

# Mega Man 3 FAQ/Walkthrough

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## Introduction



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Mega Man (3) FAQ/Walkthrough Episode 3: The End of Dr. Wily!?	
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## Introduction

Thank you for checking out Warhawk's guide for Mega Man 3 for the Nintendo Entertainment System. The third main entry in the Mega Man "Classic" series. For this guide, I look at covering the game to the best of my ability. If there's anything I may have missed or is off feel free to contact me directly via Facebook listed above or by e-mail in a later section. Also if you found it helpful and want to donate you can do so by donating to my PayPal via the e-mail listed above.

**Author's Note:** At the time of the update any further updates will be posted in the Mega Man Legacy Collection guide found on Neoseeker.

## Controls

Control	Function
D-Pad	Control Mega Man
Start	Pause
Select	N/A
B	Fire Weapon
A	Jump

## Walkthrough

### Chapter One: Magnet Man

#### Cast of Enemies

- Proto Man [Sub-Boss]
- Giant Springer
- Mag Fly
- New Shotman
- Peterchy

As we start off with Magnet Man's stage as we'll have to make our way through. When heading to the right we'll have to watch out for Mag Fly along the way. A good chunk of them will be up far enough that we can't do anything about them. On the other hand, there'll be ones that we'll have to dispose of so we don't get damaged or worse. Keep in mind there'll be some that'll appear when jumping over pitfalls. The second one we come across we can dispose of it. As we make it to the first pitfall we'll have one coming so watch out if you want to jump. The third one isn't going to be much affected but the next one dispose of. Next one will appear when we're about ready to jump over a pitfall. Now we get to the next platform as there'll be one and if used right it can help us to higher ground. Head to the ladder and head downward.

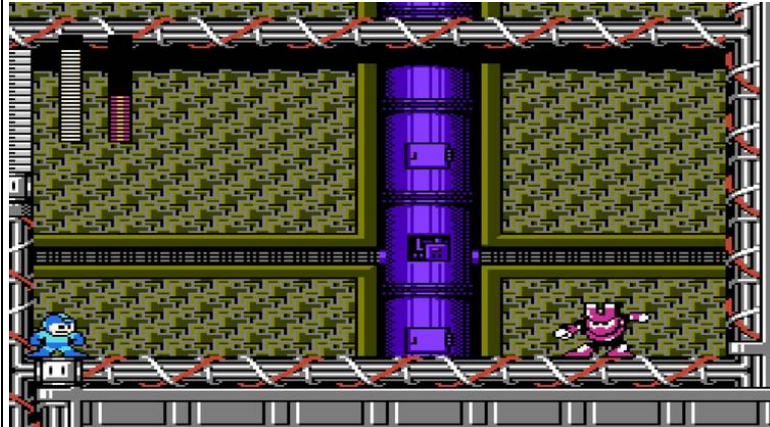
As we get down there we'll have to deal with a sub-boss, Proto Man. When fighting against Proto Man when he jumps you can slide under him if you time it right. We'll want to fire at him until he teleports out and he doesn't have a health meter to help know how many hits are left. Once he takes enough damage there'll be a hole to the far left that'll open up for us to drop down to the next area. As we drop down as we'll have a Giant Springer to deal with but watch out for any of the missiles that it'll fire at you. Dispose of it quickly and any missiles if any are out. Head along until we come across another Giant Springer as we deal with it like the last one and head down the ladder to the next area.

When in the next area we'll have a couple of Peterchy to deal with before heading to the ladder to head to the next area. Dropping down to the next area we'll have a couple more Peterchy to deal with but there'll be a magnet there that'll pull us close if we're close enough. Dispose of the Peterchy from the distance then head to where the magnet is and jump above it. Get close enough to the next magnet there'll be another Peterchy to deal with before reaching a ladder to head down to the next area. There'll be a spot on high ground with health capsules if you need them. If not head down to the ground level and to the next ladder.

Here we'll have the blocks that appear and disappear. Watch for where they'll be popping up to see which ones to get on to get to higher ground. We'll want to jump on the first one that appears close to us. Next we'll jump to the one to the right of us. There'll be one to the left of us that'll appear then after that one to the one on the right. Another to the right will appear as we'll get to that one. After that one there'll be another that'll appear above us. Wanting to time it to get on that then to the platform.

We'll have to do the same as last time but this time around we'll have a magnet here. The first two that'll appear we'll get on the one on the left. There'll be one that'll appear to the left to get on. When we see another that appears to the right as we jump over to that one. Use it to jump to the platform to the next part. Now we'll have a pitfall to worry about when getting on any of the blocks. Watch for where the blocks will appear. Jump on the first one on the left and if want to time it right we'll have one that'll appear above us to the right. Get on that one then to the one after that to the platform.

Now we'll have more of a pitfall and little room for error here. These ones aren't going to be hard to use to get across. When the second one appears we'll have to make sure we don't let the magnet pull us off of it. Once across, head to the ladder and head up it. Once we reach the top we'll have a New Shotman to deal with. Get on the platform near it as it'll send a couple of shots at you so watch out. Dispose of it to get to the other side. We can head down the ladder to get a health capsule we saw that was out of reach. If not needed head up the ladder. There'll be a Giant Springer to deal with before heading to the boss gate to prepare to fight against Magnet Man.

Boss Information					
					
<b>Boss:</b>	Magnet Man	<b>HP:</b>	28	<b>DWN:</b>	018
<b>Attack(s):</b>	3 (Magnet Missile) 6 (contact)				
<b>Weakness</b>					
Spark Shot / Shadow Blade					
<b>Weapon Get</b>					
Magnet Missile					

When facing against Magnet Man we'll be having two things he'll be doing. He'll be all the way up near the ceiling firing Magnet Missile (x3). Although he'll jump from one side to the other, the one thing you'll have to watch out for is when he'll try pulling you in. When he does that we'll have to walk in the opposite direction so we don't get dragged in. Trying to prepare for which way he'll be going can be tough to figure out at times. Best thing to do is to try getting shots in and try hitting him between the jumps from one side to the other. As you keep to this repeat pattern you'll be able to take him down. Once down we'll get his special weapon.



## Chapter Two: Hard Man

### Cast of Enemies

- Proto Man [Sub-Boss]
- Bikky
- Hammer Joe
- Metall DX
- Returning Monking
- Pickelman Bull
- Have "Su" Bee (with Chibeets)
- Wanaan

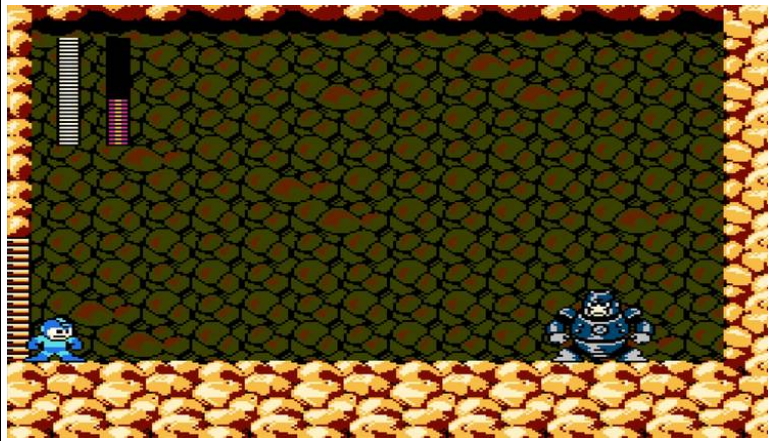
Starting Hard Man's stage after coming off of defeating Magnet Man. Along the way, we'll have a few Have "Su" Bee appear in the air. We can quickly head in the opposite direction to help avoid having to deal with Chibeets. We'll eventually come to where there are Wanaan on the ground as we'll get past before they come up to attack. When we get across we'll have to slide then head up the ladder. There's a health capsule if needed but other than that head up the other ladder. In the next area, we'll have a Hammer Joe as we'll need to use the Rush Coil to get up near it. When we do get to where we can't be knocked down if hit. Dispose of it when we see a red eye.

Once disposed of, head to the next ladder to get to the next area. When reaching the top as we start heading to the right we'll come across a Returning Monking. You'll remember these guys from Mega Man 2 in Wood Man's stage in particular. For this one, we can dispose of it when it's hanging from the ceiling. After doing so head on through until we come to another Returning Monking. We'll want this one to drop but when it does we'll have to be under it when it jumps. If wanting to dispose of it use it when it's jumping to try hitting it.

We'll eventually come to another ladder to head upward. When we get so far we'll have a Hammer Joe as we can dispose of if we choose so we can claim the health capsule if needed. If not head all the way up. As we get all the way up there'll be another Returning Monking to deal with before heading to the next ladder to head up. Upon reaching the top we'll drop down and slide under to move forward. When we get to the higher platform there'll be a Pickelman Bull as we'll aim at the top of it. After disposing of it continue on but without another Pickelman Bull to deal with. We'll come to a fork in the road of where we can go up to higher ground or slide.

Going the route of higher ground as we can get an E-Tank but not without dealing with a Pickelman Bull along the way. After dealing with it we can get an E-Tank and head up the ladder. Upon reaching the top there'll be a Metall DX to deal with before heading up another ladder. Reaching the top there'll be Wanaan's to deal with as well as Have "Su" Bee coming in. Timing it right to move the opposite direction like the last time can be a bit tricky but manageable. We'll come to a ladder to head down and after we do we'll square off against Proto Man again.

Like the previous encounter, we'll have to do as much damage as we can to him so he'll teleport out. This time around we aren't going to have the luxury of all flat surface. Trying to avoid damage can be tricky here but try to stick near him to do any damage that you can to him. When enough damage is done to him the middle of the area will open up as we can drop down. As we do there'll be a health capsule to the right to grab if needed. Now head down the ladder as there'll be a Bikky to deal with before we can head through the boss gate to prepare to fight Hard Man.

