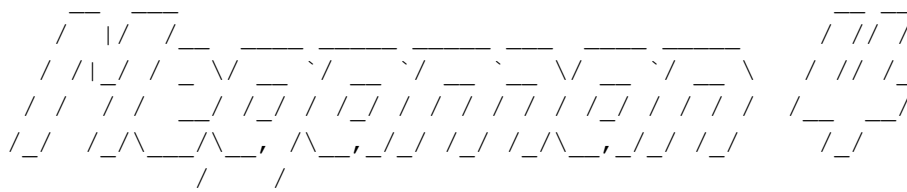


Mega Man 4 FAQ/Walkthrough

by PeTeRL90

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VERSION 1.3

FAQ/Walkthrough

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Copyright: 2005-2008

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VERSION HISTORY
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Version 0.1 - November 14, 2005 - Finished up to beating Ring Man.

Version 1.0 - November 15, 2005 - Finished up the guide. I'll probably add a few more sections in soon.

Version 1.1 - July 18, 2008 - Added in a couple of video walkthroughs. One is for Toad Man's stage and the other is for Bright Man's stage.

Version 1.2 - July 25, 2008 - Added in video walkthroughs for Pharaoh Man's, Ring Man's, Dust Man's, Skull Man's and Dive Man's stages.

Version 1.3 - August 4, 2008 - Added video walkthroughs for all of the other parts of the game after Dive Man.

Version 1.4 - October 31, 2008 - Updated the Arm Cannon section for Dive Man.

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TABLE OF CONTENTS
=====

- 1.) Introduction
- 2.) Legal Stuff
- 3.) Recommended Route
- 4.) Walkthrough
 - a.) Toad Man (00A)
 - b.) Bright Man (00B)
 - c.) Pharaoh Man (00C)

- d.) Ring Man (00D)
- e.) Dust Man (00E)
- f.) Skull Man (00F)
- g.) Dive Man (00G)
- h.) Drill Man (00H)
- 5.) Dr. Coassacks Castle
 - a.) Stage 1 (001)
 - b.) Stage 2 (002)
 - c.) Stage 3 (003)
 - d.) Stage 4 (004)
- 6.) Dr. Wily's Castle
 - a.) Stage 1 (01A)
 - b.) Stage 2 (01B)
 - c.) Stage 3 (01C)
 - d.) Final Stage (01D)
- 7.) Credits/Thanks

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1.) Introduction

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Howdy and welcome to my Guide for Megaman 4. I know you're probably asking why I decided to write a guide for Megaman 4. Well, after digging through my NES games, looking for something to play, I found Megaman 4 and decided to pop it in since I haven't played it in a good while. Megaman 4 is probably my favorite in the Megaman series, even though it seems it's a little bit too easy, but there's still challenge to be found in there.

This guide will cover the levels of each of the bosses, and a strategy. I'll also list the level difficulty and the boss difficulty with and without the appropriate weapon.

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2.) Legal Stuff

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3.) Recommended Route
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The joy about Megaman games is that you have no idea who to start out with whenever you're playing one of the games for the first time. Some people like to try different ways, and I'm one of those people, but if you don't feel like experimenting, here's one of the more common routes, mainly because it's an easy route.

Toad Man
Bright Man
Pharaoh Man
Ring Man
Dust Man
Skull Man
Dive Man
Drill Man

This is probably the easiest route in the game, but if you're looking for a challenge, then start off with either Pharaoh Man or Dive Man and work your way from there.

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4.) Walkthrough
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As mentioned before, I'll list the bosses name, the difficulty of their stage and their difficulty with the appropriate weapon and the Armcannon.

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TOAD MAN | (00A) |
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Level Difficulty: Medium
Difficulty With Appropriate Weapon: Very Easy
Difficulty With Armcannon: Very Easy

The beginning of Toad Man's stage is probably the hardest part of it, mainly because you have to jump while fighting the rain coming at you. Start heading to the right and you'll eventually run into a bird flying through the air with three little birds right behind it. Attempt to take out all four, but if you can't, take out the little ones. Try not to get hit while in the air or else you'll most likely fall to the bottom of the screen and lose a life.

