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ZOOB's INTRODUCTION
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Howdy gang. It's tough to say which FAQ this is in numbers, as I am writing it between Wario World on the Nintendo GameCube. But I can say that it is either my 12th or 13th, if that helps. After a foreign game to me, Return To Castle Wolfenstein, I needed a break to something that was sweetly familiar, which is why I teamed up with Scott to present you with Mega Man 2.

Fans of my previous work in the Mega Man series may be sad to find that I will not detail this FAQ as harshly as I did with the original in the series. However, I will still cover every nook and cranny of the game to create a better FAQ/Walkthrough for your reading pleasure. And I truly do hope you find my work to be as pleasing as that of a player's guide.

I will be taking Crash Man, Flash Man, Quick Man, and Metal Man in this FAQ/Walkthrough. Scott will take over Wood Man, Bubble Man, Heat Man, and Air Man. While our writing styles are different, myself and Scott both have one thing in common when writing FAQs: We know what the readers like to view. Before I was an FAQ writer, I was a reader, just like you, and I do not settle for second best when it comes to something I feel so passionate towards, and neither does Scott. Plus, we are funny. You will laugh your poor little behind off at our antics in this FAQ.

As for the rest of the sections, I will take the Items section, Controls/Basics section, and the Boss section. We will both share the Enemies, and Weapons section. Any enemies that I encounter will be written by me, and vice versa. We will write boss strategies in the boss section for the opposite boss we have taken on in the actual game.

-David "Zoop" McCutcheon

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SCOTT's INTRODUCTION
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Hi, I'm Scott. I'm mostly a reviewer, but when I was asked to finish this FAQ with my good friend Dirty Dave (ZoopSoul), I couldn't resist. I was chosen to fill in for the malevolent McFadden because he made racial slurs. Therefore I'll be writing for Air/Heat/Bubble/Wood man's stages and some of the Wily stages as well. I'll be filling in for some of the monsters and weapons, too. Overall, it should be fun to

finish this thing with Dave.

Granted, I can't go on and talk about myself for around 4 paragraphs like Dave :D. ASS :P

- Scott Clemmons

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***   ***   ***   ***   SECTION I.a - CONTACT US   ***   ***   ***   ***  
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ZOOOP's INFORMATION  
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If you need me for anything whatsoever that IS NOT covered in the guide, and that means SEARCHING THE GUIDE by pressing Control and F together and typing out what you are looking for, and then hitting enter. But as long as it has to do with the game. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute... Ahem. You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com
AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, copy and paste this: Mega Man 2 FAQ. In the body of the mail, write whatever you like, even hate mail! Just one request: Only e-mail in English. Any foreign language e-mails will be discarded. Sorry, I'm not smart enough to know a second language. I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too.

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SCOTT's INFORMATION  
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As Dave said, press that "Control-F" first so to make sure that what you're looking for is here before you e-mail us. While I have no problem at all with people e-mailing me, it can get annoying when people ask for help after you already stated not to E-mail me asking for help. Only ask for help if what you're looking for is not in this document. I know some people hear rumors and stuff that they'd like to share with us. If you think it's legit, then E-mail one of us, other than that: Don't.

My contact info is:
E-mail: swtzwondrboy20@yahoo.com
AIM: swtzwondrboy20 (I'm not really on this name anymore)

I will ignore your e-mail if the title doesn't state: Megaman 2 FAQ. Also,

HEAT MAN is weak against BUBBLE LEAD (Bubble Man)
WOOD MAN is weak against METAL BLADE (Metal Man)
AIR MAN is weak against LEAF SHIELD (Wood Man)
CRASH MAN is weak against AIR SHOOTER (Air Man)

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X=---+---+---+---+---+---+---+---+---+X  
  III.a ----- METAL MAN  
X=---+---+---+---+---+---+---+---+---+X
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Howdy! Zoop here for the first stage in the game. Why is it in almost every game I write for, there is a conveyer belt in it? Seriously. Ratchet & Clank, Resident Evil Code: Veronica X, Simpsons: Hit & Run, Chip `N Dale: Rescue Rangers, War Of The Monsters... See what I mean? It's terrible. It's like a cannot go anywhere without a damn conveyer belt following me around!

Anyways, enough of my ranting. As we start out, the conveyer belt will take you towards the right of the screen. Zoom to the right by holding right on the directional pad. I'M A GENIUS! Jump over to the next platform and you will land safely on the conveyer belt which pulls you to the left of the screen. Keep holding right, unless you want to die. Heh.

On this conveyer belt, you will want to run to the right, and slightly jump in the air to get along to the other side rather quickly. If you do this underneath the third conveyer belt, you will grab an Energy Refill Tank (E Tank.) Hooray for E Tanks! Now hop onto the third conveyer belt and ride it along.

This conveyer belt will be going to the left again. Gah. Keep jumping to the right until you reach a big crushing machine that will kill you instantly if you get crushed by it. OH MY GOD SO SCARY!!! Actually, I'm just joking. It will damage you extremely, but you will be alive. The funniest part about this is, if you get hit by the CHAIN, it will injure you. Mega Man must be the biggest wuss in the world to be harmed by a damn CHAIN. FOR CRYING OUT LOUD!

Jump over the slight gap while the crushing machine is traveling upwards. You will have to cross three of them while dealing with the crazy conveyer belts, and a couple after that on regular ground. Jump onto the conveyer belt and ride it to the end. Now jump off, because that black pit is not your friend. Land on the solid ground.

OH MY GOD DRILLS ARE COMING FROM EVERYWHERE AH HH LORD HELP US!!! You can destroy these evil drills by shooting them with the Mega Buster three times each. This is an easy way to refill your health meter, and even get extra lives. These things come out in unlimited supplies, so stand here all day, killing them for their items.

By time you get to the conveyer belt shooting forwards, to the right, you will want to avoid getting hit by the drills that are coming out of the conveyer belt itself. Shouldn't this electrocute Mega Man? Anyways, whenever the Drills begin coming out of the conveyer belt in front of you, walk backwards a slight bit until they are out of the way.

After you get through the DRILL LAIR OF DOOM!!!, you will encounter a very long conveyer belt going backwards, which will lead you to several floating conveyer belt platforms that zigzag in direction, going right, left, and then left again. On the conveyer belt above, which you cannot reach unless you have one of those special tools Mega Man gets after beating certain bosses, lies an Extra Life, which consists of a scary Mega Man head. Fall down into the hole.

Once you land after falling down into the hole, you will be prompted to fall down into another hole. A conveyer belt will drag Mega Man to the hole. How convenient. After landing a second time, you will be atop of a conveyer belt platform leading to the left. Jump and move right repeatedly to reach your destination faster.

You will eventually reach a scary clown on a big sprocket. I will refer to them as Sprocket Spinners. They will soon fall to the ground, and roll towards you on their sprocket. Shoot the sprocket a few times, and kill the clown on the way down. That'll teach'em to [bleeeeeep] with you, Pilgrim.

You will encounter another Sprocket Spinner on the next conveyer belt platform, which is in mid-air. This one can be tricky, so shoot it several times to knock it off of the sprocket and into the gutter. From here, jump and run over to the next two conveyer belt platforms amidst the air, and make a long jump to the next conveyer belt.

Along the way down, start shooting the Sprocket Spinner, that way you have the advantage. Kill it once you land, and collect any items it leaves behind. Carry on, and you will have to destroy another Sprocket Spinner above the conveyer belt you are on. After this, jump over to the solid platform that is a funny neon yellowish-green color. Looks like vomit! From the 80's!

Blow up another Sprocket Spinner that falls onto the lumpy platform, and pull forward to find a new enemy, the Block Buster. OH MY GOD IS THAT A TRADEMARK!?!? Once you shoot the Block Buster, it will sling it's four pieces at you all at once, which will likely hit you. Needless to say, this is not very fun. So destroy it.

You will find another Block Buster, so cut up his membership card (OMG I'M FUNNY) by shooting him with the Mega Buster. Climb the platforms and find yet another Block Buster. GOD I HATE REDUNDANT ENEMIES!!! Make it go boom-boom, and climb up further. It is here, my friend, where you will have to make a crucial decision.

You can either jump off and hug the left shoulder tightly. You should land on the platform to the left, leading to an E Tank, which is very nice. Only one thing: You will sacrifice a life if you choose this route, since you cannot get back to the other side without dying. Otherwise, jump make a very long jump over to the platform on the far right.

A Bajoining Boing will be awaiting your arrivals. So what the hell is a Bajoining Boing? It is those pesky enemies that you cannot destroy in the Mega Man series that will follow you around quickly whenever you land on a platform that they are on. Simply jump over them, or in back of them whenever they get too close. That simple.

You will encounter two more of the Bajoining Boings after you square off against the first one. They are extremely pesky and such, don't you think? After you climb a couple of longer platforms, you will see your first set of boss gates, featuring the clever Dr. Wily logo on the top of them, sort of like a business awning.

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>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      METAL MAN      <
>-----<
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OH MY GOD THE BACKGROUND FLASHES! It's like that one episode of Pokemon.

I'm scared. Am I dead? OH GOD NO I'M PLAYING THE GAME AND METAL MAN IS SHOOTING AT ME!!! This is not good. The best weapon to use against Metal Man is the Mega Buster, which is why we chose Metal Man first. Don't worry if you do not have full health, since this fight isn't too harsh on the health.

Every time you hit Metal Man, it will take two health points off of his health meter. It may not sound like much, but considering the fact that if you line up three shots in a row, it adds up considerably. The only thing is knowing when to shoot your Mega Buster at the right time, and that can be complicated.

Metal Man uses the Metal Blades in different tones, all with the same likeness. If he jumps high, he will throw at three Metal Blades, all aiming at you. If he jumps in the middle, it will be two Metal Blades. If he slightly jumps, only one. If you get too close, or after a while, Metal Man will leap into the air, going towards the left side of the screen, and throw one Metal Blade once he reaches mid-way across.

He will jump in all three different occurrences completely randomly. There is no way to tell what sort of jump it will be before he leaps, so best of luck guessing. This is what makes the battle so hard to begin with, the fact that you will not know where to shoot. My best advice is to jump into the air very high, and shoot three bullets going up, and two coming down.

After he is defeated, you will obtain the Metal Blades, which Scott calls "the greatest weapon ever." This weapon will be of great importance along our marvelous journey, as it is like a car that gets 800 miles by the gallon. Here is your password thus far:

```
1 2 3 4 5
-----
A | |O| | | |
B |O| | | | |
C |O| | |O|O|
D | | |O| | |
E |O| |O| |O|
   ヲヲヲヲヲヲヲ
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```
X---+-----+-----+-----+-----+-----+-----+-----+---=X
    III.b ----- FLASH MAN
X---+-----+-----+-----+-----+-----+-----+-----+---=X
```

This stage is extremely pretty, since the floors and walls pulse with a blue light... Actually, it sounds like something out of Super Metroid that would have scared me when I was a kid. Oh well. Regardless, the floors in this area deserve a "Wet Floor" sign on them, because you will slip and slide all the way along as you walk.

Go right, and you will find a new enemy after the tunnel you go through. This will be a Bullet Booster. It will shoot several bullets towards you, and soon after this, it will fire a few which are arched into the air. You can get to the lower level to begin shooting the Bullet Booster as it arches the bullets into the air. It will be around three hits to kill it with the Mega Buster.

