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Section One: Background

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A) FAQ History

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August 8, 2005 - Version 2.01 - very minor changes

December 12, 2004 - Version Two - Second Release - I changed the layout in the new release; the layout no longer sucks.

April 17, 2003 - Version One - First Release

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B) Introduction

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Megaman, Megaman. What can I say about this superb game? Besides that the success of this game was the beginning of a gaming revolution. The success of this single game brought over 35 other megaman games. Just think about that: the success of ONE SINGLE game brought OVER THIRTY FIVE other games to life, and more are still in production. That says that this game is a masterpiece. Every Megaman game (except for n64) was a 2D platform game. The only crappy Megaman game was for the N64, because they tried to manipulate the fun gameplay by turning his world into 3 Dimensions. All the other Megaman games

were in 2 dimensions, and they were all complete successes. Notice a pattern? Also (according to my friend) in the history of video games, Megaman was in the most amount of video games. This includes such characters like the Mario Brothers, Sonic, Donkey Kong, ect. Mario was in second place and Sonic placed third. All this hooah wouldn't have ever existed if this single original Megaman game wasn't successful. This game clearly led a revolution.

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### C) Story

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In the year 20XX AD, Dr. Light and Dr. Wily created six industrial robots in order to make life easier for man. All went along well until Dr. Wily went mad and reprogrammed the robots to help him take over the world. But before his partnership with Dr. Wily, Dr. Light had created two household robots named Rock and Roll. Dr. Wily never bothered to reprogram these two robots because neither had much strength. Rock, with a strong sense of justice, volunteered to be converted into a super fighting robot in order to stop Dr. Wily and his robots. After his conversion he took the new name: Megaman.

Now, you take the role of Megaman and must stop Dr. Wily's evil plan to take over the world!

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### Section Two: Controls

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Press buttons.

This is an NES controller.

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Left/Right: Move Megaman either left or right; choose stage to fight on.

Up/Down: Select move on start menu list.

A Button: Jump; fall from ladder.

B Button: Shoot missile; use special move.

Select: Pause game; choose move on weapons menu list.

Start: Bypass start menu; View weapons list.

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### Section Three: Indices

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## A) Items

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### Small Energy Pellet

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This will restore Megaman's health meter only a tiny bit.

### Large Energy Pellet

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These are considerably larger than a small energy pellet. This will restore Megaman's health a lot.

### Small Weapons Pellet

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This will restore the health of Megaman's weapons meter. It will only restore a small amount.

### Large Weapons Pellet

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This will restore the health of Megaman's weapons meter. It will restore a large amount.

### Extra Life

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This item looks like Megaman's head. It will give Megaman an extra man.

### Weapon Orb

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There are only six Weapon Orb's in the game, you get them when you defeat one of the six main robots. Getting one will enable Megaman to inherit one of the enemies attacks that he killed.

### Magnet Beam

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Only found once in the entire game. It is found by moving a bunch of blocks in Elecman's level. It is necessary to complete the game.

### Yasashi

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This is the ultimate item. It is found only once in the entire game. It is found just before your showdown with Dr. Wily. It will restore all of your weapons back to full power.

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## B) Weapons

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### Mega Buster

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Acquire from: Nobody. You start off with it, and you will have it during the whole game.

What it does: It will shoot a single pellet out of Megaman's arm. It can damage an enemy, but it will not damage the enemy very much.

### Magnet Beam

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Acquire from: Moving a bunch of blocks out of Elecman's stage.

What it does: It will shoot a temporary platform out of Megaman's arm. The platform can be stood on for approximately 3 seconds before it disappears. This can be used to get to areas that you would not normally be able to access. Also, it is necessary to beat the game.

### Hyper Bombs

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Acquire from: Bombman.

What it does: It will shoot a bomb out of Megaman's arm. The bomb will bounce a couple of times, and then explode after a few seconds. It is hard to kill a moving enemy with, because you will have to time it perfectly, because the bomb does not explode right away.

### Super Arm

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Acquire from: Gutsman

What it does: The Super Arm will allow you to lift up large blocks that will stand in your way during your quest. The Super Arm is necessary to get past many areas of the game. Once the block has been lifted up, it can be thrown at an enemy to damage them.

### Rolling Cutters

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Acquire from: Cutman

What it does: This will shoot out of Megaman's arm. It will spin up and down and then come back at you. Although it is not useful during normal play, it can become extremely useful during boss fights.

### Thunder Beam

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Acquire from: Elecman

What it does: This will shoot electric out of Megaman's arm. The electric will shoot in three directions, up, down, and forward. This weapon is one of the more useful weapons. It is somewhat useful during normal play, but very useful during boss fights.

