

Mega Man III FAQ/Walkthrough

by Humanvegetableonline

Updated to v1.02 on Oct 5, 2004

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Megaman X7 IS REALLY REALLY BAD.

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

```
=====  
Megaman 3 for Nintendo  
Email : Humanvegetableonline2002@yahoo.com  
Aim: Humanvegetable02  
Website : geocities.com/humanvegetableonline2002  
Forums : Http://s4.invisionfree.com/humanvegetable  
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Version 1.0 - 8/26/04 - 8/29/04  
Version 1.01 - 8/31/04  
Version 1.02 - 9/2/04  
=====
```

NOTE

My Megaman guides offer accurate maps and plain out info.

My mind was half-baked when I typed this, so you may encounter stuff like this sentence.

"Smokemen were de ford dodge a buster a lot of shots from bunnyster."

What I meant to say was, "Snakeman dodges a lot of buster shots." Ignore my half-baked goodness.

Dedication

This guide dedicated to DesertEagle, Daniel K, David Y, Erik P and others are listed all the way on the bottom. AHHH!

Introduction

This is my seventh guide so don't complain much. Megaman... THREE!!

About this game

Megaman now has the ability to slide! It's an important move. Megaman 3 is definitely harder than megaman 2.

Copyright Stuff

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

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

Version 1.0

Guide complete.

Version 1.01

Added Slide Control that I forgot to put. Gave Dark Kaiba credit for the recommended boss order.

Version 1.02

Added credits about the Mega Man Homepage. Almost forgot!

=====

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=====
1.0 - Basic Stuff
=====

Controls

B = Shoot

A = Jump

Start = Weapon Selection Screen

Select = Pause

Down + A = Slide

Items

Round Blinking Items (Energy Tanks)

Heals HP depending on size.

Oval Blue Items (Weapon tanks)

Restores weapon power depending on size.

Megaman's Head (One up)

Extra life.

E-Tank (Restore all Energy)

Restores all Energy. Must use in menu.

Green Mystery Tanks

Shoot at this tank to reveal a random item.

Notes

Boss Damage

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

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

=====
2.0 - Intro
=====

Not much to say. Megaman is a robot made by Dr.Light and he fights Dr.Wily.

=====
3.0 - Boss Stages
=====

This is my recommended Boss Order.

Topman <--- 14 Buster shots to kill, very predictable.

|

Shadowman (Receive Rush Marine)

|

Sparkman

|

Magnetman

|

Hardman

|

Snakeman

|

Geminiman

|

Needleman (Receive Rush Jet)

After you defeat all eight bosses you will have four extra stages with two bosses from Megaman 2 in each of them.

Spark Man's stage:

Metal Man

Quick Man

Needle Man's stage:

Air Man

Crash Man

Gemini Man's stage:

Flash Man

Bubble Man

Shadow Man's stage:

Wood Man

Heat Man

You will not inherit Megaman 2 powers. Boss order does not matter.

=====

3.1 - Topman

=====

Go right, fight off the two blue nuts and bolts, jump on the stair-like floor, continue going right, fight the red hoppers, go right, jump on the higher platform, fight off the blue nuts and bolts enemies, go right, jump, get the HP, drop down, go right, and go down the ladder. Slowly climb the stair-like ground while killing all the tops then kill the top dispenser. Go down the left stairs. Dash right and climb down the right ladder. Go left, avoid the hovering nuts and bolts, and climb down the left ladder. Go right, fight off the bulldozers by shooting the heads, go right, fight off the bulldozer, and then climb down the right ladder. Fight the two yellow helmets, and climb down the left ladder.

Shoot 10 shots into the cat and avoid the yarn. Then climb down the right ladder. Go left, drop down, go right, climb the stair-like floor while dodging the tops, then kill the top dispenser and then go right to the next screen. Jump over the yarn and pump 10 shots into the cat. Now climb the top-right ladder. Kill the yellow helmet and then climb the block platforms to the top-left ladder. This is a tricky part. To make it simple, just slide through the paths and take damage. You won't take that much damage. Kill the top dispenser, go right, get on the spinning top, jump top to top till you are all the way right. Enter the boss gate to fight Topman.

Topman

- Boss Info - Predictable, slightly speedy, easy boss.

- Topman shoots three tops in the air. Then after 2 seconds the tops shoot towards to where you were standing. To dodge them, simply jump or slide out of the way. Then Topman will spin towards you. Spinning makes Topman invincible till he stops. Topman will spin towards to the other side of the field. Just jump over him when the time is right.

- Buster Shots = 14

- Geminiman's Weapon = Useless

- Hardman's Weapon = 4

- Magnetman's Weapon = Not Enough

- Needleman's Weapon = 14

- Shadowman's Weapon = 28

- Snakeman's Weapon = 28

- Sparkman's Weapon = 28

- Topman's Weapon = 7

=====

3.2 - Shadowman

=====

Drop down. Ignore the enemy and drop down. Drop down. Go right, kill the yellow hoppers, go right, kill the bulldozer, go right and drop down.'

PROTOMAN'S WHISTLE!!!

You'll have to fight him. It's pretty easy. No jumping required! Slide under him while he is jumping around, turn around shoot, and repeat. After you kill him, a path will open. Drop down. Kill the walking pokeball, go right, kill the walking pokeball, go right, kill the walking pokeballs, ignore the space generator, go right, kill all the grenaders and walking pokeballs that come towards you, go right, ignore the space generator, go right, kill the space generator when close enough to it, go right, drop down, jump up, go right, ignore the space generator, go right, kill the pokeball, go right, ignore the space generator, kill the pokeball and drop down to the next screen.

Go left, drop down, go right, kill the hopper, go right, kill all the hoppers on the way, drop down to the lower platform, go right, kill any parachute guys you encounter, go right, kill the hopper, go right, jump over the C Mosquitos, go right, and into the boss gate to fight Shadowman.

Shadowman

- Boss Info - Unpredictable, speedy, hard boss.

- Shadowman hops alot. He has two attacks. He can slide unexpectedly towards you or he can stand still for half a second and then shoot two shirukens. One towards you and one diagonal towards you. Like in this map below. To dodge it, just slide under the bottom one.

| S = Shadowman
| * | M = Megaman
| * = Attack
|M * S |

-
- Buster Shots = 28
 - Geminiman's Weapon = Not Enough
 - Hardman's Weapon = 14
 - Magnetman's Weapon = Not Enough
 - Needleman's Weapon = 28
 - Shadowman's Weapon = 7
 - Snakeman's Weapon = 28
 - Sparkman's Weapon = 28
 - Topman's Weapon = 4

=====
3.3 - Sparkman
=====

Climb the right ladder, kill the pokeball, and then climb the left ladder. The electric generators are untouchable. Jump through them when the time is right, go right. Fight the plug, go right, fight the plug, go right, jump through the electric generators, fight the plug, go right, jump through the electric generators, kill the plug, jump up, go right, climb the right ladders. Go left, kill the ball thrower and climb the left ladder. Go right.

It's a bunch of block platforms and a spiked ceiling. You must be thinking something like "Oh that's nothing". Then you jump on a platform and die. Get on the first block platform, jump to the second platform when they are aligned horizontally, drop down to the third platform, jump on to the last platform when the third is aligned with the last platform horizontally, and then jump on safe land. Go right, jump over the electric generator, go right, jump over the electric generator, climb the right ladder.

Kill the bulldozer and climb the left ladder. Go right, kill the pokeballs and then drop down. Go right, get through all the trash by shooting (The trick to getting past a layer of trash is by shooting at both of them at the same time and making sure that both of them get destroyed at the same time. When they get destroyed, only one piece of trash will come down and that's when you move quickly before the second trash comes.), go all the way right and climb down the right ladder.

Go left, drop down, go right, slide under, and stop when you are on the top of the safe land. There are nuts and bolts enemies. Wait for it to assemble then kill it. Jump on the first platform, then jump on the second platform, then drop down on top of the thin tower-like platform. Kill both of the hovering N&B enemies. Jump on the second tower next to you and then jump right and then left back on the tower. Another enemy will spawn. Kill it then jump on the elevating block and then jump on the other towers. Kill the enemy, jump on the elevating block, then jump on the safe land and then go all the way right and into the boss gate to

fight Sparkman.