Boss Information					
					
<b>Boss:</b>	Hard Man	<b>HP:</b>	28	<b>DWN:</b>	020
<b>Attack(s):</b>	3 (Hard Knuckle) 6 (contact) 6 + 6 (Body Press)				
<b>Weakness</b>					

Magnet Missile / Hard Knuckle
<b>Weapon Get</b>
Hard Knuckle

Now we've made our way to Hard Man. When the fight starts he'll send a couple of Hard Knuckle your way then he'll eventually jump to your last location. During the fight that'll be a repeat process for him so bringing out the Magnet Missile to use against him during the fight. Watch out for when he does jump that you don't end up taking damage from him as he lands. When he does land and you weren't in the way there'll be at least a second or so delay before he gets back on his feet. As soon as he does it'll be time to get some attacks in him as much as possible. With all this repeat process will help you get past him without much of a hassle and claim his special weapon.



## Chapter Three: Top Man

### Cast of Enemies

- Tama [Sub-Boss]
- Bolton and Nutton
- Komasaburo
- Mechakker0
- Metall DX (normal type)
- Pickelman Bull

Onto the third stage, Top Man. Making our way through and when we get a higher platform to get onto we'll have a Bolton and Nutton that'll come in. Any further as there'll be another one that'll make its way in. After they connect all the way we'll be able to dispose of them to continue onward. Not long after getting over the higher platform another Bolton and Nutton will come in as well as a Mechakker0. When the Bolton and Nutton finish connecting it'll be time to dispose of it. Dispose of the Mechakker0 as well to continue onward. There'll be at least four more Mechakker0 and three Bolton and Nutton before coming to where we can go down a ladder.

Also, there'll be a higher platform with a health capsule if needed. Head down the ladder as there'll be a Komasaburo at the top of the platform that'll send tops down to you. Dispose of the tops then get near it and dispose of it then head down the ladder. Once to the next area slide under to get to the next ladder. Head down the ladder to the next area but when getting so far a Bolton and Nutton will appear then dispose of it when able to. Head across over the spikes to the other side down the ladder.

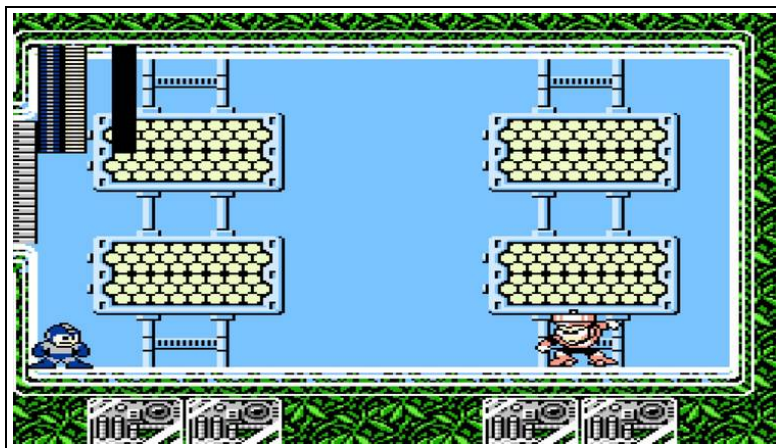
As we make our way to the next area as we drop down to the bottom but watch out for the Pickelman Bull along the way. Once we get so far there'll be an opening above where there'll be another Pickelman Bull. The only way to get up there is using Rush Coil. By heading up there and disposing of it we'll be able to slide and claim an extra life. If you don't head up there we'll have a Pickelman Bull to deal with before getting to a ladder to head down. In the next area there'll be a couple of Metall DX to deal with before reaching the next ladder to head to the next area.

Upon heading down the ladder we'll have a Tama to deal with. To dispose of it we'll have to aim for the face area of it. Watch out for the balls of yarn that it'll send out. If those get disposed of it'll also may send out fleas afterward. Once disposed of Tama we'll want to head to the ladder and head down it. We'll get so far before we come across a Komasaburo to dispose of. After we get done with that we'll continue onward.

In the next area we'll have to deal with another Tama as this time around we have a little more room to work with. We'll have to dispose of it like the last one that we deal with. Once that we take it down we'll want to head up the ladder. Upon getting to the top there'll be a Metal DX that'll come down as we'll want to be ready to take it out once it comes down. After doing so we'll want to get to the platform it was on then to the next platform and to the ladder on the other side. Head up the ladder as we'll have a Komasaburo to deal with. We'll have to slide a couple of times in order to get to where we can dispose of it.

Once we do so we'll get to the edge as we'll have some tops that we'll have to use to get across. Using the tops to get across as we'll eventually make it to solid ground again. As we do we'll be near the boss gate and preparing to get ready for the fight against Top Man.

<b>Boss Information</b>
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<b>Boss:</b>	Top Man	<b>HP:</b>	28	<b>DWN:</b>	021
<b>Attack(s):</b>	4 (tops) 6 (contact) 6 (Top Spin)				
<b>Weakness</b>					
Hard Knuckle / Top Spin					
<b>Weapon Get</b>					
Top Spin					

Going against Top Man is probably one of the easiest if not the easiest boss fight that we'll have in the entire game. The fight will start off with him sending out tops in multiples of three at you. In this time we'll want to send a Hard Knuckle his way before the tops can come at us. When they do it'll be where you were standing at the time that they come at you. After they do Top Man will start spinning as you can't do damage to him when he's like this and will spin to where you are. As he does the process of sending three tops out at you will start again. This is when the fight will start at the repeat process and using the Hard Knuckle against Top Man. Should take at least a good few hits or so with Hard Knuckle to take Top Man out.



## Chapter Four: Shadow Man

### Cast of Enemies

- Proto Man [Sub-Boss]
- Hologran
- Mechakero
- New Shotman
- Parasyu
- Peterchy
- Pickelman Bull
- Walking Bomb
- Yambow

Starting the level as we'll drop down as we'll have a New Shotman after the first drop. We can easily get past it without worrying about getting hit and head all the way down. When we reach the end we'll have a couple of Mechakero to deal with. Making our way past them as we'll have to deal with a Pickelman Bull before we get to where we'll have to drop down again. As we do we'll have to deal with Proto Man.

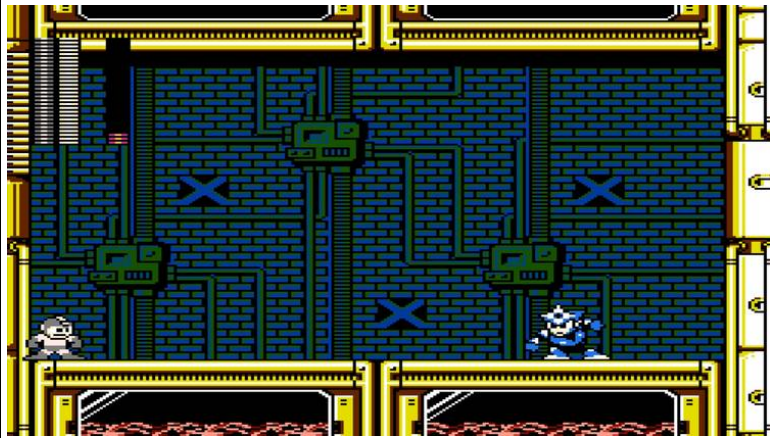
At this point in the game should know how to deal with him as it'll be the third time fighting him. Once he takes enough damage and teleports out the opening to the far left will open up to head down. As we get down there we'll have a couple of Peterchy to deal with before we drop down to a lower platform. We'll have a few more Peterchy to deal with before heading up the platform as there'll be another Peterchy up there. When we get to that one a Hologran will appear as it'll make the background go dark like night.

Continue onto in the right direction as we do there'll be a Walking Bomb coming at us as we want to dispose of it quickly. When we do we'll continue on as there'll be a Peterchy not far after it. By the time we dispose of the Peterchy the background will be back to normal, for now. Not far afterward we'll have another Hologran appear. After it does there'll be a Walking Bomb that'll be coming your way and dispose of it quickly like the last one. When we get so far the background will clear but there'll be a Peterchy not far around the time that it does.



Getting up on higher ground as we'll have another Hologran that'll come in and there'll be a Walking Bomb not far afterward. Not far after the Walking Bomb, another will try to come in. After disposing of that and to higher ground we can dispose of the current Hologran if possible. Now continue onward as there'll be another Peterchy to deal with before continuing on. There'll be another Hologran that'll come in along with another Walking Bomb and a Peterchy. Dispose of the Walking Bomb and Peterchy. The Hologran will go off screen but not long before another Hologran comes in. There'll be another Peterchy before dropping down to the next area.

Drop down as there'll be weapon capsules to grab if needed. Walk over then drop down but watch out for the Mechakkerro. As there'll be at least four to five to deal with before reaching the edge. We'll have to get across small platforms but watch out for the Parasyu along the way. Some may come down before we get to the next platform so watch out for those ones. As we make it all the way across we'll have a Mechakkerro to deal with when we do. As we'll be heading all the way to the boss fate from here but watch out for a couple of Yanbows before we do. Now it'll be time to prepare to fight Shadow Man.

Boss Information					
					
<b>Boss:</b>	Shadow Man	<b>HP:</b>	28	<b>DWN:</b>	024
<b>Attack(s):</b>	4 (Shadow Blade) 4 (contact) 6 (slide)				
<b>Weakness</b>					
Top Spin / Shadow Blade					
<b>Weapon Get</b>					
Shadow Blade					

When we fight against Shadow Man as it can be a bit difficult to do so as he'll try being on you like hemorrhoid. Other than trying to stay near you he'll go about sliding as well as stopping to throw out a couple of Shadow Blades at you. As we go about using the Top Spin against him can be a little tricky. Best thing to do is to try to have some space between you and Shadow Man to attempt to do anything. When you know you have some decent space then go in to use Top Spin on him. How much it'll damage him will depend on how many spins you use against him. If you manage to do a good amount of damage to him and still haven't finished him we'll have to finish him off with the Mega Buster. Best thing is to make sure you have an E-Tank for this fight if possible. Once we take him down we'll get his special weapon.



