

Mega Man 2 FAQ/Walkthrough

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Megaman X7 IS REALLY REALLY BAD.

Now the Japanese Drama called "My Blue Sky", now thats good.

Megaman 2 for Nintendo
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Version 1.01 - 9/10/04

If you want to see all the boss's weaknesses at the same time then read the "4.5 - Wily Stage Part 5" section.

I don't re-read my guides. It's just TOO LONG!

Dedication

This guide dedicated to DesertEagle, Daniel K for no reason, GhostRaven, ProtonianZero, SubZero997, David Y., Zion Fluke, St8champ03, Ngan "nnguyen11490" Nguyen, Janors, Kokoro Yume, Sapphirecat, DogFlour, Shiyala, ebong for hating Unlimited Saga for Playstation 2, MStinemire, CPMax, EmeraldThunder, Evil dead deadit, RedAlertZero, Innocent Blood, DeathBlz, SinOfThePhoenix, Wonderbird, Wally, Roger, Bluecharge, Pjairo, THPSKID, A Runnelid, Kaneda, Baldon and Mr. Shield.

Introduction

This is my sixth guide so don't complain much. Megaman... TWO!! I got it when I was a little kid. My bro got to the last level by inserting a RANDOM PASSWORD. He was like, "AHHH!" Then he put in a random password

that looked like some sorta flower and then he got to the Wily stage. I was like, "OH MY GOD. YOU'RE LUCKY!". Oh yea. This guide took me two months. I don't type every day but every now and then.

About this game

Megaman 2 IS THE BEST NES GAME!! Why? The music. The sound. The bosses. Everything! But something about it, man. The ending is sad though. Don't really get it... Bah!

Copyright Stuff

Do not use this guide unless you ask me. If you wish use it then you know what to do. My Email and AIM are up there. These websites are allowed to use this guide.

- <http://Neoseeker.com>
- <http://Gamefaqs.com>
- <http://wogaming.com>
- <http://cheats.de>
- <http://faqs.ign.com>

Version 1.0

Guide complete.

Version 1.01

Fixed Info for Heatman. Added more info on weapons. Fixed some boss data.

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- 1.0 - Basic Stuff

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Controls

B = Shoot
A = Jump
Start = Weapon Selection Screen
Select = Pause

Items

Round Blinking Items (Energy Tanks)

Heals HP depending on size.

Oval Blue Items (Weapon tanks)

Restores weapon power depending on size.

Megaman's Head (One up)

Extra life.

E-Tank (Restore all Energy)

Restores all Energy. Must use in menu.

Notes

Boss Damage

For bosses, I will type a weapon and then how much damage it does. Like this...

- Weapon = # (Number of hits it takes to kill a boss.)
- Weapon = Instant Kill (Instant Kill)
- Weapon = Useless (Might have some effect. If it does it'll be noted.)
- Weapon = Not Enough

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2.0 - Intro

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

Damn you Dr. Wily and your goal to conquer the world!!!

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3.0 - Boss Stages

=====

Some bosses MAY ABSORB a hit and will HEAL! Usually it's their own weapon. If you shoot at them and there is no KLINK sound or damage sound, then they have ABSORBED and HEALED.

Here's a small chart beginning with Flashman

Anything connected to a boss is weak to the boss. Except anything going directly up.

Example : Flashman beats Quickman. But Quickman does not beat Flashman. Quickman beats Metalman. Metalman beats Flashman and Metalman but not Quickman.

Below is my recommended order if you want item 2 and pass Heatman's stage easily.

```
Wood
 |
 Air
 / \
 Wood Crash
 /   \
 Flash Quick
 |
 Quick
 |
 Metal
 / | \
 Flash | Metal
 |
 Flash Bubble Air
 \ | /
 Quick - Heat - Metal
 |
 Wily
```

WHOA! Like some sorta thing from science.

Just remember. YOU BETTER GO TO HEATMAN'S STAGE WITH ITEM 2. To get item 2, you must beat Airman.

You will get Rush upgrades after defeating these bosses.

Item 1 - Heatman

Item 2 - Airman

Item 3 - Flashman

When you begin, all you have is your standard weapon. You will have to fight 8 robots. I will give you list of buster shots it takes to kill a certain boss.

Airman - Falls in 7 Buster Shots

Bubbleman - Falls in 14 Buster Shots

Crashman - Falls in 14 Buster Shots

Flashman - Falls in 7 Buster Shots

Heatman - Falls in 7 Buster Shots

Metalman - Falls in 14 Buster Shots

Quickman - Falls in 7 Buster Shots

Woodman - Falls in 14 Buster Shots

Now you want to fight a boss that is easy to kill with a buster gun. So now I will give you more descriptions.

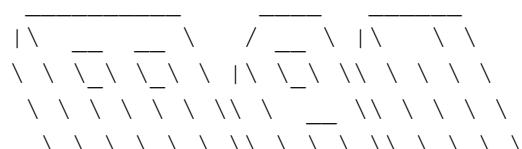
Airman - Dangerous stage. Easy Boss.

Flashman - Easy Stage. Slow and barely attacks. Super easy boss.

Heatman - You may need item 2 to get past a certain part of a stage.

Quickman - You may need Flashman's Weapon to get past a certain part of a stage.

There yah go! The easiest boss is...



```

graph TD
    ! --- F[F]
    ! --- A[A]
    ! --- H[H]
    F --- L[L]
    A --- S1[SSSS]
    A --- S2[SSSS]
    H --- H2[!]
  
```

Yet another useless guide filler. Gives a good effect, no?

Now go fight that slow bastard!

But fight Woodman first. Because of Heatman's stage and order.

NOTE : BOSS DAMAGES APPLY FOR NORMAL MODE ONLY. For Difficult mode, times the damage by two. I think...

Now I don't have to tell you the weakness of a boss. I have weapon damages listed for every boss you will fight so that you can see for yourself.

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3.1 - Woodman

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Go right and watch out for all the bunnies and flying bats. When you have gone all the way to the right, climb down the ladder to the next area. Watch out for the three bats below and drop down the lower left ladder to the next area. You will fight a panther-like flamer. Just look at this map I made below...

#	# # # # # # #
#	# # # # # #
#	# # # # # # # #
#	# # # # # # #
#	# # # # # # # #
# # #	M = Megaman
# # #	P = Panther-Like Flame Roarer
# # # M	PPPP
# # # M	PPPP
# # # #	# # # # # #
# # # #	# # # # # #
# # # # # # # # # # # #	
# # # # # # # # # # # #	

In this map, go to where Megaman is standing and jump over the flames that the Panther-like flame roarer roars out. Kill him then go to the next area. You will have to fight yet another panther-like flame roarer. Just look at this map I made below...

```

#####
# # # # #
#####
# # # # # # # #
#####
# # # # # # # # #
#####
PPPP M = Megaman
#####
PPPP P = Panther-like Flamer Roarer
M #####
M #####
#####
#####
#####
#####

```

In this map, go to where Megaman is standing and jump over the flames that the panther-like flame roarer roars out. Kill him then go to the next area. You will have to fight yet another panther-like flamer roarer. Just look at this map I made below...

```

#####
# # # # # # # #
#####
# # # # # # # #
#####
# # # # # # # #
#####
# # # # # # # #
#####
PPPP # # # # # #
#####
# # # # PPPP M = Megaman
#####
# M ##### P = Panther-like Flamer Roarer
#####
# M #####
#####
#####
#####
#####
#####
#####

```

In this map, go to where Megaman is standing and jump over the flames that the panther-like Flame Roarer roars out. Kill him then go the next area. Climb the ladder to the right. Kill the two bats then climb the left ladder. Go right and outside. Go on the branch and go right until you see an ape. If you go over him, he will immediately jump at you. Just keep a distance from him until he pops up. Then kill him then jump on the middle branch. From this point on, you will also fight birds.