You can go to the platform above to grab the Energy Recharge (Large) icon. If you take this path, you will end up squaring off with two Bullet Boosters in the long run, and a dead end blocked by a wall that Crash Man's weapon can bust open, so ignore this entire path and take the lowest path of all.

Go right, and you will encounter another Bullet Booster on the upper platform, so jump up to it little by little, shooting with your Mega Buster until it blows up. Now officially jump to the platform and walk right, and up the next platform. You cannot reach the Extra Life without certain Item weapons, so don't even bother with it.

Once you reach the area with the Bullet Booster pointing right, you can jump-shoot him through the wall. Jump from platform to platform, ignoring the Crash Man walls above, as you cannot reach them without the weapon. If you happen to have beaten Crash Man already, then go for it. Otherwise, you're screwed, so follow the only other path given to you.

On this next platform, you will encounter a big purple machine carrying a little orange robot. The big purple machine is known as the Purple People Eaters (a name me and made up. aren't we cool?). The orange robots that are similar to the green robots from the first Mega Man came. We shall call these the Cincinnati Bengals, because they wear orange, and they are easy to defeat.

Shoot the Purple People Eater until it drops a Cincinnati Bengal. I bet you never thought you'd hear THAT in a sentence. The Cincinnati Bengal will put up a struggle, as it will block with a shield. You must shoot it with the Mega Buster whenever it removes its shield to fire at you. Only a few hits will destroy both the very nasty Purple People Eater, and the nasty Cincinnati Bengal. OH MY GOD A BENGAL IS NASTY!

When you fall, try to hug the right, that way you can get in on the fun of avoiding a Bullet Booster below. Travel to the right and fall down, if you made it. Otherwise, kill the Bullet Booster and go through the hole. On the right, you can bust down the Crash Man wall, if you have beaten Crash Man, or you can just fall down. On the left, fall down.

To the right, you will find two extremely annoying enemies that I have called Toothpaste Dispensers ever since I was a small child. Equip the Metal Blades and use them against the Toothpaste Dispensers by pointing it down/right and firing, as well as pointing down and firing off a Metal Blade to destroy the second Toothpaste Dispenser. On the left side, just fall, but try to hug the right and fall there.

If you managed to get on the right from the left, you will avoid a tricky Block Buster that is placed here. Otherwise, fight it. If you are on the right, just drop down again. If you desperately need energy, I suggest hugging right. You will have to face a Purple People Eater/Cincinnati Bengal duo, however, you will collect a large Energy Refill tank in return.

If you want to avoid the Purple People Eater/Cincinnati Bengal duo, hug to the left and walk across the platforms. Jump down the hole to the left to reach a very rewarding area. If you fight the Purple People Eater/Cincinnati Bengal duo, watch out for a ray beam of mega buster bullets that they will fire. If you fall to the far left, you will have to face a ton of these Purple People Eater/Cincinnati Bengal duos, so fall through the right hole.

If you went to the right, you will land on a suspended glowing platform with one slippery brick in eight different places that you must hop over to collect an E Tank, which is extremely rewarding in the long run. You will have to

jump back down afterwards unless you have Crash Man's weapon. Destroy the Purple People Eater/Cincinnati Bengal duo on this platform, and make some risky jumps off of the very ledge of each platform to reach Dr. Wily's boss gates for...

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>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      FLASH MAN      <
>-----<
```

Do not worry, Flash Man may sound challenging, but he is, in fact, not challenging at all. And no, he will not flash you, either. See? You were all stressed out, thinking he was going to flash you, and he doesn't even do that. All he will do is run from side to side, like an idiot, and make very weak attempts to harm you.

In fact, that will be his primary use of abuse. He will freeze you on the screen, meaning you will be placed in one area for a long amount of time, and he will take out a rapid mega buster-esque weapon and begin shooting several times in your area, sweeping up and down with the weapon itself.

You will more than likely (around a 75% chance) dodge the bullets that come out of his automatic mega buster-like weapon. So why is he even remotely challenging? Well, the battlefield itself is more challenging than he is. You see, he will have to hop up the platforms whenever he roams from side to side, and he will be highly likely to hit you with his actual body rather than his weapon.

If you can manage to dodge him by gliding straight over him from a higher platform than he is on before he jumps, and get a few good hits in on him before he turns around to lock you up on the screen, it will take a decent chunk of health down from his health meter. Repeat this over and over again to destroy Flash Man, and his illegal ways. Or you can simply shoot him with the Metal Blades like, four times. HEY! THERE ARE CHILDREN IN THE AREA! GET HIM OUT OF HERE BEFORE HE FLASHES THEM! SICKO!

Here's your password for beating both Metal Man, and Flash Man:

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1 2 3 4 5
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A | |O| | | |
B |O| | | | |
C |O|O| |O|O|
D | | |O| | |
E |O| |O| | |
   ヲヲヲヲヲヲヲ
```

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X=---+---+---+---+---+---+---+---+---+---X
      III.c ----- QUICK MAN
X=---+---+---+---+---+---+---+---+---+---X
```

And we're off to Quick Man! This is known as the "death valley" of the game, as if you are not on your toes whilst playing this round, then you will easily die a horrible death. But have no fear! I have mastered this round, and spent many hours sobbing over it as a child, so let me tell you, if anybody knows how tough this can be, it is me.

Start out by opening up your menu and selecting Item 3 from it. Turn to the left, and fire out Item 3 onto the wall. This weapon, which you got from defeating Flash Man, will give Mega Man the ability to create platforms that climb walls. In other words, fire one to the left, jump on top of it, and you will reach the top of the area to grab the Extra Life. OH JOYOUS OCCASION!

Fall down into the hole. In this next area, you will notice two Toothpaste Dispensers amidst the bumpy platforms. Ignore both of them completely by jumping from platform to platform, and then jump into the hole to the left. In the next area, you will have no choice but to travel right and fall into the huge gap.

Quickly hug to the left, and hopefully you will fall straight into the next hole, avoiding the Bajoining Boing completely. There are a few laser beams that will blow you up instantly if they touch you, even in the slightest bit, so you will not wish to be landing on any of these platforms anytime soon. Go into the hole if you do not fall directly in it.

Quickly hug to the right as you begin coming down this area, as three more laser beams will cross paths to try and reach you. This is definitely not much fun. VERY QUICKLY (we use quick a lot in this stage, so take note) fall into the hole to the right.

In the next region, it will be extremely good to get over to the right hole, however, a laser beam will be in that direct area, so you better hustle if you want to make it to the extra goodies below. Otherwise, avoid the Bajoining Boing and go to the left. If you managed to get in on the right, you will get a large Weapon Refill tank, an E Tank, and an Extra Life.

Once we land in the next area, you will notice it is a HUGE, spacious area that would make Martha Stewart pee her pants. It's so dull looking, with nowhere to go with any of it! GAH! Go left, and you will find out that the LIGHTS HAVE WENT OUT! PLEASE DON'T LET GO OF MY HAND, MOMMY I'M SO SCARED! Soon, there will be light due to a new enemy.

The Olympic Torchead (hehe, I combined two words to be clever) lights up the area, as well as spits fire at you. He is a fairly simple enemy to take out, so it is not as if there will be much trouble in this area, however, once you destroy him with the Mega Buster, the lights will go out again. Unlike Bright Man's stage in Mega Man 4, there are no hidden gaps that will kill you in the dark. Just platforms. So slide on over, holmes.

You will encounter a couple more of the Olympic Torcheads, and soon after this, you will have to jump a platform in the dark (otherwise, it looks as if you are running, but you are indeed running in place. like on those nifty Mr. Show ads on HBO!) After you get done with the darkened area, the lights will come back on, and you will face the most dangerous part in the game... The maze of lasers.

It sounds terrifying, and that is because it is, god damn it. FEAR IT! Once you fall down, quickly hug to the left and land on the high platform, and then fall to the left, and then fall to the right to the next platform. Immediately after this, fall down to the right of this platform.

As soon as you are falling on the next screen, hold left and quickly drop to the next platform. From here, hold right to get out of this maze, and as you fall, HOLD LEFT EXTREMELY TIGHT. On the next screen, there will be a very long platform towards the bottom where you will have to run your fastest to the left.

As you begin to fall, quickly tug to the right on the directional pad. On the next screen, you will encounter three long platforms moving to the right, and finally another long platform like before moving to the left after going right so far. DAMMIT I DESPISE THIS STAGE YET I LOVE IT AT THE SAME TIME! As soon as you drop from the three platforms, hold right harder than a Vin Diesel movie sucks.

In the next area, you can either collect a large Energy Refill icon on the top "FEED ME TO THE LASER BEAM BLALALALA!!!" shelf, or an Extra Life on the bottom "FEED ME TO THE LASER BEAM BLALALALA!!!" shelf. Do yourself a favor and do not bite on the bait, as the big ass robot fisherman in the sky will reel you in for the catch.

On the next screen, you will notice two very large, thick platforms. The first of which is to the left, so as soon as you reach the screen, hug to the right. The second thick platform is on the right, so once you drop down, hug to the left. Fall to the next screen.

On the next screen, there will be MORE LASER BEAMS. Yes, more of them. Simply drop to the bottom, and run to the left to drop down into the next area, which you will happily notice is NOT another laser beam screen. The worst is over. Now just shoot the two Purple People Eater/Cincinnati Bengal duo, go through the Dr. Wily boss gates, and GET THE JOB DONE. If you die to Quick Man, you will hate yourself forever. I should know, because I have.

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>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      QUICK MAN      <
>-----<
```

As soon as this battle begins, equip the Time Stopper that you got from Flash Man and use it. No matter how fast Quick Man is, he will be frozen in time with this weapon, and it will take away around 50% of his health. Sadly, it will also use up all of the Time Stopper, so you will have to kill him via the Mega Buster.

Actually killing him with the Mega Buster alone is not that tough, either. It will take nearly ten hits from the Mega Buster to take out Quick Man with full health, and only five hits from the Mega Buster after you get through with using the Time Stopper.

Make Quick Man Slow Man by using these techniques! Har har har! I'm so witty and funny! As for Quick Man's routine with attacking, it is kind of odd. He will gallop several times into the air, and then jump to the middle, and then to the opposite end of the area.

He will throw Quick Boomerangs at your character in singles, or in sets of three. These Quick Boomerangs will stay in one place for around one full second, and shift to the area that you are currently in after that. It's a tough attack to avoid, but with how weak his defense is, this battle should be easy.

