## Mega Man 3 FAQ/Walkthrough (w/ DaLadiesMan)

by Gbness

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I. INTRODUCTION

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



II. LEGAL DISCLAIMER

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

balls off.
Love, Rich and Steve
III. CONTACT RULES
Rich's
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!"
"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!!!!!!"
I will laugh at such e-mails and delete them. So if you're not just playing

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.

a friendly joke on me or something, don't bother with that crap cos I've been

through with it too much.

Steve's

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

One last note: Only email me about the game at 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, thats 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.

## IV. BASICS/CONTROLS

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VERY BASIC

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Here is just a section where I break down the basics of Mega Man 3. It's not a terribly complicated game. Stages themselves are pretty simple. You are Mega Man, and you can shoot enemies, collect power pellets, and complete basic platforming stages. Once you get the hang of it, you will find that the game is different than your average platforming/action/adventure game for a couple of reasons.

- 1) The game starts off on a menu screen. You can select which of the eight bosses you want to fight first. Hell, you can do the first eight stages in any order you want. This game is also unique in that there are four additional stages before the Wily Castle, that you can also choose the order of which to go to. Only the Wily Castle is linear.
- 2) When you defeat a boss, you gain control of their weapon. Each boss is weak against another boss's weapon, hence the non-linear stage progression. Finding out the weaknesses and doing the stages in the "proper" order has always been one of the strong suits of the Mega Man series.

Now that you have that down, here's a quick rundown of everything.

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ENERGY

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You, and your weapons, start off with full power each time. You get three lives, as well. Refilling a weapon requires a blue energy pellet, while refilling your energy requires a white one. A small energy pellet gives you back three energy bars, while a big one gives you back much more.

Press START at any time to see your Weapons Box. Then press the control pad in any direction to move the flasher. When the item you want is flashing, press START again.

Arm Cannon - Choose this to fire Mega Man's arm cannon. The bar shows how much energy you have left.

Chances Left - Shows how many more chances you have to succeed.

Reserve Energy - Choose this to fill up the energy bars in all your weapons. Get more energy by picking up Energy Tanks during the fight.

Robot Master' Weapons - As you defeat the Robot Master, you gain their weapons and the bars stack up here. Choose the weapon you need for the counterattack and go to it! An Energy Bar for the weapon you're using appears to the left of your on the game screen.

RUSH

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.

STORYLINE

"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!"

-----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

- 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. V. WEAPONS This is probably all the information you'll need to know about all the weapons in the game. // ~+~ 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. // ~+~ 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 ||

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||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.
// ~+~ 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,
                               1.1
||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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// ~+~ HARD KNUCKLE ~+~ | FOUND: HARD MAN \\

VI. WALKTHROUGH (ROBOT MASTERS)

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.

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.

You'll find an enemy I call a Swinger above. You'd better get used to these things, because THEY'RE SO COMMON AND THEY HURT... \*gets an iron ball throw at head\* See what I mean? Jump to one step below the Swinger, then wait for it throw the iron ball, then let loose some bullets and you'll never get hit. BOW DOWN BEFORE THE GENIUS!

Jump to the next ladder and climb up, then you'll find several platforms, and iron balls ahead... those don't look good. Jump to one platform and UP AND AWAY! Oh, where were we? Don't let them go all the way up! Jump to the first, then to the second, then fall down to the third, and then jump to the fourth and quickly hop over to the ledge. Then jump across the gap, unless you wanna be a prisoner to despair. Heh heh heh.

One of them twofers which create electricity is on the next ledge. When it's on the right and buzzing, jump over there, and the electricity will be off. Repeat with the next ledge and climb up to find a scary Metool Bulldozer...:( Actually, it's not scary or tough at all. Wait until it's on the right side and then goes to the left, and it won't touch you once. Man, am I smart or what, I amaze myself.

Amaze your own self by taking out the Rush Coil below the ledge above, then hop on and you'll be up on that ledge, and can grab two large pellets of energy and ammo. WHOO YEAH! Hop back down and then climb up the ladder to the left, and it'll be the attack of the Walking Eyeballs! Too bad they're all easy, especially at good distances.

Walk over to the ditch and you will start falling... and falling... and falling. Eventually you end up on a large path. Follow it to the right and then you'll find some blocks appearing. This is what I believe to be the toughest part of the stage. DO NOT LET MORE THAN ONE OF THESE BLOCKS FALL ON THE GROUND OR YOU'LL HAVE TO BE CRUSHED UNDER THEM AND SUFFER THROUGH EXTREME DAMAGE! I'm warning you.