Sparkman

- Boss Info - Slightly predictable, slightly speedy, easy boss.
- Sparkman has two attacks. One attack follows another. He will do a spark burst attack which will shoot 8 small sparks in 8 directions. Do a small jump to dodge it. After he does that, he will throw a large spark ball at you. Slide out of the way. He will repeat this pattern. But he will jump a few times (1-3 times) and then he will attack you.
- Buster Shots = 28
- Geminiman's Weapon = Not Enough
- Hardman's Weapon = 14
- Magnetman's Weapon = Useless
- Needleman's Weapon = 14
- Shadowman's Weapon = 7
- Snakeman's Weapon = Useless
- Sparkman's Weapon = 7
- Topman's Weapon = Not Enough

=====
3.4 - Magnetman
=====

Go all the way right, avoid or kill any magnets before jumping pits. It will kill you. Go all the way right and climb down the ladder.

PROTOMAN'S WHISTLE!!!

You'll have to fight him. It's pretty easy. No jumping required! Slide under him while he is jumping around, turn around shoot, and repeat. After you kill him, a path will open. Drop down. Kill the missile springer, go right, kill the other missile springer and then climb down the ladder. Kill the two pokeballs and then climb down the left ladder. Drop down and kill the two pokeballs to your right. The thing that looks like a vacuum is just a magnet that just lures you in. It does no real damage but it can kill you if you are near pits. Go right and climb the right ladder. Drop left to get some HP. Now climb down the left ladder for a puzzle.

```
#L##### # # # # # # # #
# # # # # # # # #
# # # # # # # # #
# # # # # # # # #
# 1 # # # # # # # #
# ## L = Ladder
# 3 ## Number = Order of seconds they appear.
# 4 6 ##
# 5 ##
# 2 5 ## Hint
```

```
# 1 6 ## Jump on 5, wait one second, jump and land on 6, and then
# ## Head over.
# ##
#####
```

When over, just go right to the next puzzle.

```
## 4 ## Number = Order they appear in.
## 5 ## M = Magnet
## ##
##2 3 ## Hint
## MM Jump on 1, then 3 and then over.
## 1 1 MM
## ##
## ##
#####
```

On to the next puzzle.

```
## ## Number = Order they appear in.
## X ## M = Magnet
#### 3 4## X = Stand Here
#### ##
MM## MM Stand at Point X till number 3 appears. When number 3
MM## 1 2 MM appears, immediately jump on it, then number 4 then
#### ## beyond.
#### ##
##### ##
##### ##
```

On to another puzzle.

```
# 1 ## Number = Order they appear in/
### 3 #### M = Magnet
##### 4 ####
#####MM ##### Watch out for number 2. The magnet will pull you
#####MM 2 ##### in slowly, so act fast.
#####
#####
#####
```

After all that, climb the right ladder. Continue climbing the ladder. Kill that angry three shooter. Climb the bottom left ladder for some large HP and a weapons recharge. Climb the top-left ladder to continue. Kill that missile springer and head into the boss gate to fight Magnetman.

```
-----
Magnetman
-----
```

- Boss Info - Slightly predictable, slightly speedy, medium boss.

- Magnetman has two attacks. Magnet shield and Falling Magnets.

- Magnet Shield is his secondary attack. He stands still (looks like he's constipated) and shields himself with an impenetrable magnet shield. Megaman will be lured towards the shield. Simple walk (or slide) to the opposite side of the field.

- Magnetman has a simple pattern. Here's a small map. Large maps are annoying.


```

|           3 | M = Magnetman
|           ^ | \,/ = Jump Paths
|          2 | | 1 = Order of the Jump
|         1 | |
|          /\ | |
|         /\ / \ | |
| M/  \/  \ | |

```

```

|           M | M = Magnetman
|           | Y = You, as in Megaman
|          2 | U = Magnet
|         1 | |
|          /\ | |
|         /\ / \ | |
| M/  \/  \ | |

```

- As you can see, he jumps three times. Small, large, then one big jump. On the top of the big jump, he shoots Magnets that travel horizontally until they are above you. When a magnet is above you, it will fall towards the ground and explode. He will shoot three magnets. When he jumps down, he will either jump several times to the other side and start shooting magnets or he will use his magnet shield.

- Buster Shots = 14
- Geminiman's Weapon = 14
- Hardman's Weapon = 14
- Magnetman's Weapon = 7
- Needleman's Weapon = 28
- Shadowman's Weapon = 4
- Snakeman's Weapon = 28
- Sparkman's Weapon = 4
- Topman's Weapon = Not Enough

=====
3.5 - Hardman
=====

Go right, kill the bees, go right, kill the bees, go right, kill the bees, go right, slide over the alligators in grates, go right, climb the right ladder, slide over the alligators in grates for the large HP, and then climb the center ladder. Use Rush coil to get above. Kill the ball thrower and then climb the left ladder. Go right, drop down, go right and watch out for those apes. They take alot of damage. Go back to higher ground and kill that ape. Go right and a little bit left of under of where the ape is standing. When the ape jumps over you, run right and then climb the right ladder. Kill the ball thrower to your left for the HP. Now continue to climb the ladder.

It's another ape. Use Rush coil about three times and shoot at it each time. Now climb the left ladder. Go right, drop down, slide under, go right, kill the bulldozer, go right, kill the bulldozer, go right, and take the top path for an e-tank or take the bottom path for four small HP energies. Take the top path. Kill that bulldozer, get the e-tank and then climb the right ladder. Kill the yellow helmets and then climb the left ladder. Go right past the first wave of alligators in grates, and then jump back and forth across that one grate that's down under so that you don't get hit by alligators. While you are jumping back and forth, kill the bees, go right and down the ladder.

PROTOMAN'S WHISTLE!!!

Ugh. Uneven ground. This battle will not be that easy. You can slide under him at certain points while he is jumping. Beat him and the ground will open up. Drop down. Get the large HP and then climb down the left ladder. Kill the stomper and then enter the boss gate to fight Hardman.

Hardman

- Boss Info - Predictable, slightly speedy, easy boss.
- Hardman has two attacks. Jump and headbutt and double flying fists.
- Hardman has a simple pattern that will never change. Shoot two fists at you which boomerangs back to Hardman. Hardman will then jump up in the air and attempt to fall down towards the ground. If he hits you with this attack, you will lose half your life. The pattern repeats.
- When Hardman jumps up, slide away.
- Buster Shots = 28
- Geminiman's Weapon = Not Enough
- Hardman's Weapon = 7
- Magnetman's Weapon = 7
- Needleman's Weapon = Useless
- Shadowman's Weapon = Useless
- Snakeman's Weapon = Useless
- Sparkman's Weapon = Useless
- Topman's Weapon = Useless

=====

3.6 - Snakeman

=====

Go right, kill the bouncer, kill the snakehead, go right, drop down, kill the bouncer and the snake head, go right, kill the snake head, kill the bouncer, go right, kill the bouncer and then climb the right ladder. Immediately climb to the top and jump up as fast as you can. Dodge the bullets, kill all three snake heads and then climb the left ladder.

Kill the big snake head and head right. Kill the head bomber, drop down, ignore the snake heads, go right, kill the snake head, climb the upper ladder, get the hp, and climb down the right ladder.

Go left, drop down, go right, avoid all the head bombers, dodge the pole vaulters (stand next to them when they are jumping. when they are at the highest point of their jump, slide right and through.), go all the way right and climb the right ladder. Kill the green ball thrower and climb the right ladder. Kill the ball thrower in the center. There are two ladders. The right one leads to two mystery boxes. Go there if you are desperate for HP or 1-ups. You might get lucky. Take the left ladder instead to move on. Continue climbing the ladder. Kill the big snake head and go right.

Go right, kill the two pole vaulters, drop down, go right, kill the two pole vaulters and climb the right ladder. Kill the ladder spider and climb the left ladder. Go right, jump on the block, jump on the next platform which is a cloud platform generator. When you are high enough, jump to the next cloud platform. Watch out for the clouded bullets. Just keep jumping platforms until you jump on a green block. On the green block, jump on the next green block, jump on the next platform, jump on the next green block, and go right. This is a tough part. There are several clouded bullets that are headed your way. You might get knocked back and die. So try to stay on the right side of a block. Go all the way right and into the boss gate to fight Snakeman.

Snakeman

- Boss Info - Slightly predictable, speedy, medium boss.

- Snakeman has one attack. Two snakes attack. It's just two little snakes that you can jump over. When he comes near you, just slide away from him.

