

# Mega Man III FAQ/Walkthrough

by Meowthnum1

Updated to v1.5 on Jan 13, 2004

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|Mega Man 3 |
|FAQ/Walkthrough |
|For the Nintendo Entertainment System |
|By Meowthnum1 (Meowthnum1 [at] metacrawler [dot] com) |
|Last Updated: 8/25/02 |
|Version 1.5 |
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<http://pub84.ezboard.com/bmeowthnum1sgaming> for help.

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--I. Introduction--

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--1.01: DEDICATION--

You'll notice that this is my first walkthrough with a dedication. This walkthrough is dedicated to Colin Moriarty (<http://www.gamefaqs.com/features/recognition/4280.html>). He is about to go off to college, and he'll not be writing as much as he was, nor will he be around as much. He'll be missed. That is another reason I decided to do this game. If there is anything you can't find here, his guide for it is the best one. He also gave me the formatting for this.

--1.02: To this game--

This is the longest Mega Man game in the series. It was the first Mega Man game I ever played. There is one particular stage, however, that stands out in my mind: Shadow Man's. Why? It was about...oh...9-12 years ago. I was playing Shadow Man's stage, and my mother was doing something she did as often as Wily peacefully surrendered: baking Christmas Cookie. Those cookies had this good smell. That is what reminds me of this game. Uh...right.

--1.03: To me--

I'm known as Trace Jackson, or, sadly, more as Meowthnum1. I go to University of Florida, and am 19.

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-> <http://www.gamefaqs.com/features/recognition/11356.html> <-  
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--1.04: To this guide--

This walkthrough points out key things in the level. I don't see how Colin does his full walkthroughs for these games, but oh well.

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--II. Basics--

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--2.01: Controls--

Button	Function
A	Jump
B	Shoot
Start	Pause
Select	None
Control Pad	Move, climb/descend ladders

--2.02: Story--

After being defeated by Mega Man twice, Dr. Wily regains his sanity and decides to help Dr. Light. They need energy crystals to finish their peace-keeping robot and Wily knows where they are. They give Mega Man the mission of grabbing the energy crystals and stopping whoever's in charge.

Thanks to Magava for that wording of the story. I'll use that until I can find my instruction booklet ;).

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--III. Walkthrough--  
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Remember to TAKE YOUR TIME!!!!

Here is the stage select screen:


SPARK MAN	SNAKE MAN	NEEDLE MAN
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HARD MAN	MEGA MAN*	TOP MAN
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GEMINI MAN	MAGNET MAN	SHADOW MAN
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\*Break Man appears here after you've beaten the doc robots. The Doc Robots appear in the corners.

I do this in a bit of a different order than most. The best orders start out with:

Top Man  
Hard Man  
Magnet Man  
Snake Man

For they are the easiest to beat with just the Buster.

--3.01: Top Man--

\*As you climb down the first ladder, go down, but don't fall. Get to the bottom, and shoot at the enemy to destroy it without risk to yourself.

\*To defeat the cats, shoot at it, and its string balls. You don't have to worry too much about the bugs.

\*Just jump over the balls for the second cat while shooting.

\*At the end you'll be running across spinning tops. Wait until you are near the top you wish to jump to before jumping!

TOP MAN

As Vader says, "All too easy." At the start he'll throw three tops in to the air. Shoot at Top Man, and, when you think the tops will be coming down, slide toward Top Man. After they fall, back away. He'll start spinning. When he dashes toward you, jump over him. He now repeats the pattern.

For this you get Top Spin!

--3.02: Shadow Man--

This stage has uber-1337 music.

\*Here is the first place you run in to Proto / Break Man. He is easy if you know how. Keep pressing B. When he gets near you, slide under him, and then back again when he come back. Repeat this pattern to easily beat him.

\*Watch out for the falling blue guys. They have parachutes, which makes him sway.

SHADOW MAN

Use Top Spin for this. Jump over him and use it. Keep using it, and he'll be gone VERY, VERY soon.