Kill the bird and the ape and then drop down to the lower branch to your right. Kill the ape, then jump to a higher branch, kill that ape, jump to a higher branch, go right and down the right ladder. Fight the hopping bunny and then climb down the ladder on your left. Ugh. Uneven surface. First. Let the bunny hop one step. Then he will shoot three times. Then before he jumps one more step, get on one step above the step he is about to step on and kill him. Now head down the right ladder. Jump down and kill that hopping bunny. Now climb down the left ladder. Go all the right and watch out for the fast roosters. You can easily walk under them when they jump. Now fight Woodman.

Woodman

- Woodman is almost invincible while he is using his leaf shield.

- Woodman's attack is like this. Leaf shield on, throws four leaves into the air, while the four leaves are falling down, he throws his leaf shield at you (JUMP OVER AND SHOOT AT HIM), he takes a small step forward and when the leaves that are falling are gone, he activates his leaf shield and repeats the process. Easy!

- Buster Shots = 14
 - Airman's Weapon = 4
 - Bubbleman's Weapon = Useless
 - Crashman's Weapon = 7 (Breaks through Leaf Shield)
 - Flashman's Weapon = Useless
 - Heatman's Weapon Charge 1 = 14
 - Heatman's Weapon Charge 2 = Not Enough
 - Heatman's Weapon Charge 3 = Instant Kill
 - Metalman's Weapon = 7
 - Quickman's Weapon = Useless
 - Woodman's Weapon = It Heals him
- =====

3.2 - Airman

=====

Go right until you are on the edge. You will see a big Head appear outta nowhere. Watch out for his horns. At times, you may jump on them and get knockbacked to your death. Only jump on or off a big head when the horns are down. Jump on the first Big head, then jump on to the platform to your right, then jump on the next big head, then jump on the small platform to your right, then jump on to the next big head, then on the small platform to your right, then jump on the next big head, then jump on the next small platform to your right, then jump on the next big head, then jump on the medium-sized platform to your right and face right.

See the thunder guy? Kill him and ride his cloud. Face right and kill the next thunder guy you see. When your cloud is higher than his empty cloud, jump on the empty cloud. Ugh. The clouds block your vision! When you see another thunder guy, jump and kill him. When the clouds are on the same level, jump on the next cloud. Stand on the right edge of the cloud and face left. When you are directly next to thunder guy, kill him and wait. When you see his empty cloud out of the vision-blocking clouds, jump on his empty cloud. Kill the next thunder guy you see and jump on his cloud. Now jump on the safe platform. Watch out for the bird and her egg. The clouds will block your vision of the bird so watch out. Go all the way right and you will drop down. Go left, past the worm generators and drop down.

Go right and jump on the big head, jump on the big head that will appear to your right, and then jump on the platform to your right. Go right and watch out for those birds and those two fat fans. Go all the way right and into the boss gate to fight Airman.

Airman

- Airman shoots out three random attack patterns and then jumps to the other side of the field and attacks again with three random attack patterns. Those tornados can be blown towards you.

- He can blow you away with the tornados.
- Just CHARGE in through those air attacks and DESTROY HIM with just 7 BUSTER SHOTS!
- I don't need to list any attack pattern. Why? Cause you can easily jump through them! You don't have to be a rocket scientist. Its simple!
- Buster Shots = 7
- Airman's Weapon = Useless
- Bubbleman's Weapon = Useless
- Crashman's Weapon = Useless
- Flashman's Weapon = Useless
- Heatman's Weapon Charge 1 = 7
- Heatman's Weapon Charge 2 = 3
- Heatman's Weapon Charge 3 = Not Enough
- Metalman's Weapon = Useless
- Quickman's Weapon = 7
- Woodman's Weapon = 2

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3.3 - Crashman

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Watch out for those floating heads. Climb the upper ladder to the next screen. Climb the upper ladder to the next screen. Watch out for those three yellow helmets. Go all the way right and climb the ladder to the next screen. You can see this weird device which carries you around its path. Get on the moving platform and just the Leaf Shield or Metal Blade to protect yourself from the floating heads with eyes. Or you can just jump and shoot. Get to the top-right ladder and climb it. Get on the moving platform and use the leaf shield to protect yourself. Climb the top-left ladder. Get on the moving platform and protect yourself. Get to the top-left ladder and climb it to the next screen.

Go right, kill the shiny man, and then climb the ladder that's all the way to the right. Keep climbing. When you have climbed all the way, you will see a yellow helmet. Jump on the second platform from the top-left ladder, shoot him, and then jump over his attacks. Then climb the top-left ladder. Kill the yellow helmet. Then climb the right ladder. Equip your leaf shield. When the bad mother bird drops her egg, eight small birds will fly out and fly towards you. You will lose your grip on the ladder and fall. So use the leaf shield. Climb the ladder all the way to the right. When you have climbed that ladder all the way to the top, climb the center ladder. Watch out for those stomping helicopters. Go all the way right to fight Crashman.

Crashman

- Crashman can only shoot one shot at a time. And he only shoots while he is jumping.
- He is most likely to jump and attack if you attack him.
- If you continue to walk in one direction while he is attacking, you will not get hit.
- You should jump a lot.
- Buster Shots = 14
- Airman's Weapon = 2
- Bubbleman's Weapon = 14
- Crashman's Weapon = Useless
- Flashman's Weapon = Useless
- Heatman's Weapon Charge 1 = 14
- Heatman's Weapon Charge 2 = Not Enough
- Heatman's Weapon Charge 3 = Not Enough
- Metalman's Weapon = Useless
- Quickman's Weapon = 14
- Woodman's Weapon = Useless

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3.4 - Flashman

=====

Go right and kill the first Blue face you see. Drop down and head right. Now jump to a higher level the moment you can, kill the blue face, head right, jump to a higher level, go right, drop down, head right, shoot through the wall to kill the blue face, head right, jump left, jump right, go right and drop down. Kill Mr. Shield with Jumping Legs to your left. Go all the way left and drop down. Kill the blue face to your right. Go right, drop down, go right and drop down. Go left and drop all the way down. Kill the Tall Shiny Man to your right. Go right and drop down. Don't fight Mr. Shield with Legs. Just run left and drop down the right-most hole. Go right and jump block to block successfully for an E-tank. Now just fall off the high platform and go right to fight Flashman.

Flashman

- You'll be fighting on an uneven surface. When he comes towards you, jump over him.
- Shoots every 5 seconds. When he shoots, he freezes time and shoots a lot for a second towards the direction he is facing. So if you don't want to be hit, just count down from 5 every time he's done attacking.
- He jumps everytime he gets hit.

- Buster Shots = 7
- Airman's Weapon = Useless
- Bubbleman's Weapon = 7
- Crashman's Weapon = 5
- Flashman's Weapon = It heals him
- Heatman's Weapon Charge 1 = 7
- Heatman's Weapon Charge 2 = 3
- Heatman's Weapon Charge 3 = Not Enough
- Metalman's Weapon = 4
- Quickman's Weapon = Useless

=====

When you begin, use item number 3 to get the 1-up to your left. Drop down the hole on your right. Go left, while jumping over the worm generators, and drop down the left hole. Go right and then when you're about to drop down to the next area, try to go as left as possible. These things from out of the walls will appear. Touching them will KILL YOU. You can use Flashman's weapon to FREEZE these killer things for the period of time that the weapon gives you.

Here's a map

You will drop down here.

