



Well hello there, my friends! This is the 27th FAQ that I have yet done, and as you may know I just recently wrote for Mega Man 5, and found it to be the easiest write of my life. So I chose to do an equally easy project! Since my friend Steve here was begging me on bended knee to do this co-authored guide, knowing just how good looking I am and stuff, I graciously agreed, and that's how this guide started! (heh, sorry Steve, but you know that I am handsome).

I've always loved the Mega Man series, although I've never been your guy to go out in the streets at night and yell at people to play it. Anyway, my parts are Hard Man, Spark Man, Magnet Man, and Needle Man. Steve will do the others, and we'll alternate between doing Dr. Wily stages. This guide will try and get in just about everything that you'll need on the way, from how to get things like E-Tanks and crap, as well as the simplest of things that one could struggle with.

Any of you gracious people who have read the other work I've done in the NES Mega Man series (Mega Man 5) will now that the guide has extensive detail. This one will be almost as detailed as that one was. I had tons of fun doing this guide, and you'll definitely have fun reading it. Both Steve and I know how to make a guide humorous for a reader, and we both know how to get the info in at the same time.

So have fun and take care,

- Richard Beast

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Steve's Introduction:  
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Hey everyone, welcome to another guide by the lovable Psycho Penguin. This time I decided to be a nice guy and grace Richard "Gbness/10" Beast with my name on one of his thousands of guides. We chose to write for Mega Man 3, which is my 2nd attempt at a Mega Man guide, and my 2nd Mega Man cowrite. Let's hope this one goes better than that last one did, eh? ;)

I have always been a big fan of the Mega Man series. This time, I got to do Snake Man (I hate snakes), Gemini Man (I hate this stage), Shadow Man, and Top Man (the best stage music ever), as well as game basics, enemies, and passwords. It was an easy write, but it took me forever to get motivated to write for it. Thank you Richard for putting up with me for so long! <3

I hope everyone enjoys this guide. I worked hard on it when motivated, and added some of my unique humor into it.

Bye for now,  
Psycho Penguin

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## II. LEGAL DISCLAIMER

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Do not steal our guide, fuckers. If you feel like doing so, we will cut your

balls off.

Love,  
Rich and Steve

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### III. CONTACT RULES

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Rich's  
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First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Tales of Symphonia guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me or Steve if there is a question you wish to ask that hasn't been answered in the guide, but we REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su<0rz & how du i beat top man", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su<0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288, and I don't have MSN or YIM like lucky bastards such as Steve. ;) The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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Steve's  
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You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Star Ocean 3 guide soon. I can't wait to finish that thing. I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

And there's always Tales of Symphonia to look forward to...

I appreciate any information you can contribute, especially to jobs and abilities list, as well as stuff I missed, walkthrough, etc. Anything can help.

Also, feel free to email any questions that would be good for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3

MSN: mcfa4834@bellsouth.net

YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at [penguin\\_faqs@yahoo.com](mailto:penguin_faqs@yahoo.com)

One last note: Only email me about the game at [penguin\\_faqs@yahoo.com](mailto:penguin_faqs@yahoo.com), all emails about Mega Man 3 (NES) sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, that's why I have a FAQ and Reader Tips section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Also, I have AIM and Yahoo. My AIM name is JuanDixonFor3, but PLEASE do not harass me with annoying questions or I'll block you. I only wish to chat with people.



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RUSH  
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For the first time, you get a partner to help out Mega Man. This time, it's his trusty robo dog, Rush. Rush has three forms: Rush Coil, Rush Marine, and Rush Jet. These work just like normal weapons, in that each time you use it, energy goes down. Rush Jet and Rush Marine takes off energy slowly as you use it, so conserve them whenever possible.

RUSH COIL: Rush turns into a coil, which allows you to jump to places you otherwise would not be able to get to.

RUSH MARINE: This helps keep you alive underwater.

RUSH JET: Take to the skies. Helps with tough platforming areas.

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STORYLINE  
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"Calling Mega Man! Calling Mega Man! Come in please!"

"Mega Man, we need you! We're down to the wire on our-peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too... Yes... he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!"

You've got to get there, Mega Man, and get those crystals! You'll face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that -- we must be getting static -- sounds like you said 'Woof!'"

"Mega Man, get to those mining worlds pronot! Grab the crystals and stop whoever's in charge. He's one lunatic guy!"

"This is Dr. Light. Over and out!"

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CONTROLS  
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Move left or right      Press the control pad LEFT or RIGHT.

Climb up or down      Press the control pad UP or DOWN.

Jump      Press button A. Press the control pad while jumping to move left or right. The longer you hold down the button the higher you will jump.

Fire weapons      Press button B. Press buttons A and B together to fire while jumping. You can fire at any time, even while climbing.

Slide left or right      Press the control pad DOWN and LEFT or RIGHT, then press button A.

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GAME TIPS

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- Using weapons during a stage is not a terrible thing. If you do not need that weapon against the boss of the stage, feel free to use it whenever you feel you need to!

- Use Rush Jet to help get by really tough platforming spots.

- If you're about to die as you enter a boss lair, just die and then try again (if you have a spare life). This way you have full power.

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## V. WEAPONS

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This is probably all the information you'll need to know about all the weapons in the game.

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+++++  
// ~+~ MEGA BUSTER ~+~ | FOUND: N/A |      \  
||+++++||  
||The Mega Buster is the main weapon in Mega||  
||Man 3, the one you'll use most of the way ||  
||through the game. Sadly, you cannot yet  ||  
||charge it (you get that feature in MM4),  ||  
||but this still gets the job and takes most||  
||enemies out in a few hits. It's nothing  ||  
||incredible, and don't use it on bosses.  ||  
\\+++++\\
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```
+++++  
// ~+~ SPARK SHOCK ~+~ | FOUND: SPARK MAN  \  
||+++++||  
||Against some bosses, Spark Shock will be ||  
||useful as hell isn't. The sparks eat up  ||  
||ammo quickly, but against most of the   ||  
||masters from Mega Man 2, damage will be  ||  
||incredible. Against regular enemies, Spark||  
||Shock will freeze them so they cannot   ||  
||move. With normal foes, it's best against ||  
||the larger kin such as Air Heads.       ||  
\\+++++\\
```

```
+++++  
// ~+~ MAGNET MISSILE ~+~ FOUND: MAGNET MAN \  
||+++++||  
||By far one of the best weapons in all of ||  
||Mega Man 3, the Magnet Missile has a lock ||  
||on feature (duh) to enemies, so you don't ||  
||have to waste time aiming. The damage is  ||  
||not immense, but it's more powerful than  ||  
||Buster, in any case. It packs a decent  ||  
||amount of ammunition too, although you'll  ||  
||regret a good deal of overuse.           ||  
\\+++++\\
```

+++++

```
// ~+~ HARD KNUCKLE ~+~ | FOUND: HARD MAN  \\  
||+-----+||  
||I have used the Hard Knuckle a grand total||  
||of three times throughout Mega Man 3: once||  
||against Top Man, once to kill his clone,  ||  
||and another time against Crash Man. That  ||  
||was it. Hard Knuckle is really just your  ||  
||everyday straight attack, and it is very  ||  
||slow. A lot slower than your buster. The  ||  
||damage is also only average. Don't bother. ||  
\\+-----+\\
```

