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- <http://Gamefaqs.com>
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Version 1.0

Guide complete.

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1.0 - Basic Stuff

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Controls

B = Shoot

A = Jump

Start = Weapon Selection Screen

Down + A = Slide

Hold B and Release = Charge

Charge

There are two levels of charge. The first charge is the same as an uncharged buster. This has been tested by fighting bosses. The second charge is powerful. It's like 3 buster shots in one.

Items

Round Blinking Items (Energy Tanks)

Heals HP depending on size.

Oval Blue Items (Weapon tanks)

Restores weapon power depending on size.

Megaman's Head (One up)

Extra life.

E-Tank (Restore all Energy)

Restores all Energy. Must use in menu.

M-Tank (Restore all)

Restores all HP and all weapons. Must use in menu.

Notes

Boss Damage

For bosses, I will type a weapon and then how much damage it does. Like this...

- Weapon = # (Number of hits it takes to kill a boss.)
- Weapon = Instant Kill (Instant Kill)
- Weapon = Useless (Might have some effect. If it does it'll be noted.)
- Weapon = Not enough (Not enough to kill.)

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2.0 - Intro

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In the year 20XX AD...

A vicious army of robots is bent on destroying the world!!

And behind the destruction is...

Protoman!?

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3.0 - Boss Stages

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This is my recommended boss order.

Starman (Super Arrow, 5th letter "M")

|

Gravityman (1st Letter "M")

|

Gyroman (Rush Jet, 4th Letter "A")

|

Crystalman (8th Letter "V")

|

Napalmman (7th Letter "N")

|

Stoneman (3rd Letter "G")

|

Chargeman (6th Letter "A")

|

Waveman (2nd Letter "E")

Beat all the boss stages to activate Protoman's castle.

Beat the Protoman stages to get to Dr.Wily's castle.

Need enemy info? Check the enemy info section.

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3.1 - Starman

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Note : Stage has low gravity. You may jump high.

Go right and you will encounter some falling asteroids. These asteroids fall slow enough to give you at least two seconds to slide out of the way. Nothing but asteroids on this screen. Keep going right until you come across a pit. Jump in it. Kill the bouncing head to your left. Recharge your buster, drop down to the lower level, shoot the two cannons with the recharged buster, go right, kill the two bouncing heads, kill the four hidden cannons, kill the two bouncing heads, keep going right, kill the hidden ground cannon, kill the two bouncing heads, go all the way right and drop down the hole.

Kill the orange helicopter to your left, ignore the helicopter below you and then drop down while avoiding the spikes. Drop down to the lower level, go right, slide under the small passage, kill the helicopter, kill the yellow helmet with a jetpack, get the M, go right, kill any yellow helmets with jetpacks that you encounter, go right, jump over the four spikes, go right, drop down, kill the two hidden cannons and then climb the right ladder.

Letter M

You will see it during your normal path to the end of the stage. Just jump to get it. Don't jump to high or else you will jump into the spikes and die. You may try over and over again.

Avoid the missiles by jumping over them or by immediately shooting the bottom missile and sliding left. Climb the left ladder. Kill the two hidden cannons that are near you, then kill the third cannon to the right by shooting a fully recharged buster through the wall, kill the four cannon with a fully recharged buster and then go right. Kill the laser shooter and then jump right to the next screen. While you are dropping down, kill all the yellow helmets with jetpacks, go right, kill any yellow helmets with jetpacks you encounter and then go all the way right.

Go right and jump to the moving platform above. Watch out for conehead missile that will pop up in the pit. The conehead missile is between every gap between platforms. There are catapults here which don't move and just shoot rocks at you. Remember to abuse the low gravity. Just jump really high when you're jumping to another platform. If you get hit by a missile, you are temporarily stunned. While you are stunned, quickly jump back to a platform. Now make your way to the end and go right. Kill the laser shooting and then go through the boss gate to fight Starman.

Starman

- Boss Info - Predictable, medium speed, easy boss.

- You may jump high because there is low gravity.
- Starman is shielded.
- If you are far from Starman then he will jump towards you. If you are close to Starman, he will jump up and shoot his shield at you. While he is vulnerable, shoot him. After his shield goes out of the screen, he will get another shield and start jumping again.
- Try not to jump over Starman because he jumps high. Try to slide under him.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = 28
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = 7

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 3.2 - Gravityman
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Note : While you are on the ceiling, slide is Up + A.

Note : I'm will say "drop up". You fell up the stairs? It doesn't make sense but whatever.

Go right, kill the two bored green guys, kill the dropping ball dispenser and then drop down. Kill the red guy to your left, jump into the arrow pointing up (You'll be on the ceiling.), kill the bored green guy to your left, walk into the arrow pointing down (You're back on the ground.), kill the red guy and the bored green guy to your right, go right, jump into the arrow pointing up, kill the green guy, go right, get the 1-up if you want (Note : You have to climb "down" the ladder) and then jump into the hole in the ceiling.

You can see a ball on a chain. You can touch the chain without taking any damage. Get past the first ball and chains by sliding above it, go right, get past the ball and chains and then drop into the hole in the ceiling. Kill the red guy to your left, drop up, kill the red guy to your right, go right, kill the bored green guy, kill the red guy, go right, kill the red guy, jump into the arrows pointing down and then drop down into the

hole. While falling, lean right.

Nothing but hidden ground cannons here. Just go all the way right and drop down. Go left, drop down, kill the hidden ground cannon, go right, kill the three other hidden cannons, go right, slide under the big red angry stomper, kill the hidden cannon to the right and then go right to the next screen. Kill the ball dropper and the bored green guy on the other side of the pit. Now leap over the pit and into the arrows point up. Go right, kill the hidden ground cannon and the ball dropper and stand here...

Death <--- You can drop up to your death.

#####^V#####

#####

#####1 ^V#####

3M <-- The letter M!

^2VV

Note : Stand in Point 1. Jump to point 2. Begin to drop up to point 3. When you reach point 3, the gravity will be switched. Get letter M quickly and drop down to safe land.

^^V

##

^^V

#####

^V#####

Letter M

You will see it during your normal path to the end of the stage. Just jump to get it. Make sure you don't "drop up" or drop down to your death. If you miss it, you can try again immediately. Look above and look at that map.

You just got the letter M and you are on the ground. Kill the boring green guy, kill the hidden cannon, go right, jump into the arrows pointing up, kill the boring green guy, walk into the arrows pointing down, kill the boring green guy, kill the ball dropper, kill the hidden green cannon, go right, walk into the arrows pointing up, kill the ball dropper, kill the hidden cannon and then climb up the stairs to your right. Avoid or kill the enemys, go left and drop up. While dropping up, lean right or else you will land in the spikes. Ignore the hidden cannon below, walk into the arrows pointing down and then enter the boss gate to fight Gravityman.

Gravityman

- Boss Info - Predictable, medium speed, easy boss.

- If you're on the roof, then slide is Up + A. Very confusing.

- Gravityman will move, switch the gravity, move, switch the gravity and so on.

- Most likely during the switch, Gravityman will shoot at you. So it's best not to switch near him.

- Shoot at Gravityman during the gravity switch.

- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = Useless
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 28
- Starman's Weapon = 7
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = 28

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 3.3 - Gyroman
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Go right to the next screen. Go right a bit and the elevator will start to move. When it stops, go right. Go right, jump to the first platform, kill the shielding cannon, jump to the next platform, kill the shielding cannon and the floating head, jump to the next platform, kill the two shielding cannons and the floating head, jump to the next platform, kill the two floating heads, go right, jump to the next platform, ignore the shielding cannon and climb the ladder next to it. Get past the two spiked edgewalkers and climb the top-left ladder.

Kill the two floating spinning eyes, go right, slide under the chicken, get the 1-up if you want, go right and then stand on the platform which is next to the blinking orange-bottomed platform. Kill the two floating spinning eyes, jump on the first platform, jump to the second platform, jump to the third platform, jump to safe ground, kill the floating eye and then climb the ladder to the right. Kill the three floating heads and then climb the left ladder. Go right, take the top path, kill the floating spinning eye, kill the slow cannon, go right and climb the right ladder.

Avoid or kill the angry stomping guy and then climb the left ladder. Go right, avoid the three spiked heads and stop at the edge before jumping to the blocks beyond.

These blocks can hold you for about 1 full second. Jump on the blocks and go right. Keep going and avoid the dropping heads by either going left or stopping. Get the letter A if you want.

 Letter A

Stand on the brick above it. When it is collapsing, you will drop. During the drop, you should have gotten the letter A. After you get A, immediately jump to another brick.

You just got the letter A. Keep going right and avoid any dropping heads. You are now in an area filled with spiked ceilings.

Go right (1st platform down), go left (2nd platform down), go between the two platforms on the right side (3rd platform down), go right, quickly jump on to the fourth platform (don't jump too much), go into the center of the 4th platform (4th platform down) and when the fifth platforms are next to you, just hold left and slide through (5th platform down). Now the elevator of death has stopped. Go right. Nothing but orange helicopters here. Just make your way all the way right and kill the seven orange helicopters you encounter. When you have gone all the way right, drop down. Kill the slow cannon and go into the boss gate to fight Gyroman.