V

Now go past the floor slider and drop down. Here's more of those insta-kill things that pop out of the walls. But i'm here to help.

```

1>          > = Direction of Killer thing
##      ## 1 = Order of Appearance
##      ##
<2
##      ##
##  ##  ##
##  ##  ##
<3
##  ##  ##
^
Drop to here

```

```

##  ##  ##  ##  #  ##  ##  ##  ##
##  ##  ##  #  #  #  #  #  #
##  ##  ##  ##  #  #  #  #  ##
1>      #  #  #  #  #  #
##  ###  #  ##  #  #  #  #  #
##  ###  #  <2 > = Direction of Killer Thing
##  ###  #  ## 1 = Order of Appearance
3>      #  #  ##
##      ##
##      ##
##  #####  ##
##  ##  <4
##  #####  ##
^ ^
Drop to here

```

If you succeeded in dropping below number 4 of the killer thing, then you will get a 1-up, an e-tank, and a weapon energy tank. Now head left and drop down. Go right and fight the Olympic Torch, go right, kill that Olympic Torch, go right, kill that Olympic Torch, go right while jumping, and drop down. Again with the Killer Things from out of the walls. Remember to cut corners and move tightly.

```

>          <1 #  #  #  ##  ##  ##  ##
          #  #  #  #  #  #
>          <2 ##  #  #  #  #  ##
          #####  #  #  #  #  #
>          <3 #  #  #  #  #  #
          ##      > = Direction of Killer Thing
>          <4 1 = Order of Appearance
          #####
#####
>          <5
>          <6
#####
^
Drop here

```

```

          #  #  #  ##  ##  ##  ##
          #  #  #  #  #  #
>          <1 ##  #  #  #  #
#####
          #####  #  #  #  #  #
>          <2 #  #  #  #  #
          > = Direction of Killer Thing
>          ##  #  <3 1 = Order of Appearance
<4
#####

```

> <5
^
Drop Here

> <1 # # # #### #### ####
> <2 # # # # # # #

> = Direction of Killer Thing
1 = Order of Appearance
I = Big Weapon Energy

<3

I

#####

^

Drop Here

<1 # # # #### #### ####

<2 #### # # # # # #

3> > = Direction of Killer Thing

4>
#####

<5

#####

^

Drop here

I <1> = Direction of Killer Thing
1 = Order of Appearance
I = Big Energy
U = 1-Up
###

U <2

###

###

^

Drop Here

<1 # # # #### #### ####

<2 #### # # # # # #

<3 # # # # # # #
<4> = Direction of Killer Thing
1 = Order of Appearance
#####

5> #####

^

Drop Here

```
<1 # # # #### #### #####
<2 # # # # # # #
##### #### # # # # #####
##### #### # # # # # #
3> # # # # # # #####
> = Direction of Killer Thing
##### #### 1 = Order of Appearance
##### #####
## <4
##
## #####
## #####
^
```

Drop Here

Ugh. It's all over. Head all the way right to fight Quickman. During your trip to Quickman, you will fight two Mr. Shield with Legs.

Quickman

- Most of the time Quickman walks into walls for a short period of time. Take advantage of Quickman's stupidity and shoot him while he has slowed down.
- You can easily take him down with the Buster just as long as you have good aim.
- Quickman shoots 3 boomerangs that go towards you, stops and goes towards you again.
- Buster Shots = 7
- Airman's Weapon = 7
- Bubbleman's Weapon = Useless (Turns him dead stiff for two seconds)
- Crashman's Weapon = 4
- Flashman's Weapon = Takes away half of his HP
- Heatman's Weapon Charge 1 = 7
- Heatman's Weapon Charge 2 = 3
- Heatman's Weapon Charge 3 = 2
- Metalman's Weapon = Useless (Turns him dead stiff for two seconds)
- Quickman's Weapon = Useless (Turns him dead stiff for two seconds)
- Woodman's Weapon = Useless (Turns him dead stiff for two seconds)

=====

3.51 - Quickman's Avoid the Insta-Kill Things Maps But Neater

=====

Here's a map. No "hints". They are all connected. Just separated by lines.

> <1
> <2
 #####
> <3
 ##
> <4
 #####

> <5
> <6
 ####
 ^
Drop here

> <1

> <2

> #### <3

> <4

> <5
 ^
Drop Here

> <1
> <2

####

 <3
 I

^
Drop Here

 <1

 <2

 ###
3>
 ####
4>
 #####
 <5

 #####
 #####
^

Drop here

I <1

U <2

^

Drop Here

<1

<2

<3
<4

5> #####
^

Drop Here

<1
<2

3>

<4

^

Last Drop

I am sure this has helped you all.

=====

3.6 - Metalman

=====

Whoa! Moving floor. Take note of that. Go right, jump over, go right and under to get the E-tank. Jump one level up to your right and go right. Head past all the spiked dropping ceilings and head right. When you drop down to a lower level, all these drill appear outta nowhere! Go right past all of them, jump on the higher moving floors and then go all the way right and drop down to the next screen. If you want to 1-up then use Item 1 to get it. As I was saying, drop down. Go left and drop down to the next screen. Go right, watch out for the wheel riders, keep going right, jump on the higher moving platforms, jump down to the

lower moving platforms, fight the wheel riders, and jump on the normal floor. Continue going right, fight the wheel rider, fight the tall shiny silver man, and jump right to the lower floor. Watch out for the springy floor sliders. Head all the way right to fight Metalman.

Metal Man

- Fight Metalman with a Buster. Best fight you'll ever have.
- If you are close to him, he will jump to the other side of the area.
- The moving floor can change directions
- One quick robot.
- His attacks come quick. You can dodge them by carefully jumping over them.
- Buster Shots = 14
- Airman's Weapon = Useless
- Bubbleman's Weapon = Useless
- Crashman's Weapon = Useless
- Flashman's Weapon = Useless
- Heatman's Weapon Charge 1 = 14
- Heatman's Weapon Charge 2 = Not Enough
- Heatman's Weapon Charge 3 = Not Enough
- Metalman's Weapon = Instant Kill
- Quickman's Weapon = 4
- Woodman's Weapon = Useless

=====

3.7 - Bubbleman

=====

Go right, fight Kermit, go right, fight Kermit, go right, fight Kermit, and stop when you see a strange block. You have only half a second to jump each block. When you land on a block, immediately jump to the next. Go right and drop to the next screen. Kill the shelled creatures and drop down to the next screen. Drop into the water to the next screen. Kill the shelled creatures and then drop to the next screen.

Go right and fight the shrimp and the giant fish. And for god sakes don't jump into the ceiling. Go right after fighting the giant fish and you will encounter a bunch of mechanical jellyfishes. Jump low in this area. After you pass through the land of the jellyfish and dropped down between spikes, you will fight yet another giant fish. Kill it and head right to the next screen. Fight Kermit, head right, fight Kermit, head right, and jump out of the water. Head all the way right, watch out for the falling crabs, and enter the gate to fight Bubbleman.

Bubbleman

- Watch where you jump. Damn you spiked ceiling.
- Shoots bubbles that bounce on the ground.
- Shoots small balls at you, while he is jumping.
- Buster Shots = 14
- Airman's Weapon = Useless
- Bubbleman's Weapon = It heals him
- Crashman's Weapon = 7
- Flashman's Weapon = Useless
- Heatman's Weapon Charge 1 = Useless
- Heatman's Weapon Charge 2 = Useless
- Heatman's Weapon Charge 3 = Useless
- Metalman's Weapon = 4
- Quickman's Weapon = 7
- Woodman's Weapon = Useless

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3.8 - Heatman

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Go right, don't stop on the lava. Watch out for the stomping helicopters. Go all the way right until you see some floating heads. Now this is the part which seems hard but isn't. All you have to do is just on small blocks, from one to another. Just watch out for those floating heads. If you are jumping and you touch one of them, you may fall into a pit of lava or just land safely. Make it to safe land. You can kill those floor sliders with bubble lead but it is possible to jump over them. Take the bottom-right ladder down. It's another one of those damn jumping puzzles. Here's a map...

```
#          #L# #### # # #### #### #    ####
#          #L# # # #   #   # #   #
# 1       L# #### # #   #   #   #   ####
#L#      2   L# #   # #   #   #   #
#L#      3   L# #   #### #### #### #### ####
#L#          L# L = Ladder
#L#      1   L# M = Megaman
#L#          M# F = Floor Slider
#L#          M# 1 = Order of blocks
#L# #   #   #   #
#L#          # NOTE = All blocks stay for 2 seconds
#L#      F   # NOTE = Every new block appears one second after the old
#L##### block has appeared.
#L#####
```