**NOTE:** If you haven't beat Needle Man at any point at this time, you can access the Rush Jet early. In order to get it to go to where you can select Shadow Blade and move the cursor to the right. You'll see Rush then press accept as we'll get it. The catch is that you'll have to pick up weapon capsules. Use it and it'll be added.

## Chapter Five: Spark Man

### Cast of Enemies

- Bolton and Nutton
- Elec'n
- Electric Gabyoall
- Hammer Joe
- Junk Block
- Peterchy
- Pickelman Bull

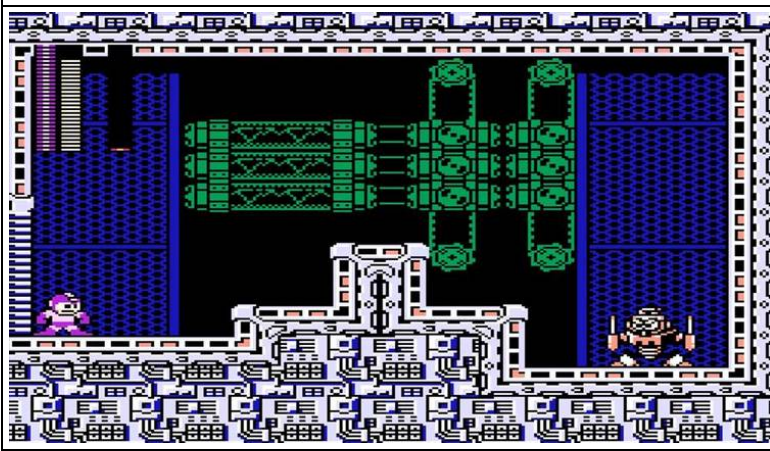
As we start Spark Man's stage as we'll have a Peterchy on the platform above us. Head to the ladder and dispose of it quickly when we do. Head up the ladder on the other side to the next area. Racing the top as we'll have an Electric Gabyoall and there isn't anything we can do to dispose of them. Best to do is get up there when in the clear and only way to get past them is to head through when the electricity is over. Once you get that chance to get through to continue onward.

After making it past the Electric Gabyoall we'll have Elec'n that'll drop down from above. There'll be a few that we'll have to deal with along the way as well as a couple more Electric Gabyoall. Heading up the ladder as we'll reach the top as there'll be a Hammer Joe to dispose of as it shouldn't be too hard to do so. After disposing of it head to the other ladder and head up to the next area. As we get to the top we'll head to the right until we come to the edge. We'll have barrel-like platforms to get on. Each one we get onto will move us up towards the spiked ceiling.

When we get so far we'll have to jump to the next one. There'll be four to get onto before getting across. As we finally get across we'll have a pitfall as there'll be an Electric Gabyoall. We'll have to wait for it to start going the other way before heading onto the platform. As we do we'll have to get through it when the electric isn't passing between them. Head across but we'll have to wait for another Electric Gabyoall before we head over there. When we're clear to get past that one we'll head up the ladder.

Upon getting to the top there'll be a Pickelman Bull to deal with. There'll be a weapon and health capsule above on a platform that can be reached with Rush Coil if needed. Afterward, either way, we'll head to the other ladder to the next area. Reaching the top we'll head to the right as there'll be four Peterchy before we come to where we'll drop down. When we do it'll be a long way down before reaching the bottom. Making our way through as we'll have to get past some waste that'll be dropping from above.

Once we get past those we'll have to head down a ladder. As we reach the next area we'll head down to the bottom and slide across. After we do we'll have those barrels once again. While trying to get through we'll have Bolten and Nutton to deal with here. We'll have to not to make big jumps to get under them to any platforms between the barrels. If the area gives you trouble you can access Rush Jet if done the Rush Jet early trick. Once across we'll reach the boss gate to prepare to fight Spark Man.

Boss Information					
					
<b>Boss:</b>	Spark Man	<b>HP:</b>	28	<b>DWN:</b>	023
<b>Attack(s):</b>	4 (contact) 2 (mini sparks) 4 (Spark Shock)				
<b>Weakness</b>					
Shadow Blade					
<b>Weapon Get</b>					
Spark Shot					

Now when it comes to fighting against Spark Man he'll do a few jumps and when he comes to a stop he'll send out Mini Sparks followed by a Spark Shot. A few seconds after he does that he'll start jumping a few times before stopping to do the same thing again with the Mini Sparks and Spark Shot. Getting any couple or so hits on him even with the Shadow Blade before he jumps can be key. When he jumps you'll have to watch and if in an area where you can slide so so to avoid being damaged in the process. Likely he'll be down around the time before he has a chance to jump and prepare for a third attack. Once down we'll get his special weapon.



## Chapter Six: Snake Man

### Cast of Enemies

- Big Snakey [Sub-Boss]

- Bomb Flier
- Bubukan
- Dada
- Hammer Joe
- Jamacy
- Petit Snakey
- Potton

Starting the stage as we'll get so far before a Dada will come in and dispose of it. After we do as we won't get too far before we have to deal with a Petit Snakey. Upon disposing of that we'll continue onward. When we get near the edge after dealing with the Petit Snakey as there'll be a Dada that'll be coming our way. Let alone as it can make that jump all the way up by us so watch out. As we drop down as there'll be a Petit Snakey not far after we do. After disposing of it as there'll be another not far from that one.

Once disposing of it we'll have a Dada coming our way as it can be easily avoidable at most. After that one, we'll have another one before we reach a ladder to head up it. Upon reaching the top we'll have three Petit Snakey to deal with before we can get to the next ladder to head up it. As we dispose of them then head up the ladder and after reaching the top we'll have to deal with a Big Snakey.


Aiming for the head of it like the smaller ones. It may be able to get a few shots in at us before we can take it down. For a better chance of disposing of it stand on solid ground to and shoot at it. Once that we're able to take it down as we'll be able to move forward in the stage. In the next area, we'll have a couple of Petit Snakey in the distance as we should be able to take out one of them. Also, watch out for the Potton that'll be coming at you. If it gets over you it'll drop out of it's flying case.

Once that one of the Petit Snakey and the Potton been disposed of the head to the lower platform to deal with the other Petit Snakey. There'll be a couple more Potton along with another Petit Snakey before we reach a ladder. Once we reach the ladder head down it. Now head all the way to the lower platform. Heading to the right but when we get out in the open we'll have to deal with Potton as well as Bubukan. During this time we'll want to time it right to avoid getting touched by the pole of the Bubukan and when the Potton drop.

There'll be at least four Potton and three Bubukan before we reach a ladder to head up it. As we reach the top we'll have a Hammer Joe to deal with. Dispose of it then head to the ladder to head up it. As we head to the top there'll be a ladder on the right we can reach using Rush Coil or from the platform, the Hammer Joe is on. Head up it as there'll be two tanks with a "?" on them. Fire at them to reveal items as they'll be totally random. Whatever they can give from lives, E-Tanks, or even something for your weapons or health. Now drop back down to deal with the Hammer Joe. Once disposed of head up the other ladder. When we reach the top there'll be a Big Snakey to deal with.

We'll deal with it as we did with the previous one that we've dealt with earlier in the stage. Once we have disposed of it head on past where it was. There'll be a couple of Bubukan that'll be coming at us before we reach a pitfall. Jump over to the lower platform. After we do we'll have a couple of Bubukan that we'll have to deal with before reaching the second ladder. Head up the second ladder to the top. As we see another ladder as there's a Jamacy on it. Dispose of it then jump over to that ladder.

Upon racing the top we'll have to head to the right. Jump onto the platform then onto the platform that'll send up a cloud platform for us. When we get so far we'll have to get to the next one for another cloud platform. After so far we'll get to the third one as this one we won't wait for the platform. Watch out for the Bomb Flier that'll be coming at you. We should be able to get to the lower cloud platform to help us get to the fourth one. As we get on the fourth one dispose of the Bomb Flier then get to the next cloud platform generator. Use it to get to the small platform and to the last cloud platform regenerator. Now comes the fun part. We'll have to jump on a few or so small platforms to the end. Sounds easy right? At least until you have a few Bomb Flier to deal with along the way and we reach the boss gate.

Boss Information					
					
<b>Boss:</b>	Snake Man	<b>HP:</b>	28	<b>DWN:</b>	022
<b>Attack(s):</b>	6 (contact) 4 (Search Snake)				
<b>Weakness</b>					
Needle Cannon / Search Snake					
<b>Weapon Get</b>					
Search Snake					

As we face off against Snake Man he'll start off by heading to the center and firing a couple of Search Snake that'll be heading towards you. If you can time it right you can dispose of them before they reach the ground. Before he is able to get to do that we should be able to get a few or so hits on him. After sending the search snake down at you he'll come at you and possibly send more if the others been destroyed by this point. He'll get so far before he turns around to start heading the other way. If he gets back to the middle he'll send a couple of Search Snake at you then continue heading in the opposite direction. Shouldn't be too hard to know this pattern and take him down. Once down we'll get his weapon.





## Chapter Seven: Gemini Man

### Cast of Enemies

- Bikky
- Bomber Pepe
- Gyoraibo
- Mechakkerro
- Nitron
- Penpen
- Penpen Maker
- Pole
- Yambow

As we start the second to last stage of the Robot Masters as we don't get far before a Nitron comes in. When it does it'll fire down in three spots to watch for where they'll be landing. A little ways further we'll have another Nitron along with a Bomber Pepe. We can dispose of both of them here. As we continue there'll be three more Nitron and a Bomber Pepe before we reach the first pitfall. After making our way over the pitfall there'll be two Nitron to deal with before reaching the next pitfall. Before we have a chance to jump over there'll be a Nitron that we can dispose of that's coming our way. Make your way over the pitfall as there'll be Nitron that we have to worry about. After that, we'll have another pitfall to jump over.

We'll have a Nitron and a Bomber Pepe to deal with before jumping over another pitfall. When we get on the next platform we'll have a Nitron to deal with before jumping over another pitfall. There'll be a couple of Nitron to deal with before jumping over another pitfall. Before we can jump over there'll be a couple of Nitron that'll be heading our way. Once across there'll be a Bomber Pepe to deal with before continuing onward. As we do we'll have a way to get in but will be blocked. Proto Man will come down to help out on that.