As you keep advancing to the right, you'll run into a little red robot falling

from the sky. Take it out with a charged shot once it lands on the ground and keep heading to the right, carefully navigating to the edge of the platforms and then jumping to the next. The last platform is a doozy, so take caution. Keep going right until you find an opening going down. Take it.

Head to the left and fall down here and head to the right, shooting any enemies that cross your path. Jump over any pits and then fall down once you reach an opening and then fall down again to find a giant snail. This is rather easy. Stay far away from it and shoot charged shots at its eyes once it opens them. Move forward to dodge the bombs and then move back to the left corner. Jump to avoid the eyes. A few charged shots should take it down for the count.

Head down the path and then fall down again to face another giant snail. This one is a little more tricky due to the currents under your feet. Try to stay in the middle as you jump up to shoot a charged shot at its eyes. Jump forward to dodge the bombs and jump to dodge the eyes as usual. Just like the last one, a few charged shots should get rid of it.

Now advance to the right and now comes a tricky part. You'll need to jump carefully on the tiny squares so you don't fall to the spikes. If that wasn't bad enough, you have to try to not be hit by any of the fish or else they'll make sure you'll fall to the spikes. The best plan here is to wait it out on a square for a second or two, and if there aren't any fish coming, advance to the next one. If a fish does come, wait until it jumps to shoot at it. Repeat this until you reach the door at the end. Go through it and head through the other door to find our first foe.

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| TOAD MAN |
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Weak against: Drill Bomb

Correct Weapon Strategy: This is pretty straightforward. If you have the Drill Bomb already, it should only take a few shots. Once you enter the room, Toad Man will jump at you, so slide to the right and then turn around and pelt him with your Drill Bombs. He'll then jump to the right, so slide to the left and turn to the right and pelt him with more Drill Bombs. Repeat this until he goes down.

Armcannon Strategy: Just like the Drill Bomb way, just slide as he jumps and shoot at him when he lands. The only difference is that it will take a little longer with the Armcannon. You won't have much time to charge up so hit him with a few shots to get him to jump again.

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BRIGHT MAN   | (00B) |
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Level Difficulty: Medium/Hard
Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: Hard

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The first two enemies you'll notice here are flying red lightbulbs and green little marchers that shoot fireworks upon being shot at. Shooting the flying red lightbulbs will darken the room, whereas shooting the green marchers will light up the room if it's dark. Point is, try not to shoot the red lightbulbs but shooting the green marchers are okay if they get in your way.

Now then, as you head right, you'll run into your first red lightbulbs and green marchers. Shoot any of the green marchers and jump over the gaps. Once you reach the final gap, don't be too hasty to jump over just yet. Move a little to the edge and shoot the green marcher that appears on the other side or let him drop into the pit. Either way, wait until he's gone to jump over, or else he'll hit you right into the pit. Now advance to the right.

In here, you'll notice a Totem Pole like robot that'll shoot red blasts at you. Dodge them as they come at you and shoot it down and jump on the robotic grasshopper and ride to the other side. Make sure to jump off at the ledge on the other side or you'll fall down with it.

Climb up the ladder here and use charged shots to take care of the red robot here while avoiding the red balls it shoots from the the top. Once that's taken care of, use the Rush Coil to reach the rightside ladder and climb up for an energy ball. Climb back down and hang on to the bottom of the ladder and shoot to the right to kill the red robot again easily. Now jump down and take the left ladder up.

Take out the dancing robots here and jump up and head to the right and slide underneath the small area to reach the next area. Climb down the ladder here and use the platforms to make your way across to the right to find an Energy Tank. Use the Rush Coil to make your way back to the left and climb back up the ladder and head to the right. Take the robotic grasshopper over and shoot at the Totem once you come to it and be quick about it. Jump on the next Grasshopper and keep going until you find a ledge. Jump on it and climb up.