```
+-----+  
// ~+~ TOP SPIN ~+~      | FOUND: TOP MAN  \\  
||+-----+||  
||The Top Spin is the sorriest move in the  ||  
||history of the Mega Man series. It sucks  ||  
||because all it makes you do is spin      ||  
||around like a dumbass. It's also hard to  ||  
||use properly, because sometimes you will  ||  
||stop the spinning motion and run into an  ||  
||enemy. Oops. Just use it when/if you have ||  
||to, otherwise avoid it.                  ||  
\\+-----+\\
```

```
+-----+  
// ~+~ SHADOW BLADES ~+| FOUND: SHADOW MAN \\  
||+-----+||  
||Shadow Blades are perhaps the coolest    ||  
||weapon in the entire game. With them, you ||  
||get two awesome ninja throwing stars, that||  
||go in different directions. They are very ||  
||cool and dangerous, especially against   ||  
||tricky Gemini Man, who is a bitch to kill ||  
||without handy Shadow Blades.            ||  
\\+-----+\\
```

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+-----+  
// ~+~ GEMINI SHOT ~+~ | FOUND: GEMINI MAN \\  
||+-----+||  
||To be honest, I never really found much  ||  
||use for the Gemini Shot. It's just a     ||  
||simple little laser that goes pretty slow. ||  
||I would much rather use the regular Mega  ||  
||Buster for the most part. I only used this||  
||crappy weapon against Needle Man, then it ||  
||was back to other better weapons.        ||  
\\+-----+\\
```

```
+-----+  
// ~+~ NEEDLE CANNON ~+~ FOUND: NEEDLE MAN  \\  
||+-----+||  
||This is one of the better weapons to be  ||  
||found in the game, as it's fast enough,  ||  
||and it doesn't pretty decent damage. The  ||  
||problem with it is, it'll bounce off of a ||  
||lot of enemies. Other than that, it is a  ||  
||great weapon for taking out most somewhat ||  
||large enemies, for the best use.         ||  
+-----+
```



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+++++
//  ~+~ SEARCH SNAKE ~+~ | FOUND: SNAKE MAN \
||+++++||
||I hate snakes, but I don't mind this    ||
||weapon too much. It basically sends off a ||
||few snakes that act sort of like homing  ||
||missiles. The snakes aren't even that   ||
||realistic looking. ;) I never found too ||
||much usage for this weapon, however.    ||
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## VI. WALKTHROUGH (ROBOT MASTERS)

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Alright, before someone starts shoving crap at my face, this part is for the ROBOT MASTERS. If you're stuck on a Dr. Wily stage, please hit Ctrl + F (Command + F if you're using a Mac) and look up VII. Walkthrough (Dr. Wily's Castle). Thank you very much, and for your time. Also:

SPARK MAN is weak against SHADOW BLADES.  
MAGNET MAN is weak against SPARK SHOCK and GEMINI LASER.  
HARD MAN is weak against MAGNET MISSILES.  
TOP MAN is weak against HARD KNUCKLE.  
SHADOW MAN is weak against TOP SPIN.  
GEMINI MAN is weak against SEARCH SNAKE and SHADOW BLADES.  
NEEDLE MAN is weak against GEMINI LASER.  
SNAKE MAN is weak against NEEDLE CANNON.

All Robot Masters are also weak against their corresponding weapons, as you might see when you fight their clones at the end of Dr Wily's castle, before the final fights with Dr. Wily.

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$~--+-----+-----+-----~$
  VIa. +++++ SPARK MAN
$~--+-----+-----+-----~$

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Y halo thar, this is Rich, fans! You'll start by seeing a ladder in front of you, and a Walking Eyeball strolling across it. But damn it, I was sick of ladders when I first played Mega Man 2. Can't the Mega Man series get rid of them ladders? Especially at the beginning... anyway, I'm done ranting. As for the Walking Eyeball, your Buster works well.

Climb up that ladder and follow along the path the Eyeball was on and then climb the next one. And up there you'll find two thingamajigs creating lightning, in which you don't wanna run into. Stand on the top of that ladder and wait for the lightning to go from right to left, then jump onto the ledge, wait for the lightning to turn off, and jump between the two.

Up on the following path, you'll find some Spark Bots. These things send sparks in eight directions when you walk under them, which makes me a sad little man. Jump and fire, or otherwise just dodge the sparks, and then continue from there and eventually you'll find more of those things that create lightning. Jump over to find another Spark Bot; this one is better left untouched and walked under. Jump the stairs and then climb the ladder.



want to keep Spark Man away from yourself, considering you ain't got nuthin' but the Mega Buster. Shoot him at first and then wait for him to come over, and if you're good enough, you can get out of the way, possibly take a hit or two, and then he'll mindlessly bounce to the other side of the room, then fire bullets that are easy to dodge, while you can deliver amazing damage.

Anyway, after that fight is over you'll get the Spark Shock. Not the best of weapons, but one extra weapon helps. Anyway, time to head after the weakness to electricity...

```
$~--+=-----+-----+-----~$  
  Vib. ++++++ MAGNET MAN  
$~--+=-----+-----+-----~$
```

This has to be one of the more annoying stages in the game. There are lots of platforms which appear and then immediately disappear, there are magnets which will pull you to places you usually don't wanna be, and the end of this level is one of the tougher parts of the game. Still, this is our next target, so let's get a move on!

Head down the road at the beginning, and you'll find several Magnet Birds. These things carry magnets which will attempt to pull you up, and if you touch them, you take damage, so you want to try to avoid them, m'kay? Press down on the D-Pad to avoid them as much as possible. At the end of the road, you'll find a ladder to climb down. When you're at the bottom, you'll find A DANGEROUS PROTOMAN CLONE OMG!!!

Too bad it's an extremely easy fight. Land some hits on him, and then wait for him to counterattack, then jump over the bullets. He'll then run back for some unforeseen reason, which gives you plenty of time to kill him. After he's destroyed, a piece of floor on the left blows up. Hmmm, since this place specializes in magnets, it may have been electricity, but what the hell do I know?

Hop into the gap that opens and you'll find a pink robot that shoots missiles, in which I choose to call the Air Aimers, since the missiles go to the air. Excuse my lame names and blow the blasted hunk of metal up, and then fire at the missile that appears. Also, the Spark Shock DOES NOT WORK. Beyond that is another Air Aimer. Destroy it, then climb down the next ladder and kill the Walking Eyeballs along the path.

Up ahead from that are more Walking Eyeballs, and a magnet that pulls you closer to them. Ouch, you may want to avoid that. Hug down the left key, occasionally turning around to fire at the eyeballs, and proceed up and down the stairs. You'll find a ladder, but ooh, what's with that gap? Jump into it and hold down the left key as much as you can and you'll find five small energy pellets, which overall restore 10 points of energy. Not bad in the slightest!

Jump down to the ladder and you will meet the epitome of what's annoying in this whole game. Platforms that will appear and then disappear, and then won't appear again for a while, but which NEED to appear are all over this place. Anyway, this is how you should do it: when a platform to the lower left appears, jump, then to the one above to the right, then the one to the upper-left, then the right, then the lower right, up again, and then on the pillar.

