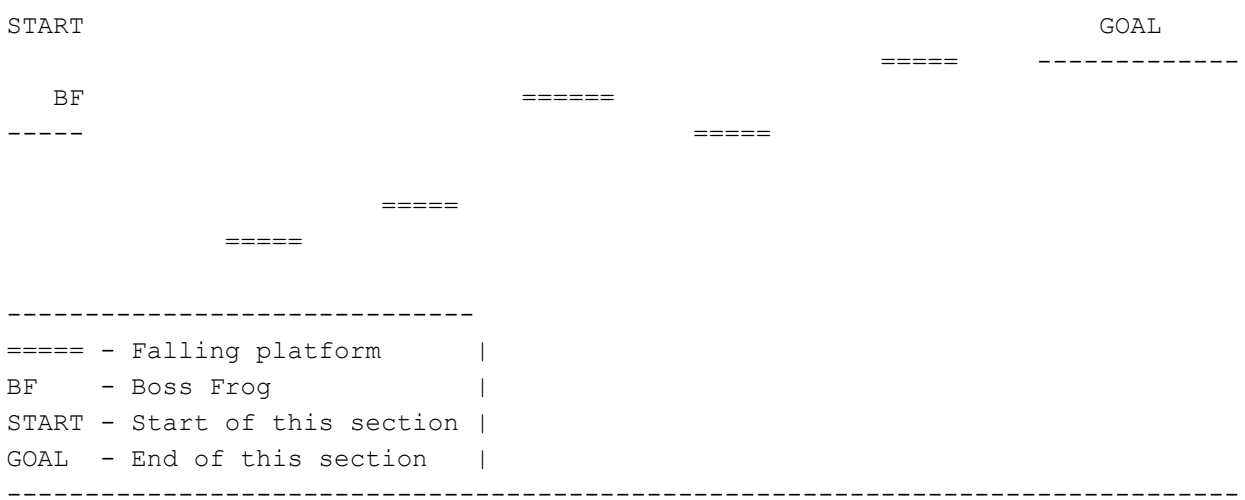
Enemies: Boss Frog, Baby Frog, Hermit Crab, Prawn, Anglefish, Orbison, Bubble Crab, Bubbleman

When I played this game the first few times, I used to play through Bubbleman's stage first. It's very memory-provoking. Especially the background, which also reminds me of Adventures in the Magical Kingdom.

So upon being teleported into this level, you find yourself on a white ledge in front of a waterfall. Fair enough. Jump down onto the white ledge in front of you. Run forward to encounter a Boss Frog. Boss Frogs throw three Baby Frogs out of their mouth. These frogs hop around you. If there are still Baby Frogs on the screen, the Boss Frog will not shoot anymore out -- even

if the Baby Frogs aren't his/her own (must be sleeping around). The best weapon for this -- and for all enemies in this stage, save the Hermit Crab -- is the Quick Boomerang. Ignore the Baby Frogs for now, and jump/fire at the Boss Frog on the next ledge. Once the Boss Frog has been eliminated, jump onto the ledge that it used to occupy. Run to the right side of this ledge to find a second Boss Frog on the ledge above you. Using the Quick Boomerang, destroy the Boss Frog above you. Jump onto its ledge, and then run right. At the far end of this ledge, jump over to the next ledge to find a third Boss Frog. Destroy it. Now you come to the fun part of the stage: falling blocks.

Diagram 2.06a |



===== - Falling platform |
BF - Boss Frog |
START - Start of this section |
GOAL - End of this section |

As you jump onto the platform, it will fall. It'll fall if you stay for one second. The fun thing to do here is to try to make it across to the other side without having one block fall. The trick is to land only for a split second. If you need to reorient yourself -- and you will -- make small hops. The second count isn't cumulative. Regardless of how you do it, jump across this section. Run to the right side of the ledge that you end up on. At the far end, hop down onto the left ledge, and then drop down onto the subsequent ledge. Fall off to the left.

Down here, you'll encounter Hermit Crabs. These are robot crabs on wheels. If you use your Arm Cannon to destroy them, everything is fine. If you use the Quick Boomerang, though, their shell will fly off, and they'll become faster. Everything in the video game world seems to when it loses its shell. Ever notice that? Anyway, destroy the first Hermit Crab, and then drop down to the ledge on your left. Run right, and drop off to the right. Easy stuff.

Destroy the Hermit Crab down here, and then drop off to the right. You'll land on one final white ledge. Run to the left, and fall into the murky waters of Bubbleman's level (motto: "Cleaner than Dr. Wily's"). Hold left as you fall.

More Hermit Crabs await you in the water. The second you land, turn right, and fire at the Hermit Crab. Run right, and drop down to the next ledge. If it is in your way, destroy the second Hermit Crab. Now jump off the ledge, skipping over the third ledge. Simple stuff.

[Halfway point]

Now that there are no more Hermit Crabs in the level, you may as well equip Quick Boomerang and stick with it. Down at the bottom, run to the right. You will begin to encounter a shrimpy enemy: the Prawn. They try to tackle you. You have to eliminate their source, namely, the Anglefish. After a few waves of Prawns, you'll reach the Anglefish, whose weakness is the lantern atop his fishy head. Jump up and down while firing at the lantern. When it has been destroyed, the Anglefish will be destroyed too. Yay. There are still some Prawns left, but if you run to the right so that you can't see them anymore, they will no longer be a threat.

After the Anglefish has been destroyed, continue running right. Keep in mind that there are spikes on the ceiling. When you reach a ledge, an enemy called the Orbison will start bugging you. These guys come down at random from the ceiling. It's best to ignore them unless they get in your way, in which case one Quick Boomerang is the medicine that Doctor Wily didn't order. Jump onto the ledge in front of you. Make a small hop onto the subsequent ledge.

Skip over the gap between you and the next ledge, and get straight to said ledge. Drop off to the right. You might be able to land on the next ledge. Otherwise, land on the bottom, and then leap to the platform. Make a running jump to the edge of this ledge, and then jump over the gap and to the subsequent platform. Drop down the ledges until you reach the bottom. Jump up to the next ledge, and then drop off to the right. Run all the way to the right. At the far end, jump onto the ledge above you, and from there to the final ledge. Hop off the top of this, and position youself so that you go down the middle of the lane of spikes.

When you have hit the bottom, run right to encounter another Anglefish. As before, attack the orb atop his head with your Quick Boomerang to make quick work of him. Continue to the right. Jump to the top ledge, and enter the next screen.

The final area of this level starts off with a Boss Frog. Underwater. And of course, a jump bonus is given to its Baby Frogs. These guys are harder to ignore now. Nevertheless, kill off the Boss Frog with your Quick Boomerang. Jump onto the ledge that way occupied by the Boss Frog, and run right. At the far end, you'll encouner a second Boss Frog. Make small hops while firing at the Boss Frog. Once it has been destroyed, jump onto the ledge that the Boss Frog used to occupy. Run to the far right, and then jump onto the ledge to end the water section. For now.

This is the final stretch. It is occupied by Bubble Crabs (a cookie if you know where the name came from!). Bubble Crabs randomly drop onto you as you are crossing the platforms. And again, the easiest way to deal with them is to hold down the fire button with Quick Boomerang equipped and ignore them. Due to the randomness, I can't really help you here. The only thing I can really say is that, right before the final ledge, you'll probably have to destroy the Bubble Crab that will inevitably drop here. Once on the final ledge, enter the

water to the right, and then enter the boss gate.

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BOSS: BUBBLEMAN

Bubbleman. The ultimate scuba diving tourist. It's almost funny. Especially to me, since I grew up as a Floridian, and I saw these types of people a lot.

Bubbleman's lair is underwater and is topped by spikes. Bubbleman "flies" around his lair (I wish I could do that with scuba gear) while firing bubbles and torpedoes. The torpedoes go straight, while the Bubble Lead lands and bounces on the ground. Bubbleman DOES have a set pattern, though.

Diagram 3.06b |

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B - Base of pattern |
|/ - Pattern style |
= - Boss gate |
S - Spikes |

He always follows that pattern. The trick is to exploit it. Using the Metal Blades, jump up and down a lot while firing Metal Blades a lot. In face, if you don't care about being hit, just stand in the same place, jump, and fire a ton of Metal Blades. Bubbleman will be dead before he can really do anything in his pattern. If you do care about being hit, however, jump really high to avoid the torpedoes, and use the Metal Blades' multidirectional feature to hit Bubbleman. Either way, Bubbleman does not take much to defeat.

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You got Bubble Lead!

Current Password: |
|
1 2 3 4 5 |
A | | | | |O| |
B | |O| |O| | |
C | | |O|O|O| |
D | | | |O|O| |
E | | | |O| | |

0=~=~=~=~=~=~=~=0
| 3.07: Heatman |
0=~=~=~=~=~=~=~=0

Enemies: Crickhop, Molestias, Sproing, AT-ST, Heatman

This level can be tough, due to the overwhelming number of gaps and lava. And of course, lava is not our friend, right? Right?

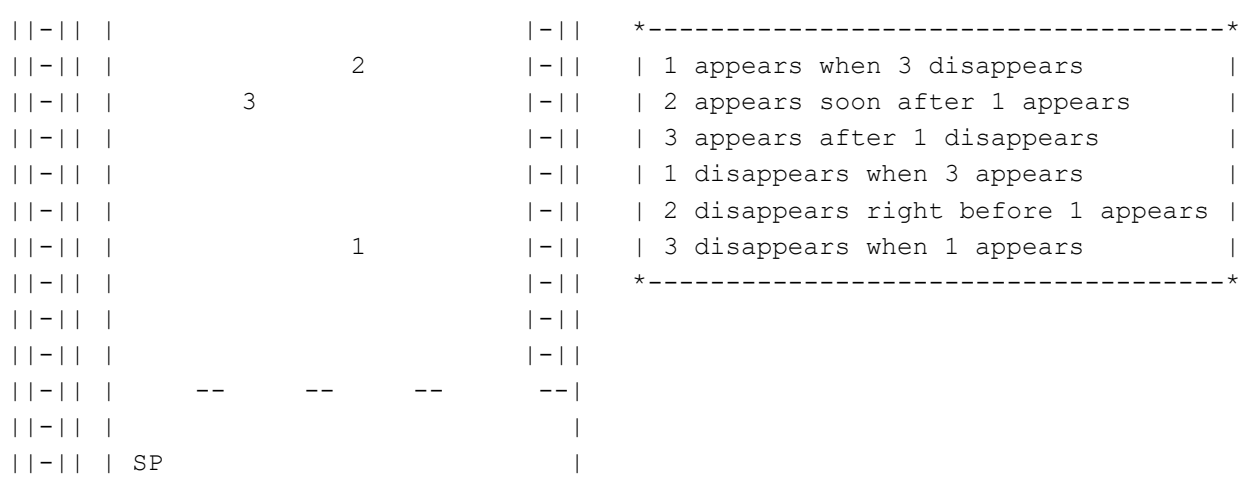
So you start out in some kinda really hot place. That narrows it down. Kinda looks like Florida. Start off by running right. That's a common theme in how we do things. When you reach it, jump over the break in the floor that gives way to lava. On the other side, you'll encounter one of those fun Crickhop enemies. The best way to deal with him is to simply not. When the Crickhop begins to jump over you, run under it, and then jump over to the next platform. The way I do it is to just run towards the Crickhop while firing. It should be destroyed by the time you reach it. Another set of Crickhops awaits you here. Dodge them, and then jump over to the complete path on the other side. Of course, another problem presents itself. This seems like an appropriate time and place to use the old "Out of the frying pan and into the fire" speech.

Molestias. You remember them. Their name literally means annoyances. As with the Crickhops, it's best just to ignore them. Speaking of which, there is probably one right above you. In the game, I mean. Not literally abo-

Move to the far right side ot the platform, and then jump over to the next platform. From here, jump onto the brick column. Run to the far side of this column, and then jump down to a second column near to the lava. Be careful not to miss. Jump up to a third column. From there, skip the fourth column, and jump straight to the subsequent column. Destroy the Molestia in front of you, and then hop over to the column that's waaaaaaaaay over to the right. Hop up to the following column, and then jump down to the even leveled columns. While running and hopping from column to column, be sure to be firing so that any stray Molestias are killed off. After you've gotten over the even-levelled columns, you find yourself out over a bottomless pit with smaller bricks to jump to. Jump to the first, and then jump to the second. Leap up to the third, and then leap way down to the fourth. Jump to the fifth, and from there to solid ground. Here's another friend: the Sproing. Pull out Bubble Lead, and make a jump so that you are even with the ledge on which the Sproing is sliding. Fire off two lead bubbles to destroy the Sproing. Now jump onto that ledge, and from there left to the brick ledge. Move to the left side of the brick ledge, and hop up to the top ledge. Stand on the edge, and fire two Bubble Leads. These will destroy the Sproing. Now jump over to the ledge, run right, drop off the ledge, and descend the ladder.

A disappearing block puzzle awaits you down here. If you're insecure in your abilities, fire two Bubble Leads at the Sproing down on the bottom (you can just fire them in front of you, and they will find the Sproing). For some help on this...

Diagram 3.07a |



SP - Sproing
1 - First blocks to appear
2 - Second block to appear
3 - Third block to appear

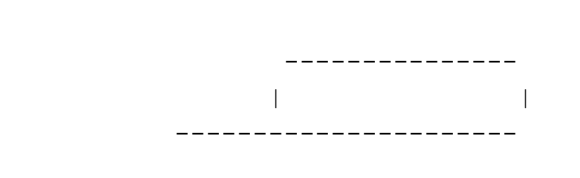
Use that to get to the ladder on the left side, and then descend it. Or you could just use Item-3.

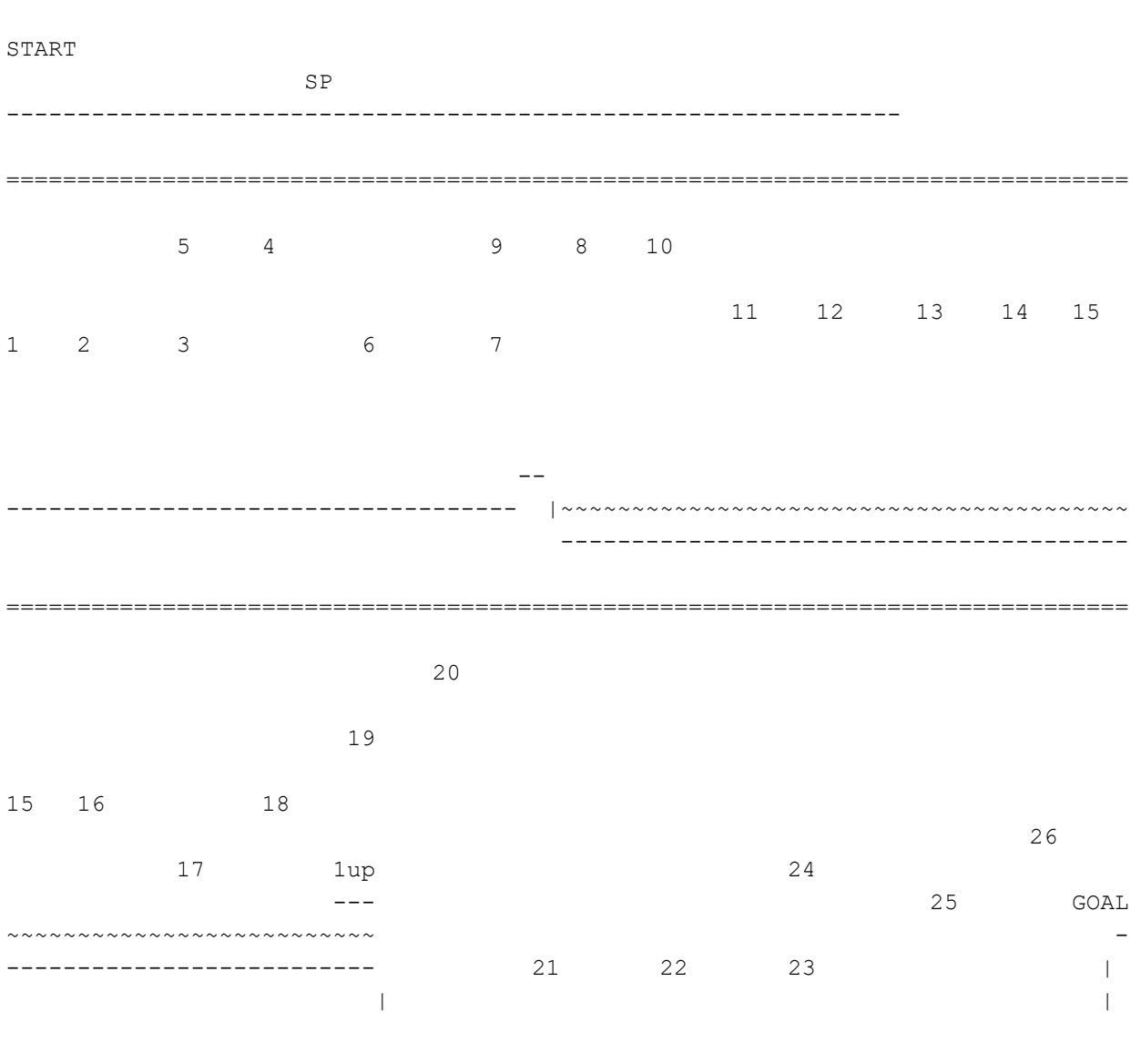
[Halfway point]

The area from now until the end of the screen is the single most annoying (possibly even moreso than the Crashman Metool part) screen in the game. Unless you have Crash Bomber and Item-2.

This area involves a lot of Molestias and disappearing blocks. Run right. As before, don't worry about the Molestias unless you have to. When you reach the brick column, wait for a disappearing block to appear. Use it to climb over the column. At the top, jump down to the next ledge, avoiding the pit (because death is bad for your health). At the column, you need two disappearing blocks. When it appears, jump onto the first disappearing block, wait one second, and then jump again. You'll magically land on the second block. Jump to the top of the column, and then down to the platform on the right. Run to the right side. Pull out Crash Bomber, and fire a bomb to the right. It will hit a Crash Block. Jump over to that platform, and use the newly-created passage way to easily avoid any hassle with disappearing blocks. Continue right. You will see another large column with a Crash Block in its middle. Fire a Crash Bomb at the block, and jump through there. LIKE A POLAR BEAR. Once on the other side, fire yet another Crash Bomb to the right to destroy another Crash Block. This one is slightly trickier because of the hole. No worries, though. Just jump over to the column, and you'll be fine. Now jump over the hole and to the next ledge. Repeat the process to get onto another ledge. Follow this path right to encounter a Sproing. Kill it. Now you have two choices: MAD DISAPPEARING BLOCK SECTION

Diagram 3.07b-d





1up	- Extra life
1, 2, etc.	- Order in which blocks appear
~	- Lava
START	- Start of this section
GOAL	- End of this section

Or you can just run to the start of the lava, pull out Item-2, and fly all the way over to the end of the screen. I can't write a timing guide for the blocks, because the order depends upon when you hit which block. So I recommend the latter way. You can even jump off on the way and collect an extra life! Regardless of which method you take, you'll end up on nice, solid ground. Follow the path right, and then descend the ladder. Here, drop to the bottom, and use Air Shooter to destroy the AT-ST and its Sniper Joe rider. Run to the left side, and then climb down the ladder. At the bottom of the ladder, run to the right, and enter the boss gate!

BOSS: HEATMAN

Heatman. He's lightning in a bottle! He's earthquake in a can! He's...not Bowser. He's a little lighter in a box. A heavily armored box.

Heatman's primary weapon is Atomic Fire. He tosses three columns of fire out. These can be tough to avoid (you have to get into the centter of them). Additionally, when he's hit with a master weapon, he'll turn into an atomic fireball (wasn't that a candy?), and he'll rocket towards your side of the screen.

The obvious way to defeat Heatman is with the Bubble Lead. When the battle starts, fire out a lead bubble. When the bubble hits Heatman, wait for him to zoom over to you. Jump over him, turn around, and fire another bubble. Wash, rinse, and repeat until Heatman has been washed and rinsed. And since this is a Megaman game, he'll be repeated.

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You got Atomic Fire and Item-1!

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Current Password: |
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   1 2 3 4 5      |
A | | | | |O|     |
B | |O| |O| |     |
C |O| |O|O|O|     |
D | | | |O|O|     |
E | | | | | |     |
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Last robot master!

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0=~=~=~=~=~=~=~=~=0
| 3.08: Woodman |
0=~=~=~=~=~=~=~=~=0
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Enemies: Bubble Bat, Roborabbit, Hot Dog, Bird Bomber, Hatchling, Muscle Monkey, Swift, Woodman

So we're in the forest with some really cool music. I'm surprised there were no environmentalist uproars over this stage. Since you're killing many natural members of the animal kingdom like bats, rabbits, mutant dogs, etc.

So to begin, run right. You'll soon encounter a Bubble Bat. These guys hide in little impenetrable balls. When they come out to attack, blast 'em. So destroy the first Bubble Bat when you get a chance. Of course, when you jump to do that, another Bubble Bat starts coming for ya. Destroy him, and then hop onto the small obstruction in the path. Move to the far right side of the ledge to activate another Bubble Bat (or Batonton as they were known in the shows). Destroy it. Hop down into the gap and then up to the next ledge. You will now encounter a Roborabbit. Roborabbits are FEROCIOUS and DEADLY beasts who -- this is original -- throw carrots at you. These guys take a lot of hits to be destroyed, though, so use a master weapon. Bubble Lead and Quick Boomerang work marvelously. When the Roborabbit is destroyed, a Bubble Bat will descend upon you. Use Metal Blades to cut it down to size. Jump onto the ledge in front of you to anger another Bubble Bat. Metal Blades prove to be your savior again. Once the Bubble Bat has been destroyed, run to the far side of this ledge. A Roborabbit and a Bubble Bat will attack you at the same time. Fire some Metal Blades at the Roborabbit, and then fire them at the Bubble Bat. Simple. Drop off the ledge, and run all the way to the right. Ignore the Bubble Bats. At the end, use a master weapon to destroy the Roborabbit, and then descend the ladder.

At the bottom of the ladder, run left. You'll be hitting a wall, but you will also awaken the three Bubble Bats. Start firing Metal Blades diagonally down and right to destroy them. Once they have been destroyed, drop off to the right. Jump onto the first obstruction, and from there to the second (jumping over the gap). Descend the ladder on the left.

The enemy here is the Hot Dog. You'll fight a total of three of these in this stage. Back-to-back. Drop down to the second ledge. When the Hot Dog fires, jump over the flames. At this point, you can either fire a barrage of Metal Blades, or move close to him and fire some Quick Boomerangs. I recommend the former. So drop off the ledge, jump onto the one formerly occupied by the Hot Dog, and then continue to the next screen. *Note: If for some reason, you cannot defeat the Hot Dog on this screen, you can get onto the ladder and fire down and right to hit him.*

The next screen has another Hot Dog. This one is slightly more difficult to defeat. When there is an opening in his fire, move so that you are under the tallest niche in the cave's ceiling. When the Hot Dog fires, jump over the fire while firing Metal Blades. Repeat to destroy the Hot Dog. Jump onto its ledge, and then fall off. If you hit the black part of the screen at a high point, you pass through a wall on the next screen.

The next screen which, predictably, has a third Hot Dog on it. This is the easiest one of the bunch to defeat, though. With the Metal Blades, stand on the first ledge. Jump, and at the peak of your jump, fire a Metal Blade. DO this a few times to destroy the Hot Dog. Now jump onto the next ledge, run right, and then hop onto the third ledge. Move to the next screen.

[Halfway point]

On this screen, just ascend the ladder.

Two Bubble Bats await you here. Stand near to the ladder. When they've both awakened, fire a few Metal Blades in a diagonal pattern to destroy the Bubble Bats. Jump onto the partition to the left, and then climb the ladder on the left side of the room.

Now you're in the great outdoors. Kinda. Move right, and jump onto the first ledge, and from there leap to the second. This screen has our old pal, the Bird Bomber (destroy its eggs before they hit the ground). This also introduces the Muscle Monkey. It hops below the ledge that you're on, and then BOOM, surprise attack! It might be easier just to run forward while firing or to use the Time Stopper. But when you run out onto that first platform, a Muscle Monkey climbs onto to the edge of it. You can use the Metal Blades to destroy it. Jump over to the next bamboo stick. Kill off the Muscle Monkey here, and then run to the far right side. Drop off onto the next stick. A third Muscle Monkey assaults you at the edge of this ledge. Kill it, and then hop up to the next straw of bamboo. You'll encounter one final Muscle Monkey here. Kill it, and then hop to the final bit of bamboo. Jump back onto the cave ground, and then run right. Descend the ladder.

This is Roborabbit country. Keeping with the Metal Blades, drop down onto the ground, face left, and then obliterate this Roborabbit. Run left, and climb down the ladder. This room is shaped like a large staircase and was a night-mare to map. Start running down the stairs while firing Metal Blades diagonally down and right. Continue down the stairs after you've killed the Roborabbit, and then descend the ladder. Drop to the bottom of the ladder. Using the diagonal-left strategy, kill the Roborabbit on the screen. Drop off this ledge as well as the following ledges. At the bottom, climb down the ladder.

This is the final section of the level. It is full of Swifts, ostriches that try to crash into you. Fortunately they have this inexplicable urge to jump every now and then! The pattern of Swifts is random. The tricks that I can give you are to run left with the Swifts until they jump, and that you should

use the corners of ledges for cover. They miss you entirely there. Once you have ascended these ledges, enter the boss gate.

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BOSS: WOODMAN

Woodman. A robot made out of wood. It's actually a clever idea. But then, this is a futuristic world! It's a world whose year names are 200X!

Woodman has two attacks that he does at the same time. He beats on his chest and sends four leaves into the air. At the same time, an impenetrable Leaf Shield surrounds Woodman. While the leaves are falling on you (this hurts), he will fire his shield of leaves at you. Woodman was so much cooler in the shows.

So you jump over the Leaf Shield while making sure that the leaves don't fall on you. Easy. You can defeat Woodman with the Metal Blades. Fire them at Woodman when his shield is down. You can defeat Woodman with Crash Bomber. Fire them at Woodman when his shield is up.

Or even better, you can charge Atomic Fire up to its maximum level, and then fire it at Woodman when his shield is down to kill Woodman in one hit. It's up to you.

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You got Leaf Shield!

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Current Password: |
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A | | | | |O|     |
B | |O| |O| |     |
C |O| |O| |O|     |
D | | | |O|O|     |
E | |O| | | |     |
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This, ladies and gentlemen, is the final password for this game. This is as good as it's gonna get -- four energy tanks and all robot masters defeated. From here on in, there are no passwords given, so I can't give you any. Sorry.

So Dr. Wily appears in his saucer, does the trademark eyebrow thingy and then disappears into Skull Castle. We have to get through Skull Castle and bring Dr. Wily to justice once and for all!

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0=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~0
| 3.09: Skull Castle Stage 1 |
0=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~0
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Enemies: Bird Bomber, Hatchling, Wormer, Sniper Joe, Sproing, Molestia, Mecha Dragon

Gotta love the fortress map. Remember when I said that Flashman's stage's music was the second most commonly remixed song from the Megaman series? Well

this is the most common. This is probably the longest fortress level.

So we have to start through Skull Castle from the outside. Fair enough. From

now until you reach the first building with the Dr.W insignia on it, Bird Bombers will be assaulting you. As you know by now, I can't really walk you through that, because it's random. Leaf Shield is good for this. You can get tons of powerups. But save the Leaf Shield for later. Use Metal Blades to destroy the eggs. When you DO reach the Dr. W building is when it gets fun. You can't get over it. Haha. Game over.

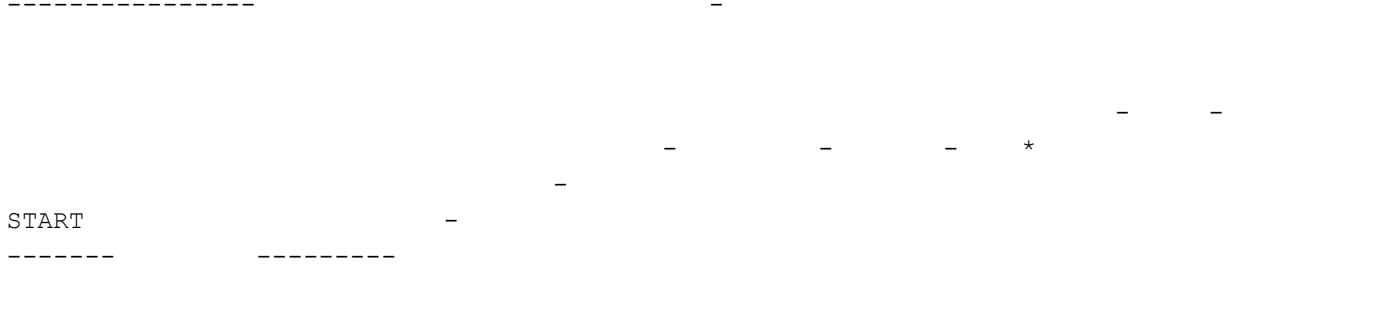
No, seriously, pull out Item-3. Use that to scale this wall. At the top of the wall, run right, and drop off. Use the Metal Blades to destroy the Wormer on this side. Make sure to refill Item-3 and Metal Blade while you're here. Once the Wormer has been destroyed, jump onto the next ledge. Annihilate the Wormer on this ledge. Jump over the gap. Once on the next ledge, fire a Metal Blade to destroy two Wormers. Jump onto the top ledge, leap across the gap, and then destroy another Wormer. Drop off the ledge, and pull out Item-3. Use Item-3 to scale this building of Wily's. On the other side, destroy the Wormer. Be sure that Item-3 is charged up. Use Item-3 to scale the wall on the right side. When you get to a niche, jump off. Use Metal Blade to destroy the Wormer, and then collect the extra life. Run right, and drop off the ledge. Use Item-3 again (it couldn't hurt to recharge Item-3) to climb the wall again. This time, wait until you are in jumping distance on the ladder. Jump onto the ladder, and climb it.

Use Air Shooter to hit the Sniper Joe above you. Go to the latter ladder (the former leads down to the 1up alcove), and climb it. At the top, take the weapon energy capsule (refill Item-3), run right, and ascend the ladder found on the right.

[Halfway point]

From where you are on the ladder, fire to the left to destroy another Sniper Joe. Finish ascending the ladder, run left, and climb up the other ladder. Up here, just wait for the Sproing to pass you. It's not worth the fight. Once the Sproing has passed you, climb the ladder to the top, run light, and ascend this ladder to find a whole lotta nothing. There's no apparent way to cross this gap. Fear not! We've got Item-1! Use that to create platforms to cross this treacherous range. The way to do this is thusly: from the edge of the ladder, create a platform. Jump onto the platform, and move to the left side. Create another platform. Jump onto it, move to the left side, and create a third platform. Jump onto this, move to the left side, and then jump to the ladder. There's a good chance you'll miss, in which case you have to start over. Kill Sniper Joes for energy if necesary. Up the ladder, you'll find some Molestias. Just ignore them. At the top of the ladder, enter the building to the right. This is a long spiel of blocks. Instead of making a walkthrough for this [it would be even more pointless than the normal one (now jump to the next block, and from there to the next block, ad infinitum)], I'll just give you the map.

Diagram 3.09a-b |



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```
                    -
                  GOAL
                       -
-    -    -     -     -

-------------------------------------------
-     - Platform                          |
*     - Mecha Dragon starts chasing you here |
START - First ledge                       |
GOAL  - Boss fight                        |
-------------------------------------------------------------------------------
```

And as promised, a boss fight! Also, on your way to the fight, don't let the Mecha Dragon hit you, or it's curtains for you.

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BOSS: MECHA DRAGON

The Mecha Dragon. This guy symbolizes the childhood of some of us. I don't know why it does, but some people are like that. He's a big, fire breathing dragon. Terribly original.

He flies around trying to impale you upon his horns while breathing fire that damages you and knocks you off you platform. That's all he does. Pfft. Some dragon.

Stand on the top of the three blocks and fire a lot of Quick Boomerangs. Just keep firing. If the Mecha Dragon gets too close, drop off to the lower ledges. Be sure to get back to the top, though, as you are safe from falling off up there. This boss fight becomes hard, however, if you're trying to beat the game without taking a hit. Then you have to actively be moving while firing to avoid the fire. It's tough.

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You got...another level.

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| 3.10: Skull Castle Stage 2 |
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Enemies: Crickhop, Shooter, Molestia, Driller, Crusha, Roombots

This level is nothing. This would be the secret entrance of Skull Castle. You do have to wonder why, excatly, the good doctor puts these around.

To start with, use that nice weapon energy capsule to your left to refill any weapons that need refilling (weapon energy isn't refilled from castle stage to castle stage). Now run right, and drop off the ledge. Fire at the Crick-hop that falls down. Once it has been destroyed, quickly drop off this ledge, as well as off the next ledge. Another Crickhop will drop down in front of you. Destroy it. Drop off the next two ledges. At the second-to-last ledge, destroy one final Crickhop. Go down to the bottom ledge. Take out any weapon that needs to be refilled, and refill it. Now you should pull out Item-2. Activate it, and let's get ready to go surfing. Fly over the sea of spikes. Ignore the first ladder that you come to. Instead, jump onto the second ladder. Take the energy tank to your right, and the climb down the ladder.

Run left, and take the 1up. Drop off to the left. There are four weapon

energy pellets here. Refill what you need (although the only Item-X you'll need are a few Item-1s and Item-3s). Take these four pellets, and then drop off to the right. Five weapon energy pellets await you here. Take them, and then descend the ladder on the far left side.

Drop down to the Crash Blocks. Use Crash Bomber to destroy the first block if your lives are decently low. Otherwise, save your bombs (the boss for Skull Castle Stage 4 can only be defeated by them). If you have less than four energy tanks, then use the Crash Bomber on the lower Crash Block and take the energy tank. Regardless of what you took, continue to the bottom of the ladder.

Drop off the ladder, and hold right to land on a wooden post. Drop through the gap created by the wooden posts.

[Halfway point]

This next area is just a long stretch of Drillers. Your best bet is to continuously activate and fire the Leaf Shield as you run. That's been my observation, anyway. At the far end, a Crusha awaits you. As you did in Metalman's stage, get close to the Crusha. The Crusha will fall. When it comes back up, slip under the Crusha, down the ledge, and to the wall. Use Item-3 to ascend the wall. There's a catch, though: there's a Crusha at the top of the wall. Wait for the Crusha to start moving up after a fall. Jump off the Item-3 and onto that ledge. Quickly run right. Dodge the next Crusha as well. The next part is tricky. Two Crushas await you. There is a tiny bit of space in between them. Make the first Crusha fall. As it goes up, run under the Crusha and to the small space in between the two. This will make the second Crusha fall. As it ascends, run under the Crusha. Now that you are past the two Crushas, continue right, and drop down the ladder.

You'll land on a platform. Drop off to the left to hit a platform at the bottom of the room. Fall off to the right to go to the next screen. Use Item-2 to cross the gap and to grab an energy capsule. Jump off to the left, and fall through the gap at the bottom.

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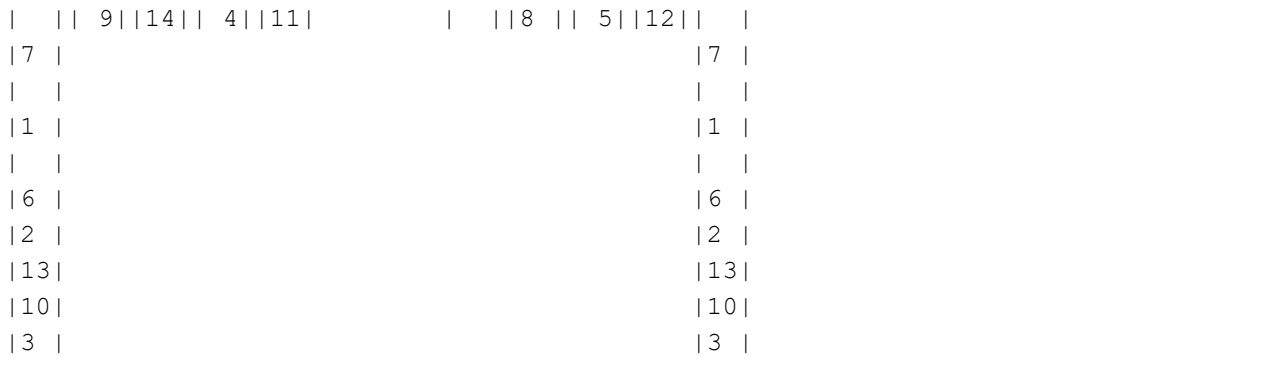
BOSS: ROOMBOTS

You are in a big room with no obvious exits. What do you do? C:> FIGHT BOSS.

This room is tiled. Most of the tiles come out and pair with another tile. This forms a robot. These robots fire a plasma cannon and try to hit you. These robots are mean. The longer the battle goes, the faster the Roombots become. The pattern in which they come out:

Diagram 3.10a |



```
|  ||14||9 ||11||4 ||  ||  ||8 ||5 ||12||  ||  |

-------------------------------------------------
|  |       - Tile                                 |
1, 2, etc. - Order in which they come out and pairs |
-------------------------------------------------------------------------------
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So 1 matches with 1, and so on. Just figure out where the enemy is coming from, and prepare to pump it full of bubbly lead. You'll win easily.

<--->

Yippee.

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0=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~0
| 3.11: Skull Castle Stage 3 |
0=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~0
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Enemies: Hermit Crab, Guard Fish, Shooter, Gutsdozer

This is a short level that serves as a transistion. You're almost there.

Drop off the ledge to the left. You'll land on a platform in front of a weapon energy capsule. Fire a Crash Bomb at the wall. One shot destroy it and reveals three weapon energy capsules. Use them to refill whatever weapons you need to refill, and then drop down to the right. You will land on a ledge with yet another weapon energy capsule. Use it, and then drop down off the screen.

Now for the water part of the castle. Like in Megaman 1, this seems to be Wily's sewers. YAY. There are lots of spikes, so be careful. Jump over to the next set of columns from where you are at. From there, jump to the next two skinny columns. Be sure to make your landing precise; otherwise you will miss. When you get to the double set of columns, you'll find yourself over a large pit. Jump over the pit. As you do, a Fish Guard might come out at you. These guys present no threat and are difficult to destroy, so you are just as well off ignoring them. Now jump over the next two sets of columns. On the third, you'll find another large pit. Jump over it. On the other side, make a small jump onto the ledge in front of you. The spikes have suddenly moved closer. And spikes on the screen are closer than they appear. Run to the right edge of this passageway. Run off the right side of the ledge (keep holding right for a second) to dodge the spikes.

Now this is a long spike fall. After you've cleared the first tier of spikes, move to the left a little bit so that you don't hit the next set of spikes. Stay in this position until the next screen, where you'll have to move left a bit to dodge some spikes. After that, though, you can stay still and you will be fine.

[Halfway point]

The sides are lined with spikes, but since you're going down the middle, that is irrelevant. At the bottom, drop off the ledge to the left. Don't overdo it, though; you don't want to hit the spikes. Run right, and drop off this ledge. Here drop off to the left. Run left, and drop down the hole. On the next screen, hold right to avoid the last set of spikes. Run right, and then jump out of the water. Drop off the ledge to the right, and destroy the Shooter in front of you. After it has been destroyed, run right, and take care of two more Shooters. Beyond the third, though, is...

<--->

BOSS: GUTSDOZER

Gutsman has been rebuilt! His reincarnation is as a giant bulldozer. Gee, that's what I want to be when I grow up!

Gutsy is no harder than before. He shoots bullets out of his mouth (eww) and Metools out of his stomach. He can also try to roll you over. That's it.

Just jump onto the actual dozer itself. Pull out the Quick Boomerangs, and go to work. Jump and fire a lot. With any luck, the Gutsdozer should be destroyed before it can even fire any Metools.

This isn't the last we'll see of Gutsman.

<--->

This is the last 'true' level of Skull Castle. Yay.

0=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~0
| 3.12: Skull Castle Stage 4 |
0=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~0

Enemies: Metool, Molestia, AT-ST, Sniper Joe, Turrets

This stage is evil. The first part of the level involves false floors, and the second part of the level involves tracks (Crashman's stage) and Molestias. For awhile, the final part was the bane of people trying to beat the game without being hit. Additionally, this level involves fake floors. I told you how to avoid them, but Irene Cordero emailed me a trick wherein you use Bubble Lead to figure out all the fake floors. Thanks Irene!

Start off by refilling Leaf Shield and Bubble Lead. If they don't need it, refill Item-2 or whatever your personal weapon preference. Now that we're ready, climb the ladder. At the top, turn right, and attack the Metool. Remember to wait until he is out from under his hard hat before attacking. Now climb the ladder. Climb the ladder to the very top. Move left, and climb the next ladder. At the top of this ladder, run left. You'll fall through the floor. Be sure to hold left. You'll end up on the previous screen beyond the Metool. You skipped a false floor. Drop off to the left to receive an extra life. Now ascend the ladder to its paramount. Run right, and drop through the floor again. You will land next to a ladder. Climb the ladder to be back to where you ewre before the extra life.

Run right, and climb the ladder here. This part is full of trick floors. The best way that I can descrive it to you is to have you look at the dark purple marks on the blocks themselves. Alternatively, you can use Bubble Lead. Fire the Bubble Lead at the floors in front of you. The bubbles will fall through fake floors. Anyway, the first purple mark is safe. The next two are not. The following four are safe, and the subsequent two are not. The final two purple marks are safe. At the end, ascend the ladder.

At the top of the ladder, run right. Climb the ladder on the right side, and then run left. This part just screams false floor. Most of it is safe. The last two 'tiles' are unsafe. You can just use Item-2 to get over this. At the end, climb the ladder. I really recommend that you skip this part, but if you need an energy tank, then let's do this. Climb to the second level, and then run right. Eliminate the Metool. Jump until you find a fake floor in the floor above you. When you do, step back a few blocks, and use Item-1 to create a platform that lets you up there. The false floor is right next to

the energy tank. Take the energy tank, drop down, and run left. Climb the rest of the ladders to the next screen.