### Ice Slasher

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Acquire from: Iceman

What it does: It will shoot an ice block out of Megaman's arm. The ice block will go forward, and damage enemies upon impact. Unfortunately, it isn't one of the more useful weapons on the list.

### Fire Storm

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Acquire from: Fireman

What it does: The Fire Storm will shoot a single fire shot out of Megaman's arm. In addition, it will create a temporary wall of fire around Megaman's body.

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These are all the characters in the game.

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Megaman

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Number: #001

Weapon: Mega Buster

Height: 4'4"

Strength: ??

Dexterity: ??

Intelligence: ??

Agility: ??

Stamina: ??

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Cutman

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Number: #003

Weapon: Rolling Cutters

Height: 4'7"

Strength: 73

Dexterity: 60

Intelligence: 78

Agility: 49

Stamina: 112

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Gutsman

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Number: #004

Weapon: Super Arm

Height: 5'10"

Strength: 79

Dexterity: 80

Intelligence: 31

Agility: 23

Stamina: 129

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Iceman

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Number: #005

Weapon: Ice Slasher

Height: 4'4"

Strength: 88

Dexterity: 60

Intelligence: 83

Agility: 25

Stamina: 109

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Bombman

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Number: #006

Weapon: Hyper Bomb

Height: 4'6"

Strength: 76

Dexterity: 60

Intelligence: 80  
Agility: 46  
Stamina: 90

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Fireman  
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Number: #007  
Weapon: Fire Storm  
Height: 4'9"  
Strength: 82  
Dexterity: 60  
Intelligence: 78  
Agility: 53  
Stamina: 134

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Elecman  
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Number: #008  
Weapon: Thunder Beam  
Height: 4'2"  
Strength: 91  
Dexterity: 60  
Intelligence: 77  
Agility: 47  
Stamina: 123

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Section Four: Walkthrough

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This is the main section of the guide, the section that gets the most use. It features complete descriptions on how to get past every obstical/enemy/dilemma in the game. Enjoy.

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A) Bombman  
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Head rightward, blasting past all pink-hopper robots that get in your way. Do this until you get to a bunch of pillars with blue bombs that explode into four sub-bombs. To get past these you will need to jump to each pillar just after the bombs explode. If the blue bomb hits you, it is likely that you will fall and lose a life, so be careful. Repeat this until you clear the four pillars.

Now, you will see what looks like a blue garden sprinkler in the ground. Beware of these, when you get near them, they will expand and shoot 10 bullets in every which direction. It is best to kill them, instead of trying to dodge their bullets. Just after the second garden sprinkler thing, you will see two small health powerups in a lone pillar, with smaller pillars leading up to it. Jump on these smaller pillars like stepping stones until

you get the two powerups. There is also a weapons powerup, you can get it if you dare. After getting the disired powerups, head up the ladder on the very right.

There will be four red blaster things shooting at you. If they hit you while you are on the ladder you will fall down to the previous screen and you will have to fight all four blasters again. If you want to get the large health powerup, make sure you kill all the blasters first. If you don't and one hits you while you are on the ladder, you could fall down into the spikes and lose a life. Now climb up the ladder to the next screen.

Up the ladder, you will come face to face with a cool looking guy in a green suit. This guy is harder to kill than most enemies, and much more agile. Just play it safe and dodge the bullets whenever you can, getting a shot off at him only when it is safe.

Continue yourself on. You will come to a bunch of lone pillars, much like you saw earlier in this level. Kill the orange things that shoot four shots when it opens. Watch out for the black floating bullets, if you shoot it, it will self destruct, causing an explosion that could hurt you. Keep on going until you find another ladder.

You should now see a thing moving along a pillar that looks much like a helmet that a viking would wear, except with a blinking light. If you venture upon the same platform that this helmet looking thing is on, it will charge at you. To stop it's charge, shoot it, and it will be temporarily stunned. Get to the ladder at the end, and climb up it onto the next screen.

Do not get off the ladder that you are on now until you get to the top. Now you can get off. To get to the ladder, jump across the pillars like stepping stones. Make sure you don't fall though, because one fall in those spikes will give yourself an instant kill. When you get to the ladder, climb it to the next screen.

Watch out for that big orange floating thing. When it nears you, it will open up and fire shots in every direction. Get across the spike field by jumping on the small ledges. Get to the ladder, and climb up it. You will need to fall down the large ledge. In the ledge, there is a small hole that Megaman can barely fit into. If you get in there, there is an extra life guarded by another green guy in his cool looking suit. After you get the extra life, get back out the small hole you came into, and fall to the bottom ledge.

Charge to the right to find the zipper leading to bombman that is guarded by another green guy. Get youself into the zipper, and down the ladder. This ladder is covered in these red suction cup things with an eye in the middle. Dodge these guys, and get to the very bottom of the ladder to face the one and only Bombman.