In the next area, not only are there more freaking annoying platforms, but there's a MAGNET to the right, damn nation! Wait for a platform to appear on the left, then while you're on the left, jump on it, then to the left, then above, then to the right, and then to the pillar. Alright, in the previous two





Hard Man tends to jump around the stage. His body, like all of the other robot masters, is harmful, although seeing what the proportions of his belly is, I wouldn't want to hit him with a ten foot long pole anyway. He will jump around a lot, and freeze the stage after landing! So you won't be able to walk for a brief second. And Hard Man also throws knuckles in the air. o\_O

The Mega Buster can suffice against Hard Man, although it's easiest to use the Magnet Missiles, because you won't have to aim, and they do more damage anyway. Shoot a few of them at him while he throws those butt ugly knuckles at you, then blast him full of lead with your missiles. He'll jump around and freeze the stage, but when you get up you can pump him some gas anyway. So it all evens out.

After that battle you'll get the Hard Knuckle, which is what Hard Man was using most of the time to damage you. Anyway, I'm gonna take a break now until Needle Man. Steve, you're up! Oh wait, DOWN, dawgie!

```
$~--+=-----+-----+-----~$  
  VId. ++++++ TOP MAN  
$~--+=-----+-----+-----~$
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Steve checking in here to lead you through my favorite stage in the Mega Man series.. some people think I am nuts, but I think this stage rocks and the music is pure genius. Anyone who doesn't like Top Man's stage music doesn't have very good taste in video game music. It has such awesome music and it is a pleasure to go through this stage!

PLAY THAT COOL MUSIC! Throughout the stage, you will notice a lot of blue screws that come out of nowhere. They are impossible to kill while being made, so just wait for the first few to be made and then shoot them down. The next part is a little tricky. You have to jump across the platform quickly, onto the ground, kill the two red dogs, and then take out the screw or just move to the right.

Here, you will encounter more of those screwy screws and red dogs. The red dogs are on the floor and are easiest to kill while they are jumping in mid air. Take care of them, then jump in the little platform in the middle of the two larger areas and kill the screws that appear, along with the red dog. Jump up to the top and get the power pellet, before jumping down and going down the ladder.

Here, you will get your first encounter with Fat Top Dude. He is at the top of a sorta-staircase, with several mini platforms making up the stairs. Jump up the stairs slowly, avoiding the tops he shoots out (they go down the stairs, and the pattern is pretty easy to predict) Note: Or you can just be a smart guy like me and stand on the very bottom of the ladder and fire left a few times until he's dead.

Here, go right (collecting those power pellets above if you need them and have Jet Coil), then go down this ladder. Wait for the screw to be made, shoot it, then slide from one platform to the other, watching out for the spikes that loom below. Jump to the next platform, then climb down the ladder until you are in the next section.

Go right (LIGHT FLASHES IN THE BACKGROUND AGAIN, WHOO! DISCO FEVER!), then jump in the air and take out the big hard hat mover guy with a few shots to the head. That is such a weird looking enemy. Use Rush Coil to go up between the two platforms, land on the right one, kill the hard hat mover guy, and



matter which one you choose, just watch out for an enemy as you come down. In between the two platforms, standing on a smaller platform, is a red enemy which shoots bullets out from all directions. Kill it, then fall down the hole.

Fall down another hole, then kill the two robotic puppy things (you can shoot through the platform to kill the second one) before moving on. Here, you'll find one of our old buddies from Top Man's stage, Big Hard Hat Mover Guy. Shoot it a few times straight in ze head, before falling down the hole.

THE WHISTLE! That's Proto Man! He will come down and start jumping up and down, firing bullets. Avoid them while shooting him, and slide under him when he comes near you. You may take a few hits, but overall he is not that difficult to defeat at all. Once done, fall down the hole.

Here, kill the walking red eye enemy. Go right and kill several more, then the screen will go black. Walk a few steps to the right and jump to the right. Watch out for the running green enemies, as they explode when you kill them, which can damage you. Move to the right, killing more enemies, then just keep jumping (no holes yet) Repeat a few times until you exit this room.

In this room, go down to the next platform and shoot the red puppy. There's three more as you walk right, but they are easy to kill. Stand on the platform and wait for them to jump, then open fire. In this following area, bluish enemies will come down from the sky. Jump from one platform to the next, kill the guy that comes down, then advance. That is the easiest way to get by this otherwise annoying and challenging part.

Watch out for the red puppy as soon as you jump off the last platform. It actually ran into me and knocked me off the ledge. Shoot it dead, go right, either ignore or run by the blue hornets, and you will be in the boss lair at last.

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+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+
|           IF HE'S A SHADOW, HOW COME I CAN SEE HIM SO EASILY?.. SHADOW MAN           |
+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+
```

Shadow Man can be a little pesky if you don't have his weakness. He has two basic moves: shooting two ninja stars in opposite directions, and sliding. He will shoot three times, then slide once or twice. The pattern is easy to figure out, but the moves are still quite challenging to defend against.

Beating him with the Mega Buster alone takes a little patience and practice. The Ninja Stars are easy enough to avoid, just wait for him to shoot them, then jump in between them as they come flying. The slide is hard to predict sometimes and comes pretty fast, so watch out for it.

If you have the Top Spin, just load him up a few times with that. Yes, Top Spin, the most useless finishing move in the entire world, can be used to defeat a boss. The Shadow Blades is your reward for defeating this boss, and they're pretty cool. Ninja Stars rock!!

```
$~=-+=====+=====+=====-----~$
      Vif. ++++++++ GEMINI MAN
$~=-+=====+=====+=====-----~$
```

I really hate Gemini Man's stage. Always have and always will. It's pretty annoying and hard to write for. Thanks Rich. :( The stage music also sucks. This is probably the weakest point of the entire game, but I will try my best to guide you through this horrible, horrible, evil stage. Wish me luck..





Again, he can be a little tough if you don't have Shadow Blades, which is his main weakness. But since you should have them, you will be okay. :) He is a very unique boss. When you enter, he will split into two parts. One is a clone, one is the real deal. They both fire repeatedly at you, going in a circular motion around the room.

With the Mega Buster, this boss is almost impossible without an energy tank or two. The shots are very hard to avoid, and with two bosses basically, it's almost impossible to survive without getting beaten up a great deal. That's why the Shadow Blades are so useful. Fire them a few times and you will have this battle won.

Gemini Shot is your reward for this tough boss battle (if you didn't use Shadow Blades, that is. ;)

```
$~=-+=====+=====+=====-----~$  
  VIg. ++++++++ NEEDLE MAN  
$~=-+=====+=====+=====-----~$
```

I am personally not a fan of getting needles poked through my body. Poor Mega Man, I must offer my sorrow. Anyway, as soon as you begin you'll find a Porcupine to the right. Teach that bad baby a lesson with your normal Buster, and on the path you'll find a lot more of them. Shoot them as much as possible, but if they curl up in a ball, ignore them. Then get to the ladder and climb down.

Head to the left and you'll find two paths to use. Only use the lower one if you have a serious lack on ammunition already, which is rather unlikely if I do say so myself. On the higher path, you'll find a cannon. Take it out from a distance and move when it fires to easily destroy. Do the same for the one behind it, and then you'll find a standard Metool. Get close, shoot, you know the drill.