Quickly shoot them down and you'll get to a ladder on the right. Climb down, and you'll find a wall. Hmmm... how to get under there... \*holds down the Down button and then hits A\* Oh yeah, slide under it! The next part I can hardly give a walkthrough on, sadly enough. It'll be more platform jumping with iron balls above you. Just jump off when the platform is high enough, and FOR GOD'S SAKES TAKE OUT THE METAL LARVA! After that, you'll reach the boss gate, let's rock!

Spark Man's stage is made up of a few steps and one really high one, which sort of seperates 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.

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...

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 oooh, 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 upperleft, 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

you had nothing to lose but your spare time. This time, you've got your life to lose because of the pit!

...And to top it all off, there's a magnet. Anyway, jump to the platform in front of you, then to the right (avoid the magnet) and jump as high as you can to the left, and then to the right, and on the pillar. Jump to the platform that immediately forms, then to the right, then the left, and then the right, and if you're good you'll make it to the ledge in a single jump. Now climb up that ladder!

You'll see a lot of shiny pellets to the left... ignore for now, and continue climbing to find a series of bombs to the left, and what I call a Top Blaster on the platform above. Jump to the platform, then gradually fire at it to destroy it. Then jump to where it was, and then to the ladder below. Climb down, slide under the pillar to get the ammunition pellets, then climb down the next ladder to find two large pellets. Good, I was back to full health now!

Slide under the next pillar to get to the ladder, and climb up and then take out that Top Blaster we dealt with earlier. Then jump back over to the upper ladder to find an Air Aimer. Don't worry, it's easier than the last couple. And directly behind it are the boss gates...

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.

Afterwards, you're given the Magnet Missiles, one of the best weapons in the game, easily.

Easily one of the better stages in the game, Hard Man's stage is probably one of the easier stages, although it has nice enemies. Head forward along the path and a Hive Boy (I like to call them that) will drop a beehive on the ground which releases a bunch of bees. Shoot 'em all down as quickly as possible, the bastards!

Continue along this path and you'll encounter several of them. After killing them, climb down the ladder at the end and move over to the right and climb up the ladder. The green floors here have wood inside them which goes UP when you walk across it, simultaneously damaging you. Get the energy pellet on the left, then climb up the ladder above.

You'll find a Swinger above. Smack his balls normally, with the Mega Buster, although if you want to play it safe you can use Magnet Missiles or the Rush Coil to damage him. After it's destroyed, use the Rush Coil to get to the ledge above and walk to the left, then climb up the ladder. Along here are a bunch of Climapes (nice name, eh?), a bunch of monkeys which climb up and wait for you to pass under, so they can land on you.

The first is easy. Wait for it to climb up, then shoot it several times, and it won't even do anything. Then proceed to find another one. To easily kill it, use the Magnet Missiles, which once again, seriously rock. Climb the ladder at the end of this path, and on the left you'll find a Swinger guarding a large energy pellet. Shoot until it prepares to fire, then get out of the way, and once it's dead, grab the booty.

Climb the ladder, and you'll find another Climape. Use the Magnet Missiles to kill it, jump over the green parts of the floor to sustain damage, and then climb up the next ladder (DAMN THESE LADDERS) and jump to the floor. Slide below the pillar, and to the right is a Metool Bulldozer. Wait for it turn around, then attack its head. \*yawn\* It didn't even attack.

Beyond that is another harmless Metool bulldozer (on the higher ledge). Destroy it and head forward to find an E-Tank, hooray! Ignore the lower path, since it's just a waste of time. On the left is a Metool. Kill it, and then head up the ladder. Make sure that the Metool on the right doesn't hit you on the way, and continue to climb up. The green parts of the floor above are just as dangerous as they were earlier. Be careful.

And to make things worse, Hive Boys will drop bees on you! Grrr... \*bear growl\* Anyway, constantly jump to avoid the wood, and ignore the bees. You have an E-Tank, right? Little worries about health. Climb down the ladder to the right, and then you get to fight another Protoman clone. If you didn't use that last E-Tank back there, this will be a good place for it.

Still, this is just as easy as the last one, as the Spark Shock and regular shots from the Buster can easily take it. After that, a hole in the floor opens. Jump in and grab the energy pellet on the right, and below you'll find a new enemy I call the Air Head, since it has a big head, that's full of air. And it jumps around a lot! When it opens its eyes, shoot at it and it'll be gone in no time. Then the floodgates... (I mean the boss gates) open...

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.

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 \$~=-+=-=----\$

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

collect the 1-Up and power pellet for your troubles. Then go down the ladder to the next area.

Here, it's a simple three stair staircase with two hard hat enemies that shoot out three diagonal shots when you get near them. Avoid their shots easily and shoot them when they open up. Go down the ladder, and fight the Pissed Off Pussy. Pissed off Pussy shoots off two pink balls that move back and forth. You can shoot them and eliminate them, but its not worth the trouble and she'll just shoot out more anyways. Kill her then move down to next area.