#### Fighting Bombman -----

Bombman is not that hard of a boss. All he does is jump up and down and throw a bunch of bombs. Be careful though because he still isn't easy.

Try to dodge every bomb he throws. Another obstical for you to handle is Bombman's jump. Many times, he will try to jump and land on you. So, you will need to dodge two things: his bombs and his jump. Take a shot at this guy whenever you get the chance, without danger of getting damaged. After he is dead, collect the Hyper Bomb powerup, and Be Happy!



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B) Fireman  
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Using the ladders, climb to the top while avoiding those annoying blue garden sprinkler things. At the top, get to the ladder on the right, and make it to the bottom. Now you will have to jump to the lone pillar surrounded by liquid hot magma. Don't fall in, you will die. Be sure to avoid those annoying flame enemies that pop up from the magma and float slowly across your screen. You can get the health powerup there by jumping. When you are ready, venture up the ladder that leads to the next screen.

In this room, there are small health powerups guarded by fire beams that randomly pop up. You can risk getting hit and get the powerups, or you can play it safe and climb up the top ladder that leads to the next screen. Your choice.

Jump pillars, and avoid fire beams until you come to the three small health powerups. Here is a chance to get full health. To get the full health get the three small powerups and go down the ladder. Now go back up the ladder and the powerups will be back. Get the health powerups and repeat this process until you have full health.

Once down the ladder, you will be in a small room with two fire beams shooting out of the ground, and three of those annoying flame enemies like you say before. Get down the ladder and to the screen below.

When you fall off your ladder, make sure you fall on the platform, but not on the part where the fire shoots out. Once again, avoid those annoying fire enemies because if they hit you while you are on the edge, it is likely that you will fall and lose a life. Get to the ladder at the end and climb it to the next screen.

Now you will have to get to the top while avoiding the fire clumps that fall from the pipe. This is just about impossible to do, so if you get hit at both openings, don't feel bad for yourself.

Once in the next screen, you will be faced with these blue bullet looking things. If you hit them once, they will self destruct, causing an explosion that could hurt you. I usually dodge these enemies rather than to kill them, but the choice is yours on what to do here. Go on a little farther and you will come across those helmet looking things with the blinking light again. If you stand on the same platform as them, they will charge at you, however, you can stop them in their tracks by shooting them once. Descend from both ladders so that you are on the bottom platform. Once you reach the bottom platform, start heading right until you come to a magma pit. There is a ladder above you with a Large Weapon Pellet, you can get that if you choose. Jump across the magma pit and you will start seeing the fire enemies that float slowly across the screen. Be sure not to hit them, if you do, you could fall in the magma and lose a life. Once you jump all three magma pits, keep heading right and you will see the zipper which is guarded by two rising flames. Carefully make your way around the flames, and into the zipper.

In the Zipper, you will see another one of those blue garden sprinkler looking things on the ceiling. When you approach it, it will shoot five pellets, so approach with caution. When you get past the first one, there

will be three more. When you get past all four of the enemies, go in the second zipper to fight Fireman.

### Fighting Fireman

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This boss is so easy to beat. Fireman's only attack is to shoot an endless amount of fire beams at you. Sometimes, the fire beams will leave flames on the ground, which could hurt you. If you get close to Fireman, he will back up. Fireman constantly tries to stay a few feet from Megaman.

To beat Fireman, just keep firing at him. If he shoots you with his fire beam, just keep shooting at him. He will lose health much faster than you. If you shot him enough, he will die before you. When he is dead, he will drop his fire storm. Pick it up to seccussfully finish the level.

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C) Cutman

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You will start the level on top of a large stone block. You should see a ladder to the left of you; climb it to the top. Start heading east, over the stone block. A blue enemy that looks like a balloon with a propeller will be coming toward you. When this enemy gets close to you, he will charge at you which is hard to dodge. Try to avoid these enemies, just keep heading east over the pit, and past all the enemies until you come to the pit with the stone block in front of it. Jump over this pit, and farther east, until you come to those red things that are hanging on the side of the wall that shoot at you. Avoid them, and climb up the ladder. Once to the top, jump over the pit to the right of you, and climb up the following ladder to the next screen.

In the new screen, you will see three more of those red enemies that attach to the wall. Head left over the pit and up the ladder. Carefully, jump over the pit to the right of you, and then up the ladder to another screen. In the new screen, you will see three more of those red enemies that attach to the walls. Climb up the ladder to the left of you, and up the highest ladder to the next screen. In the next screen, you will see...more of those red enemies that attach to the walls? That's right, three more of them. Jump over the pit to the left of you, and climb the ladder. Now, climb up the ladder to get to the highest floor.