Gyroman

- Boss Info - Slightly predictable, slow speed, medium boss.
- The clouds cover Gyroman when Gyroman is in the air.
- When Gyroman is on the ground he will shoot spinning crosses. Slide or jump over them. Gyroman will jump into the air after a couple of attacks.
- When Gyroman is in the air, he is hidden by the clouds. At this time, Gyroman will shoot one spinning cross down to the ground. The spinning cross will be drop down next to the place where he has jumped. Jump over this. After the cross has moved out of the screen, Gyroman will drop back on the ground to where you are standing. So don't stand still.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = 28
- Crystalman's Weapon = 28
- Gravityman's weapon = 7
- Gyroman's Weapon = 28
- Napalmmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = Not Enough

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3.4 - Crystalman
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Go right, kill three ball walkers (aim for the ball), go all the way right and drop down. Kill the two motorheads, go left and drop down. Go right, kill the two ball walkers and stand on the edge. This part is very tricky


```

##      X      #### <----- Drop in the X.
-----
##          ####
##          ####
##          ####
##      ^^#### <----- Spikes.
##          #####
##^^      ##### <----- Spikes.
####      #####
####      #####
####      #####
####      #####
####      #####
####^^     ##### <----- Spikes.
#####     #####
#####X     ##### <----- Drop in the X.
-----

```

```

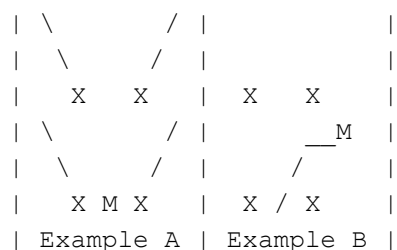
#####     #####
#####     #####
#####1     ##### <----- Drop to here and lean left.
#####     #####
####      #####
####      #####
#### 2     ##### <----- You will get the letter "V" here.
####LL     #####
####      ^^##### <----- Spikes.
#### X     ##### <----- Drop to X
####      #####
####      #####
####      #####

```

After you drop down, drop down, go right, avoid any floor seekers, go all the way right and drop down. Quickly avoid the floor seeker that is next to you. Avoid the floor seeker below and then drop down. Avoid the big angry red stomper and then go into the boss gate to fight Crystalman.

Crystalman

- Boss Info - Predictable, medium speed, medium boss.
- Crystalman will jump a few times and then jump once at a certain height. If Crystalman jumps somewhere in center-level of the screen, he will just shoot one buster shot at you. If Crystalman jumps near the ceiling, he will shoot 4 crystal balls that will bounce off of the walls and the floors. You cannot destroy these crystal balls.
- The crystal balls are small. To dodge, it is good to just jump between the crystal balls. Like in this drawing below. Try not to slide. You'll just slide into a crystal ball.
- Abuse the temporary damage invincibility to absorb the crystal balls.



- Usually you have to jump twice to fully dodge the attack.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = 28
- Crystalman's Weapon = 28
- Gravityman's weapon = Not Enough
- Gyroman's Weapon = 7
- Napalmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = Not Enough

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 3.5 - Napalmman
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There's nothing but leaping tigers in this screen. There are many leaping tigers. Slowly advance right when you have a fully recharged buster. Kill any tiger with a fully recharged buster shot. Make your way all the way right and then drop down. Drop down, kill the tiger with a fully recharged buster shot and then drop down. Kill the two shelled heads, then kill the two yellow helmets on the ball launchers and then go right. Go right, kill any of those purple ground diggers by shooting three buster shots into the spikes and then go all the way right. Climb the ladder. There's an e-tank here. Just jump around the walls to the left. There's an invisible path which is super simple to go through. Get the e-tank and then go right.

You can see those floor seekers ahead of you. Kill them both from where you are and begin to go right. These waterfalls will slowly carry you to the edge. Don't stand still on them. Go right, kill the guy in the helicopter, kill the three floor seekers, climb the ladder, jump over the floor seeker next to you, go right, drop down in the same place as the waterfall next to you, quickly jump over the two floor seekers, go right, kill the two floor seekers on the bottom, quickly kill the two floor seekers above you, quickly kill the guy on the helicopter to the right and then climb the ladder to your right.

Get what Eddie has to offer you and then climb the ladder to your left. Go right, kill the ape-like missile launcher (shoot the head), go right, kill the other ape-like missile launcher, go right, get the letter N and then drop down.

 Letter N

This letter is seen on your normal path. It's easy to get this letter.

Drop down and then quickly turn left. Jump or drop are both ok.

Immediately shoot rapidly to your left and kill the yellow helmet on the ball blaster machine. Then drop down, kill the other yellow helmet on the ball shooter, get the 1-up and then drop down to the left. Go right, shoot the first missile you see, slide under the second missile, jump over the third and fourth missile, go right, slide under the red stomper, go right, destroy the first three missiles, shoot to the right, then quickly jump over the spikes while your buster shots are still on your screen so that your buster shots hit the last missile. Go right and drop down.

Go left, avoid the ceiling spikes, hold left (You'll be fine.) and then drop down. Kill the ball launcher to your left and don't move. These pits have conehead missiles. If you go near a pit, a conehead missile will appear. Go right, avoid the two conehead missile pits, kill the ball launcher, go right, avoid the three conehead missile pits, go right and into the boss gate to fight Napalmman.

Napalmman

- Boss Info - Predictable, medium speed, medium boss.

- Napalmman has a pattern. He attacks and then he leaps to where you are. When he lands, he will attack. If you are far away from him after he lands, he will shoot 3 missiles at you. Slide under or jump over them. If you are close to him after he lands, he will shoot two napalm bombs that will explode on impact. Jump over them just as they are about to hit the floor.

- Buster Shots = 28

- Recharged Buster = 10

- Beat = Not Enough

- Chargeman's Weapon = Useless

- Crystalman's Weapon = 10

- Gravityman's weapon = Useless

- Gyroman's Weapon = 28

- Napalmman's Weapon = 28

- Starman's Weapon = Not Enough

- Stoneman's Weapon = 28

- Super Arrow = Not Enough

- Waveman's weapon = Not Enough

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3.6 - Stoneman

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Note : On a spinning platform, you can't attack unless you jump and attack.

Go right, kill the three pregnant yellow helmets, go right, kill the two shelled floating guys and then climb the ladder. Kill the shelled floating guy next to you, climb the ladder, kill the other shelled floating guy, kill the pregnant yellow helmet and go right. Drop down, dodge the first floor seeker, recharge your buster, jump and shoot the floor seeker on top of the bottom ladder, climb the bottom ladder, kill the pregnant yellow helmet and then climb the top ladder.

Letter G

In the room with the two floor seekers and the pregnant yellow helmet, there is a secret path to the letter G. All the way on the bottom, there are two unique looking blocks of rocks. Shoot them and slide under to get the letter G.

Quickly slide your way and jump to the next screen while killing the shelled floating guy to the right. Kill the two shelled floating guys, go right, kill the ball launcher, go right, kill the two shelled guys, go right, kill the other shelled guy, drop down, kill the ball launcher and then climb the ladder to the right. Go left, kill the ceiling clinger to the left, jump up to the higher ground, get the HP, kill the pregnant yellow helmet and then go right.

Kill both of the shelled floating guys, go right, jump over the seeking mouse, go right, kill the seeking mouse, go right, drop down, get the HP, kill the seeking mouse, jump up twice to higher grounds, kill the two shelled floating guys, go right, kill the pregnant yellow helmet, kill the two shelled floating guys and then climb the right ladder. Go left, kill the ceiling clinger and then stop. There's a secret path here. There's a unique looking block on the right wall in the center. Shoot it. In the secret path, there's an M tank, a ball launcher enemy and a ceiling clinger enemy. Anyways, climb the top-left ladder.

Go right, kill the two floating guys, kill the shielding cannon, kill the two floating guys, jump on the spinning platform, drop down, kill the two floating guys, kill the shielding cannon, jump over the pit, kill the shielding cannon, kill the two floating guys, go right, kill the two floating guys, kill the shielding cannon, go right, kill the three floating guys, kill the shielding cannon, go right, kill the shielding cannon and then climb the ladder. There's a secret path to getting the 1-up behind the rocks. Use rush coil to reach the top of the rocks. It is a hidden path to the 1-up. You can see yourself through the rocks. After you get the 1-up, go right.

Kill the three floating guys, jump on the spinning platform, jump right, kill the two floating guys, go right, kill the floating guy, jump directly over the spinning platform and on to safe ground. You can see an e-tank. If you want to get it, then get on the first platform, jump to the second platform, jump to the third platform and immediately jump to the e-tank. After you get the e-tank, jump on the platform I told you to jump over. Now go back to the first platform and then jump platforms normally to reach the ladder on the top-right corner. It's eddie! Get what he gives you. There's a secret path here to the right. It contains one large HP and one large weapons energy. After you go through the secret path, go back to Eddie's room and climb the left ladder.

Go right, kill the pregnant yellow helmet, jump on to the top platform, go

right, kill the two floating guys, kill the yellow helmet on the top platform from a distance, kill the floating guy to the right, jump on to the next platform, jump to the next platform, kill the floating guy, go right, kill the pregnant yellow helmet, kill the floating guy and then go all the way right and into the boss gate to fight Stoneman.