For this you gain the Shadow Blades AND Rush Marine!

--3.03: Spark Man--

\*You see a Hammer Joe in this level. To beat him, wait until he throws his ball-on-chain, and hit him in that short period of time.

\*When you reach a stack of blocks that has blocks being added on it, jump on the first block that is ADDED, and slide off it quickly. Continue this until you reach the end of the set.

\*When you reach the platforms that go upward that have the blue blocks that attack you beside them, wait until the blocks move at you, destroy them, and then jump across.

#### SPARK MAN

Use Shadow Blades. He'll jump up, and shoot sparks all around. Then he'll shoot a large spark toward you. Simply avoid these. Shoot him with Shadow Blades when you get the chance, and he goes down quickly.

For this you get Spark Shock!

--3.04: Snake Man--

\*For the large snakes, a good trick is to get under it, and shoot Shadow Blades upwards.

\*When you get to a point where you can take a left or right ladder, go right, get the mystery capsules, and then go left.

#### SNAKE MAN

Use your buster for this. Avoid him while shooting. Make sure to jump over the Search Snakes as well. He's kind of hard, but your main worry is him, not his Search Snakes.

For this you get the Search Snakes!

--3.05: Gemini Man--

\*Proto Man appears again...but not to fight. He opens up the way for you.

\*When you shoot a bubble, an enemy comes out, so beware!

\*Use Rush Marine for the water part.

\*When you get to the large robot before Gemini Man, hit it while on the ladder so as to stay safe.

#### GEMINI MAN

Use Search Snakes on either one of them. If you hit the real one, he'll lose life. If you hit the fake one twice, he'll disappear, which seems to change the aggressiveness of Gemini Man. He'll be gone quickly.

For this you get Gemini Laser

--3.06: Needle Man--

\*When you get to the part where needles are sticking down, timing is required. Study the patterns, and learn when each one goes to attempt to get across.

\*Avoid the Pink Robot, or hit it when its visor is up.

#### NEEDLE MAN

Use Gemini Laser. He'll jump up, shoot some needles, come back down, shoot his head at you, and switch sides. He is quite easy, actually. He goes down

in about four hits.

You get Needle Cannon AND Rush Jet!

--3.07: Magnet Man--

\*Rush Jet makes this level SO much easier...you'll see what I mean.

\*You meet Proto Man again. Use the same strategy as you used in Shadow Man's version.

\*Soon you'll run in to those disappearing blocks that never fail to appear in a Mega Man game. Try them. If you have trouble, use Rush Jet.

#### MAGNET MAN

Use Spark Shock for this. He has two attacks: Jumping and firing Magnet Missiles and trying to pull you toward him to damage you. Both are easy enough to avoid. You cannot hit him when he is pulling you toward him. He goes down fast.

For this you get Magnet Missile.

--3.08: Hard Man--

\*You fight Proto Man once more in this level, however the lair is a bit different, and as such, it is harder. He is always jumping and shooting. Just keep hitting him, and he'll go down before you do ;).

#### HARD MAN

Use Magnet Missile. Keep hitting him. Jump over his Hard Knuckles, watching out for them when they come back, and make sure he doesn't land on you. That's all. Really.

--3.09: Doc Robot: Stage 1 - Spark Man--

\*On the second screen, use Gemini Laser to take out the enemy.

#### METAL MAN

Use Magnet Missile on him. Dodge the Metal Blades that he shoots, and avoid him. He's as easy as his Mega Man II form.

\*At the next part, be careful of the spikes. They change direction from time-to-time, so be careful.

\*Use the same strategy as before on the blocks.

#### QUICK MAN

Use Gemini Laser here. Dodge his Quick Boomerangs, and him. Just shoot Gemini Laser at him as much as possible until you beat him.

--3.10: Doc Robot: Stage 2 - Needle Man--

\*Use the same strategy on the needles as before.

\*Use Rush Jet to get the 1-up and the energy tank.