- Here's the boss field.

```
| _____ |  
|           |  
|     ^     | ^ = Snakeman Jump Points  
|     ##    | Assuming Snakeman is going right to left. If he's going  
|^     ##    | from left to right, then just turn this map backwards.  
|####^ ##^ ####|  
|#####|  
|#####|  
|#####|  
|#####|  
|#####|  
|#####|  
|#####|  
|#####|  
|#####|
```

- You can destroy his little snakes that he shoots out.

- Buster Shots = 28

- Geminiman's Weapon = Not Enough

- Hardman's Weapon = 14

- Magnetman's Weapon = Useless

- Needleman's Weapon = 7

- Shadowman's Weapon = 14

- Snakeman's Weapon = 7
- Sparkman's Weapon = 28
- Topman's Weapon = Not Enough

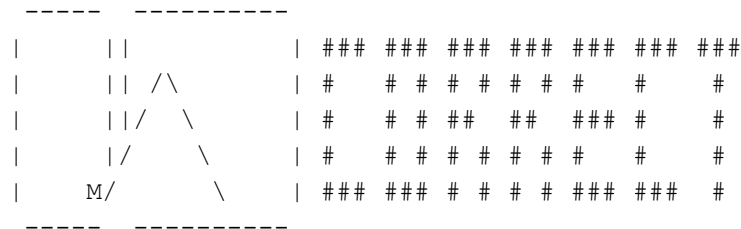
=====
 3.7 - Geminiman
 =====

Go right, watch out for the firebringers, kill the fire brings, go right, watch out for the penguins because they summon eggs, go all the way right to the next screen.

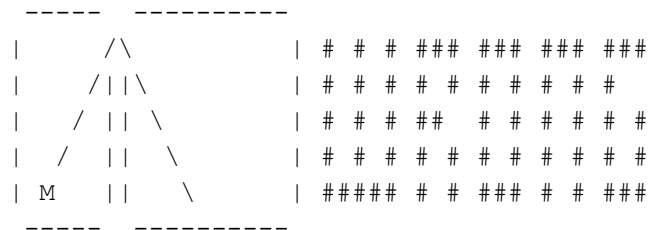
 Longer Whistle

Before you go to the screen, hold "right" on controller two. Now super jump towards the other screen with Protoman in it. Make sure you land on the center. You will land and go through the center! You will hear a slightly longer version. Here's a map to ease your mind.

Screen 1 Screen 2



Screen 1 Screen 2



A good trick.

PROTOMAN'S WHISTLE!!!

You will not fight Protoman. Protoman is actually here to clear a path for you. Drop down while leaning towards the left wall. You will receive a 1-up. Now go right, kill the eggs and the tadpoles till you cleared a way to the other side. Climb the right ladder. More eggs here. Clear a path to the ladder and climb it. Just rush coil and fire to clear out some hard to reach eggs. Rush coil is not needed though. Make your way to the top and slide through the path. Go right and avoid the mosquitos.

You will encounter a penguin generator. Jump over the penguins and kill the penguin generator. Go right, jump, slide through, go right, kill that penguin generator, go right and drop down. Use the rush coil to get the large HP and then drop down. Go right and you will see water. Do not use the Rush Marine. The fish and mosquitos will get to you so make sure you get the E-Tank at the end. Jump out of the water with the Rush Marine to get the weapon energy tanks. You will need them. Now climb the ladder all the way to the right.

Kill the two hoppers and then climb the left stairs. Make sure the stomper is all the way left and then when he is, jump over him and head into the boss gate to fight Geminiman.

Geminiman

- Boss Info - Predictable, speedy, medium boss.

- Geminiman has 3 attacks. Gemini shot which is thin laser that just bounces off walls. Another attack is cloning and shooting during the cloning.

- During cloning, two geminimen are on the opposite sites of the field. They move counter-clockwise. When a clone reaches the right end of the field, he will jump to the left end of the field. Jump over them with ease when they come towards you. He will shoot when you shoot.

- If a clone takes enough damage, it disappears and then you'll have to fight geminiman alone. Geminiman is slower and slowly shoots gemini lasers at you.

- Buster Shots = 28

- Geminiman's Weapon = 7

- Hardman's Weapon = 14

- Magnetman's Weapon = 14

- Needleman's Weapon = 28

- Shadowman's Weapon = 14

- Snakeman's Weapon = 6

- Sparkman's Weapon = 28

- Topman's Weapon = Not Enough

=====

3.8 - Needleman

=====

Go right, kill the two Needle Beast, go right, kill two more needle beasts, go right and climb down the right ladder. There are two paths. The lower paths leads to a yellow helmet and thats about it. So take the top path and go right. Kill the ball cannon, go right, kill the two ball cannons, go right, kill the yellow helmet, go right, kill the mosquito, go right, kill the yellow helmet, go right, kill the mosquito, kill the yellow helmet, go right, kill the yellow helmet, go right, kill the mosquitos, right go and climb down the ladder.

Wait a bit. You can see these things falling and blocking the way. Just slide when the time is right. Slide through the first collapsing tower, climb down the ladder, go right, and slide through the 3 other collapsing towers. Continue to go right, dodge 3 more collapsing towers, go right, jump platform to platform, watch out for the collapsing tower on top of the second platform, and then climb the right ladder.

Kill the needle beast, use the rush coil to get the e-tank to the right and then climb the left ladder. Kill the first ball thrower, climb the right ladder, kill the second ball thrower and then climb the left ladder. Kill the stomper and go all the way and through the boss gate to fight Needleman.

Needleman

- Boss Info - Unpredictable, speedy, hard boss.
- Needleman jumps in different heights and shoots 3-4 needles at you.
- He will jump and then headbutt you while standing still. This takes a quarter of your life. Jump over his spiked head with ease.
- Buster Shots = 28
- Geminiman's Weapon = 4
- Hardman's Weapon = Useless
- Magnetman's Weapon = Not Enough
- Needleman's Weapon = 7
- Shadowman's Weapon = 14
- Snakeman's Weapon = 28
- Sparkman's Weapon = Useless
- Topman's Weapon = Not Enough

=====
4.0 - Extra Boss Stages
=====

Once you kill all eight bosses, you will fight eight bosses in four stages with two bosses per stage.

Spark Man's stage:
Metal Man
Quick Man

Needle Man's stage:
Air Man
Crash Man

Gemini Man's stage:
Flash Man
Bubble Man

Shadow Man's stage:
Wood Man
Heat Man

Doesn't matter what order you take.

You will not receive any weapons.

I will use the same info as in my Megaman 2 guide but the weapon chart will be of Megaman 3.

=====

4.1 - Metal Man\Quick Man

=====

Enter Sparkman's stage.

Use the rush coil to get up one level, kill the pokeball and then climb the ladder. Aim up with the Shadow Blades to kill the ladder spider and continue to climb the ladder. Go right, kill the flying plug, go right, kill the flying plug, go right, kill the flying plug, jump on the spinning block platform, go right, kill the plug, jump on the spinning platform, jump to the next spinning platform, then the next one, then jump on the platform, slide under and climb the ladder. Just platform to platform to the ladder or use the rush jet to avoid the risk. Don't fall or you'll die. Climb the left ladder.

Kill the Missile Springer, go right, slide under, go right, kill the missile springer, go right, slide under and go into the boss gate to fight a copy of Metal Man.

Metalman

- Boss Info - Slightly predictable, speedy attack, medium boss.
- Fight Metalman with a Buster. Best fight you'll ever have.
- If you are close to him, he will jump to the other side of the area.
- One quick robot.
- His attacks come quick. You can dodge them by carefully jumping over them.
- Buster Shots = 28
- Geminiman's Weapon = Not Enough
- Hardman's Weapon = 7
- Magnetman's Weapon = 7
- Needleman's Weapon = Useless
- Shadowman's Weapon = 14
- Snakeman's Weapon = Useless
- Sparkman's Weapon = 14
- Topman's Weapon = Useless

Rest of the Level

Once you beat Metalman, go through the other boss gate. Slide under the pathway, get the HP and then fall down. Here's a map so I don't screw you

over with words saying, "Just dodge. It's easy"

```
### X# X = Your death
### X# - = Screen divider
### X#
### X#
X#
##### X#
##### X#
#####X X#
```

```
-----
##### X#
##### X#
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## X###
###X ###
## ###
```

Good maps from a good guide. Now when you drop down, go right, kill the

blue nuts and bolts guy, get past the electric generator, go right, kill that nuts and bolts guy, go right, get past the electric generator, kill all three nuts and bolts guys, go right, get past the electric generator, kill the nuts and bolts guy, go right, kill that nuts and bolts guy, get past the electric generator, go right and slide under.