Jump on the right block 1, then jump to where block 2 is about to appear,

then jump on block 3, and then make a leap to the left ladder. Climb down the ladder. Go right and don't get hit by those floating heads. What? A dead end. Just wait and watch. A block appeared. Jump on the block and over the wall. In this next wall, there will be two bricks. The top brick will appear one second after the bottom brick has appeared. When you are on the top, be careful when jumping down. You may hit a floating hit and get knocked back into a pit. Now after you have jumped over that big wall, just go right. Jump over the small wall after the brick has appeared and then go right. You can see this big wall. Two blocks will appear on the wall that you can climb on. The top brick will appear 3 seconds after the bottom brick has appeared. So after two seconds on the bottom brick, jump. Now go over the wall and go right. Jump over the small wall after the brick has appeared and go right. You will see a floor slider and a higher platform. If you do not have item 2 then jump on the higher platform. If you do have item 2 then go right on the bottom floor until you see lava. Use item 2 to get to the other side. If you do not have item 2, then wait on the edge of the top platform and follow this map.

```
# = Second the brick appears on  
X = Lava  
NOTE : Bricks stay for two seconds then disappears.
```

```

# ##   #   # ##   # ##   # ##
# #   #   #   #   #   #   #
# ##   # ##   # ##   #   #
#   #   #   #   #   #   #
#   #   #   #   #   #   #

                                20          24          25      #
19                           24      #
18
                                21   22   23      #
M<<                         ^
#   ^                         ^
#   ^   Jump quickly or die. ######L#
XXXXXXXXX#   ^
#######   ^
Do not get the 1-up.

```

```
# = Second the brick appears on
X = Lava
NOTE : Bricks stay for two seconds then disappears.
```

OH MY GOD! The hardest part of my guide has been typed in stone!

Copyright 2004 Humanvegetableonline2002. Steal it and I'll be up your ass like fire ants.

Go down the ladder all the way to the right. You will fight a Mr. Shield with walking legs. Kill him, and go down the ladder all the way to the left. Now go all the way right and into the boss gate to fight Heatman.

Heatman

- When you hit Heatman, he fires up while standing still for a short period of time, and then charges quickly towards you and starts attacking again. If you hit him the moment he is done charging at you, he will not attack but he will warp again.

- Heatman shoots 3 flaming balls that drop from the sky at you. When a flaming ball lands on the ground it turns into a temporary pillar of fire.

- Buster Shots = 7

- Airman's Weapon = 7

- Bubbleman's Weapon = 3

- Crashman's Weapon = It heals him

- Flashman's Weapon = Useless

- Heatman's Weapon Charge 1 = It heals him

- Heatman's Weapon Charge 2 = It heals him

- Heatman's Weapon Charge 3 = It heals him

- Metalman's Weapon = 14

- Quickman's Weapon = 7

- Woodman's Weapon = Useless

=====

4.0 - Wily Stage

=====

Wily again! There appear to be five stages but just play to learn.

The wily stages can be activated when you kill all eight bosses.

Try not to use Crashman's Weapon. It's for later.

=====

4.1 - Wily stage Part 1

=====

Note : Good music.

Start moving right and shoot any eggs that the bad mother bird drops. You will come around a large wall. Use Item 3, while touching the wall, to

get over the wall. Keep heading right. You can see that there are those creepy worm generators below. Drop down and go right. You will come across another wall. Use Item 3, while touching the wall, to get over the wall. Kill the worm generator below and go right. There's a ladder above but it's too high. Touch the wall and use Item 3 to get to the ladder or jump off half way to get the 1-up. After you climb the ladder, kill Mr. Shield and climb the top-right ladder. Climb to the top and then kill Mr. Shield to your left and then climb the top-left ladder. Avoid the floor slider and climb the top-right ladder. Stand on the top of the ladder. This is a bit tricky. Face left, use Item 1, leap to the left edge of the first platform, use item 1, leap to the left edge of the second platform, use item 1, leap to the left edge of the third platform, and leap to the top-left ladder while holding up. This is all pretty easy but please go as fast as possible. The trick is, to keep the platforms as far away as possible, big leaps, and don't use item 1 in mid-air because you have to keep them as low as possible. Now climb the top-left ladder. Just ignore the floating heads and just keep heading up. Start going right. Jump from block to block. I can jump block to block while just looking at the dragon. How? My mind is one with Megaman. A dragon will appear out of no where and start knocking off the closest block to him slowly until you see a bunch of neatly arranged blocks. Then he will stop.

Fire Dragon

- If you get hit, you will most likely get killed because you will get knocked back and fall.

- There are only 3 small bricks to stand on.

- It's bad to stand on the bottom brick.

- Aim for the head.

- Always stand on the top brick. If you get hit, you will get knocked back into the middle brick. Without a doubt.

- Jump and move around to avoid getting hit.

- The dragon can fire one fireball or a chain of fireballs.

- The dragon moves back and forth but never touches a brick. But if you die mysteriously that's because you stood on the edge of the top brick and the dragon touched you.

- Touching the dragon means instant kill.

- Buster Shots = 14

- Airman's Weapon = Useless

- Bubbleman's Weapon = Useless

- Crashman's Weapon = Not Enough

- Flashman's Weapon = Useless (Freezes boss.)

- Heatman's Weapon Charge 1 = 14

- Heatman's Weapon Charge 2 = Not Enough
 - Heatman's Weapon Charge 3 = 2
 - Metalman's Weapon = Useless
 - Quickman's Weapon = 14
 - Woodman's Weapon = Useless
- =====

4.2 - Wily Stage Part 2

=====

To your left, you will notice a weapon energy recover. Use it to recover heatman's weapon, assumming you used it last round and assumming that you have max Item 2. Go right and kill any stomping helicopters you see. When you come across the end, you will see many spikes up ahead. Use item 2, jump on it and go right. If a helicopter comes your way while you're still on item 2, just jump. When you see a ladder, just ignore it and keep going. There's a smaller ladder beyond it. Jump to it! Get the e-tank and climb the down the ladder next to you. Get the one up and recharge your special weapons. Climb down the bottom-left ladder. If you want, you can use two of crashman's weapon (Be sure to recharge. This weapon is important for victory in a later wily stage.), to get a one up, and an e-tank. Climb down the bottom-left ladder and hold right because if you don't, you will fall into spikes. Jump down. Go right and watch out for the crazy drills. Just take some damage, go right, and at the end just kill a lot of crazy drills for HP and weapon recovery. Reach the end, touch the wall, use one item 3, get on it, wait till the spiked falling ceiling on the top falls down and when it slowly comes up, run through. Now go right, head past the falling spiked ceiling, go right, go between the two spiked ceiling, head past those spiked ceiling, go right, and climb down the bottom-right ladder. Jump to the bottom platform. And then move two blocks left on the bottom platform to drop down. You will land on a platform on the next screen. You can see a large energy tank. Use item 2 to get it if needed. Drop down to fight the wall master.