#### AIR MAN

Jump over his tornadoes while shooting him with Spark Shock. Slide under him when he comes toward you. Don't die, or you'll start over.

\*Collect all the powerups for Rush Jet.

#### CRASH MAN

Use Hard Knuckles on him when he jumps over you and lands. Easy.

--3.11: Doc Robot: Stage 3 - Gemini Man--

#### FLASH MAN

Dodge him and use Shadow Blades. He just runs around the room, occasionally using Flash Stopper.

\*Use Rush Marine in the water part.

#### BUBBLE MAN

Use Shadow Blades on him. He'll jump around the room shooting Bubble Lead. Make sure that you do not jump too high.

--3.12: Doc Robot: Stage 4 - Shadow Man--

The hardest of the revisits.

\*The red platforms collapse when you step on them, so be careful.

#### WOOD MAN

He'll rain leaves down on you. If you get in to the right position, you can avoid it. Then he'll fire the Leaf Shield at you. Let it hit you, and then shoot him A LOT with Needle Cannon. Repeat.

#### HEAT MAN

Use Shadow Blades. Dodge his Atomic Fire, while shooting at him. When he shoots across the room in a fireball, jump over him. Repeat.

--3.13: Break Man--

He is called Break Man here, but we normally call him Proto Man.

#### PROTO MAN

This is a boss battle. Dodge his shots, and slide under him, just like you have been. He'll leave soon enough.

Now Dr. Light calls you back to the lab. You'll see Wily heading for Skull Castle. 'Tis time to go yourself.

--3.14: Skull Castle Stage 1--

\*Use Rush Coil to get the 1-up

\*Don't bother using Rush Marine in the water.

## TURTLE MAKER

Use Shadow Blades on the turtles it shoots out. Don't bother attacking the top maker itself.

--3.15: Skull Castle Stage 2--

\*Use the capsules to refill your weapons.

\*Use Rush Jet as little as possible. If you die at the Rock Monster, you start over.

## ROCK MONSTER

We all know him. Use Hard Knuckles. This is a hard fight, so don't be afraid to use Energy Tanks. Shoot at its eye when it materializes. Dodge its particles by jumping over them if they are on the bottom level or the second to bottom. Not much more can be said...

--3.16: Skull Castle Stage 3--

\*Use the Hard Knuckles to destroy the barriers blocking the weapon capsules.

## MEGA MAN CLONES

Use the Search Snake. Pick out one of them, go to it, and use Search Snake. Hope it's the right one ;). They'll be shooting at you during this process.

--3.17: Skull Castle Stage 4--

\*Here you'll run in to mock Guts Man robots. Destroy them.

## TRANSPORTER LAYOUT:

Use the same strategies as before.

Needle Man	Snake Man		
Magnet Man	Spark Man		
Gemini Man	Hard Man	Top Man	Shadow Man

Once you're done with that...

--3.18: Skull Castle Stage 5--

\*Grab the items. Refill the weapons used in the boss battles.

## DR. WILY

This is the FINAL BOSS. Hit the blue turret on the bottom with Spark Shock about four times.

Now Dr. Wily is revealed. Use Rush Jet, and shoot Dr. Wily. A lot. Until he is beaten. Congratulations! You've just beaten Mega Man 3! Now Wily begs for mercy. When Mega Man approaches...HIS HEAD COMES OFF!! EWW!!! Actually, it's just a dummy. That means...

--3.19: Skull Castle Stage 6--



\*Grab all the items.

GAMMA

Part one:

This couldn't be much easier. Stand directly under the blue guy in control. Jump and shoot a Shadow Blade up. Repeat this until he is halfway done.

Part Two:

Now he explodes, and Wily comes down. When he tries to punch you, jump on the hand, then to the platform, and then on the top platform. Use Top Spin on the cockpit. One or two shots should do it. Now he begs for mercy, and you've beaten the game!

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--IV. Appendices--

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--4.01: Bosses--

--4.02: Powers--

Mega Buster (P) - The basic weapon of the game. It shoots pellets at your enemies. Minimum power.