Ugh. Trash. The trick to getting past a layer of trash is by shooting at both of them at the same time and making sure that both of them get destroyed at the same time. When they get destroyed, only one piece of trash will come down and that's when you move quickly before the second trash comes. Get past the first layer of trash, get past the second layer of trash, get past the third layer of trash and go through the boss gate to fight Quickman.

Quickman

- Boss Info - Not predictable, speedy, hard boss.

- Quickman shoots 3 boomerangs that go towards you, stops and goes towards you again.

- Buster Shots = 28

- Geminiman's Weapon = 7

- Hardman's Weapon = Not Enough

- Magnetman's Weapon = 14

- Needleman's Weapon = 28

- Shadowman's Weapon = 14

- Snakeman's Weapon = 7

- Sparkman's Weapon = 28

- Topman's Weapon = Not Enough

=====

4.2 - Air Man\Crash Man

=====

Enter Needleman's Stage.

Go Right, kill the needle beast, go right, kill the two needle beasts, jump on the platform, drop down and climb the ladder down. Go left, drop down, slide right, avoid the two collapsing towers and jump on the edge next to the 4 collapsing towers. When all the collapsing towers are gone for the moment, slide and jump to the next edge over the spikes. Now slide beyond that collapsing tower, walk under all 4 collapsing towers, and then climb the right ladder. Get the 1-up with rush jet. Kill that missile springer, and use the rush coil to reach the left ladder. Use the rush jet to get that E-tank because E-tanks are hard to come by.

Now use the rush coil or rush jet to climb the center ladder. Kill the needle beast and go through the boss gate to fight Airman.

Airman

- Boss Info - Slightly predictable, slow but fast attacks, medium boss.

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

- He can blow you away with the tornados.

- I don't need to list any attack patern. Why? Cause you can easily jump or slide through them! You don't have to be a rocket scientist. Its simple!

- Buster Shots = 14

- Geminiman's Weapon = 14

- Hardman's Weapon = 14

- Magnetman's Weapon = 7

- Needleman's Weapon = 28

- Shadowman's Weapon = Useless

- Snakeman's Weapon = 28

- Sparkman's Weapon = 7

- Topman's Weapon = Not Enough

Rest of the Level

Go through the other boss gate. Recharge your rush jet. Go to the edge.

As you can see, you will encounter many parachute guys and mosquitos. So recharge your HP and use the rush jet to cross this huge pit.

Get all the weapons recharge you see while dodging the C Mosquitos and parachute guys. At one point there will be this strange platform. Do this.

>>>>> J = Rush Jet

^####V V,>,<,<^ = Direction to go to

W<<<< W = Weapon Recharge

J#####

Place The rush jet right there, jump off, go around, slide under towards the rush jet. Now get all the way to the right and climb that ladder. Use the rush coil or rush jet (less risky) and climb that left ladder. Wait for the pole vaulter to walk out of the screen. Climb the rest of that ladder and go right. Fight the huge yellow helmet by aiming for his helmet. Use Rush Jet to kill him with ease. Now go right.

In this screen, go right. You will encounter a lot of Helicopter Yellow Helmets. Easy one shot kills. Get past all of them, fight off two ball cannons and go right. Kill this huge yellow helmet and go right. Avoid the needle beast, go right, get the HP, go all the right and into the boss gate where you will fight Crashman.

Crashman

- Boss Info - Predictable, medium speed, medium boss.
- Crashman can only shoot one shot at a time. And he only shoots while he is jumping.
- He is most likely to jump and attack if you attack him.
- If you continue to walk in one direction while he is attacking, you will not get hit.
- You should jump alot.
- Buster Shots = 14
- Geminiman's Weapon = Useless
- Hardman's Weapon = 4
- Magnetman's Weapon = Not Enough
- Needleman's Weapon = 14
- Shadowman's Weapon = 28
- Snakeman's Weapon = 28
- Sparkman's Weapon = 28
- Topman's Weapon = 7

=====
4.3 - Flash Man\Bubble Man
=====

Enter Geminiman's Stage. Go right and you will encounter Ground Ladybugs and Flamebringers. It's pretty straight forward. Go all the way right. Drop down the hole that Protoman made before. Go right and avoid or kill the head bombers. Clear a path through the eggs, go right, slide under and climb down the ladder. Go left, drop down, clear a path through the eggs, and go right. Now at the end, use rush coil or make "egg stairs". Clear a path through these eggs, avoid the head bombers, and go all the way right and through the boss gate to fight Flashman.

Flashman

- Boss Info - Predictable, medium speed, medium boss.
- You'll be fighting on an uneven surface. When he comes towards you, jump over him.
- Shoots every 5 seconds. When he shoots, he freezes time and shoots alot for a second towards the direction he is facing. So if you don't want to be hit, just count down from 5 every time he's done attacking.
- Buster Shots = 28

- Geminiman's Weapon = 7
- Hardman's Weapon = Useless
- Magnetman's Weapon = Not Enough
- Needleman's Weapon = 7
- Shadowman's Weapon = 14
- Snakeman's Weapon = 28
- Sparkman's Weapon = Useless
- Topman's Weapon = Not Enough

 Rest of the Level

Go through the other boss gate. Use the rush coil to get above. Go right, watch out for the ladybugs and go all the way right. There's water here so use the Rush Marine. Go all the way right while collecting the weapon energies and avoiding such enemies as the fish and the head bomber. Get all the way to the right, get out of the rush marine and slide under. Now in this screen, avoid all the head bombers and jump and climb the left ladder. The holes on the ceiling spawn these bugs. Kill the ground ladybugs, go right, jump over the gap, go right while killing the ground ladybugs and climb down the right ladder.

Just kill the ladybugs and climb down the left ladder. Enter the boss gate to fight Bubbleman.

 Bubbleman

- Boss Info - Slightly Predictable, medium speed, medium boss.
- Watch where you jump. Damn you spiked ceiling.
- Shoots bubbles that bounce on the ground.
- Shoots small balls at you, while he is jumping.
- Buster Shots = 28
- Geminiman's Weapon = Not Enough.
- Hardman's Weapon = 14
- Magnetman's Weapon = Useless
- Needleman's Weapon = 14
- Shadowman's Weapon = 7
- Snakeman's Weapon = Useless
- Sparkman's Weapon = 7
- Topman's Weapon = Not Enough

=====
4.4 - Wood Man\Heat Man
=====

Enter Shadowman's stage.

Drop down. Drop down again. Now drop down but don't lean out all the way left or you'll land in a pit of spikes. Kill the pokeball, go right, kill that pokeball, climb the ladder, kill the pokeball, climb down the right ladder, go right and climb down that ladder. Kill that stomper and drop down. Kill the pokeball, go right, kill the pokeballs, go right and climb to the top. In this part of the stage there are space generators. They are annoying and they can kill you. So jump from breaking platform to breaking platform till you reach the other side. Kill the space generator and any suicide grenaders. Now this part is tricky. On the first breaking platform you jump right, right, drop down, right, jump up directly, right, drop down one, right and then safe zone. Remember that you only have one second per platform before you die. Remember that you can always use rush jet.

After you make it, go all the way while avoiding the greanders and then climb down the right ladder. Kill the walking pokeballs and then enter the boss gate to fight Woodman.

Woodman

- Boss Info - Slightly Predictable, medium speed, medium boss.

- Woodman is almost invincible during his leaf shield.

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

- Buster Shots = 28

- Geminiman's Weapon = Not Enough

- Hardman's Weapon = 14

- Magnetman's Weapon = Useless

- Needleman's Weapon = 7

- Shadowman's Weapon = 14

- Snakeman's Weapon = 7

- Sparkman's Weapon = 28

- Topman's Weapon = Not Enough (Penetrates Leaf shield)

Rest of the Level

Go through the boss gate. Go right, get the large hp, kill the ball thrower, go right, fight the other two ball throwers and go right. Watch

out for the parachute guys and hoppers. Kill the parachute guy, go right, kill the parachute guy and the hopper, go right, kill the parachute guy, kill the hopper and the parachute guy, go right, kill the parachute guy, go right, kill the parachute guy and the hopper, go right, kill the parachute guy and the hopper and go right. Kill the missile springer and go through the boss gate to fight Heatman.