Wall Master

- You can only damage them if you see them blinking.
- There are 14 wall masters in total.
- If a wall master touches you, you will lose 1/3 of your life. It is easy to dodge them.
- Two blocks from the wall will form together to become a wall master. The two blocks meet together on opposite sides of the walls and in they form together in the center. Here's a map of the order of block masters that will appear.
- What a stupid boss. So easy. I'm to quick for it!

```
##### #####
# #
#9E4B #85C#
7      7 # # # ### ###
#      # # # # # # #
```

```
1      1 ##### # # # # #####
#      # # # # # # #
6      6 # # # # # # #####
2      2
D      D It's numbers then letters. For the order.
A      A The order is 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, then E.
3      3
#E9B4##85C##
```

- Buster Shots = 2
- Airman's Weapon = Useless
- Bubbleman's Weapon = 1
- Crashman's Weapon = Useless
- Flashman's Weapon = Useless
- Heatman's Weapon Charge 1 = 2
- Heatman's Weapon Charge 2 = 1
- Heatman's Weapon Charge 3 = 1
- Metalman's Weapon = 2
- Quickman's Weapon = 2
- Woodman's Weapon = Useless

=====

4.3 - Wily Stage Part 3

=====

Drop down to your right. You will land on a platform. You can either take the e-tank and energy or save time and keep going. Drop down between the platforms. You will land on the center platform. Get the weapon energy to your left and get the weapon energy to your right. Ignore the shelled creature and drop down to the left but not all the way left. You're in the water so you can jump higher. Go right and carefully move from platform to platform. Stop when you come across a pit without spikes covering it. Wait for it and you will see a big fish come up. Kill it with quickman's weapon, continue going right, watch out for the next pit without spikes, continue going right. There are alot of spikes here so be careful when dropping down. Jump down and watch this map.

```
#####
#####XXXXXX# # # # #### # ##
#######X X## # # # # # #
#######X X## # ## # # # #
XXXXXXX X## # # # # # #
X## # # # # # # #
MX## X = Spikes
####### MX## M = Megaman
#######X X##
```

#####X X##
#####X X##
#####X X##
#####X X##
#####X X##<--- Tap Left
#####X X##
#####X X##

#####X X##
#####X X##
#####X X##<--- Tap Left
#####XX X##
#####X X##

#####X X##<--- Stand still
#####X X##

#####X X##
#####X X##
#####X X##

#####X X##

#####X X##
#

X#
X#

#####X X#
#####X X###
#####X X##
#####X X##
#####X X##
#####X XXXX X##

#

#####

When you stop falling, drop down to the next screen and hold right so you don't fall into the spikes. Now go right and jump out of the water. Drop down, kill the blue faced rapid shooter, go right, watch out for the other two rapid shooters and head through the boss gate.

Gutsman Tank

- When the tank raises his fist, yellow helmets will fly out of the hole on his belly and jump off to out of the screen to the left.

- When the tank lowers his fist, he will shoot pellets that will fly up and then fall down.

- The guts tank will slowly move back and forward. Jump to the small step to the left of his fist, jump and shoot his head.

- Buster Shots = 14

- Airman's Weapon = Useless

- Bubbleman's Weapon = 14

- Crashman's Weapon = Cannot be Determined

- Flashman's Weapon = Useless

- Heatman's Weapon Charge 1 = 14

- Heatman's Weapon Charge 2 = Not Enough

- Heatman's Weapon Charge 3 = 2

- Metalman's Weapon = Useless

- Quickman's Weapon = 7

- Woodman's Weapon = Useless

=====

4.4 - Wily Stage Part 4

=====

NOTE : DO NOT USE CRASH BOMB UNTIL BOSS.

When you begin, you will see two weapon energy. Recharge Metalman's weapon, Crashman's weapon (Most important for this stage), or a bit of item 2 (Not really needed). Climb the ladder to the next screen. Kill the yellow helmet and climb the top-right ladder. Ignore the yellow helmet and climb the center ladder. Climb the right ladder and look at this map I made. Some of the floors are fake!

```
## L#####
## L#####
## L#####
##      ##
##      ##
##      ##
##      ##
##      M## M = Megaman
##      M## F = Fake Floor
```

```

#####FF#####FF#L## L = Ladder
#####FF#####FF#L##
##           L## Note : # is one block.
##           L##
#####L#FF##L#### ###
###L#FF##L#### ## = is one big block.
###L#FF##L#### ##

```

So climb the top-left ladder. Go right, climb the right ladder and look at this map. Some of the floors are fake! You may fall through the floor and into the spikes. Here's the map below.

```

##L      ## # # # ### #### #
##L      ## # # # # # # #
##L      ## ### # # # # # #
###FF#####L## # # # # # #
##      #L## # # # # # # #
##      #L## M = Megaman
##XXXXXXXXX#L## L = Ladder
##XXXXXXXXX#L## X = Spikes
#####F##L## F = Fake Floor
##      ##
##      ##
#####L#####
#####L#####
#####L#####

```

Climb the top left ladder. You can get the e-tank by using item 1 in the fake floor 1-2 blocks to the left of it. I just ignore it. Climb the top-left ladder. Go right. Climb down the bottom-right ladder. This is kind of like that path and moving platform thing from Crashman's stage. Drop down to the moving platform. Use Metalman's weapon to defend yourself. When you are all the way on the top-left, just drop down and climb down the bottom-left ladder. Drop down to the moving platform... Ugh. Hard to explain. Look at this map below.

```

##L##### # # # # # #
##L# #     # # # # # #
##L#+---+   # ### # # # #
## # | # | ##### # # # # # #
## # | # | # # # # # # # # #
## # | # | # # # 1 = Point 1
## # | # 2 # # # 2 = Point 2
# | # +---+# |, -, + = Track
# | #1 # | # #
#+-+| ## # | # #
# | || | # #
# | -++ | # #
#+-+-----+# #
XXXXXXXXXXXX#L#
XXXXXXXXXXXX#L#

```

Jump on the moving platform, jump to point 1. When the platform makes it to point 2, jump on the platform, go right, and climb down the ladder. Watch out for the floating heads. Defend yourself with Metal Blade. Now drop down on to the moving platform. Get to the end and drop down. Now this part is tricky. More maps!

```

##### # ##### # # # # #
##### # # # # # # #

```

```

#####      # #### # # # #####
##### ##### # # # # # #
##      # # # # # # # #####
## +-----+ # 1 = Point 1
## ++|      | # 2 = Point 2
## |||      | # 3 = Point 3
## +++      2 | # 4 = Point 4
##4 |      # | # |, -, + = Track
##L#+-3-+   1 #
##L#      | | #
##L#      +---+ #
##L#XXXXXXXXXX#
##L#XXXXXXXXXX#

```

Jump on the trolley when it reaches point 1. Then jump to point 2. Then when the trolley is at point 3, jump on the trolley, then jump to point 4 quickly. You can use item 2 on point 2 to get to point 4. Then climb down the bottom left ladder. You'll fight some strong Mr. Shield with Jumping Legs. Use Airman's weapon on them. Do not get hit by them! Go right, fight the Mr. Shield in the narrow passage, go right, fight the jumping legs, go right, fight Mr. Shield, then go right and through the boss gate to fight the hardest boss in this game.

Wall Domes

- It's a good time to use an e-tank during battle
- When they blink rapidly for like a second, they are all about to fire these super fast pink blaster at you. Jump away or use the invincibility glitch.
- You only get 7 shots with the Crash Bomb so DO NOT MISS. THIS IS VERY IMPORTANT. LOOK AT THE MAP BELOW TO KNOW WHAT TO SHOOT.
- Here's the final thing I'm gonna tell you for this boss. I can't tell you. It's too complicated. So here's a map that makes everything mad simple.

```

##### ##### ##### # # # #####
##### ##### # # # # # #
##### O      # #### # # # # #####
##### E ZO    ## # # # # # # #
##### ## B## # # # # # # # #####
# X      ### 3# M = Megaman
#A X P      O # A, B, C, D, E = Enemy Kill Order
##### ### O C# 1 = Use Item 1 Here
#      B 1 #### 3 = Use Item 3 Here
# 1 B #### X = Destroy this Block
# M      # X  # O = Leave this block alone
# M      # X  D# P = Point P
##### ##### ##### Z = Point Z
##### ##### #####

```

- Use item 1 to get higher. Then destroy the block in front of Enemy A with one crash bomb. Then when A is open, fire one crash bomb to kill him. Then turn right, jump and kill Enemy B with one crash bomb. Then jump over to Enemy C and kill him. Then use item 3 to climb back up to where Enemy B was. Then drop down in front of Enemy D. Destroy the block in front of Enemy D. Kill Enemy D when the block is destroyed. Use item

1 to get back onto the higher level. Then jump from the point P to point Z and kill the enemy E. Or just do whatever.