Here's the password for having Metal Man, Flash Man, and Quick Man defeated:

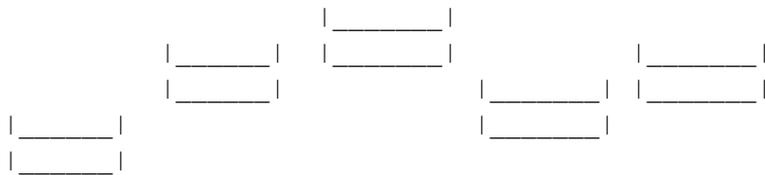
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1 2 3 4 5
A | |0| | | |
B |0| | | |0|
C |0|0| |0| |
```

D | | |O| | |
E |O| |O| | |
 γγγγγγγγγγ

X=---+=---+=---+=---+=---+=---+=---+=---+=---=X
 III.d ----- BUBBLE MAN
X=---+=---+=---+=---+=---+=---+=---+=---+=---=X

You'll start in front of a giant waterfall. There will be some white blocks protruding out from the waterfall to give you an area to jump on. Once you jump onto the next platform, a frog shoots out its baby frogs all over you. Be sure to avoid this crap and just fire a few right into its gut to teach the frog where it stands in this world. Jump on the next platform and another one of these frogs tries to attack you for a second time. Dispose of the poor thing like the last one. The next platform holds yet another frog, take him out like you did the first two.

Ok, now the silly platforms will end for a while and the falling blocks will begin. There's 5 of these bastards, and they're arranged like this:



You'll only have around 1/2 of a second to land on one block and make it to the next. This isn't near as hard as it sounds. Just make sure that you jump right when you land on the block to the next. After you've conquered this obstacle, we can move on. Proceed down into the opening to the next area.

There's three crabs down here, shoot them and proceed down to where the water is *GASP* There will be a water fall thingy here, jump down into it. Now that you'll be in the water, the first thing that you should notice is you can jump a lot higher. If you want to stop in the middle of your jump, just release the jump button.

Anyway, dispose of these three crabs that will be in front of you as of now. Keep descending until you come to the chamber beneath the whole level. Here you'll see spikes on top of the ceiling and hydrothingys at the top blowing water down. Walk over a ways until a plethora of shrimp start attacking you. These little bastards don't stop coming, just tough it out until you see a giant red fish. Kick his ass by just shooting at the little light on top of his head. He'll go down in a hurry.

After you beat him, those silly UFO's will start to come down from the ceiling. Forget them if you have to and just keep going to the right. There will be a whole lot of spikes here. Don't hurry whatever you do! Take your time and don't be rushed by all of the UFO's coming after you.

Remember what I said about taking the time to learn how to jump underwater? Well, it'll come in a handy now, since you'll have to keep getting past a whole bunch of spikes. Here's some tips that'll keep you safe:

- When you fall off of a ledge, don't press any other directional button other than down.

- Make sure to time your jumps do you don't die.
- If you have to, take a hit from one of the UFOs. No one cares about your gamer pride.

Once you make it past the spike, they'll throw a giant fish at you. Take him out by utilizing the tactics that were used on the first one. This won't take that long by any means. Then you'll have to jump up an incline, you'll be greeted by a frog. Finish him, and then there will be yet another one of this dastardly bastards waiting for you.

After you're done kicking his ass, you'll notice that it's not time to get out of this water and into the free land! YAY! Seriously, I feel like I'm in some kind of cheap version of the Movie "Water World", even though that movie was cheap to begin with.

Now you'll get to see our new best friends! Hermit crabs!! They're the easiest regular enemies in the game practically. I mean, really, they just fall right from the sky and wait to be shot at. It's almost like target practice. The only thing that you should be cautioned about is this: The crabs come down randomly, not in a set order. Therefore if you're in the middle of your jump, they can knock you out of the jump and into a near by pit. It always sucks when you lose a life :(

Now, it's time to go back into the water and fight the boss.

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>-----<
>  OMG IT'S THE BOSS! <
>-----<
>    BUBBLE MAN    <
>-----<
```

The first thing that you'll notice here is that there is a bunch of spikes that line the top of the ceiling. This tells you that there isn't any room for messing around up in here. If you happen to screw a jump up, guess who dies?

Bubble Man looks like a scuba diver that happened to get stuck in too much seaweed. The battle will begin with him jumping at you and firing off three little bubbles. Before he even hits the ground, you should have him dead. Use Metal Man's weapon to destroy him within a few seconds. There's nothing hard about this at all.

If you aren't able to kill him within that allotted time, then just dodge him some more. He'll fire out one giant bubble at you and jump across the screen in a vain attempt to hit you. He'll keep doing this over and over again until you die or until you kill him. After he falls you'll obtain your new weapon, the Bubble Lead. Enjoy.

Password for Metal Man, Flash Man, Quick Man, and Bubble Man:

```
1 2 3 4 5
-----
A | |0| | | |
B |0| | | |0|
C |0|0| | | |
D | |0|0| | |
E |0| |0| | |
   ヲヾヾヾヾヾヾ
```


There's also those annoying little birds that drop eggs here as well. They'll never stop coming, so you need to watch out for them at all times. They can eat away a good amount of health or even kill you if you're not careful. Anyway, there's 3 more apes that'll come out of nowhere to fight you. Take them out like you did the first one. Go down that ladder and proceed to kick some pink rabbit ass.

First Floor: Drop down ladder. Kill rabbit. Down ladder.

Second Floor: Run down stairway. Stop in front of rabbit. Let him throw carrots. Kill

Third Floor: Ok. Cut the Crap. Kill.

Forth Floor: Charge Rabbit. Fire. Kill. (God Bless Sentence Fragments)

Now that we've exterminated all of those pesky rabbits, we can go to the final area of the woods. This is just a run to the boss at the end, really. That's all it amounts to. Forget all these stupid birds that they have charge at you with, they'll most likely jump right over you, so there's no need to worry about your health. Just make a dash to the end of the level and beat up Wood Man.

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      WOOD MAN      <
>-----<
```

LET'S GET ONE THING STRAIGHT: WOOD MAN LOOKS LIKE A FAT GUY IN A CROISSANT.

Wood Man's plan of attack is as follows: Look Ugly, Beat Chest, Make leaves appear circle him, Make leaves come down from top of screen. Get killed by one of your weapons.

First, change to Metal Man's weapon and just lay right into him as hard as you can. He'll start to make leaves circle him and he'll beat his chest. Soon, leaves will come from the top of the screen, and he'll throw the leaves that were one circling him at you.

Ok, sounds like a lot, right? It's not! Stick yourself in the left-hand corner during the whole battle. While you're in the corner, his leaves that come from the ceiling won't affect you at all. You'll only have to be concerned with dodging the leaves that he throws at you. Granted when he shakes his arms you might get a wiff of that atrocious B.O that Wood Man harbors.

Once you see him unprotected, let a rip! He'll go down with ease once you start laying in those metal saws. It'll rip his woody body apart in seconds. Once you beat Woodman, he'll come leave you his weapon. Let's just say this: His weapon is one of the worst things in the whole game, and one of the most worthless.

The password for defeating Metal Man, Flash Man, Quick Man, Bubble Man, Wood Man is.

1 2 3 4 5

```
A | | |0| | |
B | |0| | | |
C |0| |0| | |
D | | |0|0|0|
```

X=---+=---+=---+=---+=---+=---+=---+=---+=---=X
III.f ----- AIR MAN
X=---+=---+=---+=---+=---+=---+=---+=---+=---=X

Welcome to the higher regions of the atmosphere! AKA: Air man's level. This level is rather fun since it involves a lot of jumping and shooting. Air Man's stage is consisted of mostly jumping platform to platform praying you can make it. Don't worry, they'll be sure to throw in as many cheap obstacles as possible.

You'll start in them middle a bunch of clouds. Once you reach the end of the ledge it looks like there's nothing to jump on. Behold: The amazing big puffy head. Granted, the name might sound a little childish, that intentions of the head are anything but childish.

First off: The head cannot be obliterated under any circumstances. It'll always just sit there and fire out its little heads. They have these small heads that can follow you around (Not like that you sicko.) They even have horns that come out of the top of their heads at random intervals. While they're not all that hard to get by, you just need to watch what you're doing or you'll die :D.

Anyway, make your way across the giant head and across the next giant head. There's around 4 of 5 of these heads that you'll have to make your way across. Here's a rather interesting thing I've found. If you throw the Item 3 thing out, it'll bounce over the Heads even though they haven't appeared yet. At the end of all this head bouncing is a guy that throws what looks like lightning bolts at you. Kick him off of that floating platform he's on and hijack it.

There will be another one of these little pest soon. After you kill him, just jump on that platform as well. Now, they try and mix it up a big those sneaky butts at Capcom (such tough words.) They'll now have the platform disappear behind the clouds.

No worries, though, make sure that you kill that monster on the other platform (the one you're trying to get to) first. Then just time it right and make your jump to the other platform. If all goes right, you'll make it there and nothing bad would've happened. If something messed up, you'd be dead and at the beginning of the level again.

Ok, now those annoying birds start to come into play again. I HATE THESE THINGS SO MUCH. They'll drop their eggs in an attempt to make the egg bust apart and have its babies attack you. This is a good time to get your health back, however. Just let a few of those birds drop those eggs and kill everything inside them. They usually drop good stuff after around the 2nd egg. Back to what we were doing: Walk to the end of this area where it seems the level is just engulfed by clouds. Walk into the clouds and you'll fall down into another, new area.

Here they have those graffiti guys that spit out what looks like silly string. Use the Metal Blades to take care of these pests. If you're in need of healing or anything else, just take out the silly string only. If you don't need any healing, make your way to the bottom-left hand corner and fall down the hole (even though you can't see it.) You'll be behind an abundance of clouds now, make your way out of them by walking forward.

Now you'll have to manage to jump two of those Heads at once. This isn't nearly as hard as it sounds. The biggest factor that determines your success is that of your timing. You need to time these jumps or you're screwed.

After you get done with that, you'll face one of the most amusing enemies in the entire game. They're big, fat, ugly guys that have fans stuck inside of them for some reason. Ohh, and they blow (seriously). Just attack them until they die, there's no other real strategy here other than that. I mean, you could use a special weapon, but why waste the power?

Make your way through around 4 more of these guys and those damn birds to get to the bosses lair (oohh, scary.) Proceed inside to fight the boss!

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      AIR MAN      <
>-----<
```

This is super easy.

Air man will start by shooting a bunch of tornados at you that'll do mild damage if they connect. All you need to do is just get your Wood Man stuff ready, and wait till he's done with firing out those tornados. Once he starts to jump to the other side, hit him twice with the Leaf Barrier to make quick work of Air Man. Wow, that was easy, there's nothing else to it.

The password for defeating Metal Man, Flash Man, Quick Man, Bubble Man, Wood Man, and Air Man is...

```
1 2 3 4 5
A  | | |0| | |
B  | |0| | | |
C  |0| |0| | |
D  | | |0| |0|
E  | |0| |0|0|
   ヲヲヲヲヲヲヲ
```

```
X=---+---+---+---+---+---+---+---+---+---X
   III.g ----- CRASH MAN
X=---+---+---+---+---+---+---+---+---+---X
```

On the first screen, you will find a new enemy: Tube Sliders. Sure, it's a lame name, but hey, it's the best I could come up with on short notice. They will come out in unlimited numbers once you kill them, but there will be around a one second delay of more coming out of the tube once they are dead, so kill the ones in the immediate way, and jump to the second ladder and climb up to the next screen.

Next up, we will be in a suspended room with several of those damn Tube Sliders again. Shoot the Tube Slider to the right, and then jump. Shoot the other Tube Slider to the right in mid-air, and quickly jump to the ladder and climb up. Jump to the next ladder and climb up yet again.