Proceeding you'll find the Wasps from Shadow Man's stage. And behind that is more Metools, then more Wasps, you know the drill. Jump up the small step in the middle and then jump to the right, you'll do this quite a few times. Eventually though, you'll find a ladder and you'll find yourself in an area that appears to be a factory of some sort.

Slide once, and then a needle will go down. Wait for that to happen, and then slide under it. Then climb down the ladder to the left, and you'll find another needle on the right. Go ahead and slide under the wall, and then god! three more of them on the step right ahead! Just time them so you won't get hit, and then jump onto the platforms to the right.

On the first one, wait for the one above the second one to go down. Then jump onto it, and quickly jump to the third platform and climb up the ladder. To the left, you'll meet a Porcupine. Ouch. Wait for it to shove a bunch of needles in your face (or let it TRY ;) ) and then jump onto the step it was on, and if you want, use the Rush Coil there and then use it to jump onto the ledge above and then pick up the E-Tank!

Now return to the main floor and climb the ladder on the left, and you'll find a couple of Swingers. For the both of them, shoot them a bit and wait for them to throw the ball and chain, then climb down. Repeat the process for both and climb up another ladder, and then you'll find an Air Head. I used the Hard Knuckle to take it out in one fell blow. Fear me. Anyway, right behind it is the boss lair.

+==+  
| QUIVER IN FEAR... THE LION DOES NOT SLEEP TONIGHT... NEEDLE MAN!!! |  
+==+

Now Needle Man is very easy. Or is he? It all depends if you've been doing these in the order I've been recommending. If you've got the Gemini Laser, you're in for the shortest fight of Mega Man 3. If this is the first stage you've gone to, you're in for one of the hardest fights in the entire Mega Man series. Be warned.

Needle Man will usually attack by throwing needles at you, several at a time. These things are very accurate, and he'll throw several at a time, up and down. These are very hard to dodge. Add to that, Needle Man's body is as usual, dangerous, so touching him (don't worry, it's daytime) will damage you. Needle Man will jump at you quite a lot, and he can fire a needle at you from his body.

With the Gemini Laser, this fight is easy as hell, as it'll take Needle Man down in four hits. If you have it, fire it and then dodge some attacks. When it hits, use it again. You won't even have to aim, so if it misses, just go around and try to dodge the needles, and slide under his body when he jumps at you. Before you know it, you'll win in no time.

If you ain't got it, then unless you're playing Mega Man 3 on an emulator, you saved right before entering, and you load the state a dozen times, then this fight will make you scream. You'll have to land some hits on, and then run out of the way to avoid the attacks. Slide under his body, and then repeat this process. It'll be long and hard. However, if you've got weapons like the Shadow Blade, those will also work.

```
$~--+=-----+-----+-----~$  
VIh. ++++++ SNAKE MAN  
$~--+=-----+-----+-----~$
```

My childhood, and now adult, fear, has always been snakes. I am just terrified of the little bastards. Fortunately, this game's Snake Man stage is very lame. The snakes are very tame, thank god. I do love the awesome stage music, as always, however. Let's get it on! His pose is kind of lame and he just looks like a guy in a snake suit, by the way.

Man, this song rocks. Second best in Mega Man 3. Anyways, go right and fire a shot at the yellow thing running at you, then you will see a snake head just sitting there. Wait for it to shoot, then fire two shots at it. Go down, and take out more running yellow things and snake heads. Same thing as before, waiting for them to shoot if you have to. One more yellow thing awaits you before you can climb the ladder.

Here, you will see three small snake heads. Shoot them all before they shoot you. One at a time, timing their shots and jumping over them. Up the ladder, you will find a huge snake with a moving body below. he will shoot out larger shots, just keep firing away in his mouth (I usually do that only with Becky) until he is defeated.

Moving onto the screen to the right, kill the flying enemy, then destroy the two upside down snake heads, or avoid their shots. It's really up to you. Kill another flying enemy and snake head, go up the ladder for two large power pellets if you need them, then go down the ladder here to reach the next screen.

This is the halfway point. Run right, avoiding the red flying creatures that























Eventually, the Yellow Devil will be formed. When the entire body is complete, instantly fire your Hard Knuckle at the small, sticking-out part at the top, which just so happens to be where its eye is when it opens. It'll then take its body apart and zoom to the left, then do the same thing again, but be sure that you shoot two Hard Knuckles per time it forms. When it goes from left to right after that, it'll zoom to it VERY quickly, for extra damage, but I actually had four E-Tanks here, so that won't be hard. Shoot it quickly, and it'll be over.

```
$~--+=====+=====+=====-----~$  
VIC. ++++++++ STAGE THREE  
$~--+=====+=====+=====-----~$
```

Nice new stage music, Capcom. We ALWAYS need to have good music in the Dr. Wily stages, y'know. This is the most annoying of the Dr. Wily stages, though, but it isn't too long, fortunately. Start by using the Rush Coil to get to the left, and then shooting at the top blaster there. Except, he doesn't throw tops like that certain idiot named Top Man (sorry Steve =P), he shoots bullets. So it all evens out. Take him out, and then you're faced with a left and right ladder. Which one to take?

Answer is simple. I like to take the right one. Climb past a screen (ignore the stuff on this screen, it's not worth bothering with) until you reach the very top of that ladder. From here, jump to the platforms on the left, and kill the top blaster on the left before he does anything. Continue jumping platforms until you reach the ladder on the left, and then climb to a new room. From here, slide under the wall to the right to collect an E-Tank.

I don't know about you, but by now I was thinking, "The final boss is going to be a real cakewalk with all these E-Tanks and extra lives." Truly easy, this place all is. Pull out the Rush Jet, and soar to the top of this wall, as it's a tad bit too high for Mega Man and even a bit much for the Rush Coil. From here, you will find the rebirth of Shadow Man's stage. Darkness creators and those green robots Steve calls Green Grenade Throwers. Nice name, Steve. =P

The best way to take out the darkness creators is to simply use the Magnet Missiles; most of 'em are in corners in which you simply cannot reach. Or better yet, you might be able to use the Rush Jet and soar into the air. Although it will be dark, you can stop when you reach something in the way, and soar left, down, or wherever. Continue going to the right, no matter whether you're using the Rush Jet or Mega Man's feet.

Just continue mashing the trigger button, making jumps if necessary and when you need to, switching to Magnet Missiles. They also work good on the Green Grenade Throwers, but it can run out of ammo VERY quickly, so be conservative (you can be liberal or conservative in politics, either way, I don't give a damn, but I mean to conserve ammunition!), and all in all beating the two darkness creators along the path. At the end of it, climb the ladder down.

A Swinger can be found on the ledge above, but it's a waste of time. Seriously. Once at the bottom floor, head to the left and fall into the ditch there, where the game marks the checkpoint. Geez. This room has an Air Head in front of you, so since it's so easy to beat, just hit it when its eyes are open and before it jumps two or three times, it'll be gone. Or you can slide under it, that always works.