- Buster Shots = Useless
- Airman's Weapon = Useless
- Bubbleman's Weapon = Useless
- Crashman's Weapon = 1
- Flashman's Weapon = Useless (They still can shoot)
- Heatman's Weapon Charge 1 = Useless
- Heatman's Weapon Charge 2 = Useless
- Heatman's Weapon Charge 3 = Useless
- Metalman's Weapon = Useless
- Quickman's Weapon = Useless
- Woodman's Weapon = Useless

=====

4.5 - Wily Stage Part 5

=====

You have to fight ALL eight robots again. You might think, "Ugh. Unpleasant." But I think, "Meh. More fun for me." Lose all your life and continue for full weapons energy. You will fight all the robots on flat ground.

```
#####
#TT#####TT#
#TT          TT#
#          #
Heatman ->#      #<- Flashman
#TT          TT#
#TT          TT#
#  #  #  #
Airman  ->#      #<- Metalman
#TT          TT#
#TT#  TTTT  #TT#
#
Woodman ->#      #<- Crashman
#TT##TTTT##TT#
#TT##TTTT##TT#
^  ^
|  |
Bubbleman  Quickman
```

Fight the strong one, then the weak one, then the strong one, etc. It's just easier that way. When you kill a boss, they drop a large energy recovery item.

Weakness in Alphabetical Order

Enemy Name - Weapon (Amount it takes to kill. It's four or less.)

Airman - Heatman Charge 2 (3), Woodman (2)
Bubbleman - Metalman (4)
Crashman - Airman (2)
Flashman - Heatman Charge 2 (3), Metalman (4)
Heatman - Bubbleman (3)
Metalman - Metalman (1), Quickman (4)
Quickman - Crashman (4), Heatman Charge 2 (3), Heatman Charge 3 (2)
Woodman - Heatman charge 3 (1), Airman (4)

Kill all the robots and a new teleport capsule will appear. Go into it to fight Dr. Wily.

Dr. Wily First Form

- Touching the machine takes away 1/3 of your life.

- Wily slowly moves back and forth and shoots balls that go under then over. You must jump over these. When Wily is closer to you, it will be harder to dodge them.

- Shoot the window in the front.

- Buster Shots = 14

- Airman's Weapon = Useless

- Bubbleman's Weapon = Useless

- Crashman's Weapon = 4

- Flashman's Weapon = Useless

- Heatman's Weapon Charge 1 = 14

- Heatman's Weapon Charge 2 = Not Enough

- Heatman's Weapon Charge 3 = Instant Kill

- Metalman's Weapon = 14

- Quickman's Weapon = Useless

- Woodman's Weapon = Useless

Dr. Wily Second Form

- Touching the machine takes away 1/3 of your life.

- Wily slowly moves back and forth and shoots balls that bounce up and down. Walk under them.

- Shoot the window in the front.

- Buster Shots = 14

- Airman's Weapon = 5 (All tornados must hit)

- Bubbleman's Weapon = Useless
- Crashman's Weapon = 4
- Flashman's Weapon = Useless
- Heatman's Weapon Charge 1 = Useless
- Heatman's Weapon Charge 2 = Useless
- Heatman's Weapon Charge 3 = Useless
- Metalman's Weapon = 14
- Quickman's Weapon = 14
- Woodman's Weapon = Useless

=====

4.6 - Wily Stage Part 6

=====

You will begin to drop down. When you land, go right. Don't touch any acid that drips from the ceiling. You will lose 1/3 of your life. It's easy to avoid so no worries. This path has no enemies so just go right all the way, dodge all ceiling acids, and into the boss gate to fight the final boss.

Alien Wily

- Touching Alien Wily takes away 2/3 of your life.
- Alien Wily moves in an infinite sign pattern. Not a number eight pattern.
- Alien Wily shoots every 2 seconds at you.
- You see the weapon charts down there. Most of the weapons have a negative effect.
- Buster Shots = It heals him
- Airman's Weapon = It heals him
- Bubbleman's Weapon = 14
- Crashman's Weapon = It heals him
- Flashman's Weapon = It heals him
- Heatman's Weapon Charge 1 = It heals him
- Heatman's Weapon Charge 2 = It heals him
- Heatman's Weapon Charge 3 = It heals him
- Metalman's Weapon = It heals him
- Quickman's Weapon = It heals him

- Woodman's Weapon = It heals him

=====

5.0 - Ending

=====

The evil alien turns out to be a hologram and gets defeated by the WEAKEST WEAPON, Bubbleman's weapon. The background returns to normal and you see Dr. Wily bowing down to Megaman.

Then you see Megaman walking on the sidewalk.

Fall turns to Winter.

Winter turns to Spring.

Spring turns to a rainy day.

Rainy day turns to a clear day.

Megaman looks into the sky.

In the clear day, you see Megaman's helmet on the hill (Is that safe?!)

Best Ending Ever!!!

STAFF

NO.009 METALMAN

Masanori Satou

NO.010 AIRMAN

Youji Kanazawa

NO.011 BUBBLEMAN

Takashi Tanaka

NO.012 QUICKMAN

Hirofumi Mizoguchi

NO.013 CRASHMAN

Akira Yoshida

NO.014 FLASHMAN

Tomoo Yamaguchi

NO.015 HEATMAN

Toshiyuki Kataoka

NO.016 WOODMAN

Masakatsu Ichikawa

CHARACTER DESIGNER

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Inafking

Tom Pon

Nagineko

2Mo3CM Man

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Ogeretsu Kun

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Yoshiaki Nanki

Yasuhito Sasaki

Jun Katou

Seikou Jougan

Kenji Kinoue

Takashi Umezawa

Kazuya Wakazuki

Masashi Yamauchi

Makoto Ogoma

Seiji Tanaka

Hideaki Kawai

Ryouji Yasuda

Takayuki Wakisaka

Takumi Yoshinaga

Yasuto Nakamura

Shin Ienaka

Hirofumi Moriiwa

Tetsuya Miura

Michinari Satou

Yukio Hasegawa

Hiroyuki Tannai

Michiaki Hama

Takeo Morimoto

Masaki Satou

Youji Miyamoto

Shigehisa Iinuma

Yoshitomo Kodama

Taketsugu Wakabayashi

Toshiteru Ogura

Takeshi Arai

Fish Man

THANK YOU FOR PLAYING...

PRESENTED BY CAPCOM U.S.A.

(I hope I typed all those Japanese names right...)

Any mistakes? Email me! I'll give you credit. Even if it's just one name.

=====

6.0 - Enemies

=====

I don't think anyone reads this. I don't know any of the enemy names so

I'll just name them by their descriptions.

Woodman

Woodsy Bat

Buster shots = 1

Slowly hovers towards you.

Hopping Bunny

Buster shots = 5

Hops and shoots.

Panther-like Flame Roarer

Buster shots = 10

Moves his feet across the floor a couple of times then spits out fire.

Ape

Buster shots = 2

Swings on a branch. If it is not swinging, it will hop towards you.

Bad Mother Bird

Buster shots = 1

Killing this bird, also kills the egg.

Egg

Buster shots = 1

Killing this egg on the bird, does not kill the mother. If the egg drops on the ground, eight smaller birds will pop up and fly towards you.

Small bird that comes out of the Egg

Buster shots = 1

Use Woodman's ability to defend yourself against all eight of the birds.

Fast Rooster

Buster shots = 5

Runs and then jumps. You can easily walk under it.

Airman

Little Floating Head

Buster shots = 1

Slowly floats towards you.

Thunder Throwing Cloud Man

Buster shots = 2

The cloud that he is on circles around slowly. When he close to you, he will throw a thunder at you. Kill him and ride his cloud.

Bad Mother Bird

Buster shots = 1

Killing this bird, also kills the egg.

Egg

Buster shots = 1

Killing this egg on the bird, does not kill the mother. If the egg drops on the ground, eight smaller birds will pop up and fly towards you.

Small bird that comes out of the Egg

Buster shots = 1

Use Woodman's ability to defend yourself against all eight of the birds.

Worm Generator

Buster Shots = 3

Generates Worms

Worm

Buster shots = 3

Wiggles around.