On the next screen, you will encounter a Hard Hat! Yes, those lovely little Mega Man franchise huggers are back in this game, and they still die

extremely easily. Just shoot them whenever they pop up from their hard hat, and avoid the Hard Hat's three bullets that go in three directions. After it is dead, go right a bit further and kill the next two Hard Hats on the platforms. Go up ladder.

Once you are up the ladder, you will find a mechanical system in the area that will have a platform, which will rotate around in a big square. All the while, you will have to avoid the Tube Sliders in the area. Hop onto the rotating platform, and shoot the Tube Sliders as you go around. Jump to the ladder in the upper right hand corner.

OMG WTH IT'S A PAIR OF STOCKINGS! Actually, it is another one of those rotating platform machines again, and there are three of those Tube Sliders again. And the shape of the machine looks like two socks that are stacked atop of one another. Avoid all of the Tube Sliders, and hop up to the ladder once the platform takes you there.

OH MY GOD A FLYING DONKEY WEARING A GARTER BELT! Actually, it's another one of those rotating platform machines AGAIN. And no, this one does not look like a flying donkey wearing a garter belt. It actually looks like a... uhm... a... an Eminem backwards "E" on the left... that has an elephant trunk... and... uhm... uh... some wiggly lines... and, uh... stuff... Regardless, it's a long ride, so climb the ladder once you get there, and kill those Tube Sliders many, many times.

Walk to the right, and you will find a Block Buster. Shoot him in the face (OMG THAT'S HARDCORE) and continue along your journey. Go up the ladder, passed the funky platform floating there, and onto the next screen. In this screen, nothing exciting happens, but you find four more funky platforms, just floating there. Odd.

On the next screen, you will see a Hard Hat on the third funky platform. We will want to manipulate the Hard Hat by jumping over to the middle platform, and then very quickly jump back to the platform on the right. This will make him shoot, and you can either kill him, or shoot him. Now jump over to the ladder and climb up.

OMG SO MUCH EXERCISE FROM CLIMBING THE LADDERS!!! You will find two ladders on this screen, as well as a Hard Hat. Kill the Hard Hat, and choose which path you want to take. If you choose left, you will get some wonderful items. If you choose the right, you will come out with the correct ladder to continue your mission.

There will be FIVE ladders on the second screen. An Eggs `R Us will come in to bomb you, but just keep on climbing the ladder. You will get hit by it, but you will not fall down completely. On the left, the middle ladder is correct, and on the right, the far right ladder is correct, but the one on the left leads to a large Energy Refill pick-up.

You will encounter a Bullet Booster on the way up from the left ladder, so take it out once it begins shooting in the archway. Keep climbing, avoiding the oncoming onslaught of Eggs `R Us enemies.

In the next area, you will find an E Tank, as well as the end of the road, on the left ladder. On the right ladder, you have the choice of selecting the left ladder, or right ladder. The left ladder will score you an Extra Life, and you can reach it by using Item 2. Now go up the ladder of your choice.

If you chose the ladder to the left, collect the Extra Life and jump down to where the right ladder leads. You will encounter a new enemy: Suctioncopters.

The reason I call them this is, once again, when I (Zoop) was a child, I thought they had suction-cups on the bottom of them, and since they have a helicopter propeller on their heads, I invented the name. Bam! I'm a damn genius.

You can avoid all of the Suctioncopters in this area by simply running, but carefully stopping every time a Suctioncopter comes into the area. Killing them is useless, as more will come down from the sky practically out of nowhere. Run into the Dr. Wily boss gates while you still have time, my son!

```
>-----<
> OH EM GEE BOSS TIME <
>-----<
>     CRASH MAN     <
>-----<
```

Crash Man was one of those bosses that just HAD to make you ponder, "What the hell is up with him? We get cool bosses like METAL MAN, and HEAT MAN, and then out of nowhere comes FLASH MAN and CRASH MAN?" They even rhyme! See? I knew something more was behind all of these stupid bosses!

And that is the way it has always been. Practically all of the robot masters that look like humans are usually stupid. Anyways, enough of my ranting. Crash Man is extremely rough and tough compared to most other bosses in this game, because of his weapon alone. The Crash Bomber is very harsh on the health, and extremely rapid.

Crash Man is the hardest boss in the game when using your plain old Mega Buster against him. It is VERY tough, indeed. He will hop into the air around twice every one second, and throw out one Crash Bomber at a time. This will hit you twice; once when it is thrown, and twice when it explodes. Talk about unfriendly.

However, you CAN take out Crash Man in TWO HITS with the Air Shooter that you get from Air Man. As soon as the battle begins, equip the Air Shooter and begin blasting Crash Man twice in a row with the dandy weapon of choice. He will blow up instantly after the second hit. OMG YOU OWNED HIM LIKE TINA TURNER!

Here's the password for eliminating all bosses EXCEPT Heat Man:

```
  1 2 3 4 5
  _____
A | | |0| | |
B | |0| | | |
C |0| |0| | |
D | |0|0| |0|
E | |0| | |0|
  ヲ〇〇〇〇〇〇〇
```

```
X---+---+---+---+---+---+---+---+---+---+---X
  III.h ----- HEAT MAN
X---+---+---+---+---+---+---+---+---+---+---X
```

Heat Man has probably the hardest level in the whole game hands down. If you're attempting this level without the use of Item 2, good luck. There's some disappering blocks in this level that will drive you absoluty nuts! I still haven't figure out exactly what this level is suppose to be. Is it a sewer, a factory, or is it just made up?

When you start the level, go right some until you see a hole in the ceiling. This is the most obvious hint that there will be some monsters dropping from the ceiling to attack you. They're nothing but monsters with propellers on top of their heads. Just shot them with the megabuster a few times so they'll die.

After you get past a few of those holes, you'll notice there's holes in the wall now too. Little monsters will come out of these holes and attempt to float around to hit you. They're nothing to be worried about, and sometimes they drop something that's worth your while.

After you jump over a few platforms, the level will just turn into tiny areas that let you jump. If you happen to miss a jump you'll fall down into the lava and die. If one of the floaty guys hits you, you'll fall into the lava, but you'll still be invincible for around 2 seconds. That'll give you enough time to get your ass back up on that platform.

Suddenly, the whole area just drops right off. Now if you fall down, it's all over with for sure. It's not as hard as it looks, either. Just time your jumps and make sure not to do anything stupid (like fall off.) When you make it to the other side, there will be 2 springy guys waiting for you. Take them out with Quick Boomerang and proceed down the ladder. Now you'll be introduced to the most annoying thing in the entire game: Disappearing Blocks

Here's the order (and their positions) in ASCII:

```
  _
-| | [1]           |
-| |           [2] |
-| | [3]           |
-| |           [1] |
-| |           _|
-| |[A] [A] [A] [A] |
-| |_____|
```

"A" means that it's a regular block that you can stand on. The "1" means that those are the first ones to appear. The rest of the blocks come in the order that they're numbered.

Hard Way to do this: What you do first is jump on the "1" block that's the closest to the floor. Once you jump on it, wait half of a second and jump up to the "2" block when it appears. Wait until the "1" blocks disappear and jump on "3" block. Finish this off by making your way to the ladder and going down.

Easy Way: Use Item 3.

On the next floor, you'll encounter some tall blockages. It'll seem as though you won't be able to jump over them. Wait for a little while until a disappearing block shows up and you can jump on. You can always just use Item 3 on any of these if you wish. There are some with those metal barriers in the middle of them. Simply go ahead and use Crash Bomber if you're impatient for some reason. Now, make your way to a ledge that has one of those springy monsters under it. This is the hardest part of the game:

The Disappearing Blocks is what makes this so hard. In fact, I'll explain how to do this the hard way first, in case there's someone out there that hasn't taken our path of defeating the monsters. (Hint: They don't have Item 2.) Here's how to do it the hard way:

```

_          [5] [4]      [8] [8] [9]                []
_| [1] [2] [3]      [6] [7]          [10] [] [] [] [] [] [] [] [] [12] []
                                     [] []      [] [] [11]
                                     L
_____| ~~~~~| _____|

```

L = Extra Life
~ = Lava

Jump on "1" and then jump over to "2." Wait here for a bit until "3" shows up and then jump on it. "4" will appear, but you can't jump there yet, so you need to wait on "5". Once "4" appears, then "5" will follow in no less than 1/8 of a second. Once you see "4" come onto the screen, jump so you can catch "5." Now you're on "5", so lets just jump over to "6" and then "7." "8" is another one of these blocks that you'll have to time the jump just right on. "9" will appear and let you jump on it real soon.

There will be a lot of blocks that don't need numbered due to the fact all you need to do is jump on them regularly.

"11" is a pain in the ass. Right before you reach the VERY END of this crap, they'll pull one more thing out of their asses and throw at you. ONCE YOU LAND ON THIS BLOCK, JUMP! Once you're on "12", you can just make your way to the end. If you happen to fall, count your blessings because you're dead, sucka

Easy Way: Just use Item 2.

Make your way down the ladder to fight a big machine guy. Use Quick Boomerang to take him out quickly *pun needed*. Go down the ladder here and now you'll be at the entrance way to Heat Man (DUN DUN DUN DUNNNNNNN)

```

>-----<
>  UH OH BOSS BATTLE  <
>-----<
>      HEAT MAN      <
>-----<

```

You want a boss strategy? Try this:

Hit him with Bubble Lead like 3 times and he dies.

That's all that you need to do. He'll spit out 3 fire balls at you and when they hit the ground, they'll make a pilliar of fire. Also, Heat Man has the ability to fly across the screen in his own little ball of fire. You most likely won't get this far into a battle with him. If you want to dodge his attacks, just move your ass to a safe place when he shoots the fireballs, and jump over him when he turns into the flame and flies across the screen.

The password for having ALL of the weapons and, obviously, ALL of the bosses defeated is...

```

  1 2 3 4 5
  _____
A  | | |0| | |
B  | |0| |0| |
C  |0| |0| | |
D  | |0|0| |0|
E  | | | | |0|

```


At the start of the second Dr. Wily's Fortress stage, you will have to fill up whichever weapon is the lowest by grabbing the large Weapon Refill pick-up to the left, and then travel along the right. As you walk down the platforms, you will find three sets of Suctioncopters in the area. Shoot them, and carry on.

You will notice a very large area of spikes on the ground, so bust out Item 2 from your menu screen. Quickly launch it, and strap atop to it before the Suctioncopter can grab you. As you slide across the spikes, do NOT jump for the first ladder. Jump for the second, which will save your Crash Bomber ammo AND give you an E Tank, to boot.

If you did as I told you to, the ladder leading down will give you around 15 small Weapon Refill pick-ups, and a very groovy Extra Life. The path on the right, however, will give you nothing but a good view of all of the goodies that you missed. SEE! Don't be a dumb dumb! Go down the ladder.

If you are on the right ladder, get prepared to cry a little bit more, as the ladder to the left will lead you to an E Tank, and an Extra Life, which are guarded by two Crash Bomber walls that can easily be taken out of the way. On the right, however, you will be greeted by two Bullet Boosters. Way to go, cowboy. =P

Once you go down the ladders, you will be thrown off of them and thrust into a pit of spikes. Boy, that's not good. If you are coming off of the left ladder, hug right to land on a platform. From the right ladder, a tad bit left to land on a small suspended platform. Go into the big hole in the middle of the screen.

