







dropping chains, conveyer belts, and the lasers in Quick Man's Stage. There are two bad things about this power -- you can't use anything you damage anybody, and once you start it, it doesn't stop until you are out of energy. In other words, you can use it ONCE.

Quick Boomerang = This weapon is almost like your regular weapon, but with a few differences... first it only goes about half the screen because it curves downwards (Which is good because it can hit things a little higher and a lot lower than your normal weapon). Another good part is that you can have 4 of these guys on the screen for a good rapid fire. Oh and 8 shots take down an energy pellet.

Metal Blade = Undisputedly one of the best weapons of not only the game, but of almost every Mega Man. First of all, it is strong, most enemies and even the bosses are weak against this weapon. Next this guy can be launched in ALL EIGHT DIRECTIONS by pressing the D pad in the way you want. Third, it is a big weapon so it is easy to hit with and it can pierce. There is one little problem with this item... you can't walk while you shoot, since you throw the blades.

Crash Bomb = A more tactical weapon. You launch this bomb out straight forward... if it hits an enemy, it will do major damage. If it hits a wall, it will stay there for a little while and then explode. These are also the only things that can destroy a certain type of walls.

Bubble Lead = This weapon will allow you to toss a big bubble out that will travel on the surface. As it rolls, it will damage anything in its way: if it is enough to overkill the enemy, it will continue rolling.

Atomic Fire = This is a weapon like the charged shot Mega Buster in the sequels. You can either shoot a VERY weak shot, or hold in the fire button for a while. This takes a long time to charge and when it is ready you will flash in a greenish color. Once charged, it will be extremely powerful but it takes a lot of energy to use.

Leaf Shield = Once fired, four green leaves will continue to circle you, damaging anything it touches. Once you move left or right, the circle of leaves will be shot in that direction killing most things it touches.

Item 1 = This will launch out a little platform that Mega Man can step on. All this baby will do is float up for a little bit so you can get to farther places. You can have three out at once.

Item 2 = This will make a little jet board out in front of you that will launch once you step on it. All it can do is fly you over things, it will perish once it hits any form of ground. Make sure you have enough energy before you ride, as once it is gone, it will also disappear, even in mid air.

Item 3 = This item is a unique one. It will bounce until it hits a wall, then once you jump on it, it will move up it. The uses for this are all basically preset, very rarely is an Item 3 better for the case than the first Item... unless you want to save them.

Boss Order-----

AIR > FLASH > QUICK > METAL > CRASH > BUBBLE > HEAT > WOOD

I start with Air Man, true is level is a pain if you just learned how



Movement ----- Once you step on one of the Red robots in Air Man's stage, these little guys will come out of the sides and slowly rise up then home in to you. To avoid these guys, just shoot them before they come close. (Light)

Attacks ----- NONE

Optimum Weapons - Mega Buster - One hit and they die, nothing else to it.

Notes ----- I just didn't know what to call it... but you know what they are once you step into his level...

Difficulty ----- \*

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Name ----- Lightning Bolt Bot

Hit points ----- 2

Found in ----- Air Man

Appearance ----- These are the upper half of a robot found on a moving cloud. The most distinct characteristic... they hold a lightning bolt.

Movement ----- They move in a little circle with their cloud. You should never collide with them. (Medium)

Attacks ----- Lightning Toss - They will hit you with their lightning, ONLY if you jerk around with killing them. This attack is very inaccurate and has a great delay. If you jump and shoot them twice right when you see them, this should never affect you in the least bit. (Medium)

Optimum Weapons - Mega Buster - Just hit the up part of the robot (The body) with two hits. Be VERY careful since you might have to jump and you are most likely on a moving platform.

- Metal Blades - They aren't that damaging against them, but they will allow you to hit these guys at an angle.

Notes ----- You need their platforms to ride on. If you miss these guys the platform will go outside the screen and just respawn another one. These guys take around an extra hit on the Hard mode.

Difficulty ----- \*\*\*

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Name ----- Egg Dropping Bird

Hit points ----- 1

Found in ----- Air Man, Crash Man, Wood Man, Wily Stage 1

Appearance ----- This is a bird that drops an egg.

Movement ----- This bird will just move at the top of the screen either left or right. It will drop an egg right in front of you. This bird should never hit you.

Attacks ----- Egg Drop - This bird will drop an egg right in front of you. There are many things you can do at this point. The safe way to

avoid this attack is to just kill the egg in mid air. If you do it this way, you don't have to fight the little birds that just swoop towards you. (Light)

Optimum Weapons - Mega Buster - If you know what you are doing, you should be able to knock out a few little birds then jump through them and kill the rest. This is harder to do than the other choices.

- Metal Blades - Launching just one of these right when the egg explodes will most likely kill ALL of them. You can even take out the bird that drops the egg as well!

- Time Stopper - This only works that great in Crash Man's level, where you are climbing up a long ladder. This will stop the birds so you don't get hit.

- Leaf Shield - If you shoot out the leaf shield, it will act like a big area of effect Metal Blade. You can also just keep the shield on and let the birds fly into you!