[Halfway point]

Run to the far right side, and then descend the ladder. Wait on the ladder for the platform on the track to come right under you. When it does, jump onto the platform. Ride it until you are at the top-left corner of the right side of the track (in other words, a second or two after you board the platform). Make a running jump to the left. You'll jump over the Molestias and down to the ladder. Not bad. Descend the ladder. On the next screen, wait for the platform to be right below you, and then jump down. Ride the platform until you can jump on the first ledge (it will be to your left). Wait for the platform to make its way next to you, and then jump onto it again. Ride the platform to the top, jump off onto the ledge, run right, and drop off down to the ladder. Climb down the ladder.

On this screen, activate the Leaf Shield. Wait for the platform to be within falling distance, and then drop down to it. With the Leaf Shield still activated (it repels Molestias), ride until you reach a really big column. Jump onto the column while the platform goes under the column. Jump back onto the platform, reactivate the Leaf Shield, and ride the platform down until you reach the gap at the bottom of the screen. Fall into the gap.

On the subsequent screen, run right. When you can, drop down to the platform long enough to jump over to the small ledge in the middle of the track. Use Item-2 to get over to the ladder. Climb down the ladder.

Super happy AT-ST fun day! Pull out the Quick Boomerangs. We won't need them anymore after this screen. Destroy the first AT-ST on the screen. Kill off its pilot too. Run to the right. This part screwed up my no-hit runs for the longest time. Unless you're doing a no-hit game, I'd recommend just sacrificng the energy. If you are doing one, however, the trick is to pull out Atomic Fire. Charge it up, and fire it. Once you fire it, run to the right. It will destroy the unavoidable Sniper Joe in this corridor before it can shoot at you. If you are not doing a no-hit game, just use the Quick Boomerang. Beyond the overhang is another AT-ST. Destroy both the AT-ST and its rider. Continue on to find one final Sniper Joe. Destroy it, and then enter the boss gate.

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BOSS: TURRETS

The final regular battle is against a room full of Turrets. It's weird. There are also Crash Blocks.

The Turrets have all of one attack: fire at you. However, they are blocked out by Crash Blocks, plus they are weak only to Crash Bomber. Nothing else hurts them. You know that the Turrets are going to fire when they flash. They lock on, so lots of movement can shake them.

There are two ways of going about the battle. You can desroy all of the Crash Blocks, die, refill Crash Bomber, and then come back (not recommended), or you can take the challenging route, and destroy only the necesary blocks.

Pull out Item-1 and use it to ride up to the ledge across from the Crash Block that is directly above you. Once you are across from that Crash Block, destroy the block. When the block has been destroyed, fire another Crash Bomb at the Turret behind the wall. Now run to the right side of the ledge. Jump up, and shoot the Turret in front of you with Crash Bomber. Once the Turret has

been destroyed, jump onto the ledge that it used to occupy. Hop onto the next ledge, and then drop down. Fire another bomb at the Turret waiting here.

Pull out Item-3 to get back up to the previous ledge. Drop down to the left. Drop once more to the left, and then once to the right. Destroy the wall to the right, and then destroy the Turret behind that wall. Now there's only one more Turret to go, but it is the most difficult one to get to. Run left. Use Item-3 to scale the wall in front of you. Once on the ledge atop the wall, drop down to the left. Wait for the Turret to fire. Dodge the fire, make a small jump, and then activate Item-1. Ride Item-1 until it starts blinking. Wait for a split second longer, and then jump up to the ledge next to the final turret. Turn around, and destroy it with a Crash Bomb.

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And that's it!

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Airman has two attacks. His main one is to shoot out five or six tornadoes using his Air Shooter. You cannot shoot through these tornadoes. After a second or so, he'll blow the tornadoes at you. He'll repeat this two more times. At this point, he'll jump over you, turn around, and repeat the process from the other side of the room. The jumping thing is his second attack.

So the easiest way to defeat him is to jump over his tornadoes. When he shoots the tornadoes out, jump over any that are you in your way. Once you have a clear shot, fire away at Airman. While firing, you'll be blown back to the other side of the room. NOT THAT YOU WOULD EXPECT TOO MUCH DIFFERENT (i.e. a tea party) FROM A GUY WITH A LARGE FAN IN HIS MIDSECTION OR ANYTHING. Repeat this process until he jumps over you. When he jumps, he hops once and then does the huge jump. This is when he is the most vunerable as there are no tornadoes. He pauses for a second upon landing so be sure to take advantage of this. This battle is mostly about finesse.

Another easy way is to fire until he jumps. When he jumps, get to the corner of the side to which he is jumping. You'll be behind him when he lands. Blast him now like there's no tomorrow.

In the rematch, just use Leaf Shield to make quick work of Airman. It cannot pass through the tornadoes, though.

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BOSS: CRASHMAN REMATCH

Crashman's attack pattern is simple. He runs around. He can also jump and fire his Crash Bombs. Of course, these Crash Bombs hurt like heck and are hard to avoid. And of course, Crashman is always looking for a way to crash into you. But there's a decent attack pattern behind him, namely that he will jump when you attack. Always. Use this to your advantage.

So you want to get this battle over with quickly. If you play your cards right, you can kill him off before he fires a bomb. Use Air Shooter. On normal difficulty mode, if all three tornadoes from Air Shooter hit (so you will want to be close when you fire), he'll die. So let Crashman comes towards you. When he is close, jump, and fire the Air Shooter. It will hit poor Crashman. Repeat a few more times to end Crashman's reign of terror. Or rather to send it crashing down.

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BOSS: FLASHMAN REMATCH

Of all of the robot masters who freeze time in the Megaman series (Flashman, Brightman, Centaurman), this is the absolute easiest one to defeat.

Flashman runs and jumps around his even room. His main attack is to try to crash into you (I thought his name was Flashman, not Crashman!). He can also freeze time. When he does this, he'll fire his buster very quickly in a spray pattern that shoots, for the most part, straight.

Pull out the Metal Blades for this fight. You can pretty much stand in the same place and send him a barrage of Metal Blades. Jump for a touch of variety.

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BOSS: QUICKMAN REMATCH

Quickman! As you can tell from his name, he can move really quickly. Crack quickly, actually. He seriously is on drugs.

So Quickman jumps around his lair while throwing his Quick Boomerangs at you. These aren't normal boomerangs like you get, though. These boomerangs are two-movement missiles (they move out towards you, stop, and then fire themselves at you one more time). All the while, you've gotta avoid Quickman. I think Wily used Quickman as a base for Geminiman.

The obvious thing to do is to use Time Stopper. This halves his life (unless you used it during the level. The proportion of the amount of Time Stopper required to do damage and the amount of damage done is 2:1). Once the Time Stopper has all been used up, you have a few options. You can use the Arm Cannon -- which is, in my opinion, slightly easier -- to gun down Quickman. It doesn't take too many shots. Unlike the original fight, Crash Bomber does not work here.

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BOSS: METALMAN REMATCH

Dr. Metalman is in the house. Seriously. I know that's a Metal Blade on his head, but it looks like a stethoscope. And that pose he strikes at the beginning. That just screams "Turn your head and cough!"

Metalman's lair is a plain, unlike the conveyor belt clubroom that he had. He doesn't attack unless you do (at first), and won't move (jumping to the other side of the room) unless you get too close to him. When Metalman does attack, he will throw two Metal Blades while jumping. Jump when he fires a Metal Blade. The first one will go over you and the second under you. It works nicely.

But as for how to defeat him, you have two options available to you: Arm Cannon and Quick Boomerang. The advantage with the Arm Cannon is that you can fire from a distance, but the Arm Cannon doesn't hurt him as much as the Quick Boomerang, whereas the Quick Boomerang hurts Metalman more, but you must get closer to Metalman to attack.

I recommend the Quick Boomerang. Run at him. He jumps from one place to another place everytime -- and it's the same exact place. Stand in the middle of the jumping pattern while jumping and firing the Quick Boomrangs to bring this battle to a screeching halt.

Even better, you can jump and fire a Metal Blade to destroy Metalman. In one hit.

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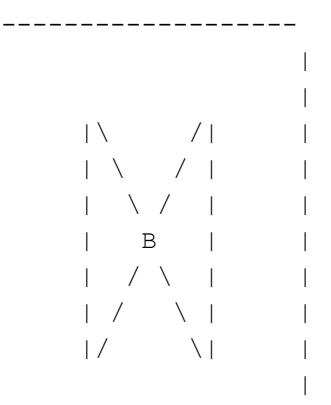
BOSS: BUBBLEMAN REMATCH

Bubbleman. The ultimate scuba diving tourist. It's almost funny. Especially to me, since I grew up as a Floridian, and I saw these types of people a lot.

Bubbleman's lair is underwater and is topped by spikes. Bubbleman "flies" around his lair (I wish I could do that with scuba gear) while firing bubbles and torpedoes. The torpedoes go straight, while the Bubble Lead lands and bounces on the ground. Bubbleman DOES have a set pattern, though.

Diagram 3.02.13b |



B - Base of pattern |
|/ - Pattern style |

He always follows that pattern. The trick is to exploit it. Using the Metal Blades, jump up and down a lot while firing Metal Blades a lot. In face, if you don't care about being hit, just stand in the same place, jump, and fire a ton of Metal Blades. Bubbleman will be dead before he can really do anything in his pattern. If you do care about being hit, however, jump really high to avoid the torpedoes, and use the Metal Blades' multidirectional feature to hit Bubbleman. Either way, Bubbleman does not take much to defeat.

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BOSS: HEATMAN REMATCH

Heatman. He's lightning in a bottle! He's earthquake in a can! He's...not Bowser. He's a little lighter in a box. A heavily armored box.

Heatman's primary weapon is Atomic Fire. He tosses three columns of fire out. These can be tough to avoid (you have to get into the centter of them). Additionally, when he's hit with a master weapon, he'll turn into an atomic fireball (wasn't that a candy?), and he'll rocket towards your side of the screen.

The obvious way to defeat Heatman is with the Bubble Lead. When the battle starts, fire out a lead bubble. When the bubble hits Heatman, wait for him to zoom over to you. Jump over him, turn around, and fire another bubble. Wash, rinse, and repeat until Heatman has been all washed up.

(That joke courtesy of Irene Cordero)

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BOSS: WOODMAN REMATCH

Woodman. A robot made out of wood. It's actually a clever idea. But then, this is a futuristic world! It's a world whose year names are 200X!

Woodman has two attacks that he does at the same time. He beats on his chest and sends four leaves into the air. At the same time, an impenetrable Leaf Shield surrounds Woodman. While the leaves are falling on you (this hurts), he will fire his shield of leaves at you. Woodman was so much cooler in the shows.

So you jump over the Leaf Shield while making sure that the leaves don't fall on you. Easy. You can defeat Woodman with the Metal Blades. Fire them at Woodman when his shield is down. You can defeat Woodman with Crash Bomber. Fire them at Woodman when his shield is up.

Or even better, you can charge Atomic Fire up to its maximum level, and then fire it at Woodman when his shield is down to kill Woodman in one hit. It's up to you.

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And now, get into the teleporter at the top of the room!

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BOSS: DR. WILY FORM ONE

Dr. Wily at last! He appears in a machine that is kinda like the one that he used in Megaman 1.

The good doctor moves back and forth while firing plasma energy in an arc. It starts by going down, and then arcs back up.

The absolute easiest way to win this fight is to charge up Atomic Fire. When it is fully charged, blast Wily to destroy form one. Just once.

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BOSS: DR. WILY FORM TWO

Hah. You didn't really think that was all, did you?

Now the doctor is revealed in his machine. Now he moves back and forth while firing bouncy plasma balls. This guy is just that good.

You can use Quick Boomerangs or Metal Blades in this battle. Take your pick. Just fire at Wily while dodging his balls. Dr. Wily goes down disturbingly easily.

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And now, the floor drops out from under you! Dr. Wily's not done yet!

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| 3.14: Skull Castle Stage 6 |
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Enemies: Alien Wily

You've chased the doctor to his underground lab. Time to finish this. The first three screens are simply falling. The rest of the stage is about dodging acid drops from the cavern's ceiling. It would be way too tedious and way too redundant for me to walk you through that area. Simply wait for an acid drop to fall, and then run under the acidic source. Use the map if you need help. At the far end is the final boss!

A trick was submitted to me by Skeezerb. This trick was done awhile back, but I didn't put it in the guide because I don't assume much about the readers. But here it is.

"GREAT GUIDE

here is a trick I just figured out:

the very last skull castle board with those stupid
drips, while you are falling down in the begining,
hold right. By the time you reach the ground you
should be to the right of the screen. From the second
you land, just keep running right, don't stop, don't
slow down, just keep running. You obviously need to
jump at certain parts but what happens is, you are far
ahead on the screen so the drips don't drip until you
are about 1/4 the screen past them. If you just keep
running, not one drip will hit you. This works in
annivesary I haven't tried in the NES version, but I
asume it works.

go ahead test it, it is a great way to get there
without the annoyance of timming.

enjoy

P.S. credit to skeezerb if you like my trick and add
it in your guide :-D"

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BOSS: ALIEN WILY

So, Andross, at last you reveal your true form! Wait, wrong game. Still, though, it turns out that the source of Dr. Wily's powers is that he is actually an alien. Like you couldn't figure that out.

Dr. Alien flies around the room in a figure eight pattern. A figure eight pattern that I really can't draw. I tried, and it just looked like the Bubbleman movement patterns. The shots that Dr. Wily fires at you hurt, but heaven help you if you end up crashing into the alien. That really hurts.

Like all aliens, Dr. Wily is vunerable to one thing: water. Specifically, lead water. TIME TO POISON HIM. Seriously, though, everything but Bubble Lead passes straight through Alien Wily. The trick to defeating this extraterrestial enemy is to run away from him when he is going to the outskirts of the right. When he starts moving back to the other side, run towards him, jump over his shots, and fire a Bubble Lead. Repeat this process a lot to claim victory over the good doctor. Enjoy the ending.

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Crashman
Weakness: Air Shooter
Master Weapon: Crash Bomber

This stage's difficulty is about to Crashman through the roof.

Crashman's attack pattern is simple. He run around. He can also jump and fire his Crash Bombs. Of course, these Crash Bombs hurt like heck and are hard to avoid. And of course, Crashman is always looking for a way to crash into you. But there's a decent attack pattern behind him, namely that he will jump when you attack. Always. Use this to your advantage.

So you want to get this battle over with quickly. If you play your cards right, you can kill him off before he fires a bomb. Use Air Shooter. On normal difficulty mode, if all three tornadoes from Air Shooter hit (so you will want to be close when you fire), he'll die. So let Crashman comes towards you. When he is close, jump, and fire the Air Shooter. It will hit poor Crashman. Repeat a few more times to end Crashman's reign of terror. Or rather to send it crashing down.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	3	3
Crash Bomber	--	--
Quick Boomerang	14	28
Metal Blade	--	--
Bubble Lead	14	28
Atomic Fire Charge One	10	28
Atomic Fire Charge Two	7	9
Atomic Fire Charge Three	3	5
Leaf Shield	--	--

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Flashman
Weakness: Metal Blade
Master Weapon: Time Stopper

Of all of the robot masters who freeze time in the Megaman series (Flashman, Brightman, Centaurman), this is the absolute easiest one to defeat.

Flashman runs and jumps around his uneven room. His main attack is to try to crash into you (I thought his name was Flashman, not Crashman!). He can also freeze time. When he does this, he'll fire his buster very quickly in a spray pattern that shoots, for the most part, straight.

The trick to this battle is to jump as much as you possibly can while firing at Flashman with the Arm Cannon. This way, if he freezes time, you'll be out of the range of his bullets. So jump over Flashman while firing to gain victory quickly.

If you're having trouble with this fight, pull out the Crash Bomber. Fire it at a ledge (or at Flashman). Lure Flashman over to that ledge, and it will

explode, hurting Flashman. Too bad you have so little bombs.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	7	14
Air Shooter	--	--
Crash Bomber	5	7
Quick Boomerang	--	--
Metal Blade	4	7
Bubble Lead	7	14
Atomic Fire Charge One	7	14
Atomic Fire Charge Two	4	5
Atomic Fire Charge Three	3	4
Leaf Shield	--	--

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Quickman

Weakness: Time Stopper
Master Weapon: Quick Boomerang

Quickman! As you can tell from his name, he can move really quickly. Crack quickly, actually. He seriously is on drugs.

So Quickman jumps around his lair while throwing his Quick Boomerangs at you. These aren't normal boomerangs like you get, though. These boomerangs are two-movement missiles (they move out towards you, stop, and then fire themselves at you one more time). All the while, you've gotta avoid Quickman. I think Wily used Quickman as a base for Geminiman.

The obvious thing to do is to use Time Stopper. This halves his life (unless you used it during the level. The proportion of the amount of Time Stopper required to do damage and the amount of damage done is 2:1). Once the Time Stopper has all been used up, you have a few options. You can use the Arm Cannon -- which is, in my opinion, slightly easier -- to gun down Quickman. It doesn't take too many shots. You can also stand in one of the corner niches and fire Crash Bomber at the ledge in front of you. When Quickman drops down, he'll land near the bomb and get hurt. This is slightly more complicated. Either way, crack boy goes down easily.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	7	14
Air Shooter	7	14
Crash Bomber	4	7
Quick Boomerang	--	--
Metal Blade	--	--
Bubble Lead	--	--
Atomic Fire Charge One	7	14
Atomic Fire Charge Two	3	5
Atomic Fire Charge Three	2	3
Leaf Shield	--	--

Quickman's life is halved when you use a full Time Stopper. The proportion of the amount of Time Stopper used to the damage on Quickman is 2:1. I realize I said this, but since this has to do with damage...

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Metalman
Weakness: Quick Boomerang
Master Weapon: Metal Blade

Dr. Metalman is in the house. Seriously. I know that's a Metal Blade on his head, but it looks like a stethoscope. And that pose he strikes at the beginning. That just screams "Turn your head and cough!"

Metalman's lair is a large conveyor belt whose direction he can change at will. He doesn't attack unless you do (at first), and won't move (jumping to the other side of the room) unless you get too close to him. When Metalman does attack, he will throw two Metal Blades while jumping. Jump when he fires a Metal Blade. The first one will go over you and the second under you. It works nicely.

But as for how to defeat him, you have two options available to you: Arm Cannon and Quick Boomerang. The advantage with the Arm Cannon is that you can fire from a distance, but the Arm Cannon doesn't hurt him as much as the Quick Boomerang, whereas the Quick Boomerang hurts Metalman more, but you must get closer to Metalman to attack.

I recommend the Quick Boomerang. Run at him. He jumps from one place to another place everytime -- and it's the same exact place. Stand in the middle of the jumping pattern while jumping and firing the Quick Boomrangs to bring this battle to a screeching halt.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	--	--
Crash Bomber	--	--
Quick Boomerang	4	7
Metal Blade	1	2
Bubble Lead	--	--
Atomic Fire Charge One	14	28
Atomic Fire Charge Two	7	9
Atomic Fire Charge Three	4	7
Leaf Shield	--	--

With Atomic Fire, Metalman counts the charge as the attack, not the blast.

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Bubbleman
Weakness: Metal Blade

Master Weapon: Bubble Lead

Bubbleman. The ultimate scuba diving tourist. It's almost funny. Especially to me, since I grew up as a Floridian, and I saw these types of people a lot.

Bubbleman's lair is underwater and is topped by spikes. Bubbleman "flies" around his lair (I wish I could do that with scuba gear) while firing bubbles and torpedoes. The torpedoes go straight, while the Bubble Lead lands and bounces on the ground. Bubbleman DOES have a set pattern, though.

Diagram 4.01a |

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|SSSSSSSSSSSSSSSSSS|
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|     |\     /|     |
=     | \   / |     |
=     |  \ /  |     |
|     |   B   |     |
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|     |/     \|     |
|                  |
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B  - Base of pattern |
|/ - Pattern style   |
=  - Boss gate       |
S  - Spikes          |
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He always follows that pattern. The trick is to exploit it. Using the Metal Blades, jump up and down a lot while firing Metal Blades a lot. In face, if you don't care about being hit, just stand in the same place, jump, and fire a ton of Metal Blades. Bubbleman will be dead before he can really do anything in his pattern. If you do care about being hit, however, jump really high to avoid the torpedoes, and use the Metal Blades' multidirectional feature to hit Bubbleman. Either way, Bubbleman does not take much to defeat.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	--	--
Crash Bomber	8	14
Quick Boomerang	7	14
Metal Blade	4	7
Bubble Lead	--	--
Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	--	--
Leaf Shield	--	--

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Heatman
Weakness: Bubble Lead
Master Weapon: Atomic Fire

Heatman. He's lightning in a bottle! He's earthquake in a can! He's...not Bowser. He's a little lighter in a box. A heavily armored box.

Heatman's primary weapon is Atomic Fire. He tosses three columns of fire out. These can be tough to avoid (you have to get into the centter of them). Additionally, when he's hit with a master weapon, he'll turn into an atomic fireball (wasn't that a candy?), and he'll rocket towards your side of the screen.

The obvious way to defeat Heatman is with the Bubble Lead. When the battle starts, fire out a lead bubble. When the bubble hits Heatman, wait for him to zoom over to you. Jump over him, turn around, and fire another bubble. Wash, rinse, and repeat until Heatman has been washed and rinsed. And since this is a Megaman game, he'll be repeated.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	7	14
Air Shooter	7	14
Crash Bomber	--	--
Quick Boomerang	7	14
Metal Blade	14	28
Bubble Lead	3	5
Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	--	--
Leaf Shield	--	--

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Woodman
Weakness: Atomic Fire
Master Weapon: Leaf Shield

Woodman. A robot made out of wood. It's actually a clever idea. But then, this is a futuristic world! It's a world whose year names are 200X!

Woodman has two attacks that he does at the same time. He beats on his chest and sends four leaves into the air. At the same time, an impenetrable Leaf Shield surrounds Woodman. While the leaves are falling on you (this hurts), he will fire his shield of leaves at you. Woodman was so much cooler in the shows.

So you jump over the Leaf Shield while making sure that the leaves don't fall on you. Easy. You can defeat Woodman with the Metal Blades. Fire them at Woodman when his shield is down. You can defeat Woodman with Crash Bomber. Fire them at Woodman when his shield is up.

Or even better, you can charge Atomic Fire up to its maximum level, and then

fire it at Woodman when his shield is down to kill Woodman in one hit. It's up to you.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	8	14
Crash Bomber	4*	7
Quick Boomerang	--	--
Metal Blade	7	2
Bubble Lead	--	--
Atomic Fire Charge One	14	28
Atomic Fire Charge Two	5	14
Atomic Fire Charge Three	1	2
Leaf Shield	--	--

*MMHP (http://www.mmhp.net) lists a trick where, if you can get a Crash Bomb attached to Woodman's shield, you can defeat him in one hit.

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Mecha Dragon
Weakness: Quick Boomerang
Master Weapon: None

The Mecha Dragon. This guy symbolizes the childhood of some of us. I don't know why it does, but some people are like that. He's a big, fire breathing dragon. Terribly original.

He flies around trying to impale you upon his horns while breathing fire that damages you and knocks you off you platform. That's all he does. Pfft. Some dragon.

Stand on the top of the three blocks and fire a lot of Quick Boomerangs. Just keep firing. If the Mecha Dragon gets too close, drop off to the lower ledges. Be sure to get back to the top, though, as you are safe from falling off up there. This boss fight becomes hard, however, if you're trying to beat the game without taking a hit. Then you have to actively be moving while firing to avoid the fire. It's tough.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	--	--
Crash Bomber	7	14
Quick Boomerang	14	28
Metal Blade	--	--
Bubble Lead	--	--
Atomic Fire Charge One	14	28
Atomic Fire Charge Two	5	10
Atomic Fire Charge Three	2	4

Leaf Shield	--	

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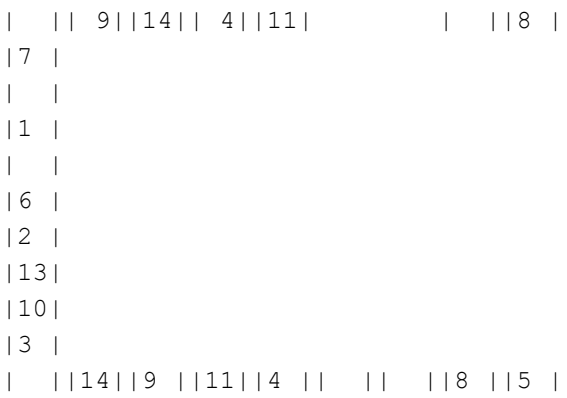
Roombots
Weakness: Bubble Lead
Master Weapon: None

You are in a big room with no obvious exits. What do you do? C:> FIGHT BOSS.

This room is tiled. Most of the tiles come out and pair with another tile. This forms a robot. These robots fire a plasma cannon and try to hit you. These robots are mean. The longer the battle goes, the faster the Roombots become. The pattern in which they come out:

Diagram 4.01b |



	- Tile
1, 2, etc.	- Order in which they come out and pairs

So 1 matches with 1, and so on. Just figure out where the enemy is coming from, and prepare to pump it full of bubbly lead. You'll win easily.

Damage:

These are for the individual Roombots. Multiply by 14.

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	2	3
Air Shooter	--	--
Crash Bomber	--	--
Quick Boomerang	2	3
Metal Blade	2	3
Bubble Lead	1	1
Atomic Fire Charge One	2	3
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

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Gutsdozer
Weakness: Quick Boomerang
Master Weapon: None

Gutsman has been rebuilt! His reincarnation is as a giant bulldozer. Gee, that's what I want to be when I grow up!

Gutsy is no harder than before. He shoots bullets out of his mouth (eww) and Metools out of his stomach. He can also try to roll you over. That's it.

Just jump onto the actual dozer itself. Pull out the Quick Boomerangs, and go to work. Jump and fire a lot. With any luck, the Gutsdozer should be destroyed before it can even fire any Metools.

This isn't the last we'll see of Gutsman.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	--	--
Crash Bomber	14	28
Quick Boomerang	7	14
Metal Blade	--	--
Bubble Lead	14	28
Atomic Fire Charge One	14	28
Atomic Fire Charge Two	5	10
Atomic Fire Charge Three	2	4
Leaf Shield	--	--

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Turrets
Weakness: Crash Bomber
Master Weapon: None

The final regular battle is against a room full of Turrets. It's weird. There are also Crash Blocks.

The Turrets have all of one attack: fire at you. However, they are blocked out by Crash Blocks, plus they are weak only to Crash Bomber. Nothing else hurts them. You know that the Turrets are going to fire when they flash. They lock on, so lots of movement can shake them.

There are two ways of going about the battle. You can desroy all of the Crash Blocks, die, refill Crash Bomber, and then come back (not recommended), or you can take the challenging route, and destroy only the necesary blocks.

Pull out Item-1 and use it to ride up to the ledge across from the Crash Block that is directly above you. Once you are across from that Crash Block, destroy the block. When the block has been destroyed, fire another Crash Bomb at the Turret behind the wall. Now run to the right side of the ledge. Jump up, and shoot the Turret in front of you with Crash Bomber. Once the Turret has

been destroyed, jump onto the ledge that it used to occupy. Hop onto the next ledge, and then drop down. Fire another bomb at the Turret waiting here.

Pull out Item-3 to get back up to the previous ledge. Drop down to the left. Drop once more to the left, and then once to the right. Destroy the wall to the right, and then destroy the Turret behind that wall. Now there's only one more Turret to go, but it is the most difficult one to get to. Run left. Use Item-3 to scale the wall in front of you. Once on the ledge atop the wall, drop down to the left. Wait for the Turret to fire. Dodge the fire, make a small jump, and then activate Item-1. Ride Item-1 until it starts blinking. Wait for a split second longer, and then jump up to the ledge next to the final turret. Turn around, and destroy it with a Crash Bomb.

Damage:

This is for one turret.

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	--	--
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	--	--
Metal Blade	--	--
Bubble Lead	--	--
Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	--	--
Leaf Shield	--	--

<--->

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Dr. Wily Form Two
Weakness: Atomic Fire
Master Weapon: None

Dr. Wily at last! He appears in a machine that is kinda like the one that he used in Megaman 1.

The good doctor moves back and forth while firing plasma energy in an arc. It starts by going down, and then arcs back up.

The absolute easiest way to win this fight is to charge up Atomic Fire. When it is fully charged, blast Wily to destroy form one. Just once.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	--	--
Crash Bomber	5	10
Quick Boomerang	--	--
Metal Blade	14	28
Bubble Lead	--	--
Atomic Fire Charge One	14	28

Atomic Fire Charge Two	5	10
Atomic Fire Charge Three	1	2
Leaf Shield	--	--

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Dr. Wily Form Two
Weakness: Metal Blade
Master Weapon: None

Hah. You didn't really think that was all, did you?

Now the doctor is revealed in his machine. Now he moves back and forth while firing bouncy plasma balls. This guy is just that good.

You can use Quick Boomerangs or Metal Blades in this battle. Take your pick. Just fire at Wily while dodging his balls. Dr. Wily goes down disturbingly easily.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	14	28
Air Shooter	14	28
Crash Bomber	5	10
Quick Boomerang	14	28
Metal Blade	14	28
Bubble Lead	--	--
Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	--	--
Leaf Shield	--	--

<--->

<--->

Alien Wily
Weakness: Bubble Lead
Master Weapon: None

So, Andross, at last you reveal your true form! Wait, wrong game. Still, though, it turns out that the source of Dr. Wily's powers is that he is actually an alien. Like you couldn't figure that out.

Dr. Alien flies around the room in a figure eight pattern. A figure eight pattern that I really can't draw. I tried, and it just looked like the Bubbleman movement patterns. The shots that Dr. Wily fires at you hurt, but heaven help you if you end up crashing into the alien. That really hurts.

Like all aliens, Dr. Wily is vunerable to one thing: water. Specifically, lead water. TIME TO POISON HIM. Seriously, though, everything but Bubble Lead passes straight through Alien Wily. The trick to defeating this extraterrestial enemy is to run away from him when he is going to the outskirts of the right. When he starts moving back to the other side, run towards him, jump over his shots, and fire a Bubble Lead. Repeat this process a lot to

claim victory over the good doctor. Enjoy the ending.

Damage:

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	--	--
Air Shooter	--	--
Crash Bomber	--	--
Quick Boomerang	--	--
Metal Blade	--	--
Bubble Lead	14	28
Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	--	--
Leaf Shield	--	--

<-->

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| 4.02: Master Weapons |
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Weapon   : Arm Cannon (P)
Received From: Dr. Light
Color Scheme : Blue and indigo
Uses   : Infinite
Description : Megaman fires a pellet-like shot straight. You can have three
               of these onscreen at a time.

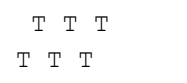
Diagram 4.02a |

M - Megaman |
o - Pellets |

--

Weapon   : Air Shooter (A)
Received From: Airman
Color Scheme : Dark blue and white
Uses   : 14
Description : Megaman fires out three tornadoes in an arc.

Diagram 4.02b |



```
     TTT
   M

---------------
M - Megaman     |
T - Air Shooter |
-------------------------------------------------------------------------------

--

Weapon       : Crash Bomber (C)
Received From: Crashman
Color Scheme : Salmon and white
Uses         : 7
Description  : Megaman fires a bomb straight forward.  If it doesn't hit an
               enemy (or doesn't affect one), the bomb will hold for a second
               and then explode.

-------------------------------------------------------------------------------
Diagram 4.02c |
--------------



                          oooo
M     C   ->    C|  ->   ooo|o
                          ooo
---------------
M  - Megaman    |
C  - Crash Bomb |
-> - Transition |
|  - Wall       |
o  - Explosion  |
-------------------------------------------------------------------------------

--

Weapon       : Time Stopper (F)
Received From: Flashman
Color Scheme : Violet and fuschia
Uses         : 1 (but for 28 seconds)
Description  : This freezes time and all enemies.  It even freezes bosses.  It
               damages, however, only Quickman.  You can't stop Time Stopper
               once it has been started (unless you run out of energy)

-------------------------------------------------------------------------------
Diagram 4.02d |
--------------



*  *    *
    *    *      *
M   *     *    *
*   *   *

-----------------------------------
M - Megaman                       |
* - Obligator, time-stopping stars |
-------------------------------------------------------------------------------

--
```

```
Weapon       : Quick Boomerang (Q)
Received From: Quickman
Color Scheme : Light pink and fuschia
Uses         : 196
Description  : Megaman fires a boomerang.  You can hold down the button to fire
               multiple boomerangs, and the boomerangs will come back to you if
               they miss.  Not that it conserves energy.

--------------------------------------------------------------------------------
Diagram 4.02e |
--------------




   >
M  >
   >

--------------------
M - Megaman         |
> - Quick Boomerang |
--------------------------------------------------------------------------------

--

Weapon       : Metal Blade (M)
Received From: Metalman
Color Scheme : Brown and tan
Uses         : 112
Description  : Metal Blades are multidirectional metal blades that can cut
               through a lot -- even their original owner!  You can have up to
               three on the screen at a time.

--------------------------------------------------------------------------------
Diagram 4.02f |
--------------


              O  O  O
              O  M  O
              O  O  O

---------------
M - Megaman     |
O - Metal Blade |
--------------------------------------------------------------------------------

That diagram shows the possible directions.  They're not all there at the same
time.

--

Weapon       : Bubble Lead (B)
Received From: Bubbleman
Color Scheme : Dark gray and white
Uses         : 56
Description  : Megaman fires a lead bubble that drops to the ground and rolls.
               It can even climb walls.
```

Diagram 4.02g |

```
            OOOOOOOOOO
M           O --------
 OOOOOOOOOOO|
```

M - Megaman |
O - Bubble Lead |
| - Ledge |

--

Weapon   : Atomic Fire (H)
Received From: Heatman
Color Scheme : Red and orange
Uses   : Varies
Description : Megaman fires a blast of fire that is not much more powerful
               than the Arm Cannon. However, including the regular, there are
               three levels of charging that the Atomic Fire can do.

Diagram 4.02h |

```
                              --
                             /    \
M  o   o     O   O          |  3   |
     1         2             \    /
                              --
```

M - Megaman |
o - Atomic Fire |
1 - Regular shot |
2 - Charged shot |
3 - Overexaggerated super charge |

--

Weapon   : Leaf Shield (W)
Received From: Woodman
Color Scheme : Green and white
Uses   : 9
Description : Megaman surrounds himself with a shield of leaves that can
               protect him from enemy attacks (and some enemies themselves).
               This underrated shield can also be fired for some nice damage.
               It can be fired up, left, right, or down.

Diagram 4.02i |

```
      L   M   L     ->     M      L       L
          L                          L
```

```
-----------------
M  - Megaman     |
L  - Leaf Shield |
-> - Transition  |
-------------------------------------------------------------------------------
```

```
0=~=~=~=~=~=~=0
| 3.03: Items |
0=~=~=~=~=~=~=0
```

1up/Extra Life	- This looks like the Blue Bombers head. If you collect this, you get an extra shot at bringing out the doctor. You start off with two lives.
Energy Capsule	- A big, blinking ball. When you pick this up, your life energy is refilled by about nine units.
Energy Pellet	- A smaller container. When you pick this up, your life energy is refilled by about three units.
Energy Tank	- This is a big can with an E on it. Using an energy tank (right below Quick Boomerang on the menu screen) allows you to refill all of your energy.
Item-1	- Won from Heatman, this creates platforms that allow you to fly. They don't last too long.
Item-2	- Won from Airman, this jet sled rockets you across the screen. Unlike Items-1 and -2, this will keep going until you run out of energy.
Item-3	- Won from Flashman, this creates a Little Nemo candy-shaped platform that scales a wall. When you jump off, the platform begins to go down.
Weapon Energy Capsule	- This large container is colored like your current master weapon. Picking up a weapon energy capsule with no master weapon equipped does nothing, but grabbing a capsule while equipped with a master weapon refills that master weapon by about nine units.
Weapon Energy Pellet	- This smaller container is coloredl ike your current master weapon. The same rules apply, but only three or so units are recovered.

```
0=~=~=~=~=~=~=~=0
| 3.04: Secrets |
0=~=~=~=~=~=~=~=0
```

When you press start to select a stage, hold B to make birds appear in the background of the robot master screen instead of stars.

```
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| 3.05: Enemies/Damage |
0=~=~=~=~=~=~=~=~=~=~=~=~0
```

These guys are in alphabetical order. The amount of damage required to kill them assumes that they receive one hit of the weapon (so one tornado for Air Shooter). Time Stopper is not used, becaues it doesn't hurt the enemies. Atomic Fire has three charges: regular shot (one), kinda charged up (two), and fully charged (three). Crash Bomber assumes that the bomb hits the enemy. The following enemies are unique to one stage, so the master weapon earned for that stage cannot be used against them:

Hornette (Airman)
Lightning Lord (Airman)
Fan Fiend (Airman)
Boss Frog (Bubbleman)
Baby Frog (Bubbleman
Prawn (Bubbleman)
Anglefish (Bubbleman)
Orbison (Bubbleman)
Bubble Crab (Bubbleman)
Roborabbit (Woodman)
Hot Dog (Woodman)
Muscle Monkey (Woodman)
Swift (Woodman)
Fire Tosser (Quickman)

--

Enemy Name : Anglefish
Location : Bubbleman
Description : A very big, gaping fish with a light on its head. Anglefishes fire out Prawns.
How to Defeat: Hit the light on its head.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	5	10
Air Shooter	--	--
Crash Bomber	--	--
Quick Boomerang	5	10
Metal Blade	3	5
Bubble Lead	--	--
Atomic Fire Charge One	5	10
Atomic Fire Charge Two	2	3
Atomic Fire Charge Three	1	1
Leaf Shield	2	3

--

Enemy Name : AT-ST
Location : Flashman, Heatman, Skull Castle Stage 4
Description : A Sniper Joe riding a big vehicle that can shoot and stomp.
How to Defeat: Just fire at it to make the Sniper Joe fall off.
Damage : This is for the actual AT-ST. Like Sniper Joes, AT-STs seem to be able to take more than one hit from one shot.

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	10	20
Air Shooter	2	4
Crash Bomber	3	5
Quick Boomerang	3	5
Metal Blade	--	--
Bubble Lead	--	--
Atomic Fire Charge One	10	20
Atomic Fire Charge Two	4	8
Atomic Fire Charge Three	1	1

| Leaf Shield | 2 | 3 |

--

Enemy Name : Baby Frog
Location : Bubbleman
Description : This is a small frog that is shot out of the Boss Frog's mouth. They can become really annoying. They come in groups of threes.
How to Defeat: Attack when the frog hops.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	1	1
Bubble Lead	--	--
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name : Bird Bomber
Location : Airman, Crashman, Woodman, Skull Castle Stage 1
Description : A bird that tries to drop an egg containing Hatchlings onto you.
How to Defeat: Don't worry about the bird; worry about the egg.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	1	1
Bubble Lead	1	1
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name : Boss Frog
Location : Bubbleman
Description : A really big frog that throws out Baby Frogs to attack.
How to Defeat: Just hit it when you can.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	5	10
Air Shooter	--	--
Crash Bomber	--	--
Quick Boomerang	3	5
Metal Blade	5	10
Bubble Lead	--	--
Atomic Fire Charge One	5	10
Atomic Fire Charge Two	2	4
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

Enemy Name : Bubble Bat
Location : Woodman
Description : A bat that slowly flies down at you.
How to Defeat: Hit the Bubble Bat when it is not wrapped up.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	2
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	1	2
Metal Blade	1	1
Bubble Lead	--	
Atomic Fire Charge One	1	2
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	--	

--

Enemy Name : Bubble Crab
Location : Bubbleman
Description : Lovingly named after the Megaman X2 boss, Bubble Crabs drop on
you from above in the last area of Bubbleman's level.
How to Defeat: Kill them or ignore them.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	2	3
Metal Blade	1	1
Bubble Lead	--	--
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name   : Crickhop
Location   : Crashman, Heatman, Skull Castle Stage 2
Description : A cricket thing that tries to fall on you.
How to Defeat: Dodge the fall, and destroy the Crickhop.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	3	5
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	3	5
Metal Blade	1	1
Bubble Lead	--	--
Atomic Fire Charge One	3	5
Atomic Fire Charge Two	1	2
Atomic Fire Charge Three	1	1
Leaf Shield	2	3

--

Enemy Name   : Driller
Location   : Metalman, Skull Castle Stage 2
Description : These guys drill through the ceiling to try to drill through
               you.
How to Defeat: Because they are unpredictable, just take your time, and blast
               them.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	3	5
Air Shooter	1	2
Crash Bomber	3	5
Quick Boomerang	3	5
Metal Blade	2	3
Bubble Lead	--	--
Atomic Fire Charge One	3	5
Atomic Fire Charge Two	1	2
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name   : Fan Fiends
Location   : Airman
Description : Smaller versions of Airman. These guys blow you away and can
               turn their fans around to suck you towards them.
How to Defeat: Shoot at them at any time.
Damage   :

Weapon	Hits (normal)	Hits (difficult)

Arm Cannon	3	5
Air Shooter	--	--
Crash Bomber	2	3
Quick Boomerang	3	5
Metal Blade	3	5
Bubble Lead	2	3
Atomic Fire Charge One	3	5
Atomic Fire Charge Two	1	2
Atomic Fire Charge Three	--	--
Leaf Shield	2	3

--

Enemy Name : Fire Tosser
Location : Quickman
Description : A big guy that tosses fireballs at you that resemble Fire Tackles.
How to Defeat: Shoot at it.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	5	10
Air Shooter	1	1
Crash Bomber	--	--
Quick Boomerang	--	--
Metal Blade	3	5
Bubble Lead	2	3
Atomic Fire Charge One	5	10
Atomic Fire Charge Two	2	4
Atomic Fire Charge Three	--	--
Leaf Shield	2	3

--

Enemy Name : Fish Guard
Location : Skull Castle Stage 3
Description : A big metal fish that jumps out at you from a gap.
How to Defeat: Just avoid it by jumping really high.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	--	--
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	--	--
Bubble Lead	--	--
Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	--	--
Leaf Shield	--	--

--

Enemy Name   : Hatchling
Location   : Airman, Crashman, Woodman, Skull Castle Stage 1
Description : A little bird that pops out of an egg and swarms you.
How to Defeat: Try to hit the small beast. Or destroy the egg before it hits
               the ground.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	1	1
Bubble Lead	1	1
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name   : Hermit Crab
Location   : Bubbleman, Skull Castle Stage 3
Description : A crab on wheels.
How to Defeat: Just hit it. If more than one hit is required to destroy the
               Hermit Crab, then that means that the shell of the crab pops
               off the first time you hit the Hermit Crab.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	2
Air Shooter	--	--
Crash Bomber	1	--
Quick Boomerang	2	5
Metal Blade	2	5
Bubble Lead	--	--
Atomic Fire Charge One	1	2
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name   : Hornette
Location   : Airman
Description : Small robots that pop out of the Horn Heads.
How to Defeat: Fire at them when they are level to you.
Damage   :

Weapon	Hits

Arm Cannon	1
Air Shooter	--
Crash Bomber	1
Quick Boomerang	1
Metal Blade	1
Bubble Lead	--
Atomic Fire Charge One	1
Atomic Fire Charge Two	1
Atomic Fire Charge Three	1
Leaf Shield	1

The damage does not change in difficult mode.

