Mega Man 2 Password Generator FAQ

by hfpseudonym   Updated to vFinal on Dec 9, 2005

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        P A S S W O R D   M E C H A N I C S   G U I D E



                    Mega Man 2 Password Mechanics Guide
                         For the Nintendo NES
                          Version 1.2 (FINAL)
                         Written by Pseudonym
                       Email: shdwswrm@hotmail.com
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Revision History
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Version 1.2 (FINAL)
November 15th 2005

I cleaned up everything again, adding some tables and rewrote parts of the
guide.

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updates to sites already hosting this guide.

==
FAQ
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Q: Why can I start on the later Dr. Wily stages?

You just can't. The passwords don't allow it.

==
Introduction
==

Did you ever wonder how the passwords were created when you were a kid? This
document will hopefully help you understand and create your own passwords to go
as you please through this game. The password system for this game is fairly
simple to use so there shouldn't be any problems. If you have any suggestions,
comments, or constructive critism, please email me at <shdwswrm@hotmail.com>
with the heading Mega Man 2.

==
Password Mechanics
==

Preamble

This section will let you to create passwords that you can use to jump to almost any point in the game, with the notable exception of Dr. Wily's stages. The password system is simple to use but first I'd like to explain how it works. There are five rows and five columns used to make up the password screen. The columns are lettered from A to E, the row are numbered from 1 to 5 making the password screen a 5x5 grid totaling 25 empty spaces.

The passwords themselves are inputted like a coordinates on a map via dots. This sort of stuff should be second nature if you've done basic Cartesian Geometry in math class. There are nine dots used to make up a password - eight dots for each of the eight Robot Masters and one for the number of E-tanks. The eight dots that indicate whether or not a Robot Master is defeated can be found on rows 2-5. The top row is used to indicate how many E-Tanks you have.

Starting at A1, the number of E-Tanks on the top row goes like this:

A1 : No E-tanks
A2 : One E-tank
A3 : Two E-tanks
A4 : Three E-tanks
A5 : Four E-tanks

You can put a dot into any of the positions on the top row, however, the positions of the other eight dots for the Robot Masters will change as well. Not randomly but in a ordered set depending on where the dot on the A row is located. Figure out how many E-Tanks you want and then use the corresponding list below to fill in a password. That's it. That should be everything you need to know so I'll get on with the tables now.

Password Tables

| One E-Tank   Alive / Dead |

Bubble Man	C3 / D1
Air Man	D2 / E3
Quick Man	C4 / B4
Wood Man	B5 / D3
Crash Man	E2 / C5
Flash Man	E4 / C1
Metal Man	E1 / E5
Heat Man	D5 / B2

| Two E-Tanks   Alive / Dead |

Bubble Man	C4 / D2
Air Man	D3 / E4
Quick Man	C5 / B5
Wood Man	C1 / D4
Crash Man	E3 / D1
Flash Man	E5 / C2
Metal Man	E2 / D1
Heat Man	E1 / B3

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| Three E-Tanks          Alive / Dead  |
----------------------------------------
| Bubble Man           |   C5 / D3     |
| Air Man              |   D4 / E5     |
| Quick Man            |   D1 / C1     |
| Wood Man             |   C2 / D5     |
| Crash Man            |   E4 / D2     |
| Flash Man            |   B1 / C3     |
| Metal Man            |   E3 / B2     |
| Heat Man             |   E2 / B4     |
----------------------------------------


----------------------------------------
| Four E-Tanks           Alive / Dead  |
----------------------------------------
| Bubble Man           |   D1 / D4     |
| Air Man              |   D5 / B1     |
| Quick Man            |   D2 / C2     |
| Wood Man             |   C3 / E1     |
| Crash Man            |   E5 / D3     |
| Flash Man            |   B2 / C4     |
| Metal Man            |   E4 / B3     |
| Heat Man             |   E3 / B5     |
----------------------------------------


----------------------------------------
| Five E-Tanks           Alive / Dead  |
----------------------------------------
| Bubble Man           |   D2 / D5     |
| Air Man              |   E1 / B2     |
| Quick Man            |   D3 / C3     |
| Wood Man             |   C4 / E2     |
| Crash Man            |   B1 / D4     |
| Flash Man            |   B3 / C5     |
| Metal Man            |   E5 / B4     |
| Heat Man             |   E4 / C1     |
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Closing
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Final Words

Goodbye. It's been fun writing this thing for you all. Well, not really, but I
had to have something nice to say since this guide is almost at the end. Heh.
Just kidding. If you have any suggestions, comments, or constructive criticism,
please email me at <shdwswrm@hotmail.com> with the heading Mega Man 2 Password.
All flames, threats, childish comments, etc. will be deleted and you're email
address filtered. If you're planning on using this guide for your site, I'd
appreciate it if you emailed me first.

Credits

OSG, who created up the original site that had this information, and also the
inspiration for me finding the password systems for the other Mega Man games.

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My NES and it's companion, the Mega Man 2 cart, for the extensive testing
and confirming all of the stuff is correct.

Microsoft or whoever created copy/paste. I could live without adding "man" to
the end of some random word for the rest of my life.

And thank you for reading...

End of Document_____
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