

Mega Man 5 Walkthrough Final

by Gbness

Updated on Jun 17, 2006

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|                               MEGAMAN 5                               |
|                               For the Nintendo NES                   |
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|                               Date: 07/15/04                       |
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1. INTRODUCTION
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Let's see... this would make my 23rd FAQ. WHOO I AM GENIUS HEAR ME ROAR LOLLOL. After recently playing all the Mega Man games (and loving 'em, hear hear) I decided I'd write up for my favorite of all six, Mega Man V, which I also feel to be the most underrated in the series. This is one hell of an incredible game, and since it's so cheap in places like eBay, you really need to pick this little gem up. If you don't have an NES, then download an NES emulator and an ROM for this game. Trust me, you sure as hell won't regret it any time soon.

I have put as much effort as I possibly could into making this a good, detailed read, so here is what you'll read: first of all, there's this boring as hell introduction you're reading. OMG I AM HONORED. Then the legality and contact rules, and then some basics to this thing, showing you how to play this little jewel. After that, in case it's all you're looking for, I'll detail the locations of all eight letters (M, E, G, A, M, A, N, and V). After that is the walkthrough, split into two parts: the robot masters' stages and the walkthrough of Protoman's castle. Afterwards, the password lists, a chart for robots, and my good-byes.

Hope you enjoy this guide, along with the game. Have some fun, my dearest followers. By the way, this will likely be the final version. I needed to update a fatal flaw in the guide, and realized I was overworking my readers. Here's the new guide!

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2. LEGAL DISCLAIMER
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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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3. CONTACT RULES
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| E-Mail Rules |
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I love getting good emails, so you're free to email me with a question any time, but I will not answer questions already answered in this FAQ. I prefer e-mails with good grammar, and subjects with Mega Man <insert whatever here> or I will delete them, sorry. Also, don't send me e-mails about other Mega Man games with a Mega Man 5 subject, if you please. And don't bother sending things like:

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

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

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

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

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

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much. Another thing: don't send me e-mails in any languages other than English or Spanish. I can read both English and Spanish pretty well, but I prefer English. Still, I can do Spanish pretty well, so if you absolutely have to send me an e-mail in Spanish, hola. But if you know English, I want that. Thank you.

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| IM Rules |
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My AIM list is closed because of everything I need to get, so you'll have to e-mail me to get on. If you are on, however, do not give me spam or ask me to work for your site, or I'll probably remove you from it forever. Sorry if I'm rude, but I am quite busy often and can't stay on a lot, so I can't work for your site. It doesn't matter what it is; I WON'T WORK FOR YOUR SITE. Asking me to is asking to never talk to me again. Thank you. And please don't IM me a lot too, because I have like 20 people always IMing me, and although I hold nothing against them, I would prefer having light IMs. Thank you again. My name is rbeast288.

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4. BASICS/CONTROLS
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|-----|
{ CONTROLS }
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You can figure these out in ten seconds by looking at your NES controller, but because I am writing a guide:

Up: Climb up (ladder)
Down: Climb down (ladder)
Left: Move left
Right: Move right
A: Fire
A (held): Power Fire
B: Jump
B + Down: Slide

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|-----|
{ BASICS }
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For all you fools (I apologize, but not really =P) who have never played an NES Mega Man game, the screen is arranged like this:

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|       | |       | |       |
| [pic] | | [pic] | | [pic] |
|       | |       | |       |
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{not fire in any area that you can control, }
{instead it fires at a fairly unpredictable }
{range and hits whatever's in the way. It can }
{hit an enemy three times if you're lucky enough}
{but this is too inaccurate for one to want to }
{use it a lot. }
=====

/=====\
[---CHARGE KICK--- | FOUND: CHARGE MAN]
\=====/

{The charge kick is quite different from most }
{weapons in that it's not a weapon you simply }
{press B to use. Instead, while sliding, a blade}
{forms near Mega Man and attacks anyone who Mega}
{Man slides through. This can be extremely }
{useful against normal enemies, and in some }
{bosses in Protoman's castle, it's great. }
=====

/=====\
[---WATER WAVE--- | FOUND: WAVE MAN]
\=====/

{If you are attacking at a long range with no }
{walls or anything in the way, then Water Wave }
{is the absolute perfect weapon to use. Unlike }
{Wave Man's, the wave will fire across the room }
{until it hits a wall, stair, or something, and }
{damage whatever gets in its way. Not useful at }
{all times, but against Charge Man and a lot of }
{enemies in Protoman's castle, it's valuable. }
=====

/=====\
[---STAR CRUSH--- | FOUND: STAR MAN]
\=====/

{Although it's usually the second weapon in Mega}
{Man 5, this is undoubtedly one of the worst of }
{them. The Star Shield creates a shield around }
{you, which wears off very quickly. You can fire}
{it at the enemy by pressing B again, but this }
{is slow and doesn't really do much more damage }
{than the Buster. You'll hardly ever use the }
{Star Shield for its shield either. }
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/=====\
[---GRAVITY HOLD--- | FOUND: GRAVITY MAN]
\=====/