In this next room, you will see a machine that spits out what looks like Pacman, except white. Just keep heading right, don't even stop to try to shoot the pacmen. Now, you will come in contact with what resembles blue hopping frogs. They are hard to dodge, but luckily they only take one hit to kill. Keep heading right over the pit, until you come to a robot that is just a red eye moving back and forth. These enemies will only move in two directions, making them easy to kill. When the time is right, climb up the ladder, jump across the pit to your right, and head up the second ladder to the next screen.

In this next screen, you will see many more of those red eye things. You will need to kill some of them if you want to seccussfully get to the ladder at the top. Climb up the ladder that leads to the next screen. In the next screen, there will be more red eye guys. Kill them, as necessary, and climb up the only ladder to the next screen. In the next screen there will be more red eye guys. Climb the ladder to the top to get to the highest floor.

In this next room, you will see another pacman shooter. Like what you did with the last one, just keep heading right, don't even stop to try to shoot them. Keep heading right until you see those creepy looking balloons with propellers on their heads. Kill all three of them, and head as east as you can go, until you are directly above a ladder. If you head left, you can get a Large Health Pellet, which will restore a large amount of your health. Once you have gotten the Large Health Pellet, go back to the ladder, and head down it.

In this next room, you will meet a new enemy. This new enemy will float around your screen, and shoot eight pellets at you in every which direction. His bullets are hard to dodge, so it is best to kill him as soon as you get the chance. Now, climb down the large ladder which is located on the lower left hand of your screen.

In this next room, you will see the same enemy that you saw from last screen. Except, if he hits you with one of his bullets, it is possible that you could get knocked into the spikes and automatically lose a life. Carefully, navigate your way down the ladder which is, once again, located in the lower left hand of your screen.

In this next room, you will come in contact with a large enemy that looks like a combination between a vacuum cleaner, and a pogo stick. Do not try to kill this enemy, it takes way too long to kill him, and if you get hit by him, it will greatly effect your health bar. What you will need to do is get by him without hitting him. The best way to do this is to wait at the top of the ladder, and wait for him to be fully pressed against the leftmost wall. When he hits the ground, drop from the ladder, and fall to the right. Now, head east into the zipper. In the zipper, you will come in contact with three of those garden sprinkler things. Dodge, or kill them all, and enter the second zipper to fight Cutman.

#### Fighting Cutman -----

Cutman is kinda hard...but not really. The first two times you fight him, you will probably lose, but with some practice and experience, he will be easily beaten.

Cutman's only actual move is to throw his scissor head at you which, as a frisby would do, returns to Cutman every time. Practice dodging this move, and you will easily defeat him. That is his only good move. Just remember to keep firing at him, just keep unloading. If you do this, you will easily send Cutman back to the junkyard. Once he is beaten, grab the move that you have earned to complete the level.

#### ===== D) Iceman =====

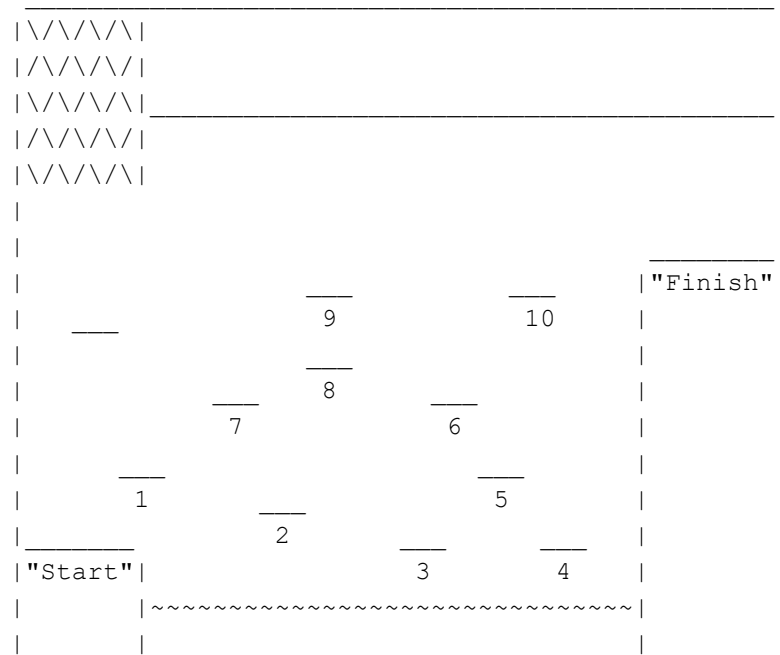
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You will start this level on slippery ice. Head right and you will see an enemy that shoots at you and breaks into two when you hit him. Do your best to get past him unharmed. Keep going right past three more of these green enemies until you come to some water. Jump in it and you will see an enemy on the ocean floor that charges back and forth when you stand in their

territory. Don't touch them...they'll harm you. Keep heading right and you will come across an enemy that looks like a bullet with a motor on his nose. You can kill him if you want, but I recommend just dodging him. Keep heading right, past three more of those red enemies that charge at you, and past many of the bullet looking guys, until you are again above water. Head east some more and you will find a place to drop down that has a Large Health Powerup below. Drop down this area. Kill the two red eye looking enemies and get your powerup, now head right and down the blue pipe to the next screen.