Heatman

- Boss Info - Slightly Predictable, speedy, medium boss.

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

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

- Buster Shots = 28

- Geminiman's Weapon = Not Enough

- Hardman's Weapon = 14

- Magnetman's Weapon = Not Enough

- Needleman's Weapon = 14

- Shadowman's Weapon = 7

- Snakeman's Weapon = 28

- Sparkman's Weapon = 28

- Topman's Weapon = 4

=====
4.5 - Breakman
=====

Beat all four extra stages and you will fight Protoman.

- Boss Info - Predictable, medium speed, easy boss.

- Jumps around and attacks. Pattern is simple

- Buster Shots = 24

- Geminiman's Weapon = Useless

- Hardman's Weapon = Useless

- Magnetman's Weapon = Useless

- Needleman's Weapon = Useless

- Shadowman's Weapon = Useless

- Snakeman's Weapon = Useless
- Sparkman's Weapon = Useless
- Topman's Weapon = Useless

=====
 5.0 - Wily Stage
 =====

Dr. Light speaks to Megaman.

Oh no! Right after we received the last element... Wily ran off with Gamma!

You have five Wily stages to beat. Then you'll have to beat the last stage. Remember to save ammo!

=====
 5.1 - Wily Stage 1
 =====

Use the rush coil to get the 1-up. Go right, kill the top generator, go right, kill the top generator, go right, jump to get the e-tank and then go down the ladder. You are now underwater. To your left you see a pipe. Familiar? Go right, watch out for the swimming penguins, go all the way to the end, jump out of the water and climb the ladder. Use Hard Knuckle to break the green bricks to get the 1-up if you want. Climb the left ladder. If you need any of the stuff to the right, go get it. Continue to climb the left ladder. From the ladder kill the ball thrower, slide, slide, go right, kill the two ball throwers, use rush jet to kill the last ball thrower and then climb the right ladder for an easy puzzle.

```
##L ##### # # # # # # # #
##L ##### # # # # # # # #
## # # # # # # # # # # # #
## # # # # # # # # # # #
## HH # # # # # # # # # #
## ###3 # H = Large HP
##7 2 # L = Ladder
## # # M = Megaman
## 6 1 # Number = Block Order.
## 5 4 M##
```

L## Jump on number 1, then jump on number 2, then jump on
 ##XXXXXXXXXX L## number 3 and slide into the little place to get the HP.
 #####L## When number 7 is about to come up, slide that direction
 #####L## and climb the ladder above.

Climb the ladder to the left to finish this puzzle. Whatever needs recharging, recharge it! Use rush coil to reach that area. Go through the boss gate to fight an easy boss.

 Turtle Launcher

- Boss Info - Predictable, slow-speedy, easy boss.
- Shooting the turtle Launcher with any weapon is pointless. Shoot the turtles.
- The water tornados are harmless. They can't even crush you against the walls. You can even ride them by jumping on them. They cannot be

destroyed with any weapon. They can deflect any shots you shoot at the turtle sometimes.

- The turtle has one attack which is deploy shell. Shoot the shell he leaves behind and it will explode.
- Each turtle gets faster than the last turtle. There are five turtles in total.
- Stats are listed below per turtle.
- Buster Shots = 3
- Geminiman's Weapon = 3
- Hardman's Weapon = 1
- Magnetman's Weapon = 3
- Needleman's Weapon = 3
- Shadowman's Weapon = 1
- Snakeman's Weapon = 1
- Sparkman's Weapon = Useless (Stuns a turtle. In a tornado hits the turtle, the stun is gone. No damage.)
- Topman's Weapon = 1

=====
5.2 - Wily Stage 2
=====

Go up and take the left ladder. Keep climbing. Drop down to the trap platform, quickly jump right, get the 1-up, slide under, grab the ladder and climb the left ladder. Slide under through the many alligators in grates, go right, when you see a mother bee, just stand between the alligator in grates and kill all the bees. Go right and stop before the last alligator in grates next to spikes. Jump on it and jump back. Kill all the bees that the mother bee has dropped and continue right. You are now safe. Recharge your rush jet. Use the rush jet to go all the way right. You will encounter just one set of bees. There are two e-tanks on the way. Be sure to pick them up for this boss. Go all the way right and into the Boss gate to fight the Yellow Devil.

Yellow Devil

- Boss Info - Slightly predictable, speedy, hard boss.
- The yellow devil has three attacks and only has a temporary weakness spot. The pattern of the yellow devil is, separate, regroup, shoot eye beams, separate (there are two ways of separating) and then so on.
- The max amount of hits you can get on the eye are three shots.
- You can stand between the legs of the yellow devil without getting damaged. Not recommended.
- The yellow devil separates by bouncing to the other side. You can

walk under and slide under the bouncing blobs. The other way of separating is shown on this map below...

```
#####  
#           # It's from right to left.  
#           # From 1-10 and then from A-0  
#           #  
# <-- 28FHO #  
= <-- 59CGN #  
= <-- 6BDFJ #  
= <-- 37AKL # <--- Only these  
= <-- 14 EI # <--- sections matter.  
#####  
#####
```

- Buster Shots = 28
- Geminiman's Weapon = Not Enough
- Hardman's Weapon = 6
- Magnetman's Weapon = Not Enough
- Needleman's Weapon = 28
- Shadowman's Weapon = 14
- Snakeman's Weapon = Useless
- Sparkman's Weapon = Useless
- Topman's Weapon = Useless

```
=====  
5.3 - Wily Stage 3  
=====
```

Use rush coil to get up one level when the robot stops attacking. Kill the angry robot to your right and then climb the left ladder. The right ladder before was a dead end. Now jump and kill the angry three shooter and then climb the ladder above. Get the e-tank because they are hard to come by, use the rush coil to get up, go right and you will encounter space generators and grenaders. There's a one-up. Here's a map to aid your spaced blindness.

```
    #  ##  G = Generator  
    #  ##  1 = 1-up  
    1  
    #####  
    ##  
    ##  
#####  
#####  
# GG #####  
#   #####  
#####
```

Just go right and kill any grenaders that come your way. Don't worry about safety. There are no pits so you do not need my guidance for this part. Now go all the way right and drop down. Ignore the ball shooter and drop down some more. Kill the stomper, go right, slide under, kill the stomper

and then climb the ladder. This part reminds me of frogger. It's just a simple platform to platform jump. Try to stay in the center. There are spikes on the side as you can see. Climb the top ladder. More moving platforms here. Jump them and climb the top ladder. There are two mystery boxes. If you are desperate for HP or a 1-up or energy for another weapon besides hard knuckles then go for it. Now go through the boss gate to fight some Megaman clones.

Megaman Clones

- Boss Info - Slightly predictable, slightly speedy, medium boss.

- There's a top clone, a middle clone, and a bottom clone. One of the clones is the real thing and will take damage. The other two are just there as illusions but they can still give you damage.

- The top and bottom clones will move all the way right, then all the way left, then center, and then switch. The center clone moves left, then right and then center.

- The clones shoot about 10-15 times in total at you every time they appear. When they switch, one of the clones will take damage.

- Equip Topman's weapon. Get hit once, jump, attack and land on the right clone while being in the "attacked state". Take a guess. Instant kill.

- Buster Shots = 28

- Geminiman's Weapon = Not Enough

- Hardman's Weapon = 7

- Magnetman's Weapon = Useless

- Needleman's Weapon = 28

- Shadowman's Weapon = 14

- Snakeman's Weapon = 4

- Sparkman's Weapon = Useless

- Topman's Weapon = Instant Kill (If used right)

=====
5.4 - Wily Stage 4
=====

Recharge whatever you want. Drop down. Kill that garbage thrower and climb down the left ladder. Slide under get the HP from being attacked by that monster, recharge whatever you need and then climb down the right ladder. Get close to that big block on the floor and a garbage thrower will appear. Kill that garbage thrower and climb down the left ladder. Kill the garbage thrower next to you, go right a little bit, dodge the garbage thrower's attack, kill him and climb down the right ladder. Go left, drop down and go right to the boss gate. Get into the teleporter. Drop down to fight all eight bosses one by one.

All Eight Bosses

- Here's a map for the field.

```
##### ##### 1 = Needleman
##11      88## 2 = Magnetman
##11      88## 3 = Geminiman
#####    ##### 4 = Hardman
####     ##### 5 = Topman
##22    ##   77## 6 = Shadowman
##22      77## 7 = Sparkman
#####    ##   = 8 = Snakeman
####     ##### ## = = = Boss Gate
##33 4455 66 =
##33 4455 66 =
#####
```

Use these weapons.