Slide under the wall behind the Air Head, and then annoy the next one as it jumps forward a bit. Just slide under it, that shouldn't be a problem. Just jump to the ladder right off the bat, and climb to the top until you reach a dungeon full of OMG LOTS OF MOVING PLATFORMS AND SPIKES! Not many spikes yet, though. Jump to the first platform, and resist so you don't get taken to the









Description		They hang on then jump up at you.
Name of Enemy		Bee
Hit Points		1
Stage Location		Hard Man
Description		Just flies around harmlessly.
Name of Enemy		Big Fat Top Guy
Hit Points		6
Stage Location		Top Man
Description		Kill the Tops he shoots out before killing him.
Name of Enemy		Big Hard Hat Mover
Hit Points		3
Stage Location		Top Man, Gemini Man, Spark Man, Hard Man
Description		Just kind of rolls towards you. Shoot him in the head.
Name of Enemy		Blue Bolt
Hit Points		1
Stage Location		Top Man, Spark Man
Description		You can't shoot it until it's connected.
Name of Enemy		Blue Hat Face
Hit Points		3
Stage Location		Shadow Man
Description		They fall from the sky and do nothing else.
Name of Enemy		Blue Hornet
Hit Points		3
Stage Location		Gemini Man, Shadow Man
Description		They are a nuisance. Come down from one direction, come down, and then move back in opposite direction.
Name of Enemy		Bouncing Guy
Hit Points		1
Stage Location		Snake Man
Description		Just follows you around and stuff.
Name of Enemy		Cannonball Shaped Jumper
Hit Points		6
Stage Location		Hard Man, Gemini Man, Needle Man
Description		He has a visor. Shoot him when the visor is off.
Name of Enemy		Evil Plug
Hit Points		1
Stage Location		Spark Man
Description		Moves slowly, shooting once in a while.
Name of Enemy		Fire Shooting Eyes
Hit Points		1
Stage Location		Gemini Man
Description		Shoots three waves of fire
Name of Enemy		Flying Magnet
Hit Points		1
Stage Location		Magnet Man
Description		They grasp onto you if you get under them.
Name of Enemy		Gigantic Snake
Hit Points		10

Stage Location	Snake Man
Description	Big snake head, body moves. Shoots bullets.
Name of Enemy	Green Chain and Ball Thrower
Hit Points	8
Stage Location	Hard Man, Needle Man
Description	Kill it when the eye is red.
Name of Enemy	Green Grenade Thrower
Hit Points	1
Stage Location	Shadow Man
Description	Runs at you. Throws grenades. Explodes when shot.
Name of Enemy	Metcool (I know some enemy names!)
Hit Points	1
Stage Location	Top Man, Hard Man, Needle Man
Description	Hides from helmet, when not hiding shoots in 3 directions.
Name of Enemy	Missile Shooting Fish
Hit Points	2
Stage Location	Gemini Man
Description	Found during that annoying jumping area. Come from below and shoots missiles upwards.
Name of Enemy	Missile Shooter
Hit Points	8
Stage Location	Magnet Man
Description	Shoots missiles out. Duh. :P
Name of Enemy	Needled Hedgehog
Hit Points	6
Stage Location	Needle Man
Description	It shoots off five needles then spins and repeats.
Name of Enemy	Pissed Off Pussy
Hit Points	10
Stage Location	Top Man
Description	Stands there and shoots mean things at you. Shoot it anywhere.
Name of Enemy	Pole Vaulter
Hit Points	4
Stage Location	Snake Man
Description	Runs from behind, jumps over you, runs back.
Name of Enemy	Psycho Penguin
Hit Points	6
Stage Location	Gemini Man
Description	Shoots eggs out at you. Easy to kill.
Name of Enemy	Psycho Penguin #2
Hit Points	10
Stage Location	Gemini Man
Description	Huge Penguins that shoot penguins from their stomach.
Name of Enemy	Red Puppies
Hit Points	1
Stage Location	Top Man, Shadow Man
Description	Kill them when they jump in midair.

Name of Enemy | Red Shooter  
Hit Points | 3  
Stage Location | Shadow Man, Magnet Man  
Description | Shoots in three different directions.

Name of Enemy | Snake Head  
Hit Points | 2  
Stage Location | Snake Man  
Description | Just kind of sits there and shoots bullets at you.

Name of Enemy | Spider  
Hit Points | 1  
Stage Location | Snake Man  
Description | Eliminate the spider before climbing the ladder.

Name of Enemy | Spinning Cannon  
Hit Points | 3  
Stage Location | Needle Man  
Description | Shoots, puts down shield, and repeats.

Name of Enemy | Stingy Mother  
Hit Points | 3  
Stage Location | Hard Man  
Description | Drops an egg full of bees then flies off.

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#### X. PASSWORDS

-----  
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There is an awesome password java generator on <http://mmhp.net/Passwords/MM3/> that will work wonders, and far better than anything than I could provide.

Here are some basic passwords for you though:

B - Blue  
R - Red

#### DOC ROBOT STAGES

-----

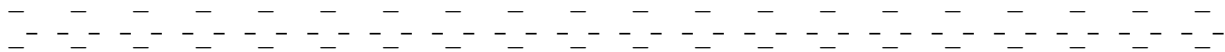
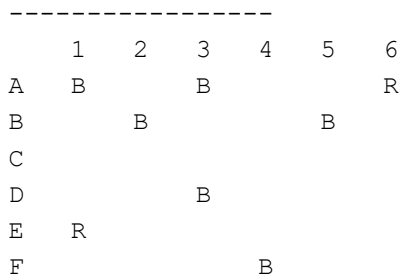
	1	2	3	4	5	6
A			B			R
B					B	
C						
D			B			
E						
F				B		

#### BREAK MAN MINI STAGE

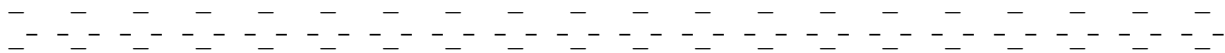
-----

	1	2	3	4	5	6
A	B		B			R
B		B			B	
C						
D			B			
E						
F				B		

DR. WILY'S CASTLE



XI. BOSSES



```

[[[-----]]]
+++ HEHE HERE IT IS +++
{{{=====}}}
+++ SPARK MAN +++
[[[-----]]]

```

Spark Man's stage is made up of a few steps and one really high one, which sort of separates the room into two halves, with you starting on one of them and Spark Man starting on the other one. Still, you can fire right through the stairs and the bullets will still hit Spark Man, heh heh. But of course, Spark Man can do the same.

He isn't really the most for a varied assault though. Spark Man can fire bullets in all directions, similar to how the Spark Bots did it. If you jump slightly over the lower one but not high enough to touch the higher ones, then you won't take any damage. Spark Man will immediately draw out a larger spark bullet though, which of course hurts quite a bit. Pass me some bandages, Dr. Pete!

If you get three bullets on Spark Man, the damage really gets higher, but you want to keep Spark Man away from yourself, considering you ain't got nuthin' but the Mega Buster. Shoot him at first and then wait for him to come over, and if you're good enough, you can get out of the way, possibly take a hit or two, and then he'll mindlessly bounce to the other side of the room, then fire bullets that are easy to dodge, while you can deliver amazing damage.

```

[[[-----]]]
+++ UH-OH, GET READY! +++
{{{=====}}}
+++ MAGNET MAN +++
[[[-----]]]

```

You'll immediately see that Magnet Man's lair is more simple than that of Spark Man's, because it's not cut in half. Magnet Man's directly in front of you, and his assault is also a bit less dangerous than Spark Man's, even though Magnet Man has got by FAR the better weapon for you to use, once you defeat him yourself.