This part is hard to deal with. There is an enemy that charges at you on the floor of the water, and at first you'll wonder how you'll ever get out of that huge pit, but then small ice blocks will appear. What you will need to do is jump on the ice blocks as they appear. Jump on them as stepping stones, but be careful that you don't fall down or you will have to start all over again. You will also have to be quick, because they will dissappar; only two stepping stones will appear on the screen at the same time. When you finally make it to the top, jump down the second blue pipe to the next screen.

In this screen, there will be more stepping stones, with an area to the left to stand on. You will need to do what you did in the last room to get to the top of the pit. There is a special pattern that you must follow to get to the other side, so I made an ascii map below to show you the right path. The numbers represent the order in which the block should be jumped on. The three underscores represent a block, or where a block would show up.



Once you have safely gotten to where it is marked "Finish" on the map, start heading right again. Head right until you come to a cliff with red robots flying around it. On this part, you will need to jump on the red robots heads as transportation. Jump from robot to robot until you come to a Large Weapons Pellet on a lone platform. Jump on the lone platform and get the powerup, and then start jumping on the red enemies again to your right. This is the tricky part...some enemies that look like bullets with a propellar on their noses will start to approach you. If they hit you, it is very likely that you will stumble and fall to your death. Do your best to dodge them, or kill them, but what ever you do, don't let them hit you. When you jump past three more of those red flying enemies, and land secussfully on the platform, head right until you see the blue pipe. Fall down the pipe and hold left. If you get lucky you will get the extra life, but if you don't get the life, you will get the minor health powerups on the next screen. In the next screen,

fall down the lowest blue pipe to fall to the next screen.

In the next screen, you will come in contact with what looks kinda like a vaccum cleaner, but hops like a pogo stick. This enemy will be hard to get by without getting hit, your only chance to get by him unharmed is to run under him when he is in the middle of one of his higher jumps. Don't feel bad if he harms you, because he is hard to get by without damage. Now, enter the zipper to the right.

In the zipper, you will come in contact with more of those enemies that look like bullets with propellars on their noses. To get past them unharmed, just run rightward and shoot your bullets as fast as you can. The enemy will hit your bullets before he hits you. When you get to the zipper on the right side of the screen, enter it to fight Iceman.

#### Fighting Iceman

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Iceman is one of the hardest bosses to fight, perhaps the hardest. Within seconds of fighting him, you will be boggled by his challenge. Like any other boss, just keep playing him until you win.

Iceman's only attack is to shoot ice blades at you. He will slowly jump in the air and shoot three ice blades at you. Although he shoots them very slow, they are very hard to dodge, because of his placement of them. Another thing that makes Iceman hard is that his ice blades will get faster and faster when you damage him more and more. Eventually, his blades will become so fast that they ARE impossible to avoid. If you are equipped with Elecman's Thunder Beam, just shoot him three times and he will die. If you don't have it, then good luck, because Iceman is Hard! When you finally do beat him, grab his move that he drops and exit the level.

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#### E) Gutsman

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Head right and you will come in contact with an enemy that is hidden behind a hard hat. When you near this enemy, he will rise from his hard hat, and shoot three bullets at you. Luckily, it only takes one hit to kill him, but you can only hit him when he is shooting at you. You cannot hit him when he is hiding behind his hard hat. Keep heading right past three of these hard hat hiding enemies, and you will come to a cliff. The following part is very hard. Wait at the edge of the cliff and eventually, a platform will come for you to jump on. You will need to jump on this platform. Ride it until you come to another platform below you, and jump from the platform you are on now to the platform below. In the path of this next platform, there will be holes in the rail. When the platform passes a hole, it will lower, causing you to fall off. To avoid falling off, you will need to jump when the platform passes one of these holes. When the time is right, jump from the platform you should be on now, to the lowest platform. Ride this lowest platform to the very right, and jump onto the safe ledge. If you need it, I made an ASCII map below which shows where the platforms are, and exactly where the holes are in the rail. A dash indicates a hole, an equal sign indicates a working rail.

