Mega Man 2 FAQ/Walkthrough Final

by Astro Blade Updated on Jul 18, 2005

	Mega Man 2
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' Mega Man 2	
For the Nintendo GameCube	
Written by Astro Blade	
Version .01	
astroblade@gmail.com	
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Table of Contents	
I. Introduction	
II. Game Basics (Story, Contro	ls, Items, and FAQs)
III. Walkthrough (Robot Master:	
IV. Appendix (Weapon, Teleport:	
J. Closing	
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[I.] INTRODUCTION	
* - * - * - * - * - * - * - * - * - * -	*_*_*_*_*_*_*
Hello, this is Astro Blade. Th	is is also a speedy introduction. I have nothing
to say except that this will be	e a short guide covering Mega Man 2, one of the
pest in the series, in my opin:	
Yeah.	
Also, the Walkthrough may look	hard to understand, but it's not. Just read
	want to point out is: I start with Flash Man
	at than Metal Man. While the other Robot Master
	e tougher, it's fine. Mega Man 2 is an easy
	e cougher, it's line. Mega Man 2 is an easy
game.	
- Astro Blade	
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Version History	
, — ·	
5/07/05 - Did everything.	
F /00 /0F	
5/08/05 - Did everything else.	
7/18/05 - Fixed formatting erro	ors. Version final.

[II.] GAME BASICS Story +=----+ Mega Man 2 continues the Mega Man story. In the previous game, Mega Man stopped Dr. Wily. Now, Dr. Wily has risen again with 8 robots this time, each ready to take down Mega Man. Can Mega Man stop Wily's robots, and then Wily himself once and for all?... +=----+ Controls +=----+ Control Stick Move in respective direction A Button Fire Weapon B Button Jump R Button Toggle Weapons Toggle Weapons L Button Y Button Rapid Fire* X Button N/A *I find this extremly cheap, by the way. +=----+ Items +=----+ Item 1 -----The floating platform. You can shoot out three of these rising platforms at a time. They are useful later in the game. You get Item 1 after defeating Heat Man. _____ Item 2 Item 2 serves as a moving hoverboard. It only moves in one direction, and it can't go up and down. You get Item 2 after defeating Air Man. Item 3 Item 3 is a platform that walks or crawls along walls, to take you to higher places. It's obtained after defeating Flash Man. -----Energy Pellet _____

Restores some of Mega Man's health.

Energy Capsule
Dostores a large portion of Maga Manla health
Restores a large portion of Mega Man's health.
Weapon Energy Pellet
These tiny blue pellets partially restore the weapon Mega Man has activated,
with the exception of the Mega Buster.
Weapon Energy Capsule
mboss lauren blus sensulas nestans a most deal of ensum for the most Mana
These larger blue capsules restore a great deal of energy for the weapon Mega
Man has activated, with the exception of the Mega Buster.
1-Up
This icon of Mega Man's head gives you an extra life.
Energy Tank
These capsules have an "E" written on them. When you get them, they are stored
on the Weapon Menu, and you can use them to fully restore Mega Man's health.
You can only hold four at a time, so use them carefully!
+==+
FAQ
+==+
===
Q. Isn't Crash Man supposed to be named Clash Man?
E. Total C. Common Conference of the common Conference of the common Conference of the common Conference of the conferen
A. No. In other Mega Man games, he is. So it's just a mistake. Thanks to
Meowthnum1 for this information.
===
===
Q. I can't beat Quick Man's level!
Q. 1 can t beat Quick man 3 level:
A. Try using Time Stopper at the hard(est) parts, and it should be easy.
===
===
Q. Why do you tell players to start with Flash Man, instead of ?
z, do jou coll plajolo co beale with flash man, instead of:
A. Flash Man is very easy, so there should be no trouble beating him with the
Mega Buster.
===
*_
[III.] WALKTHROUGH

So, when Mega Man 2 starts up, you can choose two difficulties to play on. The difference is that on Hard, the enemies take more hits to be defeated. A screen will then pop up, and you'll have to pick which one you want to fight. There are several paths of Robot Masters you can take, and the one below is what I find to be the easiest. I also included an alternate path, of which is also easy.