Fat Fan

Buster shots = 3

Blows you away towards the edge.

Crashman

Floating Eye Moving Head

Buster shots = 1

Floats towards you.

Yellow Helmet

Buster shots = 1

When his face is revealed, kill him. Shoots three times at you.

Tall Shiny Silver Man with Attitude

Buster shots = 1

Moves slowly towards you.

Bad Mother Bird

Buster shots = 1

Killing this bird, also kills the egg.

Egg

Buster shots = 1

Killing this egg on the bird, does not kill the mother. If the egg drops on the ground, eight smaller birds will pop up and fly towards you.

Small bird that comes out of the Egg

Buster shots = 1

Use Woodman's ability to defend yourself against all eight of the birds.

Rapid Shooting Blue Faced Red Man

Buster shots = 3

Shoots every second.

Hoppping Mad Stomping Helicopters

Buster shots = 3

Hop and stomp.

Flashman

Rapid Shooting Blue Faced Red Man

Buster shots = 3

Shoots every second.

Mr. Shield with Jumping Legs

Buster shots = 10

Jumps around and shoots like crazy. Use Airman's weapon.

Mr. Shield

Buster shots = 5

Stands behind a shield. Vulnerable while shooting.

Worm Generator

Buster shots = 3

Generates Worms.

Worm

Buster shots = 3

Wiggles around.

Tall Shiny Silver Man with Attitude

Buster shots = 1

Moves slowly towards you.

Quickman

Worm Generator

Buster Shots = 3

Generates Worms

Worm

Buster shots = 3

Wiggles around.

Springy Floor Slider

Buster shots = Useless

Can be killed with bubbles.

Olympic Torch

Buster shots = 5

Lights up the dark room and throws fire balls at you.

Mr. Shield with Jumping Legs

Buster shots = 10

Jumps around and shoots like crazy. Use Airman's weapon.

Mr. Shield

Buster shots = 5

Stands behind a shield. Vulnerable while shooting.

Metalman

Crazy Drill

Buster shots = 3

A lot appear at the same time. You can easily get hurt.

Wheel Rider

Buster shots = 1

Kill the wheel and you kill him.

Wheel

Buster shots = 2

A wheel.

Tall Shiny Silver Man with Attitude
Buster shots = 1
Moves slowly towards you.

Springy Floor Slider
Buster shots = Useless
Can be killed with bubbles.

Bubbleman

Kermit the Frog
Buster shots = 5
Spits out babies. Like your mom...

Small Frog Babies
Buster shots = 1
Jumps around. Hard to kill.

Shelled Creature
Buster shots = 1
Use a special ability (Like Metalman) on them for some angry unshelled creatures. They move around really slowly.

Shrimp
Buster shots = 2
Float around towards you.

Shrimp Generating Giant Fish
Buster shots = 5
Generates shrimp. Shoot on the shiny spot to kill.

Mechanical Jellyfish
Buster shots = 1
Floats down and when you're near, they float towards you.

Falling Crabs
Buster shots = 1
Floats down from the waterfall and then when they are on the floor, they crawl to the edge and fall off.

Heatman

Hoppping Mad Stomping Helicopters
Buster shots = 3
Hop and stomp.

Floating Eye Moving Head
Buster shots = 1
Floats towards you.

Springy Floor Slider
Buster shots = Useless
Can be killed with bubbles.

Mr. Shield with Jumping Legs
Buster shots = 10
Jumps around and shoots like crazy. Use Airman's weapon.

Mr. Shield
Buster shots = 5
Stands behind a shield. Vulnerable while shooting.

Wily stage Part 1

Bad Mother Bird
Buster shots = 1
Killing this bird, also kills the egg.

Egg
Buster shots = 1
Killing this egg on the bird, does not kill the mother. If the egg drops on the ground, eight smaller birds will pop up and fly towards you.

Small bird that comes out of the Egg
Buster shots = 1
Use Woodman's ability to defend yourself against all eight of the birds.

Worm Generator
Buster Shots = 3
Generates Worms

Worm
Buster shots = 3
Wiggles around.

Mr. Shield
Buster shots = 5
Stands behind a shield. Vulnerable while shooting.

Springy Floor Slider
Buster shots = Useless
Can be killed with bubbles.

Floating Eye Moving Head
Buster shots = 1
Floats towards you.

Wily Stage Part 2

Hoppping Mad Stomping Helicopters
Buster shots = 3
Hop and stomp.

Rapid Shooting Blue Faced Red Man
Buster shots = 3
Shoots every second.

Crazy Drill
Buster shots = 3
A lot appear at the same time. You can easily get hurt.

Wily Stage Part 3

Shelled Creature
Buster shots = 1

Use a special ability (Like Metalman) on them for some angry unshelled creatures. They move around really slowly.

Big chomping fish
Buster shots = Useless
Jumps up from a pit in the water. You can kill this with quickman's weapon.

Rapid Shooting Blue Faced Red Man
Buster shots = 3
Shoots every second.

Hopping Yellow Helmet
Buster shots = 1
Hops to the edge of the screen. It is summoned by the Gutsman Tank.

Wily Stage Part 4

Yellow Helmet
Buster shots = 1
When his face is revealed, kill him. Shoots three times at you.

Floating Eye Moving Head
Buster shots = 1
Floats towards you.

Mr. Shield with Jumping Legs
Buster shots = 10
Jumps around and shoots like crazy. Use Airman's weapon.

Mr. Shield
Buster shots = 5
Stands behind a shield. Vulnerable while shooting.

=====

7.0 - Weapons

=====

Megaman's Buster
Ammo - Infinite
Power - Weak
Comment - This is your standard weapon. At times it is weak and at times, you must use it. You have an infinite amount of this weapon. Use it!

Airman's Weapon
Ammo - 14
Power - Medium
Comment - Three small tornados that rise into the air are fired.

Bubbleman's Weapon
Ammo - 56
Power - Weak
Comment - This weapon is weak. Megaman shoots a bubble that moves on the ground.

Crashman's Weapon
Ammo - 7
Power - Powerful
Comment - This weapon can stick on to walls and explode after a few seconds. This weapon can also be directly fired on to enemies.

Flashman's Weapon

Ammo - Time-based

Power - Weak

Comment - When used, this weapon will freeze everything. Nothing will move. You cannot shoot.

Heatman's Weapon Recharge 1

Ammo - 28

Power - Weak

Comment - This weapon is the most powerful weapon in the game when fully charged. You can charge this weapon a little, a lot, or to the max.

Heatman's Weapon Recharge 2

Ammo - 4

Power - Medium

Comment - This weapon is the most powerful weapon in the game when fully charged. You can charge this weapon a little, a lot, or to the max.

Heatman's Weapon Recharge 3

Ammo - 2

Power - Powerful

Comment - This weapon is the most powerful weapon in the game when fully charged. You can charge this weapon a little, a lot, or to the max.

Metalman's Weapon

Ammo - 112

Power - Weak

Comment - A Megaman-sized gear is shot towards a direction. This weapon can be shot up, down, left, right, up-left, up-right, down-left, or down-right.

Quickman's Weapon

Ammo - 224

Power - Weak

Comment - A small boomerang is shot a short distance forward and back to you.

Woodman's Weapon

Ammo - 9

Power - Medium

Comment - A leaf shield protects you from a lot of things that come towards you. The lead shield can be shot by moving towards a direction. Up, left, right, or down. The leaf shield can take an infinite amount of hits and will never disappear.

Item 1

Ammo - 14

Power - Weak

Comment - Summons a temporary platform which slowly floats up. The platform will stay for about five seconds. You can't shoot. You can only summon 3 platforms at a time.

Item 2

Ammo - Time-Based

Power - Weak

Comment - Summons a jet which you jump on. The jet will disappear on impact of a wall. You can't shoot.

Item 3

Ammo - Time-Based

Power - Weak

Comment - Summons a platform which bounces until it comes into contact with a wall. When it comes into contact with a wall, it will stick next to the wall while slowly moving up. You can't shoot. You can only summon one at a time.