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When you finally get to the area marked "Finish" on the map, head east a little bit. You should see an enemy that looks like a combination between a vacuum cleaner, and a pogo stick. You can try to kill it, but it is very strong and will not die easily. You can also try to run under it on one of it's jumps. Do either, just get to the right of him. When you finally get to the right of him, head east and enter the zipper.

In the zipper, you will approach more of the hard hat guys that you have encountered at the beginning of the level. To get to the rightmost zipper, just keep firing as fast as you can while running right. As soon as the hard hat enemies exit their hard hats, they will be blasted with a bullet from you. As soon as you pass four of these hard hat enemies, you should see a zipper. Enter it to fight Gutsman.

#### Fighting Gutsman

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Gutsman is not that hard of a boss. He only has one move that will deal damage to you, and another move to stun you in your path.

Gutsman will jump up and upon hitting the ground, he will stun you in your footsteps, you will not be able to walk for two seconds when you are stunned. Sometimes when you are stunned, a boulder will fall and Gutsman will catch it and throw it at you. This move is hard to dodge if you are currently stunned, so try not to get stunned by jumping in the air when he hits the ground. Just keep blasting at him, and chances are that he'll die before you will. When he does, collect the move that he leaves behind and exit the level.

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#### F) Elecman

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You will start off in a room with a ladder at the top. To get to the ladder, jump on the platforms as if they were stepping stones. Watch out, because on the platforms are weird looking enemies with blinking lights on them. These enemies will charge at you if you stand on the same platform as them, however, they can be temporarily stunned if you shoot them once. Get to the ladder at the top and climb it to get to the next area.

In this room, there will be two more of those enemies that charge at you when you board their platform. There is also a lone Large Health Powerup sitting by it's lonesome. If you would like to get it, you must first get to the next room. In the current room, you will have to climb to a ladder at the top of the room. To get to the ladder, just jump on the platforms leading up to the ladder, but watch out, because the enemies will charge at you when you stand on their platform. When you finally get to the ladder, climb up it to the next area.

In this room, there is an opportunity to grab a Large Health Powerup. If you would like to get the health powerup, look to the bottom right of the room, you should see a ladder. Climb down the ladder and you will fall right onto the Large Health Powerup. If you would not like the powerup, just climb to the top by jumping on the platforms. Watch out, because if you jump on the



wrong time, a lazer will zap you and take away precious health. Once you get to the ladder at the top, climb it to the next room.

In this next room, there will be one large ladder leading up. At first, you will think that there are no enemies in this room, but after a few seconds, many green enemies will appear that open up and shoot lazars at you. This room is very hard to pass at first. To get past the enemies, you will have to shoot them down before they shoot you down. This can be hard to do at first, but after a few tries, it will be easy. Once you get to the top, you be faced with another room which is exactly the same. When you get to the top of the second room, you will end up in another room.

In this room, there will be two ladders at the top that you will need to climb to. The ladder on the left will lead to three Large Weapons Powerups. If you need the extra power, take the left ladder, if you don't, take the right. To get to these ladders, mini platforms will appear. You will need to jump on them in the correct order to get to the top. The order is not hard to figure out, because there is only four blocks. When you get to the platform on the right, you will be put in another room.

Climb to the top of the ladder. More mini-platforms will appear which will create a path to another ladder. Use this ladder to climb to the following ladder, which will take you to another area completely.

In this next room, head left. You will find a Large Health Powerup below with a pit next to it. You can risk falling in the pit and grabbing the Large Health Powerup, or just play it safe and keep going. To the right of the Large Health Powerup (or where it was), you will find several mini platforms which form a path. They are spaced a good distance apart, so you must make long jumps, or you will fall into the pit. At the end of these mini platforms is a ladder. Climb up it to get to the next area.

In this room, there will be two ladders. Take the right ladder. Both ladders lead to the same path, except the right ladder is a little easier. Climb the right ladder to the top to the next screen. In the next screen, there will be several ladders that are guarded by electric waves. To get to the top, just climb the ladders, but time yourself correctly so that you don't hit an electric wave. Once at the top, climb to the next screen. In the next screen, there will be a ladder that you will have to jump for to climb on. Eventually, those green enemies that shoot electric at you will start attacking you. Just kill them, or dodge them as you did before. Remember that only one hit kills them, so they are not hard to defeat. Once you get the chance, climb to the next screen.

In the next screen, walk to your left and climb up the ladder that leads up. You should see a strange looking object that is protected by three blocks. This item is called the "Magnet Beam." The Magnet Beam is very important for later parts of the game. To get the Magnet Beam, you must have the Strong Arm equipped which receive from Gutsman. If you have not beaten Gutsman yet, then you cannot get the Magnet Beam. If you can equip Strong Arm, do it. With the Strong Arm, lift up the three blocks in front of the Magnet Beam. Collect the Magnet Beam, and then back out of the area in which you were in. You should see two ladders above you. Climb up the leftmost ladder, it is easier.