Geminiman - Snakeman (6), Geminiman (7)
Hardman - Hardman (7), Magnetman (7)
Magnetman - Shadowman (4), Sparkman (4), Magnetman (7)
Needleman - Geminiman (4), Needleman (7)
Shadowman - Topman (4), Shadowman (7)
Snakeman - Needleman (7), Snakeman (7)
Sparkman - Shadowman (7), Sparkman (7)
Topman - Hardman (4), Topman (7)

- After you kill a boss, they drop a large HP energy. I suggest fighting strong, weak, strong, weak, etc. The strong ones will damage you a lot and the weak ones will be easy to kill and will give you HP easily.

- Remember! You have e-tanks! If you don't, it's still good.

- After you kill all 8 bosses, go to the boss gate, recharge hardman's weapon and then go through that last teleporter.

=====
5.5 - Wily Stage 5
=====

Recharge Hardman's weapon. Then recharge topman's weapon if possible. Shoot the two green boxes and hope you get something good. Now drop down to fight Dr. Wily

Wily Form 1

- Boss Info - Predictable, slow, easy boss.

- It's pretty straight-forward. This machine will move all the way left then all the way right slowly.

- Shoot the cannon down under.

- Little balls will spiral towards you. Easy to dodge. It comes towards you slowly. Jump over.

- When it's "legs" are up, you can slide under. This is pretty dangerous because you are right under the cannon.

- Buster Shots = 28

- Geminiman's Weapon = Useless
- Hardman's Weapon = 4
- Magnetman's Weapon = Not Enough
- Needleman's Weapon = Useless
- Shadowman's Weapon = 14
- Snakeman's Weapon = 7
- Sparkman's Weapon = 4
- Topman's Weapon = Useless

 Wily Form 2

- Boss Info - Predictable, slow, easy boss.
- The easiest way to kill Wily's machine is to use the Rush Jet and get as close as you can get to Dr. Wily and start mashing "fire" with the buster.
- Wily will lift up one "leg", drop it, move, lift up the other "leg" and then the moment he drops that "leg" he will drop down the machine and smash anything under the machine. Not an instant kill. At this time, you should attack with a special weapon.
- Wily's annoying shooting pellets will get to you. They are easy to dodge. Just slide out of the way or walk out of the way.
- Buster Shots = 28
- Geminiman's Weapon = Not Enough
- Hardman's Weapon = 4
- Magnetman's Weapon = Not Enough
- Needleman's Weapon = 28
- Shadowman's Weapon = 14
- Snakeman's Weapon = 7
- Sparkman's Weapon = Useless
- Topman's Weapon = Useless (It's suicide)

=====
 5.6 - Wily Stage 6
 =====

Recharge Hardman's weapon. Then recharge Topman's weapon. And if there's extra then Snakeman's weapon. Use rush jet to get the 1-up easily and to get the HP and e-tank above. Now go through the boss gate to fight Gamma.

Gamma Form 1

- Boss Info - Predictable, doesn't move, easy boss.
- If you stand directly under the cannon head, you cannot be hit. Pretty pointless.
- Use rush coil to get to the higher platform on the right.
- Just shoot the head on higher ground.
- Buster Shots = Useless
- Geminiman's Weapon = Useless
- Hardman's Weapon = 4
- Magnetman's Weapon = Useless
- Needleman's Weapon = Useless
- Shadowman's Weapon = 7
- Snakeman's Weapon = Useless
- Sparkman's Weapon = Useless
- Topman's Weapon = Useless

Gamma Form 2

- Boss Info - Predictable, doesn't move, easy boss.
- The spikes on the "arm" will kill you. Same to the spikes on the hand.
- Every now and then the enemy will shoot these blue ovals at you.
- Get on the highest platform and jump towards the Dr. Wily while spinning with Topman's weapon. When you hit him once, you will hang in mid-air for 1 second. During that time, rapidly press "fire". You have just killed him with two hits.
- Buster Shots = Useless
- Geminiman's Weapon = Useless
- Hardman's Weapon = Useless
- Magnetman's Weapon = Useless
- Needleman's Weapon = Useless
- Shadowman's Weapon = Useless
- Snakeman's Weapon = 6
- Sparkman's Weapon = Useless

- Topman's Weapon = 2

=====

6.0 - Ending

=====

As Gamma is destroyed, Wily bows to you once again. The building is collapsing and Dr. Wily and Megaman are under heavy debris.

A blue figure comes and finds only Megaman when he's standing on top of the debris that Dr. Wily is hidden under.

Blue Figure : Where's Dr. Wiley?... Oh no, too late.

He takes Megaman and warps out.

EPILOGUE

Dr. Light : Megaman, you've regained consciousness. I found you lying here when I arrived. I wonder who brought you here...

Protoman's whistle plays.

Dr. Light : This whistle... It must have been Proto Man!

Megaman warps out and walks on a grassy field

Number List of Robots Made by Dr. Right.

No.008 Elecman

Atomic Energy Controller

No.007 Fireman

Waste Disposal Robot

No.006 Bombman

Ground Disruption Robot

No.005 Iceman

Antarctic Investigation Robot

No.004 Gutsman

Wilderness Reclamation Robot

No.003 Cutman

Timberfelling Robot

No.002 Roll

Housekeeping Robot

No.001 Megaman

Former Assistant to Dr. Right

No.000 Protoman

New Robot Prototype, Brother of Megaman

Megaman stops and looks into the sky. There's a head of Protoman in the sky and you see Dr. Wily's ship flying.

Credits

Staff

No.17

Needle Man

Nobuhiko Akatsuka

No.18

Magnet Man

Nagashi Kii

No.19

Gemini Man

Yoshihito Hattori

No.20

Hard Man

Kazuhiko Oguro

No.21

Top Man

Yasushi Konjiki

No.22

Snake Man

Yuhjiro Ishitani

No.23

Spark Man

Mikihiro Suzuki

No. 24

Shadow Man

Takumine Yoshida

Character Designer

Inafking

Yasukichi

Tokimi293

Zizi

Donchan

Sound Compose

Bunbun

Programmer

T.K

A.M

Kero Kero

Planner

Patariro

Sub Planning

Hatukoochan

Bamboo

Inafking

Special Thanks

Mutsuo Shimomura
Takashi Fujioka
Akio Yabuki
Takehiro Suzuk
Tomohiro Komine
Yoshitomo Imaizumi
Masayoshi Anzaki
Junjiro Kimura
Katsuhiko Nakamura
Atsushi Watanabe
Yuhsuke Murata
Takashi Umezawa
Tomohiro Takei
Tomohide Asakura
Takashi Yoshimura
Yoshitane Okimoto
Yataka Suzuki
Keisuke Hokku
Taku Hikichi
Tsutomu Kond
Hiroki Okabe
Hisatomo Tanaka
Akira Obata
Bungo Iwai
Shinpei Johno
Kazutaka Horimoto
Tetsu Akiyama
Masashi Haruki
Shouichiro Yamaguchi
Keisuke Kamioosako
Fumitomo Kagami
Makoto Inoue
Mrs. Tarumi
Jyagua
Takepong
Ashenden
Koba Win
Aribon
Yacchan Z
Iriko

Presented By Capcom

=====
7.0 - Enemies
=====

Enemies of Megaman 3. I make up my own names because it's fun.

Topman

Hovering Blue Nuts and Bolts
Buster shots = 1
Slowly hovers towards you. You can only kill it when it starts moving.

Red Hoppers
Buster shots = 1
Time your shots and kill them when they are in mid-air.

Top Dispenser
Buster shots = 6
Stands still and dispenses tops

Top
Buster shots = 1
Spins in one direction.

Yellow Helmet with Bulldozer
Buster shots = 3
Slowly moves towards you. Aim for the yellow helmet.

Yellow Helmet
Buster shots = 1
Shoots three ways at the same time, moves, then hides back in it's shell.

Lazy cat
Buster shots = 10
Summons balls of yarn at you.

Ball of yarn
Buster shots = 10
Better avoid than to fight.

Flea
Buster shots = 1
Summoned by the cat. They jump towards you. They come in a pack of three.

Shadowman

Angry Three Shooter
Buster shots = 3
Shoots horizontally three times and if you're near it, it will shoot from the top.