Notes ----- These birds are great to kill when low on supplies. If you use a Metal Blade or Leaf Shield, you can kill all eight of the little birds in seconds, that means eight chances to drop items. These are probably the best of the best in item hunting.

Difficulty ----- \*\*

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Name ----- Worm Dispenser/Worm

Hit points ----- 3 Each

Found in ----- Air Man, Flash Man, Quick Man, Wily Stage 1

Appearance ----- These are little things on the ground that make little blue cheese doodle worms that jump out and squiggle.

Movement ----- One the worms jump out, they will most likely try to land were you are. If you just move, they will not hit you. Once they are in the ground, just kill them, since they don't move at all. (Light)

Attacks ----- NONE

Optimum Weapons - Waiting - These things die out after a little while.

- Mega Buster - This can kill a worm in about 3 hits, so just tap the shoot button as fast as you can. Please note that you cannot kill the dispensers if this weapon unless you are underneath them.

- Metal Blades - This will kill the worms and the dispenser in one hit. Fast and effective.

- Bubble Lead - Same as the Metal blades, only for ground level.

Notes ----- These guys are another source for item hunting. On hard, I believe they have more hit points.

Difficulty ----- \*\*\*

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Name ----- Air pushers  
Hit points ----- 3  
Found in ----- Air Man

Appearance ----- These are blue robots with huge fans in them. They look like Air Man in a way.

Movement ----- They don't move, nor should you EVER touch them. (Heavy)

Attacks ----- Fan - All these things will do is push you back. Just kill them so this doesn't happen. (None)

Optimum Weapons - Mega Buster - Three shots in one jump will do the trick. You can also jump and shoot before they appear on screen to not get pushed back a whole lot.

Notes ----- On Hard, they take about 5 hits to kill.

Difficulty ----- \*

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Name ----- Pea Shooters  
Hit points ----- 3  
Found in ----- Flash Man, Crash Man, Wily Stage 2, Wily Stage 3

Appearance ----- These are little robots on two legs. One "arm" is a gun, and the other one will crank the robot to a new angle.

Movement ----- They can only move their arm up or down, otherwise they stay still. (Medium)

Attacks ----- Shoot - This is all they can do... shoot just like you, only theirs will arc. If they are blocking off a path for you to go down, just wait till they crank it up. This will allow you to make your move. They usually do it after 5 shots. (Light)

Optimum Weapons - Mega Buster - Three hits and they die, since they don't move, nothing special as to be done.

- Air Shooter - This should be used right when you step into Flash man's stage, since most of them are above you. One of these will kill one if hit right.

Notes ----- On difficult, they take much more to kill.

Difficulty ----- \*\*\*

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Name ----- Mech Joe  
Hit points ----- 10  
Found in ----- Flash Man, Quick Man, Heat Man, Wily Stage 4

Appearance ----- A red robot in a huge purple walker.



Movement ----- This Robot will jump, and try and squish you. (Heavy)

Attacks ----- Shoot - If the robot can't get to you, it will shoot pretty dam fast. There is no real sure fire way to dodge all the attacks, instead, you should just try and kill this Mech as fast as possible. (Light)

Optimum Weapons - Mega Buster - I would only use this is you KNOW it can not get to you.

- Air Shooter - If hit right, you can destroy a Mech Joe in ONE hit with this weapon. Good to know since these are very hard enemies. Don't forget to still watch out for the shield.

- Wood Shield - On normal, a two hit kill.

Notes ----- Once you kill this enemy, a Guard Joe will pop out of it. These enemies take a lot more to kill on Hard.

Difficulty ----- \*\*\*\*\*

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Name ----- Guard Joe  
Hit points ----- 5  
Found in ----- Flash Man, Quick Man, Heat Man, Wily Stage 1, Wily Stage 4

Appearance ----- A red humanoid robot with a visor, he also has a shield.

Movement ----- He doesn't move. (Medium)

Attacks ----- Shoot - When he is not behind his shield, he will shoot three times. To avoid these, do three little jumps. (Light)

Optimum Weapons - Mega Buster - If you have good reaction timing, you can start shooting right when he puts down his shield and kill him right off.

- Air Shooter - Using this point black will kill this little guy in one to two shots.

Notes ----- He is what pops out of a Mech Joe once you destroy it, these can also be found alone as well. They are much harder on hard since they take more to kill. Don't forget that you can't hit their shield.

Difficulty ----- \*\*\*\*\*

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Name ----- Stack O' Cans  
Hit points ----- 1  
Found in ----- Flash Man, Metal Man, Crash Man

Appearance ----- This is a robot that is made up of four cans. The third one up has eyes!

Movement ----- This will only move to the left. If will NEVER stop.

(Heavy)

Attacks ----- Tumble - Please note that this attack is ONLY on hard. Any ways, once you hit him for the first time, he will launch the three non-eyed cans at you. These are hard to avoid, but if you stand still about a step in front of him, you will usually avoid them. After a little bit, he will put himself back together, then one more hit will kill him. (Light)

Optimum Weapons - Mega Buster - One hit kill, aim for the eyes.