Use the Rush Coil to get the Weapon Refiller if you need it and then slide to the left ladder and climb up it. Now comes the hardest part of the stage. Head to the right and ride the platforms over. As you advance further to the right, you'll encounter some more flying red lightbulbs. DO NOT SHOOT THESE. Do your best to avoid them and their shots as you make your way to the right. Go through the door at the end and then go through the other door to find our friend, Bright Man.

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| BRIGHT MAN |
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Weak against: Rain Flush

Correct Weapon Strategy: Pretty simple. Bright Man will jump over to your side immediately, so slide to the right and use a Rain Flush to take out a chunk of his health. Bright Man will on occasion freeze you, and then either shoot you from the air or jump onto you. Either way, you should be able to finish him off with Rain Flush before he puts your health in a critical zone.

Armcanon Strategy: This is going to take a lot of timed and precise jumping. You'll also probably need to use that Energy Tank you got. Bright Man will most likely jump over to where you're standing once the battle starts, so slide all the way to the right corner to have room to dodge his shots at you. Using charged shots may work, but there's a good possibility he'll freeze you

while you charge, so shoot at him with regular shots. If he jumps back over to you, slide to the other corner and keep shooting. Once he freezes you, if he shoots at you, stay on the side you're at. If he bodyslams you, quickly slide over to the right while Megaman is invincible and continue shooting. If you can avoid his shots at you, you should be able to win.

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PHARAOH MAN | (00C) |
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Level Difficulty: Easy
Difficulty With Appropriate Weapon: Very Easy
Difficulty With Armcannon: Very Hard

If you stand in the quicksand for too long, you'll die, so once you set foot into the sand, keep jumping. As you jump to the right, charge up your shot and shoot the robotic scorpions that come your way in the tail or else it won't kill them. Once you reach an opening going down, don't take it. Instead, set the Rush Coil on the edge of the platform and get a running jump. Jump on it and hold right and you should land on the other side. Now keep going right and you'll run into the Balloon Adapter.

You'll now be inside the Pyramid, so head down and to the right. The platform you see can shoot little energy bursts out of its ears to take caution. If needed, take down any of the bats that try to attack you as you head to the right. Jump on the next platform and keep heading to the right. Once you reach the end of that, some mummies will come out and throw their heads at you. If you're on their level, shoot at them as they appear and slide underneath their heads to avoid damage and shoot at them until they die. Keep following the path and take the platforms to the end. Open the gate and go through the next one.

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| PHARAOH MAN |
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Weak against: Flash Stopper

Correct Weapon Strategy: Almost too easy. Once you equip the Flash Stopper, wait until Pharaoh Man lands on the ground to stop him, and then start tapping the fire button as fast as you can. It'll re-freeze him. Although it may seem that his life is going down slowly, you'll be able to finish him off before the Flash Stopper runs out of energy.

Armcannon Strategy: This is going to be a very hard fight if you plan on doing it with the Armcannon. Pharaoh Man will jump all over the place and just throw energy shots at you as he flies through the air, so it's hard to land a direct hit. Charged shots work best here. Wait on the central platform and if he's going to land on you, slide to the opposite direction he's jumping towards, and release the charged shot at him. You'll most likely need one, probably two spare energy tanks.

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RING MAN | (00D) |
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Level Difficulty: Medium
Difficulty With Appropriate Weapon: Medium
Difficulty With Armcannon: Medium

The rainbow colored beams you first notice will start to disappear once you set foot on them, so quickly run onto them and jump onto a higher ledge. Repeat this until you reach the ladder and climb up it. Take out the cannons and ring enemies as you climb up. You'll eventually run into a giant purple hippo on a platform. This fight can get pretty annoying, because you have to lower the platform by shooting the blocks underneath it while dodging the missiles the hippo shoots out its mouth. Shoot all the blocks and once the hippo reaches the ground, pelt him as fast as you can to get the most damage in. Charged shots are worthless here.

You'll come across more platforms and some more enemies. Head across the platforms here and try not to fall down as they disappear. Once you reach the end of this area, fall down the opening and you'll fight another mini-boss. Good news is that this one is much easier than the hippo. Stand at the very right corner. Charge up your shots and once he shoots his rings outwards, jump up and shoot him in the eyes. Repeat this until he's gone. Now fall down to face yet another hippo. Take it out the same way you took out the last one and continue on.