Stoneman

- Boss Info - Predictable, medium speed, easy boss.

- Stoneman has two attacks. The jumps and the spiral rock attack. He will jump a couple of times, then he will jump really high and then land. When he lands, he will turn into a pile of rocks and then reform. If you are far away from him after he reforms, he will do a spiraling rock attack. It's two rocks that spiral around the screen. If you are close to him after he reforms, he will just jump around.

- After Stoneman lands on a big jump, he will turn into a pile of rocks and then he will reform back into his normal state. He is invincible when he is in a pile. Shoot Stoneman while he is jumping or just standing still.

- You can slide through Stoneman when he is a pile of rocks.

- Buster Shots = 28

- Recharged Buster = 10

- Beat = Not Enough

- Chargeman's Weapon = Useless

- Crystalman's Weapon = 28

- Gravityman's weapon = Not Enough

- Gyroman's Weapon = 28

- Napalmmann's Weapon = 7

- Starman's Weapon = Not Enough

- Stoneman's Weapon = 28

- Super Arrow = Not Enough

- Waveman's weapon = Not Enough

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3.7 - Chargeman
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Nothing but missile droppers on this screen. Make your way all the way right, while avoiding any dropping missiles (Dodge by moving the opposite direction a little bit.), and then climb the ladder. Go right to the next screen. Kill the yellow helmet on a train, go right, kill the yellow helmet on a train, kill the two floating guys, go right, kill the two floating guys, go right, kill the five yellow helmets on trains that you encounter, go right and then drop down.

Go right, kill the big chicken, kill the seeking mouse, go right, kill the seeking mouse, kill the big chicken, drop down, recharge the buster, go right, kill the seeking mouse that will appear near the blue pipes (the path is narrow), go right, kill the big chicken, go right, kill the seeking mouse, drop down, kill the two seeking mice, kill the big chicken, go right, drop down, kill the seeking mouse that will appear within the narrow path, go right, kill the seeking mouse, kill the two shelled floating guys, get the letter "A" by using rush coil.

Letter A

It'll be seen during your normal path. Use rush coil to get it.

Go right, kill the two seeking mice, kill the shelled floating guy and then climb the right ladder. I know what you people are thinking.

"OH! THERE MUST BE A SECRET BEYOND THOSE SPIKES!!!"

Don't even try. It's like some mind trick that capcom has set up. Go right. Go right, kill the three yellow helmets on trains, go right, kill the two ball launchers, drop down, go right, kill the three yellow helmets on trains, go right, kill the three ball launchers, go all the way right and then drop down. Kill the ape-like missile launcher and then go through the boss gate to fight Chargeman.

Chargeman

- Boss Info - Predictable, medium speed, medium boss.

- Don't try to shoot this boss when he is charging at you or if he's red.

- At the start, Chargeman will charge at you. Jump over him. Then he will start to walk towards you. If you are near Chargeman while he is walking towards you, he will do a little charge at you. He will walk for a while and then he will stop. When he stops, he will turn red and shoot out three burning coals into the air. The burning coals will fall from the sky. After the attack, if you are far from Chargeman, he will charge towards you. After the attack, if you are close to Chargeman, he will just walk towards you.

- Buster Shots = 28

- Recharged Buster = 10

- Beat = Not Enough

- Chargeman's Weapon = Useless

- Crystalman's Weapon = 28

- Gravityman's weapon = Useless

- Gyroman's Weapon = 28

- Napalmman's Weapon = 28

- Starman's Weapon = Not Enough

- Stoneman's Weapon = 7
- Super Arrow = Not Enough
- Waveman's weapon = Not Enough

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 3.8 - Waveman
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Go right and stop when you see a crack on the floor (Not hard to see). When you are a few steps away from a crack, a bunch of steam will burst out for about two seconds. Avoid the first steam crack and slide under the ball on chain. Go right, avoid the second steam crack, slide under the ball on chain, go right, avoid the third steam crack, slide under the ball on chain, go right, get the HP and take the top pipe. Jump over the steam crack, get the 1-up and then drop down. Avoid any edgewalking enemies by jumping over them. Go right and avoid the first two steam cracks, go right, avoid the third steam crack and then go right.

You can see there are five holes. Bubbles come out of them. Big bubbles can hold your weight and will last until it hits the ceiling. The small bubbles can only hold your weight for a second. Jump on the fourth hole's big bubble and ride it to the next screen. Jump from the third hole's small bubble, jump to the second hole's small bubble, then jump to the first hole's big bubble and ride it to the next screen. Wait for the second hole's small bubble, jump on the second hole's small bubble, quickly jump to safe land and then go right. Go all the way right and get on the water vehicle.

Note : You cannot access your menu. So if you are low on HP, you cannot use an e-tank. If you die, you will have to do the entire water course again.

I'll try to explain the water course like this...

I'll use these symbols to explain when a monster will appear.

- F = Floating Head
- G = Guy on Waterski
- D = Dolphin
- (O) = The enemy will come from behind you.

This is the first course.

F-F-F-F-G-F-F-G(O)-F-F-G(O)-F-D-D-F-G(O)-D-D-D-F

At the end, you'll fight a giant sea monster. Shoot the green spot on it's head 20 times and then go right.

This is the second course.

D-G(O)-D-D-G(O)-D-D-D-G(O)-D-G-G(O)-G(O)-D-D-D-D-*G-D-D-D-D-G-D-D

 Letter E

During the second course, the letter E is where the star is. You jump to it.

After you get off the waterski, kill the slow shooting cannon and then enter the boss gate to fight Waveman.

Waveman

- Boss Info - Predictable, slow speed, medium boss.
- This boss has just one pattern. He will leap to where you are standing, land, summon a small wave of water, shoot one harpoon, leap and so on.
- The wave of water he summons will stand on location. It will deflect your buster shots. The wave of water is always summoned near or next to you. Just don't move when he is about to summon it.
- Jump over the harpoon and watch out for Waveman as he leaps towards you.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = 7
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = Not Enough

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4.0 - Protoman's Stage
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Nothing much to say. Four stages. One surprise!

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4.1 - Protoman's Stage 1
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On this screen, there are many leaping tigers. Because of this, it is recommended that you stop, recharge your buster and then proceed. Go right, kill that orange helicopter, go right, kill the leaping tiger, jump over the pit, kill the orange helicopter, go right, kill the orange helicopter, jump over the pit, kill the orange helicopter, jump over the pit, kill the helicopter, kill the leaping tiger, go right, kill the two helicopter, jump over the small pit, go right, kill the leaping tiger, kill the helicopter to the right, go right, drop down to the lower level, kill the bottom tiger, go right and climb the ladder.

You can see that there are three ceiling clingers. Walk to the edge of the platform you are on and the first ceiling clinger from the right will drop down. You can use Gyroman's weapon to easily kill the other two. If you want to save your weapons then jump over the edge and then quickly go back to your platform. The second ceiling clinger is gone. Now jump to middle platform with the edgewalker. Do the same thing as you did with the second ceiling clinger. Jump over the edge and then jump back to where you are. Jump under the ladder and use either rush coil or super arrow to reach the ladder.

Kill the floor seeker to the right, go right, avoid the head that drops missiles, drop down, jump over the floor seeker, go right, avoid the missile dropper, go right, avoid the two missile droppers, jump over the floor seeker, use rush jet to go over the spikes, jump to the small ledge on the wall, use super arrow to jump over the wall, go right, jump to the higher ground, avoid the missile dropper, kill the floor seeker, go right, avoid the three missile droppers, go right, kill the floor seeker, go right and drop down. Jump over the floor seeker coming from the right, kill the slow shooting cannon, go left and drop down.

Go right, kill the laser walker, go right and climb the ladder. Here's another one of those climbing puzzles.

```
#L##### A is 1 and 3.
#L          # R = Right, L = Left
#L          #
#L          # Jump to the R1, R2, R3, R4, R5, R6, A, Ladder.
#          #
# 2  64    #
#        3  #
#        5  #
# A 6      #
# 3 42    #
#        1  #
#          ##L#
#SSSSSSSS##L#
#####L#
```

Climb the ladder for another puzzle.

```
#L##### A is 4, 5 and 6.
#L          # R = Right, L = Left
#L          #
#L          # Jump to L1, L2 (Jump from L1's edge, bump under L1 and
###        # land there), R3, A, L5 (Get ready to jump to L6), L6, R1
# 13      # and then the ladder.
#        6  2  #
#          #
# 4        #
# 1  2     #
#        5 A3 #
#L#        #
#L#SSSSSSSS##L#
#####L#
```

Climb the ladder. Shoot right, immediately slide under the passage (Make sure the buster shot is still on the screen so that it kills the floor seeker on the other side.) and then go all the way right and into the boss gate.