Magnet Man can jump at you and damage you simultaneously, although he jumps the whole way, so you can slide or pass under him and avoid all damage. Magnet

Man uses the fact that his body is hazardous to more good in that he can also generate a magnet and try to pull you closer to him (try and run as fast as you can in the opposite direction if this happens). And then his most dangerous attack is throwing magnets at you.

This still happens to be an easy battle, especially if you've gotten the Spark Shock from Spark Man (in which you definitely should have). Supposing you have, fire it at the beginning, a little bit in the air and it'll have more chance of hitting Magnet Man. The hardest part about this fight, in my opinion, is that Magnet Man will jump around the stage a lot, so you can't really hit him as easily.

If you are indeed using the Spark Shock, you will take the almighty master of magnets down in FOUR HITS. Yes, you heard me, four hits. As long as you keep moving, you'll have no problem with Magnet Man hitting you. Just don't run into him, and time his jumps, while firing the Spark Shock. Even with only the Mega Buster, this fight is easy.

```
[[[-----]]]
+++ TIME TO FIGHT, YO +++
{{{=====}}}
+++      HARD MAN      +++
[[[-----]]]
```

ALRIGHT, TUBBY BOY! TIME TO LEARN WHO NEEDS TO BE POOCHED OUT! Ahem. Hard Man isn't difficult at all if you've got at least half of your Magnet Missiles remaining. This is a nice, simple stage, although 25% of the time, you cannot move.

Hard Man tends to jump around the stage. His body, like all of the other robot masters, is harmful, although seeing what the proportions of his belly is, I wouldn't want to hit him with a ten foot long pole anyway. He will jump around a lot, and freeze the stage after landing! So you won't be able to walk for a brief second. And Hard Man also throws knuckles in the air. o\_O

The Mega Buster can suffice against Hard Man, although it's easiest to use the Magnet Missiles, because you won't have to aim, and they do more damage anyway. Shoot a few of them at him while he throws those butt ugly knuckles at you, then blast him full of lead with your missiles. He'll jump around and freeze the stage, but when you get up you can pump him some gas anyway. So it all evens out.

```
[[[-----]]]
+++ IT WANTS YOU BAD +++
{{{=====}}}
+++      TOP MAN      +++
[[[-----]]]
```

Top Man may look wussy, but his cool theme song more than makes up for it. His little taunt is pretty sexy, though. He has two basic moves. He throws three tops in the air, which come down at you (shocking, I know. Even Magnet Man does this crap.), and he has the move where he spins around very fast. Both are easy to counter.

The Top move is easy enough to avoid.. when he shoots them, run out of the way before they come down. When he spins, just jump over him. It's not really brain surgery, and the fact he has the same pattern over and over doesn't help. All he will do is shoot the tops, then spin (you can't hurt him when he spins, by the way)

Hard Knuckle works best against this guy, but even your normal mega buster should be fine, as the boss pattern is easy. It's too bad, because his stage theme freaking owns.. TOP MAN!

```
[[[-----]]]
+++  VERY SHADOWY  +++
{{{=====}}}
+++  SHADOW MAN    +++
[[[-----]]]
```

Shadow Man can be a little pesky if you don't have his weakness. He has two basic moves: shooting two ninja stars in opposite directions, and sliding. He will shoot three times, then slide once or twice. The pattern is easy to figure out, but the moves are still quite challenging to defend against.

Beating him with the Mega Buster alone takes a little patience and practice. The Ninja Stars are easy enough to avoid, just wait for him to shoot them, then jump in between them as they come flying. The slide is hard to predict sometimes and comes pretty fast, so watch out for it.

If you have the Top Spin, just load him up a few times with that. Yes, Top Spin, the most useless finishing move in the entire world, can be used to defeat a boss. The Shadow Blades is your reward for defeating this boss, and they're pretty cool. Ninja Stars rock!!

```
[[[-----]]]
+++  END OF THE WORLD  +++
{{{=====}}}
+++  GEMINI MAN        +++
[[[-----]]]
```

Again, he can be a little tough if you don't have Shadow Blades, which is his main weakness. But since you should have them, you will be okay. :) He is a very unique boss. When you enter, he will split into two parts. One is a clone, one is the real deal. They both fire repeatedly at you, going in a circular motion around the room.

With the Mega Buster, this boss is almost impossible without an energy tank or two. The shots are very hard to avoid, and with two bosses basically, it's almost impossible to survive without getting beaten up a great deal. That's why the Shadow Blades are so useful. Fire them a few times and you will have this battle won.

Gemini Shot is your reward for this tough boss battle (if you didn't use Shadow Blades, that is. ;)

```
[[[-----]]]
+++  OH EM GEE A BOSS  +++
{{{=====}}}
+++  NEEDLE MAN        +++
[[[-----]]]
```

Now Needle Man is very easy. Or is he? It all depends if you've been doing these in the order I've been recommending. If you've got the Gemini Laser, you're in for the shortest fight of Mega Man 3. If this is the first stage you've gone to, you're in for one of the hardest fights in the entire Mega Man series. Be warned.

Needle Man will usually attack by throwing needles at you, several at a time. These things are very accurate, and he'll throw several at a time, up and

down. These are very hard to dodge. Add to that, Needle Man's body is as usual, dangerous, so touching him (don't worry, it's daytime) will damage you. Needle Man will jump at you quite a lot, and he can fire a needle at you from his body.

With the Gemini Laser, this fight is easy as hell, as it'll take Needle Man down in four hits. If you have it, fire it and then dodge some attacks. When it hits, use it again. You won't even have to aim, so if it misses, just go around and try to dodge the needles, and slide under his body when he jumps at you. Before you know it, you'll win in no time.

If you ain't got it, then unless you're playing Mega Man 3 on an emulator, you saved right before entering, and you load the state a dozen times, then this fight will make you scream. You'll have to land some hits on, and then run out of the way to avoid the attacks. Slide under his body, and then repeat this process. It'll be long and hard. However, if you've got weapons like the Shadow Blade, those will also work.

```
[[[-----]]]
+++ HOW TOTALLY SCARY +++
{{{=====}}}
+++     SNAKE MAN     +++
[[[-----]]]
```

Snake Man is very challenging if you do not have the Needle Shot, which you hopefully got already. The stage design is the reason why. The floor is very unevenly shaped, as a bunch of mini-platforms makes it hard to navigate around the area.

He will start by shooting off snakes, which walk around the floor. He also jumps around a lot. If you have the Needle Shot, just shoot it a few times at him to kill him. This is the easy way to do it and will save you a lot of freaking time and headache. At least it did for me.

With the Mega Buster, you need to shoot him every once in a while, when he jumps around and finally lands, I usually find time to aim a few shots at him before he shoots off more snakes. The snakes move across the room quickly and always come back to him eventually. Just keep shooting.