{Probably not going to be in your top three }
{weapons, the Gravity Hold will pull an enemy }
{down to the ground, along with damage. Damage }
{itself is not that great, and the Gravity Hold }
{has incredibly limited ammunition. Still, you }
{will put this to extremely good use in the }
{fight with Gyro Man, if you choose to use it }
{there (and got it in the first place). }
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/=====\
[---GRAVITY HOLD--- | FOUND: GRAVITY MAN]
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[ ---GYRO ATTACK--- | FOUND: GYRO MAN ]
\=====/
{Easily one of the more useful weapons in all of}
{Mega Man V, they are to MM5 as the Metal Blades}
{are to MM2. They're basically the blades that }
{Gyro Man fires at you, only they're even more }
{powerful than your Buster, and they go in a }
{straight line, giving them equal accuracy to }
{Buster. Add to that you won't have much trouble}
{with ammo, and you've got a great weapon! }
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[ ---CRYSTAL EYE--- | FOUND: CRYSTAL MAN ]  
\=====/  
{This is an absolutely wonderful weapon that }  
{takes several valuable aspects and puts them }  
{all together. The Crystal Eye is a regular ball}  
{that will fire and hit anything it touches, }  
{although it's more powerful than the buster. }  
{Of course, the best asset is that if it hits a }  
{wall, it's like a Metool; it goes back, splits }  
{in three, and hits anything behind you! }  
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/=====\  
[ ---NAPALM BOMB--- | FOUND: NAPALM MAN ]  
\=====/  
{The Napalm Bomb is a great short-ranged weapon }  
{and gets pretty good in the Protoman stages, }  
{although it's nothing particularly special. It }  
{is really nothing but a few bombs dropped in }  
{front of you. Still, this does make a fairly }  
{dangerous weapon. Especially useful against }  
{those friggin' annoying things in which are too}  
{low down for your buster to hit. }  
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/=====\  
[ ---BEAT--- | FOUND: LAST STAGE YOU GO TO ]  
\=====/  
{The Beat Adaptor happens to be a very useful }  
{and rewarding weapon for the final stages. To }  
{get it, you have to collect all eight letters }  
{of the Megaman V, and then you'll have Beat. }  
{Beat is a small bird that will fly around on }  
{Mega Man's back and try to kill any enemy that }  
{is nearby. If Beat is in the air, Mega Man can }  
{also fire his Buster, and Beat's also quite }  
{rapid. Definitely worth a use or two. }  
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6. LETTER LOCATIONS
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For those of you who simply wish to know where the letters are don't want to bother with the walkthrough itself, here it is. Geez, ain't I one nice guy... oh wait, I am!

Cut them to pieces with Mega Man's buster and then just continue, jumping when needed while destroying any other Metools that get in the way. OK, no problem.

Right after a few of them are a few cocoons in the air, in which bats will come out of upon your getting close. They're very easy, just so long as your jump and then fire. After destroying them, jump the following stairs and climb the ladder to end up in a rather tight space. Jump the next stair to find a cocoon. Kill it as it appears and then head to the left and jump to the next ledge and you'll find another one. Destroy it just like the previous one.

Move to the right and on the ground you'll find a green enemy that will move back and forth repeatedly. The easiest way to destroy it is to charge up the Mega Buster to the max and then drop down one step and let it go. That'll wipe it out. Repeat with the one just a little bit further on, and then take a look at the wall there. It can be destroyed, just so you know. Blast up the bottom of it and then slide through the gap that opens. Then you'll collect the G. What a surprise!

The bad point about this, however, is that back there the green enemies are back. All you have to do is take out the first one, however. Then jump and climb the ladder above, and before the Metool on the left attacks, jump to the next ladder, and its attack will miss. Climb the ladder and you'll find a few more bats in cocoons. Shoot them all down, as you can hardly miss them. After that you'll find a living hell.

A green robot right up ahead throws rocks at Mega Man when he comes near. Don't worry though, since this one couldn't hit a large wall with a very big gun. Just give it a good three bullets and it'll be done. Jump over the ditch and just jump up the stairs to destroy the bats that will attack as you pass. After that is a far more dangerous robot, this one can actually aim. It's recommended that you take out all the bats in here first.

However, there is one cheap way to kill it. Intentionally get hit by a bat, and get to the range where you can shoot the robot. A second or two gives you more than enough time to fire your Buster three times. Don't head back, however, because then the friggin' thing will respawn. That is not something you want. Anyway, after you kill it jump across the ditch and climb the ladder, and a very fast enemy will run at you.

Kill it with the Buster really quickly then follow the path to the left. Another one will come at you, but that's why you have your Buster. Kill the easy Metool with one bullet or two, and ignore the small fry if you're wounded (which is likely) because they explode themselves quickly. After they're done for, just jump the ledges to find a large health pellet! Yay. ^_^

You have now gotten past by far the hardest part of Stone Man's level. Continue to the right and continue down the path. The mechanical rats can easily be destroyed with a charged up Buster, and the bats are easier than ever. Not to mention that further on is an energy pellet. You hardly need a walkthrough for the rest of this cave, as it couldn't be more straightforward. Just be careful with the rats, as you need to jump and fire to kill them properly.

As you move to the right you'll eventually find a ladder. Climb up and then two more of the small green creatures which charged at you will appear. Just keep firing that Buster and they won't even touch you. Climb to the next ledge, and then jump to the next and climb the ladder to get outside of this friggin' cave. You're now on top of a mountain. Hold on to yer shirts/skirts, kids, although it's not gunna get any tougher from here! Alright... alright... jump the steps and two green robots appear. They go down in one hit though.

of you, and you'll find a bunch of red robots which enjoy dropping bombs on you. As long as you jump as hard as you can and then shoot, you'll kill them with no problem. Proceed to the right and eventually you'll find pairs of them. The Power Stone is to kill them.

Climb the ladder at the end of the path to find yourself on top of a really damn large train. In front of you is a small train driven by a Metool. Wait for its little head to come out, and then fire with your Buster. Now just proceed to the right and jump up the stairs and you'll find another one. Repeat the same process, and then continue and you'll find two blue robots in the air. Kill them both via Buster, and you'll find two more after that. Shoot the one in the air and ignore the ground one.

Just continue to the right to find another Metool Train. Destroy it, and follow the path to find two more. "All men are created equal." After that, jump into the hole in the train, and you'll end up inside. A fairly nice time for a checkpoint. Continue and you'll find a chicken robot that spawns the small white creatures. Kill it with your mad jumping skills, and continue to find two more of them. You know what to do.