--

Enemy Name : Hot Dog
Location : Woodman
Description : A fire breathing dog. Yay.
How to Defeat: Jump over its fire, and attack.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	10	20
Air Shooter	--	--
Crash Bomber	--	--
Quick Boomerang	5	10
Metal Blade	5	10
Bubble Lead	--	--
Atomic Fire Charge One	10	20
Atomic Fire Charge Two	4	8
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

--

Enemy Name : Lightning Lord
Location : Airman
Description : Robots that fly around in Thunder Chariots. Lightning Lords
hurl lightning at you.
How to Defeat: When its Thunder Chariot is level with you, fire at the
Lightning Lord.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	2	3
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	2	3
Metal Blade	2	3
Bubble Lead	1	1
Atomic Fire Charge One	2	3
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	--	--
Leaf Shield	1	1

--

Enemy Name   : Metool
Location   : Crashman, Skull Castle Stage 4
Description : A creature under a hardhat.
How to Defeat: Blast it when the Metool has come out from under its hardhat to
               fire.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	1	1
Bubble Lead	1	1
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name   : Molestia
Location   : Crashman, Heatman, Skull Castle Stage 1, Skull Castle Stage 4
Description : Its name is Spanish for annoyances. These things spawn endless-
               ly and three at a time to try and bug you.
How to Defeat: SHOOT IT QUICKLY.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	1	1
Bubble Lead	--	--
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name   : Muscle Monkey
Location   : Woodman
Description : Aside from a great name for a rock band, Muscle Monkeys jump
               onto branches...AND THEN ON TO YOU!
How to Defeat: Stand back until the Muscle Monkey gets onto your branch. Then
               blast it.
Damage   :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	2	3
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	2	3
Metal Blade	2	3
Bubble Lead	--	--
Atomic Fire Charge One	2	3
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

--

Enemy Name : Orbison
Location : Bubbleman
Description : These guys fall on you from above.
How to Defeat: Ignore or shoot.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	1
Air Shooter	1	1
Crash Bomber	1	1
Quick Boomerang	1	1
Metal Blade	1	1
Bubble Lead	--	--
Atomic Fire Charge One	1	1
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name : Prawn
Location : Bubbleman
Description : These shrimpy foes are fired from an Anglefish. They try to
crash into you.
How to Defeat: Obliterate Prawns as they come after you.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	2	3
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	2	3
Metal Blade	1	1
Bubble Lead	--	--
Atomic Fire Charge One	2	3
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1

Leaf Shield	1	1

--

Enemy Name : Quadbarrel
Location : Metalman, Crashman, Flashman
Description : Four barrels stacked on top of each other. With eyes.
How to Defeat: Fire at its eyes. If it takes more than one hit to destroy the Quadbarrel, then upon being hit, the Quadbarrel will fire its parts at you, and then resassemble itself.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	1	2
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	1	2
Metal Blade	1	2
Bubble Lead	--	--
Atomic Fire Charge One	1	2
Atomic Fire Charge Two	1	1
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

--

Enemy Name : Roborabbit
Location : Woodman
Description : A robotic rabbit that fires carrots at you. And hops. That's original.
How to Defeat: Just fire at it.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	5	10
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	3	5
Metal Blade	3	5
Bubble Lead	2	3
Atomic Fire Charge One	5	10
Atomic Fire Charge Two	2	4
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

--

Enemy Name : Shooter
Location : Crashman, Flashman, Skull Castle Stage 2, Skull Castle Stage 3
Description : A circle with a gun. It can fire straight or in an upwards arc.
How to Defeat: Stand under the fire and shoot it.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	3	5
Air Shooter	1	2
Crash Bomber	3	5
Quick Boomerang	3	5
Metal Blade	3	5
Bubble Lead	5	10
Atomic Fire Charge One	3	5
Atomic Fire Charge Two	1	2
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name : Sniper Joe
Location : Skull Castle Stage 1, Skull Castle Stage 4, AT-STs
Description : A classic enemy. He's got a shield and a buster. He fires three shots a time.
How to Defeat: When the Sniper Joe fires, he puts away his shield. Use this opening to attack.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	5	10
Air Shooter	2	4
Crash Bomber	5	10
Quick Boomerang	3	5
Metal Blade	5	10
Bubble Lead	3	5
Atomic Fire Charge One	5	10
Atomic Fire Charge Two	2	4
Atomic Fire Charge Three	1	1
Leaf Shield	2	3

--

Enemy Name : Sproing
Location : Crashman, Quickman, Metalman, Heatman, Skull Castle Stage 1
Description : A small enemy that rushes at you when you are level with it. This foe is like the Slider. When it hits you, it turns into a spring and springs around.
How to Defeat: Just avoid it.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	--	--
Air Shooter	--	--
Crash Bomber	2	3
Quick Boomerang	2	3
Metal Blade	--	--
Bubble Lead	2	3

Atomic Fire Charge One	--	--
Atomic Fire Charge Two	--	--
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

--

Enemy Name : Swift
Location : Woodman
Description : An ostrich that runs along the ground trying to trample you, but gets an inexplicable urge to jump. Over you.
How to Defeat: Just let it jump over you. Run with it until it jumps, and then run under it.
Damage :

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	5	10
Air Shooter	--	--
Crash Bomber	1	1
Quick Boomerang	5	10
Metal Blade	--	--
Bubble Lead	--	--
Atomic Fire Charge One	5	10
Atomic Fire Charge Two	2	4
Atomic Fire Charge Three	1	1
Leaf Shield	--	--

--

Enemy Name : Wormer
Location : Airman, Flashman, Quickman, Skull Castle Stage 1
Description : These are little containers that spout out an infinite number of worm-like creatures. They are easy to destroy, so use them for powerups!
How to Defeat: Blast the container.
Damage : (this is for the actual container)

Weapon	Hits (normal)	Hits (difficult)
Arm Cannon	3	5
Air Shooter	1	1
Crash Bomber	3	5
Quick Boomerang	3	5
Metal Blade	1	1
Bubble Lead	2	4
Atomic Fire Charge One	3	5
Atomic Fire Charge Two	1	5
Atomic Fire Charge Three	1	1
Leaf Shield	1	1

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| 3.06: FAQ |
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1Q: Is Bubble Lead really the only thing that can damage Alien Wily?
1A: Yeah. No other weapon works.

--

2Q: What if I run out?
2A: Get a game over. You'll start back in stage six and have full weapons.

--

3Q: What's the difference between normal and difficult modes?
3A: The main difference is that the enemies take a few more hits before they
    are destroyed. The Metools also seem to react slightly quicker.

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| 3.07: Maps |
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Here's a general key:

```
*-------------------------------------------------------------------*
| -       - Ground or other impenetrable barrier                    |
| |       - Wall                                                    |
| ~       - Water                                                   |
| <-      - Enemy flow left (usually in front of Bird Bombers)      |
| EP      - Energy pellet                                           |
| EC      - Energy capsule                                          |
| WEP     - Weapon energy pellet                                    |
| WEC     - Weapon energy capsule                                   |
| EN      - Energy Tank                                             |
| 1up     - Extra life                                              |
| S, /\   - Spikes                                                  |
| {       - Gate that can be broken with the Crash Bomber           |
| =       - Stacked - Boss gate                                     |
| TO X    - Where X can be any letter.  Go to the map of that letter|
| FROM X - This is where the map continues from the last one        |
| Start   - Beginning of the stage                                  |
| Boss    - A boss                                                  |
| Goal    - End of the stage                                        |
| |-|     - Ladder                                                  |
*-------------------------------------------------------------------*
```

Exceptions/additions are indicated in the level map and apply for that level
only.

Also, the maps aren't meant to be a guide. They're approximate and made to
give you an idea of the level.

On some of these maps, I use transitions (so sometimes at the end of map A
carries over to map B.)

And of course, I use these transitions randomly.

Airman

Map:

 Key:

```
      *--------------------------*
      | HH - Horn Head/Hornettes |
      | FF - Fan Fiend           |
      | LL - Lightning Lord      |
      | WR - Wormer              |
      | BB - Bird Bomber         |
      *--------------------------*
```

Note: Thunder Chariots/Lightning Lords go around in circles. I'll draw the circle.

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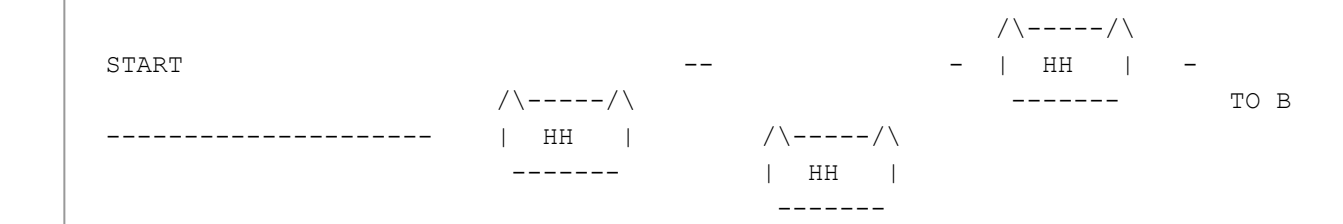

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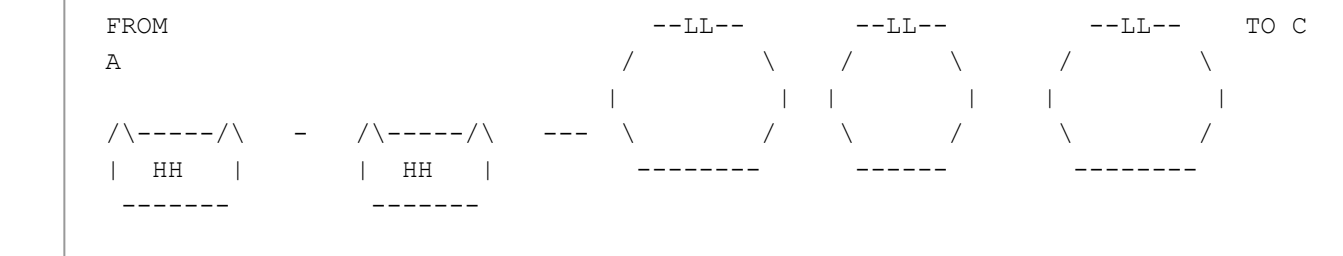

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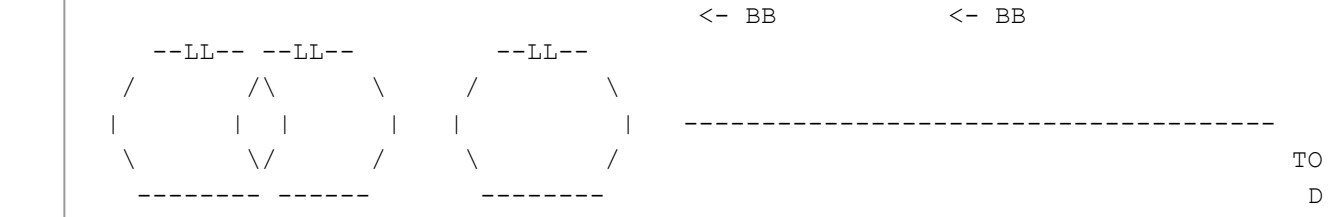
FROM B



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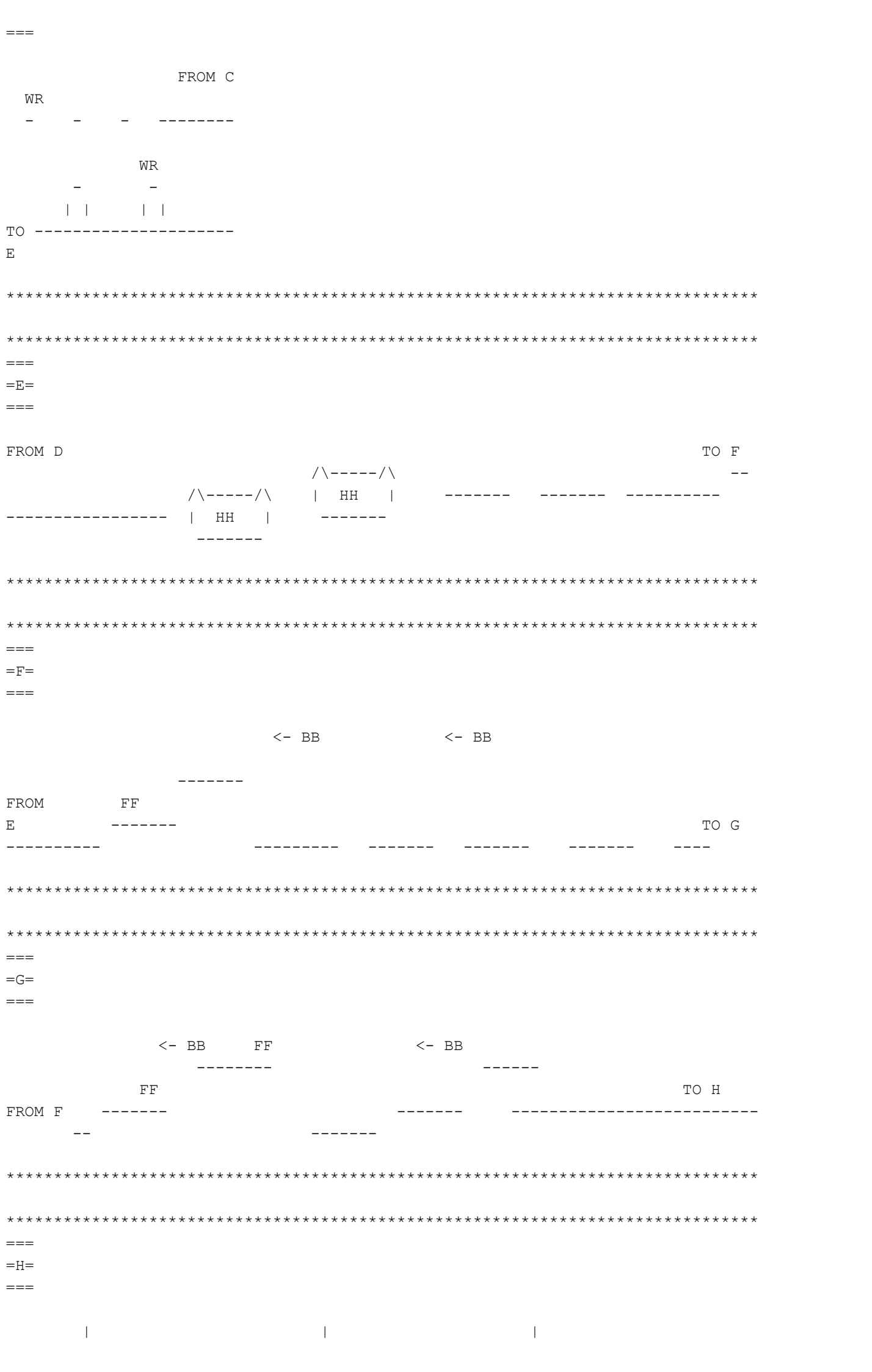
FROM C
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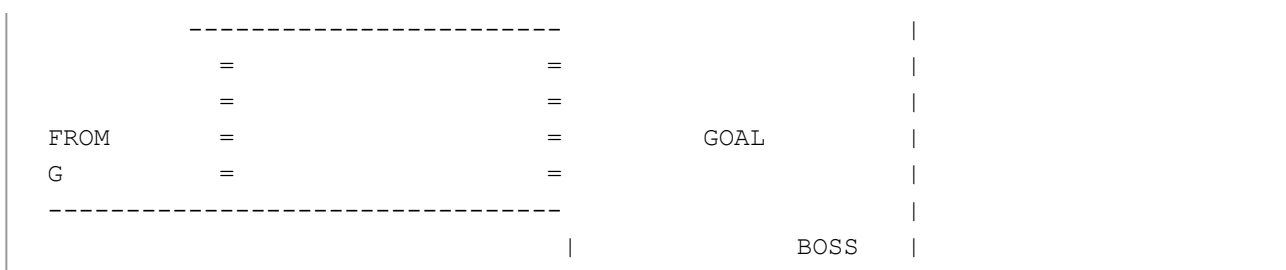
WR
TO E
FROM D
TO F
HH
HH
<- BB
<- BB
FROM E
FF
TO G
<- BB
FF
<- BB
FROM F
FF
TO H



****

Crashman

Map:

Key:

Note: The Molestias come out of pipes. I'll mark one MO for each spawning point.

Note: The track is the place where you ride around on a platform. Yeah.

****

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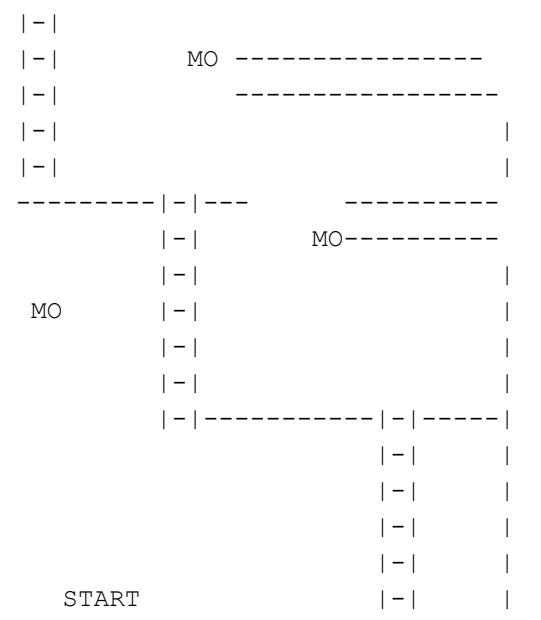

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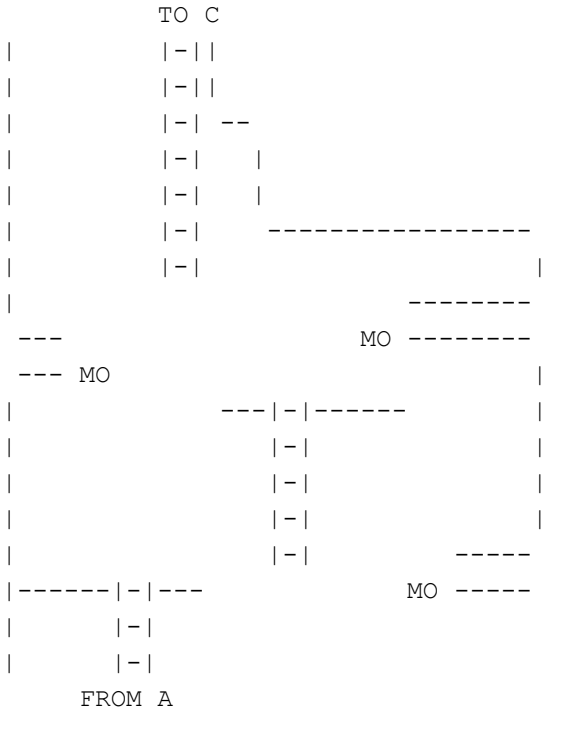

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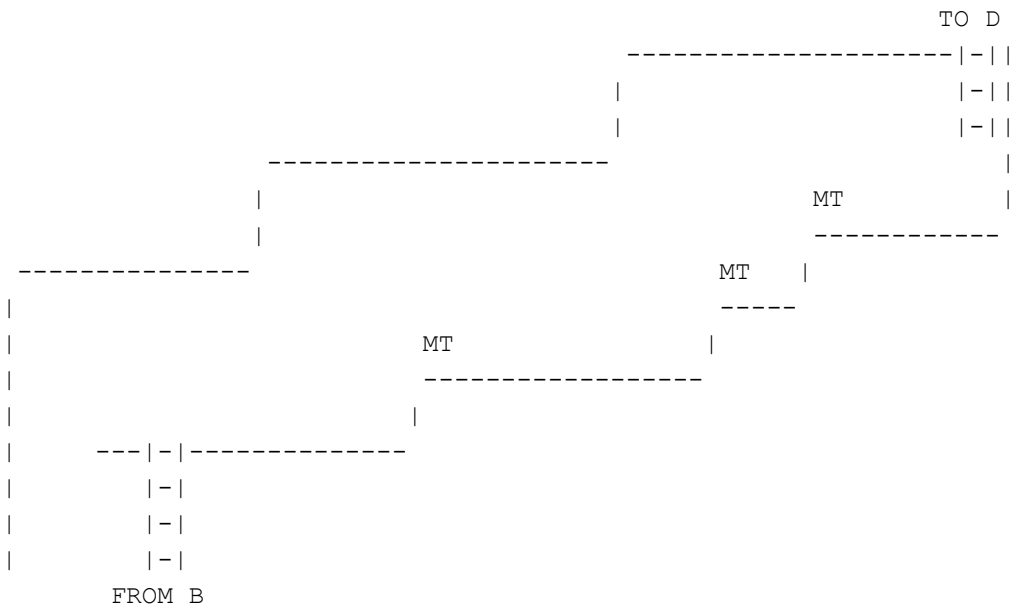

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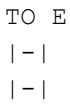

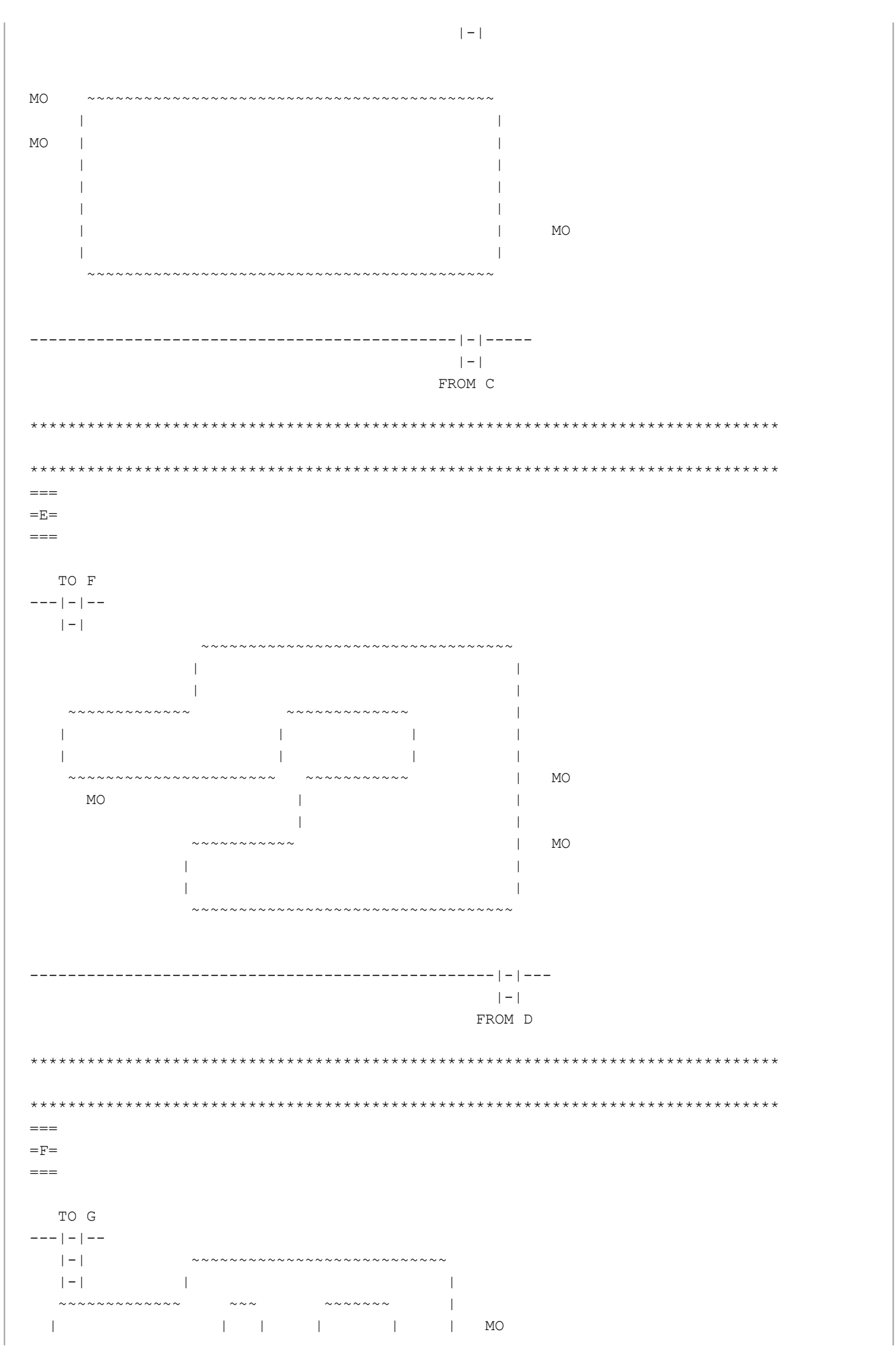
MO
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FROM C
E
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FROM D
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TO G
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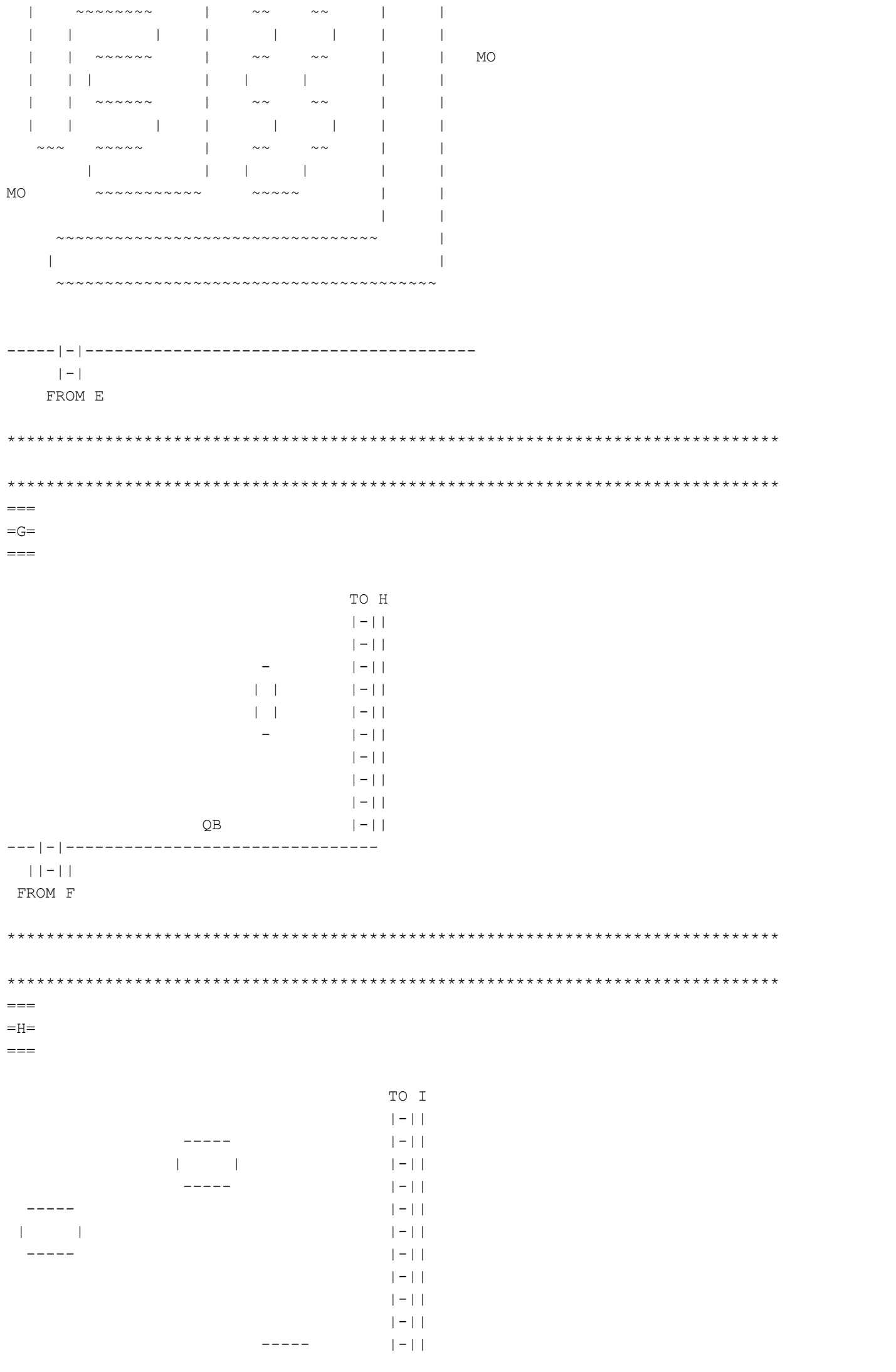
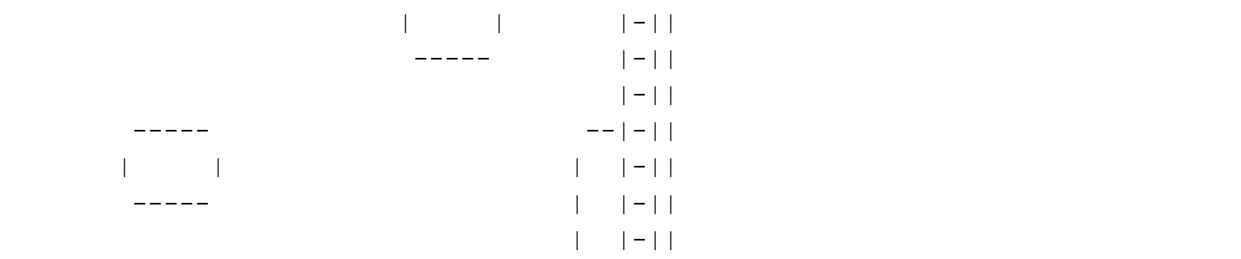

MO
MO
FROM E
TO H
QB
FROM F
TO I



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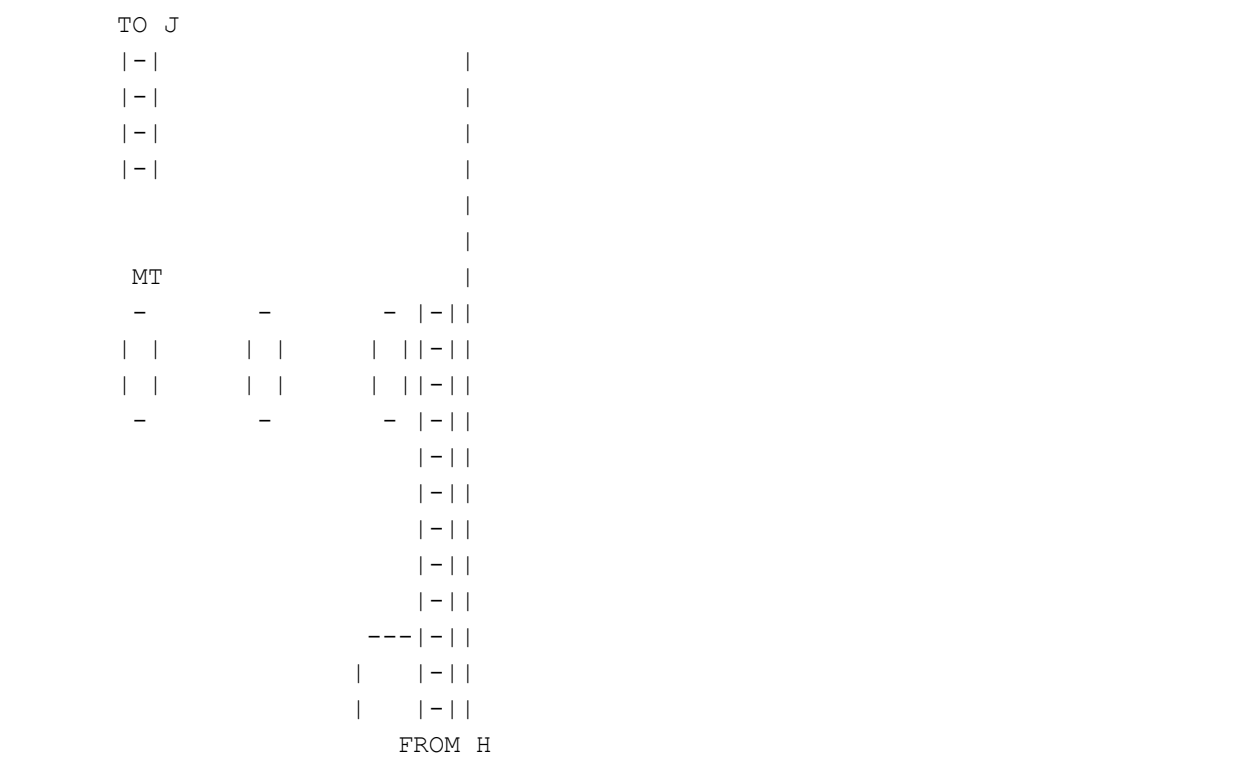

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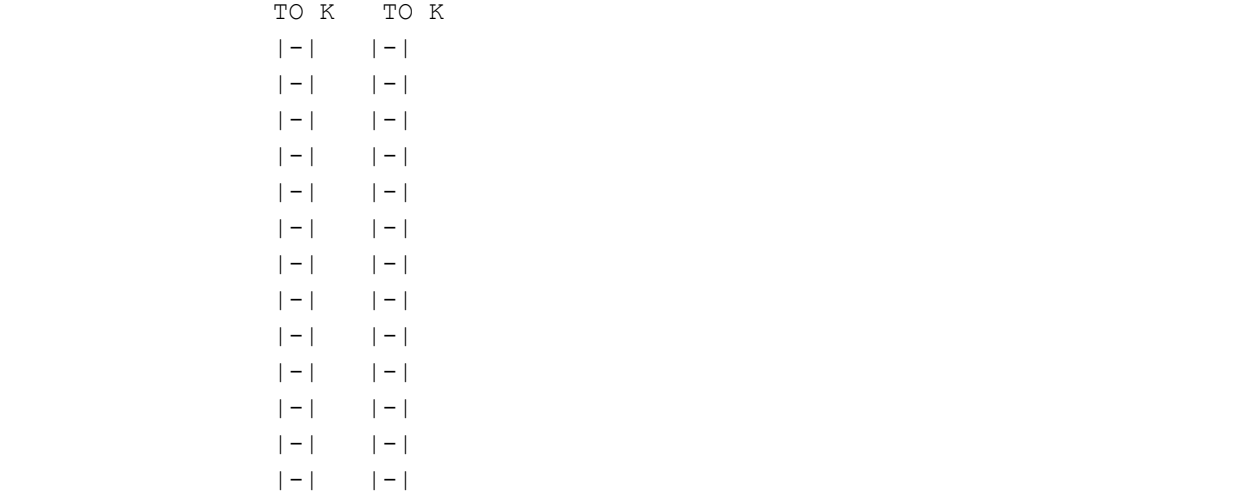

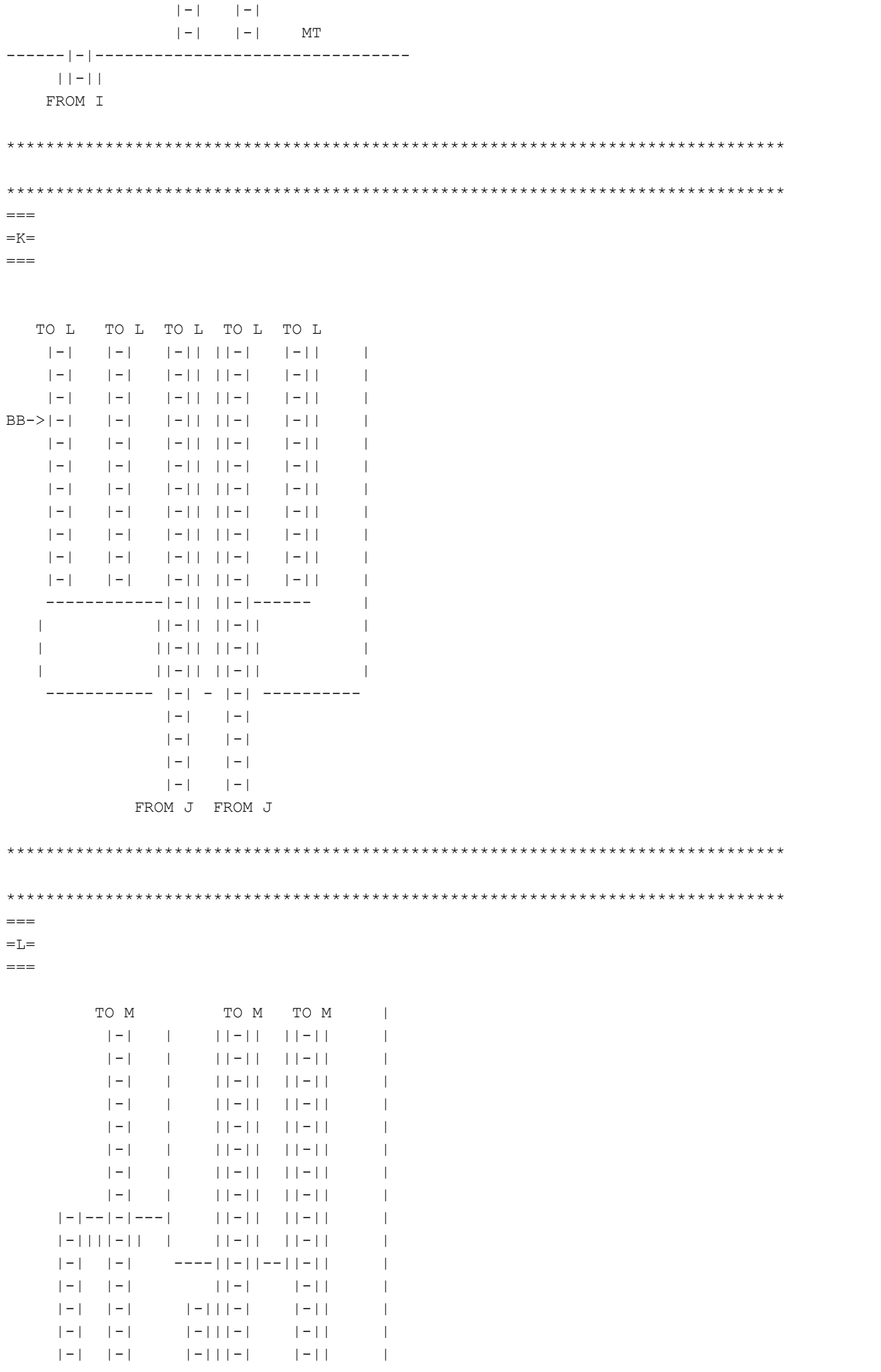
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FROM J
FROM J
TO M
TO M
TO M

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BB ->       |-|           |      ||-||       |
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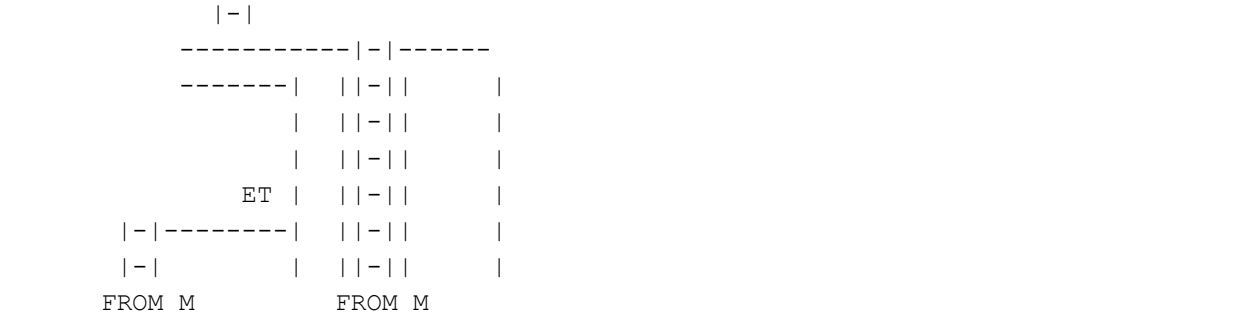

