

rely on theorems. Mega man 2-6 use rather simple theorems to determine which Robot Masters you have defeated and what items you have gained; Mega man 7 and Mega man X-X3 also use theorems, but they are even more complex.

This guide covers the mechanics of the fourth game in the series, Mega man 4, and will help you to create one of the possible 1024 passwords.

If you want to make lude comments or other forms of meaningless ramblings send them to Fragnarok@hotmail.com, where they will simply rot.

)OVERVIEW OF EACH COORDINATES(
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As you should know, Mega man 4's passwords are on a 6x6 grid, with numbers running along the X-axis and letters along the Y-axis. Here is a list of which each of the 36 coordinates controls, grouped by letters:

-A's-

- A1 - Destroys both Bright man and Toad man
- A2 - Both Bright man and Toad man remain alive
- A3 - Both Drill man and Pharaoh man remain alive
- A4 - Destroys both Drill man and Pharaoh man
- A5 - Both Dust man and Ring man remain alive
- A6 - You need to mark this if you've destroyed ONLY 1 Robot Master, or have gained ONLY 1 of the Adapters. In other words, if you have only 1 item

-B's-

- B1 - Destroys Toad man, but Bright man stays alive
- B2 - You need to mark this if you've killed only 2 Robot Masters, have only both Adapters, or have only killed 1 Robot Master and have 1 Adapter. In other words, if you only have 2 items
- B3 - You need to mark this if you have only 3 items
- B4 - Destroys Pharaoh man, but Drill man stays alive
- B5 - Destroys both Dust man and Ring man
- B6 - Destroys Ring man, but Dust man stays alive

-C's-

- C1 - You need to mark this if you have only 4 items
- C2 - Destroys Bright man, but Toad man stays alive
- C3 - Destroys Drill man, but Pharaoh man stays alive

C4 - You need to mark this if you only have 5 items

C5 - Destroys Dust man, but Ring man remains alive

C6 - You need to mark this if you only have 6 items

-D's-

D1 - Both Dive man and Skull man remain alive

D2 - You need to mark this if you only have 7 items

D3 - Gives you the Ballon Adapter, but not the Wire Adapter

D4 - Gives you the Wire Adapter, but not the Ballon Adapter

D5 - One of the few spaces that does nothing

D6 - Also does nothing

-E's-

E1 - Destroys Dive man, but Skull man remains alive

E2 - Destroys both Dive man and Skull man

E3 - You have neither the Ballon Adapter, nor the Wire Adapter

E4 - You need to mark this if you only have 8 items

E5 - Does nothing

E6 - You need to mark this if you only have 9 items

-F's-

F1 - You need to mark this if you only have all 10 items

F2 - Destroys Skull man, but Dive man remains alive

F3 - You have both the Ballon Adapter and the Wire Adapter

F4 - Does nothing

F5 - You need to mark this if you have no items at all

F6 - Does nothing

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)MAKING A PASSWORD(

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When you go to form a password simply remember not to pair two coordinates that are grouped with one another. If you can't figure out which are grouped here is a simpler list:

-Group 1: Bright man and Toad man-

Bright man destroyed, Toad man alive: C2

Bright man alive, Toad man destroyed: B1
Bright man and Toad man destroyed: A1
Bright man and Toad man alive: A2

-Group 2: Dive man and Skull man-

Dive man destroyed, Skull man alive: E1
Dive man alive, Skull man destroyed: F2
Dive man and Skull man destroyed: E2
Dive man and Skull man alive: D1

-Group 3: Drill man and Pharaoh man-

Drill man destroyed, Pharaoh man alive: C3
Drill man alive, Pharaoh man destroyed: B4
Drill man and Pharaoh man destroyed: A4
Drill man and Pharaoh man alive: A3

-Group 4: Dust man and Ring man-

Dust man destroyed, Ring man alive: C5
Dust man alive, Ring man destroyed: B6
Dust man and Ring man destroyed: B5
Dust man and Ring man alive: A5

-Group 5: Ballon Adapter and Wire Adapter-

Ballon Adapter only: D3
Wire Adapter only: D4
Both Adapters: F3
Neither Adapter: E3

-Group 6: Amount of items-

NOTE: The Rush Jet and Rush Marine are not influential to this group

0 items: F5
1 item: A6
2 items: B2
3 items: B3
4 items: C1
5 items: C4
6 items: C6
7 items: D2
8 items: E4
9 items: E6
10 items: F1

-Group 7: Unused digits-

D5, D6, E5, F4, F6

As you can see to make a code you will only need a total of 6 bubbles.
If you mark all Robot masters as destroyed then you will go to the
first level Dr. Cossack's Castle. There is no password to get farther
then that.

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)SOME EXAMPLES(
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If you still can't figure it out here are a few examples of Passwords.
I'm not going to include all of them seeing how there are so many.

-Single Robot Master/Items-

Bright man:

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

Dive man:

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

Drill man:

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

Dust man:

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

Pharaoh man:

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

Ring man:

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

Skull man:

	1	2	3	4	5	6
A		*	*		*	*
B						

C						
D						
E			*			
F		*				

Toad man:

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

Ballon Adapter:

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

Wire Adapter:

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

-Bright man, Dive man, Drill man, Dust man and Pharaoh man-

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

-No bosses with both Adapters-

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

-All bosses with no Adapters-

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

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