Destroy the metal rat right ahead, and you'll find another chicken-like robot under a small wall. Kill it and then jump up the stairs, while killing all the metal rats on the way. I love charged busters, don't you? ;) Head on to find another robot and a metal rat to follow. Is it just me, or this level incredibly repetitive thus far?

In the next room are some cocoons and a bunch of rats. Well, that's a bit better. However, the rats are much more numerous in here. Rats! Kill off some bats, and then jump with all your strength at the window on the right, and then you'll get the final letter. Whoo-hoo! Anyway, kill the rest of the rats, and avoid the bat at the end of the train unless it gets in your way. Then climb the ladder.

You'll find a few Metool rats on the train path. They're not particular tough. Just up ahead is another robot that throws bombs. I find a fully charged Mega Buster to work very nicely here, as it can destroy the bombs and the robot at the same time! Anyway, nothing but a few Metool trains are past the couple of bomb throwing robots. Just jump up those stairs and avoid getting charged and you're good to go.

On one particularly large jump around the right, you'll find another robot. Use the charged Mega Buster to quickly destroy it, before it hits you. After that, you'll find a ditch to drop into. Once in, you'll find another large robot, easier than ever. Just jump and you'll destroy the missiles. You'll also damage that ugly mug it calls a head too. And Charge Man's lair is right behind.

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{ BOSS FIGHT: CHARGE MAN }  
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Charge Man has one of the least varied assaults of all the robot masters: he can send meteors down from the sky or he can charge at you. That's all he can do. He can dash, plain run, or just walk, but you can't hit him all the time. When he starts moving slow, try and hit him. However, you can't attack when he's running or when he's sending down the meteors. His weakness is the Power Stone.

At the beginning of the fight, it can help to start with a charged (baha) buster and then fire it at Charge Man, because then it'll do some damage. Then switch to your Power Stone, avoid Charge Man's charge and meteors by jumping

continue firing your buster at the green and red enemies. You shouldn't hardly ever get hit by one of them.

Continue to find four more bombs in the air. Jump up the step and kill the green robot normally, and never hit that A button. Kill another robot and then jump the gap to find a few robots in the air. Shoot them while avoiding their attacks and then jump another gap (STAY CLEAR OF THE BOMBS THOUGH) and you're nearly 1/2 done with Star Man's stage.

You now have your first time where you'll need to slide in Mega Man 5. Hold down the down button and then hit B to slide across. Another flying robot awaits you there. Shoot it carefully, because the bombs in the air know no kindness. After blowing it, jump in the air and grab the M in the air. Getting it actually isn't that hard, considering it's right below half a dozen bombs. Just don't hold down A all the way and you're good to go. Kill any opposing robots that attack, however.

The next few parts of this stage can be incredibly trick, as you'll have to make jumps between horribly unforgiving ranges of bombs. The next part is extremely easy, however. Jump on the purple stair, then head back as far as you can without falling off, and you don't even have to jump to reach the next ledge. Kill the next robot, and you'll find a much harder jump. Hold B down to the degree of about halfway between the minimum and maximum, and with enough luck you'll do it.

CHEAP TIP: If you get hit by an enemy robot bullet, for a second nothing can damage you, not even the bombs.

After that hard part, just carefully jump the next couple ledges, they're not tough. On the really high one where there's a really low one in which you'll have to jump to, don't even press A, just drop and as long as you're holding the right button, you'll easily make it. On the lower ledge, you'll find a couple of robots that die as soon as you hit the B button. Jump the next step and then climb up the ladder. Three rockets will come zooming after you. WHOOSH! Just shoot them from a distance and you're fine.

On the stairs up ahead, just barely jump to reach them. Shoot the green robots down and try to keep damage to a minimum. On the next large jump, just land on the green robot and drop down the next ledge, it will barely scratch Mega Man. On the next screen, you'll find one huge ass robot. Unfortunately, it's not Star Man. Fortunately, it's extremely easy to take down. If it's slow enough, just charge up your Mega Buster and then jump and release B to do a lot of damage to it, or jump several times while successively firing. Not tough.

Just a bit ahead are a few robots in the air, and on the next ledge is a large health pellet. Not to mention the robots may also drop them, which means any and all damage you took from the last robot's incredibly powerful lasers will probably be restored now. Anyways... carefully jump to the elevator up ahead as high as you can, because the gap is fairly large, there are no bombs in the way, and a white creature will try to get in the way of the jump.

Jump from platform to platform, killing all the robots on them, and if they get in your way, the white creatures. After they've all gone down to the dump, jump down to the ground to find another large robot. Once again, it's extremely easy and you won't have any more trouble with it than the last one. Beyond it is Star Man's lair. BOSS TIME

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{ BOSS FIGHT: STAR MAN }
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down with the following two stairs, and avoid the next metal ball of spikes normally. Then jump into the gap above.

Fall up normally, and shoot the next few robots. Continue to follow the path, and then fire at the next robot. I bet you're feeling airborne now, right? See the red arrows pointing down? Jump past them and jump down to end up on the floor again! Then drop into the hole that the arrows are pointing into. Kill the green robots and follow the stairs to another hole. If you want to risk fate, jump to the energy pellet right across. However, I was at full health at the time and didn't need it. The reason its risky are those deadly spikes...
shivers

CHEAP TIP: Drop Rush into the spikes and then jump to get the energy pellet. Little to no risk of dying.

Kill the next three green robots on the path, and they'll lead you to a dangerous pink robot. It's not really that tough, just back off a bit while landing hits (due to how slow it is, you can easily get off a fully charged shot) and then run past it (kill the next green bot though). You'll find a dangerous hole in which you don't want to enter, arrows pointing up, some pointing down (AVOID) and two robots. Kill them both and carefully jump to the "upper" arrows.