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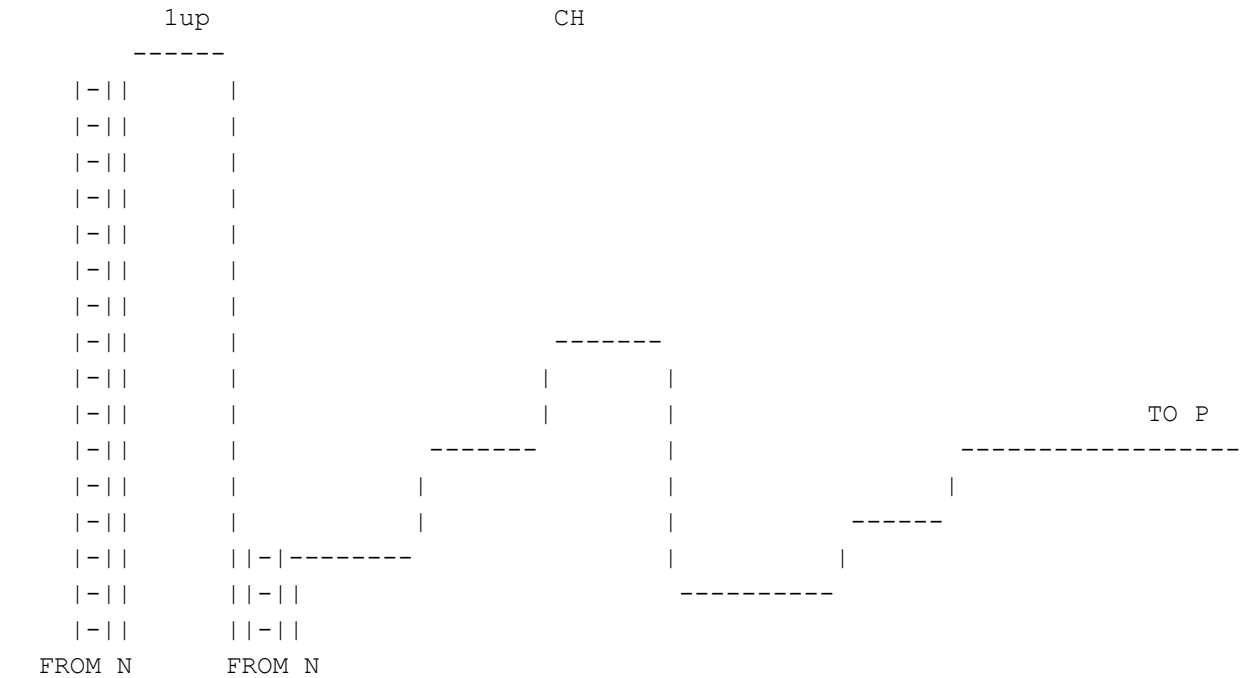

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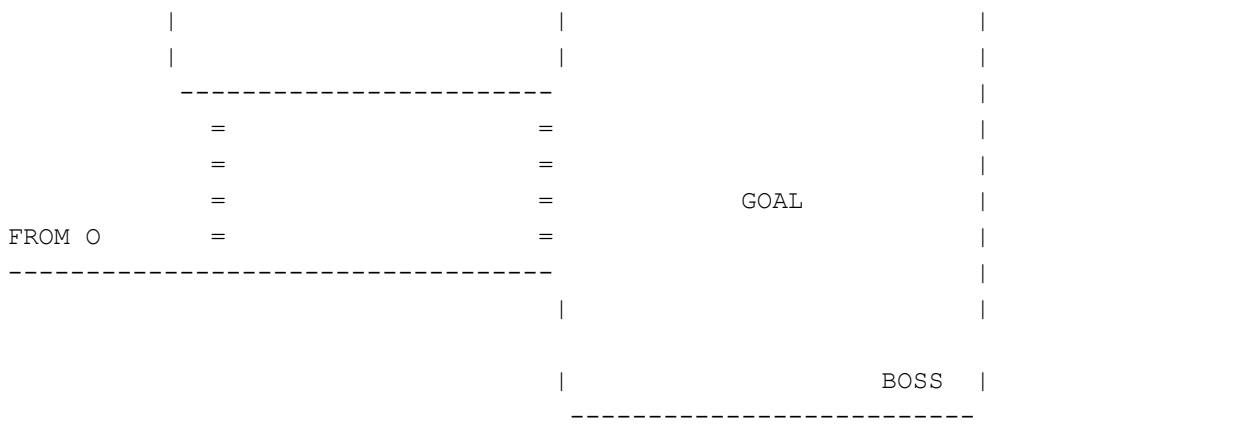

****

Flashman

Map:

Key:

```
      *-----------------------*
      | SH - Shooter          |
      | AS - AT-ST/Sniper Joe |
      | WR - Wormer           |
      | QB - Quadbarrel       |
      *-----------------------*
```

****

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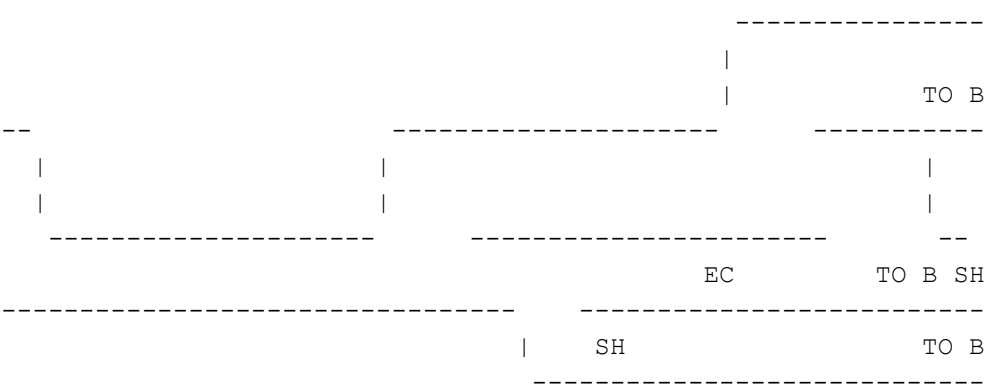

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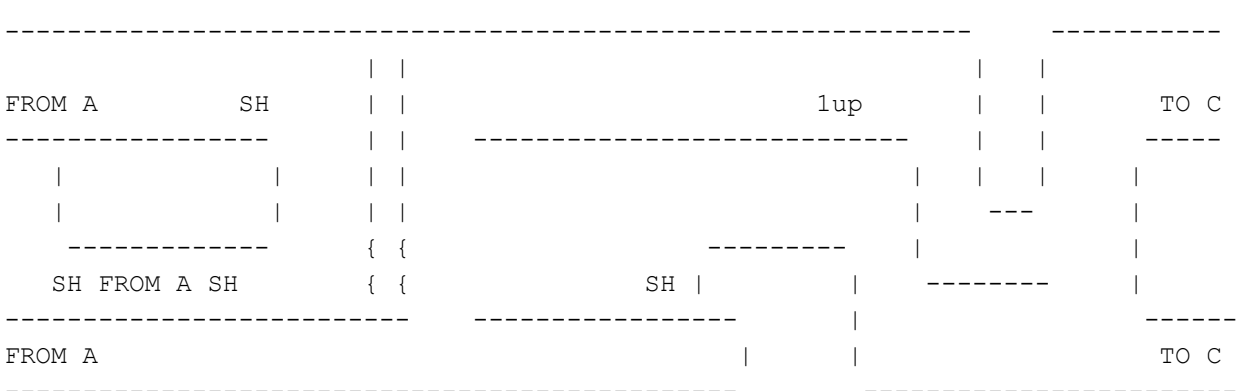

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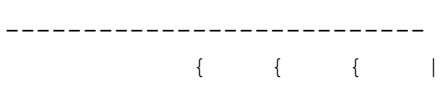

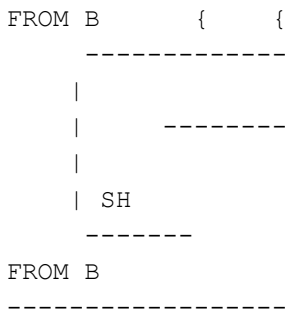

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Under the first and third Crash Block, there is an energy capsule.

****

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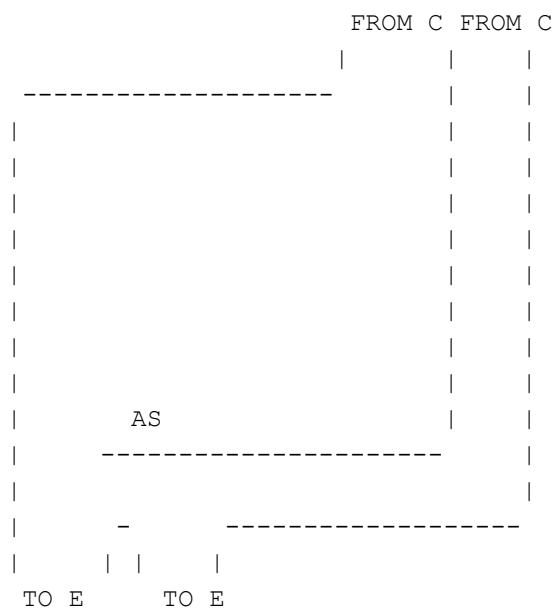

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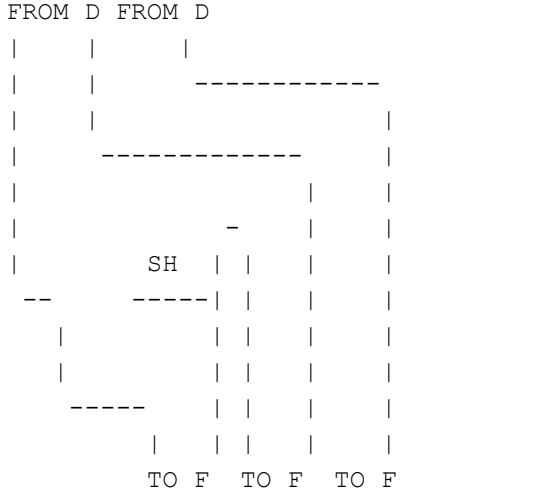

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|     |      EC  {           |
|     |     -----      ------
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|     |    |      |    |
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|     |    |      |    |
 TO G TO G     TO G

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|     | WEC        |         |
|     |-----       |----     |
|     |            |         |
|     |            |         |
|     |            |       WR|
|     |       -----|     ----|
|                  |         |
|                  |WR       |
|     ------        ----     |
|    |                       |
|    |                       |
|    |     ---------      ---|
|    |    |          |        |
TO H TO H             TO H

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 FROM G FROM G     FROM G
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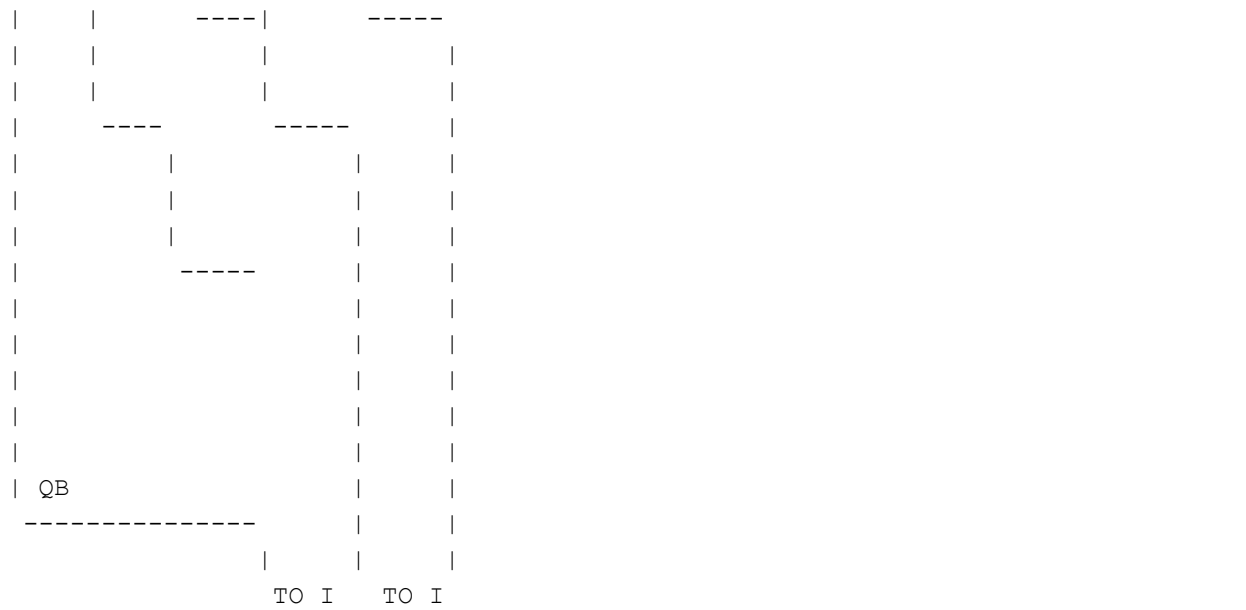

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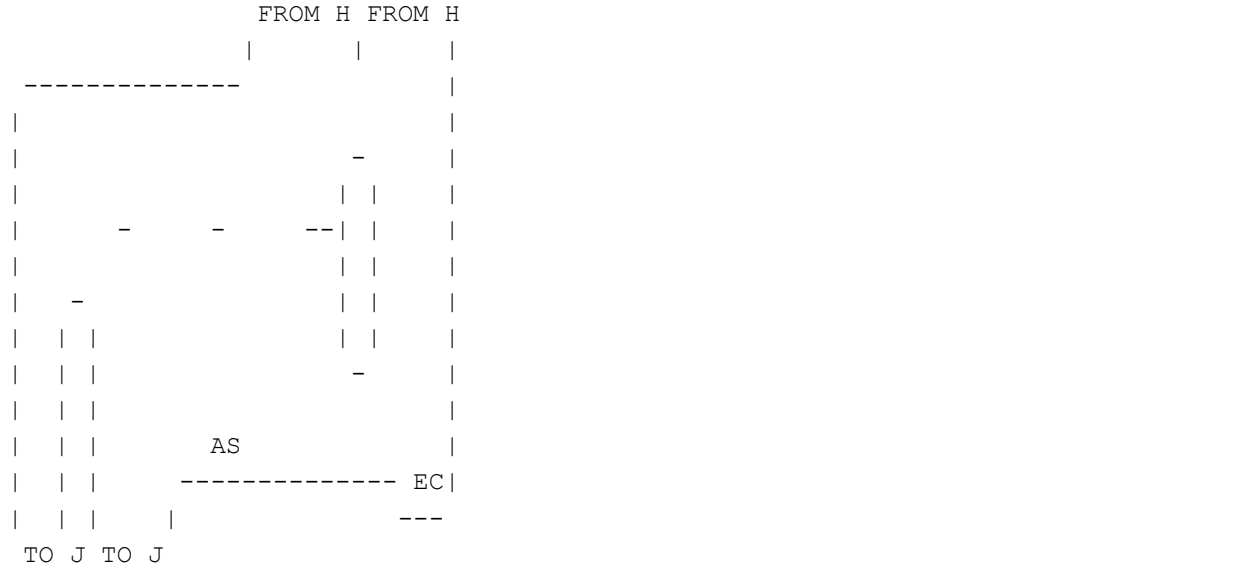

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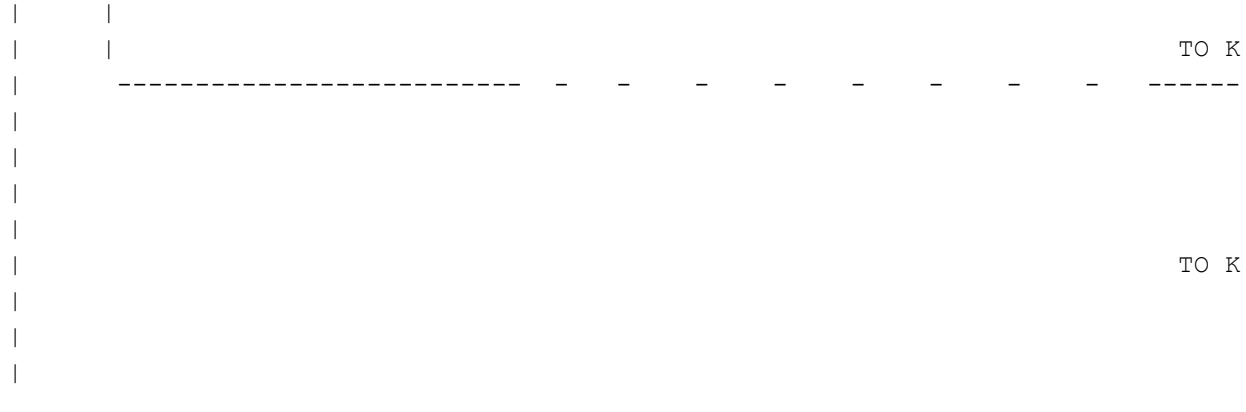
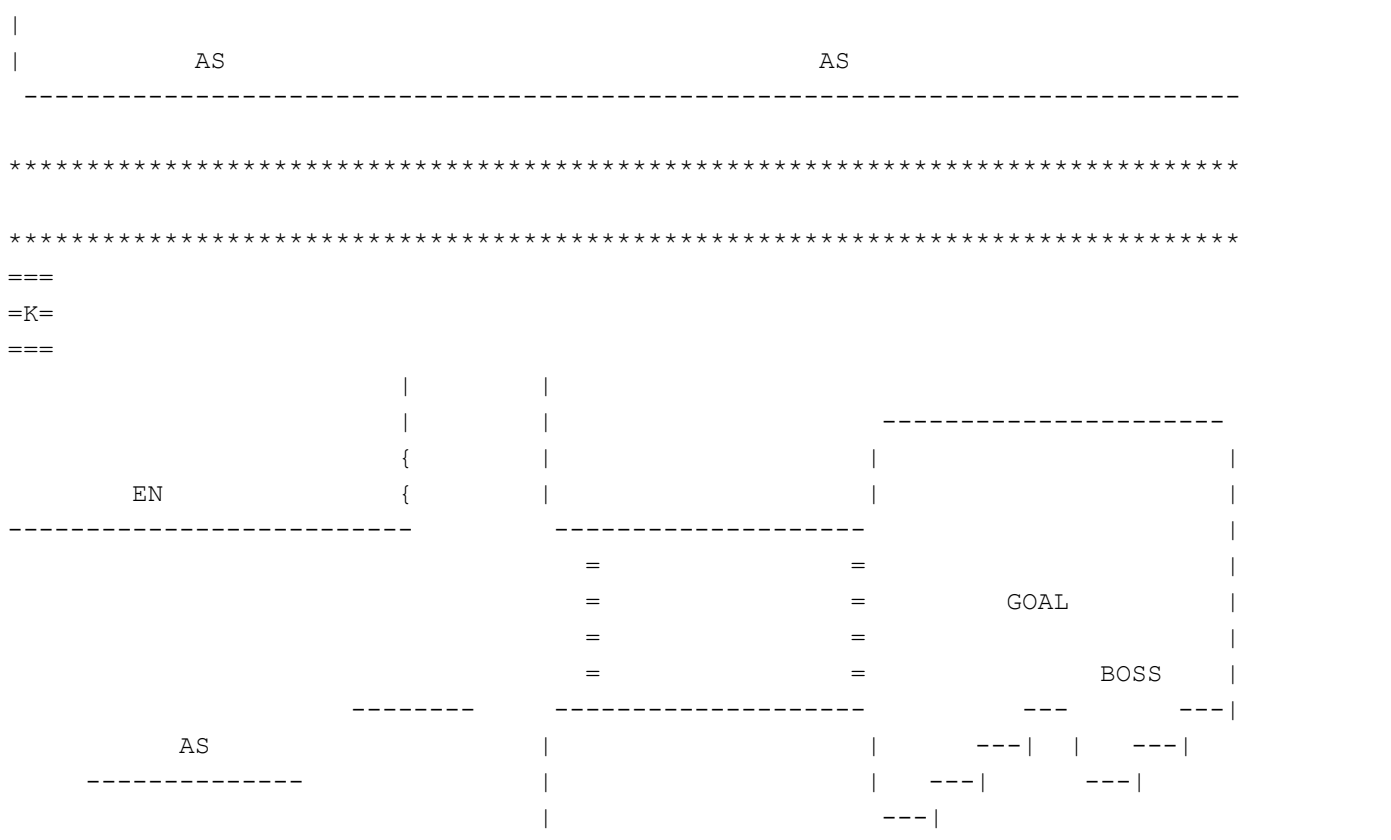




Sorry for the bad map, but that's pretty much as best as I can do (especially with Flashman's room).

Quickman

Map:

Key:

```
*-----------------------*
| ~  - Quick Beams      |
| WR - Wormer           |
| SP - Sproing          |
| FT - Fire Tosser      |
| AS - AT-ST/Sniper Joe |
*-----------------------*
```

Note: I'll be displaying the Quick Beams as fully extended. With any luck, you never see that.

****

****

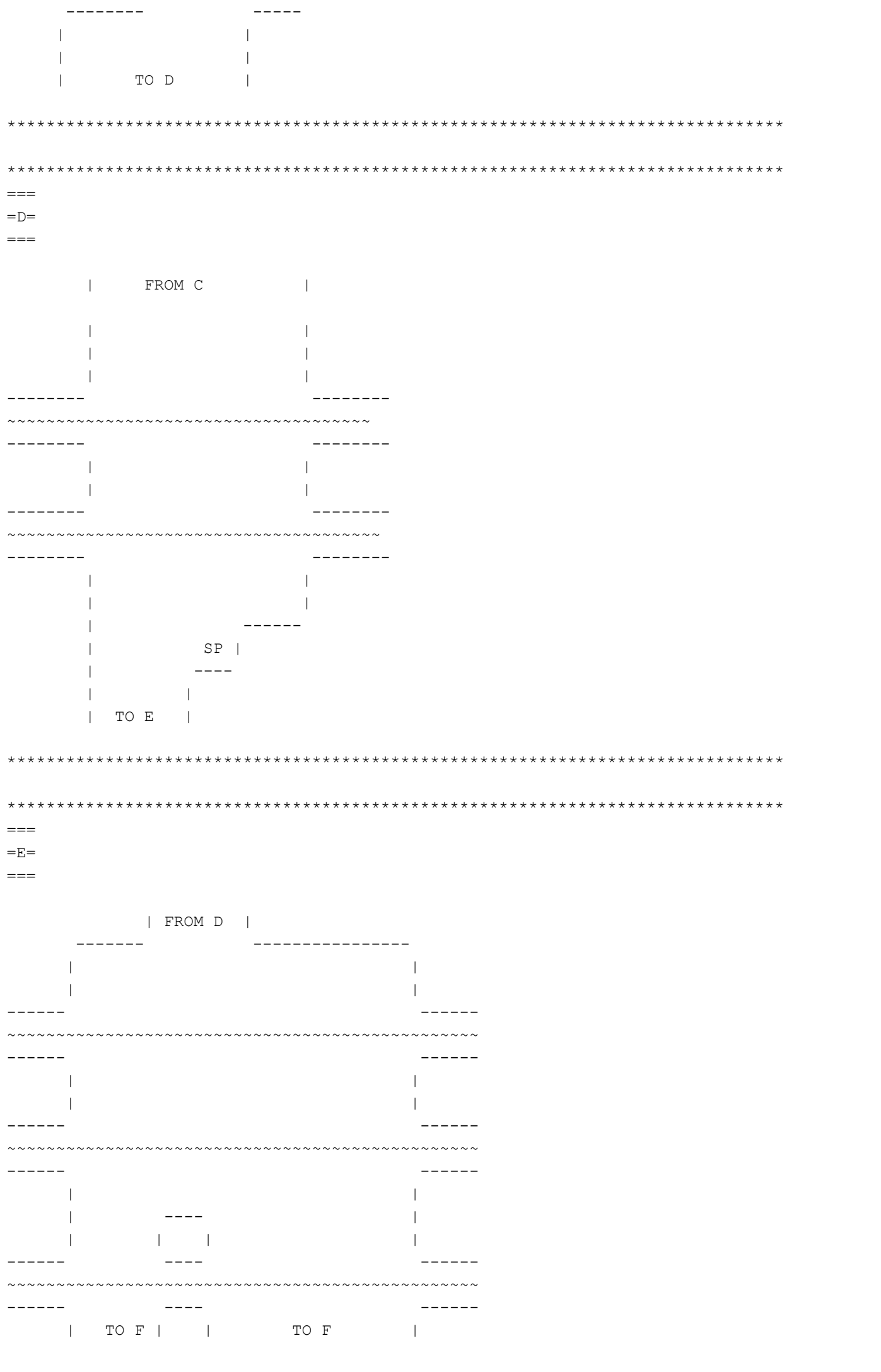
===
=B=
===

****

****

===
=C=
===

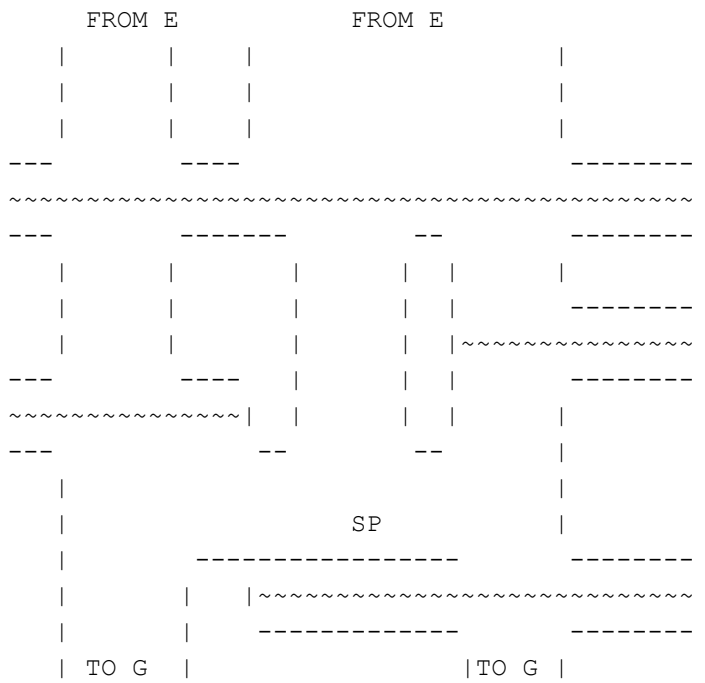
FROM B


TO D
FROM C
SP
TO E
FROM D
TO F
TO F

****

****

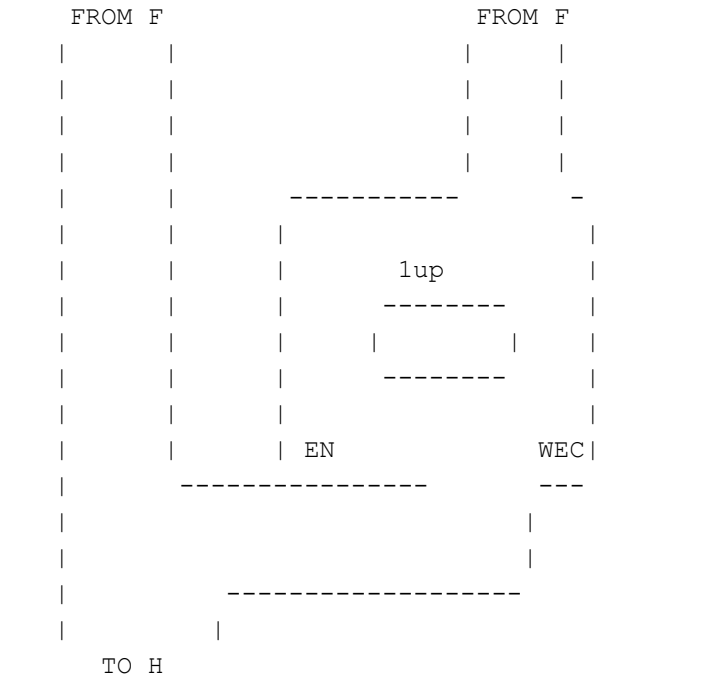
===
=F=
===



****

****

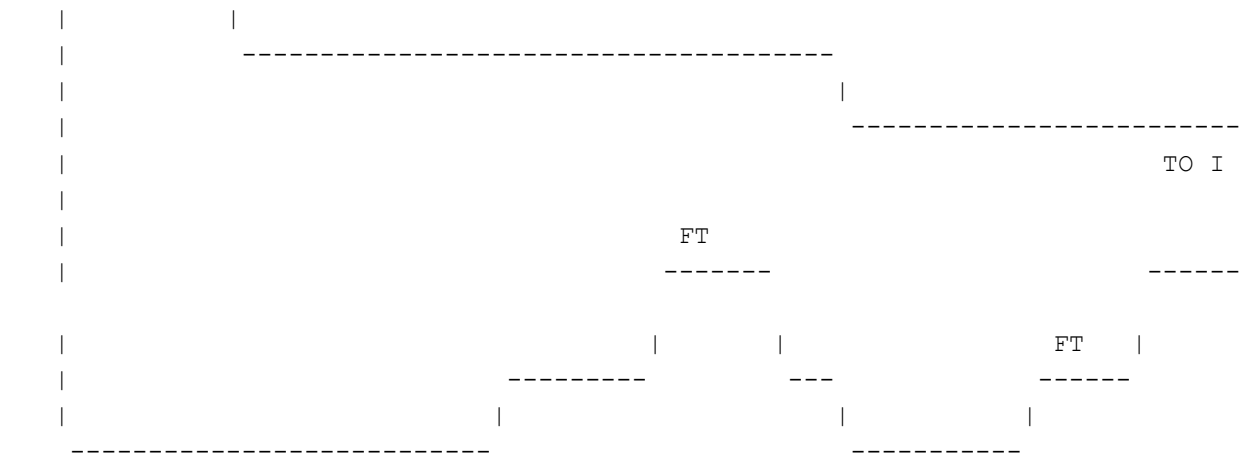
===
=G=
===



****

****

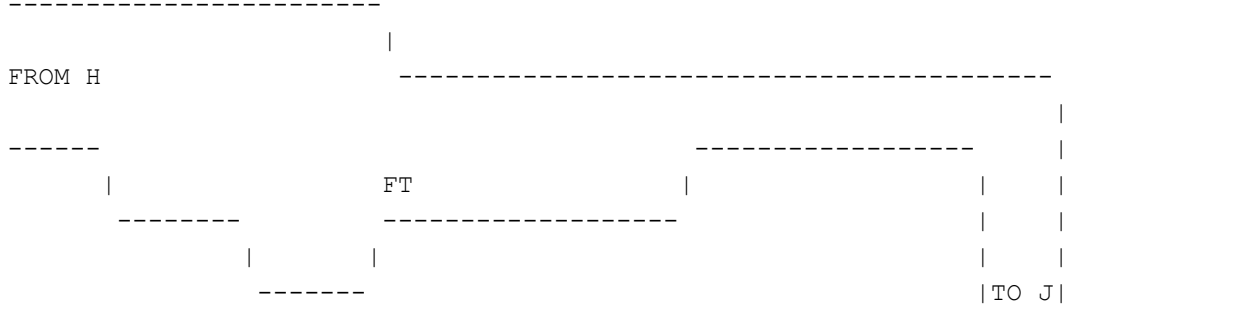
===
=H=
===



****

****

===
=I=
===

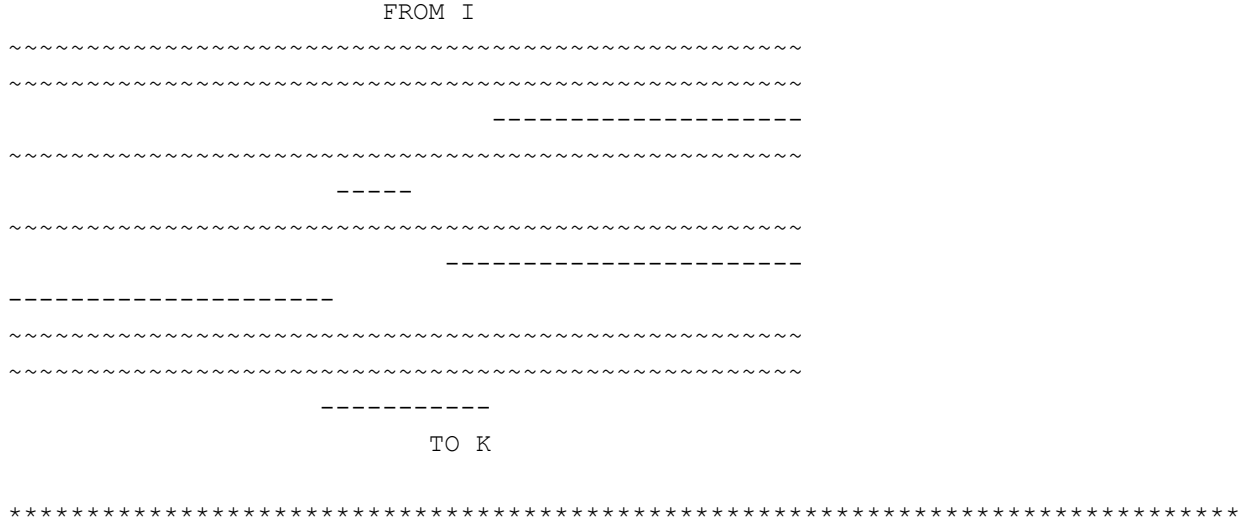


****

Note: The following Quick Beams come together at the same time, so no side
is safe.

****

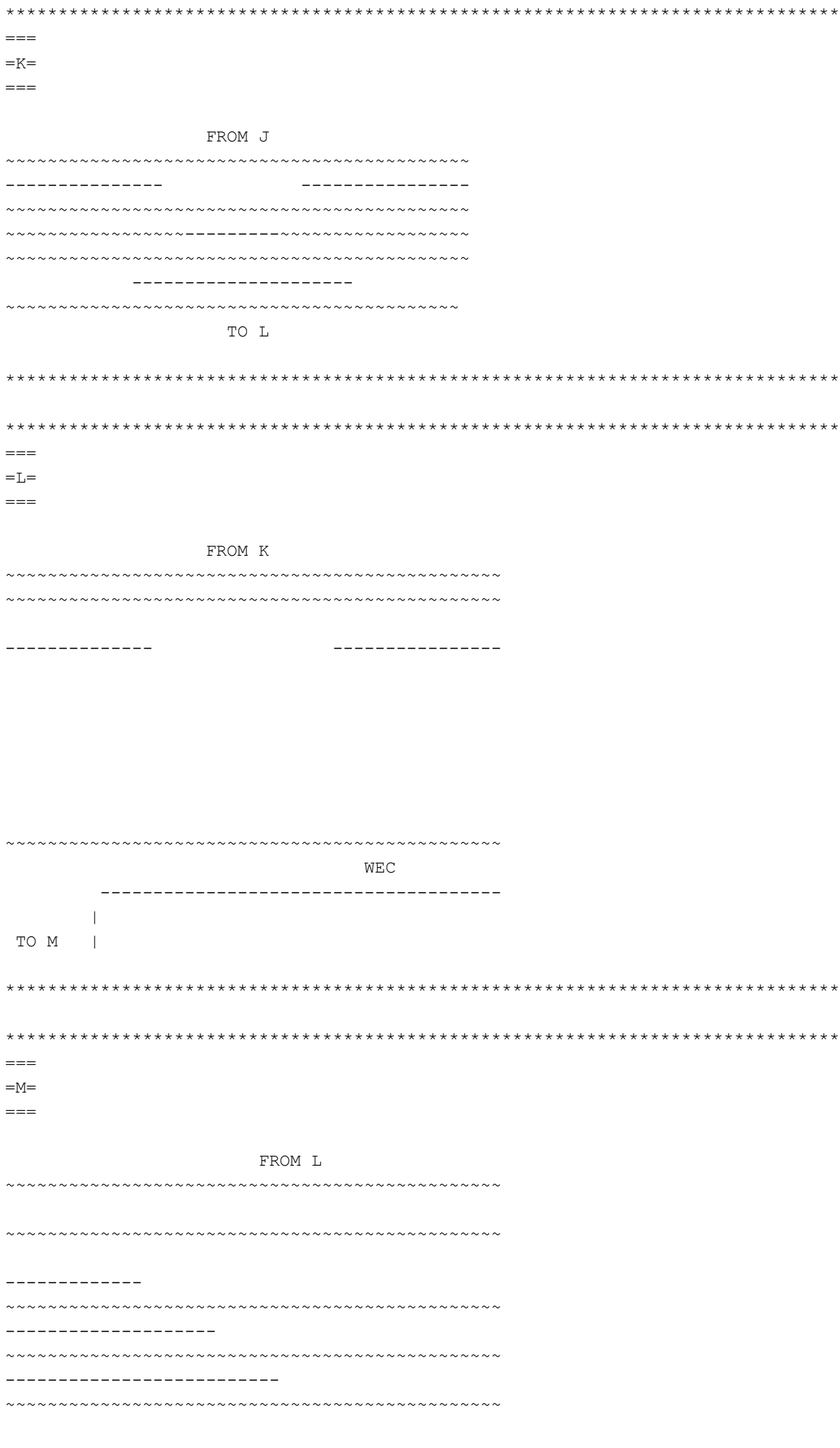
===
=J=
===

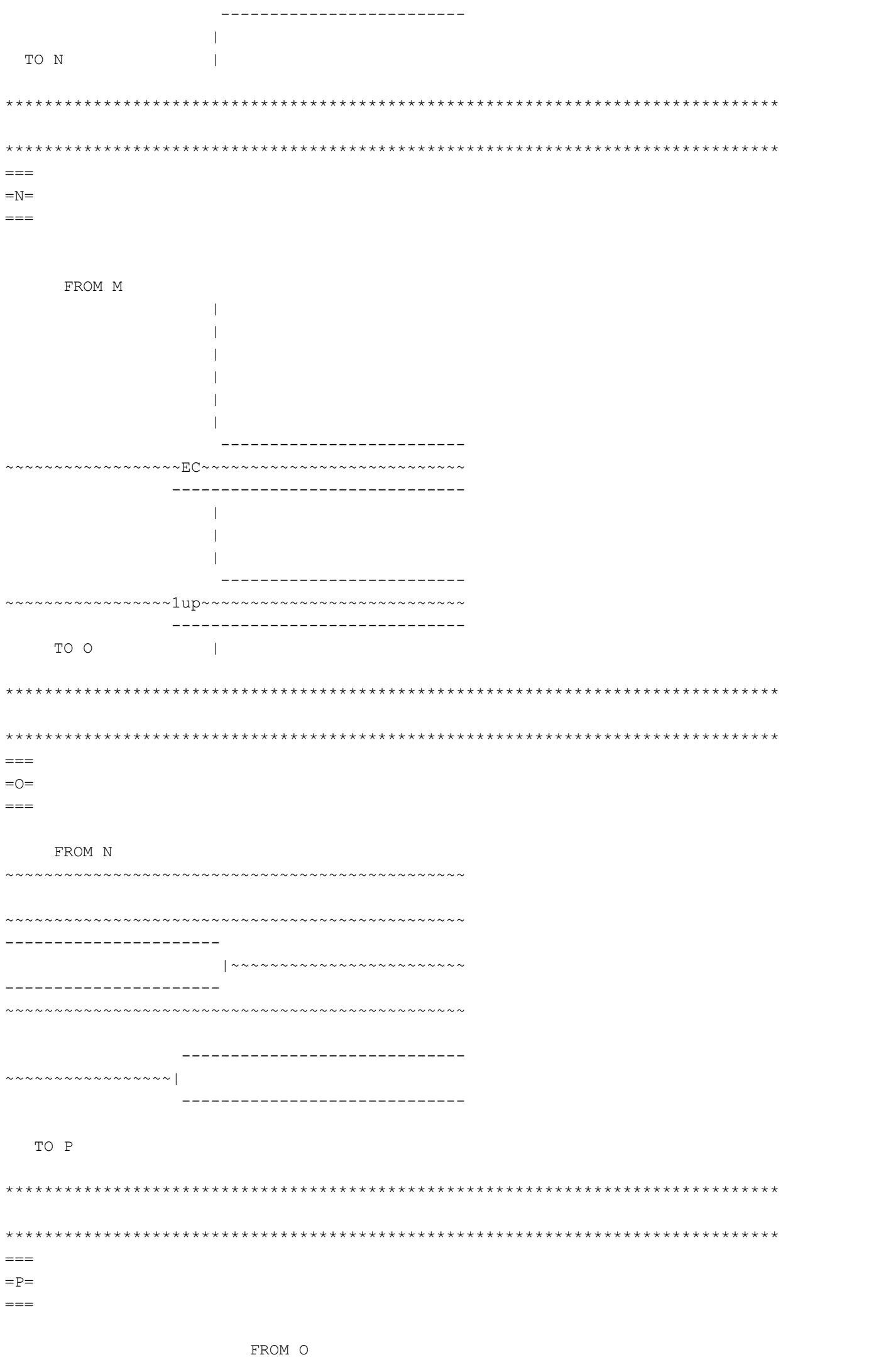


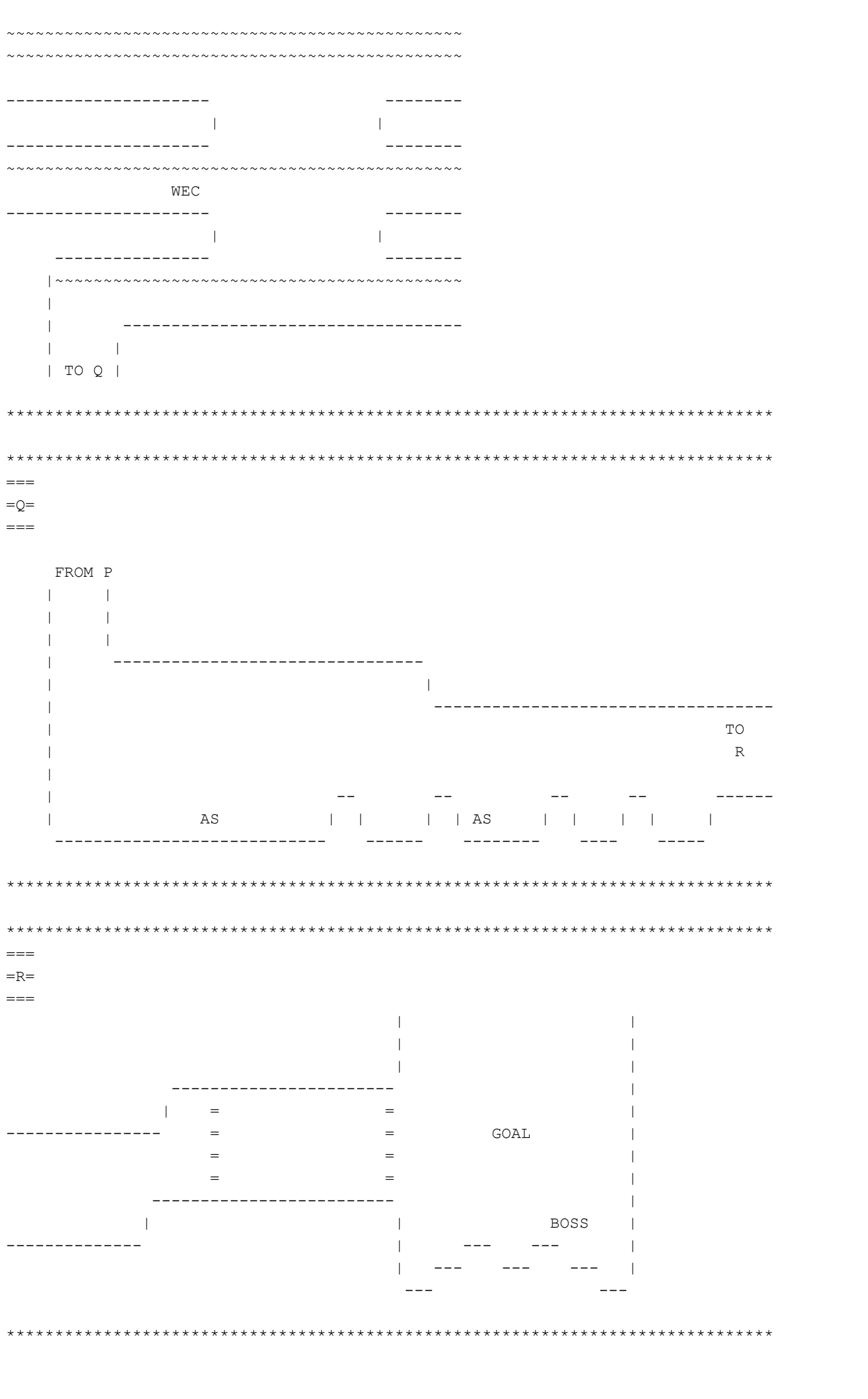
****

This next screen looks eerily like someone's face (until the Quick Beams

come).