Follow the path left, then down, and right. Here, you'll see another Fat Top Dude waiting to be knocked the \*\*\*\* out. Jump up the platforms, avoiding him, then shoot him many times before he shoots out another top. Yawn. The next screen has another Pissed Off Pussy, only she's a little easier this time because there's no wall behind you, the pink balls just roll off screen. After she shoots off 2, she'll shoot off three gray things that move back and forth. Kill her quickly, then move on via the ladder. Here, wait for the Hard Hat to fall off the ledge, then kill it. Navigate carefully between the platforms, collecting the power pellet, then jump up the ladder, taking it up to the next screen. Here, you have to slide under two platforms, while a Fat Top Dude is at top. Wait for him to shoot a top, kill it, then slide under the platform quickly. Repeat for next platform, then take care of finally at top.

Move right, and you will be in the sky now. Right the platform that goes up, and jump to the next platform that moves down. Repeat this twice, then you'll be up to the boss lair at last.

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!

After the battle, you'll get Top Spin, which is pretty much the gayest move in the history of Mega Man games. You literally spin in mid air when you use it. How.. thrilling. It doesn't even work properly half the time. Was giving Top Man a cool song and bad everything else a Capcom joke or something?

Shadow Man has a cool ninja kung-fu like pose. Very cool. The stage theme ain't that awesome, although a lot of people do indeed enjoy it. When you enter, you can either jump down the left or right holes. It doesn't really

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

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!!

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..

When you enter, go right and you will see this little eye thing that shoots down three waves of fire. You can't really kill it, so stand in between the fires to avoid getting hit. You can kill the next one, as well as a cute little penguin (penguins totally kick ass and are the best part of this stage), which shoots off meaningless things which you should be able to shoot anyways.

Moving on, you should be able to kill all three fire shooting eyes and a penguin before they even touch you, if you're good like me. But since you're probably not, try to kill a couple and avoid the fire of the other one. Then, jump over the penguin's shots and fire at him a few times to dispose of his cute self.

Jump over the platform, then kill another fire shooting eye. A penguin awaits as your next victim, followed by a fire shooting enemy. Jump to the next platform and kill another fire shooting eye. Jump to the next platform, kill two fire shooting eyes and a penguin, then jump to the next platform. Kill the fire shooting eye, jump, and kill another one. Jump, kill another one, and jump, followed by another one. Sigh. Finally, two more fire shooting enemies and a penguin, and you're done.

Proto Man awaits in the next room.. but he just comes down and stares at you for a second, then leaves. Weirdo. Fall down the hole to the very left, you should be able to squeeze in for an extra life. Rush Coil can be used to get the power pellet if you need it. Here, you will see little orange dots that can be shot at. When shot at, fish appear, so kill them too. Your objective is to shoot a straight line straight across, then slide through it. Same for the other part. I don't know how to get that box easily, sorry.

Go up the ladder, and this part is easy. Jump up the two little dots, fire through the two dots, then slide underneath it. Go up the ladder. This one is a tad trickier.. use Rush Coil to jump up, then shoot and slide through the dots. Move right, and avoid the blue hornets. OMG ITS THE HUGE PENGUIN. My avatar at MaddenMania is based off this guy, since he looks like a Psycho Penguin. He shoots things out of his tummy, so avoid them and keep shooting at his head.

Moving on, jump up and slide between the two holes. It's another huge penguin, yay! Fall down the hole, use Rush Coil to get the power pellet if you want, then fall down another hole. Here. Rush Jet helps. If not, use Rush Coil to jump up, then jump carefully between the small platforms. Make a few more jumps, and don't worry about the blue things below as their shots tend to hit the platforms you're standing on. KIll or avoid the hornet.. wait for it to leave before making more jumps.

Keep jumping carefully. Once you get to a spot where you need to slide carefully, KILL the hornet and then slide down carefully to the next platform below. Make a few more careful jumps, waiting again for the hornet to disappear before moving on. Again, careful jumping and waiting for hornets to leave is the key to completing this section. After the last few jumps, you will get an energy tank for your troubles. Go up the ladder. Two red robotic puppies await you. Stand there and wait for them to come to you. Go up the ladder, stand on the ladder and fire right at the enemy to kill it, then enter the boss chamber.

 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.;)

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.

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.

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

drop their heads on you, and you will meet the cute pole vaulters for the first time. They come near you, jump over you with their pole, and turn around. Easy to defeat, but hilarious all the same. Go up the ladder. Here, shoot the creature and jump over his ball when he throws it. Six well-timed shots should take him down.