Jump down the stairs and kill the robot below, and you'll find more arrows. AVOID THE UPPER ARROWS! Instead, jump to the step above and then jump to get that M on the lower arrows. ;) Then, obviously, you will be brought down. Kill the next two robots, and then jump to the ceiling, then down, then up, and then down again, all the while killing the robots on the way. Then you'll find a more unusual kind of arrow set, with the up arrows pointing at a ledge above. Jump to it and destroy the two robots on the way, and jump to the ladder.

Climb to find two more small robots. On the ladder, kill the bottom one, and when you jump to the ceiling, kill the upper one. Then jump across the gap of the evil spikes... AND THEN MOVE RIGHT! MOVE AS FAR TO THE RIGHT AS POSSIBLE! Sorry, but more spikes are on the left. Once you're on the floor again, kill another harmless green robot, and then meet the second even slightly dangerous thing in this whole stage.

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{ BOSS FIGHT: GRAVITY MAN }  
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Gravity Man is a cakewalk in the park if you've got the Star Crash filled up to the maximum. Gravity Man is probably the hardest robot in the game to attack, though. The reason is because you and Gravity Man will always be on opposite parts of the room (that is, you'll be on the ceiling and he'll be on the floor) and the only time you can attack with your Buster is when Gravity Man jumps from one to the other (you'll land too). Gravity Man will attempt to crash into you, and while he's jumping he will fire his buster. Adding to the fact he can hit you when you're on the ceiling when he's on the floor and vice versa and you can't, he's a formidable opponent.

Still, the Star Crash can eliminate next to all of those worries. When he jumps from ceiling to floor (or vice versa), you can intentionally run into him and you will both take equal damage! Charging up the shield in midair and then firing when you and he are next to each other also works nicely. What's even better is getting beside him, not below or above him, and when he jumps, he and the shield will touch and he'll take damage (and you won't)! Ingenious. If you run out of ammunition for the beloved Star Crash, another thing that works well is the Power Stone, because it has TONS of ammunition and can hit Gravity Man

up ahead. Then move a bit ahead and quickly jump to the next platform. A ship will then come down to attack. Quickly destroy it when it lands (using the Power Stone works) and then climb the ladder to the right, after taking out any opposition. You'll be going down a moderately sized hall of small robots, but they're all fairly easy to kill, as long as you take some time to charge up.

At the end, you'll find another ship. Charge up your buster, then fire and hit it a few more times and it'll be gone. Chances are you're at fairly low health by now, but just climb the ladder and a small red robot will give you an extra life, a large health pellet, or an E-Tank. All of them being incredibly useful. Then climb the ladder to the left, and here we are at this level's checkpoint, yay! Just move to the right, and you'll find a dangerous red robot. An easy battle is upcoming though.

Charge up your buster as you approach it, and then let go at its head to destroy half of its health. The robot fires the usual missiles, although chances are that your bullet destroyed them. Charge up again, and by then a missile may be coming near, but it doesn't matter because your next bullet will hit the head and destroy it, effectively destroying the missile as well. :) Continue to the right.

Okay, here's where it gets easier. The next jumps need to be accurate, but they're still pushovers. There are spikes below, and the platforms must be jumped. After jumping three or so, you'll find another robot on a ledge to the right. This one is even easier than the last one was. Its missiles have a tendency to fire in front of its head, so just shoot some bullets at the head and they'll take out both the missile and deal out damage to the head at the same time! Talk about kill two birds with one stone.

Jump to the path that the robot was on and fire it to find a hole to go through, as well as a ledge with the N on it, right below where the path breaks up. Just barely fall, and hold down the left button and you'll land on that small ledge and get it, avoiding you breaking stuff in the room. NOW jump into the hole! You'll find two more green robots, although they're as easy as ever to destroy.

Hop down and destroy the one on the right and grab the extra life behind it. You'll need it for what's up ahead. Take a left and enter the small hole, and you'll then be in a narrow hall with several missiles going for you. They hurt as much as the tigers, and they're slightly in the air, making them much harder to hit. Thankfully though, they go down in one hit, although they then break in four pieces, which can also hit you and damage you, dammit.

Keep firing, and maybe use the Gyro Attack or Power Stone down here. They won't start out very hard to avoid, until you reach a pink robot. Stay on the ledge you are and start shooting, and it'll be destroyed faster than a guy who's been in the deserts for days would devour a glass of coke. A little further though, it's much harder, since several missiles come at the same time. If you have an E-Tank, this is a good time to use it. Proceed and keep shooting as frequently as possible and you'll make it.

Drop into the hole on the right and you'll find a ledge on the left with spikes above and below. Just fall onto the ledge and you'll make it. Drop into the hole, and across the room you'll find a robot that throws explosive bombs. It's extremely dangerous, but as long as you keep your distance and fire, it'll be dead in no time. Now for the next jumps, just get near the drop, and a creature will quickly come up. Wait for it to slightly go down, and then jump to the ledge.

Jump a few of these, and then you'll find another robot that throws explosive

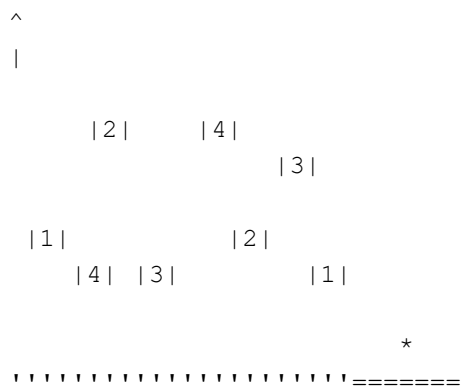
to the next platform and then jump to reach the next ladder. Climb up and you'll find one of those small green things from Stone Man's stage. Shoot it before it does anything, and then use the Rush Coil to access the ledge above. Slide through and collect the booty there.