- Item 1 - If you don't feel like killing them on hard since it is very risky, then just jump over them.

Notes ----- These are very easy on normal, one hit to kill, but on hard they have that extra hit.

Difficulty ----- \* (\*\*\*\*\* on hard)

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Name ----- Little Springs  
Hit points ----- Undefined  
Found in ----- Quick Man, Metal Man, Heat Man, Wily Stage 1

Appearance ----- These are little, low to the ground, robots. They will slide on the ground and speed up if you are on the same elevation as them.

Movement ----- They just go back and forth. The best thing to do is just JUMP over them. (Medium)

Attacks ----- NONE

Optimum Weapons - Quick Boomerang - This is the only thing I know of that kills these guys. A couple hits will put them out.

Notes ----- This enemy gets FREAKING enormous in the third Mega Man... they both pop up and do a spring dance if you touch them.

Difficulty ----- \*\*

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Name ----- Fire Throwers  
Hit points ----- 5  
Found in ----- Quick Man

Appearance ----- These are red and yellow robots that have their bowled head lit ablaze.

Movement ----- They don't move. (Heavy)

Attacks ----- Fire Toss - They will throw fire balls at you... the best way to avoid these is to jump before they toss, so it will go high, then kill them when you land. (Light)

Optimum Weapons - Mega Buster - This is all you will need against these guys. There are probably better things, but these aren't that hard.

- Air Shooter - Just for the hell of it, I tried this baby out... one hit kill if you must resort to this.

Notes ----- Once you kill these guys, the lights will go out. Another thing, the fire they throw look just like the fire ball enemies from the original Mega Man.

Difficulty ----- \*\*

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Name ----- Drills  
Hit points ----- 3  
Found in ----- Metal Man, Wily Stage 2

Appearance ----- These are little drills.

Movement ----- They will burrow themselves either from the ground to the ceiling or visa-versa. To avoid them, STOP WALKING. They will NEVER appear underneath you. Once you take some time to look, then think about where you can go from there. (Medium)

Attacks ----- NONE

Optimum Weapons - Mega Buster - Just attack them like any other enemy. On hard, you might only get the chance to kill the ones on the ground if you don't hustle.

- Leaf Shield - This will not only protect you from them, it will also kill any drills it touches once you shoot it.

-Time Stopper - This will just let you walk freely by them without the fear of getting hit.

Notes ----- These are great enemies to item hunt.

Difficulty ----- \*\*\*

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Name ----- Gear Clown  
Hit points ----- 3 (1 for the Clown, 2 for the Gear)  
Found in ----- Metal Man

Appearance ----- A pink clownish looking robot on a gear.

Movement ----- It will just ride toward you... the only way to avoid this is you just kill it before it gets to you. If you kill the Clown, you can jump the gear. If you kill the gear, the clown will just fall. (Medium)

Attacks ----- NONE

Optimum Weapons - Mega Buster - Why use anything else?

Notes ----- Both parts can always be killed allowing for 2 drops.

Difficulty ----- \*\*

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Name ----- Spinning Can

Hit points ----- 1

Found in ----- Crash Man, Heat Man, Wily Stage 1, Wily Stage 4

Appearance ----- These are a single can that have eyes; they spin.

Movement ----- All these things do are SLOWLY spin towards you... that's all. To avoid them, just kill them.

Attacks ----- NONE

Optimum Weapons - Mega Buster - 1 hit to kill, just jump!

- Metal Blade - Since these guys usually will come from either above you or below you, a multi directional attack may be a good idea.

- Leaf Shield - If these guys come toward you... what do you think will happen when they run into a shield?

Notes ----- These will either come from no where, or a hole.

Difficulty ----- \*

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Name ----- Metool

Hit points ----- 1

Found in ----- Crash Man, Wily Stage 4

Appearance ----- A robot hidden under a yellow helmet.

Movement ----- Once they pop up, they will just run a little bit than hide again. (Medium)

Attacks ----- It will lift its helmet up and attack you with three bullets, one goes strait, and the other two make a V towards you. Either get close enough to jump the highest bullet or stand a little back and low jump the middle one. (LIGHT)

Optimum Weapons - Mega Buster - One hit when it pops up. Try to find the helmet pop up G spot, then shoot before it pops up. If you are lucky, you can kill it before it actually shoots out anything.

Notes ----- Mega Man's Token enemy, at least 2 versions of it are in every Mega Man. You can NEVER kill these while they are hat down.

Difficulty ----- \*\*

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Name ----- Zip Chord Heli's

Hit points ----- 3

Found in ----- Crash Man, Heat Man, Wily Stage 2

Appearance ----- These are robots that will pull a chord on their head. They also resemble a stamper.

Movement ----- They will drop from the sky, then jump and try and



Attacks ----- NONE

Optimum Weapons - Mega Buster - This is all you need, one hit to kill them.