When you win, you receive the Search Snake weapon, which is utterly useless for the most part.

```
[[[-----]]]
+++ NOT THAT HARDCORE +++
{{{=====}}}
+++     METAL MAN     +++
[[[-----]]]
```

My tagline would tell you that Metal Man changes, but actually, he's the same easy guy as he was in Mega Man 2. He'll throw the Metal Blades into the air, but ONLY when you attack him, you get really close to him, or enough time passes by or something. Metal Man's blades are very easy to dodge; just jump when he throws, while being careful to stay under the top one and a bit above the first and third blades, and you'll be good off.

His weakness is the Magnet Missiles. Seriously. This means we can beat a boss that attacks by throwing some saws in the air without aiming. Man, what a cheap joke on your part, Capcom. Just throw a couple missiles out while jumping, and if he hits you, pay him back with an extra one. Your health may go down, but his will go down quicker. Continue with a standard dogfight until



you just plain win. What a boss.

```
[[[-----]]]
+++ BLOOD IS DRIPPING +++
{{{=====}}}
+++ QUICK MAN +++
[[[-----]]]
```

Quick Man is a real doozy, unlike Metal Man. While he would just stand there and wait for you to make the first move, Quick Man is even more aggressive than he was in Mega Man 2, and that's saying a hell of a lot. This time, you will not have Flash Man's weapon to help you, so you want to damage Quick Man as quickly (no pun intended) as is possible. Problem is, his weakness is a weapon that I just plain don't want to use here. And that's the Search Snake.

Like he did in the last Mega Man, Quick Man jumps into the air, throws some boomerangs down, and then gets behind you. However, sliding will make Mega Man go a lot faster than running, so do that when Quick Man jumps. Then turn around and throw a solid snake out to him, which will deal quite a bit of damage. Then run if necessary, and slide under him. Still, you can take about four or five hits from this crap, so it's HIGHLY recommended to have an E-Tank or two ready to throw out.

```
[[[-----]]]
+++ A WIND OF DEATH +++
{{{=====}}}
+++ AIR MAN +++
[[[-----]]]
```

This fight is MUCH harder than it was Mega Man 2, but I suppose that's because this time, we don't have the incredibly cheap Leaf Shield to use. Anyway, Air Man likes to create tornadoes and blow you away. The tornadoes doesn't do that much damage, but they're very difficult to dodge. And they will blow you over to the left, so you'll have to do a bit of resistance. When you get an occasion in which you're able to, shoot Air Man with the Spark Shock.

Seven hits with the Spark Shock will kill Air Man, but remember that he is one hell of an aggressive cookie sometimes. After two or three tornadoes, he will hop over to the left, and then later to the right, but so long as you aren't on one of those sides, it's a perfect opportunity to catch Air Man off guard and hit him with the Spark Shock. Play this fast-paced battle out defensively if the push comes to shove, and you'll emerge lucky.

```
[[[-----]]]
+++ SEE FIRE'S ENGULF +++
{{{=====}}}
+++ CRASH MAN +++
[[[-----]]]
```

Crash Man was the toughest boss of Mega Man 2, but he's just... kinda old this time. Of course, he's nearly as fast as Quick Man and will run toward you and shoot bombs down below them, but he goes down so easily that he can't really warrant too much challenge. The only difficult is his main weakness, the Hard Knuckle, and that's hard (in two different ways) to use to its full extent.

All the same, I can beat Crash Man with 14 energy points remaining. Try to get a bit close to Crash Man, but not quite all the way there. It'll take four uses of the Hard Knuckle, so when he jumps, immediately slide under him and send a Hard Knuckle his way. If you're close to him, you won't have any trouble hitting him with that fist.

```
[[[-----]]]
+++ ARE YOU READY?! +++
{{{=====}}}
+++ FLASH MAN +++
[[[-----]]]
```

If you've played Mega Man 2, you'll remember what Flash Man's repertoire is. He'll freeze you, then he can shoot at you (although he'll unfreeze the air), and he can jump all over you. Anyway, this room is made up of several steps, kind of splitting it in two. Do not let Flash Man get on top of you by standing still to the left, because then you'll be bounced on like a trampoline, and needless to say, you'll be dead.

Technically, several weapons work well against Flash Man (except Top Spin and Spark Shock, although it's obvious the latter doesn't work, and the former works poorly) but the best one to use is definitely the Needle Cannon. When Flash Man gets to the middle, pluck a few needles in him and then he'll probably attack a little. Alright, that's no problem. If he freezes the background, wait for it to "unfreeze" and quickly make your way to the right! Continue the attack from there and he'll move to the right. Repeat the process. And win.

```
[[[-----]]]
+++ DON'T BE SCARED +++
{{{=====}}}
+++ BUBBLE MAN +++
[[[-----]]]
```

Rule Number #1 of this fight: DO NOT JUMP ALL THE WAY UP OR THE SPIKES ABOVE WILL MAKE YOU DEAD LIKE HITLER! Bubble Man spends much of his time in the air. If you wait for him to attack and then avoid it, and then let him jump and let yourself get to the right by sliding, you will be just fine. Bubble Man can fire some bubbles in the air (how frightening), he can fire his buster, and he'll jump at you (while shooting).

Even with the Buster, this fight is easy. It's like the fight with Toad Man in Mega Man 4, if you happen to have played that. Slide, hit, slide, hit, etc. If you wanna make this fight even easier, the two weapons to use are the Spark Shock and the Shadow Blades. Both can take him in a mere seven hits. If Bubble Man gets really close to you, use the Shadow Blades, and at the beginning (and if both of you are on the floor) use the Spark Shock. By far the easiest fight in a while.

```
[[[-----]]]
+++ UH OH I'M SHAKING +++
{{{=====}}}
+++ WOOD MAN +++
[[[-----]]]
```

Wood Man was one of the most pathetic robot masters in Mega Man 2. Unfortunately, he's one of the hardest in Mega Man 3, although I personally think that Quick Man was tougher. Anyway, Wood Man is just like he was in Mega Man 2: his attacks are even slower than Metal Man's. He's always got a shield up, and he'll charge up four leaves in the air to land on you. Once they start landing, he'll throw the leaves at you and then jump, so you have to dodge three attacks at the same time, AND get in your own attack!

The two weaknesses are Needle Cannon and Search Snake. I prefer to use the Needle Cannon, since it's MUCH faster and will get in the hits accurately and

just plain out better. Wood Man has that friggin' Leaf Shield up early on, so hold back your attacks until the leaves come. When that shield is thrown at you, fire those needles and dodge the shield by jumping. Move out of the way of the falling leaves, and land the attacks on. Stay to the left and dodge the attacks, and Wood Man will only throw the shield twice before destruction.

```
[[[-----]]]
+++ DOUBLE-YOU TEE EF +++
{{{=====}}}
+++ HEAT MAN +++
[[[-----]]]
```

Heat Man isn't as aggressive or rapid as Quick Man or Crash Man, but he's still very dangerous. He'll always start out by using the Atomic Fire on the ground to create streams of lava, and then he'll turn himself into a thread of flame and charge at you (if you keep a distance). Worst of all, what works best against Heat Man is Top Spin. If you hate Top Spin (which is quite likely) then you'll need to use Shadow Blades to damage Heat Man. And that will be even harder than using the Top Spin.