At the top of the ladder that you just climbed is three enemies that look kinda like viking helmets that charge at you when you stand on the same platform that they reside on. If you shoot them once, they will become temporarily stunned. Get to the ladder that is highest up in the air and climb it to the next room. In the next room, you will see a ladder that leads from the bottom of the room to the very top of the room. Climb it to the top.

There are two places where lazer waves will shoot across the ladder, to get to the top you must dodge them. When you get to the top of the ladder, climb it to the next screen.

In the next screen, there will be two lazer waves that you'll need to dodge, and a red enemy that bounces around like a frog. Dodge both of them and climb up the ladder at the top of the screen to the next screen.

Head right until you come to a bunch of mini platforms. Jump on the mini platforms to the right until you get to the ladder. Climb up the ladder to the next screen.

In the next screen, there will be two mini platforms that shoot out lazer waves. You will need to jump on the mini platforms while dodging the lazer waves. Jump from platform to platform until you get to the ladder at the top of the screen. Climb the ladder to the next screen.

In the next screen, you will find yourself face to face with an enemy that looks like a combination between a pogo stick and a vacuum cleaner. It will hop in your direction. This enemy is awfully hard to avoid. Try not to get hit by him, because he will take away an enormous amount of health (about a third). To get past him, you will need to run under one of his jumps. This is very hard to do, but not impossible. However you do it, get past him, and enter the zipper to your right.

In the zipper, you will find a ladder. Jump onto it, and climb it to the top. You will have to dodge six lazer waves, but when you get to the top, the zipper will close, and you will have to fight Elecman, face to face.

Fighting Elecman  
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Elecman is without a doubt the hardest boss in the game. He only needs to hit you three times with his Thunder Beam to kill you. Play cautiously.

The only way I can beat him is with the Rolling Cutters in which you have (or will) obtain from defeating Cutman. Three hits with the rolling cutters will kill Elecman. If you don't have the Rolling Cutters, that would make Elecman about ten times harder. If you noticed, there are two large blocks on the left half of the screen that can be picked up by using the Strong Arm that you have obtained by defeating Gutsman. The blocks can be picked up and thrown at Elecman. Doing this will take away only a little bit of health, but not much. If you do not have either the Strong Arm or the Rolling Cutters, then this battle is going to be brutal for you. You will most likely die many times before you beat him. I highly advise defeating Cutman before you face Elecman.

Once you defeat Elecman, grab the Thunder Beam that he will leave behind. This will finish the level.

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G) Dr. Wily Stages

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-- Dr. Wily Part One --

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Head right through the green grass. You will come across another one of those enemies that looks like a combination between a pogo stick, and a vacuum cleaner. To get past it, run under it on one of his jumps. When you continue to go right, you will come across a second of these enemies, and then a third. They are all the same, and you get past them all the same. Just run under their jumps. When you get to the very right, you will come across a wall that has no way around it. To get into the wall, you will need to equip the Strong Arm in which you obtained from defeating Gutsman. Use his ability to lift up these blocks and get into the wall. In the wall, you will come across three places where fire rises from the ground to burn you. This can be hard to get past, but you will need to jump past the fire, timing your jumps perfectly so that you don't hit the ceiling and fall down. If you mess up, this is okay. I mess up about half the time. When you get to the ladder, climb it to the next room.

In the new room, you will notice a Large Health Powerup which you will probably need by now. To get it, you will need to make a jump kinda like the jumps you made in the previous room to get past the fire. If you fall, be sure to land on the small platform. If you fall into the spikes, you will lose a life. If you fall onto the platform, you can climb back up the ladder and try again. Once you get, or don't get the Health Powerup, jump from platform to platform until you get to the ladder. Climb the ladder to the next screen.

At the top of the ladder, you will find three red robots that hop around just like frogs. They will hop at you, most likely harming you in some way. They can be shot and killed with only one hit, so they are not that bad of a challenge. When you get past them, head right. Head right until you see a Large Health Powerup above you. I don't think that it is possible to get it, because Megaman cannot jump high enough to get to the platform above. Instead, just ignore the Large Health Powerup, and look below you. You should see three blocks that can be picked up with the Strong Arm that you received from defeating Gutsman. Equip the Strong Arm, and lift the three blocks and throw them out of your way. Then head right and climb down the ladder to the next screen.