Yellow Hoppers
Buster shots = 1
Time your shots and kill them when they are in mid-air.

Yellow Helmet with Bulldozer
Buster shots = 3
Slowly moves towards you. Aim for the yellow helmet.

Walking Pokeball
Buster shots = 3
Slowly moves towards you.

Space Generator
Buster shots = 3
Moves really slowly. It makes the room look like it's in space until destroyed.

Suicide Grenader
Buster shots = 1
Do not kill when in close range. Its splash damage will hit you.

Red Hoppers
Buster shots = 1

Time your shots and kill them when they are in mid-air.

Falling Parachute Guy

Buster shots = 3

These guys will fall from the sky and slowly fall to the bottom.

C Mosquito

Buster shots = 3

A C Mosquito will move left, down, and then towards you.

Sparkman

Walking Pokeball

Buster shots = 3

Slowly moves towards you.

Flying Plug

Buster shots = 1

Hovers to one direction. Occasionally stops and shoots in all directions then continues moving.

Green Ball Thrower

Buster shots = 8

Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Yellow Helmet with Bulldozer

Buster shots = 3

Slowly moves towards you. Aim for the yellow helmet.

Trash

Buster shots = 8

It's just a pile of trash. It blocks your way.

Hovering Blue Nuts and Bolts

Buster shots = 1

Slowly hovers towards you. You can only kill it when it starts moving.

Magnetman

Flying Magnet

Buster shots = 1

Avoid. They can hold on to you.

Missile Springer

Buster shots = 8

Don't get close or it'll spring! It shoots blue missiles at you.

Blue Missile

Buster shots = 1

Shot by Missile springer.

Walking Pokeball

Buster shots = 3

Slowly moves towards you.

Angry Three Shooter

Buster shots = 3

Shoots horizontally three times and if you're near it, it will shoot from the top.

Hardman

Mother Bee

Buster shots = 3

Drops a hive then runs off.

Bee

Buster shots = 1

Comes from a hive that has exploded. Comes in a set of five bees.

Green Ball Thrower

Buster shots = 8

Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Ape

Buster shots = 8

They hang on to the ceiling. Better not get too close.

Yellow Helmet with Bulldozer

Buster shots = 3

Slowly moves towards you. Aim for the yellow helmet.

Yellow Helmet

Buster shots = 1

Shoots three ways at the same time, moves, then hides back in it's shell.

Stomper

Buster shots = 6

Raises visor, jump, stomp, lowers visor, repeats. Hit when visor is lowered.

Geminiman

Firebringer

Buster shots = 1

Flys in the air. It will dive towards the ground. When it does, he will light the floor with several towers of fire.

Penguin

Buster shots = 6

Shoots eggs at you every now and then and slowly hops towards you.

Egg

Buster shots = 1

This does not damage you but you can shoot it and a tadpole will come out.

Tadpole

Buster shots = 1

This tadpole will slowly swim towards you.

C Mosquito

Buster shots = 3

A C Mosquito will move left, down, and then towards you.

Sliding Penguins Generator

Buster shots = 10

Will stand still and generator sliding penguins. Shoot in the head.

Sliding Penguins

Buster shots = 1

The slide on the floor in one direction.

Missile Fish

Buster shots = 2

Swims, stops, shoots a missile in the air and then keeps on swimming,

Red Hoppers

Buster shots = 1

Time your shots and kill them when they are in mid-air.

Stomper

Buster shots = 6

Raises visor, jump, stomp, lowers visor, repeats. Hit when visor is lowered.

Snakeman

Bouncing Bouncer

Buster shots = 1

It follow you around. Better kill it fast.

Snake Head

Buster shots = 2

It will blink and then shoot at you. It is immobile.

Giant Snake Head

Buster shots = 10

It will blink and then will shoot 2-4 balls at you.

Flying Head Bomber

Buster shots = 1

When on top of you, it will drop it's head and all that will be left is a glass shell.

Springy Pole Vaulter

Buster shots = 4

stand next to them when they are jumping. when they are at the highest point of their jump, slide right and through. Turn around and kill.

Green Ball Thrower

Buster shots = 8

Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Ladder Spider

Buster shots = 1

You must remove this spider in order to climb its ladder.

Clouded Bullet

Buster shots = 4

Shoot a clouded bullet once to remove its cloud. Shoot it 3 more times to kill it. Once unclouded, it will quickly move on.

Needleman

Needle Beast

Buster shots = 6

It shoots in a 5 way direction then rolls around, stops, shoots again, and repeats. It's bullets are small and can be shot down.

Yellow Helmet

Buster shots = 1

Shoots three ways at the same time, moves, then hides back in it's shell.

Ball Cannon

Buster shots = 3

Shell on, shell off, shoot, shoot again, shell on and repeats.

Green Ball Thrower

Buster shots = 8

Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Stomper

Buster shots = 6

Raises visor, jump, stomp, lowers visor, repeats. Hit when visor is lowered.

Metal Man\Quick Man

Walking Pokeball

Buster shots = 3

Slowly moves towards you.

Ladder Spider

Buster shots = 1

You must remove this spider in order to climb its ladder.

Flying Plug

Buster shots = 1

Hovers to one direction. Occasionally stops and shoots in all directions then continues moving.

Missile Springer

Buster shots = 8

Don't get close or it'll spring! It shoots blue missiles at you.

Hovering Blue Nuts and Bolts

Buster shots = 1

Slowly hovers towards you. You can only kill it when it starts moving.

Trash

Buster shots = 8

It's just a pile of trash. It blocks your way.

Air Man\Crash Man

Needle Beast
Buster shots = 6

It shoots in a 5 way direction then rolls around, stops, shoots again, and repeats. It's bullets are small and can be shot down.

Missile Springer

Buster shots = 8

Don't get close or it'll spring! It shoots blue missles at you.

C Mosquito

Buster shots = 3

A C Mosquito will move left, down, and then towards you.

Falling Parachute Guy

Buster shots = 3

These guys will fall from the sky and slowly fall to the bottom.

Springy Pole Vaulter

Buster shots = 4

stand next to them when they are jumping. when they are at the highest point of their jump, slide right and through. Turn around and kill.

Huge Yellow Helmet

Buster shots = 10

Generates yellow helmets when lowered. When raised, it will fire balls.

Aim for the cross on his helmet. Use Rush jet to kill with ease.

Neutral Yellow Helmet

Buster shots = 1

Just walks to the end of the screen.

Helicopter Yellow Helmets

Buster shots = 1

When you come close to them, they fly above you and shoot three times.

Ball Cannon

Buster shots = 3

Shell on, shell off, shoot, shoot again, shell on and repeats.

Flash Man\Bubble Man

Firebringer

Buster shots = 1

Flys in the air. It will dive towards the ground. When it does, he will light the floor with several towers of fire.

Ground Ladybug

Buster shots = 1

Moves on ground. It's a ladder spider.

Flying Head Bomber

Buster shots = 1

When on top of you, it will drop it's head and all that will be left is a glass shell.

Egg

Buster shots = 1

This does not damage you but you can shoot it and a tadpole will come out.

Tadpole

Buster shots = 1
This tadpole will slowly swim towards you.

Missile Fish
Buster shots = 2
Swims, stops, shoots a missile in the air and then keeps on swimming,

Wood Man\Heat Man

Walking Pokeball
Buster shots = 3
Slowly moves towards you.

Stomper
Buster shots = 6
Raises visor, jump, stomp, lowers visor, repeats. Hit when visor is lowered.

Space Generator
Buster shots = 3
Moves really slowly. It makes the room look like it's in space until destroyed.

Suicide Grenader
Buster shots = 1
Do not kill when in close range. Its splash damage will hit you.

Green Ball Thrower
Buster shots = 8
Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Falling Parachute Guy
Buster shots = 3
These guys will fall from the sky and slowly fall to the bottom.

Red Hoppers
Buster shots = 1
Time your shots and kill them when they are in mid-air.

Missile Springer
Buster shots = 8
Don't get close or it'll spring! It shoots blue missiles at you.

Wily Stage 1

Top Dispenser
Buster shots = 6
Stands still and dispenses tops

Top
Buster shots = 1
Spins in one direction.

Swimming Penguin
Buster shots = 1
Swims in one direction and then charges towards you.

Green Ball Thrower

Buster shots = 8

Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Wily Stage 2

Mother Bee

Buster shots = 3

Drops a hive then runs off.