As Heat Man throws out the flames, dash to him and jump over the fire to avoid needless damage. Then when you're next to hit, jump and then hit B but DO NOT HOLD IT DOWN! If you do, you'll burn all your ammo. Then he'll probably turn into flames and dash in the opposite direction. Follow him, and just as he turns back to his own self, use Top Spin again. Repeat this process. You will likely be down to just a few bits of energy after this fight, but it doesn't matter since it's restored after this fight.

```
[[[-----]]]
+++ TO BE OR NOT TO!! +++
{{{=====}}}
+++ TURTLE LAUNCHER +++
[[[-----]]]
```

This is possibly the easiest boss in the entire game, probably even moreso than Top Man, and that is saying something, if you ask. Turtle Launcher is a small UFO-ship thingy swimming at the top of the water level, while Mega Man is at the bottom. Its weapon is shooting out turtles from its top, which really does not do hardly any damage, and I could have a higher chance of hitting while using the Top Spin while sleeping. Blah.

Anyway, you can't harm the ship per se, but the way to damage it is by killing the turtles. They will go upper-left, to middle-right, to down, to upper-left, otherwise in clockwise fashion. Each turtle will become faster than the other as they come out, but they can be destroyed in one hit with the awesome ninja style Shadow Blades. Just use these versatile things when they get on the floor near you, and that's that. You can't lose this fight easily.

```
[[[-----]]]
+++ WE WILL ROCK YOU! +++
{{{=====}}}
+++ YELLOW DEVIL +++
[[[-----]]]
```

If you've played the original Mega Man, you'll probably remember this one. It's something that comes out in blocks and forms a monster, then takes itself apart and attacks by zooming by. However, it was much harder in the original than it is in this one, since you can SLIDE now, after all. When the rocks start coming, immediately slide under them, unless they're at the very bottom of the floor. If that is so, jump over it.

Eventually, the Yellow Devil will be formed. When the entire body is complete, instantly fire your Hard Knuckle at the small, sticking-out part at the top, which just so happens to be where its eye is when it opens. It'll then take its body apart and zoom to the left, then do the same thing again, but be sure that you shoot two Hard Knuckles per time it forms. When it goes from left to right after that, it'll zoom to it VERY quickly, for extra damage, but I actually had four E-Tanks here, so that won't be hard. Shoot it quickly, and it'll be over.

```
[[[-----]]]
+++ YOU ARE THE ENEMY +++
{{{=====}}}
+++ MEGA MAN CLONE +++
[[[-----]]]
```

This would be the most pitifully easy fight in the game if there were one of them like in Mega Man 1, but behold, there are three of them on different ledges. The true difficulty of this fight is finding out which of these is the real clone, and which ones are just fakes. One of the three, it's just random, although I've found the top one usually starts this off. The only problem is doing all the constant jumping that needs to be made to get to the top.

I tend to start with the top one, fire some bullets off, and then go to the middle one if that didn't work, and then to the bottom. If the bullets connect, immediately switch to the Search Snake. It does the most damage of any weapon in your arsenal, it's accurate, and just seven hits will take this bastard out. Because their only attack is firing a few bullets just like yours off, there will not be any real difficulties in this fight, but use an E-Tank if necessary.

```
[[[-----]]]
+++ BAD DREAMS APPEAR +++
{{{=====}}}
+++ DR. WILY +++
[[[-----]]]
```

Dr. Wily will start off in the ship armored, so you can't just go for the cockpit at the top. He'll attack mostly by shooting fire balls with a cannon at the bottom and occasionally shooting a bullet from the top; overall, it's not that deadly. The cannon is our first target, however. Equip the Spark Shock, and then just jump occasionally (but not all the way, just a minor tap) and shoot at the cannon, and after four hits, Dr. Wily shows himself.

I've found two ways to handle Dr. Wily here. Hold up on the pad on the left and get under the ship, firing Shadow Blades at him (quicker and more fun, but will demand lots of energy) or soar off on the Rush Jet and target him (easier and not as hard on the health, but not as daring or cool). Either way, Dr. Wily succumbs very quickly. On the Rush Jet, just try to soar above him and get to the other side, shooting him from there, if push comes to shove.

```
[[[-----]]]
+++ AND THUS IT ENDS! +++
{{{=====}}}
+++ GAMMA +++
[[[-----]]]
```

Here we are, at the bottom of Dr. Wily's castle, against the robot that he and Dr. Light have been working together on for so long. No time to feel sorry for old Thomas there, it's time to destroy Gamma. Anyway, he's really not a problem at all. Prepare the Rush Jet and soar to the platform on the right, and equip the Hard Knuckle. Gamma will toss out some fire from his head, but it does so

little damage that it's the least I need to worry about.

Hit the middle of Gamma's head four times, and then the armor will break off and reveal a new form of himself: once where it shows the REAL Dr. Wily driving him, but he's more powerful this time. He's got spikes guarding him, he still likes to shoot you, and there's a bulldozer below now, which will ram you and deal out a ton of damage. However, it takes one second to eliminate Gamma. Jump to his head, trigger the Top Spin, and then he'll fall to the floor and beg for your mercy. What a boss, although it's a pity we needed to use the Top Spin.

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### XII. CREDITS

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RICH WOULD LIKE TO THANK:

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- Richard "Gbnness" Beast: Alright, this guy is SEXY. He's a great writer, and he co-authored with Steve to bring you the best Mega Man 3 guide you'll ever read. </shameless self suck-up>

- Steve "Psycho Penguin" McFadden: for a variety of different reasons. First of all, the main reason is for putting up with me when we did this guide, even if I had to push him most of the way (sorry Steve, I couldn't resist ^\_~), and his guides are some of those which make me want to write as much and as well as possible. And last of all, Steve is sexy and thus gets some dog treats. The two of us make up half of the Hotness Personified.

- Jeff "CJayC" Veasey: running GameFAQs, the main site I submit to. Thanks a lot for the site and all, if not for this place I would not be writing, I guarantee you.

- Stephen Ng: being the FAQ editor of yet another amazing site - IGN. I did an exclusive for the site, and enjoyed it quite a bit. And making my way further up there. :D

- Jason "Honestgamer" Venter: running HonestGamers.com, the third site that I submit my FAQs (and reviews to). An awesome site as well.

- Colin Moriarty & Trace Jackson: great Mega Man pros. Check their Mega Man work out yourself, you won't regret it for a while.

- Nick "SinirothX" Henson & Rebecca "Karpah" Skinner: The other half of the Hotness Personified. Good two friends and great support.

=====  
STEVE WOULD LIKE TO THANK:

=====

- Rebecca "Karpah" Skinner: She is easily the most beautiful woman on the entire planet and happens to be the love of my life as well. :D I am so happy I found her, and we have been going out for well over 19 months now. She motivates me like no one else can. I love you Becky. :)

- Richard "Gbnness" Beast: A very sexy guy and a great co writer! Put up with me slacking off on this guide for a long time. Thanks, brudda man!

- The other friends on the FCB: Ryan Harrison, Nick, uh... yeah, but you guys rock!

- World of Nintendo, Mega Man 3 instruction manual, and MMHP: For various information.

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