As we travel to the right, it is like Metal Man's stage all over again. You will encounter a corridor FILLED with those Drills again, so kill them in search of Extra Lives. Sadly, this is not Mega Man 5, so we will not get them on every other kill. As we go farther into the tunnel, you will notice two of those big crushing machine with the DEADLY CHAINS OF DOOM, which hold them, and pull them.

Get passed the first crushing machine (don't forget the chain, either, Webster) and use Item 3 on the high wall to reach the top portion of the screen. Dodge the next two crushing machines as we go right, and we will notice two more that are right together. This is not a pretty sight. Go over to the first and activate it, and activate the second as soon as you can. You may likely take a nasty hit here.

After all of that mayhem (OMG like the crappy WCW N64 game), you will notice a ladder that leads down, so climb it, but jump off of it by pressing the jump button. You will land on a small platform suspended in mid-air. There are two others. Ignore the one to the right, and jump to the one on the left. Jump down into the pit from here.

On the left, there will be another one of these lovely small platforms. You know, I truly do love this stage. Anyways, equip Item 1 and make some platforms to reach the large Energy Refill pick-up on the right. Afterwards, fall into the hole in the middle to reach the next screen, which should be a doozy of a boss.

>-----<
> OMG IT'S THE BOSS! <

>-----<
> BIRDY WALLS <
>-----<

The Birdy Walls will come out from different portions of the wall in twos, and become one flying robotic object that comes after you, kind of like the Cujos (bats). This boss is "innovative," for the lack of a better word, and is actually pretty tough if you do not know what you are doing. But I know everything, so I'm cool with it.

It will take two hits of the Mega Buster to kill each one of the... uh, I dunno how many there are of the Birdy Walls. Who cares, anyway? I will describe which directions they will come from, and in what orders. I guess that is pretty helpful, too. Right? Right?? Good. Glad to know that I am loved. Equip your Metal Blades, and let's get rolling!

The first set will come from the top, and go to the middle. The second set will come from the middle, and go to the middle. The third set will come from the bottom, and go to the middle. Okay, so they all go to the bottom. The fourth set will come from the left floor/ceiling. The fifth set will come from the right floor/ceiling.

The sixth set will come from the middle. The seventh set will come from the top. The eighth set will come from the close right ceiling/floor. The ninth set will come from the far left floor/ceiling. The tenth set will come from the near-floor level. Go to the middle of the screen to avoiding getting hit by the eleventh set, which comes from the mid-right floor/ceiling.

The twelfth set comes from the far right floor/ceiling level. The thirteenth set comes from the lower middle. The fourteenth set comes from the far left. This will destroy the Birdy Walls boss! Congratulations! We've learnt to count to fourteen! Ah-Ha-Ha!

```
X=---+---+---+---+---+---+---+---+---X  
  III.k ----- DR. WILY's FORTRESS 3  
X=---+---+---+---+---+---+---+---+---X
```

Now we're at the third portion of Dr Wily's big ol'castle. Here's the plan, run off the ledge to the right, When you land, you can get an E-Tank. Go ahead and get the E-tank and use whatever amount of Crash Bomber you need. Don't get that power-up, it's a waste of your time.

Drop down to the left so you can get the power-up there. Jump onto the ledge and get the other power-up as well. Kill the crab if you wish to. If you don't want to, go ahead and drop down into the muddy water with spikes. I don't understand how the water got all muddy in the first place, really. There's nothing down here to make it all dirty. Maybe this is Wily's Sewage Plant.

It's not hard at all to get over these spikes that you see. All you need to do is just jump over them. This can be done by timing your jumps perfectly.

Capcom wouldn't let you have it so easy, though. There's parts where the spikes end and there's an opening. Once you jump over these, a giant fish

will come out and try to eat you. These giant fish can be destroyed, however. Just use the Crash Bomber on them if you really want to. Quick Boomerang will work wonders on them as well. The thing is, you can't get whatever power-up they drop. So, overall, it's just a waste of time.

Now you have to watch yourself since there's a spike right above you. Just walk forward under all of these spikes. When you come to the part where there's a big hole in the ground, jump down. There's going to be a bunch of spikes lining the area where you descend at. To dodge these, press on the directional pad lightly. The next scene will have the spikes move left, then right again, so you'll have to maneuver yourself through all of the spikes to live. The next scene is where the spikes break up and there's no more danger.

Alright, now that you're done with that tricky part, you can just glide right through the rest of the level. When you land on the platform after all of that spike dodging, drop down that hole you see. Make sure to keep to the right as you fall, there will be some more spikes sitting there to try and take you out right before the boss.

Jump out of the water and onto dry land again. Drop down the ledge that you see and take out those blue guys that shoot power balls at you. There will be three of these things in a row. After you take them out, proceed to hurry your ass to the boss door. Enter and prepare for a huge wussy.

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>   GUTS MAN ROBOT   <
>-----<
```

Change to the beloved Quickman Boomerang and jump up atop this beast. He'll start to shoot little balls at you, but ignore them for the most part. It'll only take around 1 second to kick this guy's tail once you open up on him. Jump up in his face, and just mash the attack button in and the boomerangs will demolish him in a haste. It's almost like at times Capcom didn't even want you to think the game was hard.

If you give him more time to attack, he'll just continue to shoot those balls at you while moving back and forth. As you can see, Guts Man Robot is an extremely original creation.

```
X=---+---+---+---+---+---+---+---+---+---X
  III.1 ----- DR. WILY's FORTRESS 4
X=---+---+---+---+---+---+---+---+---+---X
```

At the start of Stage 4 of Dr. Wily's Fortress, you will notice two large Weapon Refill pick-ups. Use them on Item 2 and Crash Bomber, if needed. You will want to save up Crash Bomber as much as possible in this stage, since we will need it for the boss of the area. After this, climb up the ladder.

You will notice an Extra Life to the left up here. There will be a Hard Hat to the right, so kill it, and then climb the ladder. In this next area, you will square off with a Hard Hat in the cubbyhole. Kill it, and climb up the ladder further. There is a section of the ground that is no longer there up above.

Walk along to the far left to see what I mean. You will fall through to the cubbyhole below. The top of this platform is missing, as well, so you can jump up and over the missing brick, and collect the Extra Life at the bottom of the ladder. Afterwards, climb the ladder. At the top, walk right, and you will fall through the flooring. So climb the ladder to the right to get passed this mess.

Once atop, there will be several missing bricks on the platform above. Carefully look at the bricks to see a pattern of where they begin, and where they end. The first brick is seemingly larger than the others, so we will consider this the first brick (and yes, I know it is more like robotic platform, but brick is easier to type).

From the first brick, jump over to the second brick. From here, you must jump over to the ladder itself. You can use a gadget of sorts to get yourself over there easier, such as the Item 1. Once you reach the ladder, climb up. In this area, you will see that there is a pit of spikes above, and you guessed it, there are holes in the bricks above it.

Instead of dealing with the hassle of balancing your jumps over to spiky pit, equip Item 2 and use it to launch yourself over the pit with no questions asked. Jump onto the ladder as you pass, and climb it up to the take on the next screen. On this screen, there will be one solid platform with a Hard Hat, one solid platform until the far right with a Hard Hat, and one solid platform except for the first block before the E Tank. Use Item 1 on the middle platform to reach the E Tank.

After you climb the ladder, you will be in the continue point. Sadly, everything is going to get MUCH harder from here on out, including the hardest boss in the game up ahead. Go to the left, and go down the ladder.

In this area, you will see more of those funky railings with the platforms that trail off onto the lines, like the ones in Crash Man's stage. Fall down and onto the platform, and then begin shooting the Tube Sliders from the platform itself. Jump shoot, if you must. Once you reach the middle of the room, try to make a long jump to the ladder on the left.

In the next area, you will have to wait on the ladder for the platform to come around. There will be no Tube Sliders in this room, but it is just as complicated without them. Fall onto the platform once it comes around to pick you up, and let it carry you towards the lower center of the room. Jump up and onto the platform to the left and above. Wait for the platform to go through the tight area, and jump back on it. Jump off to the right one second later, and go down the next ladder.

Equip the Metal Blades as you hang from the ladder, and be sure not to fall off once you unpauses the game. You can wait for the platform to come without getting hit by the Tube Sliders in the room. Once the platform comes around, fall onto it. Now quickly use the Metal Blades to eliminate anything in the room that may hit you.

Wait for the platform you are standing on to reach a higher platform in two platforms length. Jump on top of it, and jump back to the gliding platform once it passes through the small crack. Jump into the hole once the gliding platform drops you off here. You will be in another gliding platform area, but this one is easy. Jump on the platform and ride it to the small platform, and then bust out Item 2 and ride it to the ladder. Simple. Go down the ladder.

Once you land, you will be forced to duel with a few of those pesky

Purple People Eater/Cincinnati Bengal duos again. Quickly eliminate them faster than the Cincinnati Bengals get eliminated from playoff contention with your Mega Buster. You will encounter a lone Cincinnati Bengal, another Purple People Eater/Cincinnati Bengal, and one last lone Cincinnati Bengal. Go through the boss gate.

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>  REALLY HARD BOSS   <
>-----<
```

OH EM GEE It's the really hard boss in Mega Man 2. I wonder how we will defeat this little critter? And yes, I made up "Really Hard Boss" for the name of this really hard boss all by myself, without my mommy's help. FEAR ME!!!

The Really Hard Boss's only weakness is the Crash Bomber that you get from Crash Man. The only problem is, you will only have enough of the Crash Bomber weapon to get the job done, with NO MISSES. MISSES ARE A NO-NO IN THIS BOSS FIGHT. ALL HITS MUST BE MADE. Now that we got the whole "General Commander" screaming thing done, let us begin with a strategy.

First thing's first: You CAN cheat if you are using the original Nintendo Entertainment System version of Mega Man 2, and not the Genesis version from Wily Wars, you can press Start over and over again to dodge the enemy's fire. You GOTTA love old NES glitches, man. Seriously, you do.

First off, let us use Item 1 to get on top of the next platform to the right WITHOUT using the Crash Bomber on that crash wall. Now, turn left and use the Crash Bomber on the crash wall. After this, just hit on the Really Hard Boss particle behind this wall. Now that this is over with, use Item 1 again to the left, jump on top of it, and then jump to the right and onto the platform. Turn left and blast the second particle of the Really Hard Boss.

After this, hop back down to the middle platform you were on before, and then shoot the particle of the Really Hard Boss to the upper right. Hop down and blast the crash wall, and then destroy the Really Hard Boss particle down here. You should have one shot left, so use Item 1 to reach the high platform again. Climb the platforms, fall into the hole, and use the Crash Bomber on the last particle. OMG WE BEAT THE REALLY HARD BOSS *gives you a medal*

```
X=---+---+---+---+---+---+---+---+---X
  III.m ----- DR. WILY's FORTRESS 5
X=---+---+---+---+---+---+---+---+---X
```

Once you are dropped off on this stage, you will notice that it is unlike every other stage before it. You will be in the eight robot masters clone chamber. In each one of these tubes lies a clone of a Robot Master that you destroyed earlier. Bring out the ASCII map, Little Jimmy!