Notes ----- On hard, they may launch their shells off, but they will ALWAYS do that if you hit them with a metal blade... so don't do that.

Difficulty ----- \*\*\*\*

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Name ----- Anglers  
Hit points ----- 5 (2 for the shrimp)  
Found in ----- Bubble Man

Appearance ----- A giant fish that lays down. It shoots out shrimp.

Movement ----- It doesn't move... (EXETREME)

Attacks ----- Shrimpy - All he can do is spit these guys out from his mouth. To avoid them, kill them... (Light)

Optimum Weapons - Metal Blades - The regular Mega buster can make fighting these guys a pain... especially on hard. Any ways, these blades will rip through the shrimp in one hit and kill the angler in two.

Notes ----- Make sure you hit the Angler in the bulb. These also make great places to get items.

Difficulty ----- \*\*\*\*\*

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Name ----- Floating Mines  
Hit points ----- 1  
Found in ----- Bubble Man

Appearance ----- These are mines... that look a little like jellyfish.

Movement ----- They will drop down from the top of the screen and then home in on you after a while. (Light)

Attacks ----- NONE

Optimum Weapons - Mega Buster - One hit to kill, nothing special.

Notes ----- Sometimes it might be a better idea to let these guys hit you. This is because when they come, you are surrounded by spikes... and if you suck at jumping, that 2 seconds of damage invincibility will help you make it past that area.

Difficulty ----- \*

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Name ----- Crab

Hit points ----- 1  
Found in ----- Bubble Man

Appearance ----- They look like a crab

Movement ----- They will fall down a water fall, when they touch ground, they will walk towards you. (Medium)

Attacks ----- NONE

Optimum Weapons - Mega Buster - One hit will kill them, but if you only have this to use, I would wait till they are in sight before you jump any gaps...

- Metal Blade - Since these will come at you from above usually right after a jump, shooting diagonal direction will usually hit them. Again, this is a one hit kill.

Notes ----- The main point of this enemy is to really just knock you into a hole.

Difficulty ----- \*\*\*\*\*

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Name ----- Bat  
Hit points ----- 1  
Found in ----- Wood Man

Appearance ----- It looks like a bat

Movement ----- They will hang upside down for a little while, then will fly after you in a little bit. They go too slow to be a real treat. (Medium)

Attacks ----- NONE

Optimum Weapons - Mega Buster - Just wait till they fly down enough for a jump shot.

- Metal Blade - This is if you don't free like waiting.

Notes ----- On hard, they take more to kill... these appear in a lot of Mega man games after wards.

Difficulty ----- \*

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Name ----- Rabbit  
Hit points ----- 5  
Found in ----- Wood Man

Appearance ----- It looks like a purple bunny.

Movement ----- This thing will hop towards you. Most of the time it will be still and throw carrots at you. (Medium)

Attacks ----- Carrot Toss - Once it stands still, it will throw three carrots at you. Most of the time, you can kill them before you

see them do anything... but if they do come out, just jump them.

(Light)

Optimum Weapons - Mega Buster - Five hits and that die. Use this if they are on level ground with you.

- Quick Boomerang - This will just kill it faster.

- Metal Blade - This doesn't kill them fast, but will get the job done if they are below you which happens in the level many times.

- Bubble Lead - This will kill them in two hits, I just wrote this because I wanted to have another non-boss use :D

Notes ----- On hard, they take longer to kill.

Difficulty ----- \*\*\*

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Name ----- Doggie

Hit points ----- 12

Found in ----- Wood Man

Appearance ----- A big blue dog.

Movement ----- This dog doesn't move. (Heavy)

Attacks ----- All this dog can do is shoot out an up-curving fire ball trail from its mouth. To avoid it, either shoot and cover, or jump over them. (Medium)

Optimum Weapons - Mega Buster - Only use this if you don't have anything else... better learn how to tap the shoot button quick.

- Atomic Fire - Charge this up to full, and you will have a one hit kill. Make sure you know how to kill Wood Man with out this weapon just in case you use too much.

- Metal Blade - Takes only five hits to kill, so it's faster than the Mega Buster is.

- Quick Boomerang - Faster than the Metal Blades, but you must go closer.

- Time Stopper - This will allow you to skip the other two dogs in Wood Man's stage. Use the Time Stopper right when you beat the first dog but before you walk into the next screen.

Notes ----- The enemy that can take the most here in Mega Man 2. Of course he takes more to kill on hard.

Difficulty ----- \*\*\*\*\*

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Name ----- Monkey

Hit points ----- 2

Found in ----- Wood Man



Appearance ----- It looks like a gorilla.

Movement ----- This monkey will hang below you and then jump up when you least expect it... (Medium)

Attacks ----- NONE

Optimum Weapons - Metal Blades - Use this weapon to attack them BEFORE they jump up. This will let you go through the area without taking damage.

- Time Stopper - If you didn't use this for the dogs... you can use it on these guys.

- Crash Bomb - One hit kill when they pop up off the ledge.