Go up the ladder, and then jump on the platform after the guy throws a chain and ball. Jump immediately up to the right hand ladder, and take the special items, whatever they end up being for you. Back down the ladder, kill the enemy, then take the ladder to the left side up this time until you are at the next screen.

Another gigantic snake awaits, so take care of it before moving on. Kill two pole vaulters, make a tough jump (get to the ledge before jumping), and kill another pole vaulter. Get up the ladder for a large power pellet if you need one, then go down, kill another pole vaulter, and go up the following ladder. Kill the spider, then jump on this ladder and take it up to the next screen.

Another level that goes into the sky.. Top Man did too. Oh well. Jump on the green thing. You need to jump from platform to platform, bringing up these moving platforms. Avoid the flying enemies along the way, and time from platform to platform. Soon, you will finally be to the boss lair.

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.

So, this is Spark Man II's stage... although it don't look like Spark Man is anywhere to be seen. The stage isn't as boring as it was the last time though; so that's an added bonus. Anyway, first thing you might notice is that the ladder to the right is gone. Hug the wall on the right to wait for the Walking Eyeball to come down, and then shoot it. Now use the Rush Coil to get to the ledge above, and then go over to the ladder.

They made it longer, eh. Destroy the robot on the way by shooting the Gemini Laser at the wall; that's the only way to destroy it that I know of. When you reach the top of the ladder, you'll find gears spinning everywhere, and robots

passing through and splitting fire. Get between the fire to make them fly, fly away (and not come back, hopefully) ignore the first gear and walk to the right. Try and destroy the next robot that passes by, or just wait on it.

After that, jump to the next gear and then over to the ledge on the right, and jump to another gear so you can shoot at the next robot. Bah. After it's gone, use the Rush Coil or the gears to get to another common day ledge. And thus we get faced with gears over troubled void. No robots passing by though, that's a good thing. Jump across the gears carefully, making sure they don't turn you into the abyss. I feel like a piece of trash now.

When you get to the other side, climb up the ladder to reach the next screen, where you have to use gears to cross a spike pit. Geez, we just did something quite similar. Continue to jump across the annoying ass clown gears, and then climb up the next ladder. Good, no more gears! ;) Head a bit over to the right and shoot down the Air Aimer on the right, and then slide under a wall above.

Here we go. Another Air Aimer. This one's a bit tougher, but just aim for its missiles if it fires, and then hit its body. Slide under another wall after you do that, and... a door? Wow, we're about to face the boss of Spark Man's stage already? Nope, in fact, this marks the halfway point of the stage. Enter into this door, and then we'll find an old adversary (well, sort of) downloading himself into a new, improved robot body...

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.

We now have the awesome new weapon, the Metal Blades! ...Or not. We don't get a single new thing from Metal Man, but I suppose we don't need one. Open the door behind where Metal Man originally stood, and collect the large energy pellet there. However, there's a large pit on the right with spikes all over it! OH, WHAT DO WE DO?! WE'RE TRAPPED! AHHH! IT'S ALL OVER! PLEASE, GOOD LORD! HAVE MERCY ON US!

More sarcasm. Gotta love. Slide under the wall and fall into the pit, just between the two walls of spikes. When you reach the next screen, fall a bit over to the left, but not all the way, of course. From there, just continue falling. The spikes on the right will \_almost\_ touch you, but not \_quite\_, and that is all that matters. We will then land at the second half, and the smaller half, at that, of Spark Man's new stage.

The first part is tedious enough, though. Head to the right and what do we find? Metal Larva and Shockers. As usual, the Shockers cannot be harmed in any

way, while the Metal Larva can be damaged when they're fully put together. Do this for the Metal Larva while jumping past the Shockers when they move to the left, and then continue going to the right, while jumping steps and trying to dodge the Shocker on the small step onward, although it's not easy.

After you get past that, mindlessly continue going to the right and shooting anything except Shockers that get in the way. Eventually, you'll reach a new screen, this one being the trash block one. It's not that bad, but this time we have to make lots of finicky jumps, and the last one is just plain evil. Now, for the schtuff. When the first trash block falls, jump on it and move to the other side.

Continue jumping to the right while shooting down the blocks as quickly as you can, and when you reach the final part of it, immediately shoot down the block that falls, and then a second one will fall, although the first one is gone. Jump to this one in a matter of SECONDS, before the next piece of trash falls upon you. Good, that's worth a sigh of relief, because you can now bust open a door leading to the real boss.

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.

Well, we got past that one stage, but we still have three to go. And I (Rich) am going to help you through this, so don't y'all love me?