Top Spin (TO) - When you jump, you spin around at a high speed, and hurt the enemy BADLY. Of course, it has accuracy issues...

Shadow Blades (SH) - You shoot a multi-directional blade. It seems to be the descendant of the Metal Blades from Mega Man 2.

Spark Shock (SP) - You shoot a large electric ball.

Search Snakes (SN) - You shoot out snakes that go around the room.

Gemini Laser (GE) - You shoot a laser that can bounce off walls.

Needle Cannon (NE) - You shoot out several sharp needles.

Magnet Missiles (MA) - You shoot out a magnet that homes in on an enemy.

Hard Knuckles (HA) - You shoot out a knuckle that sits in the air for a bit before it goes.

--4.03: Passwords--

MANY THANKS GO TO STRIDER VM FOR CONTRIBUTING THIS PART. This entire part is copyrighted to him.

In all of the Megaman games, this is the only one that has a logic in it's password system, with proper knowledge, you can guess the passwords that will give you the results you wanted, so let's get started, shall we.....

And. oh yeah, I'm really bad at explaining things, so if you can't understand the procedures, contact me. :)

Besides, the system is better understood if taught by a friend (Plus a computer) than reading any procedures.

Password Understanding 101 :

On the password screen, you will see numbers 1 to 6 on the upper part and letters A to F on the left part of the screen, to know where to put the red or blue "balls" , put the balls by matching the numbers, letter and color.

Example : C5r

In this example, "C" is the letter, "5" is the number, and "r" is the color. so the vertical location is 5, and horizontal location is C and the color of the "ball" to put is red.

Extra note : If the code doesn't have any "color" , it means any color can be used.

So, suppose you want the code that makes Hard Man, Top Man and Snake Man defeated and having 8 Energy Reserve Tanks :

F2 A3b C4

F2 makes Megaman have 8 Energy Reserves.  
A3b makes Topman and Snakeman Defeated.  
and C4 makes Hardman defeated.

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Energy Reserves

C5 = Start with 0 Energy Reserves  
E6 = Start with 1 Energy Reserves  
E4 = Start with 2 Energy Reserves  
B4 = Start with 3 Energy Reserves  
A5 = Start with 4 Energy Reserves  
C1 = Start with 5 Energy Reserves  
D2 = Start with 6 Energy Reserves  
C3 = Start with 7 Energy Reserves  
F2 = Start with 8 Energy Reserves  
A6 = Start with 9 Energy Reserves

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Robot Masters

Single Bosses codes

A3r = Topman defeated  
B5r = Geminiman defeated  
D3r = Needleman defeated  
F4r = Sparkman defeated

D6 = Shadowman defeated  
F6 = Snakeman defeated  
C4 = Hardman defeated  
F5 = Magnetman defeated

Note : Before you e-mail me asking why certain combination of codes does not work, look first in the double bosses codes.

## Double Bosses codes

A3b = Topman/Snakeman defeated  
B5b = Hardman/Geminiman defeated  
D3b = Magnetman/Needleman defeated  
F4b = Sparkman/Shadowman defeated

Note :

Another Note : There is a limit of 1 single bosses code if there are any double bosses code, so to have 5 bosses defeated, use two double bosses codes and one single boss code.

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Returning Robot Masters to Dr. Wily's Lab :

Use this code then add the ones below then add one Energy Reserve code to get the whole password : A3b B5b D3b F4b (The code above is actually the combination of all four double bosses defeat codes found above.)

B6 = Gemini Man's stage beaten (Flashman / Bubbleman)  
A1r = Spark Man's stage beaten (Metalman / Quickman)  
A4 = Shadow Man's stage beaten (Woodman / Heatman)  
B2r = Needle Man's stage beaten (Airman / Clashman)

B2b = Needleman / Geminiman's stages beaten  
A1b = Sparkman / Shadowman's stages beaten

A1b + B2b = Battle with Break Man  
A1b + B2b + E1b = Dr. Wilys Base

--4.04: Items--

Extra Life: 1-up.