=====

8.0 - Passwords and Secrets

=====

Passwords

TYPED BY PSEUDONYM.

PERMISSION GRANTED!!!

SLIGHTLY MODIFIED BY HUMANVEGETABLEONLINE2002!!!!

A1: no E-tanks

A2: one E-tank

A3: two E-tanks

A4: three E-tanks

A5: four E-tanks

While you can input any dot into any of those spots on the A row, the positions of the other eight dots that determine the alive/dead state of a Robot Master will change - not randomly but in a ordered set depending on how many E-tanks you have. I'm finished but I'd better get to the point. Figure out how many E-tanks you want then use the corresponding list below to fill in a password. If you still don't get it, I'll give you a few examples. Say you want to have four E-tanks, but you don't feel like fighting the Robot Masters and want to start at the Skull Fortress stages right away, this is the password you would use.

1 2 3 4 5

A		X		
B	X	X		
C X	X	X		
D		X	X	
E	X			

Easy right? Now on to the charts.

A1 group: Alive/Dead

Bubbleman C3/D1

Airman D2/E3

Quickman C4/B4

Woodman B5/D3

Crashman E2/C5

Flashman E4/C1

Metalman E1/E5

Heatman D5/B2

A2 group: Alive/Dead

Bubbleman C4/D2
Airman D3/E4
Quickman C5/B5
Woodman C1/D4
Crashman E3/D1
Flashman E5/C2
Metalman E2/D1
Heatman E1/B3

A3 group: Alive/Dead

Bubbleman C5/D3
Airman D4/E5
Quickman D1/C1
Woodman C2/D5
Crashman E4/D2
Flashman B1/C3
Metalman E3/B2
Heatman E2/B4

A4 group: Alive/Dead

Bubbleman D1/D4
Airman D5/B1
Quickman D2/C2
Woodman C3/E1
Crashman E5/D3
Flashman B2/C4
Metalman E4/B3
Heatman E3/B5

A5 group: Alive/Dead

Bubbleman D2/D5
Airman E1/B2
Quickman D3/C3
Woodman C4/E2
Crashman B1/D4
Flashman B3/C5
Metalman E5/B4
Heatman E4/C1

MAXXX THXX0RZ TO YOU PSEUDONYM!!!
AND GREAT JOB!!!

Secrets

Birds, not stars.
Hold A + B, then press Start on a boss

The Invincible Man
Press pause repeatedly and enemy shots will pass through you. You must

not have any weapons currently fired on the screen.

Slightly Easier Big Head Jumping for Airman's Stage
When a Big Head appears move away from the Big Head until you see only one horn appear. Now jump towards the Big Head while that one horn is still appearing. You can see that it only has one horn instead of two. Use this to your advantage. But this effect is only temporary.

Max Weapons Energy

Lose all your life and then continue. You will start from the beginning of a stage (Except wily stage. You begin the stage you are on again and not everything all over again.)

Infinite Quick Boomerang, Metal Blade, and Bubble Lead

Select Quick Boomerang and then shoot only 7 at a time. Press start and select Quick Boomerang again. It won't waste! The same thing with Metal Blade except only shoot 3 at a time. The same thing for Bubble Lead except only 1 at a time.

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9.0 - Frequently Asked Questions

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This is the FAQ section. I like to call it Frequently Annoying Questions. Some very frequently asked questions.

Q : In the main menu, what's with this "normal" and "difficult" thing?

A : Bosses have twice more life. I think...

Q : Why are these weird bricks blocking the way?

A : Use Crashman's weapon to destroy them.

Q : Any secret stuff?

A : No.

Q : What's with these enemy names?

A : I made them up. Looking up the names who require more work for me. I don't like work.

Q : What boss should I fight first?

A : Flashman. He's slow and barely attacks.

Q : Any advice for us?

A : Yes. A person wasted three lives to get one. Don't be like that. You have a brain. USE IT. THINK. LIVE AND WIN.

Q : What's the best weapon?

A : Heatman's Weapon Charge 3

Q : I beat the game? What now?

A : There are a lot of other megaman games. Go play them. The games are:

MEGAMAN ANNIVERSARY COLLECTION FOR PLAYSTATION 2!!!

and gamecube...

IT INCLUDES MEGAMAN 1, 2, 3, 4, 5, 6, 7, 8, POWER BATTLES 1 AND 2!!!
OUT NOW!!! For \$30.

Megaman 1 - Hard

Megaman 3 - You can slide now! Down + Jump

Megaman 4 - Charge Buster!

Megaman 5 - Bigger Charge Buster!

Megaman 6 - Megaman Forms! Fly! Punch! Charge!
Megaman 7 - Very SNESy.
Megaman 8 - First Megaman to use cutscenes. Techno music!
Megaman and Bass - Hard. Good DATA ON ROBOTS.
Megaman X - THE ONE!
Megaman X2 - THE ONE TIMES TWO!
Megaman X3 - PLAY AS ZERO AND KICK ASS! SABER IS OVER POWERED!
Megaman X4 - ANIME! They ruined megaman's voice. He is a SHE! KICK ASS GAME!
Megaman X5 - Bit boring.
Megaman X6 - I don't want to save reploids. Blade armor sucks.
Megaman X7 - The 3d game play was a failed experiment.
Megaman Legends 1 - An awesome 3D megaman game!
Megaman Legends 2 - Megaman saw Tron Bonne naked, Sera naked, and Roll Naked... TWICE!!
Megaman Zero 1 - AWESOME! Hear the boss music, MAN!

<http://www.geocities.com/humanvegetableonline2002/MMZE.html>
- Megaman Zero 1 Ending -

Megaman Zero 2 - AWESOME!
Megaman Battle Network Series - Time consuming. Good.

Q : X Series?
A : There's a small link. You must see it. Get Anniversary collection and unlock Power Battles 2. Then beat Power Battles 2 with JUST BASS and ONLY BASS. You will see Wily talking about a stronger robot that is only seen in the X series.

=====

10.0 - Credits

=====

Dedicated to DesertEagle415AE!!

Admin Baldon for the great game.
Admin Kaneda for being an nice admin.

Also Dedicated to OTHERS... look below...

THEY TOLD ME I COULD PUT UP THEIR NAMES!!!

VVVVV

Daniel K for a reason.

David Y. for a reason.

A Runnelid for no reason.

Bluecharge for being <[ZION]> Leader 2.

CPMax for no reason.

DeathBlz for liking Megaman.

DogFlour for no reason.

ebong for hating Unlimited Saga for Playstation 2.

EmeraldThunder for no reason.

Evil dead deadit for no reason.

GhostRaven for liking Megaman.

Innocent Blood for some reason.*

Janors for no reason.

MStinemire for no reason.

Ngan "nnguyen11490" Nguyen for no reason.

Pjairo for no reason.

RedAlertZero for no reason.

Roger for no reason.

ProtonianZero for no reason.

Pseudonym for his Password Generator Guide. (GOT PERMISSION)

Sapphirecat for no reason.

Shiyala for no reason.

SinOfThePhoenix for liking Megaman.

St8champ03 for no reason.

SubZero997 for no reason.

THPSKID for no reason.

Wally for liking Megaman.

Wonderbird for no reason.

Zion Fluke for no reason.

Mr. Shield for no reason

^^^^^

THEY TOLD ME I COULD PUT UP THEIR NAMES!!!

Credits to...

CjayC for Gamefaqs.

Capcom for Megaman.

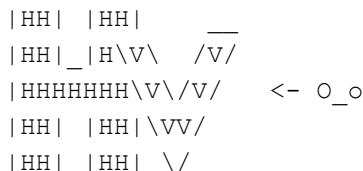
Pseudonym for his Password Generator Guide. (GOT PERMISSION)

And you people for the supporting my guide.

Boy : "Hey, Stupid."

Girl : "Don't call me stupid, stupid!"

-Life of Humanvegetable-



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