Now this is a good way to begin Needle Man's stage. We're on the roof of the factory (I think) at night. All the second stages seem to be the darker than the first ones, in some way or the other. To start us off, head right to find a porcupine shooting needles at you. No problem, use the Gemini Laser on it to kill it, then jump over the step, fighting off the next few porcupines along the way.

Continue fighting off porcupines until you reach a ladder. Climb down and head over to the left, and then climb down yet another ladder to reach the lower floor. Slide past the needles before they hit you; these can be quite a pain creator. Get past these, and before jumping to the next platform, wait until the needles are just about to lower themselves, or you'll get hit. Then slide a bit to the right, being careful not to go over the ledge. That's something

we do not want.

Jump to the next platform, avoiding the needles in the air, and prepare your Rush Jet. Now bring the 'Jet UP, and as high as it can go, so that you don't get hit by the needle as you drive the jet to the left. Land and collect the large energy pellet along the way, and then jet over to the right, above the needle. Now get up to the ladder using the Rush Coil or Rush Jet, and climb up to find yet another annoying porcupine here. Shoot, fire, blast, let it rot.

Now, we have to do a bit of Rush Jetting for full effects. Use the Rush Jet to rise high into the air, and collect the extra life at the upper-right. Once you do that, Jet or Coil over to the ladder on the left, and climb up to a new screen. From here, use the Rush Coil to get to a platform with an E-Tank (will be very useful, because of a tough boss) and climb the next ladder. Take out yet another porcupine, and then bust open the doors...

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.

Before you press on into the next room, SWITCH TO RUSH JET. That's important. In the next room, you'll find a weapon energy pellet in front of you, and that's exactly the point: we need the Rush Jet's energy as high as possible. If it is cranked up to the max, all so the better. When it is, kill the dragonfly and the Parachuters on the way, and launch off on the Rush Jet, while careful not to get hit by the zooming dragonflies.

Continue to the right, looking for ledges along the way. There will be one or two with a weapon energy pellet, and near the end, a ledge you can slide to with a weapon energy pellet, but to get that, get off of the Rush Jet and to the platform below, sliding to the pellet on the left, but careful not to go off of the edge. Then slide over the other way, and continue Rush Jetting until you reach the ladder on the right side.

Once at the top, use the Rush Jet to get over to the ladder to the upper-left side, and climb up to another top side of the factory. This place is getting on my nerves by now, but it's almost over, don't worry. Head to the right and get rid of the porcupines along the way, and go to the next screen to find OMG THE BIGGEST METOOL EVAR! Its weak spot is the "+" on its head, but it'll blow balls (I'm not kidding) and will spit Metools at you, so those might be a priority.

Shoot the Metools on the way as they run toward you, and jump to hit the "+" of the big one's head, and then go past it. Jump up the platforms here,

careful to avoid the porcupines on the way. Jump from the top of the bottom after those are past, to find another giant Metool. This one, I destroyed before it even rose to its top. How sad. Anyway, once you reach the next screen, hold the fire button down before the porcupine curls up, and collect that handy energy pellet before the boss. The easier one, that is.

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.

This is the second time you're going to Gemini Man's stage, and this place is just as evil! Anyway, fortunately (or maybe not), it's Rich who's gonna walk you through this spooky place. Oh yeah, and the music here is very cool. Very good, worth pausing the game to listen to, actually. Anyway, I suppose Steve has told you thus far that there are tons of jumps here which need to be made. And the robots, this time around, are even more annoying.

Just when the robots in the air descend, fire a few shots at 'em with your needles (actually, the Needle Cannon works well, but I used the Buster though). Anyway, the first part of this place isn't hard in the slightest. There are some robots on the ground, but they're extremely easy to destroy, just so long as you jump out of the way. If you do that, they cannot scratch you. It starts getting back at the small platforms.

Do not make careless jumps here, or you're in trouble. Once across some of these, robots arrive. TAKE THEM OUT QUICKLY OR YOU'LL BE IN SUPER-DUPER TROUBLE! Jumping into them nearly guarantees that you will die. After a few of those, it gets easy again. At the end of this long path, jump into the hole that Proto Man/Break Man made a while ago, and then hold down the left button as hard as you can to get the Mystery Box on the left. Suh-weet!

Anyway, this place is just as fun as the first trip was.;) Head to the right and destroy any robots that get in your way, and you'll find all those small round things which bring forth the Fairies. As usual, kill all of them, and when you've got all in the way destroyed (with a small bed of spikes to the left), jump across carefully. Then continue to the ladder on the right.

What is our reward for our patience with blasting those things apart? You guessed it, more of them. Head to the left and then destroy as many of them as you can to create a clear path to the right. At the end is just a bunch of Top Droppers, which can easily be avoided by sliding. At the end of path is finally Flash Man, whoo-hoo!