Large Energy Capsule: This heals you more

Small Energy Capsule: This heals you some

Small Weapon Capsule: This adds some energy to your selected weapon.

Large Weapon Capsule: This adds more energy to your selected weapon

Energy Tank: refills all of your life

--4.05: Fun Boss Orders--

These are fun boss orders that provide a challenge. As such, you can guess who many begin with...

Shadow Man, Hard Man, Needle Man, Gemini Man, Snake Man, Spark Man, Magnet Man, Top Man.

Submit your others!

--4.06: Ending--

After Gamma is destroyed, Wily jumps out and (\*gasp\*) begs Mega Man for mercy! As he is doing this, Skull Castle begins to crumble. Four large

blocks fall, two of them crushing Wily and Mega Man. Shortly after, Proto Man appears, and rescues Mega Man. You are returned to the lab, where Light says that Proto Man brought you. You see the original 9 robots that Light and Wily built together (Proto Man, Mega Man, Guts Man, Cut Man, Elec Man, Ice Man, Fire Man, Bomb Man, Roll), and then the eight from this game.

--V. Last Words--

--5.01: Copyright--

Mega Man, and all characters, stages, items, and other related things are copyright Capcom 1986-2002. This guide/FAQ/walkthrough is copyrighted (c) 2002 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws, and it is prohibited to take any piece of this document and reproduce it in anyway without the written consent of the author. Any website or other medium found to have this document without permission will be dealt with to the fullest extent of the law. Feel free to print it, or any part of it FOR PERSONAL USE ONLY. Please contact the author (Meowthnum1@hotmail.com) if you find this on ANY SITE but GameFAQs (<http://www.gamefaqs.com>), contact the author ASAP.

--5.02: Revision History--

Version 1.0: Everything is done. Still, feel free to submit boss orders!

Version 1.5: I admit that job was rushed. I'll update more later, but for now I took out my email address and replaced it with an ezboard.

--5.03: Credits--

- Devin (DMorgan) (<http://www.gamefaqs.com/features/recognition/3579.html>)
- Colin (CMoriarty) (<http://www.gamefaqs.com/features/recognition/4280.html>)
- Dallas (<http://www.gamefaqs.com/features/recognition/3855.html>)
- Matt (MHulbert) (<http://www.gamefaqs.com/features/recognition/4150.html>)
- Alex (Pop) (<http://www.gamefaqs.com/features/recognition/7659.html>)
- Steve (Psycho Penguin),  
(<http://www.gamefaqs.com/features/recognition/9471.html>)
- Dingo (DJellybean) (<http://www.gamefaqs.com/features/recognition/2226.html>)
- AstroBlue (<http://www.gamefaqs.com/features/recognition/4127.html>)
- Alaska Fox (<http://www.gamefaqs.com/features/recognition/7818.html>)

For being such great people, with whom I seem to be able to talk about to a lot. They are all great, and you should check out their work sometime! Thanks guys! For Colin, I thank him for offering the challenge. You guys are truly > j00. Wait...if you are greater than j00, then that means...blargh. Never mind.

-Colin Moriarty (I know I've already credited him, but...) for his format. Even after I accidentally used it, he was real nice about it, and let me

use it. So it was (or now is) used with his permission.

-CJayC for being a great guy, and putting so much time in to GameFAQs

-Me (<http://www.gamefaqs.com/features/recognition/11356.html>) for typing this guide

-Alt + 0175 for help with the charts. Alt + 0175 isn't a person; it's the keystroke that allows a high underscore (an overscore, if you will).  
Example: `ˆ`yay for that.

-Magava for his story wording

-Strider VM for the password guide

-j00 for reading this

-=5.04: Hasta la Vista, Baby=-

Hope you enjoyed this guide. Please feel free to email me questions, as long as you follow the rules. Good luck, my Blue Bomber!

~Trace "Meowthnum1" Jackson