- (1) (6)
- (2) (7)
- (3) (4) (5) (8)

2 is AIR MAN
3 is WOOD MAN
4 is BUBBLE MAN
5 is QUICK MAN
6 is FLASH MAN
7 is METAL MAN
8 is CRASH MAN
is... a platform.

On a side note, which is kinda creepy, all of the characters Scott took are to the left, and all of the characters I took are to the right. See? Told you it was creepy. I think Death himself will eat my boys tonight. Death did kill jimmy, though, for not bringing out the ASCII quick enough.

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      HEAT  MAN      <
>-----<
```

Besides looking like a zippo lighter, Heat Man can be a tough little cookie. But much like a baby guppy trying to swim, Heat Man's attacks are not that threatening. He will throw out little flames that will hit the ground and fly upwards in an atomic rage! BLALALALALALALA!!! He is fairly simple once you get out the Bubble Lead weapon. Blast him with it. Three hits with this weapon will eliminate him. OMG MEGA MAN TURNS RED WHEN HE EQUIPS HEAT MAN'S WEAPON OMG!!

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      AIR  MAN      <
>-----<
```

Air Man is one of the easier bosses in the game, but he is very hard to connect with a bullet, or even the Leaf Shield, which is the preferred weapon. The reason he is so hard to take down is due to the fact that he sends out six Air Shooter bullets to protect himself, and hit you in the process. I suggest staying close to mid-range, and jumping over the lower Air Shooter as it comes out. Blast him with the Leaf Shield/Mega Buster once he is in the clear view.

```
>-----<
>  OMG IT'S THE BOSS! <
>-----<
>      WOOD  MAN      <
>-----<
```

Wood Man is very tough to defeat, if you are looking at a newbie point of view. But once you get down to it, he is actually a very simply boss with an easy pattern to trace. He will surround himself with a leaf shield that you can easily jump over once he throws it at you, and a downpour of leaves that you can avoid by hugging to the far left. You can shoot him with the Mega Buster, or the Atomic Fire attack.

>-----<
> OMG IT'S THE BOSS! <
>-----<
> BUBBLE MAN <
>-----<

Bubble Man is one of the more technical bosses in the game. He is quite weak to a good beat-down with the Quick Boomerang that you get from Quick Man. The main thing to remember is that Bubble Man moves slowly, so you can easily hit him a few times before he tanks. Just be sure not to hit our head on the spikes above. If you do, you're a dumbass. Oopsidaisy!

>-----<
> OMG IT'S THE BOSS! <
>-----<
> QUICK MAN <
>-----<

Yay, another easy Mega Man 2 boss. If you have the Time Stopper, use it here, as it will quickly deplete all his energy. Well, most of it. Then you have to worry about his attacks. As usual, he runs, and he throws boomerangs. Yawn, that is really not hard to figure out.

>-----<
> OMG IT'S THE BOSS! <
>-----<
> FLASH MAN <
>-----<

Flash Man could be one of the more annoying enemies in the game, if you don't have the Metal Blades. If you have them (and really, you should, since we are in the last stages, DUH DUH), then just pump him with them until he dies. However, if you don't, you will have to be way of the Time Stopper, so jump a lot and keep shooting him. He is still not hard if you do it the "hard way".

>-----<
> OMG IT'S THE BOSS! <
>-----<
> METAL MAN <
>-----<

Just hit him once with his own weapon. It's that easy, man.

>-----<
> OMG IT'S THE BOSS! <
>-----<
> CRASH MAN <
>-----<

Yet another easy boss: just blast him a couple of times with Air Man's weapon. Yeaw, I rock. You can kill him without even budging here.

>-----<
> OMG IT'S THE BOSS! <
>-----<

> DR. WILY <
>-----<

Go through the newly designed platform in the middle of the screen to reveal that Dr. Wily is hiding here, inside of a big machine! GO FIGURE! This version of Dr. Wily can be killed with just the plain old Mega Buster by shooting the globe-like object that is in the middle part of the front of the big machine.

Dr. Wily will spit out balls that are similar to the Jalapeno Cats in Wood Man's stage, only they will be one ball instead of a full round of them. You can easily jump over these as he pulls forward, but going backwards could be a problem. Regardless, every time you jump over the balls that he throws out, shoot the globe in the middle with the Mega Buster.

After you destroy the front panel, you will have to fend off the new type of attacks that he will decide to do: Spitting balls out at you that bounce. These are easy to avoid, and you can use the Air Shooter on him WHILE you avoid the bouncy balls that he spits out. The Air Shooter will hit him THREE times if you hit him correctly. This is, needless to say, awesome.

After a few hits, you may need to heal up, so use an E Tank, if you have more than a couple. After all, this stage is just as important as the next stage. After you have destroyed him, you will be forced to go to a secret Stage 6 of Dr. Wily's Fortress, which just gives you even more reasons to have him.

X=---+---+---+---+---+---+---+---+---=X
III.n ----- DR. WILY's FORTRESS 6
X=---+---+---+---+---+---+---+---+---=X

As you begin with Dr. Wily's Fortress stage 6, which is the final stage, you will fall down a few screens, and wind up on a long stretch of platform, with red slime that drips from the ceiling. This will harm you, so watch out for where you walk ahead of time. After quite a while, you will eventually reach the boss gates. Get prepared for the second hardest boss battle in the game.

>-----<
> OMG IT'S THE BOSS! <
>-----<
> ALIEN DR. WILY <
>-----<

=====
ZOOP's/SCOTT's STRATEGY
=====

Ahhhh, yes. Every evil scientist just HAS to be an alien or a robot in the end, do they not? Well, technically, Dr. Wily is NOT an alien, but he sure as hell looks it in this battle, I say. He will transform practically out of NOWHERE and begin going crazy, floating from side to side on the screen, and flipping out all over, maaaaan! IT'S MAYHEM, DUUUUDE!

Equip the Bubble Lead weapon and begin dodging his relentless attacks consisting of Mega Buster bullets being shot at you in all sorts of directions. Talk about messed up. Every time he begins to get lower towards the ground, jump up in the air and shoot him with the Bubble Lead a couple of

times. Like Tupac, only with bubbles instead of guns, because guns kill people, and we want to punish Dr. Wily with childhood weapons, like squirt guns, and bubble blowing.

After a while, you may feel that it is necessary to heal by using an E Tank on your character. If you have ANY E Tanks left over, be sure to use them in this battle, as this IS the last battle. No more of that hiding crap, like earlier in the game. This is THE showdown, so make sure everything's not lost (yes, that is a nod to Coldplay).

Once he is down for the count from those NASTY BUBBLES OF DOOM!!!, try sitting back and relaxing as you watch Dr. Wily transform back into a human being, and praise to you as if you were Mike Tyson in prison. PRAISE BE TO YEVON, [bleeeeeep]!

Congratulations. You have beaten Mega Man 2. Sit down with some of those yummy T.G.I. Fridays snacks that they sell at Target for a low price and watch the cool ending***. -Zoop and Scott

*** - If you don't have a target around you, and don't want to watch the ending, watch some porn instead.

```
::---::---::---::---::---::---::---::---::---::---::---::---::---::
  ::  ::  ::  ::  SECTION IV. - ENEMY LIST  ::  ::  ::  ::
::---::---::---::---::---::---::---::---::---::---::---::---::
```

In this section, we will discuss the traits and weaknesses of every enemy in the game. If you are looking for the robot masters, go to the section below. Here is an example:

```
=====
                                <---- Name of the enemy
=====
                                <---- Where to find the enemy
=====
```

Enjoy.

```
=====
          BIG RED FISH
=====
          BUBBLE MAN's STAGE
=====
```

This is one of the most annoying monsters in the whole game by far. All they do it just sit there and fire shimp out of their mouthes. They have a little light on the top of their heads that's able to hit by any weapon. Granted, stuff like Quick Man's weapon will take them out quicker, you can just use the regular megabuster on them. Everything else on the Big Red Fish are unable to be damaged, so don't go shooting at anything else other than the giant light on the top of their bodies. They never run out of shrimp, so just dont' sit there and shoot at the shrimp either. Just kick the things ass by knocking out its light :D

=====
BAJOING BOING
=====

=====
VARIOUS STAGES
=====

The Bajoining Boings are a very common enemy in the Mega Man series that has pissed us off for years, just in different forms. Known as the Spiked Swayers in my (Zoop) FAQ for Mega Man, they are now the Bajoining Boings in Mega Man 2. They are enemies that will follow you around on platforms, and then spring up once they reach you. One word: Annoying. Like your little sister.

=====
BLOCK BUSTER
=====

=====
VARIOUS STAGES
=====

The Block Busters can be found in both Metal Man, and Flash Man's stages, and that is just off of the top of my head. Depending on the difficulty, you will either destroy it with one shot to the face, or when you shoot at it, it will sling it's four pieces at you, probably hitting you on the spot. Talk about not being very nice.

=====
BULLET BOOSTERS
=====

=====
VARIOUS STAGES
=====

Bullet Boosters are very unique enemies that will shoot five shots that go straight, and then arch their guns so that they aim towards the top of the screen. You can easily kill them in like, three shots of the Mega Buster.

=====
BIG FAT WINDY GUYS
=====

=====
AIR MAN's STAGE
=====

The "Big Fat Windy Guys" blow a lot. They're found at the end of Air Man's stage and there's only around 3-4 of them in the whole stage (You can make them reappear, but we're not counting that.) They simply suck in air for a brief moment, then they start to blow out again for around 2 seconds. This process is repeated till you blast their asses with the megabuster. They're rather easy to defeat and pose no problem.

=====
CINCINNATI BENGAL
=====

=====
VARIOUS STAGES
=====

The Cincinnati Bengal is more than just a knock at a really awful football team

(hey, I even like the Bengals! I'm also a Seahawks fan, which explains a lot), but they are also a legacy in the Mega Man series. They have been in practically every Mega Man game, just in different costumes. They will block with a shield, and then remove the shield to shoot at you. Kill them when they do this.

=====
CRAB
=====

=====
BUBBLE MAN's STAGE
=====

When you're not in the water, crabs only take on shot to finish off. They roll around on their wheels and pose you no problems what so ever. When you're in the water, the same rules apply; they're easy to take out. Some weapons will knock their shells off, though, and make them harder than hell to hit. Just shot them with the megabuster once to make quick work.

=====
DRILL
=====

=====
METAL MAN's STAGE
=====

The Drills are the very infamous as extremely annoying enemies in this stage, considering they come from the ground and attack you, and they come in unlimited supplies. You can kill them over and over again to get some nifty items, including Extra Lives. Yeaw.

=====
EGGS `R US
=====

=====
VARIOUS STAGES
=====

These birds will fly back and forth with an egg until you kill it, then the egg will disappear. If it drops the egg, just kill the smaller birds. No problems.

=====
FROG
=====

=====
BUBBLE MAN's STAGE
=====

Frogs suck. They're big fat things that shoot out smaller frogs to annoy you. While they only take a few shots with the megabuster to finish off, they can have their little feinds attack you relentlessly. What you do to defeat them is just attack them all out, there's nothing else to it. Don't worry about the smaller frogs, just dodge them, or, if they get in your way, simply kick their ass with one shot. There's even a trick with them: If you keep one frog on the screen at all time, larger frogs won't fire out any more of the little bastards at you. So, on bubble man's stage, you can just try and have one midget frog follow you around so no more bigger frogs shot them at you. TA DA!