Once you reach a ladder, use the Rush Coil to get a boost up to it to find Eddie. Eddie will throw out a random item, so grab it and head back down and keep treading to the right. You'll eventually run into more beams, but these ones are oddly colored and always disappear starting from the right, so a starting slide onto them is probably the best idea. Navigate your way through here and climb down the ladder and immediately go left to avoid falling towards the spikes. Go down here to find another ring tosser. Take it out and advance to the right to find the gate. Open it and go through the other one.

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| RING MAN |
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Weak against: Pharaoh Shot

Correct Weapon Strategy: Ring Man is a quick little booger. He'll first throw a ring towards you, so jump over this. Ring Man will then jump and throw another ring above you, but at a good enough height to hit you if you jump at it. He'll then run at you, so run at him but jump over him to avoid damage. Keep avoiding the rings and Ring Man himself as you charge Pharaoh Shots and then hurl them at him. A few Pharaoh Shots should take him out for good.

Armcannon Strategy: Just like with the Pharaoh Shot, avoid his rings and Ring Man himself as you charge up your Arm Cannon and pelt him with them. As long as you can avoid the rings and Ring Man himself, you should be able to win this.

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DUST MAN | (00E) |
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Level Difficulty: Medium
Difficulty With Appropriate Weapon: Very Easy
Difficulty With Armcannon: Very Easy

Venture off to the right and dodge the flying shields that come at you. Be careful when jumping over the pits, because an enemy will fly out from it and try to knock you down. So get near the edge of the pits, and when the enemy comes out, shoot at it and quickly jump across before another one comes up. Drop down the opening once you reach it and head down the next opening.

You'll run into a hopper once you head to the right, so you can either do battle with it or slide underneath it and run away. Keep going and red blocks will start forming. Jump on them as they appear, but make sure not to get hit by the ladybugs. Climb up the ladder at the end to find Eddie. Grab the item he throws out and climb up the ladder here. You'll find some compressors here. Shoot the Mets as you come across them. Soon you'll reach a part where there's a bunch of garbage that's under some compressors. Shoot at them and make a path to safely get across before you get crushed. Keep heading to the right and take out the robot you come across here. Now head up and head to the right, taking out the hopper until you reach the gate. Go through it and then head through the other gate.

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| DUST MAN |
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Weak against: Ring Boomerang

Correct Weapon Strategy: This fight is actually easier than Toad Man. Dust Man has three attacks; A Dust Shot, him trying to land on you, or him trying to suck you in. When he shoots a block out, jump straight into the air and you'll dodge it safely. Slide away if he's trying to jump on you and slide the opposite way of where he's trying to suck you. You can't hurt him while he's trying to suck you (shut up), so nail him with a Ring Boomerang once you get an opening.

Armcannon Strategy: Just like with the Ring Boomerang, just shoot at him whenever you get an opening. The only difference is that it'll take longer to take him out, but you can easily win this with the Armcannon since Dust Man's attacks are all easy to dodge.

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SKULL MAN | (00F) |
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Level Difficulty: Medium
Difficulty With Appropriate Weapon: Medium
Difficulty With Armcannon: Hard

Once you gain control, head to the right and take out the green ball shooting robots as fast as you can so you don't have to deal with the balls they shoot. Jump up onto the ledges, taking out any green ball shooting robots you come across. Jump off the ledge at the right and take out the next set of robots as you land. Keep going and climb up the ladder once you reach it. Charge up your shot and take out the enemy here and climb up the next ladder. Head all the way to the right as you take out the bats that come your way to find another ladder. Take it and you'll find Eddie. Grab the item and climb up another ladder. Head to the right here and jump up to the third path and go through it for an energy tank. Head back to the ladder and climb all the way up.

Take out the shooting robots here and head to the right. Jump over and take out any of the caterpillars you run into. Drop down at the end of this path and turn to the left. Use the Balloon Adapter to reach the middle platform and head across taking out any robots along the way for an Energy Tank. Now go back to the right and take the ladder here. Head to the right to find various platforms with various bone throwing enemies. Make your way across the platforms while shooting charged shots at them and enter the gate once you see it. Head through the other gate for the battle.