Either way, you're using the Mega Buster for a few Robot Master battles. :)

The MAIN PATH is -

FLASH MAN -> USE MEGA BUSTER -> GET TIME STOPPER -> GO TO QUICK MAN

QUICK MAN -> USE TIME STOPPER -> GET QUICK BOOMERANG -> GO TO WOOD MAN

WOOD MAN -> USE MEGA BUSTER -> GET LEAF SHIELD -> GO TO AIR MAN

AIR MAN -> USE LEAF SHIELD -> GET AIR SHOOTER -> GO TO CRASH MAN

CRASH MAN -> USE AIR SHOOTER -> GET CRASH BOMBS -> GO TO BUBBLE MAN

BUBBLE MAN -> USE MEGA BUSTER -> GET BUBBLE LEAD -> GO TO HEAT MAN

HEAT MAN -> USE BUBBLE LEAD -> GET ATOMIC FIRE -> GO TO WILY'S CASTLE (Like you have a choice)

The ALTERNATE PATH (I don't get why it's easier...) is -

METAL MAN -> USE MEGA BUSTER -> GET METAL BLADES -> GO TO FLASH MAN FLASH MAN -> USE METAL BLADES -> GET TIME STOPPER -> GO TO QUICK MAN QUICK MAN -> USE TIME STOPPER -> GET QUICK BOOMERANG -> GO TO WOOD MAN WOOD MAN -> USE METAL BLADES -> GET LEAF SHIELD -> GO TO AIR MAN AIR MAN -> USE LEAF SHIELD -> GET AIR SHOOTER -> GO TO CRASH MAN CRASH MAN -> USE AIR SHOOTER -> GET CRASH BOMBS -> GO TO BUBBLE MAN BUBBLE MAN -> USE METAL BLADES -> GET BUBBLE LEAD -> GO TO HEAT MAN HEAT MAN -> USE BUBBLE LEAD -> GET ATOMIC FIRE -> GO TO WILY'S CASTLE

+	=																																			=+
	FLAS	Н	MAN	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	~	*	
+	=																																			=+

Flash Man's a pretty easy Robot Master. He jumps around, and every once in a while freezes Mega Man. After Mega Man is frozen for a short while, Flash Man fires rapid blasts of fire and Mega Man.

Flash Man can be hit several times before he can freeze Mega Man, so make sure you're constantly hitting him. Try and stick to lower parts of the terrain. I find that if you do this, he'll stick to the higher ones, and when he fires those rapid blasts, he'll miss (otherwise they're un-dodgeable. Is that a word?).

After he's defeated, you get Time Stopper. We head to Quick Man.

ALTERNATE PATH

Use Metal Blades, following the above strategy.

+=----=+

Quick Man's level is a pain, but he's not. Not really, anyway. As his name implies, he's quick. He jumps around the stage launching boomerangs at you. You can dodge him easily, so don't be alarmed.

So how are you supposed to beat him if you have no Time Stopper left, after using it in his level? Well, read on.

With the Mega Buster -> Every time he jumps, run under him to the opposite side of the stage and blast him. If you stay away from him, he won't be able to hit you. In the event you get hit, get away from him. He can get to you fast, so be faster with your Mega Buster and jump up and blast him in addition to a ground attack.

ALTERNATE PATH

==========

With Time Stopper -> Use it. If it's full, you'll wipe out half of his health! If you don't, you'll still deal good damage. Once you're out of Time Stopper, read the above hint to beating him with the Mega Buster.

Now, with him out of our way, we can go fight Wood Man.

Ah, Wood Man. The lug of wood that uses leaves to attack. Hah. Wood Man has two attacks. He sends a leaf of six (six) down from the ceiling to hit Mega Man, and he activates his leaf shield and hurls it at Mega Man. We'll be using the Mega Buster against him, since we don't have the weapon that works best (Metal Blade).