TO N
FROM M
EC
1up
TO O
FROM N
TO P
FROM O


WEC
TO Q
FROM P
TO
R
AS
AS
GOAL
BOSS

Metalman

Map:

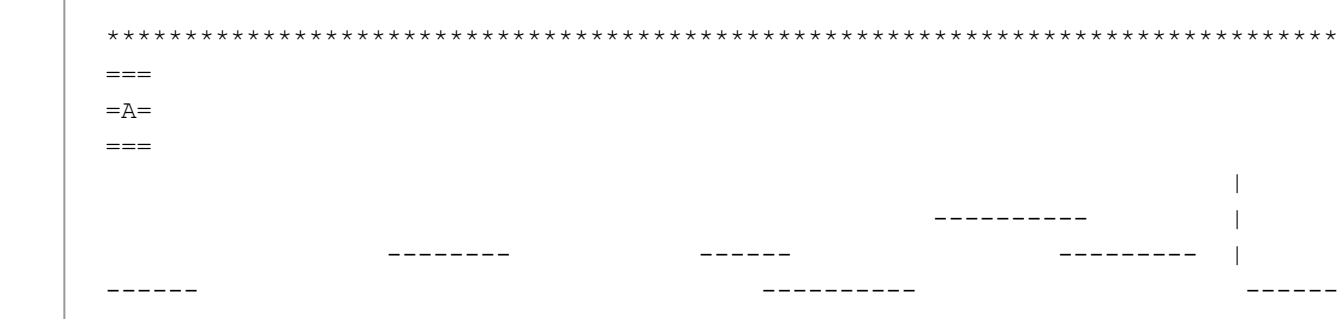
Key:

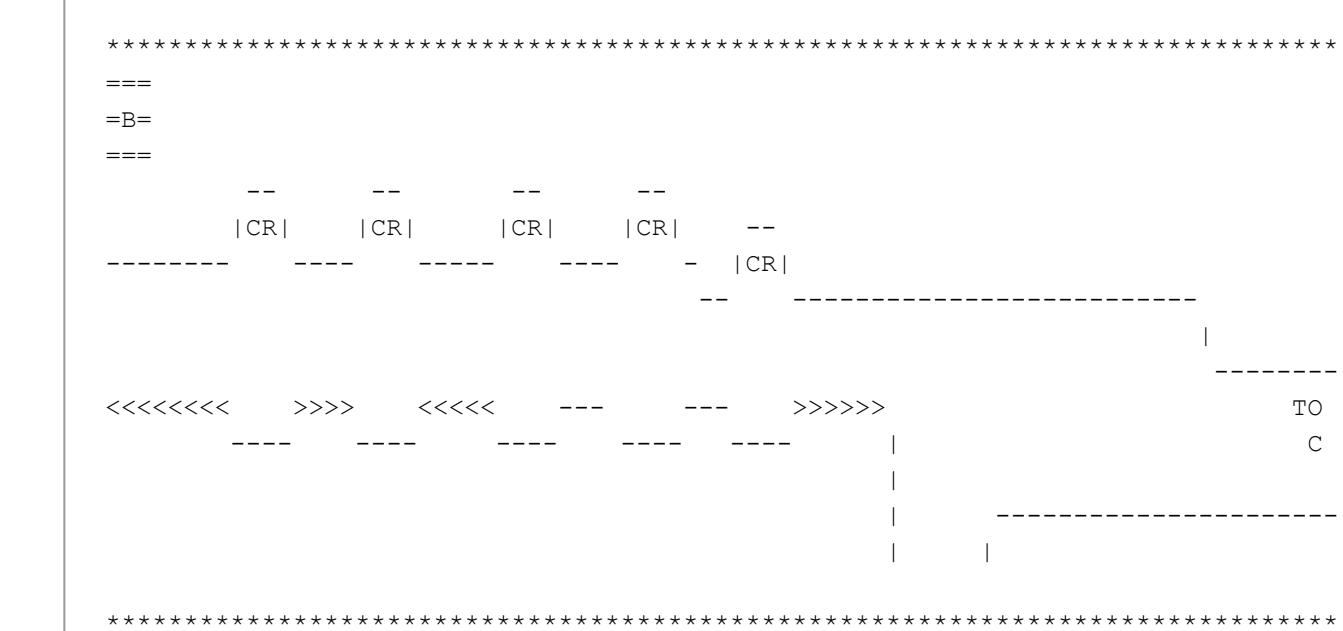
```
     *---------------------------------*
     | >  - Conveyor belt moving right |
     | <  - Conveyor belt moving left  |
     | DR - Driller                    |
     | CR - Crusha                     |
     | MJ - Metal Joker                |
     | SP - Sproing                    |
     | QB - Quadbarrel                 |
     *---------------------------------*
```

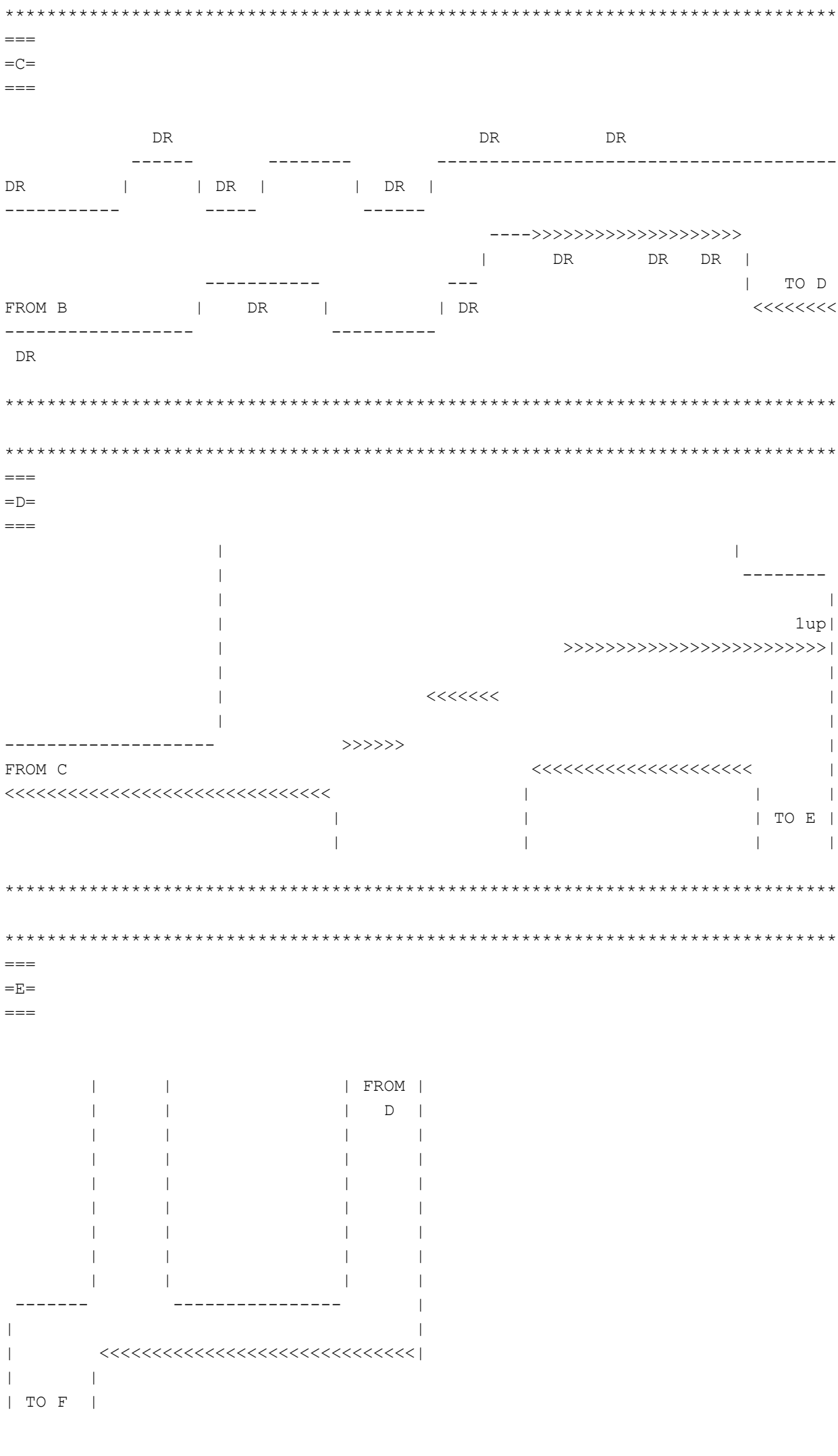
Note: Since the gear parts of the ceiling are totally irrelevant to the journey, I just made them a straight line.

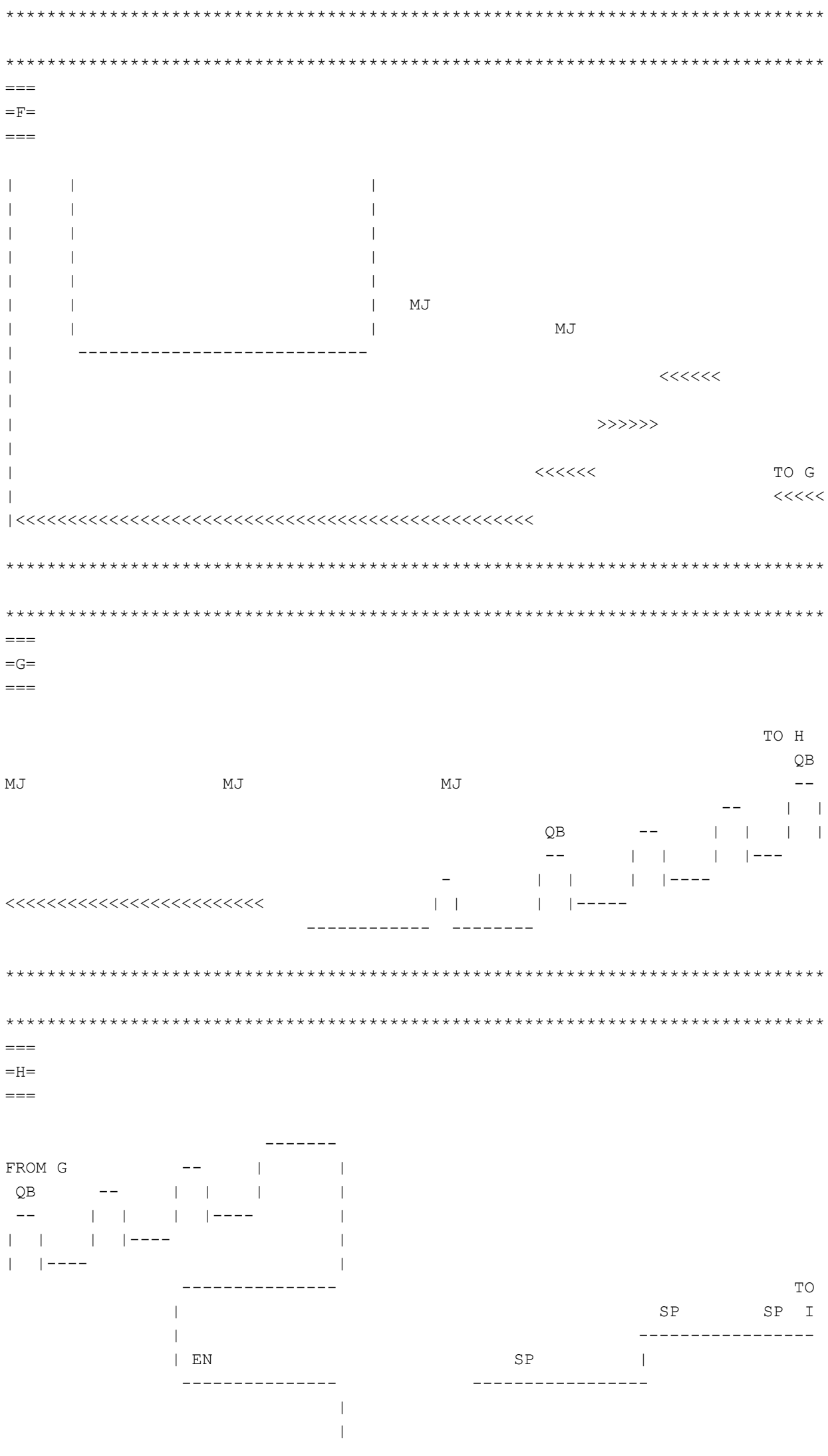
Note: Drillers are unpredictable, so I just put a few DRs in sections where Drillers come out.

Note: Metal Jokers are marked where their wheels are.






===
=C=
===
DR
DR
DR


MJ
MJ
MJ
MJ
<<<<<<
>>>>>>
<<<<<<
TO G
<<<<<
TO H
QB
QB
FROM G
QB
SP
SP
I
TO
EN
SP

```
*****************************************************************************

*****************************************************************************
===
=I=
===
                                                          -----------------
                                        |                   |                 |
                                        |                   |                 |
                                         --------------------                 |
                                         =                 =                 |
                                         =                 =                 |
                                         =                 =      GOAL       |
                                         =                 =                 |
                      ---------------------------------------                 |
SP           SP     |                                      |                 |
--------------------                                       |                 |
                                                           |           BOSS  |
                                                            >>>>>>>>>>>>>>>>>

*****************************************************************************

Bubbleman
---------

Map:

 Key:

      *------------------------*
      | BF - Boss Frog         |
      | HC - Hermit Crab       |
      | AF - Anglefish         |
      | OR - Orbison           |
      | == - Falling platforms |
      *------------------------*

Note: With the water, I only use the tilde (~) on the surface of the water;
      underwater is clear.

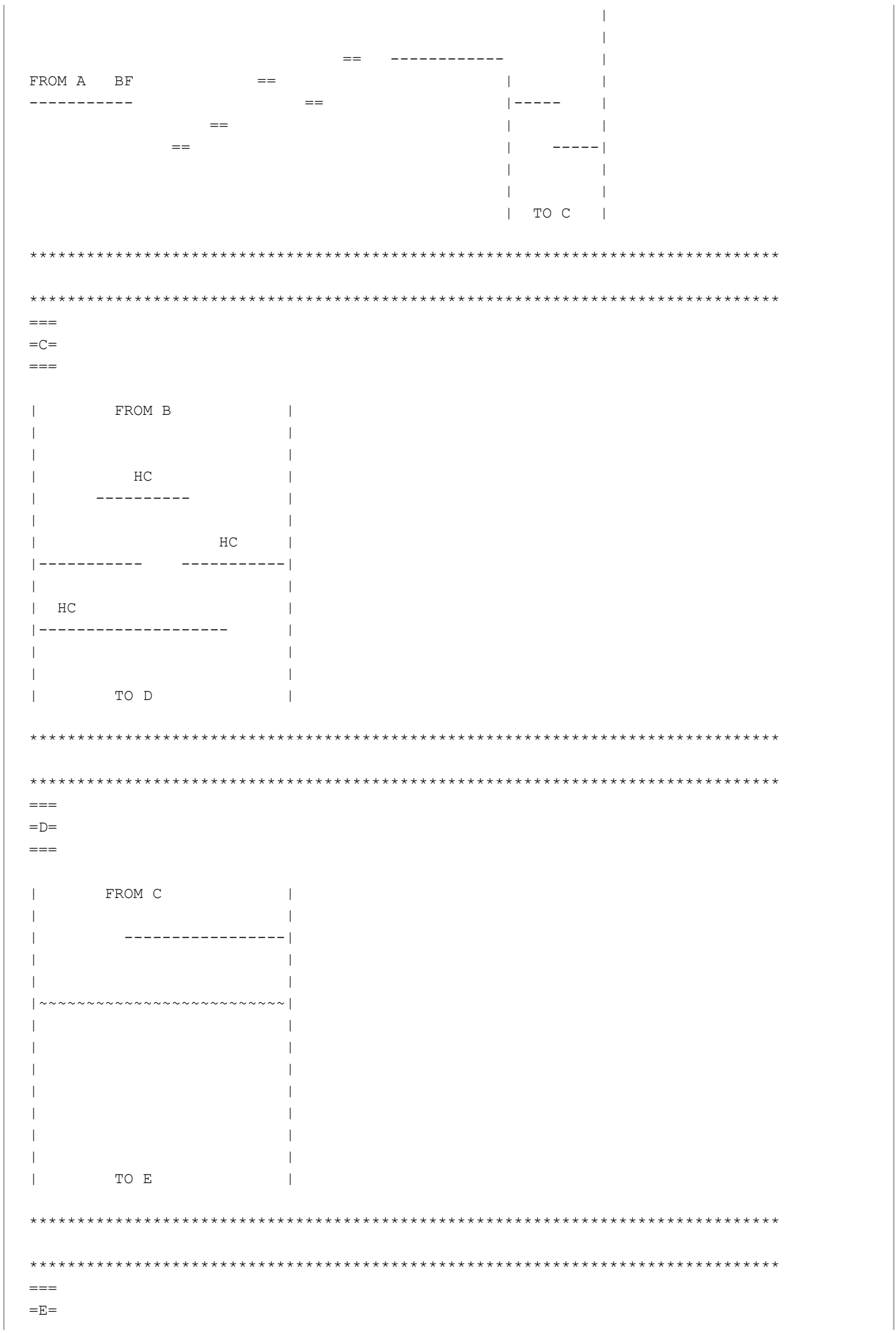
*****************************************************************************
===
=A=
===



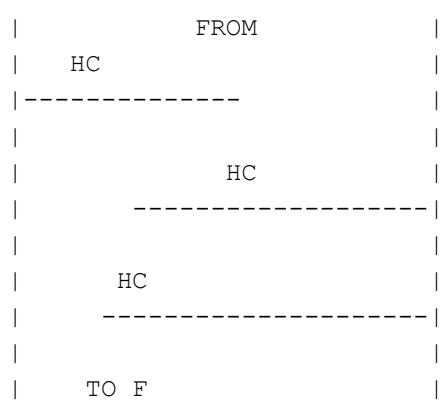
         START                                        BF                 TO B
     -------------                     BF             ------------     --------
                                       ------------
                      -------------

*****************************************************************************

*****************************************************************************
===
=B=
===
                                                          |
```


FROM A
BF
TO C
FROM B
HC
HC
HC
HC
TO D
FROM C
TO E

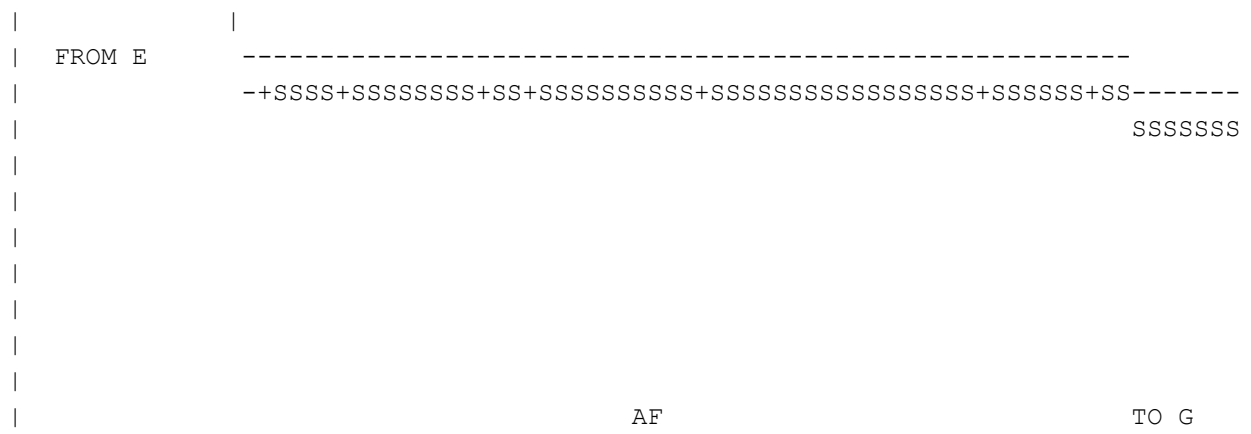
===



****

+ = the water jets. You don't die if you hit them.

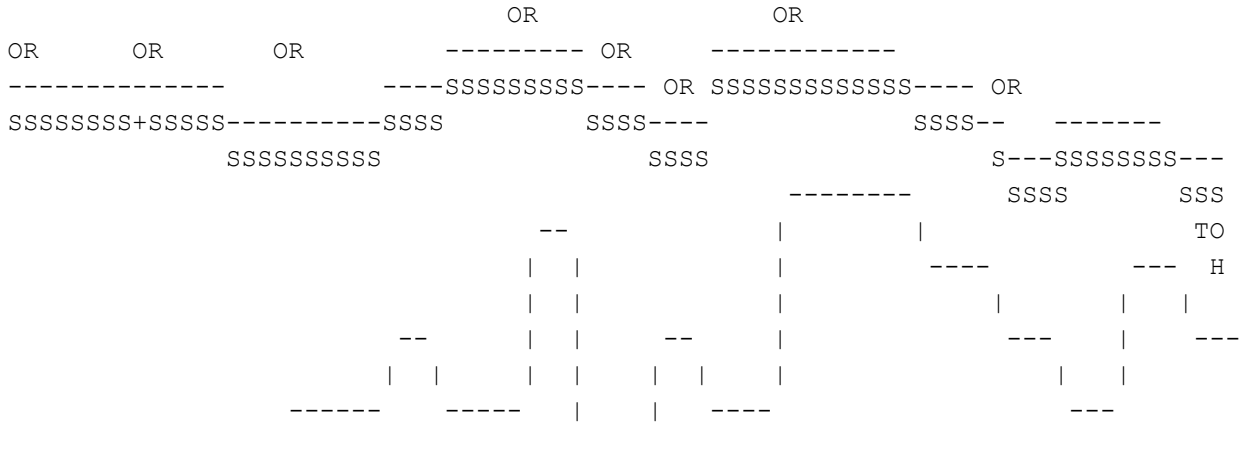
****
===
=F=
===

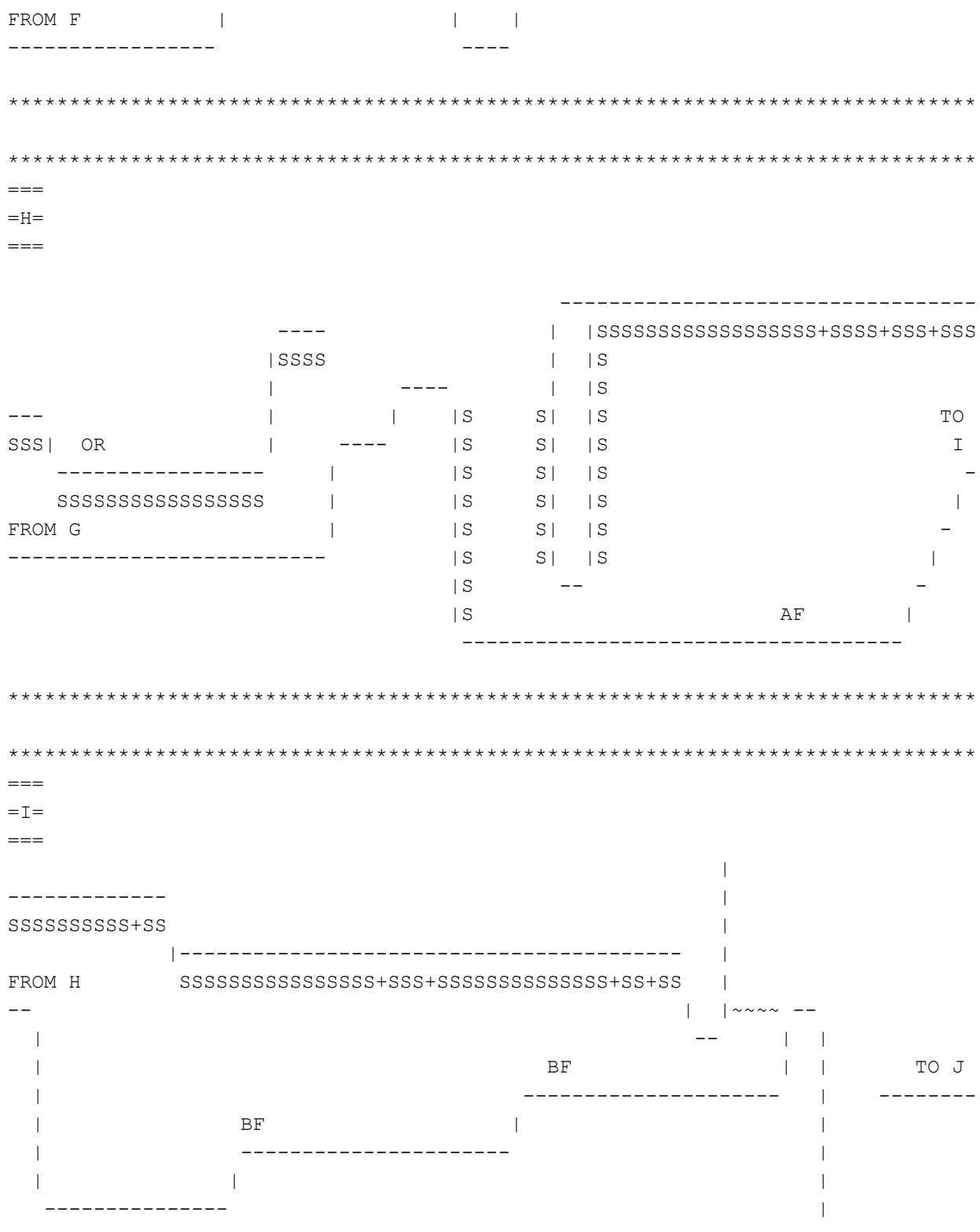


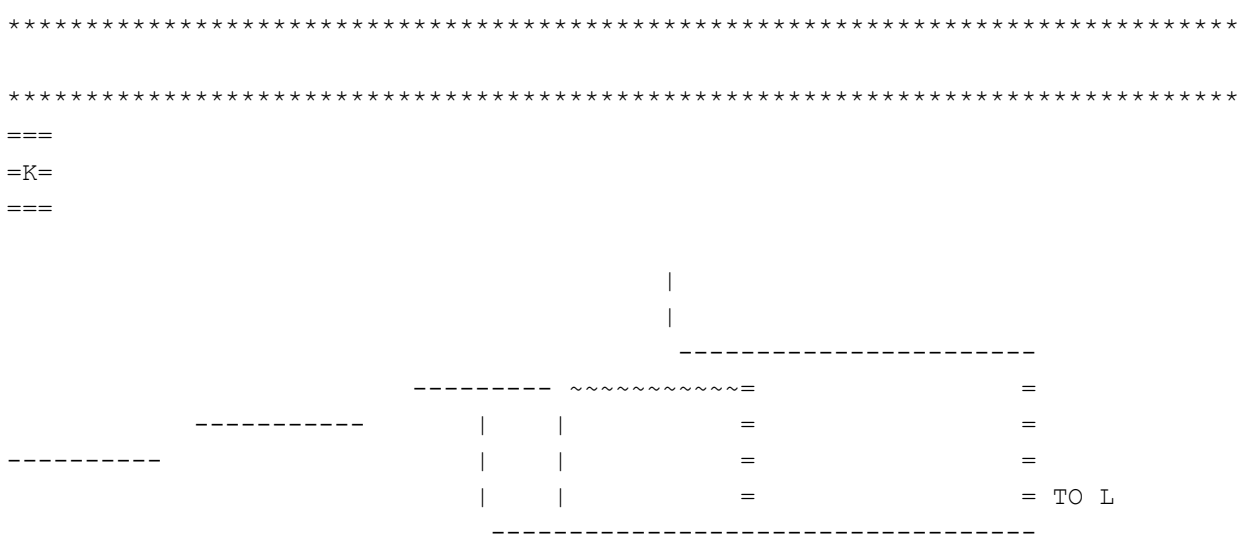
****

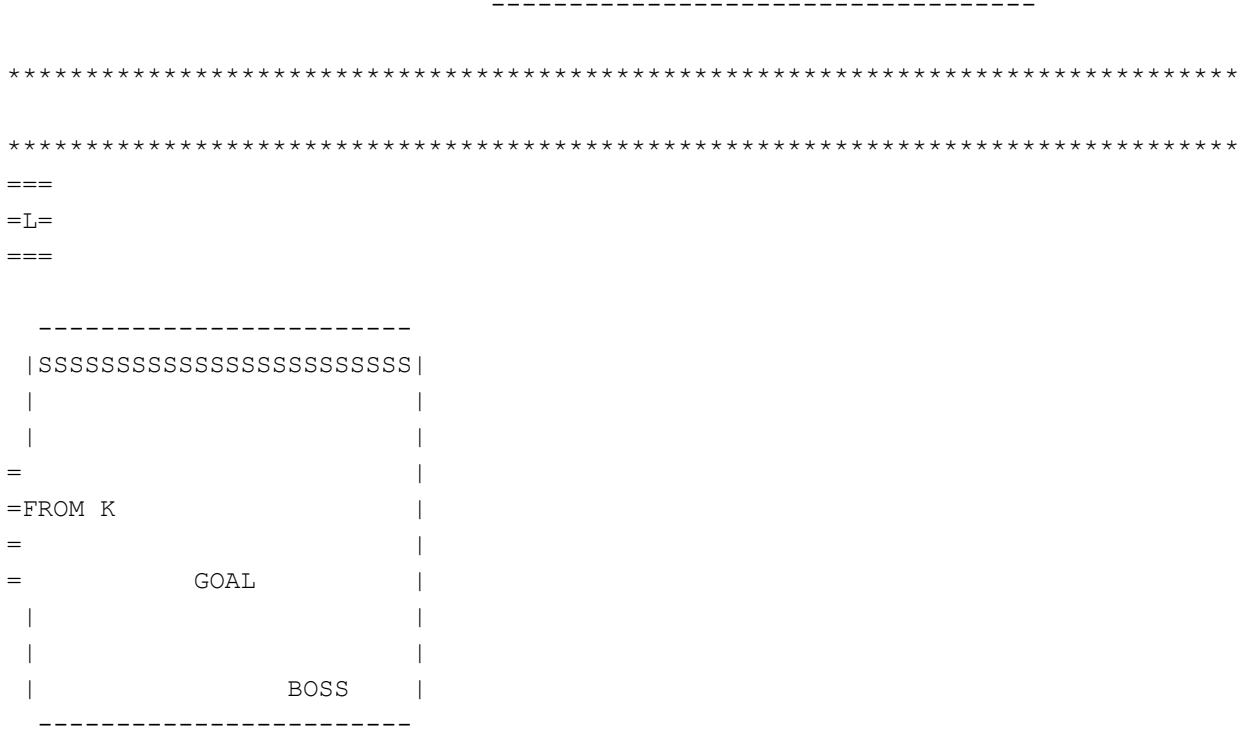
Orbisons come down randomly on this map. I'll mark where they can appear, but
they appear at random intervals at random places. They come from the top.

****
===
=G=
===




FROM F
SSSSSSSSSSSSSSSSSS+SSSS+SSS+SSS
SSS| OR
TO I
SSSSSSSSSSSSSSSS
FROM G
AF
=H=
=I=
SSSSSSSSSS+SS
FROM H
SSSSSSSSSSSSSSSS+SSS+SSSSSSSSSSSSSS+SS+SS
BF
TO J
BF
Remember the Orbison problem? Well the Bubble Crabs are the exact same way.
They cascade down upon you from the top of the screen until you reach the
lair of Bubbleman. There's no point in marking them.
=J=
TO K
FROM I





Heatman

Map:

Key:

```
*-----------------------*
| CH - Crickhop         |
| MO - Molestias        |
| FT - Fire Tosser      |
| SP - Sproing          |
| AS - AT-ST/Sniper Joe |
| ~~ - Lava             |
*-----------------------*
```

Note: Certain screens (I'll tell you beforehand) are marked with numbers.
This is the timing pattern of the ever-annoying disappearing blocks.

Note: This should go without saying, but don't touch the lava.

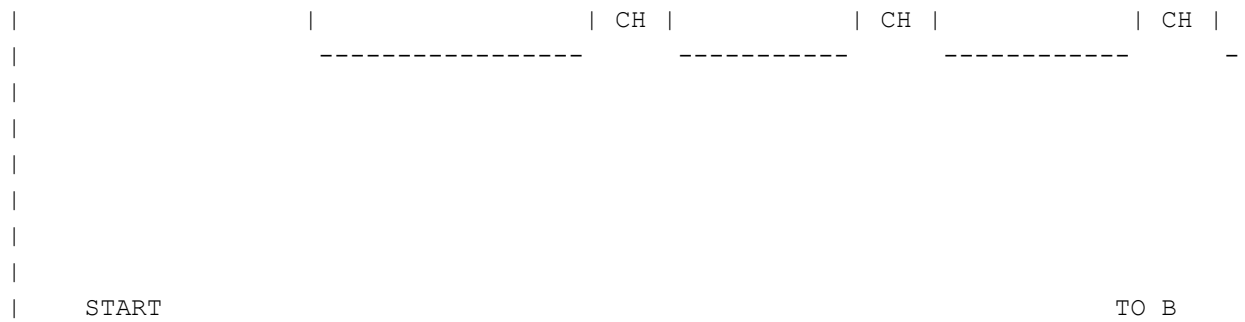
Note: Crickhops come from the holes in the ceiling marked CH.

Note: Molestias come out from the holes on the wall marked MO. They come out infinitely.

Note: Tired of these yet?