Once that it's opened we'll head on down as there'll be an extra life and something for our health. If we had done with the Rush Jet early trick we can use the Rush Jet to get the extra life and health capsule if needed. Either way, we'll continue onward until what looks like tadpole eggs. We'll have to fire at them to release a Pole. As we do so we'll have to keep at the ones where we can clear a path past them. Once we cleared a path we'll come to a ladder as we'll head up it to the next area. As we get up there we'll have to clear a path to the next ladder.

After clearing a path we'll take the ladder up to the next area. As we do we'll have to clear another path through some Pole. Upon doing so we'll have to slide to get to the next part. Reaching the bottom as we'll have to worry about a couple of Yambow before dealing with a Penpen Maker. When dealing with it aim for the eyes but watch out for the Penpen that'll come out of it. Once that we disposed of it we'll head on through as we'll have to get to higher ground. Not without a Yambow coming in. Dispose of it then head up to the high ground and slide through.

Now we'll continue onward as we have another Penpen Maker to deal with and dispose of it like the previous one. After doing so we'll continue onward. We'll have a couple or so Yambow to deal with before reaching the end and have to drop down through a hole. Now we'll head all the way down to the left through another hole. Now we'll have reached the bottom as we'll have to head to the right. We'll drop down in some water. Walk to the edge and bring out the Rush Coil to get up to the platform on higher ground.

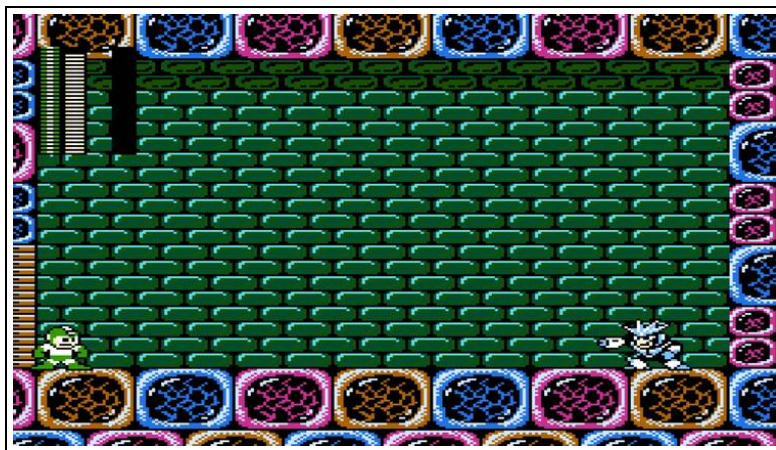
When we get to the edge of the platform as we'll likely have a Gyoraibo coming in the water towards our direction. We'll have to watch out for when it fires up to the platform we're on. As we make it from one small platform to another we'll have to keep an eye out for any Yambow. As we see an extra life that we can drop down to get. Bring out the Rush Coil to get back up to the platform. We'll get close to where there'll be an E-Tank as well as a weapon capsule. There'll be a Yambow that'll come in to try flying through you.

Dispose of it then head down to get the E-Tank then use the Rush Coil to get to the platform with the weapon capsule. Head to the platform to the left then start heading to the right again. When we have to slide under a Yambow will appear as we want to dispose of it before we slide. After we slide a Gyoraibo will appear after we do. Wait for it to fire up towards the platform and jump. At this point, the Yambow that shows up will fly over us.

When we get so far another Gyoraibo will come on a platform along with a Yambow which should be he the one with two blocks. Jump over to the one with three after the Gyoraibo starts to fire. By that point the Yambow will fly over. There'll be another that'll come in as we'll have to dispose of that one. Now as we make it from one small platform to another as we'll have to be careful of the Gyoraibo and the Yambow. Dispose of the Yambow if you need to while trying to avoid being knocked off due to a Gyoraibo.

When we get near the end we'll see an E-Tank that we can grab. Grab it then get to the ladder to head up it. Head up the ladder as we'll have a couple of Mechakkerro to deal with before heading up the next ladder. Once we get up the ladder there'll be a Bikky that we can dispose of from the ladder. Once we do that we'll head to the top and head to the boss gate to prepare to fight Gemini Man.

### Boss Information



<b>Boss:</b>	Gemini Man	<b>HP:</b>	28	<b>DWN:</b>	019
<b>Attack(s):</b>	6 (contact) 6 (contact, clone) 3 (shot) 6 (Gemini Laser)				
<b>Weakness</b>					
Search Snake / Gemini Laser					
<b>Weapon Get</b>					
Gemini Laser					

When the fight against Gemini Man starts off he'll make a clone of himself as we'll have to deal with two of him. We'll want to get so far to the right. When the one that's jumping over towards you comes over we'll have to deal with that one. We'll have to bring out Search Snake as we'll want to start firing as much as we can until that one has disappeared. The longer that we hold off on it the more that they'll be running left to right then jumping. Once that one of them is disposed of we'll be left with one. When we're down to one he'll be jumping, run and use Gemini Laser. At this point, we can calm down on using the Search Snake on him. As we can now focus on where we can use it to land a hit against him. It shouldn't be long after this that we can take him down and gain his special weapon.



## Chapter Eight: Needle Man

### Cast of Enemies

- Bikky
- Cannon
- Hammer Joe
- Metal DX
- Hari Harry
- Needle Press
- Yambow

The last of the Robot Masters that we'll have to go to and defeat. As we start the stage as it isn't going to be long before we run into a Hari Harry. Quickly fire and dispose of it. After that, there'll be another Hari Harry to deal with that'll be on a higher platform. Manage to jump and fire at it quickly enough we can dispose of it before it can roll towards us. After getting past that one we get so far before we run into another one. Once again we'll have to jump and shoot at it to dispose of it if possible before it rolls at us. As we get past that one we'll have one more Hari Harry to deal with before we reach a ladder to head down.


As we head down the ladder as we'll go to the middle platform. When we do we'll have a Metall DX but it's on the bottom platform. At the end of the platform we're on we'll have a Cannon to deal with and the only way to damage it is when it is ready to fire at us. Dispose of it then drop down. Not far after that, we'll have another Cannon to deal with and dispose of it like the last. There'll be another not far from that one. After dealing with the third one there'll be a Metall DX as we can just go under it as it'll open up then head to the left.

Use that time to get on the platform that it was on to get on the platform to the right. About halfway through we'll have a Yanbow come down. When it gets to where it'll fly at you dispose of it. After dealing with it continue onward as there'll be a Metall DX to deal with before heading up to the higher platform. There'll be a Yanbow that'll come down when we get to the top of the platform we're on. Dispose of it then get to the top then drop down. There'll be another Metall DX on a platform and do the same thing as you did with the last one like this.

Get onto the platform it was on then get to the platform to the right. There'll be another Metall DX to deal with when on the platform. Once we dispose of it head to the right to the platform that'll lead to higher ground. When we do we'll have a couple of Yanbow that'll drop to try flying into you. Dispose of them then head to the ladder to climb down. In the next area, we'll have a Needle Press. We'll want to time it right to slide to where it's at then slide again quickly. Head down the ladder as we'll head to the right then slide.

Watch out for the Needle Press. When timing it right to get past it. After that one there'll be two more that'll be coming down as we'll time it right past them. Upon getting past them we'll have three more to deal with. Once again time it right to get past them. At the edge, we'll have a few platforms to get on with the middle one having a Needle Press coming down at it. When you jump time it when it's going back up then get over there and jump to the other platform. Now head to where the ladder is to climb up it.

As we head up the ladder to the top there'll be a Hari Harry to deal with. This one will roll at us anyway no matter if we manage to shoot fast enough. Get on the high ground and bring out the Rush Coil. Want to time it right with the needles that the Hari Harry will shoot to get up to the E-Tank above. Once we grab it head to the ladder and head up it. As we do we'll have a couple of Hammer Joe to deal with. Climb each ladder to almost all the way and dispose of each of them. Once we do we'll head to the ladder at the top. As we do we'll have a Bikky to deal with as it'll be smooth sailing to the boss gate that'll lead to Needle Man.

Boss Information					
					
<b>Boss:</b>	Needle Man	<b>HP:</b>	28	<b>DWN:</b>	017
<b>Attack(s):</b>	3 (Needle Cannon) 4 (contact) 6 (Needle Hammer)				
<b>Weakness</b>					
Gemini Laser / Needle Cannon					
<b>Weapon Get</b>					
Needle Cannon / Rush Jet					

As we face off against Needle Man can be tricky when we do. At the start of the fight, he'll give you time to get close to him and be able to fire either the Mega Buster or Gemini Laser at him. When using the Gemini Laser we'll want to jump so high and fire in hopes that it'll hit him. If it manages to hit him we'll want to try doing either the same or fire from the ground. Although when he jumps he'll be firing a few of the Needle Cannon at you so watch out. When he's on the ground you'll have to watch out for the Needle Hammer.

When he jumps away from where he's at you'll have to be careful as it may be to where you were standing last. The timing of using the Gemini Laser against him is going to be critical in this fight. And by that, I mean that when firing the Gemini Laser at him as it may miss initially but may bounce until it may end up being a hit or miss later on. Planning on best utilizing it is going to be the big factor for the fight. Once we take him down we'll get a couple of items.



## Chapter Nine: Doc Robot - Spark Man

### Cast of Enemies


- Bolton and Nutton
- Elec'n
- Electric Gabyoall
- Giant Springer
- Jamacy
- Junk Block

- Peterchy

As we go to Spark Man's stage for the first set of Doc Robots. Starting the stage as we'll have a Peterchy that'll be on the platform above us. The downfall is we don't have a ladder to get up to it like the last time. So we'll have to have the Peterchy come down to us so we can dispose of it. Now we'll bring out Rush Coil to get up there to the platform. Heading to the ladder but before we do we'll equip Gemini Laser as we'll want to be sure it fires to the right. Now head up the ladder as we get to the next area. Fire Gemini Laser to deal with the Jamacy.