=====
HARD HAT
=====

=====
CRASH MAN's STAGE
=====

Yes, those lovey little Mega Man franchise huggers are back in this game, and they still die extremely easily. Just shoot them whenever they pop up from their hard hat, and avoid the Hard Hat's three bullets that go in three directions.

=====
HERMIT CRAB
=====

=====
BUBBLE MAN's STAGE
=====

Hermit crabs really don't serve any purpose other than just to just fall from the sky, get shot, then die. That's it, you only see them once in the entire game for some reason, and that's at the end of Bubble Man's Stage. It'll only take one blast from your buster to turn these guys into ash. There's not much more you can say other than they might be the easiest monsters in the/entire game.

=====
FIREBREATHING CAT
=====

=====
WOOD MAN's STAGE
=====

Firebreathing cats are the hardest regular enemies in the whole game. They spit fire at you (Duh) and make you dodge. If you manage to get hit by one of its attacks, your hits will drop tremendously. Jump to dodge the cats attack. It'll take 10 shots (Normal) to kill this damn thing, so just give it all you have.

=====
BIG HEAD PLATFORMS
=====

=====
AIR MAN'S STAGE
=====

Big Head Platforms are stupid. On the sides of the big heads are little areas that release little heads to come and attack you. They move rather slowly and can be annihilated within one hit. The whole head cannot be destroyed and must be used as a platform to jump on. Once in a while, they'll shoot up spikes from the top of their head. If you're in the middle of a jump and these things hit you, there's a chance that you'll get stunned and fall to your down. Time your jumping well around these guys and make sure you don't get hit by the little heads that come out of it.

=====
OLYMPIC TORCHEAD
=====

=====
QUICK MAN's STAGE
=====

=====
The Olympic Torcheads sort of look like Olympic torches, so I thought I would combine the word "Torch" with "Head" to create Torthead. See? I am a very wise individual (Zoop, not Scott. ;D). They will die in only a few hits, and they also light up the darkened areas of Quick Man's stage.

=====
PINK RABBIT
=====

WOOD MAN's STAGE
=====

Pink Rabbit jumps at you a lot. Well, I guess that's to be expected since, you know, he is a rabbit. First, he'll jump once, stop, and throw three carrots at you. He'll then jump at you again and repeat the process. Dodge his carrots and blast him away, that's all there is to it. It takes exactly 5 shots (Normal Mode) to kill the rabbit.

=====
PURPLE PEOPLE EATER
=====

VARIOUS STAGES
=====

The Purple People Eater is not really a purple people eater. But it does carry a Cincinnati Bengal more than Carson Palmer does. If this big machine happens to hit you, you will take severe damage. Once you destroy the machine, you will have to kill the Cincinnati Bengal inside of it.

=====
OSTRICH
=====

WOOD MAN's STAGE
=====

Ostriches are only located near the very end of Wood Man's stage. They run very fast and can jump high. Ostriches take a lot to kill and they're not even worth half of your effort. Simply dodge these pests instead of wasting your time trying to kill them.

=====
SHRIMP
=====

BUBBLE MAN's STAGE
=====

There's endless shrimp in this stage for some reason. They'll keep manifesting out of the Big Red Fishes's mouth until the end of time if you don't put an end to the fish's life. They take around 3 shots with the megabuster to finish off, and they usually drop something that's rather worthwhile. What you should do with these guy is just keep killing them until you have maximum amount of health and a lot of lives. Once this happens, you can just kill the Red Fish.

=====
UFO
=====

BUBBLE MAN's STAGE
=====

There's an area in Bubble Man's stage when you're under water for a good while. While you're under there, you'll encounter some of these little UFO's. They try and get in your way as you maneuver around spikes. If they hit you, you won't take that much damage. One shot will send them back to whatever planet they came from.

=====
SPROCKET SPINNER
=====

METAL MAN's STAGE
=====

The Sprocket Spinner is a clown robot that rolls around on a sprocket (a gear, for those less knowledgeable folk) and comes towards you, somewhat like a clown rolling on a ball. It will take only a couple of shots to destroy the sprocket, and a shot to kill the clown. Easy items, baby!

=====
SUCTIONCOPTERS
=====

VARIOUS STAGES
=====

The Suctioncopters are robots that have suction-cupped feet, and a helicopter propeller on their heads. They are also bigger than Mega Man. Sounds like something out of a robotic Silent Hill, I know, but trust me, they are easy, and they are only in one part of Crash Man's stage, and you can even avoid ALL OF THEM, if you run fast and carefully enough, as well as get some provided help from a glitch in the game.

=====
TOOTHPASTE DISPENSERS
=====

VARIOUS STAGES
=====

I have called these enemies "Toothpaste Dispensers" ever since the very start of my childhood, because it looks like a mechanical trap on the ground that shoots out toothpaste! You can easily take these out with the Metal Blades that you get from Metal Man.

=====
TUBE SLIDERS
=====

VARIOUS STAGES
=====

The Tube Sliders will appear in several of the stages, including Crash Man and Heat Man's stages. They will either come from tubes, or walls, and will die in one hit, but they will definitely get into the wall of your jumping skills, holmes. They will come out in unlimited numbers with around a second

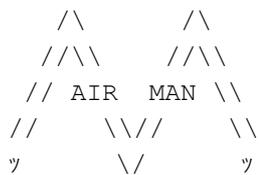
and a half delay once they are killed.

=====
APE
=====
WOOD MAN's STAGE
=====

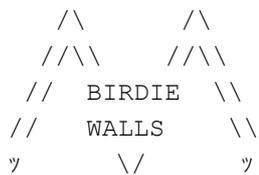
Apes are really silly monsters. They like to come out of no where and just start to hang on the platforms you're standing on. Once you get close enough to them, they'll take the initiative and attack you first. Just hit their monkey asses with the megabuster twice and they're goners.

::---::---::---::---::---::---::---::---::---::---::---::---::
::: ::: ::: ::: SECTION V. - BOSS LIST ::: ::: ::: :::
::---::---::---::---::---::---::---::---::---::---::---::---::

In this section, we will discuss the traits and weaknesses of every boss in the game. If you are looking for the regular enemies, check the section above this one.



Air Man is one of the easier bosses in the game, but he is very hard to connect with a bullet, or even the Leaf Shield, which is the preferred weapon. The reason he is so hard to take down is due to the fact that he sends out six Air Shooter bullets to protect himself, and hit you in the process. I suggest staying close to mid-range, and jumping over the lower Air Shooter as it comes out. Blast him with the Leaf Shield/Mega Buster once he is in the clear view.



The first set will come from the top, and go to the middle. The second set will come from the middle, and go to the middle. The third set will come from the bottom, and go to the middle. Okay, so they all go to the bottom. The fourth set will come from the left floor/ceiling. The fifth set will come from the right floor/ceiling.

The sixth set will come from the middle. The seventh set will come from the top. The eighth set will come from the close right ceiling/floor. The ninth set will come from the far left floor/ceiling. The tenth set will come from the near-floor level. Go to the middle of the screen to avoiding getting hit by the eleventh set, which comes from the mid-right floor/ceiling.

The twelfth set comes from the far right floor/ceiling level. The

thirteenth set comes from the lower middle. The fourteenth set comes from the far left. This will destroy the Birdy Walls boss! Congratulations! We've learnt to count to fourteen! Ah-Ha-Ha!

```
  /\      /\
 //\\    //\\
 //BUBBLE MAN\\
 //      \\//  \\
 ʔ        \/\  ʔ
```

Bubble Man is one of the more technical bosses in the game. He is quite weak to a good beat-down with the Quick Boomerang that you get from Quick Man. The main thing to remember is that Bubble Man moves slowly, so you can easily hit him a few times before he tanks. Just be sure not to hit your head on the spikes above. If you do, you're a dumbass. Oopsidaisy!

```
  /\      /\
 //\\    //\\
 //CRASH MAN \\
 //      \\//  \\
 ʔ        \/\  ʔ
```

He only has a few annoying attacks, and he is weak against the Air Shooter. It takes 3 Air Shooters to kill him. How oddly pathetic. Just pump him with a few to finish him off. If you wish to do this the hard way, he has two attacks. One, he will run at you. I don't have to tell you how to avoid this attack, do I? Two, he will jump up in the air and throw down a bomb, which will then explode. Move to the other side of the room to avoid it.

```
  /\      /\
 //\\    //\\
 //FLASH MAN \\
 //      \\//  \\
 ʔ        \/\  ʔ
```

Flash Man could be one of the more annoying enemies in the game, if you don't have the Metal Blades. If you have them (and really, you should, since I told you to do Metal Man before him), then just pump him with them until he dies. However, if you don't, you will have to be way of the Time Stopper, so jump a lot and keep shooting him. He is still not hard if you do it the "hard way."

```
  /\      /\
 //\\    //\\
 //HARDERHAT \\
 //      \\//  \\
 ʔ        \/\  ʔ
```

Harder Hat is the Stage 3 boss for the Dr. Wily Fortress. He isn't that hard, and I have beaten him without getting hit once on many occasions.

First off, equip the Quick Boomerang, and jump on top of the platform that he holds near his wheels. He will spit out Hard Hats, which you can easily jump backwards and land forwards to avoid. Pump his face full of Quick Boomerangs to defeat him.

```
  /\      /\
 //\\    //\\
 //HEAT MAN \\
 //      \\//  \\
```

ㄿ \ / ㄿ

Besides looking like a zippo lighter, Heat Man can be a tough little cookie. But much like a baby guppy trying to swim, Heat Man's attacks are not that threatening. He will throw out little flames that will hit the ground and fly upwards in an atomic rage! BLALALALALALALA!!! He is fairly simple once you get out the Bubble Lead weapon. Blast him with it. Three hits with this weapon will eliminate him.

```
  /\      /\
 //\\    //\\
//METAL MAN \\
//      \\//  \\
ㄿ      \ /    ㄿ
```

I always recommend you do this stage first, so I will tell you how to defeat him with no problem. His stage is in a conveyor belt, so you can only really move backwards, but he is still not all that bad. He'll throw three metal blades at you, but you can easily avoid them, and then fire at him until he throws more metal blades at you. I wish life were this easy.

```
  /\      /\
 //\\    //\\
//QUICK MAN \\
//      \\//  \\
ㄿ      \ /    ㄿ
```

Yay, another easy Mega Man 2 boss. If you have the Time Stopper, use it here, as it will quickly deplete all his energy. Well, most of it. Then you have to worry about his attacks. As usual, he runs, and he throws boomerangs. Yawn, that is really not hard to figure out. If you don't have the time stopper and wish to fight Quickman, he's hard to hit. His jumping tactics is what makes him so difficult to target. You'll be able to take care of him, though.

```
  /\      /\
 //\\    //\\
// REALLY \\
// HARD BOSS \\
ㄿ      \ /    ㄿ
```

It's the really hard boss in Mega Man 2. I wonder how we will defeat this little critter? And yes, I made up "Really Hard Boss" for the name of this really hard boss all by myself, without my mommy's help. FEAR ME!!!