If you've played Mega Man 2, you'll remember what Flash Man's repetoire 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.

What, I get no energy pellets? : (Eh well, this is a checkpoint so you hardly need them. Continue to the right, and fire at the Runners on the way. Then eventually you'll get to that lake you saw near the end of Gemini Man's stage (the first time around).

There are two paths you can take to get to the far right side: the upper and lower one, using either the Rush Jet or the Rush Marine respectively. Either way, you need no walkthrough, since it's just simple. If a Top Dropper or Shark Sub gets in the way, just shoot. It's not very difficult. ;D At the end of the line, pause the game with the Start button to get rid of either the Rush Marine or Jet, and slide under the wall.

Here you'll find two Top Droppers. If you want to play it safe/have low health, avoid the dropping of their heads, and use the Magnet Missiles. One other thing: you are underwater, so you do not need the Rush Coil to jump to the ladder on the left. Once you're on it though, climb up to find a huge cave filled with Runners! This isn't as hard as it might sound, though, since I did it without getting hit once. Just keep moving to the right and climbing the ladders for "shelter", or you'll get attacked.

Repeat until you reach the ladder on the right, and climb down to find another small cave. But there's a bed of spikes below, and some Runners! Don't worry, just jump to the right and hit the Runners that get in your way, and jump to the right to quickly get to the ladder. Once down, you'll find Bubble Man's lair at the gates to the right.

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.

Whoda thunkit, the harmless lava river is replaced with a huge row of spikes, and when the lava river was harmful in Shadow Man's stage, it's there. And spikes are everywhere. This place rivals the trip to Air Man and Crash Man's rebut in Needle Man's stage in how annoying it is, seriously. Anyway, get out of the way of the spikes and jump to either the left or right and then move to the other direction quickly, or you'll die in a bed of spikes, not a bed of roses.

Fall down and you'll reach the platform we remember. To the left is a huge column of spikes. Jump as far as you can to the left, and then immediately go as far as you can to the RIGHT to avoid some spikes, and you'll find our good pals the Walking Eyeballs. Who are also just as easy to kill! Head further to the right and you'll find some more of them, and ladders between spikes (just make small jumps and you need never fear the spikes).

Continue to the right and you'll reach that lair where you found Proto Man/Break Man. Only now he's replaced with an Air Head (hi buddy!). If you don't destroy it before it gets to the far right where you're on, just slide to the left quickly (don't let go of the A button, by the way) and drop into the ditch. The next parts are just comprised of a few Walking Eyeballs getting in the way, nothing life threatening.

The next area is where things start to get dangerous, though! The lights have gone out and there's nobody to hold our hands... well, I'm holding yours through the guide, in any means. Take out the Steel Charger below, and then quickly jump up the platforms and get to the ledge on the right. Kill the next few robots on the way and you'll see some more platforms, but over a pit this time. Although it may seem tough, it's not hard in the least. First of all though, equip the Magnet Missiles!

Jump to the first platform, then to the next, and then continue this easily until you reach a platform above another one! Just jump to the lower and then jump up and you'll pass right through the bottom of the upper one and land on it! Pretty weird, but just jump to the next ledge on the right. The next few enemies are very easy, just a few Walking Eyeballs and Steel Chargers. You'll quickly get to Wood Man's lair.

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.

Leave this room and you'll see a big energy pellet! The next small part is comprised of a long, narrow path with three Swingers on the way. For the first one, I've never been more proud of my ability to slide. Once it's done, the next two can be taken out by simply jumping to shoot when they turn on, and then waiting for the iron ball to pass you. It's nothing that you should get hit once in.

The next area gets tougher! You'll have several Dark Parachuters to fight, as well as some Jumpers. Take out the Parachuters FIRST (the Magnet Missiles work well), and then take out the Jumpers, but be careful not to fall into the lava as you make jumps. Refill your Needle Cannon with the small ammunition pellets a little bit ahead, and you'll find an Air Head. Kill it with the needles, and then run into Heat Man's gates.

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.

This is by far the shortest stage in the game. All in this level is just another fight the Protoman clone: Break Man. He fights just like all the other clones, so all you have to do is get in a few hits, then he'll run away and you can easily target him. He barely even attacks, so this fight will be over in a few minutes, you don't even have to use anything but the Mega Buster. After that, watch the small cutscene, and you'll be in Dr. Wily's scary castle...:(

So basically, we have to go after Dr. Wily because he betrayed Dr. Light for the second time, and he's stolen Gamma. So now, it's time to give him a good kick in the ass, eh?