Buster Tank

- Boss Info - Predictable, slow-medium, easy boss.
- The boss moves left or right and shoots one small buster shot and then moves again. Jump over him to avoid him.
- As the boss's HP gets lower, his moving speed gets higher.
- The boss will immediately attack after getting hit. Jump to avoid.
- The boss can shoot diagonally above.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = 10
- Chargeman's Weapon = 28
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = 10

=====
4.2 - Protoman's Stage 2
=====

Make your way to the left ladder while avoiding the edgewalkers. Climb the ladder. Just to tell you, there's a fake wall just above the right shielding cannon. You can jump through it. Kill the shielding cannon to your left and climb the left ladder. Kill the two floating guys, use rush coil to jump over the wall, kill the floating guy, kill the yellow helmet on the train, go right, kill the floating guy, go right, kill the yellow helmet on the train, kill the two floating guys, go right, kill the yellow helmet on the train, kill the two floating guys, go right, kill the yellow helmet on the train and then quickly go right and drop in the hole.

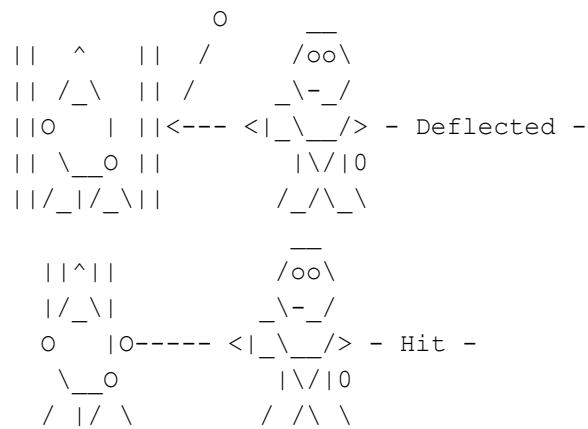
Avoid the edgewalkers and make your way to the ladder. Do not just drop down or else you will die. Climb down the ladder. You can see there are treadmill platforms. There are six skull droppers here. You can avoid an attack by simply moving back one treadmill. Go right, avoid the skull dropper, go right, kill the bottom skull dropper, go right, kill the skull dropper, go right, kill the two skull droppers and then climb the ladder. Dodge the crystal attacks by sliding under them. Kill all the crystal shooters and then climb the top ladder.

Kill the helicopter, avoid the ball dropper, go right, kill the ball dropper, kill the helicopter, go right, kill the helicopter and stop. You can see that there are four paths. The bottom path leads to an e-tank. The third from the top leads to a large HP. When sliding under the third and bottom path, watch out for the spikes that will kill you if you slide too far. Slide under the second path and drop down. Get the 1-up if you want and then drop down. Drop down more, go right, kill the four bouncing heads, go right and then climb the ladder. Rapidly shoot at the yellow helmet on the ball launcher to your left, ignore the enemy above you and then climb the ladder to the left.

Fire Gravityman's weapon rapidly three times. Switch back to the regular buster. Go right, kill the floating guy, kill the tiger to your right, kill the floating guy below you, go right, kill the floating guy, go right, stand under the ladder, let the tiger leap left and into the pit, climb the ladder, kill the floating guy, drop down, kill the tiger to your right and then quickly enter the boss gate.

 Electric Shield Guy

- Boss Info - Predictable, slow-medium, easy boss.
- The boss moves left or right. That's it. Jump over to avoid.
- As the boss's HP gets lower, his moving speed gets higher.
- Sometimes your shoots hit and the boss and sometimes they don't. You can thank this guy's rotating shield. When the shield looks like it only has one side, shoot the guy. Here's a simple drawing below.



- Buster Shots = 28
- Recharged Buster = 10
- Beat = 10
- Chargeman's Weapon = Useless
- Crystalman's Weapon = 14
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 14

- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = 14
- Waveman's weapon = Not Enough

=====
4.3 - Protoman's Stage 3
=====

Recharge your buster, go right, jump up, shoot the recharged buster at the air enemy and then quickly shoot him again once. Go right, jump over the floor seeker, go right, kill the floor seeker, recharge your buster, go right, jump up, shoot the recharged buster at the air enemy, shoot him again, kill the floor seeker, go right, kill the floor seeker, go right, kill the floor seeker, recharge, kill the air enemy with the one fully charged buster shot and one shot, go right, kill the floor seeker, go right, jump over the floor seeker and on to the ladder. Climb the ladder.

Use rush coil to get the large HP if you want. Go left and the ceiling clinging air enemy will fall down. When it falls down, kill it quickly with one shot and then climb the left ladder. Recharge your buster and stand right in front of the shielding cannon. The moment it reveals itself, kill it and then quickly go right to the next screen before the air enemies get to you. Kill the three floating enemies. Now this part isn't tricky. Jump on the bottom platform and it will go left. While it is going left, jump on the top platform and then quickly jump on the ladder. If you messed up, go back one screen and then come back. Don't get hit by the spikes on the walls.

Now kill the two floating enemies. Now do the same as last time. Jump on the bottom platform (goes right), jump on the middle platform (goes left), jump on the top platform (goes right) and immediately jump on to the ladder. Climb the ladder. Go right, kill the skull dropper, go right, stand on the edge of the land, jump, kill the yellow helmet on the ball cannon, go right, avoid the skull dropper by standing one block left of where the yellow helmet on the cannon was, go right, stand on the edge, jump, kill the yellow helmet on the ball cannon, go right, stand where the enemy you just killed was, jump, kill the other yellow helmet on the ball cannon, go right, kill the skull dropper, keep going right, stand near the edge of the left blue platform, kill the yellow helmet on the ball cannon, go right and climb the ladder.

Kill the bouncing head, use rush coil to reach the left ladder. Climb that ladder. Go right, quickly jump on the moving block platform and follow it. Get the 1-up and avoid the e-tank. Kill the first floating head, jump over the spiky ball, kill the second floating head, kill the third floating head, jump from the moving platform to the left blue block, then jump to the right blue block, wait for the moving block platform to come back, jump it when it comes and then continue to follow it. Kill the two floating heads, jump to the right blue block, then on the moving platform, kill the floating head below you, make it to land and climb down the ladder.

Slide under the big red angry stomper and drop down. Go right and stop. Make the angry stomper come towards the left. Now slide under him and quickly go right so that he gets cut off by the screen. Go right, kill the shielding cannon, jump over the pit, go right, kill the shielding cannon, go right, kill the three shielding cannons and then climb the

ladder. Now slide under the big angry stomper when he does a long leap. Quickly get the E-tank and go up the left ladder. You could have used four of gyroman's weapon if you wanted to.

Go right and jump on the moving block platform. Just follow it and avoid or kill any floating dropping head. Now go all the way right and enter the boss gate.

Rapid Shooting Purple Guy

- Boss Info - Slightly Predictable, medium speed, medium boss.
- While you are frozen, Beat the bird will still be working.
- The boss jumps up and rapidly shoots 5 buster shots to the ground. Slide in one direction to avoid.
- If you are near the boss on the ground, the boss will blink and then shoots 3 rings at you which will freeze you in place. Jump over the middle ring to avoid in long range. In close range, jump over all the rings. He can also shoot the rings diagonally above.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = 10
- Chargeman's Weapon = 28
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 14
- Napalmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = 14
- Waveman's weapon = Not Enough

=====
4.4 - Protoman's Stage 4
=====

This stage has no enemies and only has two screens. The place before the boss and the boss.

You can see that this level is pretty straight-forward. Just turn right and shoot the bottom-most broken rock. The rock will be destroyed and the ceiling will fall down and will stop when the next bottom-most broken rock touches the floor. Do not let the ceiling crush you.

Stand in opening in the center, destroy the first three blocks and let the ceiling fall. Turn left, shoot the bottom block, slide under, destroy the

other five blocks and let the ceiling fall. Jump lightly to the higher ground and watch out for the spikes. Destroy the three bottom blocks and let the ceiling fall. Don't stand under the many blocks above you. Destroy four blocks. On the fifth block, destroy the fifth block and quickly slide through. Destroy the other four blocks and let the ceiling fall. Don't stand under the spike, destroy the rest of the blocks, let the ceiling fall and then go into the boss gate.

Darkman

- Boss Info - Predictable, medium speed, medium boss.

- The boss has a very simple pattern. He attacks shoots three buster shots one at a time. Then he either shoots another 3 buster shots or he jumps up and shoots his shields to the left and the right. When he lands, his shields will come back to him. When his shields comes back, he either attacks you are shoots his shields again.

- You can slide under his buster shots or jump over them.

- Jump over his shields.

- Buster Shots = 28

- Recharged Buster = 10

- Beat = 10

- Chargeman's Weapon = 28

- Crystalman's Weapon = 28

- Gravityman's weapon = Useless

- Gyroman's Weapon = 28

- Napalmman's Weapon = 28

- Starman's Weapon = Not Enough

- Stoneman's Weapon = 14

- Super Arrow = Not Enough

- Waveman's weapon = Not Enough

Rest of the Level

After you defeat Darkman, Dr. Wily comes out and says a few things.

Dr. Wily : You've done well, Mega man! I never expected you to defeat my powerful Darkman Robot!! Until now I have managed to frame Protoman for my crimes, but now the real Protoman has appeared and spoiled my plan!! Dr. Light is a captive in my lab. Come if you dare!! Ha, Ha, Ha.

Dr. Wily flies to his castle in his old ship.