The Really Hard Boss's only weakness is the Crash Bomber that you get from Crash Man. The only problem is, you will only have enough of the Crash Bomber weapon to get the job done, with NO MISSES. MISSES ARE A NO-NO IN THIS BOSS FIGHT. ALL HITS MUST BE MADE. Now that we got the whole "General Commander" screaming thing done, let us begin with a strategy.

First thing's first: You CAN cheat if you are using the original Nintendo Entertainment System version of Mega Man 2, and not the Genesis version from Wily Wars, you can press Start over and over again to dodge the enemy's fire. You GOTTA love old NES glitches, man. Seriously, you do.

First off, let us use Item 1 to get on top of the next platform to the right WITHOUT using the Crash Bomber on that crash wall. Now, turn left and use the Crash Bomber on the crash wall. After this, just it on the Really Hard Boss particle behind this wall. Now that this is over with, use Item 1 again to the left, jump on top of it, and then jump to the

When the Atomic Fire is charged, it can release a ball of fire that can destroy almost all regular enemies in a hit. The standard fire balls aren't too bad either. They can kill small enemies with ease.

Score: 8

~~~~~

/{BUBBLE LEAD}\/{BUBBLE MAN}\

Bubble lead is a rather odd weapon in the game. You see, you'll be able to shoot out 3 bubbles at any one time. The bubbles are great for taking out low-laying enemies that the standard buster just can't reach for some reason. The only bad thing about the Bubble Lead is that it has the same problem that the Air Shoots do. It seems to bounce of some enemies, and I don't know why it does that. Other than that, the Bubble Lead is a decent weapon. It's also the only one that's able to destroy the Final-Final-Final boss.

Score: 7

~~~~~

/{CRASH BOMBER}\/{CRASH MAN}\

The Crash Bomber is one of the more useful weapons in the game, and it is even used on the third boss in the Dr. Wily Fortress. You will find walls throughout the game that look a lot different compared to others. You can clamp a Crash Bomber grenade to them, and this will blow open a new path.

Score: 9

~~~~~

/{ITEM 1}\/{HEAT MAN}\

Item 1 can be used after you have defeated the Zippo lighter himself, Heat Man. Item 1 is actually extremely useful, especially in the very first Dr. Wily Fortress stage, as you can use it as floating platforms amidst the air. All in all, it is an essential asset to your weapons arsenal.

Score: 9

~~~~~

/{ITEM 2}\/{AIR MAN}\

Item 2 is arguably the most useful OPTIONAL weapon in the game due to the fact that, if you have beaten Air Man and acquired Item 2, you can use it over the lava/bottomless pit in Heat Man's stage, as well as many other tasks in the Dr. Wily Fortress stages.

Score: 10

~~~~~

/{ITEM 3}\/{FLASH MAN}\

Item 3 contains a funny looking weapon that sort of resembles

a spider, only with a platform body. Once you fire Item 3 onto a wall, it will slowly crawl up the wall, with enough time for you to hop on top of it before it reaches the top. You can find Item 3 by defeating Flash Man.

Score: 5

/{LEAF SHIELD}\/{WOOD MAN}\

What a lame weapon the Leaf Shield is, really. All it does is just form a protective barrier around you until you take even a single step, then it fires off in its own direction. The only thing that I've found this to be good for it just one boss battle: Air Man. Other than that, you can practically retire this thing after that boss battle. BOO@CAPCOM FOR MAKING CHEAP WEAPON BOO!

Score: 3

/{METAL BLADE}\/{METAL MAN}\

The Metal Blade is the all purpose weapon in Mega Man 2, and at an affordable price, to boot. You can get a bang for your buck with the Metal Blades, as they barely go down on the weapons meter when you use them. These work best against Flash Man. Also, the metal blades are about to be fired from all 8 directions and kick a lot of regular bad guy ass in the process. A must have for taking out all those little, annoying baddies in the game.

Score: 10

/{QUICK-BOOMERANG}\/{QUICK MAN}\

Quick Boomerang is the nifty, tiny little weapon that Quick Man will use on you during your epic battle with him. Sadly, this weapon is pretty stupid and weak once you get it in your hands. Why do weapons always have to kick ass whenever you are going up against them, and then once you get them, you realize that it is a faulty one? Why, God, why?

Score: 6

/{TIME STOPPER}\/{FLASH MAN}\

COVER THA LIL' BABY CHILDREANZ EYES!!! Flash Man's weapon, the Time Stopper, will stop time dead in its tracks, all the while leaving you free to roam about. In actuality, this weapon is actually pretty lame in comparison with most other weapons in the game. It can only be used once, too

Score: 4

There you have it, all of the weapons in the game :D

::-----::  
::: SECTION VIII. - BTB's CRACKING THE PASSWORD SYSTEM SECTION :::  
:-----:

Prolific FAQ writer Chad "BTB" Steele is here to provide us with his own section that we have rightfully given him on how he single handedly cracked the password system in Mega Man 2. This should be a very interesting read. Take it away, BTB!

~~~~~  
~BTB Speaks~
~~~~~

"Single-handedly", guys? There's a joke I'm not even going to touch. Indeed I have the password system for Mega Man II all figured out. Not much of an accomplishment, but I seem to have these two amazed, at least. Either that or they're just kissing my ass. Ahem, then, without further adieu, I give you the workings of MM2's password system:

The password system is painfully simple at heart, if you manage to figure out what goes where. The problem is that we all seem to have been spoiled on Mega Man III, a game whose password system's intricacy was akin to a Speak & Spell, so don't feel bad if the password for system for Mega Man II gives ya a little trouble.

Here's how it works: you have nine dots to place, and 20 spots on a grid to play with. The first dot is the most important, as it will indicate how many energy tanks Mega Man begins with. This is all done in the "A" row of the grid. Placing a dot in the first column of the A grid starts Mega Man off with no energy tanks. Placing a dot in the second column will start Mega Man off with one energy tank. Those of you familiar with the concept of counting should get the point by now. Those of you who don't, I'm fairly certain I will be hearing from in my E-mail soon enough (my contact information can be found at the end of this section).

Anyways, once you have placed your first dot on the A row, you are left with 8 more dots to place, and 20 spaces with which to place them in (the only dot to be placed in the A row is the one to indicate your energy tanks- the rest of the row will be left blank). Each of your remaining 8 dots represents one of Wily's robot masters. For those of you who have never read a video game instruction manual before, these "robot masters" of which I speak are none other than Air Man, Crash Man, Flash Man, Quick Man, Metal Man, Bubble Man, Heat Man, and Wood Man. And might I add that these are among the most suggestive villain names I have ever seen. I mean, Flash Man, for God's sakes? WOOD MAN!? Screw Mega Man, we oughta be sending Orgazmo after these freaks.

But, I digress. Each robot master has two different spots on the grid to represent them. One spot will mark that robot master as "still alive", while the other marks them as "not quote so alive anymore" AKA "dead". You must place each of the eight dots in one of each of the Robot Master's coordinates for the password to work. Obviously, it should have gone without saying that, for example, listing Quick Man as both alive and dead would cause the universe to collapse upon itself, which would be counter-productive to say the least.

Of course, if it were this simple, gamers would have cracked the code in no time (Mega Man III comes painfully to mind at the moment). So, as always, there's a catch. The catch is this: the robot masters' coordinates are different depending on how many energy tanks you have selected. Ergo, if you have yourself slotted to start off with four energy tanks, the robot masters would all have entirely different coordinates than if you had started with no energy tanks at all. And if you are looking for a simpler explanation than that, I suggest you go ask Big Bird.

Oh, yeah, I suppose it would help if I actually gave you the coordinates. Picky, picky. I suppose next you'll be wanting FOOD and WATER, too! And ELECTRICITY! Well, here ya go, ya damn ingrates:

---Coordinates For [0] E-Tanks---

```
=====
| R. Master | Alive | Dead |
-----
|Air Man    | D-2   | E3   |
|Crash Man  | E-2   | C5   |
|Flash Man  | E-4   | C1   |
|Quick Man  | C-4   | B4   |
|Metal Man  | E-1   | E5   |
|Bubble Man | C-3   | D1   |
|Heat Man   | D-5   | B2   |
|Wood Man   | B-5   | D3   |
=====
```

---Coordinates For [1] E-Tanks---

```
=====
| R. Master | Alive | Dead |
-----
|Air Man    | D-3   | E4   |
|Crash Man  | E-3   | D1   |
|Flash Man  | E-5   | C2   |
|Quick Man  | C-5   | B5   |
|Metal Man  | E-2   | B1   |
|Bubble Man | C-4   | D2   |
|Heat Man   | E-1   | B3   |
|Wood Man   | C-1   | D4   |
=====
```

---Coordinates For [2] E-Tanks---

```
=====
| R. Master | Alive | Dead |
-----
|Air Man    | D-4   | E5   |
|Crash Man  | E-4   | D2   |
|Flash Man  | B-1   | C3   |
|Quick Man  | D-1   | C1   |
|Metal Man  | E-3   | B2   |
|Bubble Man | C-5   | D3   |
|Heat Man   | E-2   | B4   |
|Wood Man   | C-2   | D5   |
=====
```

---Coordinates For [3] E-Tanks---

```

=====
| R. Master | Alive | Dead |
-----
|Air Man    | D-5   | B1   |
|Crash Man  | E-5   | D3   |
|Flash Man  | B-2   | C4   |
|Quick Man  | D-2   | C2   |
|Metal Man  | E-4   | B3   |
|Bubble Man | D-1   | D4   |
|Heat Man   | E-3   | B5   |
|Wood Man   | C-3   | E1   |
=====

```

---Coordinates For [4] E-Tanks---

```

=====
| R. Master | Alive | Dead |
-----
|Air Man    | E-1   | B2   |
|Crash Man  | B-1   | D4   |
|Flash Man  | B-3   | C5   |
|Quick Man  | D-3   | C3   |
|Metal Man  | E-5   | B4   |
|Bubble Man | D-2   | D5   |
|Heat Man   | E-4   | C1   |
|Wood Man   | C-4   | E2   |
=====

```

You may or may not be picking up on the subtle pattern these coordinates run in. Apparently, rather than springing for a whole new set of coordinates, the programmers felt that moving the existing coordinates one slot over would prove adequate. Of course, this is the kind of thinking that resulted in Police Academy 2-6, so you can draw your own conclusions from that one.

Anyways, I hope this helps. With the above information, you can manipulate the game in any way you wish. For instance, if you're too much of a pussy to take on Quick Man's stage, but still want the feeling of beating the game halfway legitimately. But, it's not like you did, because you probably went and gave yourself four energy tanks, anyways.

Ok, that's enough of my bitching. If you want to bitch to me, drop me a line at BTB\_Enterprises@evl.net, or catch me on AIM at Billy T Bum. I've got a website, as well, at [www.angelfire.com/comics/btb](http://www.angelfire.com/comics/btb). Of course, you probably already knew that, seeing as there's a good chance that you found this file on said site. For now, I bid you all farewell, and enjoy the rest of the FAQ. Well, damn, there's not much of the FAQ left, now is there? Admit, leave it to Zoop and Scott to bury me in the



Scott Adds: He forgot to end this thing:

-EOF-

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