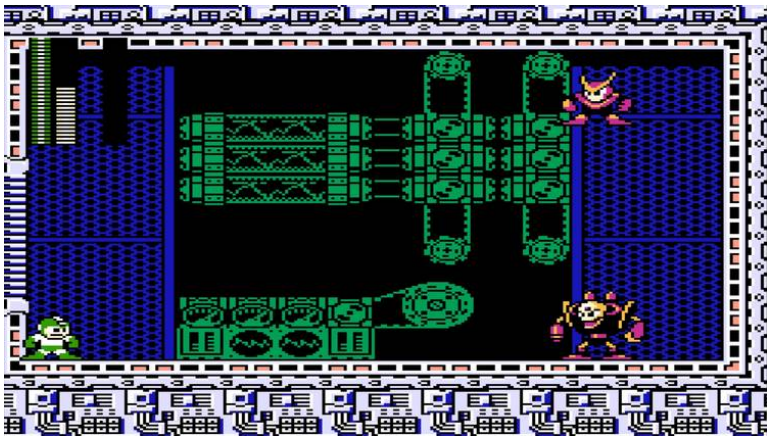
Once we reach the top as we head to the right. As we do we'll have to deal with Elec'n as we progress through. Heading over the first pitfall as the first Elec'n will come down. We can dispose of it if we time it right after we jumped over the pitfall. When we get near the second pitfall we'll have another Elec'n that'll come out that we can dispose of easily. Jump over the pitfall as there'll be another that'll drop down. Dispose of it then get near the spikes and jump up to the higher ground.

There'll be an area where we'll have to use the spinning balls to get across. As we do we'll have an Elec'n that'll come out before we do. Use the spinning balls to get across and to the top platform. Slide then climb up the ladder. Now we'll use the spinning balls to get across over the spikes to the ladder and up to the next platform. There'll be a Giant Springer to deal with. Slide as we'll have another Giant Springer to deal with on the other side. Dispose of it then slide again and this time to a boss gate. Enter it as we'll face off against a Doc Robot.

Boss Information					
					
<b>Boss:</b>	Metal Man	<b>HP:</b>	28	<b>DWN:</b>	009
<b>Attack(s):</b>	3 (Metal Blade) 6 (contact)				
<b>Weakness</b>					
Magnet Missile					
<b>Weapon Get</b>					
----					

For the first Doc Robot, it'll be Metal Man. Unlike in Mega Man 2, he's not going to have the conveyor belt to help him out in changing the direction of it to his advantage. His fight pattern will be the same in Mega Man 2. Bringing out the Magnet Missile we'll have to fire at him while trying to dodge the Metal Blade that he'll be throwing at us. Keep in mind that if we lose a life where we'll be sent back to the beginning of the stage. Although timing the shots with Magnet Missile and dodging his attacks it shouldn't be too much to bring him down.

Once we take him down we'll exit through the gate on the other side. As we do we'll get a health capsule for the fight we just have done. Now it'll be time to slide then head down but watch out for the spikes. As we fall down we'll have to veer over to the left a bit. Once we reach the bottom we'll have to head to the right. Moving along as we'll have Bolton and Nutton along with Electric Gabyoall. In this area, we'll be able to get some of the Electric Gabyoall to disappear. There'll be eight Bolton and Nutton along with four Electric Gabyoall to deal with before the next area. Now in the next area, we'll have a few Junk Block to deal with. Once we get past the third one we'll reach the next boss gate. This time for the other one to complete the stage.

Boss Information					
					
<b>Boss:</b>	Quick Man	<b>HP:</b>	28	<b>DWN:</b>	012
<b>Attack(s):</b>	8 (contact) 2 (Quick Boomerang)				
<b>Weakness</b>					
Search Snake					



<b>Weapon Get</b>
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For the final one to deal with here will be taking on Quick Man and we'll be needing Search Snake for the fight. During the fight with Metal Man, will be similar to the fight during Mega Man 2. Although it'll be all flat surface instead of how it was in Mega Man 2. Timing your shots using the Search Snake will be critical during the fight as timing is going to be the key factor here. For this fight, I'll recommend having an E-Tanik handy for it. He'll be moving around and jumping along with throwing Quick Boomerang around. Learning his pattern is going to be tricky for the fight so have to plan your attacks ahead to get maximum damage done to him and bring him down. When you deal the last blow this stage will now be all the way done.

## Chapter Ten: Doc Robot - Needle Man

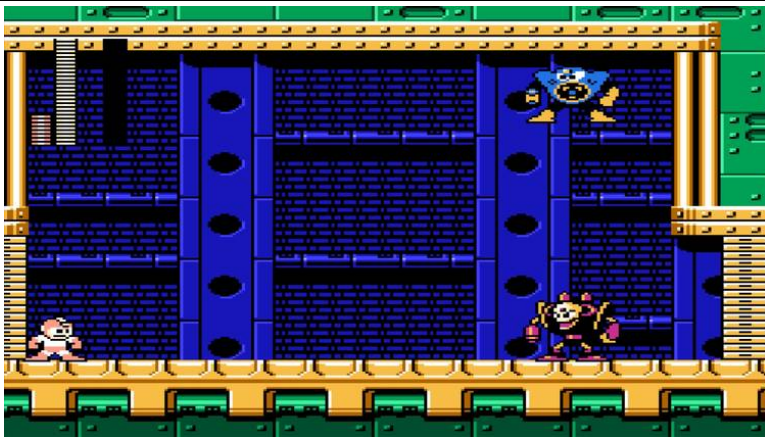
### Cast of Enemies

- Bikky
- Bubukan
- Cannon
- Giant Metall [Sub-Boss]
- Giant Springer
- Hammer Joe
- Metall DX
- Hari Harry
- Needle Press
- Parasyu
- Yambow

Now onto the next Doc Robot in Needle Man's stage. From the start of the stage as we make our way forward we'll have Hari Harry to deal with. There'll be four of them to deal with before we come to where we'll have spikes on the floor and a platform above them. Jump up to the platform to get across as we'll get over to the ladder and make our way down it. As we get to the next area head to the left then drop down. Head to the right then slide but watch out for the Needle Press as there'll be two of them. Once in the clear head past them then slide again.

Now we'll have three of them as two of them will be on top and bottom while the other will be from the top. When the two that connect start receding head up then near the pitfall with the spikes. Once again the same scenario but with only two of them. We'll have to time it right to get across and after we do there'll be four more. Timing it right as we can walk under each of them as they go back up. There'll be a platform with a health capsule if needed. If not use the Rush Coil to get to the ladder above us.

Once we reach the top we'll have a Giant Springer to deal with. Dispose of it and use the Rush Jet to get the extra life then head over to the ladder. Once to the ladder climb it. We'll see an E-Tank as we can use the Rush Jet to get that and to the ladder, we have to climb. Now head up the ladder as there'll be a Hari Harry. We can go up and down to get weapon capsules to refill the Rush Jet as it'll be important. Once we do that we'll head through the boss gate to fight the first Doc Robot of the stage.

Boss Information					
					
<b>Boss:</b>	Air Man	<b>HP:</b>	28	<b>DWN:</b>	010
<b>Attack(s):</b>	4 (Air Shooter) 8 (contact)				
<b>Weakness</b>					
Spark Shot					
<b>Weapon Get</b>					
----					

The first Doc Robot we come to in this stage will be none other taking on Air Man. Like the previous first one we lose a life here we'll go back to the beginning. Fighting against him will be the same as in Mega Man 2. Although when he sends out the Air Shooter there'll be a chance that there'll be more room to get through them to land a hit on him. Keeping your eye on where the Air Shooter pattern is will be a good thing to look at. Also if he manages to jump over to the other side after so many Air Shooter to try landing any hits on him before he can send any Air Shooter out. Although he should be a tad easier this time around compared to in Mega Man 2.

After the fight when we exit out through the other boss gate we'll be in the next area. We aren't going to have anything to refill our health. We'll get a couple of weapon capsules along the way before reaching the end. We'll have a Yanbow along with Parasyu in this section. We'll have to bring out the Rush Jet for this. The only thing to say about this section is to keep an eye on the gauge for the Rush Jet and claim any capsules only when you need them. Also, watch out for when the Yanbow


along with Parasyu will be coming out to properly avoid them.

We'll have to aim at the cross on the shell of it. Watch out for any balls that it'll shoot out at you as well as any Metall DX that it'll drop and come at you. We can use the Metall DX to get any health capsule drops if needed or for weapons. Once we dispose of the Giant Metall it'll be time to continue onward. Making our way across as we'll come to a platform of higher ground to get on but without a Metall DX but of the propeller kind. As it'll be a bit hard to dispose of right away.

We'll get up to that platform then eventually to another higher one. As we'll be at the very top watch out for any of the Metall DX along the way. When we dealt with a few and continue on our way as we'll drop down all the way to the bottom platform. Not long after we do we'll have a Cannon to deal with and dealing with them like we have done in the normal Needle Man stage as there'll be two of them before we deal with another Giant Metall.

We'll get up to that platform then eventually to another higher one. As we'll at the watch out for any of the Metall DX along the way. When we dealt with a few and continue on our way as we'll drop down all the way to the botom platform. Not long after we do we'll have a Cannon to deal with and dealing with them like we done as normal Needle Man stage as there'll be two of them before we deal with another Giant Metall.

Dealing with this one like we did with the previous one as it isn't going to take long to take it down. After we take it down we'll continue onward. As we do we'll have a Hari Harry to deal with along with a energy capsule to take. Now we'll make our way to the boss gate to deal with the last Doc Robot of the area.