Here we are at what seems like the seashore or something... anyway, start with the Rush Coil to get above the wall on the left, and then jump to the other side of it to collect an extra life there! Always helpful. Now use the Rush Coil to get to the other side of the wall again, and jump up the steps on the right, taking out the Top Shooter on the way. There will be two mountain-shaped steps like these, both with a Top Shooter on top (puns ahoy!).

At the very right side of the line, jump to the ladder, but don't climb down. Instead jump to the platform on the right to find an E-Tank! Use the Rush Jet if you have to, but it's just plain worth it. After that, climb the ladder down yet again, and you'll be underwater. Told you it was at sea. Oh say, can you see, by the Richard's early advice and wisdom? So, see by it and take a right to the next screen.

This area will give us some annoying spike jumps to make, but it's not too bad, since you can jump much higher while underwater. Jump as far as you can while holding the right key down, and just get to the other side of it. Here you will find a bunch of fairy-fish like things, to be honest I really can't make out what they are. They look like the genies from Gemini Man's stage, really. Take them out in one hit if they get in your way, and finally climb a ladder out.

From here, you can use the Hard Knuckle to break down the walls on the left, but it really isn't necessary, since it's just large energy pellets. Continue to climb until you reach a new screen with three walls, one with an E-Tank, at the very top. To get it, simply break the wall at the bottom-right to collect a large energy pellet, and then use the Rush Jet to get to the top and the break a wall down there. Then you have yet another E-Tank. Sad.

Anyway, continue climbing the ladder, until you reach a platform where you can see a Swinger to the right, throwing a mace. It's easily dodged, though. Just use the Magnet Missiles to hit him while you stay away from him, and then slide to a platform below, jump to the ledge where the Swinger was, and jump down to the area below. Continue to shoot at another Swinger on the way, and then you'll find another wall, with a Swinger on top. When the eye comes on, shoot it with your Magnet Missiles. The Gemini Laser also works, but don't use the Rush Jet yet.

When it's GONE, use the Rush Jet. Soar to the top of the wall and then climb the ladder, and you'll find a large empty room, with appearing and disappearing platforms, official return from Magnet Man's stage! Much easier than that, if I made it sound hard. Three platforms will appear to the left; just use these and jump to the platform above to collect two large energy pellets, and then wait for a platform to appear at the bottom-left, right below the ladder. Once it does, jump there and climb the ladder. Now just head through to the boss door, and fall underwater...

 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.

Now this is a rather unusual place to begin a stage. Like, right on top of one of those red platforms from Shadow Man's stage. Anyway, just jump up and you will be faced with the option of taking the left or right ladders. No matter what, take the one on the left, as it leads to an extra life. You'll find a screen with two weapon energy pellets along the way, but just ignore that one. Continue climbing the ladder until you reach a long ladder on the right, and an end to this one.

Jump off and land on the platform to the right, and try to avoid the red platform on the right, and slide to the extra life on the right. Trust me, you like to get every extra life you can. After getting that, slide to the ladder on the right and climb to the top, and then jump to the ledge on the left, crossing it and reaching the next ladder at the far left side. Climb this up to the top, to find a rather tight area right up ahead.

Slide through it, before the logs from Hard Man's stage come down on you. They always hurt, you know. The next and last part of this stage will get you to jump through a large pit full of spikes, jumping across green platforms with logs that will come out from under, and bees that will come over to you. Nostalgia of Hard Man's stage, eh? Continue to jump up to the top side, while making sure you do it all quickly, so that you don't get hit from under you. The worst part to get hit, if you ask me!

Continue to jump down to the bottom area and collect the pellets there, and now we get to do a little ride across troubled spikes, using the Rush Jet. Start by pulling it up, and along the way collecting an E-Tank. Then bring it down again to collect another E-Tank along the way. Now pull it up, until you find a higher ledge with an area to slide down into. Do this to get in there, and then just jump down to the floor and enter to the door. Rebirth of Mega Man 1?

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.

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

spikes, and continue to jump across the platforms until you reach a ladder...

...and yet another new, long screen. This I'm getting kind of tired of, y'know? Short, though. Jump to the first platform, and when a tiny piece of ledge comes from above you, jump onto it, and then to the third part when it gets near you, and from there you can climb a ladder and find the boss doors. Do NOT lose to the boss, or you start back in the Air Head room. That I don't want to do. Although you can always use the Rush Jet to get to the upper section, break it down with the Hard Knuckle, and collect two mystery boxes...

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.

Now on to the second zone of this...

This first room immediately presents us with the privilege of restoring much of our weapon energy. Always an added bonus. Build up the Magnet Missiles, Hard Knuckle, and Rush Jet, particularly. After that, jump into the hole on the right, where you'll find a trash man who will form a block of trash and throw it at you. Reminds me of Spark Man's stage. However, it's easily taken out with the Shadow Blades or the Mega Buster.