Another one of those robots that drops bombs on your head will fly by. Jump and fire at it, and then head forward and kill the next green enemy. Repeat with the next few robots on the air and ground, and then you'll find a large pit full of spikes. OH ME GEE WHAT ARE WE GONNA DO?! Simple, use the Rush Jet and ride across, simple as that. However, you have to jump to end up on a small ledge, and there's also a jump that Mega Man's legs can't carry him to. Use the Rush Coil carefully.

Once you get past the small wall, jump to the platform above, and then take the upper path, and if a robot appears behind you then kill it. Destroy the small creature in front of you, then continue until the path ends. Charge up your buster, and then quickly turn around and kill the creature behind you, and then jump to the right. You'll find a gap to jump to, and hugging the wall will get you a large energy pellet. If you got the letter from Napalm Man's stage, you can get this.

Once you're down there, kill the gunning robot in front of you, as well as the creature that appears from behind you unless it falls into the hole itself. Follow it inside afterwards, and then follow the long path across to a large green robot in which you probably remember from Star Man's stage. Kill it by the usual jumping and proceed beyond it. Jump across the small wall and then head over to the ladder on the right.

The next part is rather tough. Here is an ASCII diagram to better describe this place: (take note that you're the star and the ladder you need to get to is the arrow)



First of all, when the "1" platform to your left appears, jump, and then a platform to the left will appear. Then over to the right, one will appear. After that, jump to the left again, then use the Rush Jet to get to the ladder. On the next part, an ASCII diagram is unneeded, but I'll just say when a small platform appears, jump on it, then jump on the one to the right, then on the left, and then on the ledge, and then climb the ladder.

Upstairs, I recommend avoiding all enemies. Equip the Charge Kick and slide across, then quickly run into the lair up ahead. Only attack if the enemies get in your way (or you've got a good aim for the Crystal Eye). Now for a boss fight!

```
==+==+==+==+==+==+==+
{ BOSS FIGHT: TANK SENTINEL }
==+==+==+==+==+==+==+
```


the left button, then get in another arrow. Repeat this process, and it'll be gone.

And after that fight, you'll end up with an even easier attempt at a final boss fight. You've got Dr. Wily in a UFO, but he only has two attacks: he can disappear and then appears at a random part of the stage and damage you, and he fires a plasma bullet at the ground and then it splits in two. Of course, you can easily jump over that. Make sure that you keep moving when Dr. Wily isn't onscreen, and you won't get hit, simple and plain. Use Beat, and let him beat Dr. Wily really hard. And soon, he'll be ancient history.

After that fight, you can sit back and enjoy the ending! Congratulations, you've definitely earned it.

```
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
9. PASSWORDS
+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----+++-----
```

If you don't want to have to fight the Robot Masters (shame on you!) then there are passwords in which you can use to get past them. However, you won't get rid of them in the order I recommend. Instead, it'll be in this order:

1. Star Man
2. Gravity Man
3. Gyro Man
4. Crystal Man
5. Napalm Man
6. Stone Man
7. Charge Man
8. Wave Man

To enter passwords, you'll see a 6x6 grid similar to a chessboard, except 36 squares instead of 64. The squares are aligned by 1-6 and A-F, also similar to chess's algebraic notation. You can put either blue dots or red dots on the grid. Here are the passwords:

```
+++++
1. BEAT STAR MAN
+++++
```

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

```
+++++
2. BEAT STAR MAN AND GRAVITY MAN
+++++
```

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

F|_B_____R_____|

++++
3. BEAT STAR MAN, GRAVITY MAN, AND GYRO MAN
++++

1 2 3 4 5 6

A| _____ |
B| R B |
C| R |
D| |
E| R B |
F|_B_____|

++++
4. BEAT STAR MAN THROUGH CRYSTAL MAN
++++

1 2 3 4 5 6

A| B |
B| B |
C| R |
D| R |
E| R B |
F| _____|

++++
5. BEAT STAR MAN THROUGH NAPALM MAN
++++

1 2 3 4 5 6

A| _____ |
B| B |
C| R R |
D| |
E| R B |
F|_B_____|

++++
6. BEAT STAR MAN THROUGH STONE MAN
++++

1 2 3 4 5 6

A| _____ |
B| B |
C| R R |
D| |
E| R B |
F|_B_____|

++++
7. BEAT STAR MAN THROUGH CHARGE MAN
++++

1 2 3 4 5 6

```

A|           R |
B|      B     |
C| R         |
D|           R  B |
E|           |
F|_B_____ |

```

```

+++++
8. BEAT EVERY SINGLE ROBOT
+++++

```

1 2 3 4 5 6

```

A|           |
B|      B     |
C| R         |
D|           R  B |
E|           |
F|_B_____R_ |

```

```

+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---
10. ROBOT DAMAGE LIST
+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---

```

So what the hell is this section, one might ask? Well, this chapter covers the robot masters and how many hits it takes them to die, with every weapon in the game (yes, including their own). Oh, and just in case you didn't know, every enemy has 28 lines of energy and each hit takes off 1 line, which explains all the 28s.

AND DO NOT EMAIL ME ASKING ANY QUESTIONS ABOUT THIS. THE ROBOTS TO THE RIGHT ARE THEIR WEAPONS, AND THE ROBOTS BELOW ARE THE ROBOTS THEMSELVES. THANK YOU FOR YOUR TIME AND FOR PUTTING UP WITH MY ALL CAPS.