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| SKULL MAN |
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Weak against: Dust Crusher

Correct Weapon Strategy: Skull Man, just like Ring Man, is fast, but he's not as predictable. Skull Man won't attack until you do, so take this time to refill your health if you need to or get the Dust Crusher equipped. Once you're ready, head to the right and if Skull Man tries to jump on you, move a little over to the right and quickly turn around and get off a Dust Crusher shot. If he raises his arms in the air, quickly slide away to avoid his Skull Barrier. Stand still as it's on since you can't hurt him with it. Once it's gone, avoid his energy shots and shoot another Dust Crusher at him. Rinse and repeat.

Armcannon Strategy: This is a bit more tricky. Using the Dust Crusher Strategy is recommended, but you'll need to do a fair bit of dodging and accuracy in order to take him down with little damage recieved. Charged shots work best here, so try to avoid your best to dodge his energy shots and don't be afraid to use an Energy Tank if you need to.

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DIVE MAN      | (00G) |
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Level Difficulty: Easy
Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: Very Easy

This level is practically all about going to the right, and it's pretty easy if you can time your jumps carefully. Head to the right and watch out for the spikes, the fish, and the Aqua Mets that you come across. Dodge the spikes as you venture to the right and you'll run into a whale. It'll shoot

missiles at you and try to suck you in, so jump up and pelt it with as many energy shots as you can. Once it's gone, head to the right and you'll run into some odd little items floating up and down. These are mines. Once you get close to them, they'll explode, so be careful. Keep heading to the right and climb the ladder once you find it.

Quickly jump over the gap to reach Eddie or else he'll fall off. Grab the item and climb up the ladder and take care of the hopper up here and keep heading to the right. Now fall down this opening and you'll be back in some water, only this time, it moves up and down. Dodge the enemies and spikes as you make your way to the right and you'll eventually run into another whale. Take it out and head to the right and fall down the gap in front of you. You'll need to dodge the spikes as you fall down, so do so and once you reach the bottom, you'll find the Wire Adapter.

You'll warp back up. Head to the right and take out the whale again and head over to the right again and jump over the gap this time. The water will start going up and down again, so take care as you make your way to the right. You'll run into several Stingrays and Mines. It's a little more tricky to get past these spikes, but you should be fine if you don't jump too high when the water is going up and coming back down. You'll eventually reach the gate, so go through it and head through the other one.

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| DIVE MAN |
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Weak against: Skull Barrier

Correct Weapon Strategy: Dive Man can be a real annoyance, but luckily, the Skull Barrier will hurt him pretty badly once you hit him with it. Dive Man will either shoot homing torpedos out of his head and then fly across the screen to try to hit you. It's hard to dodge the torpedos as you try to jump over him, so you'll want to take him out as quickly as possible. Once you're in the air, use your Skull Barrier and once you start to come down, move close enough to Dive Man that you can clip him with your Skull Shield, but not too close to hit him with your body completely. Just dodge his attacks the best you can as you hit him with your Skull Barrier and he should be down for the count in no time.

Armcannon Strategy: It seems I vastly overrated Dive Man with only the Mega Buster because I either suck or I'm just an idiot. Either way all you have to do is stay on the ground and keep shooting your Mega Buster at him. Doing so will destroy the missiles he shoots out of his chest. Once he tries to ram into you, jump over him and land on the other side and repeat the entire process until he dies.

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DRILL MAN      | (00H) |
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Level Difficulty: Hard
Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: Medium

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This stage is a real pain after being spoiled with pretty easy levels the past few bosses, so let's get to work. Head to the right and fend off the ladybugs and Mets and climb the ladder once you reach it. Take out the robot here and climb up the ladder again. Take out the ladybugs and Mets as you advance to the right and then drop down a few times, navigating through the spiked filled rooms. There's a 1-Up in one of the rooms. Drop down again and then head to the right and fight off the ladybugs as you make your way to the right of the area, avoiding the spikes in the process. Climb up the ladder at the end and take out the three cannons here and advance to the next ladder and climb up.