Stay in the right corner of the screen. Jump over his Leaf Shield when he hurls it, and then blast him. The leaves falling from the ceiling won't hit you because you're up against the wall and they don't fall there. It should be easy. The thing is, though, Wood Man will gradually get closer to you. Jump over him when he gets too close and continue you the battle from the other side.

ALTERNATE PATH

==========

Use Metal Blades. With the above strategy.

After he's defeated, take Leaf Shield and head to Air Man.

Air Man is very weak. I just had to say that. He has one attack, two if you count the fact that he jumps by you, and three if you count the fact he does two things with his first attack. Allow me to elaborate. Air Man fires out mini tornadoes, and they stay in place. He then hurls them out you. His other attack, is jumping. They all do that.

Okay, start off with Leaf Shield. Take it out. Wait for him to hurl the mini

tornadoes at you, then jump in between them and hurl Leaf Shield at him. Once he starts jumping, go under him. Do this until he starts up with the tornadoes away, and then repeat the pattern.

With him blown out of the way, take Air Shooter and head to Crash Man.

Crash Man isn't all he's hyped up to be. He's quite weak, and we have his weakness. His attack pattern consists of jumping and throwing Crash Bombs at you, which is nothing, since you can run out of the way. Onward.

So, Crash Man will jump up (not very high, I might add) and throw a Crash Bomb at you. Run away from him when he does this, and you won't take damage. Pull out Air Shooter, and blast him everytime he jumps.

After you take him out, take Crash Bombs and go to Bubble Man.

Despite the spikes at the top of the level, Bubble Man is very easy. So, his attacks. He fires out bubbles that bounce around and jumps around and tries to blast you. The bubbles are the key thing to avoid. In this battle, we'll also have to use the Mega Buster.

Start off by blasting him when he hops off the ground, and moving under him to get to the other side of the stage. Make sure that when you move under him you're avoiding the bubbles he left behind...

Anyway, that pattern should work fine. Just don't jump too high. The chance of hitting the spikes is slim if you're careful.

ALTERNATE PATH

==========

Now, you didn't think I was going to leave Bubble Man without telling you how to beat with Metal Blades, did you? Well, I am. This is because you can follow the same strategy with Metal Blades as you can with the Mega Buster.

Heat Man is easily beatable. And hey, Bubble Lead is his weakness. His attacks are...odd. He jumps from side to side and shoots fire out.

So, to beat him, Mega Man has to simply dodge the fire, and run under him when he jumps. Then, when he's on the ground, fire Bubble Lead at him.

Mega Man will recieve Atomic Fire. Head to Metal Man.