Notes ----- They take more to kill on hard.

Difficulty ----- \*\*\*\*

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Name ----- Running Ostrich

Hit points ----- 5

Found in ----- Wood Man

Appearance ----- They look like an Ostrich

Movement ----- These will run toward you at the end of Wood Man's stage. You can rarely jump over them, but they will usually jump right before hitting you... so to avoid them just stand still. (Medium)

Attacks ----- NONE

Optimum Weapons - Crash Bomb - Most other weapons will take too long to kill these enemies, so this is the only good weapon for these guys. One hit to kill, just make sure you don't need these for Wood Man.

Notes ----- On Hard, it is almost impossible to kill these guys with anything but Atomic Fire or Crash Bombs

Difficulty ----- \*\*

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Name ----- Silver Fish

Hit points ----- Undefined

Found in ----- Wily Stage 3

Appearance ----- These are giant silver fish.

Movement ----- They jump out of the water from pits. To avoid them, just kill them or jump your highest. (EXTREME)

Attacks ----- NONE

Optimum Weapons - Quick Boomerang - One hit kill... that's all you need to know

- Crash Bomb - This will kill them too... but use quick instead.

Notes ----- NONE

Difficulty ----- \*

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~Mega Man 2 Bosses

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Name ----- Air Man

Hit points ----- 28

Found in ----- Air Man, Wily Stage 5

Appearance ----- He is a blue bodied robot with a fan built smack in the middle. He has black and yellow limbs.

Movement ----- He will stand still shooting air thingys out. After three of them, he will jump across the room with two leaps; once landing in the middle, then at the end. (Medium)

Attacks ----- Air Shooter - He will make a bunch of mini tornado like blue wind spots on the screen, then they will fly towards you. Now this attack is very hard to dodge... some times impossible I believe, but all you have to do is usually light jump over an air. The thing that makes it worse... it's all random. Any ways, if you have full health, you can allow yourself to just walk toward him and shoot him. You will kill him faster. (Medium)

Optimum Weapons - Mega Buster - This is about the only weapon that you can use at the max distance. Remember that if you hit one of his air shooter, your hit will bounce off it. Any ways, after his third attack, simply move to the far left... he will jump right in front of you, this is you time to pump all you got into him. It takes 7 hits to kill him and you can get at least 3 in if you are behind him.

- Leaf Shield - This weapon would devastate him if it didn't bounce off his air shooters. So use the Mega Buster Until either you are close to him where you can hit him with the shield without shooting it or when he is jumping. This should take about 2-3 hits.

- Time Stopper - Use this if you have one hit and desperately need to dodge one more attack. This will freeze his air and let you jump through them a lot easier.

Notes ----- Disregard the "you can allow yourself to just walk toward him and shoot him" strat if you are playing on Hard. If you are, you have to dodge just a wee bit.

Difficulty ----- \*\*\*

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Name ----- Flash Man  
Hit points ----- 28  
Found in ----- Flash Man, Wily Stage 5

Appearance ----- A white and blue robot... he's kind of short.

Movement ----- He will follow Mega Man around and will usually jump when you shoot. Taking advantage of this will allow him to jump right over you. (Medium)

Attacks ----- Freeze - He will make a little gesture and then freeze everything on the screen. Once he does, he will shoot a large amount of bullets in a spray form that will most likely hit you. Now unless you are in the air far enough or way under him, you will get hit. Don't worry though, his shot takes off one pellet of energy, us your damage state to run through him so you don't take any collision damage. (Light)

Optimum Weapons - Mega Buster - Hit him only 7 times with this to kill him. Nothing special, just try to hop up and down to hit him wherever he is.

- Metal Blades - These are just a tad bit stronger than your Mega buster and will hit him easier...

- Crash Bombs - These also do a little more damage to him, but there is a little trick you can do. If you hit the side of a wall or ledge, and he walks by this and freezes time... he can die in pretty much one Crash Bomb. This takes a lot of luck to pull off.

- Bubble Lead - This can only help you hit him more often if you can't target him that well. Since the first time you fight him, he will jump up and down inclines, this can help you attack from above safely.

Notes ----- I believe you will drop from a freeze after a little while

Difficulty ----- \*\*

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Name ----- Quick Man  
Hit points ----- 28  
Found in ----- Quick Man, Wily Stage 5

Appearance ----- A red robot with a yellow boomerang on its head.

Movement ----- Quick Man can really move! He will run and jump extremely high. He is also very hard to predict. To avoid him... stay away from him. It is hard to jump over him because he will usually jump when you jump, so it is a safe idea to just walk under him when he jumps. He will usually start off with a jump, and sometimes will run into the wall. (Medium)

Attacks ----- Quick Boomerang - He will throw three boomerangs out. Now if they are still on the screen, they will pop back towards you.

The best way to dodge this is to just jump; he will usually throw them at you from above. Remember to watch them if they come around a second time. (Medium)

Optimum Weapons - Mega Buster - 7 hits will kill him, but he is hard to hit since he jumps a lot. Use this if you have nothing else. Make sure you ALWAYS jump and shoot, so he jumps into your bullets.