Use the Wire Adapter here and grab the Energy Tank. Jump back down and head to the right. Now is where the level gets tough. Head to the right, shooting down any robots that cross your path and you'll eventually reach an area where rocks drop from above once you get near some chutes. Shoot the rocks as they fall and be quick about it. The last part is the hardest. You'll run into switches near some chutes. You'll need to touch these switches in order to make platforms appear. Head to the right and you'll need to start jumping off platforms onto switches to land on the platform underneath the switches. Keep doing this until you reach the gate. Open it for our bestestest friend in the whole world, Drill Man.

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| DRILL MAN |
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Weak against: Dive Missile

Correct Weapon Strategy: Drill Man is an annoying one alright. Most of the time he'll head underground. When he does, slide to the right and to the left and he'll eventually pop back up. When he does, hit him with a Dive Missile or two. After he takes enough damage, he'll start shooting Drill Bombs at you and running at you, so try to jump over them and then him and shoot some more Dive Missiles at him. After enough of them, he'll fall.

Armcannon Strategy: It starts off easy enough since he'll go underground most of the time. Pop him with a charged shot when he appears. After awhile, he'll deflect your shots with his Drill Bomb, so it becomes really difficult here. Wait for an opening and blast him with charged shots.

Once he's gone, choose the middle portrait to enter Dr. Cossack's Castle.

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5.) Dr. Cossack's Castle
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NOTE: From here on out, I'll list only the level difficulty at the start, and then the boss's difficulty once you reach him.

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STAGE 1      | (001) |
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Level Difficulty: Medium

The icyness of this level is very frustrating, but it shouldn't pose too much of a problem. Anyways, from the start, head to the right, destroying the slinky like robots you run across. Jump carefully at the ladder at the end and climb it. Take out the robots here and climb up again. This part of the stage is a real pain. Take out the bone throwing robots with charged shots and take caution while jumping over the pits, as those enemies from Dust Man's stage are back and ready to make you fall to your doom. Or you can simply use the Rush Jet to get to the other side. Either way, get to the other side and climb up the ladder. Use the Rush Coil to reach the ladder here and the next ladder once you climb up. Now use the Balloon adapter to get to the furthest ladder and climb up carefully. Try not to get hit by the clamper and once you reach the top, take out the jumping robot and head through the gate and then through the other one.

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| BUTTERFLY MECHA |
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Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: Easy

Weak again: Dust Crusher

Correct Weapon Strategy: Pretty easy battle. Just stand to the side of the Butterfly and shoot at the glowing circle on its body. Its shots are easy to dodge. The only problem with this boss is that it can take out the floor completely, so don't screw around and take it out.

Armcannon Strategy: Just like with the Dust Crusher, just use charged shots and hit the glowing circle to damage it. Dodge the energy shots and you should be able to beat it before it completely takes out the floor.

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STAGE 2      | (002) |
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Level Difficulty: Medium

If you open up your menu, you'll notice that your weapons aren't refilled anymore, so it's wise not to use these until you reach the boss. Take the ladder up and take out the robots here. Use the Weapon Refillers to refill either the Rush Jet or Dust Crusher and head up this ladder. Grab the Weapon Refiller here and continue to the right. Take out any of the skulls that get in your way and use the Rush Jet to fly over the spikes. Position yourself at a decent height or else you'll bump into the side of a platform, making the Rush Jet disappear and you'll land on the spikes. Climb the ladder at the end and make your way across the blocks here. If you touch the spikes, they won't automatically kill you, but they'll hurt you pretty badly. Climb the ladder and do the same here and climb up the ladder again. Take out the bat here and use the Rush Coil to reach the ledge and advance to the right. Climb the ladder and keep heading up, grabbing any items you need. Once you

reach the top, get the 1-Up if you want and head through the gate, and then through the other gate.