****

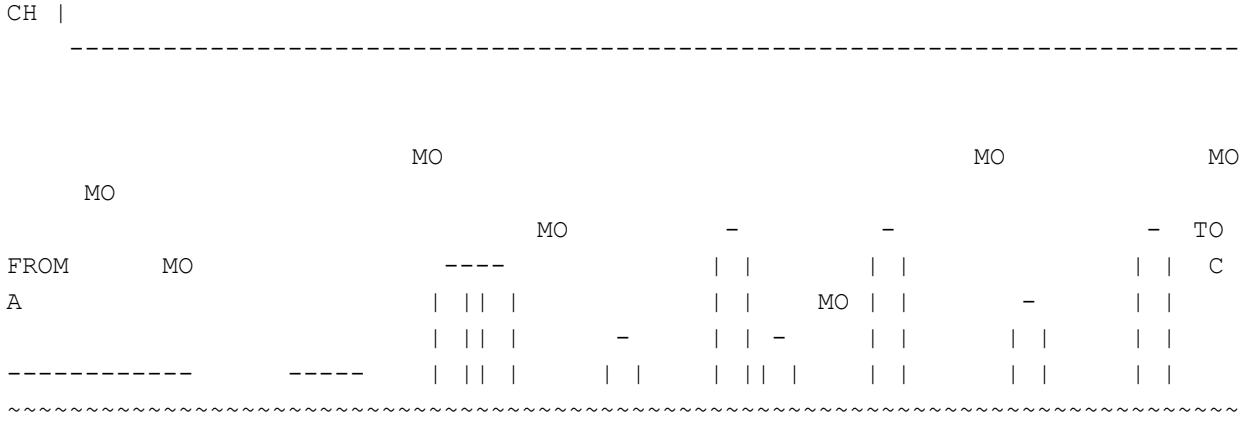
===
=A=
===



****

****

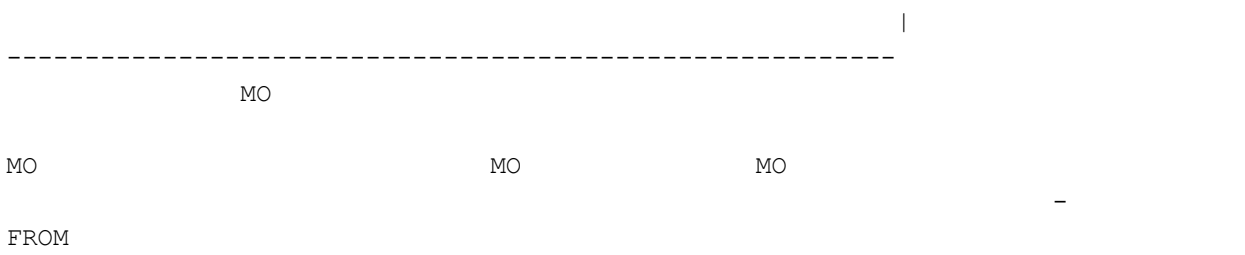
===
=B=
===

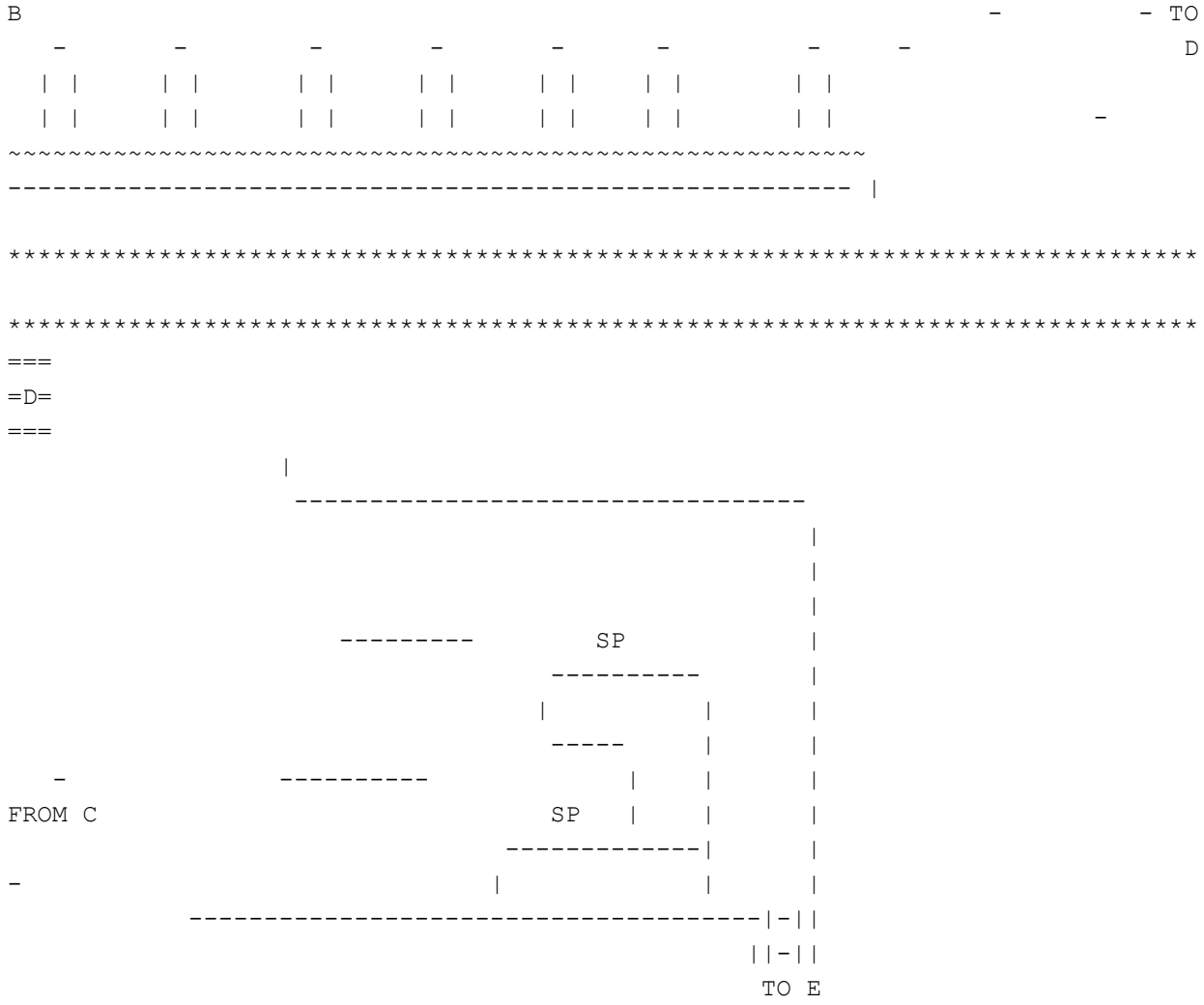


****

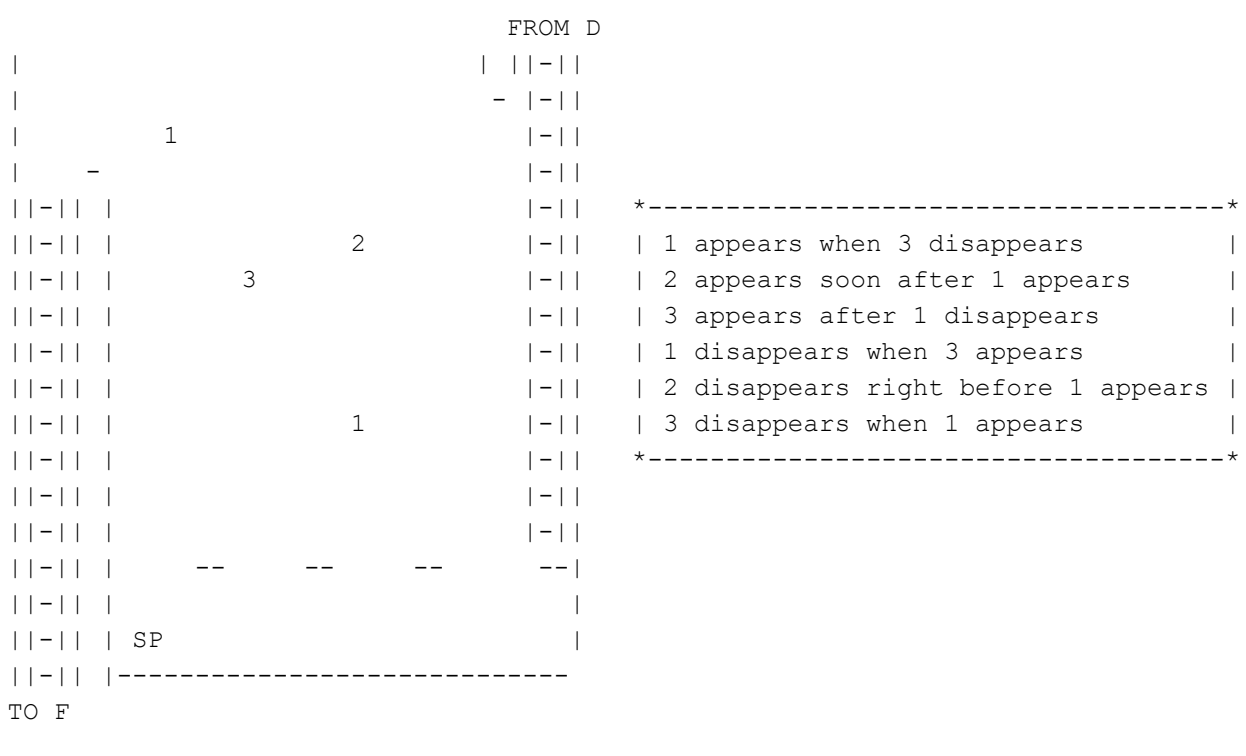
****

===
=C=
===





After making this next map, I have come to the conclusion that this level is WAY too much like Iceman's level. Especially this part! Also, you ever notice how, when there is just one screen to do, I map it way too big? Weird.



```
*****************************************************************************

From here on to the SUPER LONG BLOCK PART, = represents disappearing blocks.
You use these to ascend the pillars.  If there is more than one block, then
I'll use the 1-2 format, although that happens only one or two times.

*****************************************************************************
===
=F=
===

FROM E
||-||
||-||
|    ---------------------------------------------------------------------------
|
|                                    MO
|                                                                        MO
|            MO                                      -
|                                                  | |
|                                                  | |
|                  MO                             2| |
|                                 -                | |              MO
|                                | |               | |       MO
|                                | |              1| |
|                               =| |               | |
|                                | |               | |                     TO G
 ----------------------------------      -----------      ------------------
                                   |    |           |    |                   |
                                   |    |           |    |                   |

*****************************************************************************

I am the most hypocritical man around.  Check out the lengths of different
elements on this next map.

Oh, and platform one disappears when platform two appears.

*****************************************************************************
===
=G=
===

-------------------------------------------------------------------------------

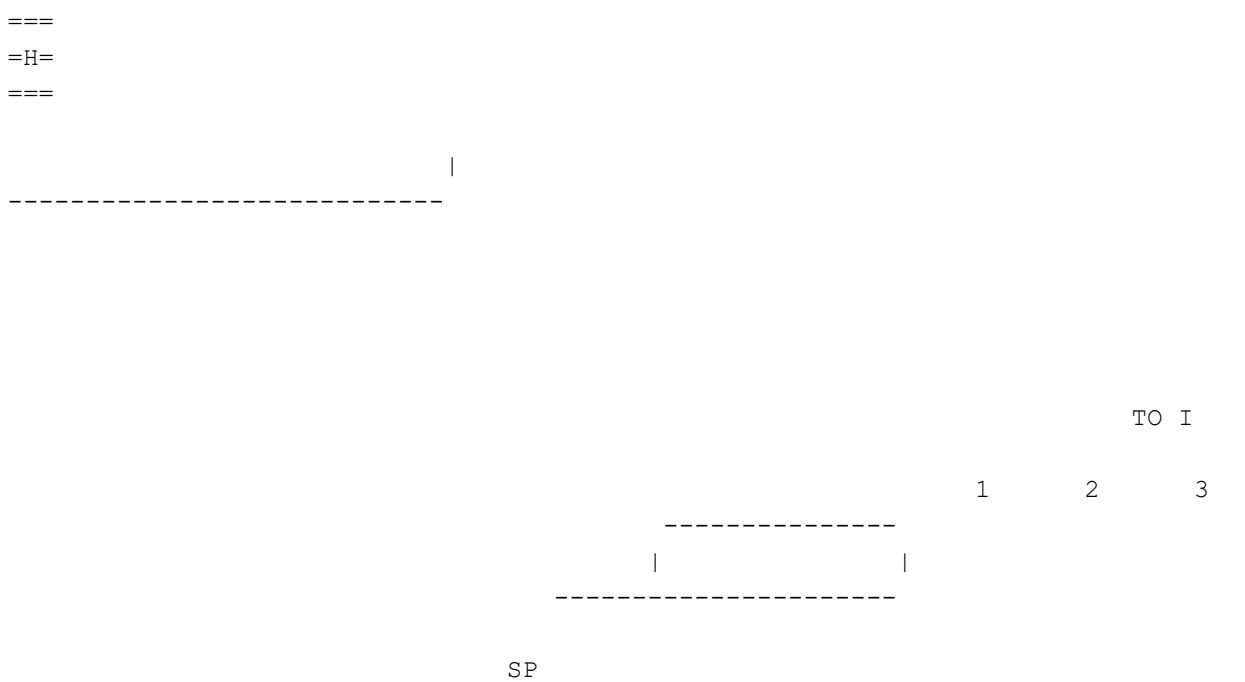


                MO                          MO
                                   -
                                  | |
                                  | |
           -                     2| |                  -
          | |                      {                  | |
          | |                      {                  | |
         = {                     1| |                 2{
FROM F     {                      | |                  {                  TO H
-      -------------------      -----------------      -------      -------
 |    |                    |    |                 |    |        |    |        |
 |    |                    |    |                 |    |        |    |        |
```

****

If you don't have Item-2, you will _hate_ this next section. Fast-paced disappearing blocks.

****

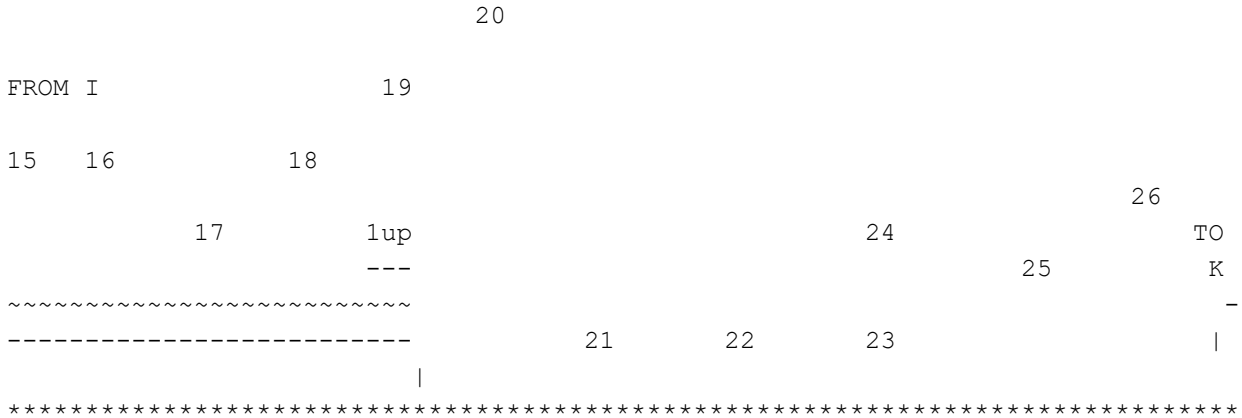


****

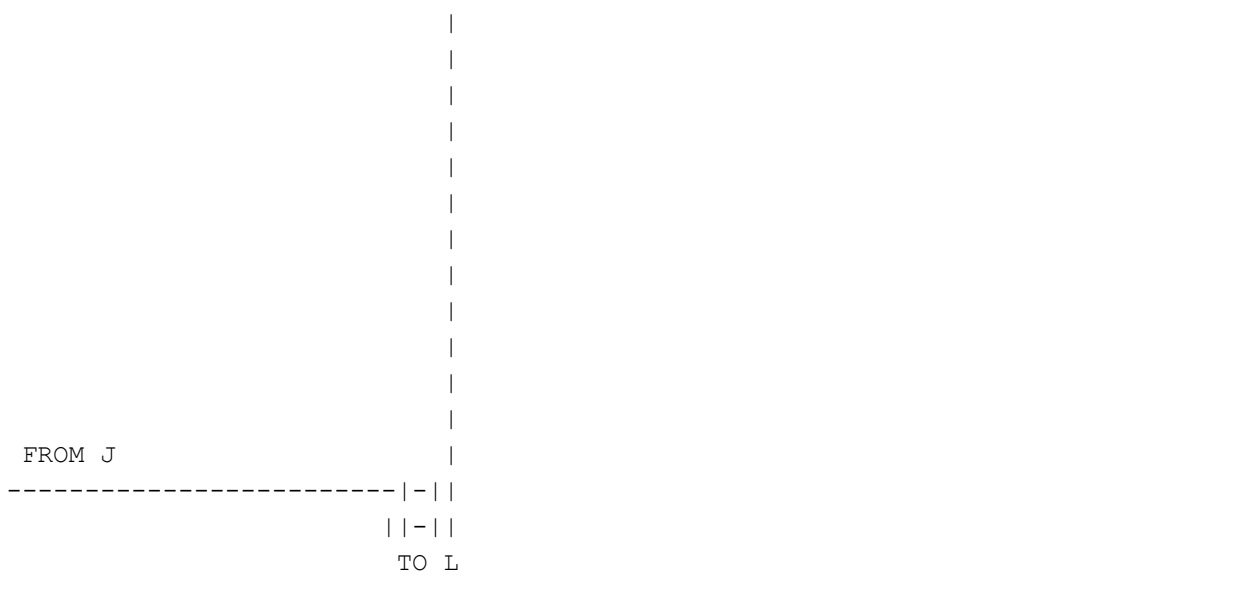
****

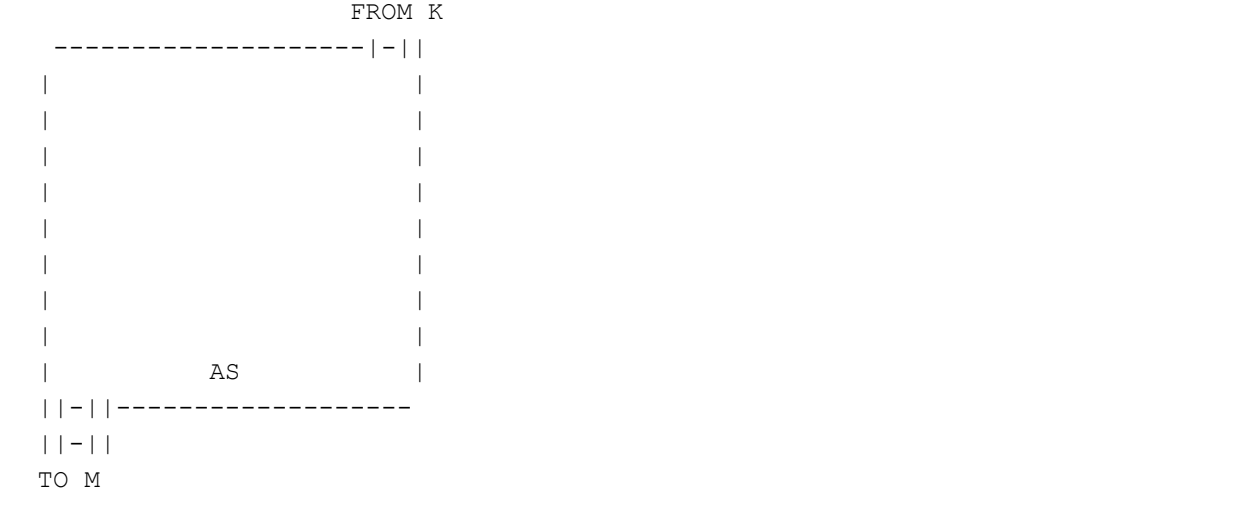
****

****



The worst part is that I cannot write a timing guide for that, because the timing is different depending upon which block you hit when.

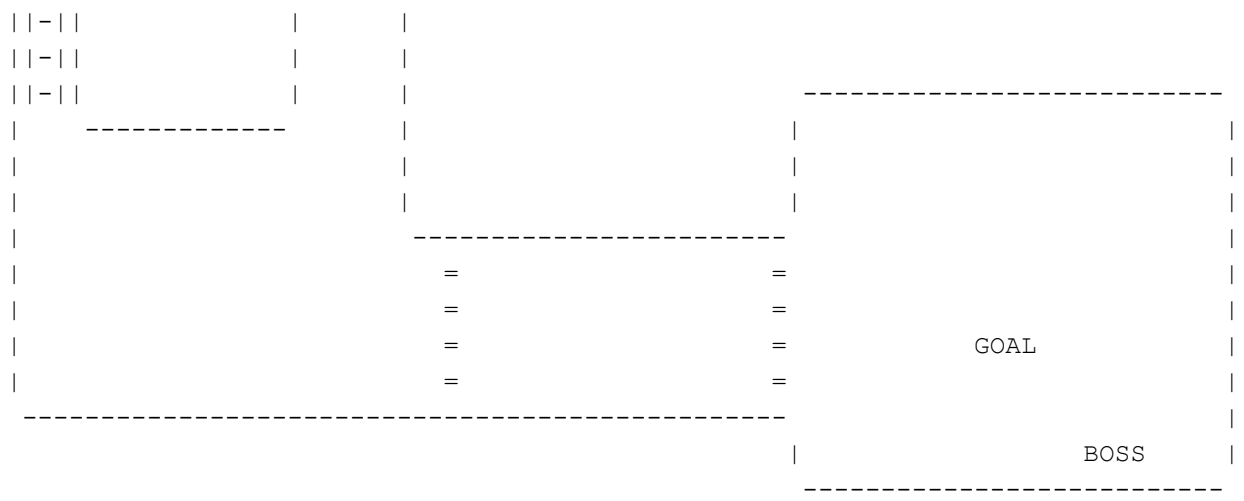




****

****

===
=M=
===



****

Woodman

Map:

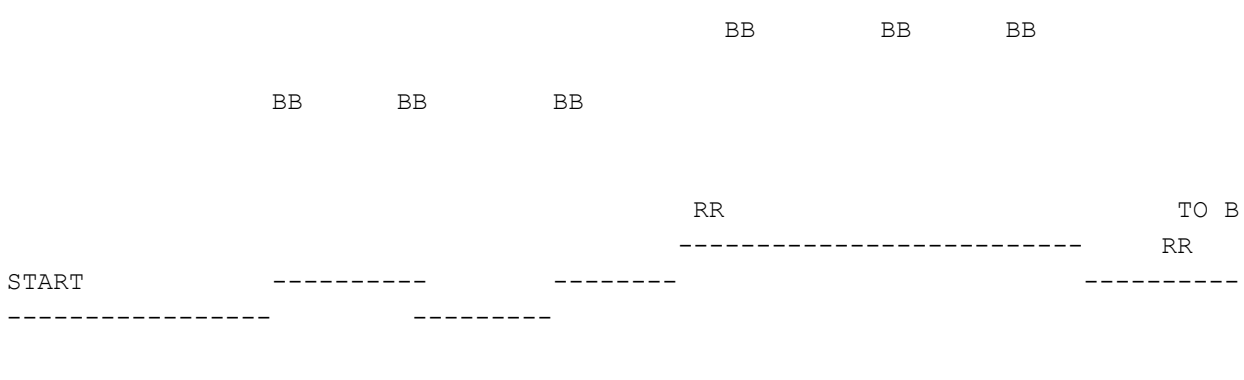
Key:

BB - Bubble Bat
RR - Roborabbit
HD - Hot Dog
MM - Muscle Monkey
BB - Bird Bomber
SW - Swift

Note: Swifts, like Bird Bombers, run left on an infinite loop.

****

===
=A=
===



****

```
*****************************************************************************
===
=B=
===

                                                                  |
                                                                  |
                         BB              BB            BB         |
              BB                                                  |
                                                                  |
FROM A                                                            |
                                                                  |
  RR                                                              |
----------------                                RR                |
                ----------------------------------------|-||
                                                        ||-||
                                                        ||-||
                                                        TO C

*****************************************************************************

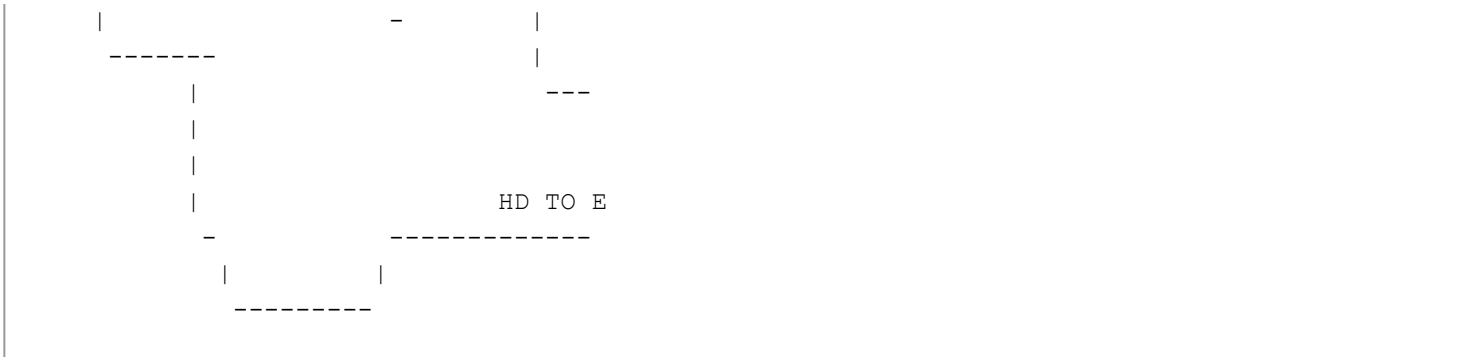
*****************************************************************************
===
=C=
===

                            FROM B
                             ||-||
                             ||-||
                             ||-||
                             ||-| --------
                             ||-|         |
                             ||-|         |
                      -----   -----       |
      --------       | BB  |       |      |
     |   BB   |      |      -------       |
     |         ------                     |
     |           BB                       |
     |                                    |
     |            -------      -----      |
     |  |-|-------       ------     ------
     |  |-||
     |  |-||
      TO D

*****************************************************************************

*****************************************************************************
===
=D=
===

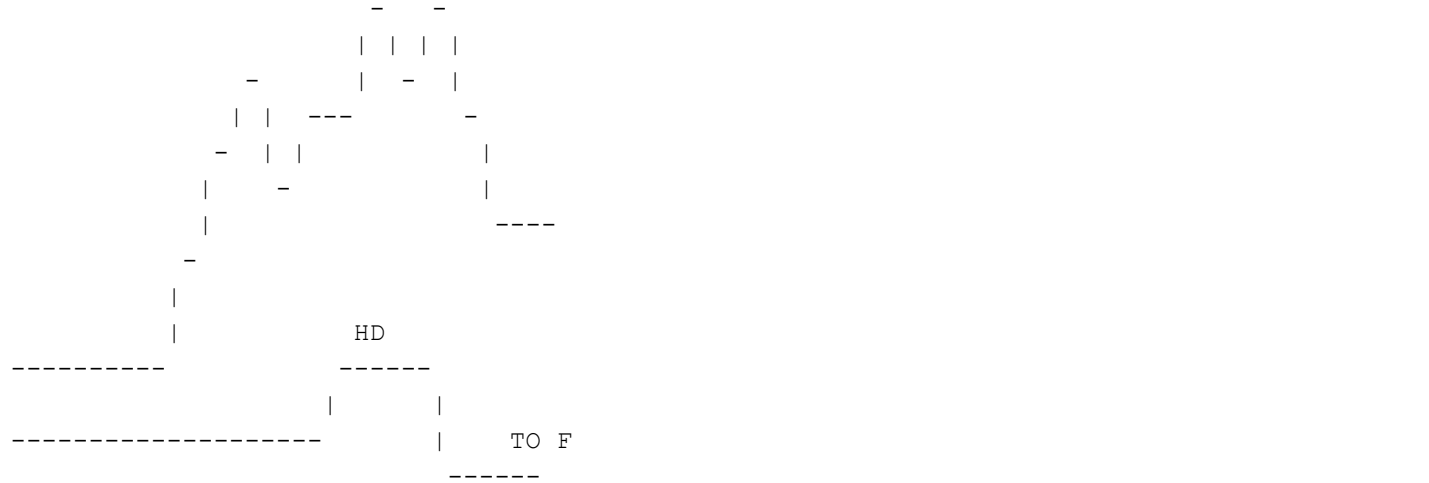
     FROM C
   |  |-||
   |  |-||  -   -
   |  |-|| | | | |          -
   |      -  | | |  -   -  | |
   |          -  | | | | | |  -
   |              -  | |  -    |
```



****

****

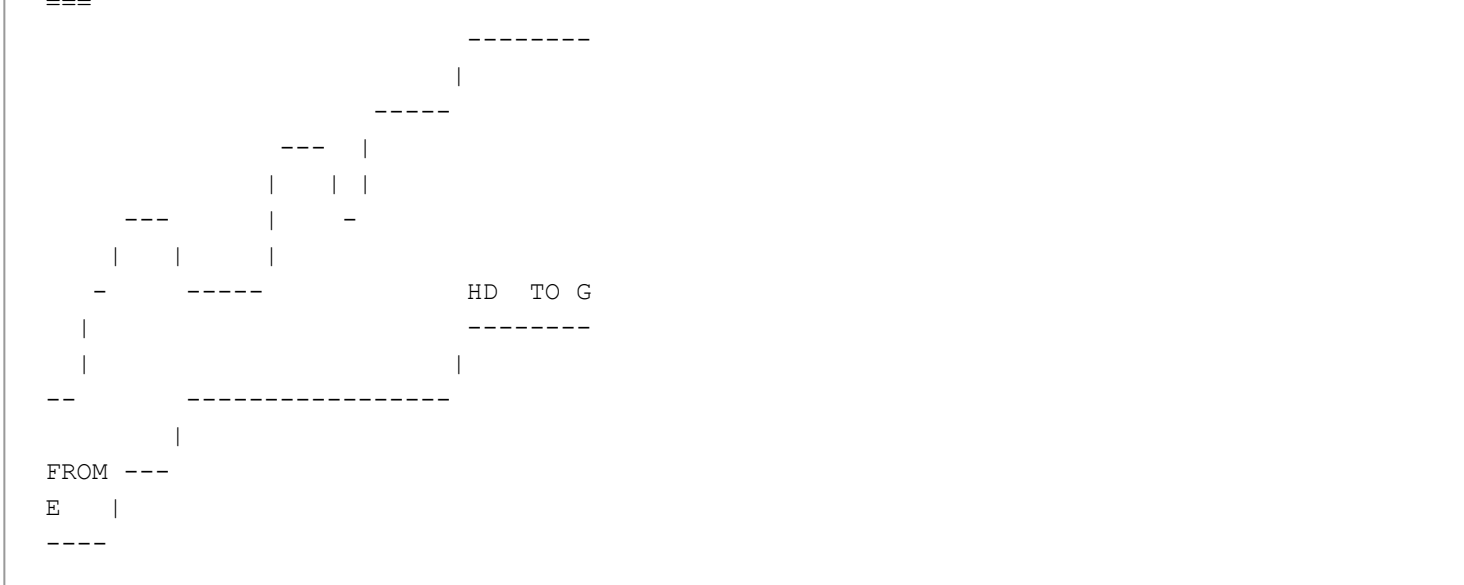
===
=E=
===



****

****

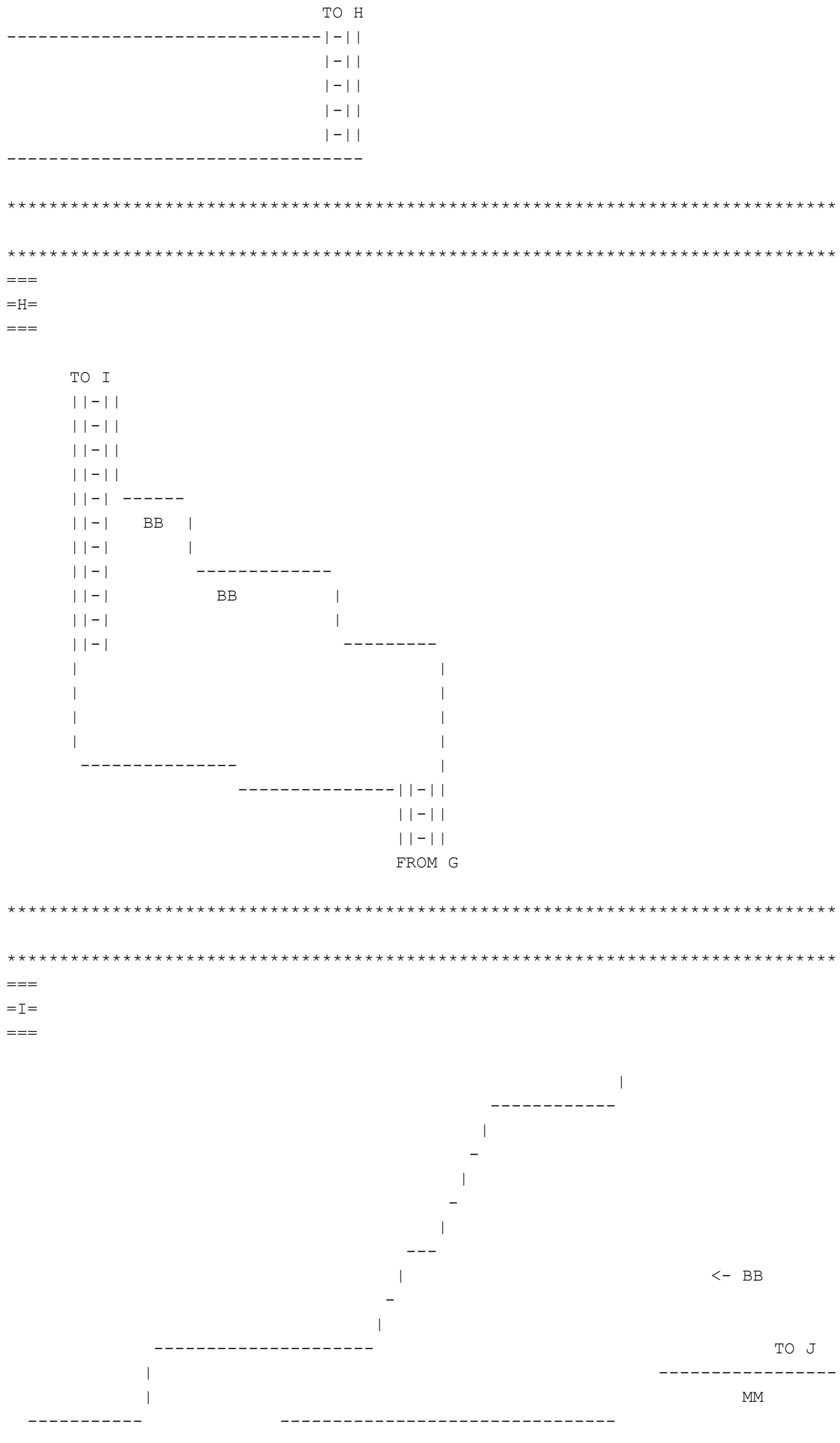
===
=F=
===



****

****

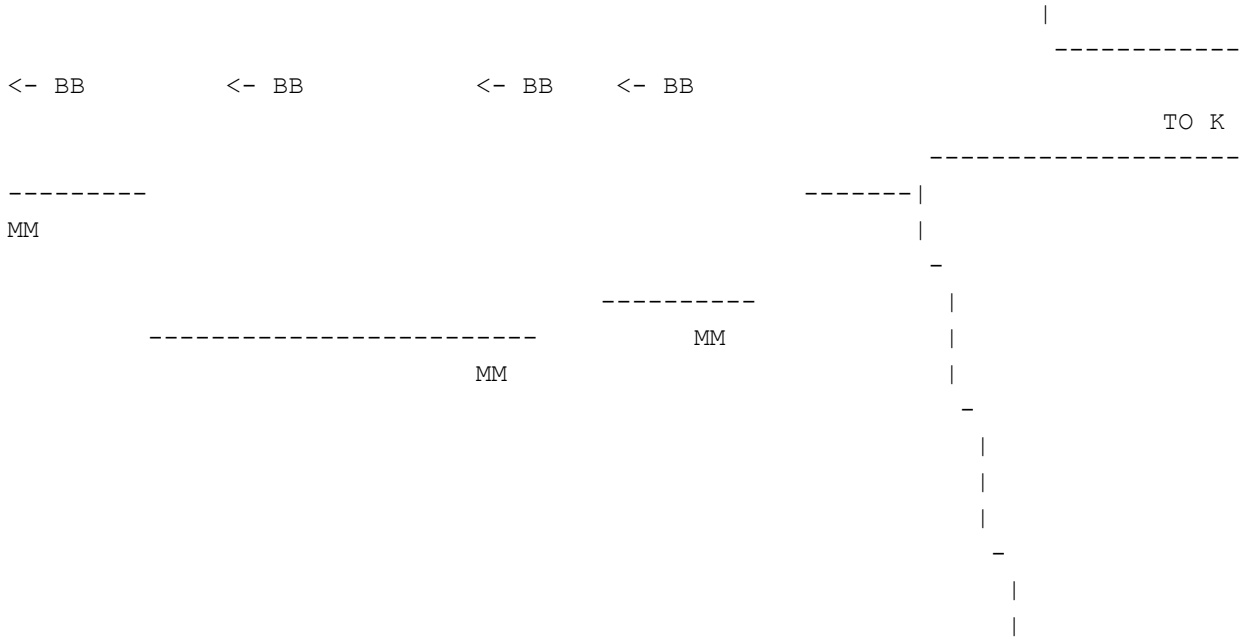
===
=G=
===


TO H
BB
BB
TO I
BB
FROM G
<- BB
TO J
MM

****

****

===
=J=
===



****

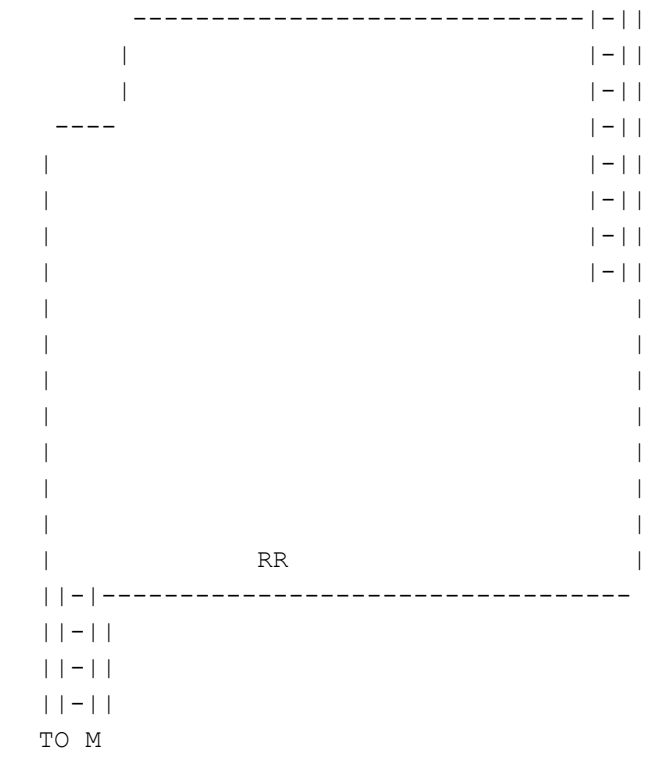
****

===
=K=
===

****

****

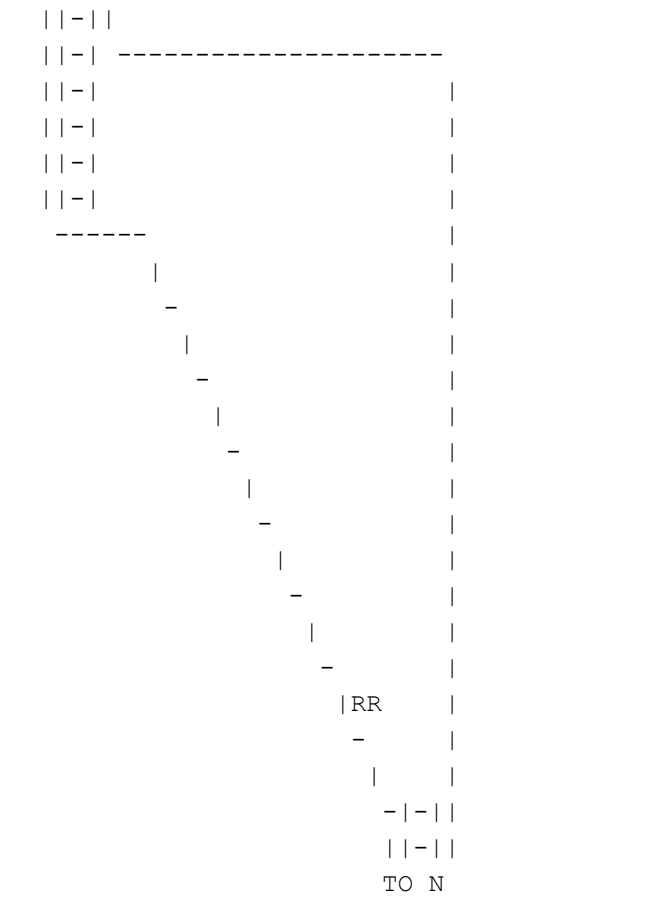
===
=L=
===



****

****

===
=M=
===



****

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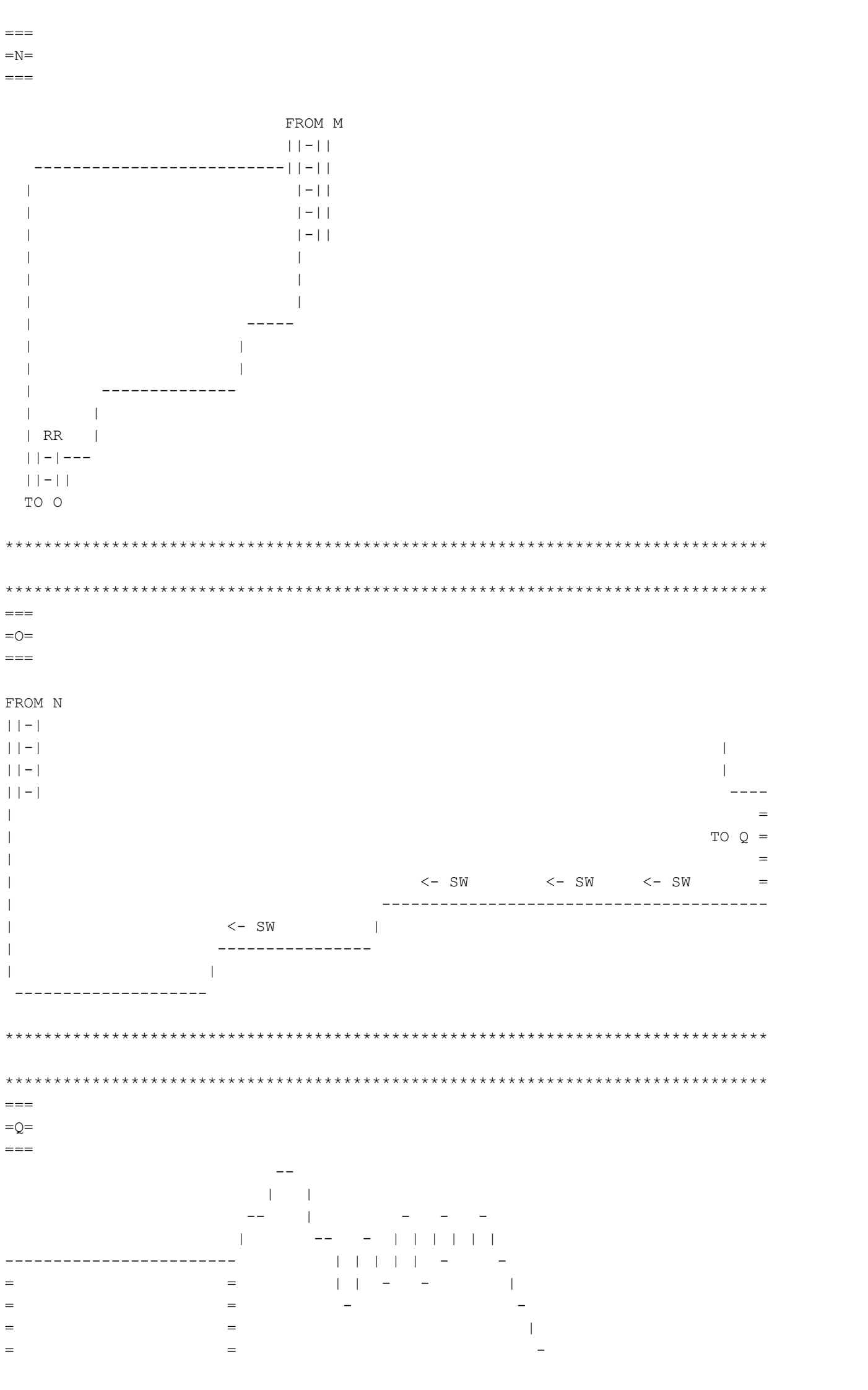
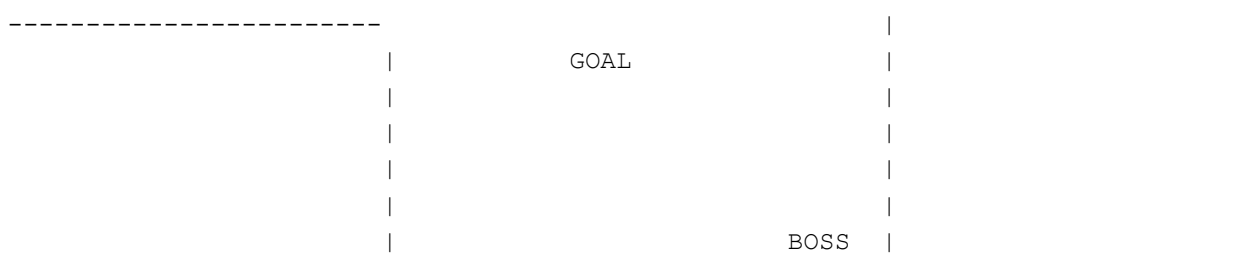

===
=N=
===
FROM M
TO O
RR
****
****
===
=O=
===
FROM N
TO Q
<- SW
<- SW
<- SW
<- SW
****
****
===
=Q=
===



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Skull Castle Stage 1

Map:

Key:

BB - Bird Bomber
WR - Wormer
SJ - Sniper Joe
SP - Sproing
MO - Molestia

Obligatory Molestia note: These come from one place on one screen but three at a time. That place is labelled as one MO.