After doing that, head to the left and fall into the ditch there, and move to the right. You can fall onto any of these ledges: one with four small energy pellets, one with a ? box, and one with a large weapon energy pellet. Or you can use the Rush Jet to get all of them, if you want. That always works. Anyway, after you get the stuff here that you need, jump to the floor and slide forward to the next ditch.

This is a pretty small room. A trash man will jump out as soon as you go on just a bit, and then one will also appear around the end. Just kill them with the buster or the Shadow Blades, and then take the next ladder down, taking a left and falling into yet another ditch after you land. WHEN DO THEY END?! Oh wait, just there. Take a right and enter the teleport there, and you'll land into a large room with eight more teleports.

We now have to fight clones of the other robot masters, from these teleports. They'll all be pretty easy, so just refer to the bosses section if you have any realistic troubles with them. Note that all of them are weak against their own weapon, so they're much easier this time. After you're finished with them, just take the door on the right, and power up the Spark Shock and Rush Jet with the

pellets in here, lemme tell ya... the teleport leads on. Wow. A stage without a real boss.

Quite possibly the longest stage in the game... or not. Starting off, the room is full of energy pellets and has two? boxes in it, so pick those up along the way. Make sure that the Spark Shock, Hard Knuckle, Top Spin, Shadow Blades, and Rush Jet have a bit of energy in them, at least. When you're ready, slide through the small openings and enter the large opening at the bottom, and then a large robot will approach...

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.

Dr. Wily then falls out and surrenders! ...And then shoots his head out and shakes it on a long coil of wire. Yep, it was just a dummy. Well, that sucked. So now it's time for the real thing.

In here, you'll find two ? boxes on the floor, some energy pellets on the few platforms above, and you can use the Rush Jet to get not only an E-Tank, but an extra life. With those, you'll be more than prepared for Gamma, although he is really easy enough without them. Just open the door on the right, and there you are, faced with a giant robot.

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.

Enjoy the ending after Dr. Wily is captured. You should also try Mega Mans 2, 3, 5, and 6.

VIII. ROBOT DAMAGE CHART

What the hell is this section, one might ask? Well, this lists all of the robot masters, and how many hits it takes to kill all of them, for every weapon! Clever, eh?

+-=-+-=-+-=-+-=-+-=-+-=-+ | SPARK | MAGNET | HARD | TOP | SHADOW | GEMINI | NEEDLE | SNAKE| | ~MEGA~ | 28 | 14 | 28 | 14 | 28 | 28 | 28 | 28 | | N/A | 28 | 7 | 28 | N/A | 28 | | ~SPARK~ | 7 | 4 | 28 | 28 | 28 28 ~MAGNET~ | N/A | 7 1 14 I N/A I +======+===++===++===++===++===++===++===++===++===++===++===+ | 7 | 3 | 14 | N/A 14 14 7 | N/A | N/A | 28 | N/A | 7 | | ~TOP~ | N/A | 28 | ~SHADOW~ | 7 | 28 | N/A | 28 | 7 | 14 | 14 | 14 | | ~GEMINI~ | 28 | 7 | 28 | N/A | 28 | 7 | | ~NEEDLE~ | 14 | 28 | N/A | 28 | 28 | 28 7 7 | ~SNAKE~ | N/A | N/A | N/A | 28 | 28 - 1 28 

IX. ENEMIES

I don't really know the names of any enemies, so I just made them all up.

Name of Enemy | Ape Hit Points | 8

Stage Location | Hard Man

Description | They hang on then jump up at you. Name of Enemy | Bee | 1 Hit Points Stage Location | Hard Man Description | Just flies around harmlessly. Name of Enemy | Big Fat Top Guy | 6 Hit Points Stage Location | Top Man Description | Kill the Tops he shoots out before killing him. Name of Enemy | Big Hard Hat Mover | 3 Hit Points 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
         | 2
Hit Points
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.
X. PASSWORDS
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
         В
Α
В
С
D
         В
Ε
F
BREAK MAN MINI STAGE
_____
  1 2 3 4 5 6
  В
         В
Α
В
     В
С
        В
D
Ε
F
             В
```

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 seperates 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.

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.

If you've played Mega Man 2, you'll remember what Flash Man's repetoire 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.

XII. CREDITS

RICH WOULD LIKE TO THANK:

\_\_\_\_\_

- Richard "Gbness" 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.

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## STEVE WOULD LIKE TO THANK:

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- The other friends on the FCB: Ryan Harrison, Nick, uh... yeah, but you guys
- World of Nintendo, Mega Man 3 instruction manual, and MMHP: For various information.

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