Boss Information					
					
<b>Boss:</b>	Crash Man	<b>HP:</b>	28	<b>DWN:</b>	010
<b>Attack(s):</b>	4 (contact) 4 (Crash Bomber) 4 (Crash Bomber explosion)				
<b>Weakness</b>					
Hard Knuckle					
<b>Weapon Get</b>					
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Now for the final Doc Robot of Needle Man's stage as it'll be that of Crash Man. Fighting him will be like the others like in Mega Man 2. We'll want to use Hard Knuckle on him but when we do we'll have to be careful that when we do it'll make contact on him. This fight can be similar to when fighting Quick Man in timing the shots right against him. Knowing when to fire will be key once again in this fight. When knowing he'll be dropping down will make the difference along with being far enough away to do so. As that may help out in getting a hit in against him. Once we manage to take him down it'll be halfway done with the Doc Robots.

## Chapter Eleven: Doc Robot - Gemini Man

### Cast of Enemies


- Bikky
- Bomber Pepe
- Gyoraibo
- Mechakker0
- Nitron
- Pole
- Yambow
- Jamacy
- Potton

Onto the third stage of the Doc Robot in Gemini Man's stage. As we start the stage and make our way to the first pitfall as there'll be a Nitron along with a Jamacy. Making the jump over the first pitfall there'll be another Nitron to deal with. There'll be a couple more Nitrons and a Jamacy before we make it to the next pitfall. As we make it over the pitfall as we'll have two Nitron and a Jamacy before we make it to the next pitfall. As the next four pitfalls, we aren't going to have much room for error to get across.

Before we make it across the fifth one there'll be a Nitron coming at us. There'll be a Jamacy as we'll let it fall into the next pitfall as we drop down as there'll be a Nitron. When we get to the next pitfall we'll have a couple of Nitron incoming. Make our way over the pitfall there'll be a Jamacy along with a Nitron before the next pitfall. Before heading over it once again a couple more Nitron incoming and jump after we're clear. After doing so we'll have a Jamacy heading to us. There'll be a Nitron before we make the next jump over a pitfall as it'll be the same again after making that jump to over the next.

There'll be a Jamacy as we'll let it fall to its doom. Jump over as it won't be long before jumping over a pitfall once again. We'll have a Nitron on its way then after we are in the clear jump over as there'll be a Jamacy to deal with. There'll be one more Nitron to deal with before we get to where Proto Man helped us during our first run here. Drop all the way down as we'll have a Potton coming in. Head to under the one platform that way we aren't going to be damaged when it comes out. There'll be a couple more that'll head your way. One you can dispose of and the other you can due to it being over the platform above us.


Now head to where the Pole is and clear a way through. Clear a path and slide under then head down the ladder. As we do we'll have to clear more of a path once again. Upon clearing another path and sliding as we'll have to get up to the higher platform. After doing that we'll have to clear a path once again. When we cleared a path we'll have a few Potton to deal with before reaching the boss gate of the first Doc Robot.

Boss Information					
					
<b>Boss:</b>	Flash Man	<b>HP:</b>	28	<b>DWN:</b>	014
<b>Attack(s):</b>	4 (contact) 0 (Time Stopper) 2 (shots)				
<b>Weakness</b>					
Needle Cannon					
<b>Weapon Get</b>					
----					

The first one for this stage will bring on Flash Man. The area for the fight will be similar to that of when we fought him in Mega Man 2. Even the fight itself will be like in Mega Man 2 as his attacks are the same as well obviously. Bringing out the Needle Cannon to the fight against him as if playing Mega Man 2 it shouldn't be too hard to get past him. He'll come over towards you but watch out if he used the Flash Stopper any time as when he does he'll then rapid fire on you. Disposing of him quickly will be key here as it should be an easy fight anyway.

Once the fight is over we'll head through the exit. Heading out as we'll have to bring out the Rush Coil to get up to higher ground. Jump over the pit as there'll be Jamacy that'll come out through a hole. Dispose of any that come out before heading to higher ground. In the next area, we'll drop down in water as we'll bring out the Rush Marine. We want to be low enough to dispose of the Gyoraibo along the way. There'll be Potton that'll come in but hopefully, we'll be missing when they were to be close to hitting us.

As we finish the area we'll disengage the Rush Marine and slide to the next area. There'll be a few Potton here as we'll let them drop but can be easily avoidable. Now get to the ladder to the next area. In the next area we'll have Jamacy that'll be coming from cracks as we'll want to dispose of any in our way. Head up the ladder as we'll make our way through. Jump over the pitfall to the next area. After we jump over the pitfall make your way through while watching out for Jamacy as we make to a ladder leading downward. In the next area like the previous area make our way through past the Jamacy while disposing of any getting in the way. Now head down the ladder as we'll reach the boss gate for the other Doc Robot.

Boss Information					
					
<b>Boss:</b>	Bubble Man	<b>HP:</b>	28	<b>DWN:</b>	011
<b>Attack(s):</b>	4 (contact) 2 (shots) 4 (Bubble Lead)				
<b>Weakness</b>					
Spark Shot / Shadow Blade					
<b>Weapon Get</b>					
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This time around it'll be Bubble Man. Utilizing the same attacks from Mega Man 2 as we'll be watching out for the Bubble Lead. After that any shots if he fires any when he jumps from one part to another. The weapon of choice for here will be the Spark Shot against him. Shouldn't be too hard of a fight against Bubble Man as he's probably still easy to go against of all the Robot Masters making a return in the game. Once we take him down we'll be done with this stage and leaving only one



## Chapter Twelve: Doc Robot - Shadow Man

### Cast of Enemies


- Bikky
- Giant Springer
- Hammer Joe
- Hologran
- Mechakker0
- Parasyu
- Peterchy
- Walking Bomb

Starting the final Doc Robot stage in Shadow Man's stage. As we start off as it'll be the same as the previous time here. this time around we'll have to avoid hitting the spikes on either side. Jump in either direction to drop down. When we have to drop down again once again have to avoid the spikes on the way down. For the next drop, we'll have to make sure not to hit the spikes above us or on the wall for the drop. When we land we don't want to be on the far left due to spikes on the floor. Upon landing safely on the ground there'll be a Peterchy.

Jump over the pitfall as there'll be another Peterchy to dispose of and head up the ladder. Watch out for the Peterchy that'll be up there then climb down the other ladder. After we do that we'll head down the other ladder we see. Once we drop down watch out for the Bikky that'll be there where we fought Proto Man. Dispose of it and head to where drop zone to the next area. As we land and make our way through as there'll be four Peterchy that we'll deal with before reaching a pitfall.

There'll be platforms but we have to be careful as we can't stay on them long as they can drop us within a second or two after standing on them. As we'll have to get from one to the next. When we do we'll have a Hologran that'll come in to make things dark. If we fall to the bottom we'll have to deal with a Walking Bomb. Do what you can not to fall on the platform below and make it to the other higher ground platform. As we make it to the other side we'll get back to the normal background but not for long. Another Hologran will appear and with a Walking Bomb not far afterward.

Dispose of them and continue onward but without another Walking Bomb before reaching the end of the platform. When we do we'll have more of those platforms not that long ago. We'll have to get across them quickly as there'll be a Hologran. When we get to the where there'll be one with another above watch out for the Hologran there. We'll let ourselves drop to the one below us then over to the other platforms to make it across. Alternately you can use Rush Jet to get across to get across that section. Once we had made our way across there'll be a couple of Walking Bombs before we make it to a ladder to head down. There'll be a couple of Peterchy to deal with before making our way to the first boss gate of the stage.


Boss Information					
					
<b>Boss:</b>	Wood Man	<b>HP:</b>	28	<b>DWN:</b>	016
<b>Attack(s):</b>	4 (leaves) 8 (Leaf Shield) 8 (contact)				
<b>Weakness</b>					
Needle Cannon / Search Snake					
<b>Weapon Get</b>					
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Now the first boss fight of the stage will be the Doc Robot of Wood Man. Wanting to equip Needle Cannon but when the fight starts he'll bring up Leaf Shield like in Mega Man 2. We'll have to wait for him to shoot the Leaf Shield at us and jump over it. After we jump over it we'll have to start getting as many hits on him as we can. While we do we'll have to watch out for the falling leaves that'll be coming from above. Around the time that they fall Wood Man will start the Leaf Shield back up as the process starts over again. Keep in mind after each Leaf Shield he throws at you he'll jump not long afterward. Shouldn't be too much of a problem to take him down for the count.

After the fight, we'll exit out of the area through the other boss gate. Upon exiting out we'll get the health capsule as we'll make our way further. Watch out for the Hammer Joe that'll be not far from the health capsule. Dispose of it while watching out for what it throws at you. We'll make it to where we'll have to get to higher ground but there'll be another Hammer Joe there so stay on the bottom. Fire when you can and dispose of it.

There'll be one more Hammer Joe in the same scenario as the previous one. Once disposed of we'll head on through as we'll get to an area similar to the previous visit here. We'll have platforms to jump with pitfalls that lead into lava. Making our way across as we have to watch out for Parasyu and Mechakker0 in the area. As we make our way across all the way as there'll be some weapon capsule to pick up. Make your way further as we'll deal with a Giant Springer as it's the last enemy before the final boss gate of the area.




Boss Information					
					
<b>Boss:</b>	Heat Man	<b>HP:</b>	28	<b>DWN:</b>	015
<b>Attack(s):</b>	4 (Atomic Fire) 4 (Bodily Crash) 4 (contact)				
<b>Weakness</b>					
Shadow Blade					
<b>Weapon Get</b>					
----					

The final Doc Robot boss that we deal with and it'll be Heat Man of all the remaining Mega Man 2 Robot Masters. Similar to in Mega Man 2 when the fight starts he'll throw three Atomic Fire at you. Fire a Shadow Blade at him when close to him. He'll then get fired up and he'll be heading at you with Bodily Crash. We don't want to get hit by him when he does that. When he gets to where he's going we'll want to hit him when we can. Each time that when he'll get to where he's going he'll try to throw Atomic Fire (x3) at us. On the other hand, each time we hit him with Shadow Blade he'll get ready to use Bodily Crash. Watching out for both attacks is key for this fight. When we take him down we'll be done with the Robot Masters stages.