- Time Stopper - The best choice for a weapon... this will freeze him and kill him a full pellet for every two that is used up. If you have full energy with this weapon, this boss can be killed half for free. Warning: If you have low life, don't use this unless he is half dead, so you don't waste it for nothing.

- Air Shooter - I just like using this as it can hit him while he is in the air better than your normal gun.

- Crash Bomb - This can do the same thing as what happens to freeze man, since Quick man spends a lot of times running into things in one place.

- Bubble Lead - Although this will bounce off of him, it will also make him stop in his tracks and stand still on the ground. If you do this, you have very little time to switch weapons to damage him. This is funny actually.

- Metal Blade - This does the same thing as Bubble Lead... only you can hit him in the air and it will allow you more time to change weapons.

- Atomic Fire - This will do a good chunk of damage to him, especially on normal. This may be hard to hit him with, but at least you can focus on dodging while you charge it up.

Notes ----- On Hard, the Stopper still does %50 of his health. He is the only strong Robot Master in my opinion.

Difficulty ----- \*\*\*\*\*

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Name ----- Metal Man

Hit points ----- 28

Found in ----- Metal Man, Wily Stage 5

Appearance ----- A ninja like looking robot... with a buzz saw blade on his head.

Movement ----- Metal Man will just walk in place, until you shoot. Once you shoot, he will jump. If you shoot twice, he will likely jump higher. Then if you get close, he will jump clear across the room. Every time he jumps, he will attack. (Medium)

Attacks ----- Blade Toss - Every time Metal Man jumps, he will throw blades. Now the hard part is this, he can throw up the three off them, and he can do them in many different directions. The best way to avoid them is to learn is patterns, there is way too many to list and I doubt anyone would even understand them JUST from reading this... (Medium)

Optimum Weapons - Mega Buster - This weapon takes 14 hits to kill him, making him a durable boss. Just make sure you jump and shoot, because you WILL miss him completely if you just stand as he will jump over them.

- Quick Boomerang - This will just kill him "quicker."  
It is strong than the normal Mega Buster, but you must get close to him. You will most likely get hit a few times, but you will also deal more damage to him.

- Metal Blade - Step 1: Go on Normal Difficulty.  
Step 2: Get to the second last stage. Step 3: Hit Metal man once with his own weapon. Step 4: Laugh.

Notes ----- NONE

Difficulty ----- \*\*\*\*\*

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Name ----- Crash Man  
Hit points ----- 28  
Found in ----- Crash Man, Wily Stage 5

Appearance ----- A robot with a visor with two drill like hands.

Movement ----- He will just walk back and forth until you shoot.  
Once you shoot, he will jump. (Medium)

Attacks ----- Once he is in the air, he will throw down a Crash Bomb. Once it is in the ground for a little while, it will blow up. If you want to learn how to avoid this, read below. Make sure you remember to start this below pattern after his first jump, since he does that any ways. (Medium)

Optimum Weapons - Mega Buster - You will have to hit him 14 times with this weapon, but he is how to beat him without getting hit once. Did you ever notice how he only jumps and attacks when you shoot? Well this is the most important thing to know about. Now this is what you must do---> Jump and shoot in front of him (not too close as you don't want to bump into him). Now when you hit the ground he will probably be in the air throwing a Crash bomb at you. Once this happens, either keep walking in the same direction (if he is right above you and throwing the bomb downward.) or jump if he throws the bomb at a angle.

- Air Shooter - Once he jumps, hit him with this. You can kill him with once launch if you hit him with two parts of it. Use this if you can't grasp the concept of the above strategy.

- Bubble Lead - Use this if you like the first way (with the Mega Buster) and want to hit him while higher so you don't miss. You do have to be closer to him...

- Quick Boomerang - This will allow you to hit him twice if you choose to use the first method again. Once on the way up, and if you shoot about four times point blank in mid air, one should arc back and peg him.

Notes ----- NONE

Difficulty ----- \*\*\*

[]

Name ----- Bubble Man

Hit points ----- 28

Found in ----- Bubble Man

Appearance ----- A green short Scuba diver.

Movement ----- He will stay on the ground for a while. Once he is done launching off his bubbles, he will then kick his legs into the air at an angle, then he will just come back down to land. This is easy to remember, trust me. (Medium)

Attacks ----- Bouncing Bubbles - When he is touching ground, he will throw out one to three bubbles. The best way to avoid these is to quickly see when they are going to touch the ground then stand just a little bit in front of it. They will all follow the same path, so if you dodge one, you can dodge them all. (Medium)

----- Water Gun - When ever Bubble Man is in the air or when he is about to launch a bubble or right when he lifts off, he will shoot out what looks like little air bubbles. Any ways, that only time he isn't doing this attack is when you are under him or when bubbles are just going out of him. To avoid these, you are probably going to have to fall through them. Always remember to jump right when he hits the ground or right when he lifts off. By the way, he only shoots when you are in front of him. (Light)

Optimum Weapons - Mega Buster - Just make sure you shoot him when you can. When he is in mid air, only shoot him in the leg with a low jump so you don't get pegged in your face with his water gun.