O-----O
| FLYING MACHINE |
O-----O

Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: Medium

Weak against: Dust Crusher

Correct Weapon Strategy: This is a unique boss. Three pieces of the boss will come across the screen at either a fast pace, normal pace, or slow pace. If it's at a fast or normal pace, slide underneath the bottom part. If it's coming in slowly, jump onto the bottom part and slide underneath the middle part and then the thing will form. Use the small platforms to get to it while avoiding its energy shots. You should be able to get three hits in or so before it disassembles. Once it disassembles, quickly slide and get out of it. Repeat this strategy until it's dead.

Armcannon Strategy: It's the exact same strategy with the Dust Crusher, only it takes a lot longer, so using charged shots is your best bet.

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STAGE 3 | (003) |
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Level Difficulty: Medium

This is a classic sidescrolling stage, so take caution. Head to the right and jump on the platforms, taking out any robots that get in your way. Keep going until you get to the end where you'll fight a hopper. Take care of it and climb the ladder. You'll take some damage, but jump on the platforms to get to the other side and climb up again. The screen will start moving again. You'll now have to deal with the saturn type enemies you found in Ring Man's stage. Gold Ledges will appear. Once you jump on one, it will go down slowly, but when you jump on one, it'll go up quickly. Jump from ledge to ledge. At the last one, ride it all the way down and head through the opening at the bottom. Get the Energy Tank if you need it and head through the gate and then through the other gate.

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| TWIN WALL CLIMBERS |
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Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: Easy

Weak against: Pharaoh Shot

Correct Weapon Strategy: Stay on the platform you're on once the battle starts and charge up your Pharaoh Shot. Once one of the climbers come out, jump so the charged shot hits the climber, and charge up again and nail it. After a

few hits, it'll blow up and the second one will come from the bottom. Their shots are very easy to dodge, so lay waste to the second one like you did with the first one.

Armcanon Strategy: A little tougher, but it's still managable. Just jump up and release a charged shot at one, and when the other appears, do the same. Just dodge their energy shots and you're good to go.

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STAGE 4 | (004) |
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Level Difficulty: Medium

Drop down the opening and grab any items you need and keep dropping down, grabbing anything you see that you may need. Once you reach the bottom, go to the right and take out the hopper here. Get past the robots here and climb up the ladder. Take out the bats and take the right path. Drop down and dodge some more robots and slide through the tunnels here and head through the opening here. Use the skulls to refill your life and weapons if need be and head through the gate and then through the other gate.

O-----O
| DR. COSSACK |
O-----O

Difficulty With Appropriate Weapon: Easy
Difficulty With Armcanon: Easy

Weak against: Dust Crusher

Correct Weapon Strategy: Simple battle really. All you have to do is dodge his energy shots and slide underneath him and jump up and shoot at him. His shots are easy to dodge, and if you just zip by underneath him, he won't be able to grab you, so lay waste.

Armcanon Strategy: Same with the Dust Crusher strategy, but it will only take a little longer, but you can easily come out of this fight without being hit once.

After he's near death, Protoman will come and he'll bring Kalinka, setting her free. Wily then comes out and takes off in his UFO. Time to end this once and for all.

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6.) Dr. Wily's Castle

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====O-----O
STAGE 1 | (01A) |
====O-----O

Level Difficulty: Medium

Climb up the ladder here and keep climbing until you reach the top. Head to the right and you'll have to deal with a handful of Mets. Grab the Energy Tank once you come to it and fall into the opening to land in some water. Time your jumps right and make your way through and climb the ladder once you come across it. Climb up and you'll be in a room with blocks that appear and disappear. Once you get the timing down, get to the top and into the next room. Use the Rush Jet in here if you have the room to get to the next ladder and go up. Grab the energy tank as you head to the right and go through the gate and then through the other gate.

O-----O
| SUPER MET |
O-----O

Difficulty With Armcannon: Easy

Weak against: Armcannon

Armcannon Strategy: Since the Armcannon is the most effective weapon, we'll stick with this. The Super Met may seem like a lot to handle, but it's actually pretty easy once you learn its pattern. Super Met will jump into the air, so quickly slide underneath it while its in the air and quickly jump and let off a charged blast shot at it before the tiny Mets come down. It will then jump again at you, so slide underneath, jump and release a charged shot. Repeat this and it'll be gone in no time.