Robot	Buster	Star	Stone	Grav	Gyro	Nap	Wave	Cry	Charge
Star Man	28	28	28	N/A	28	28	7	28	N/A
Stone Man	28	14	28	28	N/A	7	28	28	28
Gravity Man	28	7	28	N/A	28	28	28	28	N/A
Gyro Man	28	28	28	7	28	28	28	28	28
Napalm Man	28	28	28	N/A	28	28	28	9	N/A
Wave Man	28	28	28	N/A	28	28	28	28	7
Crystal Man	28	28	28	28	7	28	28	28	28
Charge Man	28	28	7	N/A	28	28	28	28	N/A

```

+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---
11. BOSSES
+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---+++---

```

If you need easy, quick access to a boss because you're stuck on it, you're in the right place.


```
==+---+---+---+---+---+---+
{ BOSS FIGHT: STONE MAN }
==+---+---+---+---+---+---+
```

It's not really that tough to defeat Stone Man without ever getting hit, since he doesn't fire bullets at you. Running into Stone Man, however, hurts a lot. Stone Man has two attacks: he either creates a shield around him and then jumps at you from a distance (not as lethal as it sounds) and then falls apart at the same time (unfortunately though, he puts himself together again though). However, he'll be stunned for a while after that, allowing you to hit him several times. Pray that he does this a lot.

Stone Man's other attack is just plain jumping around the room. He regularly just does small jumps, in which it is very hard to pass under. Make sure you only go in one direction. Eventually though, he jumps really high in the air and lands, and is then stunned for a small second, which is when you can hit. If you're using the Napalm Bomb here, then you can kill Stone Man in just a few hits. Just run in one direction when he jumps, move in the other direction when Stone Man jumps really high in the air, get the hits in, and Stone Man will fall like London Bridge, my fair lady (apologies if you are a man).

You'll get the Power Stone after that battle. Not the most useful weapon, but eh, one extra weapon never hurt anyone (except the enemy), did it? ;-)

```
==+---+---+---+---+---+---+
{ BOSS FIGHT: CHARGE MAN }
==+---+---+---+---+---+---+
```

Charge Man has one of the least varied assaults of all the robot masters: he can send meteors down from the sky or he can charge at you. That's all he can do. He can dash, plain run, or just walk, but you can't hit him all the time. When he starts moving slow, try and hit him. However, you can't attack when he's running or when he's sending down the meteors. His weakness is the Power Stone.

At the beginning of the fight, it can help to start with a charged (baha) buster and then fire it at Charge Man, because then it'll do some damage. Then switch to your Power Stone, avoid Charge Man's charge and meteors by jumping over him and looking at the meteors falling, and then use your Power Stone, then jump over Charge Man quickly, because he'll dash at you fairly quickly. After that, just repeat this simple process and you'll hardly even get hit. Just keep a distance so the Power Stone will hit.

```
==+---+---+---+---+---+---+
{ BOSS FIGHT: WAVE MAN }
==+---+---+---+---+---+---+
```

You probably have Charge Kick at the time, but let's use the buster first. Start out the fight with a filled Buster, and then let go once Wave Man's health gauge starts filling. Anyway, Wave Man's attacks are fairly dangerous. He can start a wave in front of him or behind him, which blocks you from firing your buster (grrr), he can fire a missile at you, and after that he'll jump at you, and then he'll repeat. He always does each of these attacks, in that exact order.

Once again, you'll get more than 1/10 of Wave Man's health gone if you start with a filled buster. Start filling again, and then if you're fast enough you'll hit Wave Man once again. Then dodge his attacks and follow up with some more filled Buster attacks, and then the rest is up to you. If you have the

Charge Kick, it's even easier. Keep charging at Wave Man while jumping above the waves he'll create, and then you'll kill him too quickly for your own taste.

```
--+----+----+----+----+-  
{ BOSS FIGHT: STAR MAN }  
--+----+----+----+----+-
```

Yeah, although you have the Water Wave I find Star Man to be easier to defeat with the simple Mega Buster.

Star Man can actually be quite a large pain in the neck, as he is very agile and hits powerfully, not to mention he has a goddamn shield as his weapon. His shield is up all the time, and he will jump across the stage trying to land on Mega Man, which is how he tries to damage you. However, eventually he'll let go of the shield and throw it at you. This is when you should opt to try and damage him. But you can't get hit much, because just a few hits with those stars will kill you very quickly.

However, one thing that works well is this: hold down the A button throughout the first part of this. Run around avoiding Star Man, and eventually he'll try and throw the shield. If he is in the air, good! Jump and let go of the fire button to damage him. If he is on the ground when throwing it, immediately go of the fire button and jump to avoid it. Once on the ground, you can damage him a little bit. As the fight progresses, Star Man will throw the shield more quickly, so just repeat this process, and you should beat this fight without too many problems.

```
==+----+----+----+----+==  
{ BOSS FIGHT: GRAVITY MAN }  
==+----+----+----+----+==
```

Gravity Man is a cakewalk in the park if you've got the Star Crash filled up to the maximum. Gravity Man is probably the hardest robot in the game to attack, though. The reason is because you and Gravity Man will always be on opposite parts of the room (that is, you'll be on the ceiling and he'll be on the floor) and the only time you can attack with your Buster is when Gravity Man jumps from one to the other (you'll land too). Gravity Man will attempt to crash into you, and while he's jumping he will fire his buster. Adding to the fact he can hit you when you're on the ceiling when he's on the floor and vice versa and you can't, he's a formidable opponent.

Still, the Star Crash can eliminate next to all of those worries. When he jumps from ceiling to floor (or vice versa), you can intentionally run into him and you will both take equal damage! Charging up the shield in midair and then firing when you and he are next to each other also works nicely. What's even better is getting beside him, not below or above him, and when he jumps, he and the shield will touch and he'll take damage (and you won't)! Ingenious. If you run out of ammunition for the beloved Star Crash, another thing that works well is the Power Stone, because it has TONS of ammunition and can hit Gravity Man 2-3 times. Use these together, but make sure you avoid Gravity Man's buster attacks. Good luck.