- Metal Blades - These will kill him in 4 shots, this will also let you stand under him and attack him. Another good this is that you don't have to risk jumping to attack him when he is air borne.

- Quick Boomerang - This is stronger than the Mega Buster is but weaker than the blades. This weapon will allow you to hit him while you are jumping in the air... but you must get close.

Notes ----- Using his own weapon on him will heal him.

Difficulty ----- \*\*

[]

Name ----- Heat Man

Hit points ----- 28

Found in ----- Heat Man, Wily Stage 5

Appearance ----- He is a giant zippo...

Movement ----- Once you hit him, he will turn into fire and zoom himself across the room. To avoid this, you must jump ALL THE WAY over him, since he can reform right underneath you. (Heavy)

Attacks ----- Fire Toss - He will throw three fire balls in the air, once they touch the ground, they will make columns. Only the first

one is hard to avoid, but if you attack him fast enough, you'll only see this attack once. (Medium)

Optimum Weapons - Mega Buster - Just seven hits will due, and he is dead.

- Bubble Lead - 3 of these will kill him, you shouldn't have a problem.

Notes ----- DO NOT USE CRASH ON HIM. I dare you to try it to him after you hit him twice with bubble.

Difficulty ----- \*

[]

Name ----- Wood Man

Hit points ----- 28

Found in ----- Wood Man, Wily Stage 5

Appearance ----- He looks like a giant brown tree trunk that will beat his chest at times.

Movement ----- Here will stand still with his shield up, once he shoots it off, he will make a little jump towards you. Now once he reaches the other side, he will just turn around. If you are trying your hardest with ANYTHING but the Mega Buster on hard, you should never let him come close to touching you. (Heavy)

Attacks ----- Leaf Shield - This is one of the hardest things to jump in this game. He will put a shield made of four leaves up and then throw them at you. The ONLY way to avoid this is to make a BIG early jump. This takes all skill. (Heavy)

----- Leaf Rain - Once his shield is up, four leaves will fly above the screen and then fall. Now the part that is hard is that they not only wave back and forth on their way down, but they also fall right when the shield is being flung at you... They best way to avoid this is to stand in the far corner of the room. You will get hit if you just stand there, so just jump strait up at the right time (when it sways to the right). Once you land that, you should be ready to jump the shield that is on its way... If you move forward and jump, you will now be close to him and be able to do many things... (Medium)

Optimum Weapons - Mega Buster - If you are using this, make sure you know how to dodge his many leaves the right way. If you are on normal and have full life, you can literally just sit and take one hit every time he shoots off stuff and takes off his shield. He is pretty hard to kill with this weapon on Hard... It takes 14 hits on normal by the way.

- Crash Bomb - First off, this will go though his shield and deal him damage. Use this if you are far away and feel like getting a free 4 damage on him. Another thing you can do is shoot the bomb off just a little before he shoots his shield. If you hit his shield right in front of him, it will start to explode... now if he jumps into that, you will hit him about two times extra.

- Air Shooter - This will kill him pretty fast and can even hit him twice with one shot. Want to know the best part? You can also hit him while he is in his shield! You must go really close.

- Metal Blade - This will do about the same damage as the crash bomb, but will allow you to use it more. Use this if you want to hit him from afar and without the Atomic Fire...

- Atomic Fire - On normal, this will kill him in ONE FREAKING HIT! But you must charge this up till there is weird noise and you turn a greenish color. On hard it takes two hits...

Notes ----- IF you are going to get hit, jump into the falling leaves... they hurt less.

Difficulty ----- \*\*\*\*

[]

Name ----- Mecha Dragon

Hit points ----- 28

Found in ----- Wily Stage 1

Appearance ----- A green dragon... you'll know when you see him.

Movement ----- At the end of the first "castle" level you will be chased by this dragon. You'll know when the screen starts getting slower while you jump on white squares. Make sure you stay ahead and jump fast. When you actually fight him, he will move up and down pretty fast, by this time, we won't ever touch you unless you jump into him. Oh, and he hurts if you do. (FATAL)

Attacks ----- Fire - It will breath fire at you... now here is the thing that will get you... not only does it do a little bit of damage, put you fight him on the smallest freaking area! Take a look...

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That's all you get is three little blocks! Now you should stand on the tip of the top block, so when you get hit, you will most likely fall on to the second block. The reason this is so hard is because it is on the NES and the game slows down a real lot. You might notice fire going through you and falling backwards a little too much. Otherwise this attack isn't that bad in damage which is good since it is near impossible to dodge. (Medium)

Optimum Weapons - Mega Buster - Use this if you have balls to take a long fight or don't have balls to go close with quick. Make sure you



hit him in the head.

- Quick Boomerang - This will do twice as much damage your mega buster and will hit him at a lower spot since quick arcs down. He has very low invincibility frames, so with this weapon, you will mop him up really quick!