## Chapter Thirteen: Break Man

### Cast of Enemies

- Break Man

Boss Information					
					
<b>Boss:</b>	Break Man	<b>HP:</b>	24	<b>DLN:</b>	000
<b>Attack(s):</b>	2 (shots) 4 (contact)				
<b>Weakness</b>					
None					
<b>Weapon Get</b>					
----					

The battleground will be similar to that found in Hard Man's stage. Although when fighting against him will be the same as when fighting Proto Man. Probably cause we're fighting Proto Man again but under a different name. The usual strategy applies here as we want to try to minimize being damaged and firing at him when we're able to give the area we're fighting in. Shouldn't be too much of a fight before he teleports out of the area.

## Chapter Fourteen: Wily Castle Stage 1

### Cast of Enemies

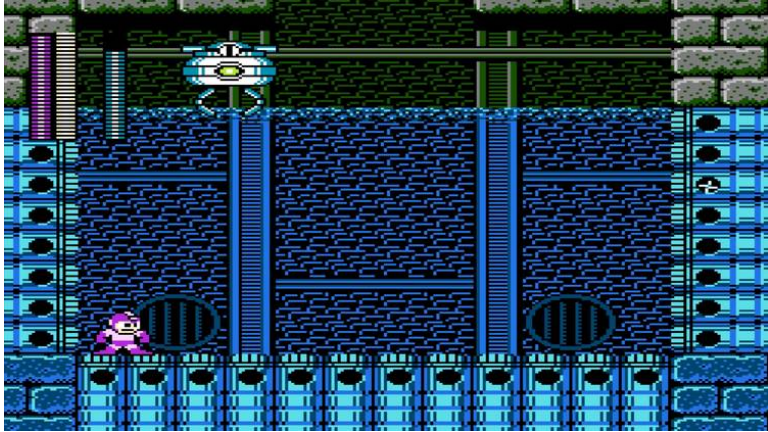
- Hammer Joe
- Komasauro
- Penpen

Starting the first Wily Castle stage as we make our way through. At the start, we can use Rush Coil to grab the extra lie to our left. Use it again to get out of there if we choose to get it. The first platform we come to that we have to head up as there'll be a Komasauro to dispose of. After we do so and continue on we'll make to another platform that'll have another Komasauro. Dispose of that one we'll make our way until we see a ladder. There'll be an E-Tank that we can grab before we head down. Head down the ladder to the next area as we'll be in some water. We'll have to make our way through as we'll have to jump over parts with spikes. During this time we'll be having Penpen coming our way in the water.

When we get close to the end we'll have to stand on the box near the wall so we can jump out of the water. Head to the ladder and climb up it. As we do there'll be a couple of barriers that we can use Hard Knuckle on to get an extra life. If we don't get it head to the top then onto the platform. Head over and slide to get to the next ladder. As we climb to the next area we'll have a few items we can get with a couple needing the Hard Knuckle to get to if desired. If getting any we'll need to use Rush Coil or Rush Jet to get to them before using Hard Knuckle.

If choosing not to get them we'll continue on the way up to the top. As we get to the top of the ladder there'll be a Hammer Joe to the right. We can dispose of it from where we are but watch out for what he throws at us. Once down head to the top platform and slide to the next and slide again. As we make our way through there'll be a couple more Hammer Joe to deal with. As we get to where we have to get to a ladder there'll be one more Hammer Joe. Bring out the Rush Jet to get up near it. Fire at it until we dispose of it.

Now jump off the Rush Jet and head to the ladder. As we reach the top we'll have the blocks that appear as these ones will be easy. Let them help you get to where the health capsules are, then slide to where they are. Wait for the block to come to the wall to the left. Slide and land on it. Jump up to the ladder to get to the next area. When we do there'll be a couple of weapon capsules to grab if needed. If grab them then get ready to head through the boss gate for the first boss of Wily Castle.

Boss Information					
					
<b>Boss:</b>	Kamegoro Maker	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	8 (contact, Kamegoro Maker) 0 (water current) (contact, Kamegoro) 4 (Kamegoro shell) 0 (shell explosion)				
<b>Weakness</b>					
Shadow Blade					
<b>Weapon Get</b>					
----					

The first boss fight of Wily Castle. Fighting against it isn't going to be too hard of a fight. We'll have to watch out for the water currents that'll blow out from either the left, right or the bottom. We'll have to watch for when it'll drop the Kamegoro down at us that look like turtles. Bringing out the Shadow Blade as we can dispose of the Kamegoro with one hit with the Shadow Blade. If we're using the Mega Buster we'll be making a few hits on it before they dispose of. Keep in mind that when each one that we defeat the next one will slowly start getting faster in an attempt for us to miss our intended target. There'll be roughly five of them that'll be dropped and five for it to go down.

## Chapter Fifteen: Wily Castle Stage 2

### Cast of Enemies

- Have "Su" Bee (with Chibeas)
- Wanaan

The second Wily Castle stage. As it starts off as we'll have those platforms that can only hold us for about a second or two. Make our way up as if we go to the left we'll head up and be able to grab a life. Along the way, we can grab some weapon capsule for our weapons if needed. If not we'll head up the ladder on the right to take it up to the top. As we make it to the top get on the platform to head to the ladder on the left. Heading up the ladder to the next area. As we reach the top we'll have to head to the right.

We'll have to slide and past the Wanaan to get across. As we get across we'll jump down but watch out for where the spikes are so we don't land on them. As we get to the platform with a couple of Wanaan as there'll be a Have "Su" Bee. We can attempt to do like in Hard Man's stage to head back the other way so they don't drop the shell for the Chibeas. Head back where we cam if we did. There'll be another Have "Su" Bee that'll try to come in when we start getting ready to jump on the Wanaan to get across the spiked floor.

Do the same as in Hard Man's stage as we'll get across this area to the next platform. We'll see a weapon capsule for weapons if needed. Before we have a chance to do anything to get across the spiked floor there'll be another Have "Su" Bee as we'll do that one trick once again. Once we get back over there bring out the Rush Jet to get across as there'll be weapon capsules along with a couple of E-Tanks. Once we get across to the platform disengage the Rush Jet and head through the boss gate.

Boss Information
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<b>Boss:</b>	Yellow Devil Mk-II	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	4 (fragment) 8 (contact) 2 (shot) 4 (compacted fragment)				
<b>Weakness</b>					
Hard Knuckle					
<b>Weapon Get</b>					
----					

The Yellow Devil from the first Mega Man game makes a comeback in this stage. This time around we have the slide feature so some of the pattern we'll be able to slide under certain fragments. Knowing where each one that'll be coming in can be a little tricky. When it gets close to pulling itself together as we'll want to get ready to use Hard Knuckle where the eye is. We may be able to get one hit in on the first try through on this. When it starts breaking piece by piece to the other side. If we manage to get past a couple of the fragments to the body as it won't damage us unless it's a fragment coming off.

When it gets about halfway we'll move so any fragment doesn't damage us. We want to time it right for when the last piece goes as we may be able to get two hits on it. After we do that it'll take the fast way to get to the other side as we can use slide here to help minimize any damage. When it gets back to the other side we can try getting two shots in. If it's not down by this point we'll have to wait for it to get to the other side again. When it does it'll be time to make the final hit or two on it to take it down.

## Chapter Sixteen: Wily Castle Stage 3

### Cast of Enemies

- Bikky
- Hammer Joe
- Hologran
- New Shotman
- Walking Bomb

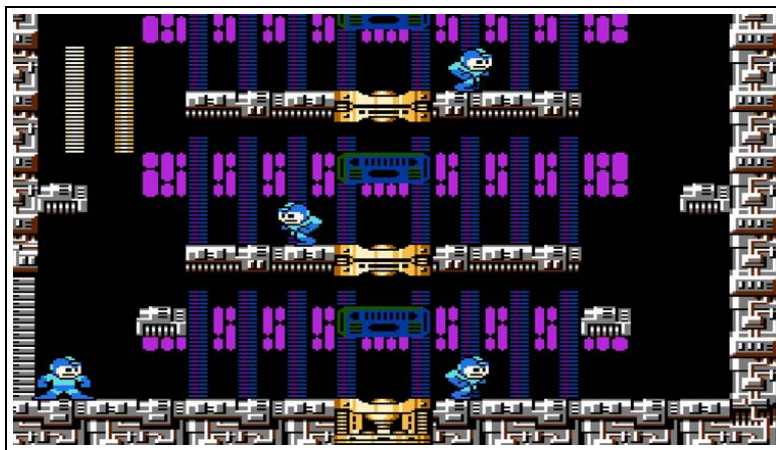
The third Wily Castle stage as there'll be a New Shotman that'll be above us. Bring out the Shadow Blade and jump then shoot upward at it. Should take a hit or two to take it out. Use the Rush Coil to get up to where it was. We can head to the ladder on the left or right. Taking the ladder on the right as we can head up it. There'll be a couple of barriers that can be broken with Hard Knuckle. Before we do that we'll want to shoot at the New Shotman from afar. When in the clear break the barriers to getting the weapon capsules for the Hard Knuckle. Reach the top of the ladder to the top platform, slide and reach the ladder in the upper left.

Head to the top as there'll be an E-Tank we can grab by sliding and sliding back over. Now use Rush Coil to get up to higher ground. As we make our way forward there'll be a Hologran that'll make the background go dark. Watch out for the Walking Bomb that'll be coming. Dispose of it as there'll be an extra life we can grab if we can jump over to the platform it's on. There'll be another Walking Bomb as we attempt to get over there. As we do we'll have to slide to get it. As we drop down there'll be another Hologran that makes the background dark as there'll be another Walking Bomb as well. Dispose of the Walking Bomb then continue onward.

There may be a Walking Bomb before we reach a spot where we can jump to higher ground or slide. We'll slide to grab some health capsules and even a weapon capsule. We'll be avoiding any Walking Bombs as the Hologran make the background dark. We'll have to eventually get to higher ground then slide to get to a drop zone area. We'll drop all the way down as there'll be a Hammer Joe but it'll be out of reach for us to dispose of or it hit us. Drop down as there'll be a Bikky for us to deal with.