=====

5.0 - Wily Stage

=====

Beat the Protoman stages and you will be immediately taken to Dr. Wily's castle.

=====

5.1 - Wily Stage 1

=====

Get the e-tank and then climb down the ladder. Another puzzle. Isn't this stupid. Time to draw!

#####L# X = Spikes
#X L# # = Block
#X L# ^ = Where to go

#X #####
#X #####
#X X#####
#X X#####
#X X###
#X X###
#X X###
#X X###
#X X###
#X X###
#X X###

^

#X X###
#X X###
#X X###
#X X###
#X X###
#X X###
#X X###
##X X##
##X X##
##X X##
##X ## X##
###X X##
###X X##
###X X##

^

###X X##
###X XXXX##
###X X#####
###X X#####
###X X#####
###X X##
###X X##
####X X##
####X X#
####X X#
####X X#
####X X#
####X X#

^

####X X#
####X X#
####X X#
####X X#
####X X#


```
####X      X#
####X      X#
####X      X#
####X      X#
####X      X#
#####X     X
#####X     X
#####X     X
```

^

```
#####X    X
#####X    X
#####X    X
#####X    X
#####X    X
#####X    X
#####X    X
#####X
#####X
#####X
#####X
#####X    ###
#####XXXXX###
```

^

Land. Jump over the several spiky floor enemies, kill the first catapult, kill the second catapult, go right, kill the third catapult, drop down, kill the third catapult, jump over the spiky enemy and then climb the ladder. Kill the two ground cannons near you, kill the two floating heads, kill the other two ground cannons and then climb the left ladder. Go right. You can see that the ceiling is completely spiked. Go right, kill the first catapult, jump on to the rolling wheels, go right, drop down, kill the second catapult, go right, kill the third catapult, jump on to the wheel, go all the way right and climb the ladder. Kill all five of the floating heads. Slide around, jump over them and do whatever to kill them. Use rush coil to reach the ladder and then climb it.

Go right and jump to the 4th rolling wheel. Use rush jet. Get on the rush jet and climb to the top. When the rush jet hits the wall to the right, just hold right and you'll be on safe land. If you don't have the rush jet, then jump wheel to wheel. It's tough and you'll die often. Make your way all the way right. Now this is a trash compactor. I think. Don't get crushed. The only enemies here are yellow helmets on ball cannons. Go right, kill the enemy, go right, stand in the safe zone, shoot the blocks, slide to the other side, kill the enemy, go right, destroy the blocks, kill the enemy, go right, destroy the blocks, kill the enemy, stand in the safe zone, destroy all the blocks to the right, slide under, stand in the safe zone and then quickly slide three times to the next screen.

Kill the chicken and climb the ladder. Kill the first ground cannon, kill the two floating heads, kill the second ground cannon and then climb the ladder. Kill the two floating heads, kill the two ground cannons, go right, kill the two floating heads, kill the two ground cannons and then go into the boss gate.

```
-----
Head on a Stick
-----
```

- Boss Info - Predictable, immobile, easy boss.

- You might think that he's too high but there's a way. You can see he is made up of 4 things. I'll make a map.

```
-  
_ | | _ ]- Head  
/      \ }- Body  
V_V_V_V }- Body  
<|____|> ]- Top Platform  
<|____|> ]- Bottom Platform
```

- If you shoot the bottom platform, it will fly towards to the left. Same goes to the top platform. You may jump on these platform but you will take damage if you touch the sides of the platform.

- To damage the boss, just shoot the bottom platform, jump on the bottom platform, shoot at the top platform, jump on the top platform and shoot the head while you are on the top platform.

- This boss shoots heads into the sky which will fall down. The heads make it harder for you to jump from platform to platform. You may destroy these heads.

- The boss closes his eyes when the platforms aren't active. When his eyes are closed, he is invincible. When a platform is active, he opens his eyes and are vulnerable.

- Buster Shots = 28

- Recharged Buster = 10

- Beat = Not Enough

- Chargeman's Weapon = Useless

- Crystalman's Weapon = 7

- Gravityman's weapon = Useless

- Gyroman's Weapon = 28

- Napalmman's Weapon = 28

- Starman's Weapon = Not Enough

- Stoneman's Weapon = 28

- Super Arrow = Not Enough

- Waveman's weapon = Useless

=====
5.2 - Wily Stage 2
=====

Note : Save your super arrows.

Go right, kill the ceiling droppers if they drop down, go right until you meet a point where you have to drop down to the next screen. Use rush jet to safety go down. You can do it without rush jet but don't risk it. Drop down again. Get the e-tank, go right, kill the yellow helmet, jump to the fourth wheel, kill the yellow helmet, jump to the platform, go

right, jump to the seventh wheel, jump to the platform, quickly kill the yellow helmet, take the lower path, go right, kill the yellow helmet, get the large HP near you, jump towards the yellow helmet to the right, shoot him as he reveals himself, go right, kill the four yellow helmets, go right and climb the ladder. Kill the two yellow helmets and then climb the ladder.

Go right, kill the yellow helmet, jump out of the water, kill the three pregnant yellow helmets and then drop down. Kill all three floating heads, go left, drop down, go right, watch out for the seeking mouse, go right, jump over the two seeking mice, go right and drop down. Go right, jump over the seeking mouse, kill the chicken and climb the ladder. Kill the angry stomper quickly (Your quick hits must be accurate) with the buster or 4 shots with gyroman's weapon. Ride the super arrow to the left wall. You should have used one super arrow. Climb the ladder. Make the angry stomper perform a long leap. Now avoid him like that and go into the boss gate.

Round Ball Thrower

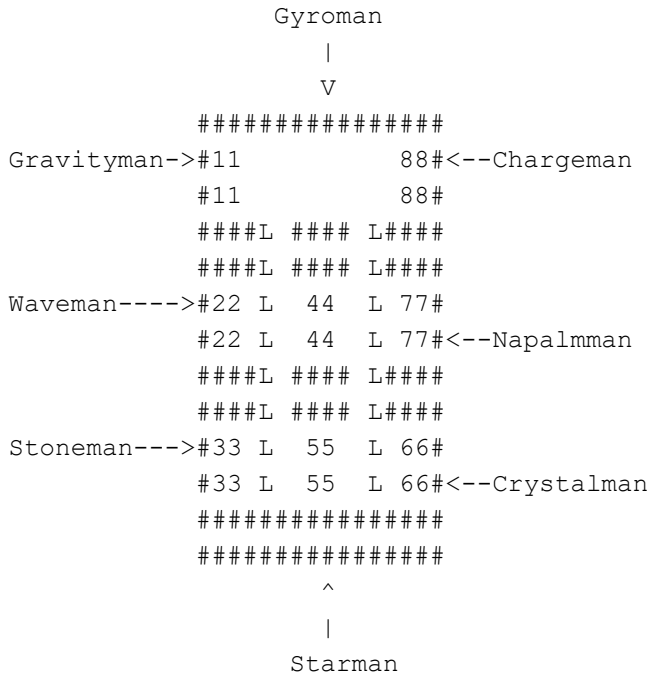
- Boss Info - Predictable, medium speed, medium boss.
- The platforms on the ground will lift you so that you can reach him.
- This boss can only be damaged when his sides are open. Even if you use Gravityman's Weapon. Shoot inside his open sides to damage him.
- The boss moves to one side of the screen, then the other side of the screen and then stops in the center. While moving, he shoots balls from the top of his head at you.
- When the boss stops at the center, he opens his sides. He will move to one side of the screen (depending on what side of the field you are on.), then he will move to the other side of the screen and then stop at the center and start normally moving again.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = Useless
- Crystalman's Weapon = 28
- Gravityman's weapon = Not Enough
- Gyroman's Weapon = 7
- Napalmmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = Not Enough
- Waveman's weapon = Useless

=====
5.3 - Wily Stage 3
=====

Use the rush coil to get the E-tank to the left. Go right, destroy the slow cannon and then enter the teleporter to fight all eight bosses.

All Eight Bosses

- Here's a map of the field.



- Here're the recommended weapons. Remember. If you want to save your weapons, then use the fully recharged buster. Ten of those can kill any boss.

- Chargeman - Stoneman's Weapon (7)
- Crystalman - Gyroman's Weapon (7)
- Gravityman - Starman's Weapon (7)
- Gyroman - Gravityman's weapon (7)
- Napalmman - Crystalman's Weapon (10)
- Starman - Waveman's weapon (7)
- Stoneman - Napalmman's Weapon (7)
- Waveman - Chargeman's Weapon (7)

- If you defeat a boss, you get a large HP tank.

- Remember to fight the strong ones if you have full energy. And if you have low energy, fight the weak ones.

After you kill all eight bosses

After you kill all eight bosses, step into the new teleporter that's all the way on the top. You will fight Dr. Wily.

Dr.Wily's Stomping Machine

- Boss Info - Predictable, slow speed, easy boss.