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=A=
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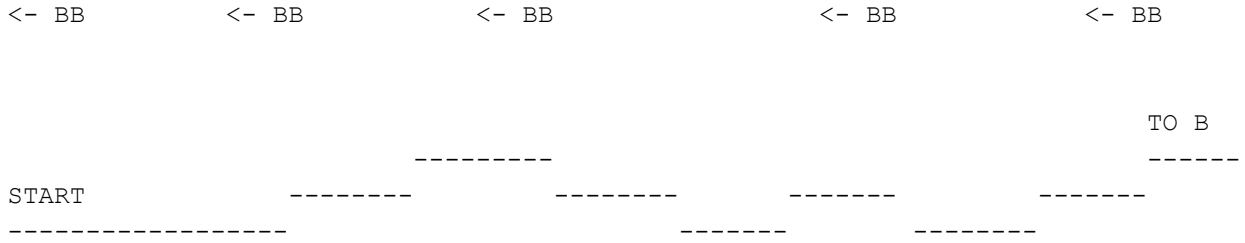

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=B=
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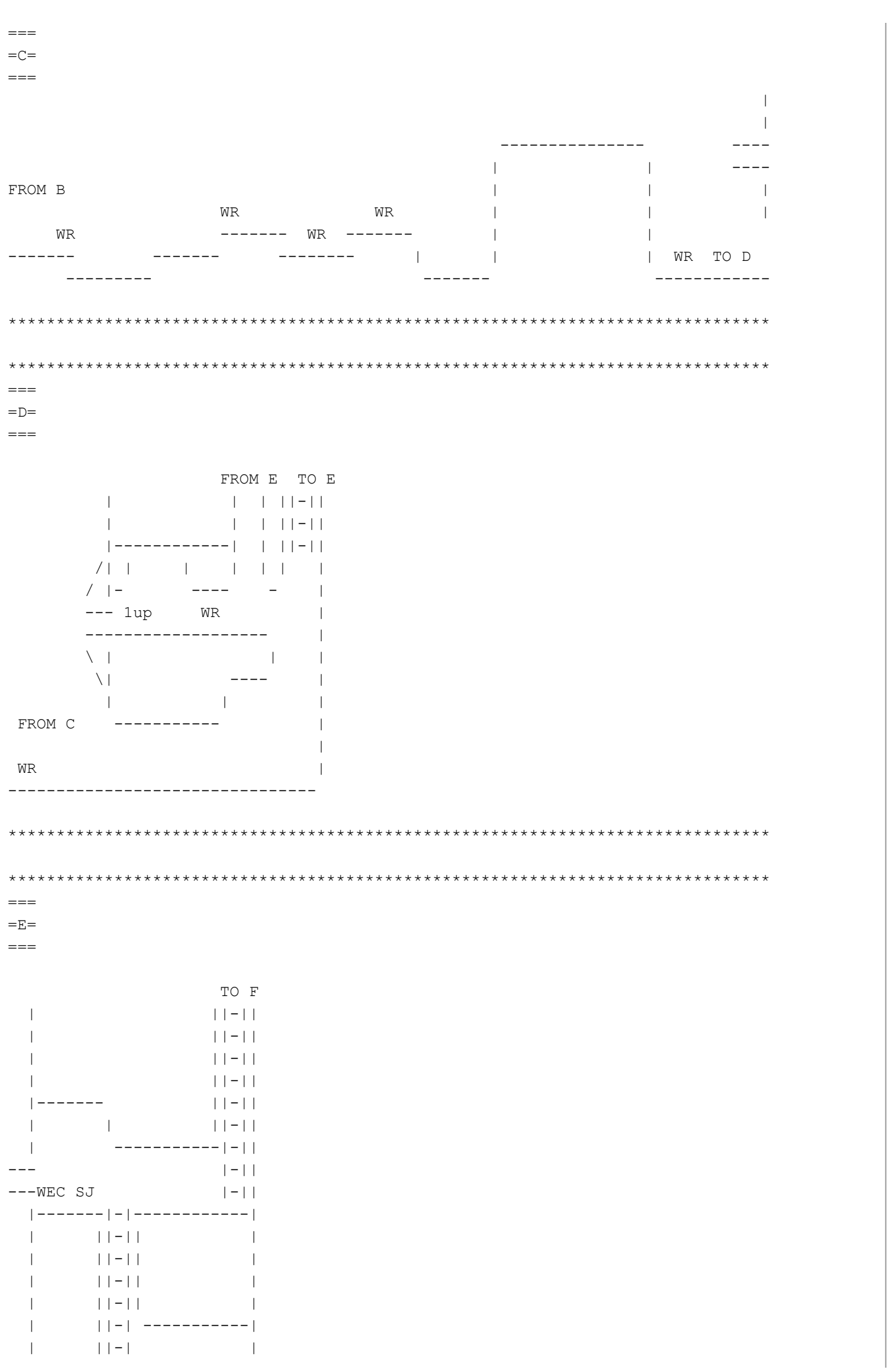
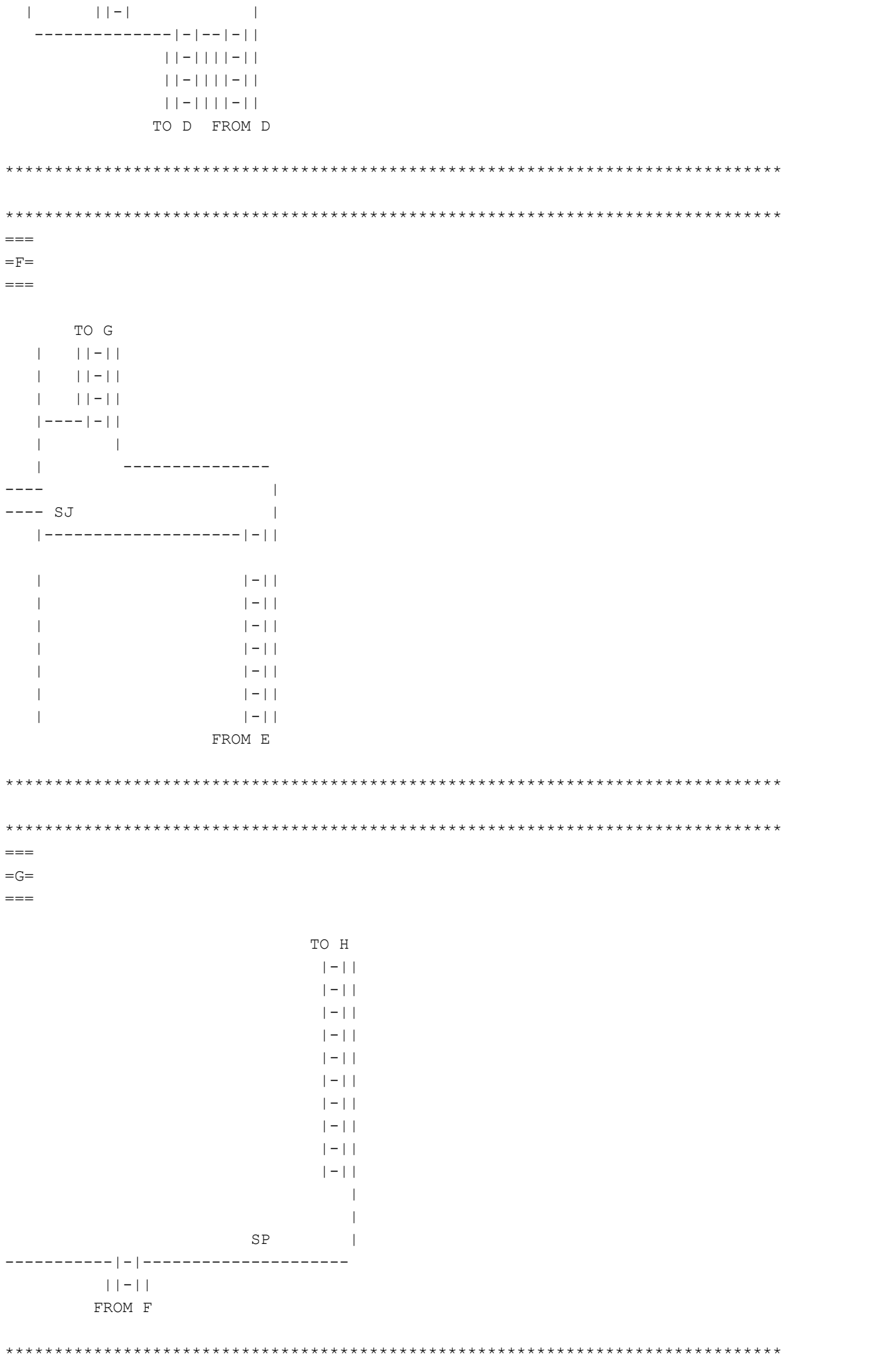
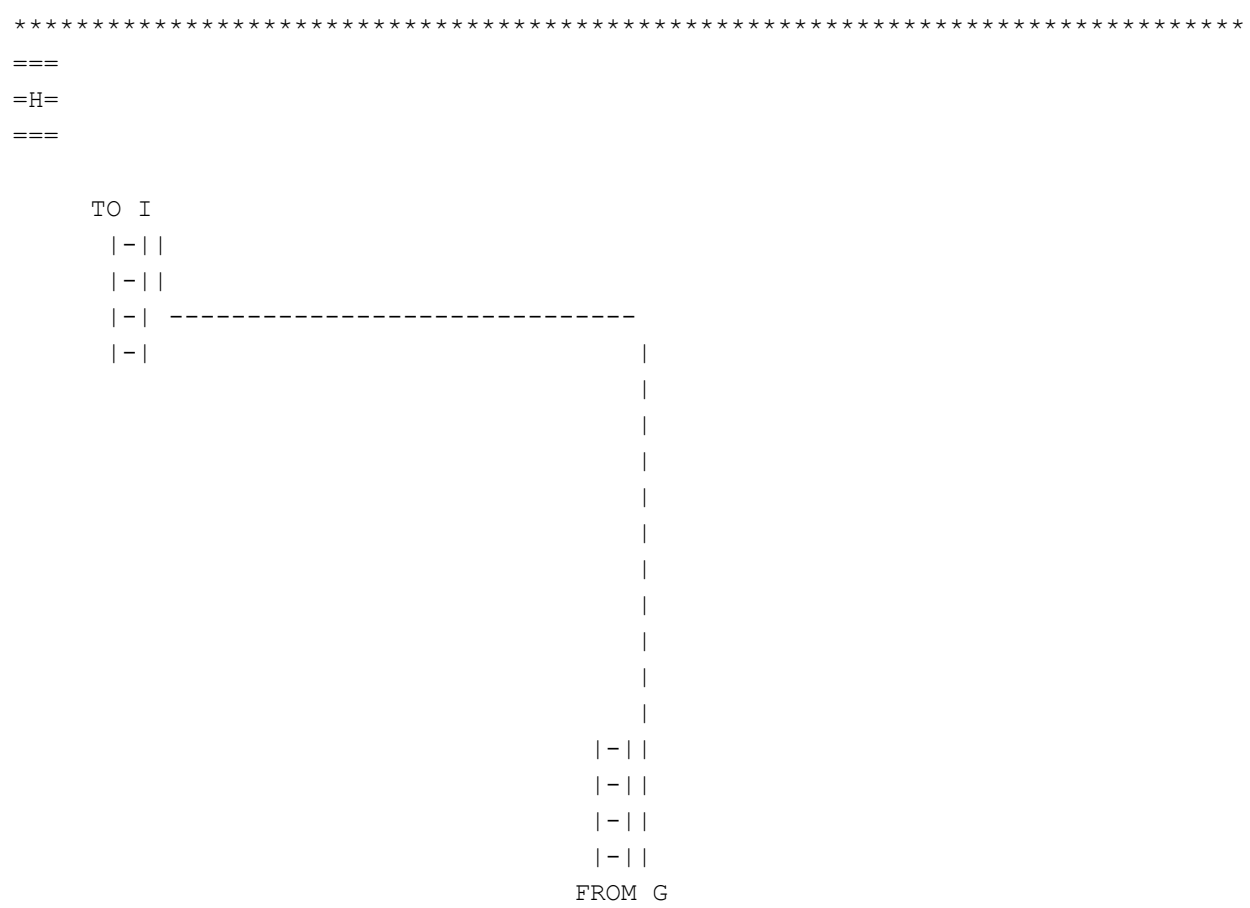
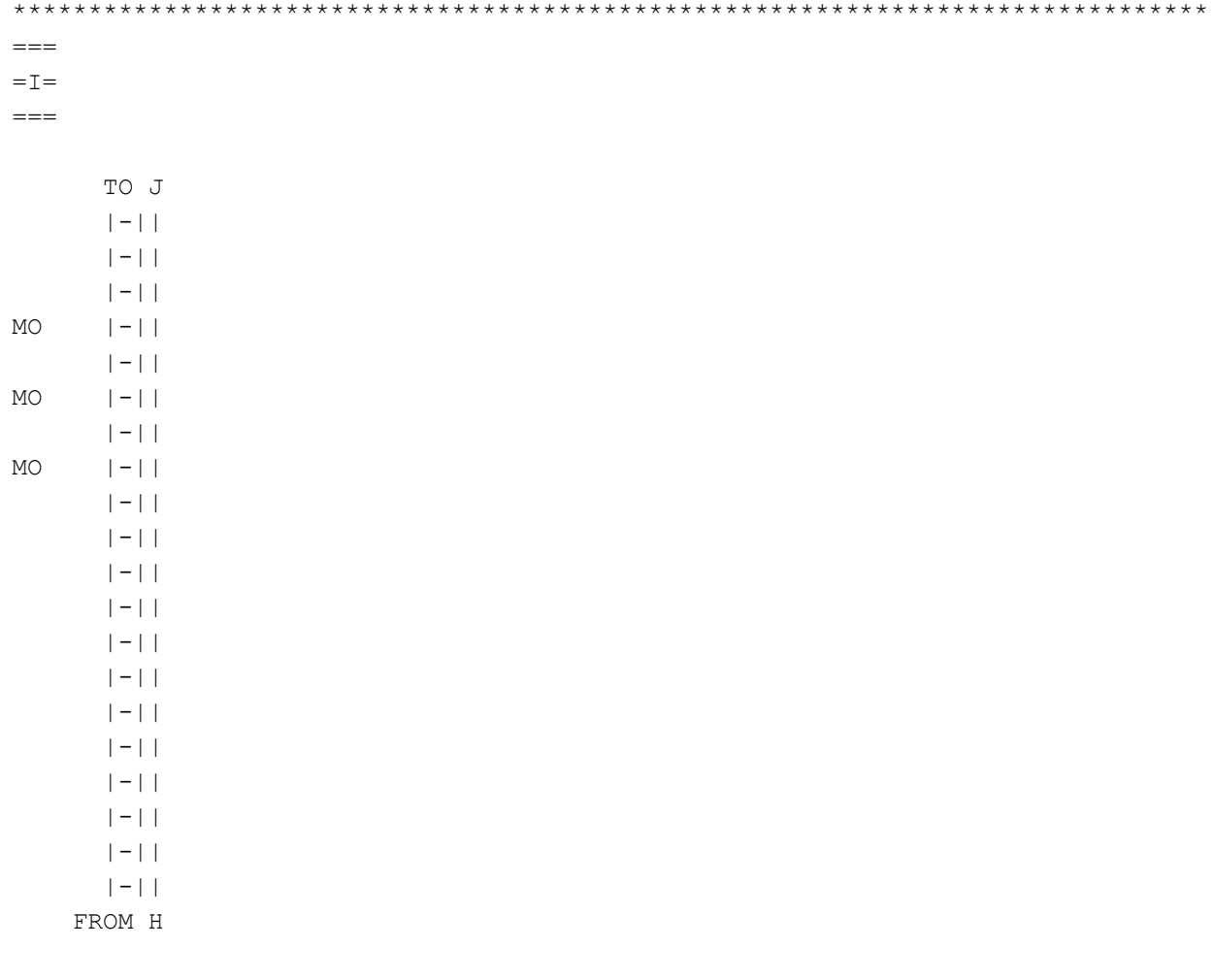
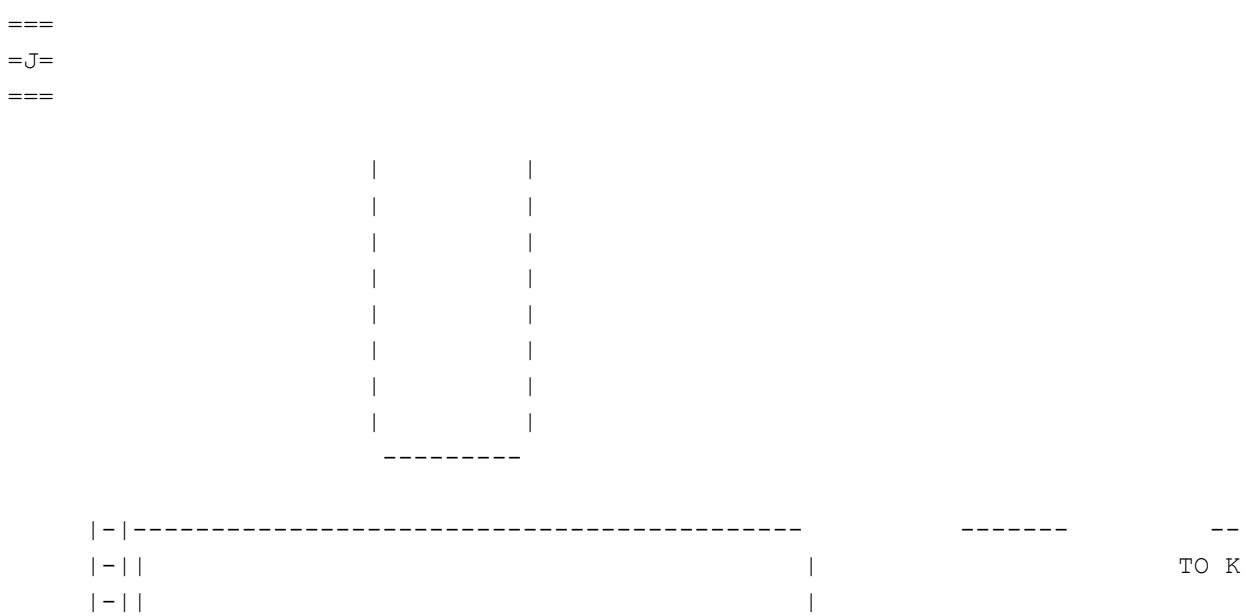

===
=C=
===
FROM B
WR
WR
WR
WR
WR TO D
****
****
===
=D=
===
FROM E TO E
1up
WR
FROM C
WR
****
****
===
=E=
===
TO F
WEC SJ


TO D
FROM D
TO G
SJ
FROM E
TO H
SP
FROM F


===
=H=
===
TO I
FROM G


===
=I=
===
TO J
MO
MO
MO
FROM H



Skull Castle Stage 2

Map:

Key:

```
       *---------------*
       | CH - Crickhop |
       | SH - Shooter  |
       | DR - Driller  |
       | CR - Crusha   |
       *---------------*
```

Note: Crickhops drop down randomly from the ceiling on the marked areas.

Note: You know the Driller. These guys come out from a certain range of space.

****

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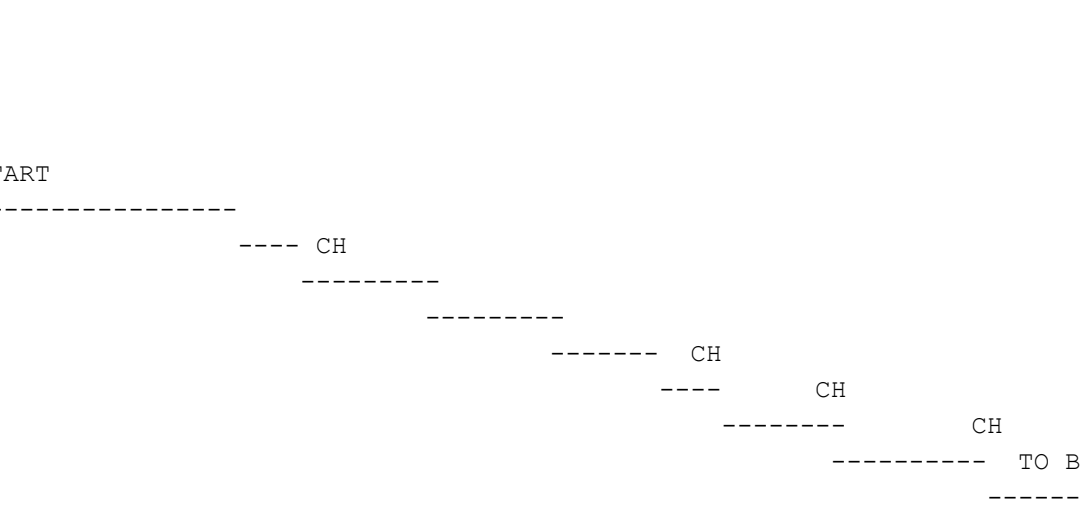
=A=
===



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=B=
===

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For some reaosn, I am not at all happy about how this next screen looks.

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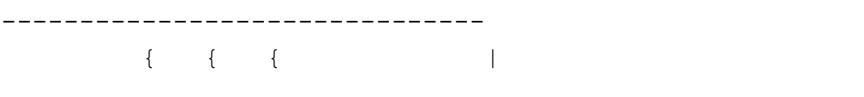
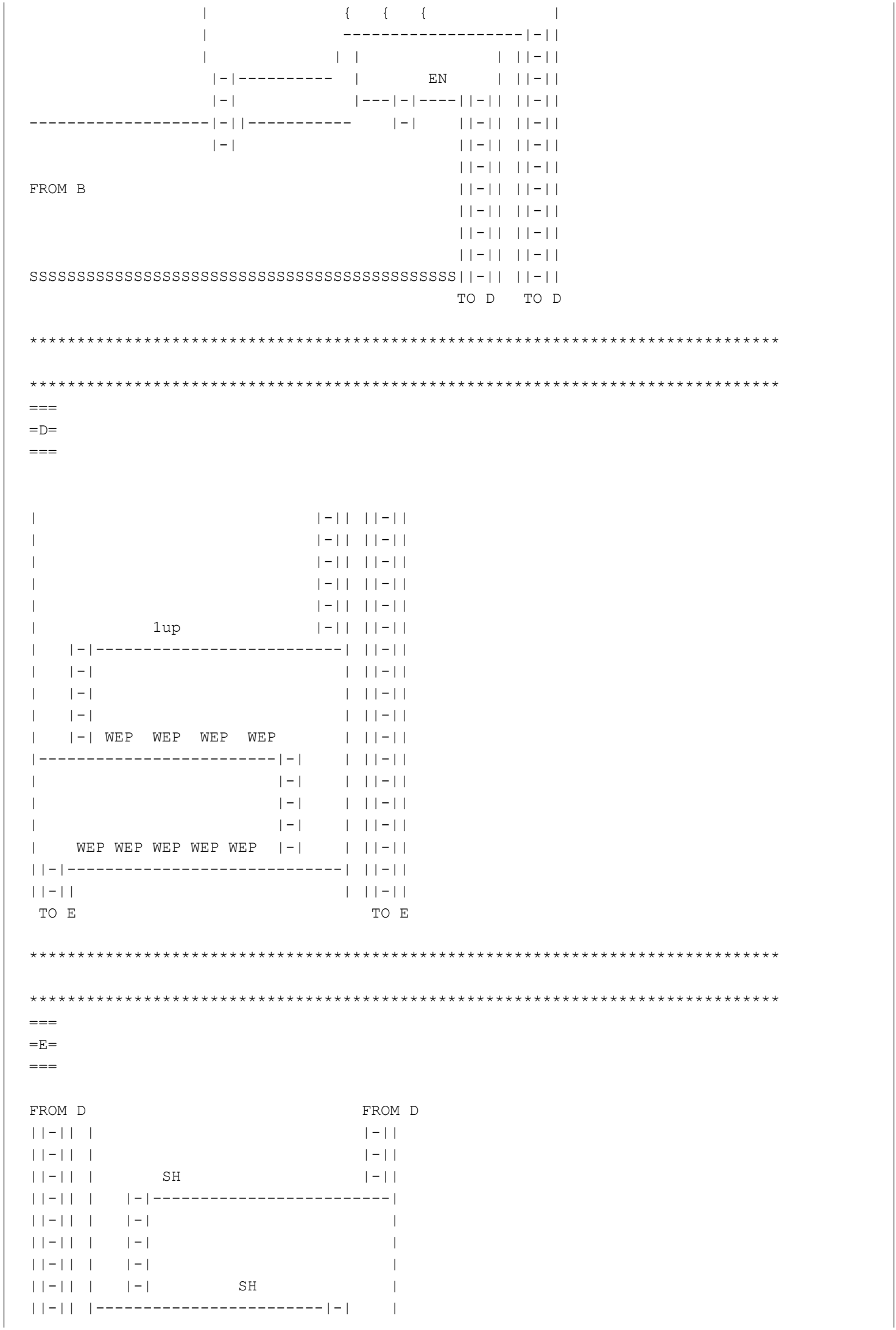
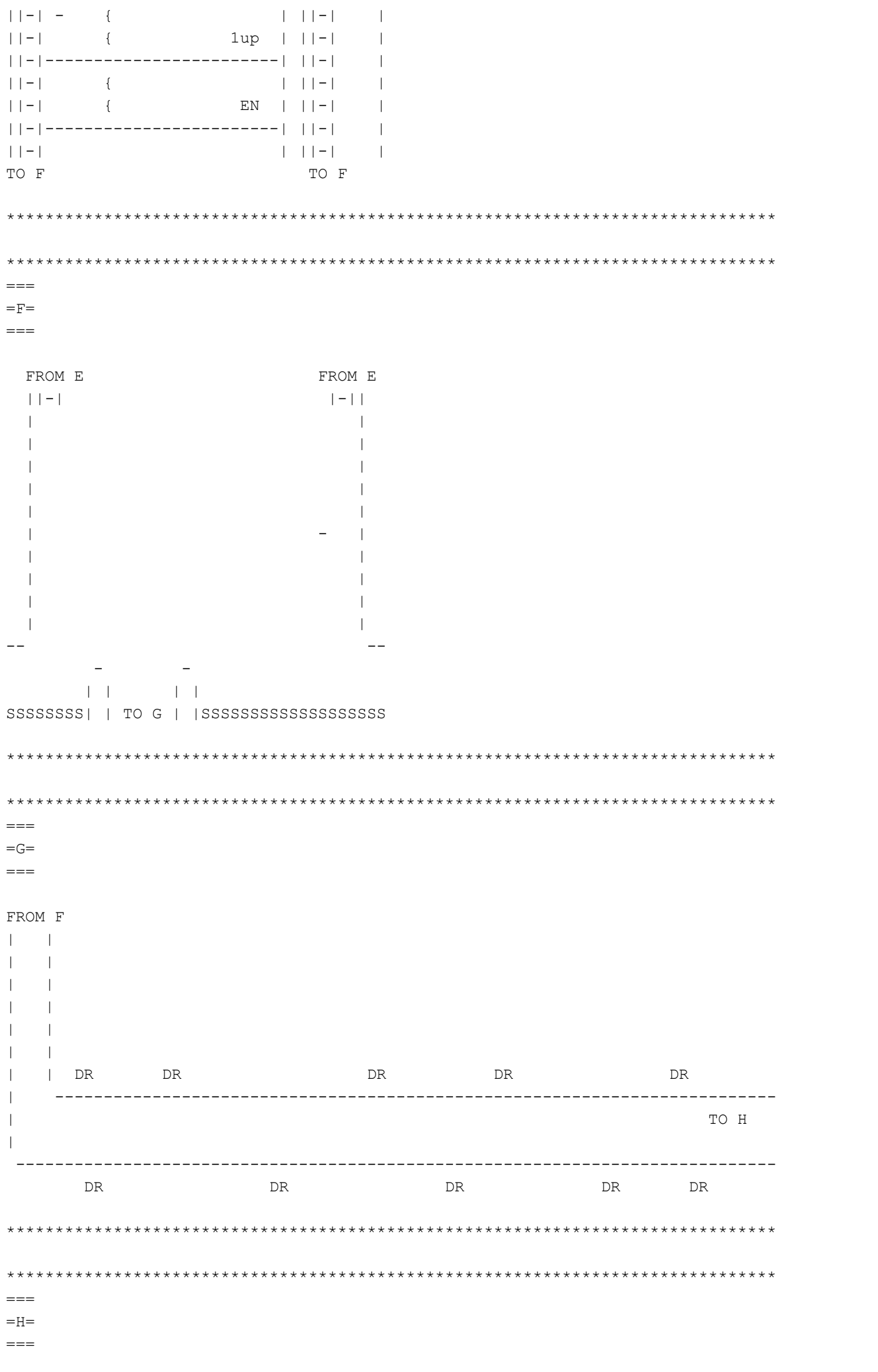
===
=C=
===




EN
FROM B
TO D
TO D
1up
WEP WEP WEP WEP
WEP WEP WEP WEP WEP
TO E
TO E
FROM D
FROM D
SH
SH



```
||-| -    {                 | ||-|    |
||-|      {            1up  | ||-|    |
||-|------------------------| ||-|    |
||-|      {                 | ||-|    |
||-|      {             EN  | ||-|    |
||-|------------------------| ||-|    |
||-|                        | ||-|    |
TO F                          TO F

*******************************************************************************

*******************************************************************************
===
=F=
===

  FROM E                        FROM E
  ||-|                           |-||
  |                                 |
  |                                 |
  |                                 |
  |                                 |
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  |                             -   |
  |                                 |
  |                                 |
  |                                 |
  |                                 |
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         -        -
        | |      | |
SSSSSSSS| | TO G | |SSSSSSSSSSSSSSSSSS

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===
=G=
===

FROM F
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|   |
|   |
|   |
|   |
|   |
|   |  DR       DR                   DR           DR                DR
|    ---------------------------------------------------------------------------
|                                                                        TO H
|
 ---------------------------------------------------------------------------
        DR                 DR                DR              DR       DR

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===
=H=
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```

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****

===
=I=
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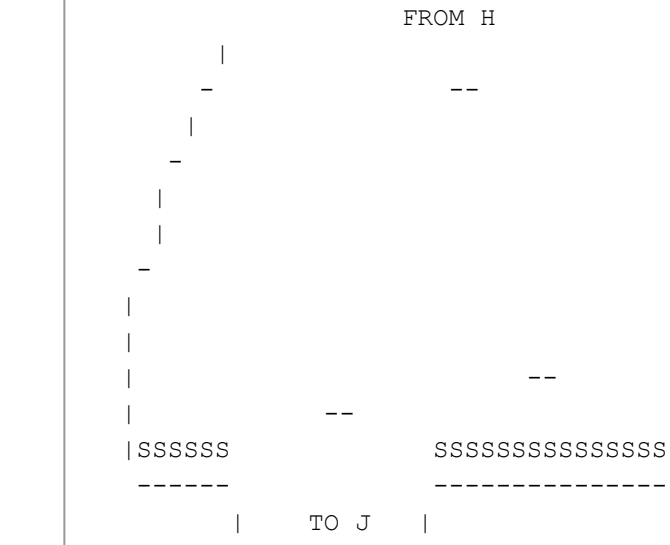

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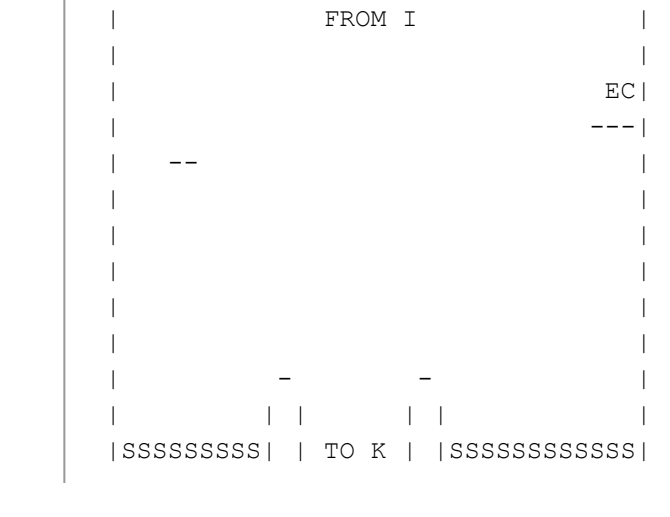
===
=J=
===



```
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*******************************************************************************

*******************************************************************************
===
=K=
===

             FROM J
         | |       | |
 ----------       ----------
|                            |
|                            |
|                            |
|                            |
|            BOSS            |
|            GOAL            |
|                            |
|                            |
|                            |
 ----------------------------

*******************************************************************************

Skull Castle Stage 3
--------------------

Map:

 Key:

     *------------------*
     | HC - Hermit Crab |
     | FG - Fish Guard  |
     | SH - Shooter     |
     *------------------*

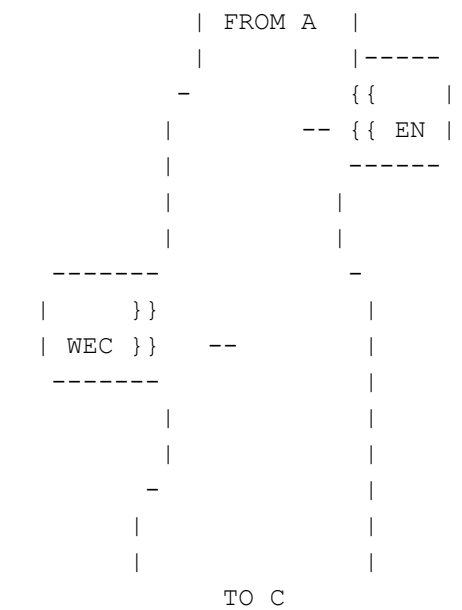
Fish Guards jump out from a pit.  I'll mark the pit.

*******************************************************************************
===
=A=
===

             |          |
             |          |
             |          |
             |          |
             |          |
             |          |
             |          |
             |          |
             |          |
             |  START   |
             |  -----   |
             |          |
             |          |
             |  TO B    |
```

****

****
===
=B=
===



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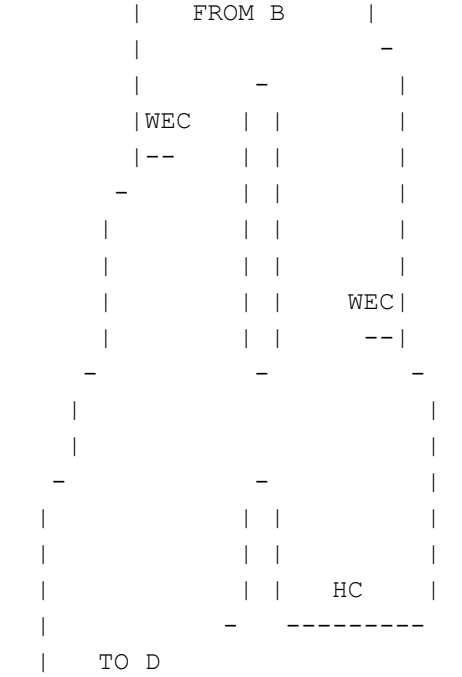
****
===
=C=
===

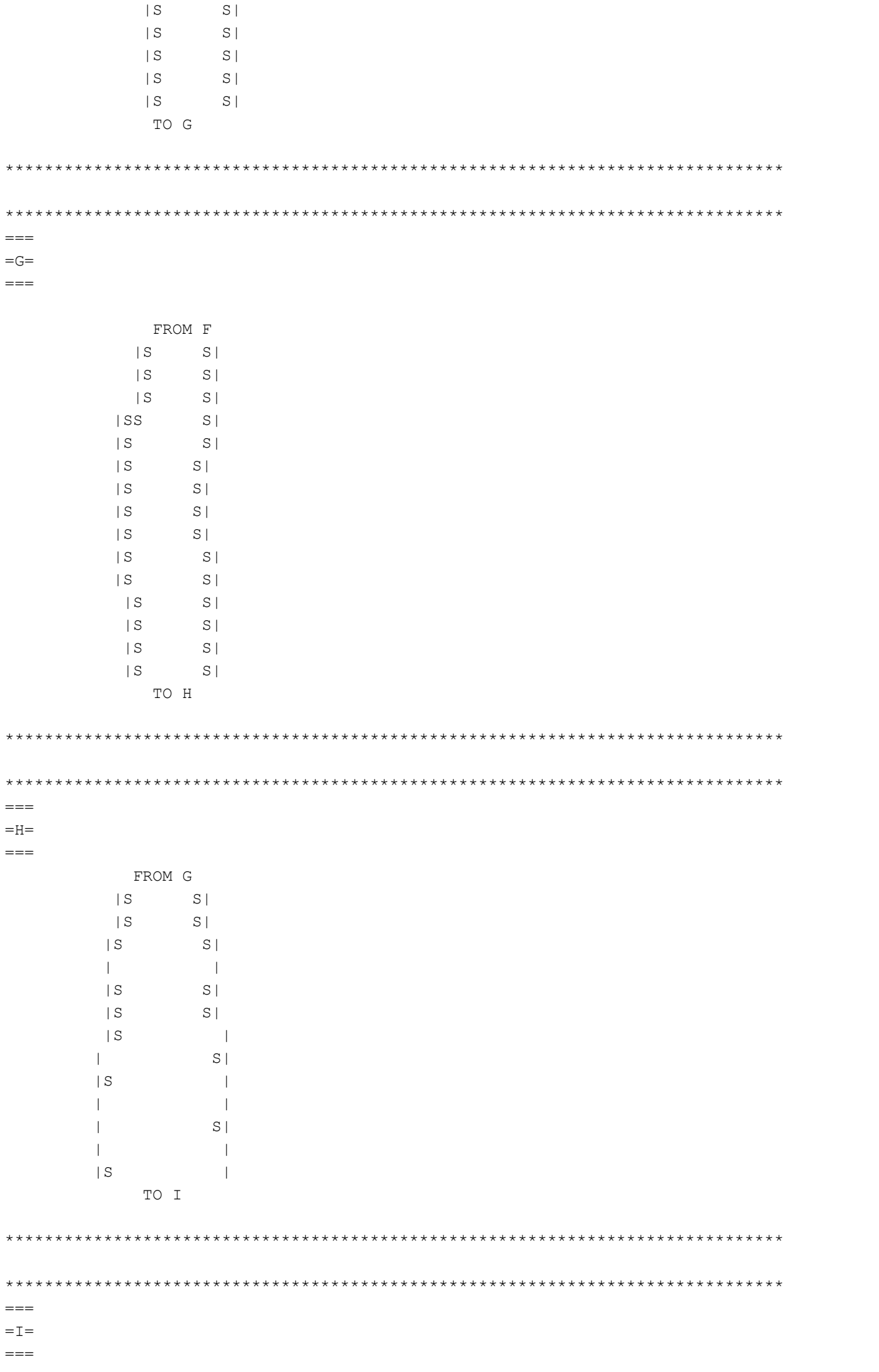


****

Remember what I said about hypocrisy? Yeah, unlike Bubbleman's stage, I use the exact number of spikes here.

****
===
=D=
===

FROM C
TO E
TO F


|S S|
|S S|
|S S|
|S S|
|S S|
TO G
****
****
===
=G=
===
FROM F
|S S|
|S S|
|S S|
|SS S|
|S S|
|S S|
|S S|
|S S|
|S S|
|S S|
|S S|
|S S|
|S S|
|S S|
TO H
****
****
===
=H=
===
FROM G
|S S|
|S S|
|S S|
| |
|S S|
|S S|
|S |
| S|
|S |
| |
| S|
| |
|S |
TO I
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****
===
=I=
===

****

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===
=J=
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===
=K=
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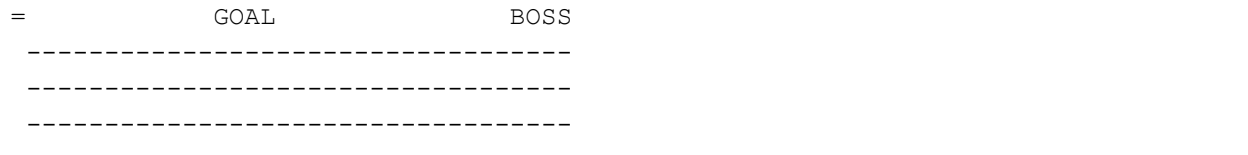


****

Skull Castle Stage 4

Map:

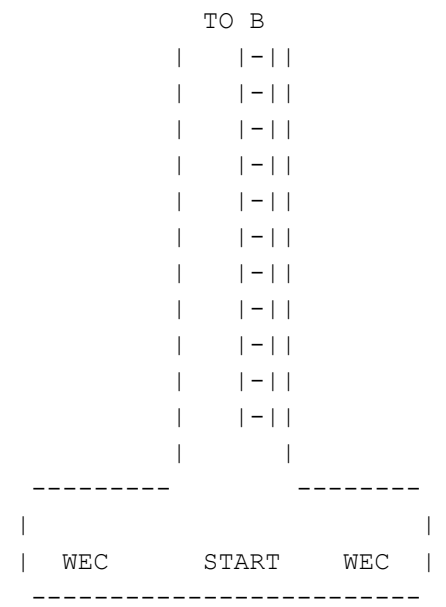
Key:

```
*-----------------------*
| MT - Metool           |
| MO - Molestia         |
| AS - AT-ST/Sniper Joe |
| SJ - Sniper Joe       |
| ~  - Track            |
| =  - Fake floor       |
| -( - Turret           |
*-----------------------*
```

Note: As always, Molestias come out of holes in the wall that are marked with MO.

****

===
=A=
===



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=B=
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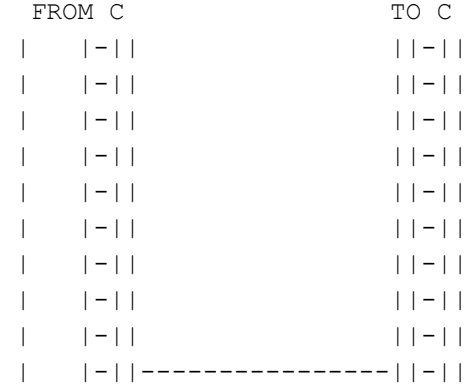
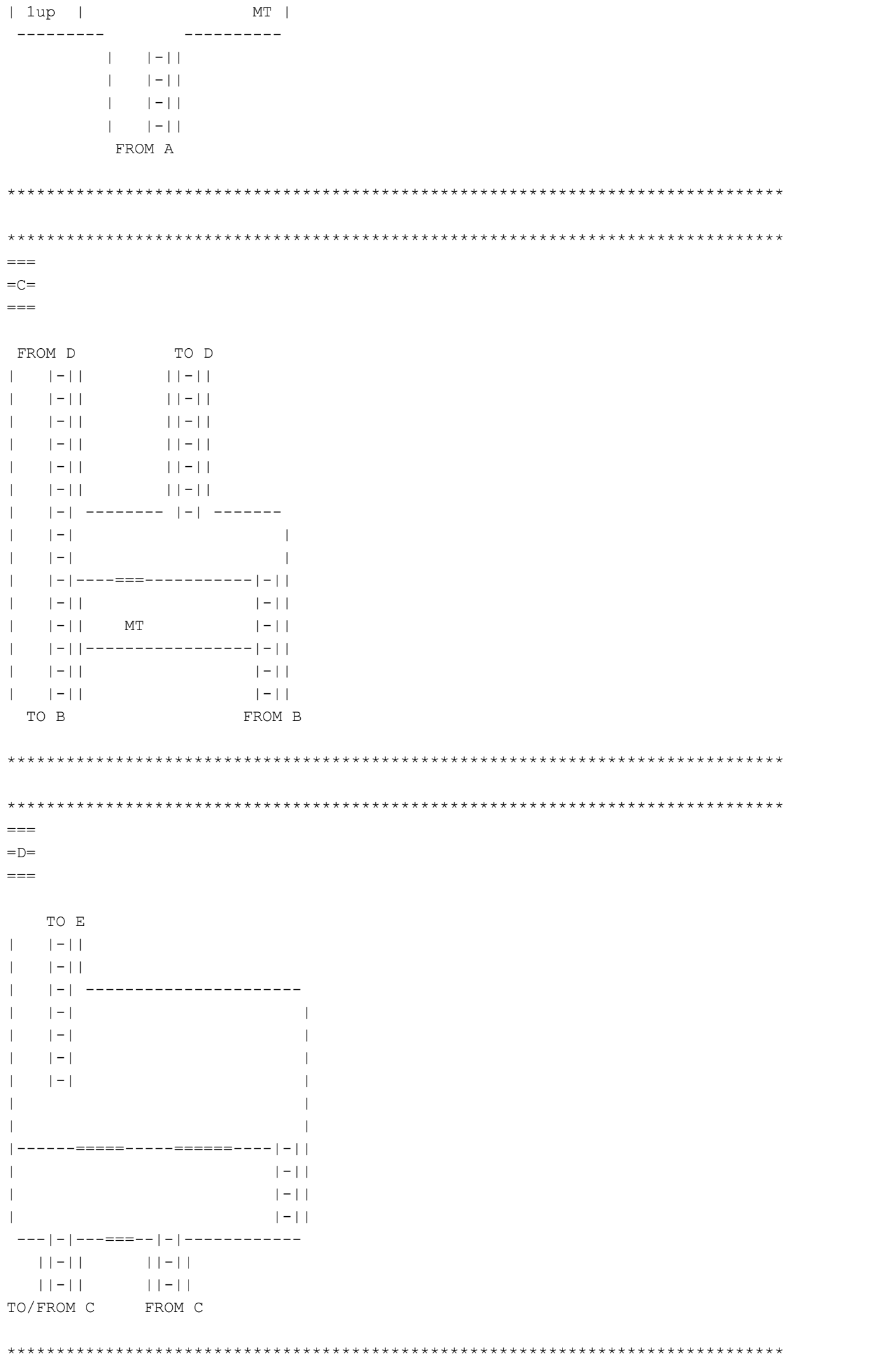
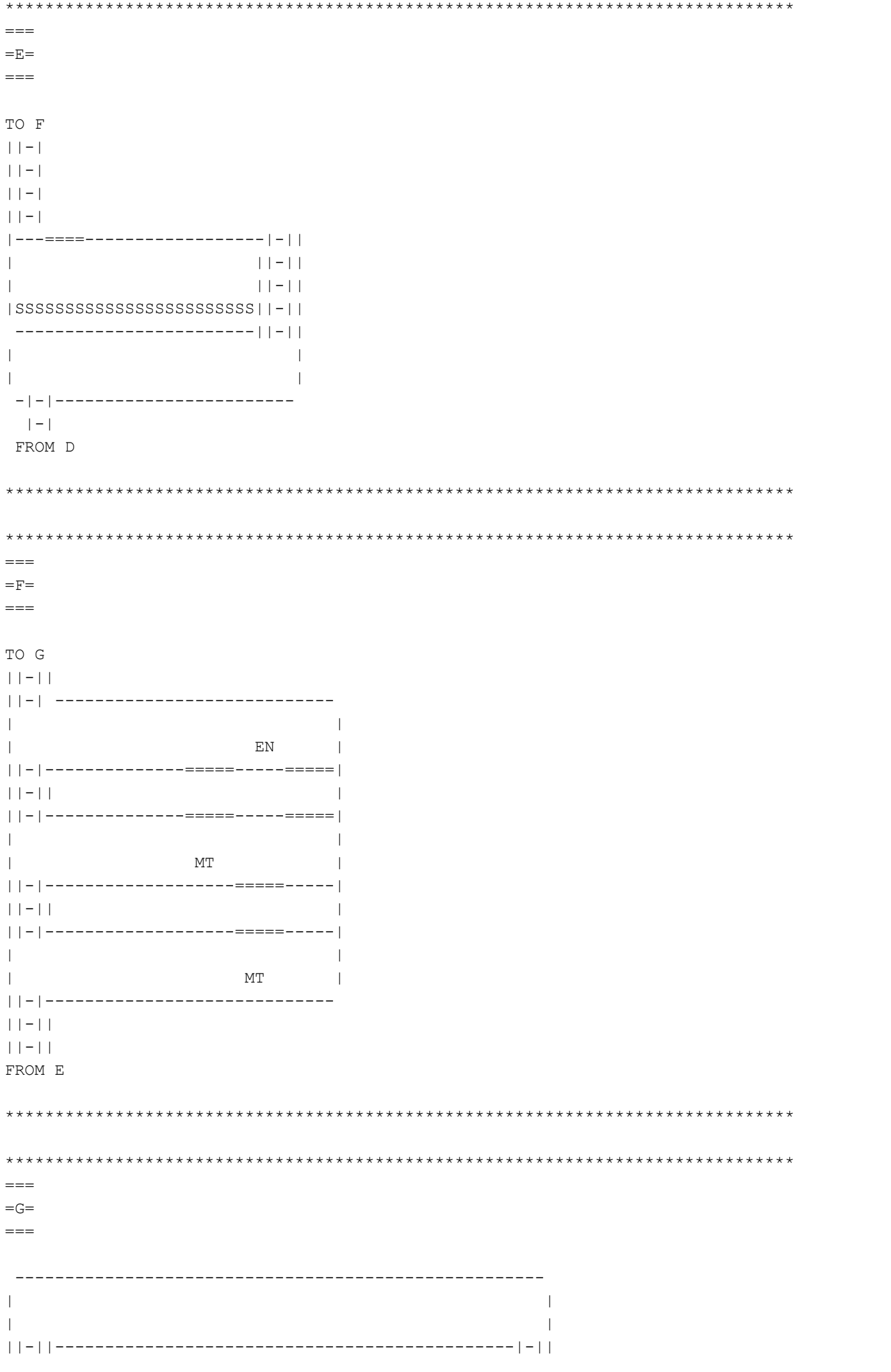
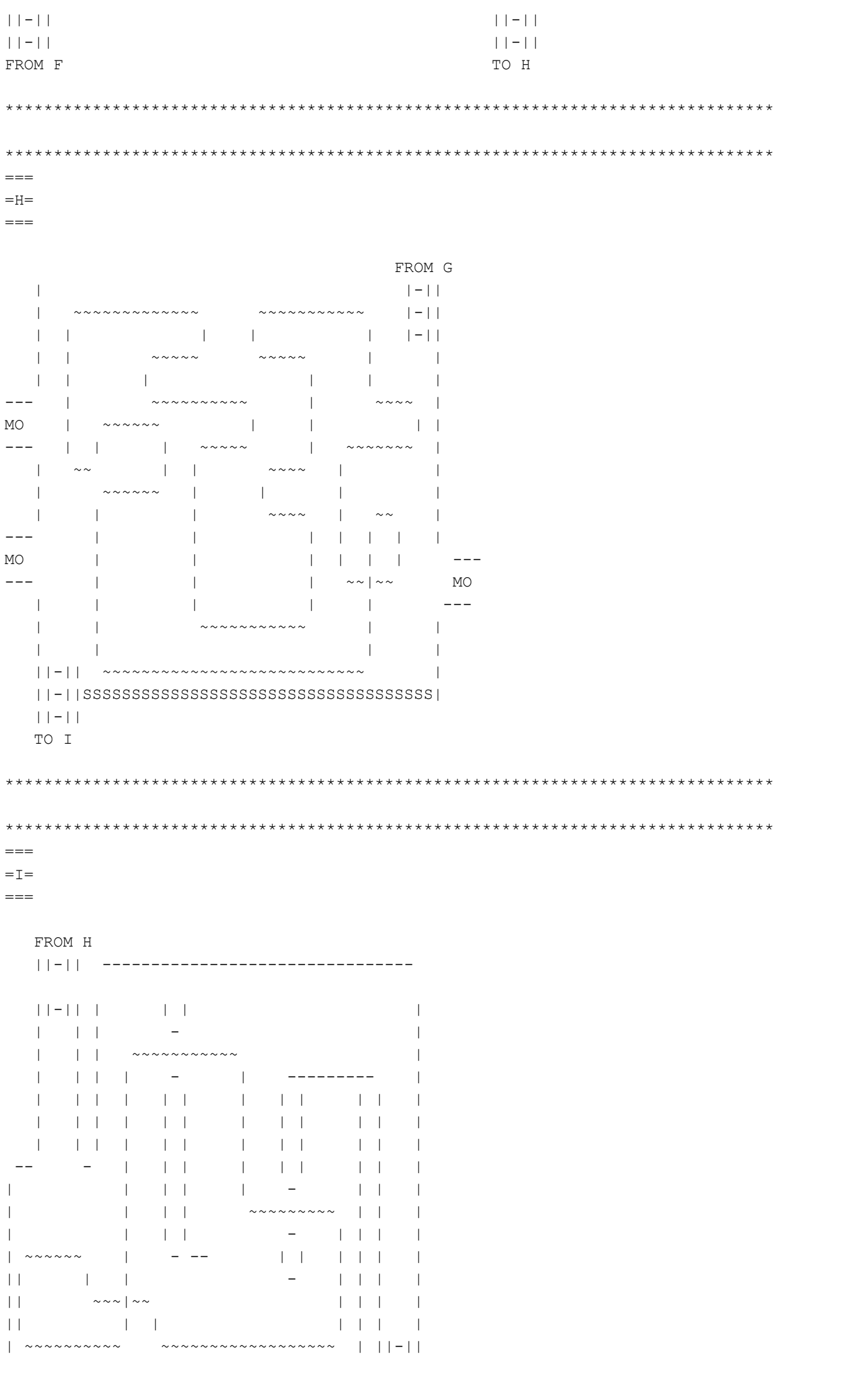
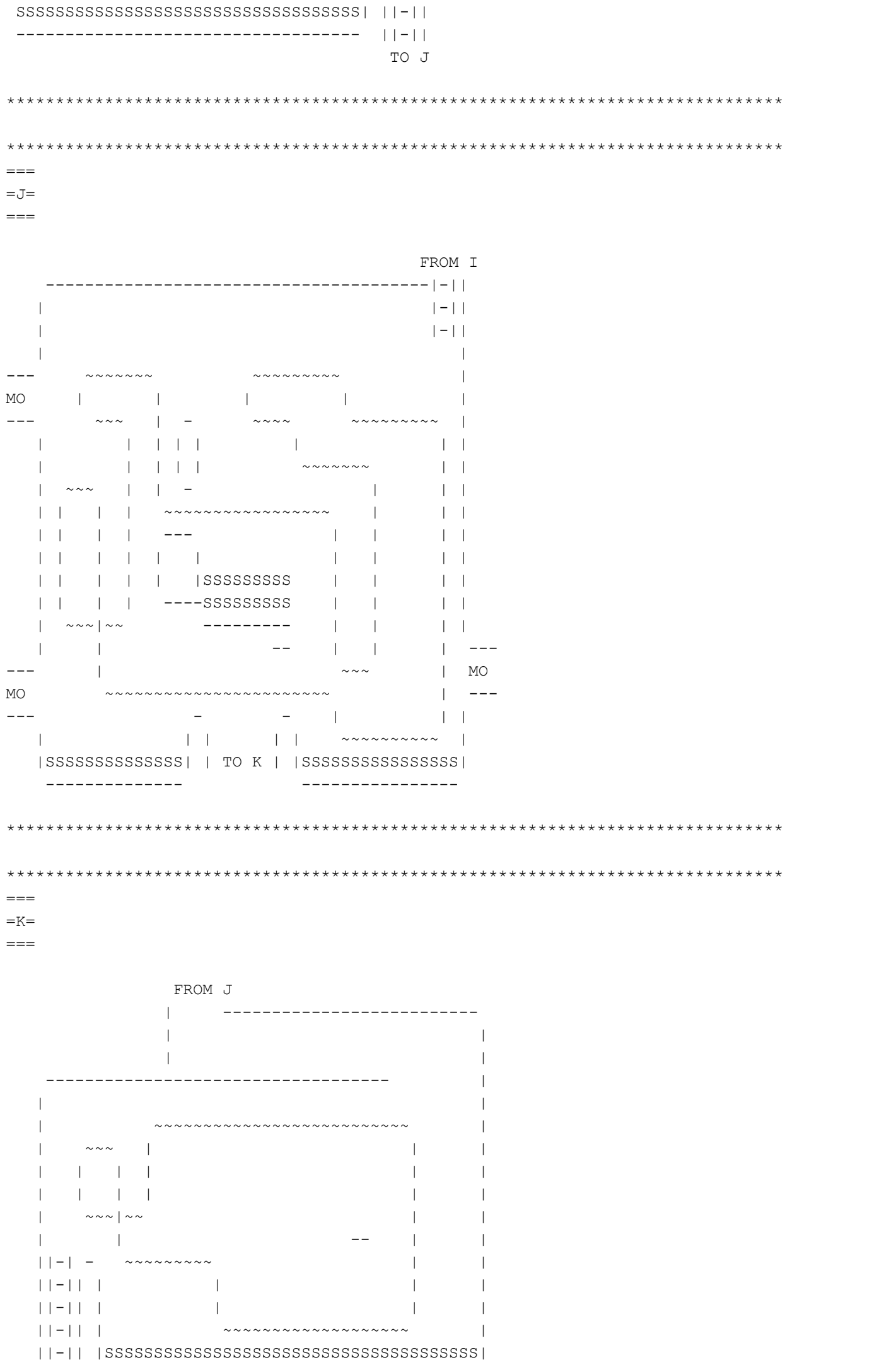
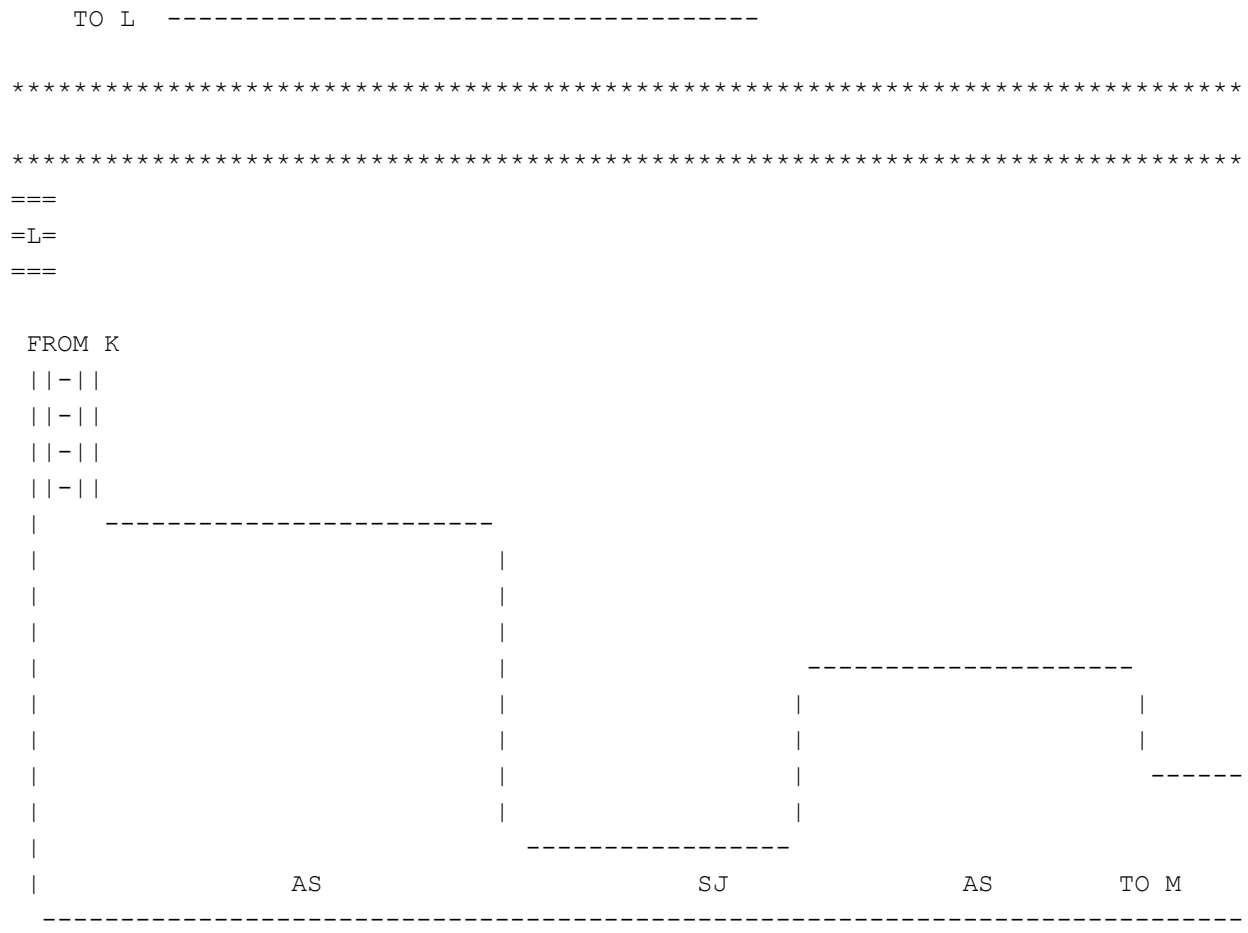


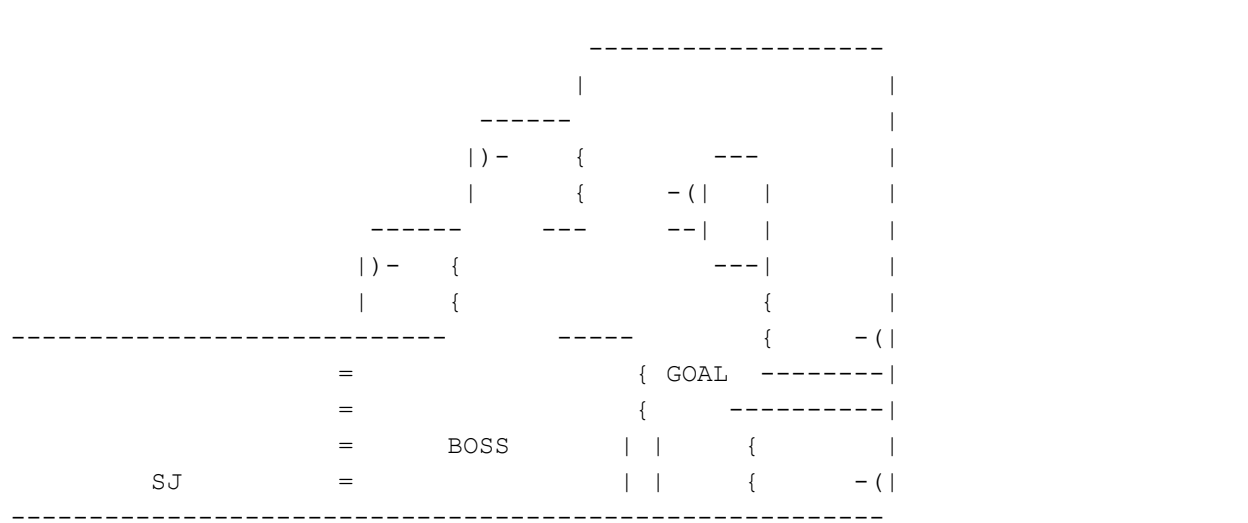

| 1up |
MT |
FROM A
FROM D
TO D
MT
TO B
FROM B
TO E
TO/FROM C
FROM C


===
=E=
===
TO F
FROM D
===
=F=
===
TO G
EN
MT
MT
FROM E
===
=G=
===


FROM F
TO H
FROM G
MO
MO
MO
TO I
FROM H


TO J
FROM I
MO
MO
MO
TO K
FROM J





Skull Castle Stage 5

Map:

Key:

```
      | MM - Metalman  |
      | FM - Flashman  |
      | QM - Quickman  |
      | WM - Woodman   |
      | AM - Airman    |
      | CM - Crashman  |
      | BM - Bubbleman |
      | HM - Heatman   |
      *----------------*
```

TOs also serve as FROMs and vice-versa. The J teleporter only appears after you've gotten through the others. Also, an energy capsule is dropped after each robot master is defeated.

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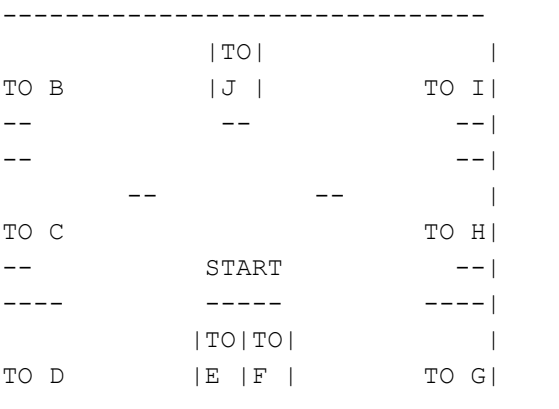
===
=A=
===



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=B=
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===
=C=
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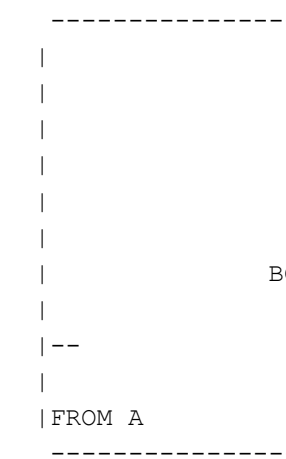

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=D=
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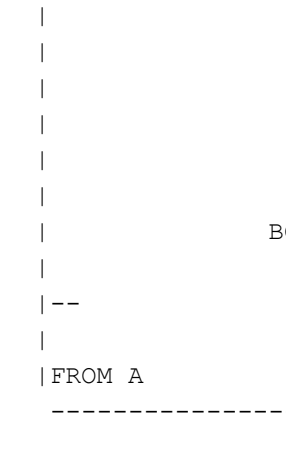
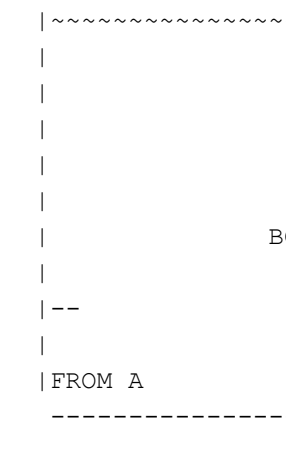


****

****
===
=E=
===



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****
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=F=
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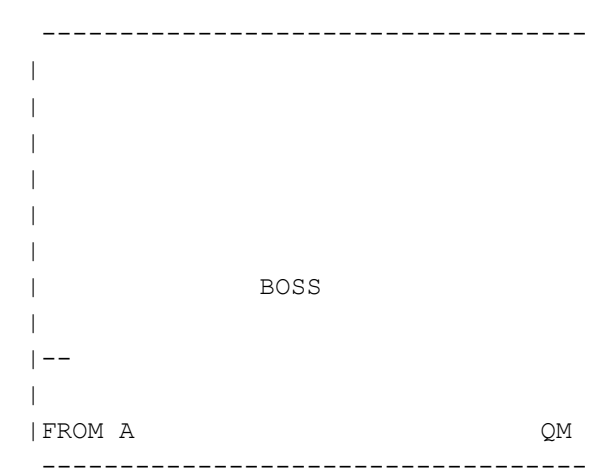

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=G=
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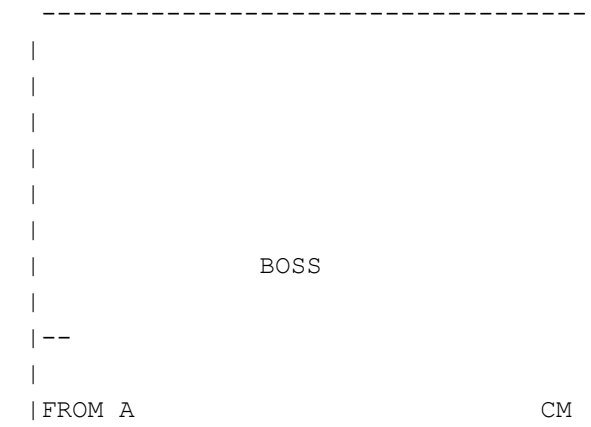

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=H=
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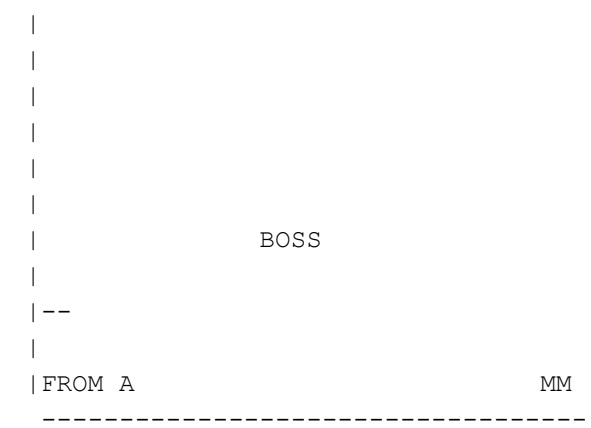

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=I=
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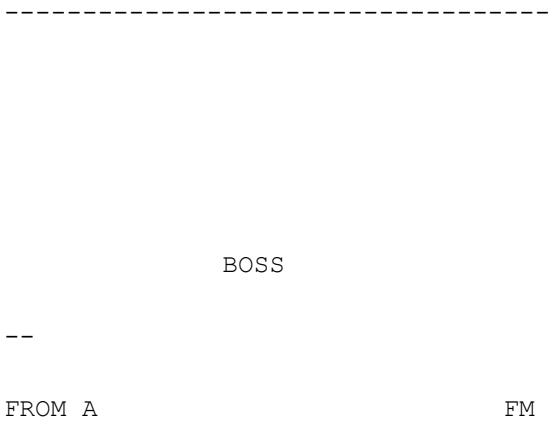

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===
=J=
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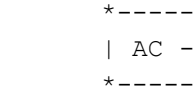
Skull Castle Stage 6

Map:

Key:



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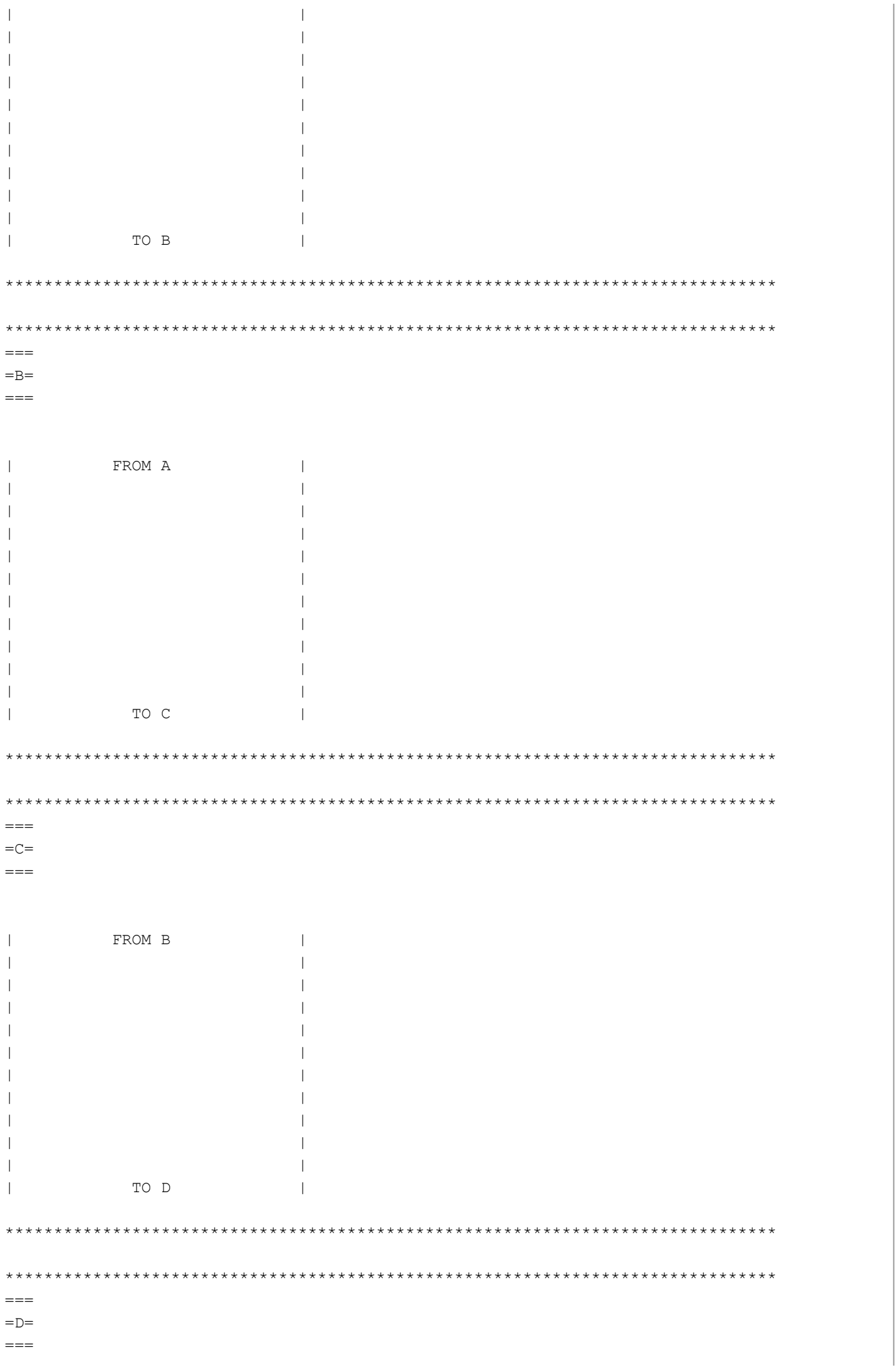
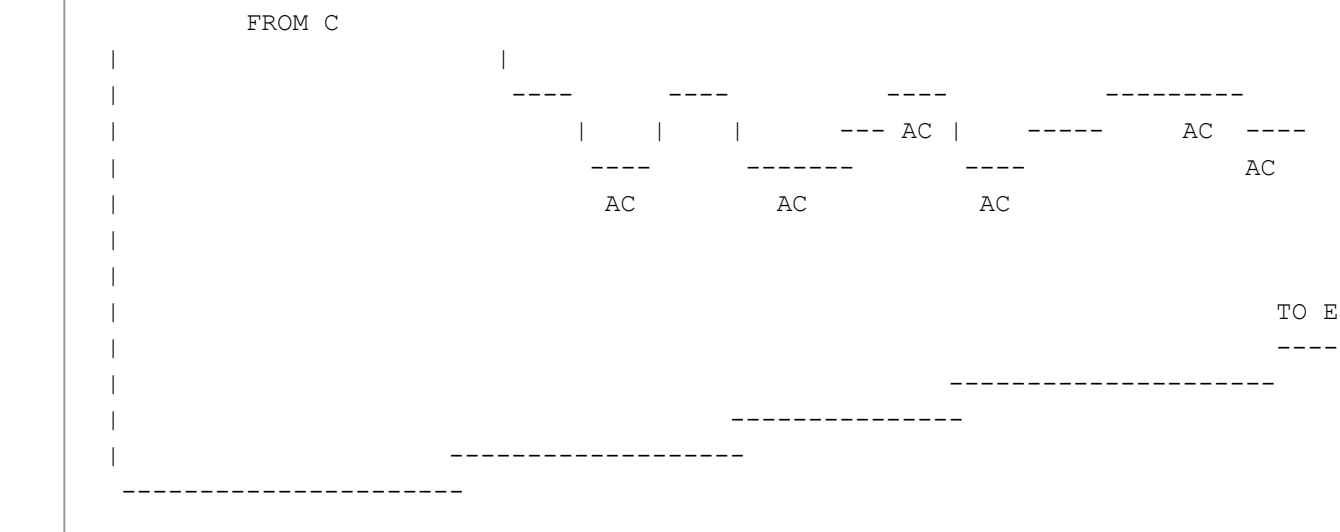
===
=A=
===


TO B
FROM A
TO C
FROM B
TO D



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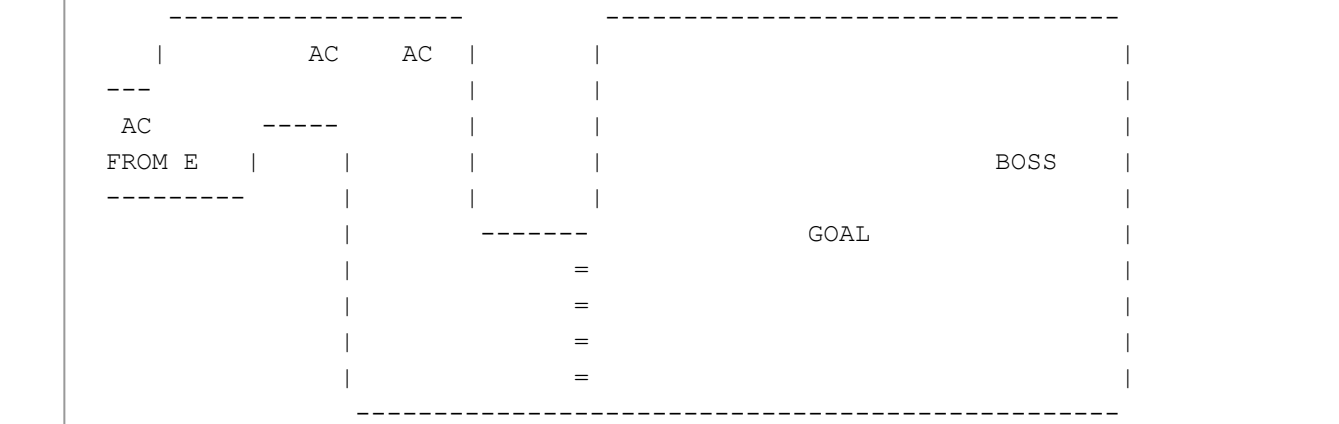

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0=~=~=~=~=~=~=~=~0
| 3.08: Ending |
0=~=~=~=~=~=~=~=~0

After Megaman has destroyed Alien Wily, the room starts to fade out. The space effect is gone. It is then revealed that you are in an underground laboratory

fighting a hologram. That's all the alien was (although this doesn't explain the massive damage taken from touching the alien). And of course, at the controls is Dr. Wily. The hologram falls, and Dr. Wily begs for mercy. Now we see Megaman walking home with the seasons and master weapons changing. At the end, Megaman looks down onto the town, takes off his helmet, and then runs home as Rock.

Presumably.

0=~=~=~=~=~=~=~=~=~=~=~=~=~0
| 3.09: No-Hit Game Tips |
0=~=~=~=~=~=~=~=~=~=~=~=~=~0

This game is incredibly easy to pull off a no-hit game in. There are a few trouble spots, and I'm going to guide you through those. For now, this will only list tips for the stages. I might turn this in to a full walkthrough someday. For the sake of continuity, I'll capitalize the names of the robot masters if you don't want to go through the walkthrough.

Also, I came about a strategy with Airman while I was helping someone defeat Airman without a hit. An easier order to this game might be to put Flashman before Woodman so that you get Time Stopper, which makes Airman a ton easier. The flaw in this is that you have to deal with the enemies on Flashman's level.

Start off with METALMAN. There are absolutely no trouble spots in this level, especially since we don't have to worry about energy tanks or extra lives. The only trouble spot is the Quadbarrel section, and this is trouble if you are on difficult (I don't think that the pattern in which the barrels are thrown really can be predicted). Metalman himself is easy as long as you stay on your side of the room.

Next up is WOODMAN. Use the Metal Blades to cut your way through the Hot Dogs and other enemies that get in your way. The real trouble lies in the Bird Bombers. Make sure that you destroy the egg before it hits the ground. Woodman himself is simple as long as you don't let the battle last too long. Jump over the Leaf Shield, and fire away.

Now we go to AIRMAN. There are no trouble enemies on this level, save for the Bird Bombers, which can be taken care of by destroying the egg before it hits the ground. Should an egg hit the ground, activate Leaf Shield quickly. For Airman, you have to be really careful to dodge his tornadoes. If you can get a shot off with Leaf Shield, do so, but it's probably going to miss. When Airman jumps to your side, however, is when you should really beat him up. While helping someone out with Airman, I came up with a brilliant idea. If you are using your own order, then start the battle out immediately with the Time Stopper. Jump behind Airman. The second time stops stopping, hit the Leaf Shield a few times to cream Airman.

Next is CRASHMAN. This level is the second worst for no-hit gamers. The difficulty lies both in Molestias (LEAF SHIELD!) and the Bird Bombers on the ladder section (LEAF SHIELD!). Other than that, the level is easy. Crashman himself is simple as well. Jump high and fire Air Shooter a few times to kill him off.

FLASHMAN is our next place to go. Be SURE to take the upper path (not the first upper path, but the one before the drop to another screen -- use Item-2). If you do this, you avoid pretty much every enemy except for the Shooters in the beginning. The AT-STs aren't a problem either. Flashman himself is easy. Fire a ton of Metal Blades to knock him out before he can even get to you.

Our sixth target is QUICKMAN. Since you have proven that you have a lot of skill (no-hit game, right?), then this level shuoldn't be a challenge. The only thing is to make sure to jump (a small hop will do for the first one; hold right to dodge the second one) over the Sproings. The Fire Tossers are easy to kill off as long as you run back and forth while firing. See the walkthrough/maps for help with the Quick Beam section. The AT-STs at the end can be mean, but just use your Air Shooter to eliminate them. When dealing with Quickman, activate the Time Stopper (I really hope you didn't use it). Don't activate it, though, until you know where he will land afterwards. Get in position to fire Crash Bomber/Arm Cannon (whichever one you're more comfortable with), and let him have it. This is the second hardest fight to do.

Next up is BUBBLEMAN. Use your Metal Blades throughout the entire stage. Almost every enemy is weak to them. Dodge the Bubble Crabs (except for the last one). Bubbleman is another hard fight, though, because he fires so much. You just have to attack very quickly and use the Metal Blades' multidirectional feature to your advantage.

Finally, HEATMAN. Ignore the Molestias in the level. On the final section of them, though, use the Leaf Shield if you have to deal with them. Use Item-2 to get over the long block puzzle. This is really helpful, because dying counts as taking a hit. Although you are really on your honor, as this is a personal challenge. Heatman is the hardest boss to defeat without taking a hit. This is because he fires Atomic Fire the second you enter the room, and avoiding it is almost sheer luck. If you can avoid it, then you can survive the rest of the fight. Fire Bubble Lead, jump over Heatman, and repeat.

And then there's the fortress, which deals with enemies you've seen before and can handle, so I won't give you advice here. I'll tell you this, though:

1.) In the Mecha Dragon fight, be sure to use the other platforms to your advantage. This fight can be difficult.

2.) On Skull Castle Stage 4, there's a lone Metool that can give you trouble at the start of the stage.

3.) Skull Castle Stage 4 threw me off for years. Near the very end is a small tunnel with no jumping room. Within the tunnel is a Sniper Joe. To destroy the Sniper Joe without taking a hit, you have to charge Atomic Fire up all the way from the outside of the tunnel. Run, fire Atomic Fire, and then keep running through the tunnel. The fire will hit the Sniper Joe before it can get off a shot.

Good luck!

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If you want to use any part of this guide for whatever reason, please ask. I will probably say yes.

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| 5.02: Revision History |
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Version 1.0 (9/13/02) - Submitted the complete guide.
Version 1.1 (9/14/02) - Resubmitted
Version 2.0 (6/28/04) - The guide was completely rewritten.
Version 2.1 (8/3/04) - I made a few corrections and added in reader-submitted content. FINALLY.

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| 5.03: Contact Information |
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Before emailing me, please make sure that whatever question you have wasn't addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: meowthnum1 [at] meowthnum1 [dot] com

I wasn't too bad about doing the spam thing at first. Now half of my emails are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

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| 5.04: Credits |
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-Irene Cordero (ladyboy69 [at] yahoo [dot] com) - Submitted the Heatman rematch joke and the Bubble Lead trick in Skull Castle Stage 4.
-Skeezerb - Skull Castle Stage Six trick.
-Brian Sulpher - "I'd be lost without you, Balto." Crazy dog.
-102.9 - The point (1029i.com) - Great 80s music.

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| 5.05: Help me say Goodbye |
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That line is from Phantom of the Opera.

Anyway, I wrote this guide at the last minute for Megaman Anniversary Collection. Thanks to Polly (see dedication), I finished it in a weekend (a weekend without an internet connection). I think it turned out nicely for a rushed guide, though. Although I'll never say so in print. Regardless, I hope you enjoyed it. Again, if you are here for Megaman Anniversary Collection and want to view just one file, then check out the full version at http://www.meowthnum1.com/faqs/megaman_anniversary_collection.txt. Have fun!

--Trace

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