Bee

Buster shots = 1

Comes from a hive that has exploded. Comes in a set of five bees.

Wily Stage 3

Angry Three Shooter

Buster shots = 3

Shoots horizontally three times and if you're near it, it will shoot from the top.

Space Generator

Buster shots = 3

Moves really slowly. It makes the room look like it's in space until destroyed.

Suicide Grenader

Buster shots = 1

Do not kill when in close range. Its splash damage will hit you.

Green Ball Thrower

Buster shots = 8

Rotates the ball on the string 5 times and then throws it. It is killable when its eye is red.

Stomper

Buster shots = 6

Raises visor, jump, stomp, lowers visor, repeats. Hit when visor is lowered.

Wily Stage 4

Ugly Trash Thrower

Buster shots = 6

It's ugly and it throws trash at you. It throws its trash so hard that when it hits the ground it bursts into 4 small pieces.

=====
8.0 - Weapons

=====
Buster Shots

Ammo - Infinite

Power - Weak

Comment - It's weak but reliable. You can fire as much as you want.

Geminiman's Weapon

Ammo - 14
Power - Medium
Comment - Bounces off walls a couple of times.

Hardman's Weapon

Ammo - 14
Power - Powerful
Comment - It's slow at first but then it gains speed.

Magnetman's Weapon

Ammo - 14
Power - Medium
Comment - It tracks the enemy down horizontally then vertically. It can miss at times.

Needleman's Weapon

Ammo - 152
Power - Weak
Comment - Its like the buster except longer.

Shadowman's Weapon

Ammo - 56
Power - Medium
Comment - You can shoot 5 ways. It's like Metal Blade from Megaman 2 but with shorter range and ways to fire.

Snakeman's Weapon

Ammo - 56
Power - Weak-Medium
Comment - It travels on the floor and up walls. Pretty good.

Sparkman's Weapon

Ammo - 28
Power - Weak
Comment - It's like a big buster.

Topman's Weapon

Ammo - Unknown
Power - Weak - Medium
Comment - Unreliable weapon. At most times it's suicide.

Rush Coil

Ammo - 10
Power - Weak
Comment - It makes you jump higher.

Rush Marine

Ammo - Timed Ammo
Power - Weak
Comment - For Water use only. Summon Rush on water. It can jump out of land and can shoot.

Rush Jet

Ammo - Timed Ammo
Power - Weak
Comment - When you travel by jet, you can go anywhere. You are able to jump and shoot.

=====
Since a certain someone won't respond to my email (Mr. Only Password guide on gamefaqs for MM3 but won't respond to emails), I had to make my own part using the code section of Gamefaqs. I will organize and edit the data.

E-tank + Boss = Password

If you want to begin somewhere with this amount of etanks then...

Input normal defeated boss password with the "e-tank red ball" after you removed C5.

C5 Means no Energy tanks.

Passwords

There's only one password you need...

Red: E1 Blue: A1-A3-A6-B2-B5-D3-F4
Dr. Wily's Castle with all equipment and 9 e-tanks.

This guy won't respond to my email. Mr. Password guide.

>8-(

ANGRY.

Secrets

Get Rush Jet Early
Normally, to obtain the Rush Jet, you must get it by defeating NeedleMan. Instead you can go to Shadow Man's stage and defeat him so that you acquire the Shadow Blade from him. Then, go to any other level and find a weapon energy refill capsule. Don't pick it up yet. Instead, open up the pause menu and highlight the Shadow Blades. Then press Right on the D-Pad, then press start to unpaue the game and you should now have an empty weapon energy meter. Grab the weapon energy capsule and you will now fill up the empty energy meter. This energy meter is the Rush Jet. You can now summon the Rush Jet anytime.

As for Rush marine...
with the spark shot, just highlight it and press right, then do the same thing for the rush jet. You'll get the empty energy meter then just fill it up with a weapon capsule.

Contributed By: DesertEagle97531

Slow Animation

Hold up on controller two and move around for slow animation.

Freeze most enemies and most bosses

On controller 2 just hold up and A.

Jump/Stop combo

Hold up, right, and A to freeze the action and give you the super jump!

Longer ending

After beating the game, hold up and A on controller two during the time

that Dr. Light is telling Mega Man, "I discovered you lying here when I came in. I wonder who..." Then, keep holding these buttons down! The ending will continue like normal until Mega Man tries to teleport out of the lab. At this point, because you are holding down the freeze buttons, he will get stuck in his teleport stance and nothing will happen. The music will continue to play, and you can sit there and listen to it as long as you keep those buttons held down.

Longer Whistle

Go to Geminiman's level. Do a super jump just before you enter the screen with Protoman on it. You will fall through the center before Protoman gets a chance to appear. You will hear a longer version of the whistle and then it will stop. You will have to play the rest of the level with messed up slightly graphics and no music.

Super Jump

Press right on controller 2 and mega man can jump much higher and walk across the bottom of pits.

Invincibility

For invincibility have mega man jump into a pit, then press right on controller 2. Wait for the energy bar to go black and jump out of the pit. Mega Man will be invincible as long as he does not obtain any energy. Once invincible, the arm cannon no longer works but weapons obtained from bosses do.

=====

10.0 - Frequently Asked Questions

=====

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

Q : Are any of the weapons rechargeable like in megaman 2?

A : Nope.

Q : Any hidden stuff?

A : No. Not really. No adaptors or anything. But there are some cheats and glitches. Awesome stuff like that. Look in my Password and Cheats section.

Megaman 1 - Hard

Megaman 2 - Very awesome.

Megaman 4 - Charge Buster!

Megaman 5 - Bigger Charge Buster!

Megaman 6 - Megaman Forms! Fly! Punch! Charge!

Megaman 7 - Very SNESy.

Megaman 8 - First Megaman to use cutscenes. Techno music!

Megaman and Bass - Hard. Good DATA ON ROBOTS.

Megaman X - THE ONE!

Megaman X2 - CLASSIC.

Megaman X3 - PLAY AS ZERO AND KICK ASS! SABER IS OVER POWERED!

Megaman X4 - ANIME! They ruined megaman's voice.

Megaman X5 - Bit boring.

Megaman X6 - I don't want to save reploids.

Megaman X7 - The 3d game play was a failed experiment.

Megaman X8 - It's coming...

Megaman Legends Series - Good. 10+ Hours of gameplay.

Naked... TWICE!!

Megaman Zero Series - AWESOME STUFFZOR. Its as good as the old X series.

- Megaman Zero 1 Ending -

Megaman Battle Network Series - Time consuming. Good.

=====

11.0 - Credits

=====

Dedicated to DesertEagle415AE!!

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

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

VVVVV

Daniel K for a reason.

David Y. for a reason.

Erik P. for a reason.

A Runnelid for no reason.

Bluecharge for being <[ZION]> Leader 2.

CPMax for no reason.

Dark Kaiba for the recommended boss order.

DeathBlz for liking Megaman.

DesertEagle415AE for a lot of codes.

DogFlour for no reason.

ebong for hating Unlimited Saga for Playstation 2.

EmeraldThunder for no reason.

Evil dead deadit for no reason.

GhostRaven for liking Megaman.

Innocent Blood for some reason.*

Janors for no reason.

MStinemire for no reason.

Ngan "nnguyen11490" Nguyen for no reason.

Pjairo for no reason.

RedAlertZero for no reason.

Roger for no reason.

ProtonianZero for no reason.

Sapphirecat for no reason.

Shiyala for no reason.

SinOfThePhoenix for liking Megaman.

St8champ03 for no reason.

SubZero997 for no reason.

THPSKID for no reason.

VenomLord503 for some good TKD information.

Wally for liking Megaman.

Wonderbird for no reason.

Xiann for slaying Vesperas with a piece of toast!!!

Zion Fluke for no reason.

Mr. Shield for no reason

^^^^

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

Credits to...

CjayC for Gamefaqs.

Capcom for Megaman.

Dark Kaiba for the recommended boss order.

DesertEagle415AE for a lot of codes.

The Megaman Homepage <http://www.mmhp.net> for most of the codes.

And you people for the supporting my guide.

A person team-killed me on Halo and said...

A Teammate : "And stay dead, bitch!"

The reason he killed me was because I was team-killing everyone with a banshee and the "one-two" combo which was basically just a shot from the shotgun then a quick smack. Ironically my online name was "I_Dont_TK"

-Life of Humanvegetable-

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