- Don't step on the spikes in the middle or else you will die.
- Dr. Wily will move around in the sky for about 5 seconds. Then he will pause, open his window, and stomp. When he stomps, the floor will rise. During this time, jump up and shoot at him directly. Don't jump too early or you won't reach him.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Not Enough
- Chargeman's Weapon = Useless
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 28
- Starman's Weapon = 7
- Stoneman's Weapon = Useless
- Super Arrow = Not Enough
- Waveman's weapon = Useless

=====
 5.4 - Wily Stage 4
 =====

Recharge your buster and go right. Stop when you encounter the one-eyed laser shooting enemy. Do not move back or else he will respawn when you kill him. Shoot your recharged buster, charge a fully charged buster and shoot it. Go right and drop down. Kill the slow shooting cannon and then drop down.

Recharge your buster and go right. Stop when you encounter the one-eyed laser shooting enemy. Do not move back or else he will respawn when you kill him. Shoot your recharged buster, charge a fully charged buster and shoot it. After you kill that enemy go through the boss gate to fight Dr. Wily.

 Skull Tank

- Boss Info - Predictable, slow speed, medium boss.
- If you hit the machine, it will move towards you and then back.
- The boss has two attacks. One is where it shoots three missiles at you. The missiles can move up or down. Because of that, try not to slide under the missiles. Another, he throws balls at you. Slide under the slow ball and the fast ball.
- Every now and then, the boss will suck you in with it's vacuum mouth.

Try not to jump after attacking it. Its an attack that sucks.

- You can stand behind the tank without taking damage. Don't do this.
- Shoot the mouth to damage this boss.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = Useless
- Chargeman's Weapon = Useless
- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmman's Weapon = 28
- Starman's Weapon = Not Enough
- Stoneman's Weapon = 28
- Super Arrow = 7
- Waveman's weapon = Useless

Dr. Wily in Flying Saucer

- Boss Info - Slightly Predictable, fast speed, medium boss.
- Dr. Wily will appear, drop one ball onto the floor, shoot four balls that will spiral away from the machine and then towards the machine, then disappear, reappear and so on.
- Here's what the dropping ball attack looks like in three frames.

```
|           |           |           | When the dropping ball hits the floor it will
|  W   |   W   |   W   | separate into two more balls. Jump over them.
|  o   |   |   |   |
|           |   V   |   |   |
|           |   o   |o<- ->o|
-----
```

- You can get up to two hits on Dr. Wily if you are fast enough.
- Beat is super useful for this boss.
- Buster Shots = 28
- Recharged Buster = 10
- Beat = 14
- Chargeman's Weapon = Useless

- Crystalman's Weapon = 28
- Gravityman's weapon = Useless
- Gyroman's Weapon = 28
- Napalmmman's Weapon = 28
- Starman's Weapon = 28
- Stoneman's Weapon = Useless
- Super Arrow = Not Enough
- Waveman's weapon = Useless

=====

6.0 - Ending

=====

Dr. Wily has just been defeated. Megaman chases after Dr. Wily. Dr. Wily comes to a stop and bows before Megaman. Dr. Light is freed from the cage. The building is starting to collapse. The ceiling collapsed and the only thing holding it up is Megaman. Dr. Wily escapes during this time.

PROTOMAN'S WHISTLE!

Part of the ceiling gets blown off. Megaman and Dr. Light escape. Megaman and Dr. Light look at Dr. Wily's castle explode. Protoman stands behind.

Credits

Staff

Dwn. No-33

Gravityman

Designer - Yukiko Mori

Dwn. No-34

Waveman

Designer - Hideyuki Monno

Dwn. No-35

Stoneman

Designer - Kenta Oonishi

Dwn. No-36

Gyroman

Designer - Katsunari Oguri

Dwn. No-37

Starman

Designer - Tatsumi Saegusa

Dwn. No-38

Chargeman

Designer - Toshiaki Sugiura

Dwn. No-39

Napalmmman

Designer - Shinichirou Seki

Dwn. No-40

Crystalman

Designer - Yuusuke Murata

Hiroo Matsunaga

Daisuke Kawamura

Yoshinobu Kofuji

Kouichi Kinoshita

Daisuke Sakuma

Youhei Kazama

Tsuyoshi Wakayama

Naohiro Yoshizawa

Masami Yoshiya

Ichirou Toyoshima

Kouhei Oosugi

Atsushi Ootsuka

Tetsuya Ishimaru

Kouji Honda

Daisuke Hashimoto

Daisuke Nagashima

Yuuya Masunaga

Norihiro Oosaki

Yuu Sakamoto

Taichi Higashionna

Katsutoshi Yasugi

Ryou Nishimura

Hiroshi Umezu

Takayuki Tokui

Takashi Tanaka

Tokushi Nakamura

Shingo Matsuura

Kouta Maruyama

Mikihiro Suzuki

Takashi Hama

Atsushi Matsumoto

Mitsutoshi Yamamoto

Planner

I.M.

Object Designer

Inafking

Tom-Pon

H.K

Kaz-Bomb

Ikki

Scroll Designer

Yasukichi

C.R

Junchan

Miki Senor

T.A

Yas

Adviser

Patariro

Inafking

Mickey

Bamboo

Ryo

Sound Composer

Mari

Presented by Capcom

=====

7.0 - Enemies

=====

Enemies of Megaman 5. I make up my own names because it's fun. A charge buster is about as equal as 3 buster shots. This is in order.

Fully Charged Buster shots = 3 buster shots

Starman

Asteroid

Buster shots = 1

It's a small rock which drop from the sky.

Bouncy Head

Buster shots = 3

Get close to it and it will start bouncing from floor to ceiling over and over again. It will shoot two buster shots at you every now and then.

Hidden Ground Cannon

Buster shots = 2

Get close to it and it will pop up from the ground. You can still shoot it if it's hidden but you have to aim really carefully or use one fully recharged buster shot.

Orange Helicopter

Buster shots = 1

It moves a little bit left and then a little bit right and so on. It shoots two buster shots at you every now and then.

Yellow Helmet with Jetpacks

Buster shots = 1

It flies around.

Exploding Missles

Buster shots = 1

It moves in a straight path. If you shoot it, it will explode into four pieces and will explode in four diagonal directions. If it crashes into a wall, it will explode and about 3 small pieces will fly towards you.

Walking Laser Shooter

Buster shots = 5

It walks left and right while facing towards you. It will shoot four

lasers at you every now and then. Aim for the eye.

Conehead Missile

Buster shots = Hard to record. Destroyable. Estimated 10.

When you get near where it is supposed to pop up. It's very tough. I'm not even sure if takes 10 shots to kill it. Just jump over it.

Small Catapult

Buster shots = 3

It catapults rocks at you.

Gravityman

One Eyed Side Shooters

Buster shots = 3

They are immobile and they shoot from both sides. When you jump into a gravity switching arrow, they will also be affected by the gravity.

Dropping Ball Dispenser

Buster shots = 3

It drops balls. The balls are shootable and are a good source of gaining HP, lives and weapon recovery.

Bored Looking Spiral Body

Buster shots = 4

It moves a little bit in one direction, stops and extends his body vertically. Then he moves in the other direction and does the same thing.

Hidden Ground Cannon

Buster shots = 2

Get close to it and it will pop up from the ground. You can still shoot it if it's hidden but you have to aim really carefully or use one fully recharged buster shot.

Big Red Angry Stomper

Buster shots = 13

It pauses, jumps at you and stomps directly down to the ground when you're under it. It's best to slide under it.

Small Floating Head

Buster shots = 2

They hide their face, pause, reveal their face, dive a short distance towards you and then they will stop. They do this over and over again. You can damage them even if they're hiding their face.

Gyroman

Shielding Cannon

Buster shots = 2

It hides behind a shield, lifts the shield, shoots, hide beind the shield and it just goes on like that.

Small Floating Head

Buster shots = 2

They hide their face, pause, reveal their face, dive a short distance towards you and then they will stop. They do this over and over again. You can damage them even if they're hiding their face.

Spiked Platform Edgewalker

Buster shots = Useless

Avoid these things. They circle around on a platform.

Floating Spinning Eye

Buster shots = 1

It slowly floats towards you. Easy to kill.

Immobile Chicken

Buster shots = 6

It doesn't move. It creates eggs which move towards you. The eggs take one buster shot to kill. Aim for the head.

Slow Shooting Cannon

Buster shots = 2

It normally shoots slowly. If you shoot at it, it will shoot one fast bullet horizontally. Shoot rapidly to counter this attack.

Big Red Angry Stomper

Buster shots = 13

It pauses, jumps at you and stomps directly down to the ground when you're under it. It's best to slide under it.

Dropping Spiked Head

Buster shots = 1

It will stop and drop.

Orange Helicopter

Buster shots = 1

It moves a little bit left and then a little bit right and so on. It shoots two buster shots at you every now and then.

Crystalman

Ball Walker

Buster Shots = 2-3

It walks back and forth. By shooting the body, the ball will still be alive and will bounce in one direction. If you shoot the ball, the body will die. It takes two buster shots to kill the body. It takes three buster shots to kill the ball.

MotorHead

Buster shots = 1

It moves in one direction.

Crystal Shooter

Buster shots = 3

It recharges a crystal and shoots it. While it is recharging, he is invincible. He does not move.

Floor Sweeper

Buster shots = 3

Sweeps the floor and shoots three bullets in three directions at the same time. Try not to stand above it.

Dashing Shield

Buster shots = 6

It's a shield that dashes. Jump over it and shoot behind it.