You'll get the Gravity Hold after that fight. Let's celebrate by holding down Gyro Man, who is obsessed with being in the air!

```
--+----+----+----+----+-  
{ BOSS FIGHT: GYRO MAN }  
--+----+----+----+----+-
```

Gyro Man, much unlike the other Robot Masters you have fought, has three

attacks: he can throw a wheel or something like that at you, or he can jump in the air, hiding himself and send one down, and then he can land down and damage you. Alright, now Gyro Man's jumps are INCREDIBLY accurate unless you're moving. Right after the wheel with the blades disappear, Gyro Man will land exactly where you were. Since you've got like one fourth a second to get out of the way for him to land, it could be a fair share of trouble.

Pray that he does the first attack if you've got some distance on him at the beginning though. If you have the Gravity Stop, then you hardly need a strategy, because Gyro Man will keep landing down and taking lots of damage, and if you're accurate enough Gyro Man will die in mere moments. OMG HOW DIFFICULT. If you've only got your Buster, this fight can be extremely tough, however. Since Gyro Man always lands very close to you, you'll have to get out of the way because Gyro Man might throw a wheel at you, which will damage you much more than you damaged him.

Once you back off, he'll sometimes jump anyway, which means this fight will be long. Try and time him so you can hit him after he lands. If he throws a wheel, you'll definitely get at least three hits on him. At the beginning of the fight, if you've got your Buster, charge it up and then let it go. That will damage him quite a bit and give you enough time to dodge the wheel. Not to mention that Gyro Man might keep on. Just do this carefully, and keep trying. If you have Gravity Stop, you can ignore more than half of this whole strategy.

```
==-+----+----+----+----+----+==  
{ BOSS FIGHT: CRYSTAL MAN }  
==-+----+----+----+----+----+==
```

This is probably the easiest Robot Master in the game. Crystal Man isn't easy to hit, but his attacks are so inaccurate that you'll hardly ever feel the need to suddenly jump out of the way. First of all, he has the standard buster in which we're all used to, he jumps in the air a lot and tries to crush you, and he uses the Crystal Eye to seen plasma bullets in different directions. The buster can be jumped over, just as always, the air jumps aren't that dangerous and give you opportunities, and the Crystal Eye almost always misses.

I beat this on my first try, when I already had almost half of my health missing. Crystal Man's jump will keep him away from your attack, but the damage you can do with the Gyro Attack makes him die in seven or eight hits. Equip it, and then jump into the air and throw it at Crystal Man. He'll probably try to hit you, and he'll always jump in the air. Try to get it so that Crystal Man lands on the blade, and you'll kill him in no time. His stage was tougher than him.

```
==-+----+----+----+----+----+==  
{ BOSS FIGHT: NAPALM MAN }  
==-+----+----+----+----+----+==
```

Napalm Man has two basic attacks: throwing a small set of bombs at you and firing his buster (which is very much like Mega Man's, almost as fast). The buster bullets are very hard to dodge for some reason, since they come at you really fast. Although you should have the Crystal Eye at this point, first enter the room with a charged up buster, and then let it loose at Napalm Man. Then jump over the bullets and let another one loose. Then try and move out of the way, otherwise use your Buster or another weapon to land even more hits on him. Be careful to move out of the way for the bombs though, frequently.

Try to get around the center, because you don't want to get trapped in a corner for Napalm Man to use a bunch of bombs in which you can't avoid, and where running into Napalm Man will hurt just as much. If you have the Crystal Eye

(which you should), immediately fire it at Napalm Man. Or you can fire it at the wall, and then it'll hurt Napalm Man even more. Just use the Crystal Eye around

seven times at the wall or at the boss himself, and Napalm Man is ancient history. Probably one of the easier Robot Masters.

You'll find a weapon which may come in handy in the foreseeable future, the Napalm Bomb. Good for ground enemies ahead of you.

```
==+-----+-----+-----+-----+
{ BOSS FIGHT: TANK SENTINEL }
==+-----+-----+-----+-----+
```

This boss has less variation than most of the robot masters, as all it can do is really quick plasma bullet attacks and charging (this boss is rather like Charge Man, only easier). First start off with your buster charged, and then fire a good one at it. Equip the Water Wave, and then use it several times on the Tank as it gets closer to you, and it'll automatically lose about half of its health. You may get hit once or twice, but it'll be nothing serious. Try and jump at the same time. If you run out of Water Wave ammunition, use the Crystal Eye, Power Stone, or Charge Kick. This boss is nothing compared to what's coming up.

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==+-----+-----+-----+-----+
{ BOSS FIGHT: SHIELDED TANK }
==+-----+-----+-----+-----+
```

This fight may even be easier than the one with the Tank Sentinel, because it has only one real attack: trying to charge into you, and that's not to mention it's about the same height as you, so you can jump over it. Immediately begin with a fully charged Buster, and then fire at it nice and good. The Shield Tank has a turning shield, and when the shield is on its sides it can't be damaged unless it's a good powerful hit. After hitting, switch to either the Napalm Bomb or Crystal Eye, which are both quite powerful. Fire at the walls with the Crystal Eye and turn around to shoot it with the Napalm Bomb and then hit it... really hard. It'll be gone in no time.