Metal Man. He's colored like Quick Man. But he's not really quick, and his attacks sure aren't, being as you can dodge them easily. Stay on the left side of the stage. Everytime he jumps up and fires his blades, jump in between, and use your Mega Buster. As long as you dodge the Blades, it'll be easy. On to Wily's Castle. +=----=+ The Mecha Dragon. Simply jump up to the top most block and use Quick Boomerang on his, dodging the fire balls. Even if you get hit, you're not taking that much damage and you're not falling off, your falling on to another block. +=----=+ +=----=+ These walls are a joke. Take out Bubble Lead. Every time a wall forms, fire ONE bubble and it blows up. Do this till you win. +=-----+ The Guts Dozer. Another easy boss. Jump on to the front end, and you can safely stand there. From that point, use Quick Boomerang on its head. +=----=+ This is tough. There are many Orbs in this room. They each fire at you every once in a while. There are also walls that can only be broken with Crash Bombs lying around, blokcing some Orbs. Use them as you please, but always destroy a wall blocking an Orb. Then destroy the Orb. No other weapon will work here. If Mega Man dies, the walls you had previously destroyed will still be destroyed. +=----=+ Dr. Wily, yay! Simply use Crash Bombs, if you have them, or use Metal Blade. +=----=+ +=----=+ Bubble Lead will work. Don't hit Wily with Mega Man though, you'll be half dead. It shouldn't be that tough. [IV.] A P P E N D I X +=----+ Weapons

```
Name of the Weapon | Robot Master | Rating
| METAL BLADE | METAL MAN | 9/10 /
|-----/
| Metal Blade is a great weapon. You have so
| many of them you can use without running out, |
| it's great! Basically, you fire out a metal
| blade that can go in any direction! The only
| downside is that they don't work against all
I enemies.
| TIME STOPPER | FLASH MAN | 7/10 /
|-----/
| This weapon is decent. It can get you through |
| Quick Man's level with ease, but it has
| drawbacks. You have to use it all at once.
| You cannot stop using it until it ones out,
| that is. It doesn't effect all enemies. Also, |
| it's pretty weak against the ones it does
| hurt. A full supply only takes out half of
| Quick Man's health (who's weakness IS Time
| Stopper) when other weapons destroy Robot
| Masters with a quarter or half of a weapon.
| QUICK BOOMERANG | QUICK MAN | 8.5/10 /
|-----/
| Quick Man's weapon is nice. It deals good
| damage to enemies, and is great for some of
| the bosses later in the game, like Mecha
| Dragon. The one drawback is that it drains out |
| kind of fast, and that's never good. Never the |
| less, a good weapon that's very much needed in |
| the game. Firing out mini boomerangs is fun! |
| LEAF SHIELD | WOOD MAN | 7/10 /
|-----/
| Leaf Shield is the kind of weapon you use to |
| get out of trouble, such as using it on a
| ladder or moving platform to prevent Mega Man |
| from being hit and knocked off. It's not the |
| weapon you'd use to start trouble and attack
| enemies with. Other then the uses mentioned,
| and the fact it's Air Man's weakness, it's
| mediocre. All it does is surronders you in
|leaves that you can hurl, anyway.
```

```
| AIR SHOOTER | AIR MAN
                    | 6/10 /
|-----/
| Air Shooter is good for nothing except taking |
| out a Robot Master. In this case, that Robot |
| Master is Crash Man. You'll fire out a series
| of mini tornadoes. Other than that, don't
| bother with it.
| CRASH BOMBS | CRASH MAN | 7/10 /
|-----/
| Alright, you do need it to beat a boss later
| in the game, and it does help you get items
| and take you to other areas, but are firing
| out little bombs that take a while to explode |
| the best thing out there? Not really. It's
| good against one Robot Master, Wood Man.
| BUBBLE LEAD | BUBBLE MAN | 8/10 /
|-----/
| Bubble Lead is very helpful in levels, like
| Wood Man's. It is also needed to beat a boss |
| in Wily's Castle later in the game. The only
| drawback is that it fires pretty slow, or at |
| least not as fast as it could/should. I mean, |
| you're just shooting out bubbles.
| ATOMIC FIRE | HEAT MAN | 6/10 /
|-----/
| Atomic Fire, Heat Man's weapon is pretty bad. |
| It's good against Wood Man fully charged and
| that's basically it. Fully charged. Yeah, it
| can be charged, but it's not as great as it |
| could be. You simply fire out bursts of fire.
| Too bad, it had a cool name, anyway.
Teleporting Layout
+=----+
```

+----+

 HEAT MAN +	 -+			
+	-+ 			++
 	-+ 	++ BUBBLE MAN	++	++ CRASH MAN

+=----+

General Tips

+=----+

- *Use Energy Tanks only when needed
- *Get extra lives whenever you can
- *Do not take risks (such as jumping over a wide gap) unless you must
- *Use Items 1, 2 and 3 if you think an event will be easier
- *Don't fight a Robot Master with its weakness unless your health is at least 3/4 full; if it's not, and you have a life to spare, lose on purpose
- *Do not think you have to use a Robot Master's weakness only; use whatever effects it

+=----+

Passwords

+=----+

Here are the passwords for Mega Man 2. Want to get to an area quickly? Want a certain Robot Master defeated? Use these.

If any of these are wrong, let me know.