Skull Dropper

Buster shots = 1

It flies above you and drops a skull.

Seeking Mouse

Buster shots = 2

It moves around the floor. It goes to the edge, stops, goes to the other edge, stops and so on.

Blinking Floor Seeker

Buster shots = 1

When you get close to it, it will turn smaller and move in your direction. Shoot it with a fully charged buster when it is small or jump over it.

Big Red Angry Stomper

Buster shots = 13

It pauses, jumps at you and stomps directly down to the ground when you're under it. It's best to slide under it.

Napalmmman

Leaping Tiger

Buster shots = 3

It leaps towards you. You can slide under it.

Yellow helmet on a Ball Launcher

Buster shots = 4

It will reveal itself, shoot a ball and then hide back in it's protective helmet. The ball that he shoots will absorb your buster shots. Because of this, just shoot rapidly.

Floating Shelled Heads

Buster shots = 1

It will hide behind it's shell, reveal itself, float towards you and shoot a buster shot at you every now and then.

Ground Digging Shreader

Buster shots = 3

It's purple and it moves in one direction. Shoot the spikes three times to destroy it.

Blinking Floor Seeker

Buster shots = 1

When you get close to it, it will turn smaller and move in your direction. Shoot it with a fully charged buster when it is small or jump over it.

Guy in a helicopter

Buster shots = 4

This enemy gets annoying. It will dive towards you frequently and shoot small fireballs at you.

Ape-like Missile Launcher

Buster shots = 5

It is immobile and shoots a maximum of two slow homing missiles at you. Shoot the head to kill this ape. The missiles can be shot down.

Exploding Missles

Buster shots = 1

It moves in a straight path. If you shoot it, it will explode into four

pieces and will explode in four diagonal directions. If it crashes into a wall, it will explode and about 3 small pieces will fly towards you.

Big Red Angry Stomper

Buster shots = 13

It pauses, jumps at you and stomps directly down to the ground when you're under it. It's best to slide under it.

Conehead Missile

Buster shots = Hard to record. Destroyable. Estimated 10.

When you get near where it is supposed to pop up. It's very tough. I'm not even sure if takes 10 shots to kill it. Just jump over it.

Long Ranged Ball Launcher

Buster shots = 3

These immobile robots will frequently launch balls at you from long ranges.

Stoneman

Pregnant Yellow Helmet

Buster shots = 1

Shoot it and it'll spawn three little yellow helmets. One shot kills these smaller yellow helmets.

Floating Shelled Heads

Buster shots = 1

It will hide behind it's shell, reveal itself, float towards you and shoot a buster shot at you every now and then.

Blinking Floor Seeker

Buster shots = 1

When you get close to it, it will turn smaller and move in your direction. Shoot it with a fully charged buster when it is small or jump over it.

Long Ranged Ball Launcher

Buster shots = 3

These immobile robots will frequently launch balls at you from long ranges.

Seeking Mouse

Buster shots = 2

It moves around the floor. It goes to the edge, stops, goes to the other edge, stops and so on.

Dropping Ceiling Clinger

Buster shots = 1

If you get near them, they will drop from the ceiling and they will move in one direction until they meet a dead end.

Floating Spinning Eye

Buster shots = 1

It slowly floats towards you. Easy to kill.

Shielding Cannon

Buster shots = 2

It hides behind a shield, lifts the shield, shoots, hide behind the shield and it just goes on like that.

Chargeman

Missile Dropping Head

Buster shots = 1

It flies in one direction and drops three missiles one at a time. The missiles can be destroyed.

Yellow Helmet on a train

Buster shots = 1

It moves slowly. When you come near it, it's face will be exposed and it will shoot in three directions. After it shoots it will quickly move towards you. Easy to kill. Jump over or slide under the enemy's bullets.

Floating Spinning Eye

Buster shots = 1

It slowly floats towards you. Easy to kill.

Immobile Chicken

Buster shots = 6

It doesn't move. It creates eggs which move towards you. The eggs take one buster shot to kill. Aim for the head.

Seeking Mouse

Buster shots = 2

It moves around the floor. It goes to the edge, stops, goes to the other edge, stops and so on.

Floating Shelled Heads

Buster shots = 1

It will hide behind it's shell, reveal itself, float towards you and shoot a buster shot at you every now and then.

Long Ranged Ball Launcher

Buster shots = 3

These immobile robots will frequently launch balls at you from long ranges.

Ape-like Missile Launcher

Buster shots = 5

It is immobile and shoots a maximum of two slow homing missiles at you. Shoot the head to kill this ape. The missiles can be shot down.

Waveman

Spiked Platform Edgewalker

Buster shots = Useless

Avoid these things. They circle around on a platform.

Water Heads

Buster shots = 3

Jump over these immobile water enemies.

Guy on a Waterski

Buster shots = 2

These guys will stand still, move towards you or move away from you. They will shoot if you don't shoot fast enough. They are easy to kill.

Dolphin

Buster shots = 1
They hop on the water.

Giant Sea Monster
Buster shots = 20
The background goes black. This sea monster moves up and down into and out of the water. Every now and then it shoots one ball at you. Shoot the green spot on his head.-

Slow Shooting Cannon
Buster shots = 2
It normally shoots slowly. If you shoot at it, it will shoot one fast bullet horizontally. Shoot rapidly to counter this attack.

Protoman's Stage 1

Orange Helicopter
Buster shots = 1
It moves a little bit left and then a little bit right and so on. It shoots two buster shots at you every now and then.

Leaping Tiger
Buster shots = 3
It leaps towards you. You can slide under it.

Dropping Ceiling Clinger
Buster shots = 1
If you get near them, they will drop from the ceiling and they will move in one direction until they meet a dead end.

Spiked Platform Edgewalker
Buster shots = Useless
Avoid these things. They circle around on a platform.

Blinking Floor Seeker
Buster shots = 1
When you get close to it, it will turn smaller and move in your direction. Shoot it with a fully charged buster when it is small or jump over it.

Missile Dropping Head
Buster shots = 1
It flies in one direction and drops three missiles one at a time. The missiles can be destroyed.

Slow Shooting Cannon
Buster shots = 2
It normally shoots slowly. If you shoot at it, it will shoot one fast bullet horizontally. Shoot rapidly to counter this attack.

Walking Laser Shooter
Buster shots = 5
It walks left and right while facing towards you. It will shoot four lasers at you every now and then. Aim for the eye.

Round Follower
Buster shots = 5
It circles around you and then after a while it goes away.

Protoman's Stage 2

Spiked Platform Edgewalker

Buster shots = Useless

Avoid these things. They circle around on a platform.

Shielding Cannon

Buster shots = 2

It hides behind a shield, lifts the shield, shoots, hide behind the shield and it just goes on like that.

Small Floating Head

Buster shots = 2

They hide their face, pause, reveal their face, dive a short distance towards you and then they will stop. They do this over and over again.

You can damage them even if they're hiding their face.

Yellow Helmet on a train

Buster shots = 1

It moves slowly. When you come near it, it's face will be exposed and it will shoot in three directions. After it shoots it will quickly move towards you. Easy to kill. Jump over or slide under the enemy's bullets.

Skull Dropper

Buster shots = 1

It flies above you and drops a skull.

Crystal Shooter

Buster shots = 3

It recharges a crystal and shoots it. While it is recharging, he is invincible. He does not move.

Dropping Ball Dispenser

Buster shots = 3

It drops balls. The balls are shootable and are a good source of gaining HP, lives and weapon recovery.

Orange Helicopter

Buster shots = 1

It moves a little bit left and then a little bit right and so on. It shoots two buster shots at you every now and then.

Bouncy Head

Buster shots = 3

Get close to it and it will start bouncing from floor to ceiling over and over again. It will shoot two buster shots at you every now and then.

Yellow helmet on a Ball Launcher

Buster shots = 4

It will reveal itself, shoot a ball and then hide back in it's protective helmet. The ball that he shoots will absorb your buster shots. Because of this, just shoot rapidly.

Leaping Tiger

Buster shots = 3

It leaps towards you. You can slide under it.

Protoman's Stage 3

Guy in a helicopter

Buster shots = 4

This enemy gets annoying. It will dive towards you frequently and shoot small fireballs at you.

Blinking Floor Seeker

Buster shots = 1

When you get close to it, it will turn smaller and move in your direction. Shoot it with a fully charged buster when it is small or jump over it.

Dropping Ceiling Clinger

Buster shots = 1

If you get near them, they will drop from the ceiling and they will move in one direction until they meet a dead end.

Floating Shelled Heads

Buster shots = 1

It will hide behind it's shell, reveal itself, float towards you and shoot a buster shot at you every now and then.

Shielding Cannon

Buster shots = 2

It hides behind a shield, lifts the shield, shoots, hide behind the shield and it just goes on like that.

Floating Spinning Eye

Buster shots = 1

It slowly floats towards you. Easy to kill.

Skull Dropper

Buster shots = 1

It flies above you and drops a skull.

Yellow helmet on a Ball Launcher

Buster shots = 4

It will reveal itself, shoot a ball and then hide back in it's protective helmet. The ball that he shoots will absorb your buster shots. Because of this, just shoot rapidly.