```
==+-----+-----+-----+-----+
{ BOSS FIGHT: BATTLE BOSS }
==+-----+-----+-----+-----+
```

This is by far the toughest boss thus far in Protoman's castle, but it's still nothing compared to some of the Robot Masters. This will remind you of Bright Man from Mega Man 4, in that it can freeze you, and you can't get "unfrozen" until it attacks you, dammit! Avoid plasma discs if he fires them at you, because they freeze you. Besides that, the Battle Boss enjoys jumping all around the room, and firing that evil buster of his several times. Extremely annoying, that is.

Begin by first charging up your Buster, and then entering the room and letting loose, and then when he takes the damage switch to the Gyro Attack or the Water Waves. Then keep firing those, and jump over the second disc in the air, but not high enough to hit the third one. Then try and avoid the attacks, while constantly firing yourself. Then try and head to the other end of the area where the Battle Boss currently isn't at, and just continue the attack. This won't be particularly tough.

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==+-----+-----+-----+-----+
{ BOSS FIGHT: DARK MAN }
==+-----+-----+-----+-----+
```

As the fight begins, you'll find... Protoman? He will then fire at you, reducing you to the absolute minimum health, but then the REAL Protoman appears! The fake Protoman and the real Protoman will duel it out, and the fake turns into the Dark Man, a combination of the three bosses we have fought before. Protoman will then leave behind an "L-Tank", which restores all of your health, although he then leaves you to fight with one of the hardest bosses yet.

Dark Man is no pushover. First of all, he's got the powers of all the bosses before: he can charge at you, jump in the air, he has a shield which is constantly around him, and he won't hesitate to fire that at you, while simultaneously firing his own buster. If you don't have ammunition for Beat or at least the Power Stone and don't have at least one E-Tank, then you are in for a nearly impossible battle. You'll have to attack very rarely, and do avoiding almost all of this fight. Add to that Dark Man can kill Mega Man in four hits.

If you've got ammo for Beat or at least Power Stone ammunition and you've got an E-Tank, you won't have that many problems though. With Beat, just go around avoiding the attacks, while Beat keeps doing major damage. Add to that, you can fire your Buster as long as Beat's around. :) Heal with an E-Tank or two (YOU SHOULD DEFINITELY HAVE ONE OR ELSE YOU'RE COOKED). If you run out of Beat ammo, use the Power Stone. Not as strong, not as quick, but it should suffice. Good luck.

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===+===+===+===+===+===+===+
{ BOSS FIGHT: TWO WHEELER }
===+===+===+===+===+===+===+
```

Well, you can scratch the joy because this is one big-ass hunk of an enemy we're dealing with here. However, this is one of the easiest bosses in the whole game. This is a large creature with two wheels on top of each other at the bottom, a body with no particular importance, and a head, which is the only vulnerable area. Two Wheeler dies in a few hits to your Crystal Eye, but the problem is that you can't simply jump to Two Wheeler's head. You'll have to work out how to do it...

Two Wheeler doesn't actually attack. It'll send two robots down to attack, which are easily taken out, and that's it. The wheels have spikes on them, but if they damage you you're practically damaging yourself, because to get the wheels closer to you, you have to fire at them. Shoot a single bullet and they run right at you. Fire at the first one and then before it gets to you, jump on it, and do this to the second one as well. Then use the Crystal Eye at the Two Wheeler. If it stops flashing quickly enough, you can land TWO hits on it in one go. Repeat this simple process and you're a lucky winner!

```
===+===+===+===+===+===+
{ BOSS FIGHT: RING BOSS }
===+===+===+===+===+===+===+
```

This is a fairly easy boss, as long as you know what to do. The Ring Boss is a huge aerial enemy in which will move around the room trying to collide with you. Use the Gyro Attack to constantly deal out damage to it after it lowers the armor at its sides. However, since its high up in the air, this is where it gets dangerous. If it gets too close to you, jump off the platform you're on and then avoid the rocks that will likely fall. Get to the other one and continue to fire gyro blades, and then this fight will be over before you know it. Don't hesitate to use an E-Tank.

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```
{ BOSS FIGHT: WILY UFO }
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This is actually among the easiest boss fights ever, if you know how to do it. The stage is seperated by a small pair of spikes, and there are two platforms in here. The only challenge is avoiding the spikes. Anyway, Dr. Wily is using a UFO, so obviously he's in the air and you can't simply attack him. Instead, wait at the edge of one, then when Dr. Wily stops moving, quickly jump to the next platform. If you've got your buster charged, all so the better. When Dr. Wily lands, jump and fire at the cockpit (the only weak spot) and then repeat the process. Get a won battle.

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```
{ BOSS FIGHT: FINAL WILY }
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Dr. Wily is actually a fairly disappointing final boss, not much harder than all of the other easy bosses in his and Protoman's castles. This fight is split up into two parts, although unfortunately if you lose you'll have to start back at the beginning of the stage (grrr). Anyway! Dr. Wily will start off inside a large tank. The weak spot is the turret in the middle. Dr. Wily has a lot of attacks, he'll try to pull you closer to the tank, he'll fire bombs, and he'll use missiles.

Still, this fight isn't terribly difficult. Dr. Wily will start off with regular attacks, so use the Buster if needed. Although many disagree with me, I find the Super Arrow to work extremely well here. In fact, seven of them will destroy the tank. Back off a bit, use one arrow, dodge Dr. Wily's attacks, and then get in and fire an arrow at the turret. Keep avoiding the attacks, then use another arrow, and Dr. Wily will be likely to try and pull you. Hold down the left button, then get in another arrow. Repeat this process, and it'll be gone.

And after that fight, you'll end up with an even easier attempt at a final boss fight. You've got Dr. Wily in a UFO, but he only has two attacks: he can disappear and then appears at a random part of the stage and damage you, and he fires a plasma bullet at the ground and then it splits in two. Of course, you can easily jump over that. Make sure that you keep moving when Dr. Wily isn't onscreen, and you won't get hit, simple and plain. Use Beat, and let him beat Dr. Wily really hard. And soon, he'll be ancient history.

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12. CREDITS
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```

Here is a list of people whom I'd like to thank, who all made the creation of this guide easier and/or were help on the way:

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---END OF FILE---

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