Dispose of it and get so far as we'll have to slide to get to the next part. When we do we'll have another Bikky to dispose of before heading up a ladder. As we reach the top we'll have to make it through with three sets of moving platforms. We'll have to get in the breaks to bottom then middle and finally the top. Watch out for the spikes on the left and right. Get to the top to reach the ladder. Head up the ladder as we'll have to do it once again. After getting to the ladder here we'll see a boss gate. There'll be a couple "?" on them if you go up to find out what's in them. If anything worth taking we'll have to break the barrier near with a Hard Knuckle. Other than that head through the boss gate.

### Boss Information



<b>Boss:</b>	Holographic Mega Men	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	2 (shots) 6 (contact)				
<b>Weakness</b>					
Search Snake / Top Spin					
<b>Weapon Get</b>					
----					

Remember Copy Robot from the first Mega Man? This fight is an homage to that fight but instead of one, we'll have to deal with three of them. The catch? They can't copy what weapon you're currently using which is a plus. For this fight, we have to find out which one is the real one. The real one will most likely always start on top as we'll then have to find out which one is the real one after that. Best thing to do is to try firing to find out which one is the real fake after the first appearance. Should take a few times of them disappearing and reappearing to take out the real fake one as there isn't much of a strategy except to find the real fake one.

## Chapter Seventeen: Wily Castle Stage 4

### Cast of Enemies

- Junk Golem
- Spark Man
- Snake Man
- Needle Man
- Hard Man
- Top Man
- Gemini Man
- Magnet Man
- Shadow Man

Starting the fourth Wily Castle stage as have a chance to fill up any weapons that need it. After doing that we'll drop down through the hole. After we get down there watch out for the Junk Golem as it'll throw a Junk Block at you. Head down the ladder as we'll have to slide and try to get to where the middle platform is. Bust open to see what's in the "?" bottle. Head to the ladder in the lower right-hand corner. There'll be a Junk Golem there to deal with before heading to the ladder. After disposing of it head down the ladder. In the next area, we'll deal with another Junk Golem. Dispose of it then head to the ladder but without dealing with another one. Head down the ladder as we'll now head to the boss gate. Enter and we'll find a teleporter to take us to the Robot Rematch.



After disposing of all eight of them once again head through the boss gate as we can fill up on weapons. I recommend on Spark Shot and Shadow Blade to fill up on.

## Chapter Eighteen: Wily Castle Stage 5

### Cast of Enemies

- Wily Machine 3

Starting the stage we get more chances to refill any weapon. If Top Spin or Shadow Blade aren't full do it now. Afterward, slide to the drop hole for the fight against Wily.



Boss Information					
<b>Boss:</b>	Wily Machine 3 [1]	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	4 (contact, legs) 8 (contact, body) 4 (spiral shot) 4 (contact, turret) 4 (arc shot)				
<b>Weakness</b>					
Hard Knuckle / Spark Shot					
<b>Weapon Get</b>					
----					

The first part of the Wily Machine 3. We'll have to wait for most of it to be in view before we can do any attacks on it. When most of it is in view we'll see a cannon as we'll bring out Spark Shot and carefully shoot at it. As slow as this Wily Machine moves it shouldn't be too hard to take out the cannon for the fight. One of the easiest fight that we've had in this game. After we do that it'll be time for round two.

Boss Information					
<b>Boss:</b>	Wily Machine 3 [2]	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	4 (contact, legs) 8 (contact, body) 4 (spiral shot) 4 (contact, turret) 4 (arc shot)				
<b>Weakness</b>					
Hard Knuckle / Rush Jet					
<b>Weapon Get</b>					
----					

For round two we'll have to wait for him to drop to use Hard Knuckle on him. When we do this fight we'll have to watch out for the shots he'll fire at us. Not only that if the Wily Machine 3 gets close enough to damage us itself. Planning each hit with the Hard Knuckle at Wily in the cockpit can be crucial for this fight. Doing it that way and timing is everything for it. Alternately we can bring out Rush Jet to get near the cockpit with Wily in it and just rapid fire at him as that way can easily and take him out faster. As we defeat him we'll only find out it's just a fake.

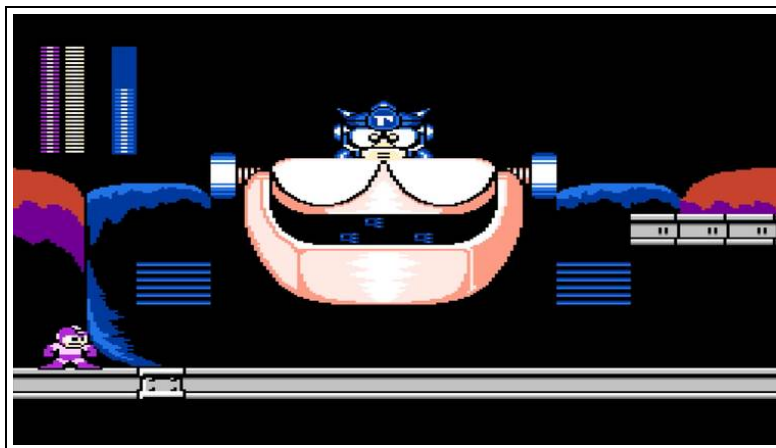
## Chapter Nineteen: Wily Castle Stage 6

### Cast of Enemies

- Dr. Wily
- Gamma

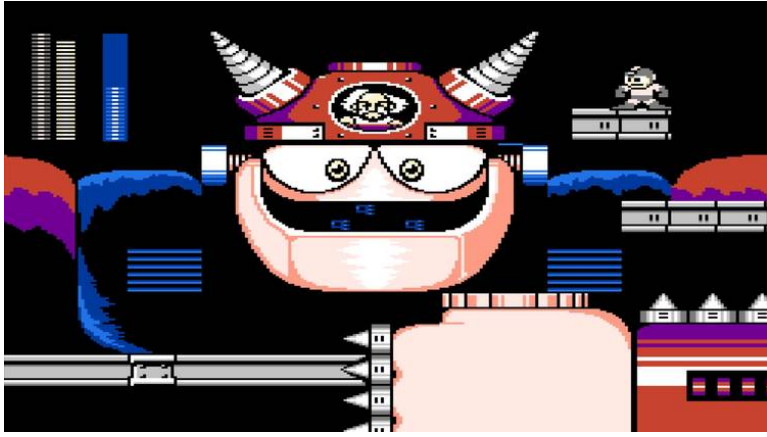
As the stage starts we'll have one last chance to fill on any weapons if needed. If not we'll just head through the boss gate.

Boss Information
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<b>Boss:</b>	Gamma [Phase 1]	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	2 (arc shot) 4 (straight shot) 16 (contact, head)				
<b>Weakness</b>					
Shadow Blade / Hard Knuckle					
<b>Weapon Get</b>					
----					

The first part of Gamma will be Gamma itself. We'll want to get under where the head is and equip the Shadow Blade. When we do we'll want to jump and fire upward to the head. Keep on doing so until Gamma's head is destroyed and is replaced by Wily himself inside a cockpit.

Boss Information					
					
<b>Boss:</b>	Gamma [Phase 2]	<b>HP:</b>	28	<b>DWN:</b>	---
<b>Attack(s):</b>	3 (energy shot) 8 (contact, head) Instant Death (arm spikes)				
<b>Weakness</b>					
Top Spin / Search Snake					
<b>Weapon Get</b>					
----					

Now for phase 2 of the fight. We'll have to get up to the platform to the right. We can get up there when the arm from the right comes along. Alternately we can use Rush Coil or Rush Jet to get up there. As we get to the top platform we'll have to watch out for projectiles. When we get there we'll equip Top Spin. This is where timing is really crucial on this part of the fight. Jump to where the hole is of the cockpit. When we get there we'll have to start using Top Spin and hoping that we can do it in just one try. If not we may have to do it at least one or two more times before we take him down. Alternately we can use Search Snake by jumping towards the cockpit and getting as close as we can. When close and high enough fire some into the cockpit. When either way is used and once he's taken down it'll be the end of the game and Wily is down for the third time.



B					
C				R	
D					
E					
F				R	

	1	2	3	4	5	6	Robot Masters Defeated
A							Magnet Man Hard Man
B							
C				R			
D							
E						R	
F					R		

	1	2	3	4	5	6	Robot Masters Defeated
A			R				Magnet Man Hard Man Top Man
B							
C				R			
D							
E						R	
F					R		

	1	2	3	4	5	6	Robot Masters Defeated
A			R				Magnet Man Hard Man Top Man Shadow Man
B							
C				R	R		
D						R	
E							
F					R		

	1	2	3	4	5	6	Robot Masters Defeated
A			R				Magnet Man Hard Man Top Man Shadow Man Spark Man
B							
C				R	R		
D							
E							
F				B	R		

	1	2	3	4	5	6	Robot Masters Defeated
A			B				Magnet Man Hard Man Top Man Shadow Man Spark Man Snake Man
B							
C				R	R		
D							
E							
F				B	R		

	1	2	3	4	5	6	Robot Masters Defeated
A			B				Magnet Man Hard Man Top Man Shadow Man Spark Man Snake Man Gemini Man
B					B		
C							
D							
E				R			
F			B	R			



	1	2	3	4	5	6	Robot Masters Defeated
A	R		B				Doc Robot - Spark Man
B					B		
C							
D			B				
E				R			
F				R			

	1	2	3	4	5	6	Robot Masters Defeated
A	R		B				Doc Robot - Spark Man Doc Robot- Needle Man
B		R		R	B		
C							
D			B				
E							
F				B			

	1	2	3	4	5	6	Robot Masters Defeated
A	R		B				Doc Robot - Spark Man Doc Robot - Needle Man Doc Robot - Gemini Man
B		B		R	B		
C							
D			B				
E							
F				B			

## Contact & Disclaimer

To contact Stephen "Warhawk" Harris please drop me an e-mail at [gamefaqsarhawk@gmail.com](mailto:gamefaqsarhawk@gmail.com), with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have **Mega Man 3** in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some pictures which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the "F" word unless in a good way. You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I have done one for. Even if it is to ask me what I plan of doing next and all.

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