

Mega Man 5 Password Mechanics Guide

by hfpseudonym

Updated to vFinal on Dec 9, 2005

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P A S S W O R D M E C H A N I C S G U I D E

Mega Man 5 Password Mechanics Guide
For the Nintendo NES
Version 1.2 (FINAL)
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Revision History

Version 1.2 (FINAL)
November 15th 2005

I cleaned up everything again, adding some tables and rewrote parts of the guide.

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FAQ
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Q: Why can't the password system save any of the E-Tanks I had while I was playing?

It just doesn't. For some reason, Capcom didn't add that to this game and the password system reflects that. NONE of the six dots used to make a valid password controls how many E-Tanks you had in a previous start.

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Introduction
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Did you ever wonder how the passwords were created when you were a kid? This document will hopefully help you understand and create your own passwords to go as you please through this game. The password system for this game is more complex than the ones before it so it takes a little more effort to create a password. If you have any suggestions, comments, or constructive criticism, please email me at <shdswrm@hotmail.com> with the heading Mega Man 5.

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Password Mechanics
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Preamble

The password system is refined further in the fifth game to the Mega Man series. The columns are lettered from A to F, and the rows are numbered from 1 to 6 forming a 6x6 grid totaling 36 empty spaces. The passwords themselves are inputted like a coordinates on a map via dots. This sort of stuff should be second nature if you致e done basic Cartesian Geometry in math class. There are only six dots used to make a valid password in this game.

Each of the six dots controls two or more Robot Masters or Beat Letters. When you place a dot in the correct place, it will indicate that the Robot Master(s) controlled by that dot is defeated or the Beat Letter is collected. The password system doesn't check for E-Tanks so you can't continue with them if you use a password. It also isn't possible to create a password that lets you start on any of the Dr. Willy stages.

In addition everything so far, you can also use red or blue dots in a password. The red and blue dots have different functions that I'll explain in simple terms since it's more complex than that. Basically the blue dots are used for determining which Beat letters you've collected. The red dots are used for determining which Robot Master you've defeated. One Beat Letter is found in each stage and there are two M's and two A's in the game.

- M : Found in Gravity Man stage
- E : Found in Wave Man stage
- G : Found in Stone Man stage
- A : Found in Gyro Man stage
- M : Found in Star Man stage
- A : Found in Charge Man stage
- N : Found in Napalm Man stage
- V : Found in Crystal Man stage

I point out in the tables below the first M (Gravity Man), the second M (Star Man), the first A (Gyro Man) and the second A (Charge Man). This is to make it easier to create passwords. When you get to the blue dot tables there will be two coordinates that you can use. You should use the first one first and the second one if the first one is already used by something else. That should be everything you need to know so I'll get on with the tables now.

Password Tables

First Red Dot		

Crystal Man Defeated	D2	
Napalm Man Defeated	E2	
Both Defeated	C1	
None Defeated	B1	

Second Red Dot		

Wave Man Defeated	B6	
Stone Man Defeated	B5	
Gravity Man Defeated	C6	
Wave/Stone Man Defeated	C5	
Wave/Gravity Man Defeated	A5	

Stone/Gravity Man Defeated	A6	
All Defeated	F6	
None Defeated	F5	

Third Red Dot		
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Gyro Man Defeated	A4	
Star Man Defeated	F4	
Charge Man Defeated	F3	
Gyro/Star Man Defeated	E3	
Gyro/Charge Man Defeated	E4	
Star/Charge Man Defeated	A3	
All Defeated	D4	
None Defeated	D3	

* Use the second coordinate if the first one is occupied.

First Blue Dot		
----------------	--	--

First M Collected	C6 / E6	
E Collected	B6 / E6	
G Collected	B5 / D5	
First M/ and E Collected	A5 / E5	
First M/ and G Collected	A6 / D6	
E/ and G Collected	C5 / D5	
All Collected	F6 / D6	
None Collected	F5 / E5	

* Use the second coordinate if the first one is occupied.

Second Blue Dot		
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First A Collected	A4 / C4	
Second M Collected	F4 / C4	
Second A Collected	F3 / C3	
First A/ and Second M Collected	E3 / B3	
First A/ and Second A Collected	E4 / B4	
Second M/ and Second A Collected	A3 / C3	
All Collected	D4 / B4	
None Collected	D3 / B3	

* Use the second coordinate if the first one is occupied.

Third Blue Dot		
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N Collected	E2 / A2	
V Collected	D2 / A2	
Both Collected	C1 / F1	
None Collected	B1 / F1	

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Closing
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Final Comments

Goodbye. It's been fun writing this thing for you all. Well, not really, but I had to have something nice to say since this guide is almost at the end. Heh. Just kidding. If you have any suggestions, comments, or constructive criticism, please email me at <shdswrm@hotmail.com> with the heading Mega Man 5 Password. All flames, threats, childish comments, etc. will be deleted and you're email address filtered. If you're planning on using this guide for your site, I'd appreciate it if you emailed me first.

Credits

Capcom for creating one of the best series around. Weee!

The Mega Man Password Creator for helping make this file. Yay!

Pepsi and Mountain Dew for keeping me awake while I'm writing, as always.

And you for reading. Thanks.

Anyone else who contributes will get a nifty spot here, so don't delay, contribute today!

End of Document

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