Metal Man Defeated -

+=====+ |A2|B1|C2|C5|D1|D2|D4|E1|E4| +=====++

Flash Man Defeated -

+=====+ |A2|C2|C5|D1|D2|D3|D4|E1|E2| +=====++

Quick Man Defeated -

#=====================================	I I	
All C3[C4 D2 D3 D5 E1 E2 B4	A3 B1 C1 C2 C5 D1 E2 E3 E5	
Air Man Defeated - +=======+ Al B5 C3 C4 D5 E1 E2 E3 E4 +======+ Cash Man Defeated - +======+ A2 C1 C4 C5 D1 E1 E2 E4 E5 +======+ Beat Man Defeated - +======+ Ba5 B2 B3 B4 C1 C3 C4 D4 D5 +=======+ Dr. Wily's Castle +=======+ A1 E2 B4 C1 C5 D1 D3 E3 E5 +=======+ A5 B2 B4 C1 C5 D1 D3 E3 E5 +=======+ A5 B1 B3 C4 D2 D3 E1 E4 E5 +=======+ V.] C L O S I N G	Wood Man Defeated -	
+=====================================	A1 C3 C4 D2 D3 D5 E1 E2 E4	
Al B5 C3 C4 D5 E1 E2 E3 E4 +	Air Man Defeated -	
+=====================================	A1 B5 C3 C4 D5 E1 E2 E3 E4	
A2 C1 C4 C5 D1 E1 E2 E4 E5 ++ Heat Man Defeated - ++ A5 B2 B3 B4 C1 C3 C4 D4 D5 ++ Dr. Wily's Castle ++ A1 B2 B4 C1 C5 D1 D3 B3 B5 ++ A1 B2 B4 C1 C5 D1 D3 E3 E5 ++ A5 B1 B3 C4 D2 D3 E1 E4 E5 +	Crash Man Defeated -	
+============+ A5 B2 B3 B4 C1 C3 C4 D4 D5 +====================================	A2 C1 C4 C5 D1 E1 E2 E4 E5	
A5 B2 B3 B4 C1 C3 C4 D4 D5 +==============+ Dr. Wily's Castle +=============+ A1 B2 B4 C1 C5 D1 D3 E3 E5 +============+ Start w/Max Energy Tanks +==============+ A5 B1 B3 C4 D2 D3 E1 E4 E5 +============+ V.] C L O S I N G *-**-**-**-**-**-**-**-**-**-**-**-**-	Heat Man Defeated -	
+======+++++++++++++++++++++++++++++++	A5 B2 B3 B4 C1 C3 C4 D4 D5	
A1 B2 B4 C1 C5 D1 D3 E3 E5 +=============+ Start w/Max Energy Tanks +===========+ A5 B1 B3 C4 D2 D3 E1 E4 E5 +===========+ *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*	Dr. Wily's Castle	
+=======+ A5 B1 B3 C4 D2 D3 E1 E4 E5 +=======+ *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-	A1 B2 B4 C1 C5 D1 D3 E3 E5	
A5 B1 B3 C4 D2 D3 E1 E4 E5 +===========+ *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*	Start w/Max Energy Tanks	
[V.] C L O S I N G *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*	A5 B1 B3 C4 D2 D3 E1 E4 E5	
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 Contact Information
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E-Mail
=---=
astroblade [at] gmail [dot] com
          '' @ ''
                    "."
Feel free to e-mail me about -
- Suggestions
- Contributions
Do not e-mail me about -
- Anything Irrelevant
- Anything answered in this guide
Instant Messenger
As of now, my AIM is list is closed. Sorry.
+=----+
 Credits
+=----+
GameFAQs (http://www.gamefaqs.com) - For hosting this FAQ/Walkthrough
Trace "Meowthnum1" Jackson
                                         - For being a Mega Man Master, and
                                          the Crash Man contribution.
The Mega Man Homepage (http://www.mmhp.net) - For having everything about Mega
                                          Man and giving me the Item
                                          names.
+=----+
 Goodbye!
+=----+
Hope you enjoyed the guide.
                                                           (c) Astro Blade
```

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