====O-----O
STAGE 2 | (01B) |
====O-----O

Level Difficulty: Medium

Take the middle tunnel and slide through to land on a platform safely. Now make your way across these, taking out the robots as they come at you. Jump over the spikes and land on the ladder at the end and climb down. Take out the bats here and grab the energy tank if you want. Climb down the ladder here and take out any enemies you run across. Head along and use the Rush Jet to reach the ladder. Take it and you'll see Eddie. Slide over to him and grab the item and take the right ladder. Get through the mini maze here and go to the top and head to the right, taking out any mummies you come across. Take the ladder here and destroy the bats. Use the Rush Coil to reach the right ladder and climb up, taking out any enemies in sight. Slide over to the next ladder and climb up and destroy the robot here. Go across the platforms, beat the robot here and head through the gate and then through the other gate.

O-----O
| MEGA RED CANNON |
O-----O

Difficulty With Appropriate Weapon: Easy
Difficulty With Armcannon: N/A (No use for it)

Weak against: Ring Boomerang

Correct Weapon Strategy: This guy may seem tough, but he's a push over. Jump onto the green platform near you and ride it up until you can reach the next one. Jump on it and avoid his red balls and fire and shoot a Ring Boomerang at the green spot on his head. His attacks are easy to dodge, so you can easily come out of this fight untouched.

=====O-----O
STAGE 3 | (01C) |
=====O-----O

Level Difficulty: Very Easy

All you need to do is drop down here and grab any items you need. Once you reach the bottom, head to the right and go through the teleporter. Fall down again to reach a room with 8 Teleporters. These lead you to the bosses you faced earlier. The teleporters lead to a certain boss.

O-----O			O-----O
DRILL MAN			PHARAOH MAN
O-----O			O-----O
O-----O			O-----O
BRIGHT MAN			RING MAN
O-----O			O-----O
O-----O	O-----O	O-----O	O-----O
SKULL MAN	DIVE MAN	TOAD MAN	DUST MAN
O-----O	O-----O	O-----O	O-----O

Fight them in any order you want, but avoid using Drill Bombs on Toad Man, as you'll need them soon. Once all 8 are defeated, a new teleporter will appear. Take it.

O-----O
| DR. WILY |
O-----O

Difficulty With Appropriate Weapon: Medium
Difficulty With Armcannon: N/A (Second part only)

Weak against: Drill Bomb

Correct Weapon Strategy: The first part is simple. The energy balls he shoots

at you are very easy to dodge, so shoot at the skull until it disappears. Once it does, now it's time to pull out the Drill Bomb. Dodging the energy balls are harder this time around, but forget that. You need to hit the green dot on Wily's machine. To do this, shoot a Drill Bomb, and then detonate it with the fire button and it'll damage Wily. Repeat this and use an Energy Tank if you need to. If you run out of Drill Bombs, you're screwed.

=====O-----O
FINAL STAGE | (01D) |
=====O-----O

Level Difficulty: Very Easy

Drop down and make your way to through the hallways, refilling your weapon energy as needed. Make sure your Pharaoh Shot is full. Enter through the gate for the final battle.

O-----O
| DR. WILY |
O-----O

Difficulty With Appropriate Weapon: Hard
Difficulty With Armcannon: N/A

Weak against: Pharaoh Shot

Correct Weapon Strategy: This is it. The final battle. The room will be dark and big energy balls will shoot at you. Fortunately for you, Wily will give himself away for a second. Charge up your Pharaoh Shot and dodge the energy balls until you find Wily. If he's right above you or near you, run into him with the Pharaoh Shot to avoid wasting energy. If he's across the screen, throw the Pharaoh Shot at him. If you have a good amount of Energy Tanks, good accuracy, and patience, you'll come out victorious.

Congratulations. You beat Megaman 4.

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7.) Credits/Thanks
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GameFAQs and the other sites: For hosting this FAQ.

Capcom: For giving us the legendary Blue Bomber.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

And a huge thank you to you, the reader. Without you, I wouldn't be making these FAQs in the first place. I hope you enjoyed reading this.