Bouncy Head

Buster shots = 3

Get close to it and it will start bouncing from floor to ceiling over and over again. It will shoot two buster shots at you every now and then.

Small Floating Head

Buster shots = 2

They hide their face, pause, reveal their face, dive a short distance towards you and then they will stop. They do this over and over again.

You can damage them even if they're hiding their face.

Big Red Angry Stomper

Buster shots = 13

It pauses, jumps at you and stomps directly down to the ground when you're under it. It's best to slide under it.

Dropping Spiked Head

Buster shots = 1

It will stop and drop.

Wily Stage 1

Spiked Platform Edgewalker

Buster shots = Useless

Avoid these things. They circle around on a platform.

Small Catapult

Buster shots = 3

It catapults rocks at you.

Floating Shelled Heads

Buster shots = 1

It will hide behind it's shell, reveal itself, float towards you and shoot a buster shot at you every now and then.

Hidden Ground Cannon

Buster shots = 2

Get close to it and it will pop up from the ground. You can still shoot it if it's hidden but you have to aim really carefully or use one fully recharged buster shot.

Small Floating Head

Buster shots = 2

They hide their face, pause, reveal their face, dive a short distance towards you and then they will stop. They do this over and over again. You can damage them even if they're hiding their face.

Floor Sweeper

Buster shots = 3

Sweeps the floor and shoots three bullets in three directions at the same time. Try not to stand above it.

Yellow helmet on a Ball Launcher

Buster shots = 4

It will reveal itself, shoot a ball and then hide back in it's protective helmet. The ball that he shoots will absorb your buster shots. Because of this, just shoot rapidly.

Immobile Chicken

Buster shots = 6

It doesn't move. It creates eggs which move towards you. The eggs take one buster shot to kill. Aim for the head.

Floating Spinning Eye

Buster shots = 1

It slowly floats towards you. Easy to kill.

Shielding Cannon

Buster shots = 2

It hides behind a shield, lifts the shield, shoots, hide behind the shield and it just goes on like that.

Wily Stage 2

Dropping Ceiling Clinger

Buster shots = 1

If you get near them, they will drop from the ceiling and they will move in one direction until they meet a dead end.

Underwater Yellow Helmet

Buster shots = 1

They vertically swim in the water and rapidly shoot three at a time.

Spiked Platform Edgewalker

Buster shots = Useless

Avoid these things. They circle around on a platform.

Pregnant Yellow Helmet

Buster shots = 1

Shoot it and it'll spawn three little yellow helmets. One shot kills these smaller yellow helmets.

Floating Shelled Heads

Buster shots = 1

It will hide behind it's shell, reveal itself, float towards you and shoot a buster shot at you every now and then.

Seeking Mouse

Buster shots = 2

It moves around the floor. It goes to the edge, stops, goes to the other edge, stops and so on.

Immobile Chicken

Buster shots = 6

It doesn't move. It creates eggs which move towards you. The eggs take one buster shot to kill. Aim for the head.

Big Green Angry Stomper

Buster shots = 13

It pauses, jumps at you and stomps directly down to the ground when you're under it. It's best to slide under it.

Wily Stage 3

Slow Shooting Cannon

Buster shots = 2

It normally shoots slowly. If you shoot at it, it will shoot one fast bullet horizontally. Shoot rapidly to counter this attack.

Wily Stage 4

Walking Laser Shooter

Buster shots = 5

It walks left and right while facing towards you. It will shoot four lasers at you every now and then. Aim for the eye.

Slow Shooting Cannon

Buster shots = 2

It normally shoots slowly. If you shoot at it, it will shoot one fast bullet horizontally. Shoot rapidly to counter this attack.

=====
8.0 - Weapons
=====

Buster Shots
Ammo - Infinite
Power - Weak

Comment - It's weak but reliable. You can fire as much as you want.

Buster Shots Recharge 1

Ammo - Infinite

Power - Weak

Comment - It's just like an uncharged buster.

Buster Shots Recharge 2

Ammo - Infinite

Power - Medium

Comment - A second charge of the regular buster will offer you great power. Three times more powerful than one buster shot

Chargeman's Weapon

Ammo - 28

Power - Weak-Medium

Comment - You slide while this weapon is equipped. You perform a slide kick. You are semi-invincible while performing this attack.

Crystalman's Weapon

Ammo - 28

Power - Medium

Comment - When the Crystal ball hits the wall, it will split into 3 pieces and bounce everywhere for a short time.

Gravityman's Weapon

Ammo - 7

Power - Weak

Comment - Causes most enemies to flip upside down and out of the screen. Sometimes it takes several shots to flip an enemy.

Gyroman's Weapon

Ammo - 28

Power - Weak

Comment - You fire the weapon and you can press up or down. If you press up, the spinning cross will move up. Same thing for down.

Napalmman's Weapon

Ammo - 28

Power - Medium

Comment - It explodes on impact. It has good splash damage.

Starman's Weapon

Ammo - 14

Power - Weak

Comment - It will shield you. Press Fire again and you will shoot your shield. You can shoot your shield left or right. The shield will protect you and take a shot for you.

Stoneman's Weapon

Ammo - 28

Power - Medium

Comment - Three stones will spiral from you to out of the screen.

Waveman's Weapon

Ammo - 14

Power - Medium

Comment - A wave that moves towards one direction. It erases bullets.

Beat

Ammo - 14

Power - Medium

Comment - This powerful beat will hit anything that can be damaged. Beat will only lose energy if it successfully damages something. You can fire buster shots while beat is active.

Rush Coil

Ammo - 7

Power - Weak

Comment - You jump on this rush coil and then jump when the rush coil has jumped itself. You may shoot when Rush is summoned.

Rush Jet

Ammo - Depends

Power - Weak

Comment - You may use the buster on this. When you are on this, it will automatically move towards one direction. You may move up or down but you can't control the left or right part. To make the Rush jet higher, just summon and jump. Rush will be summoned at the top point of your jump. Make sure you don't jump too high.

Super Arrow

Ammo - 14 (Depends)

Power - Weak

Comment - When an arrow hits a wall, it will stick. You may stand on an arrow. You may ride the arrow like rush jet. It is faster than rush jet. When you are riding an arrow, you waste the weapon energy rapidly. But the arrow you are riding will still be going.

=====

9.0 - Passwords and Secrets

=====

This is the password and secrets section. It contains passwords and secrets.

Passwords

You only need one password.

You are up to Protoman's Castle with no E-tanks or M-tanks.

Red: C1, D4, F6

Blue: B4, D6, F1

Secrets

Freezing Slide Glitch

I discovered this glitch while testing out all the weapons against one boss. On the third Protoman's stage, equip the slide weapon. Chargeman's weapon. Then get hit by a ring while attacking. You will be frozen in a state where you cannot be hit for a short time. While in this state, if the boss touches you, he takes damage!

Beat Continues to Attack

Fight a boss. Die while using Beat. Beat will continue to fight.

M-Tank Trick

Use the M-tank when you already have Full HP and weapons. When you

unpause, all the enemies on the screen will turn into 1-ups.

=====
10.0 - Frequently Asked Questions
=====

This is the FAQ section. I like to call it Frequently Annoying Questions.
Some very frequently asked questions.

Q : What's with the "MEGAMANV" in the menu?

A : If you collect all the letters, you get Beat which is a bird that kills enemies. There's one letter in each stage.

Q : Are any of the weapons rechargeable like in megaman 2?

A : Yes. The Buster. That's it.

Q : Any hidden stuff?

A : Yes. Beat. It's a bird who kills nearby enemies. Look in weapons section.

Q : What about the new buster?

A : The buster comes in three forms. Unrecharged, slightly recharged, and fully recharged. Slightly recharged is as powerful as a regular uncharged buster. The fully recharged buster does way more damage than an uncharged buster but takes a while to recharge.

Megaman 1 - Hard

Megaman 2 - Very awesome.

Megaman 3 - Slide!

Megaman 4 - Charge Buster!

Megaman 6 - Megaman Forms! Fly! Punch! Charge!

Megaman 7 - Very SNESy.

Megaman 8 - First Megaman to use cutscenes. Techno music!

Megaman and Bass - Hard. Good DATA ON ROBOTS.

Megaman X - THE ONE!

Megaman X2 - CLASSIC.

Megaman X3 - PLAY AS ZERO AND KICK ASS! SABER IS OVER POWERED!

Megaman X4 - ANIME! They ruined megaman's voice.

Megaman X5 - Bit boring.

Megaman X6 - I don't want to save reploids.

Megaman X7 - The 3d game play was a failed experiment.

Megaman X8 - It's coming...

Megaman Legends Series - Good. 10+Hours of gameplay.

Megaman Zero Series - AWESOME STUFFZOR. Its as good as the old X series.

<http://www.geocities.com/humanvegetableonline2002/MMZE.html>

- Megaman Zero 1 Ending -

Megaman Battle Network Series - Time consuming. Good.

=====
11.0 - Credits
=====

Dedicated to DesertEagle415AE!!

Also Dedicated to OTHERS... look below...

Daniel K for a reason.

David Y. for a reason.

Erik P. for a reason.