- Atomic Heat - On normal this will kill him half life... use this once a fight... charge up while you are about to fight him for a free big hit!

Notes ----- This boss is one of the very few annoying ones in the series... make sure you don't touch him and if you get hit, DO NOT PRESS FORWARD UNLESS YOU KNOW WHAT YOU ARE DOING! If you think you are going to get hit, just stand there and let him knock you down to the second platform.

Difficulty ----- \*\*\*\*\*

[]

Name ----- Wall Cubes

Hit points ----- 2

Found in ----- Wily Stage 2

Appearance ----- Once you fall into the final room, they will animate from the walls and ground. They look like blocks... then spout out to make them look like they have wings...

Movement ----- Once they form, two ends of the cube will come together in their midpoint. To avoid them, first stay were the middle is... then all you'll have to do is jump the very few low one. Watch out though, once you kill one, the next one will start the next instant. (Heavy)

Attacks ----- NONE

Optimum Weapons - Bubble Lead - Although you have to go close to them, this will kill them in one hit. The best way to use this on them is to jump high before them and let the bubble drop on them.

- Metal Blade - This has the same power has the Mega Buster, but will allow you to kill them as fast as you can shoot since you can hit them anywhere.

Notes ----- There is hardly a differences from normal to hard.

Difficulty ----- \*\*\*\*\*

[]

Name ----- Guts-Dozer

Hit points ----- 28

Found in ----- Wily Stage 3

Appearance ----- Remember guts man from the first Mega Man? Well imagine him with treads.

Movement ----- Once he comes out, he will move forward, then back once he touches the end. Don't worry, you can stand on the front part

of him. (Medium)

Attacks ----- Plasma Ball - If you stand on him, he will usually shoot a bullet at you. This arcs up but isn't that hard to dodge. It will only do little damage. (Light)

----- Met - You remember those Mets that hide under their helmets? Well now they will pop out of his stomach... If you stay on the ground, they will pop out of him and bounce a bit. Just either stand next to him so they hop over you or learn how to easily jump over them. You can also destroy them. (Medium)

Optimum Weapons - Mega Buster - This will kill him in 14 shoots, but only use this if you have trouble avoiding the mets, since this will also kill them with ease. Make sure you aim for the eyes!

- Atomic Heat - Use this once a fight, before he actually comes into the screen. This will take a big chunk off his life.

- Quick Boomerang - This will just kill him twice as fast as the Mega Buster, making a damage race way too easy for you.

Notes ----- NONE

Difficulty ----- \*

[]

Name ----- Wall Orbs  
Hit points ----- Undefined  
Found in ----- Wily Stage 4

Appearance ----- These are just semi circles on the wall. They have a spinning purple thingy in side them.

Movement ----- They don't move. (Medium)

Attacks ----- High Speed Plasma - All they can do is shoot at you. But this is beyond one of the fastest things in the game. Once you see their spinning purple thing stop spinning and create a large purplish area, they will shoot. The only really way to dodge this is to know where to jump... which is very hard to do. But you can cheese this by repeatedly pausing the game. This will make Mega Man undamagable and the shoots will pass right though you. (Medium)

Optimum Weapons - Crash Bomb - This is the only thing that can kill these, refer to the map.

- Item 1 - Refer to the map.
- Item 3 - Refer to the map.

Notes ----- Here is what this boss looks like and what you have to do.

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pit, it will keep on exploding and will hit him if he travels through it.

Notes ----- Forget damage racing on Difficult, since you probably will not win. If you can't get the gist of dodging his attacks, you better have an energy tank or some Crash Bombs. There is now point saving your E tanks after this level, as the next level is cake as hell.

Difficulty ----- \*\*\*\*\*

[]

Name ----- Alien Hologram

Hit points ----- 28

Found in ----- Wily Stage 6

Appearance ----- A green Alien, with red eyes.

Movement ----- This being will move around in a figure eight pattern... NEVER EVER JUMP INTO HIM. If you look at him for just 5 second, you'll see everything you need to see. (EXTREME)

Attacks ----- Plasma - This looks just a little bigger than your Mega Buster does. He will only shoot it at certain times, always in the same intervals. You can dodge this just by jumping over it when you are low, or walking if it is high. NEVER EVER walk directly under him when he is about to cross the middle of the figure eight... he will usually always peg you with a hit. (Medium)

Optimum Weapons - Bubble Lead - This is the ONLY thing that can kill him. The best way to hit him is to jump right before he is up curving and pelt him with a few. Remember you can hit him with more than one Bubble each jump. Make sure you play it safe, because he can hurt you a lot more if he hits you.

Notes ----- Every other weapon will heal him to full. Don't believe me? Try it! Even your Mega Buster and Flash Stopper will heal him.

Difficulty ----- \*\*\*

[]

~Ending...

If you have a question, feel free to Instant message me at IWBDK on aim. My mail is also iwbdk@hotmail.com Oh yeah, Please rate :)

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