This room is relatively easy, however it is also very dangerous, because if you make a mistake, you could fall into the spikes and lose a life. In this room, you will see one of those bullet looking enemies that floats up and down while heading left across the screen. One shot will kill him, however he will keep coming back onto the screen no matter how many times you kill him. When you kill him, he will leave a large explosion that could send you flying back into the spikes. I don't recommend killing him, just do your best to dodge him. Fall down onto the middle layer that the spikes reside on. Jump from the left of the platform to the right of the platform, making sure that you don't hit any of the spikes at all. If you hit a spike, you will automatically lose a life. Get past the spikes, and then jump to the lower layer. Head left, and then go down the ladder to the next screen.

This room is like the other room: relatively easy, yet very hazardous. You can't make any silly mistakes, because if you do, then it will probably result in death. Make sure your head doesn't hit the spikes at the top of the screen. I know this sounds silly, but it has happened to me many times before. Jump onto the head of one of those green enemies that shoots pellets out his sides. Use his head as a ride. You will need to jump from green enemy to green enemy until you reach the safe platform on the right. When you reach the safe platform on the right, you will find two Large Weapons Powerups which you will need for your Strong Arm. Climb the ladder to the top to the

next screen.

In the next screen, you will find an area that you will think is impossible at first, but the truth is that it is quite easy. Just equip the Platform Maker and start making platforms to the top. At the top, drop down to the lower platform, but be sure not to fall down to the previous screen. Use the platform maker to get to the platform to the right. If you run out of energy for your Platform Maker, just fall down the hole to the previous screen. The two Large Weapons Pellets will respawn there and you can repeatedly get them until you have full weapons health. Once you get to the ladder by making platforms with the Platform Maker, you will have to climb it to the next screen. In the next room, head right so that the screen will change. Suddenly, you will be confronted with the cyclops

#### Fighting Cyclops

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Cyclops is so hard upon first fighting him. I still have trouble with him, and I've been playing this game for many years now.

You will start out the battle on the left side of the screen. As soon as you can, equip the Thunder Beam in which you received from Elecman. After you equip the Elecbeam, immediately head to the right side of the screen. Red segments of Cyclops will start to fly across the screen, they will hit you if you don't dodge them. His body segments are very hard to dodge, but after playing him multiple times, you will learn that they fly at you in the same order every time (if you just remember the order, they will be easy to dodge.). After all of Cyclopses segments shoot at you, Cyclops will form and his eye will open. This is your chance to inflict some damage. Dodge his shot, and shoot him in the eye with the Thunder Beam. Just keep repeating what is mentioned above, and you should kill him in notime. You will probably need many, many lives, but that is normal.

If the above paragraph was too hard for you to complete, there is a trick for fighting Cyclops. This method of beating him is much cheaper, I want you to try the normal way first, but if that is truly too hard, then try the cheap way. Okay, this is how it is done: You will start out the battle on the left side of the screen. As soon as you can, equip the Rolling Cutters in which you acquired from beating Cutman. Red segments of Cyclops will start to fly across the screen, they will hit you if you don't dodge them. His body segments are very hard to dodge, but after playing him multiple times, you will learn that they fly at the same pattern every time. (if you remember the order, they will be easy to dodge.). After all the cyclops segments shoot at you, Cyclops will form, and his eye will open. This is your chance to kill the Cyclops for good! Shoot the Rolling Cutters at him so that it hits his eye. Just before it hits his eye, press select. Now, keep pressing select off and on. The Rolling Cutters will move very slowly, but everytime you press select now, some damage will be set upon Cyclops. Usually, this only takes one time around for me, but if you press your selects too slowly, you will have to wait for Cyclops to form on the other side of the screen, and then do this all over again. Do this until he dies (should only take two tries at the most). Then, the clear points will come up on the screen, and you will then find yourself at Wily's second stage.

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== Dr. Wily Part Two ==

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Head right and you will confront some of those green helicopter enemies. These guys will charge at you when they get near you, so don't let them get too near you. Just head right until you get to the end. Make sure not to get hit by the green helicopter enemies when you are standing next to a cliff. If you are standing near a cliff, and a green helicopter does hit you, then it is likely that you will be knocked off the cliff. Do your best to get to the other side safely. When you get to the other side, you should see two Large Weapons Powerups. You can get them if you want, but there is a hidden cliff that you probably will fall down.

At the bottom of this cliff is Cutman...again. You will have to beat him a second time. This is okay, though, because he is not very hard. Just keep firing at him with your Mega Buster, and he will fall. When you beat him, go to the left of the screen, and there is a hidden cliff. Fall down the hidden cliff, and you'll be in the next area.

In the next area, head right. You will see a small health powerup sitting next to a red object. This red object is an enemy. When you approach this red enemy, he will rise and shoot five pellets at you. You can get the small health powerup if you would like, but if you ask me, it is not worth risking it. Keep going right, and you will find another one of these red enemies, this one without a powerup next to it. Get past him, and to the right you will find two more Large Weapons Powerups. There is a hidden cliff right in front of the two powerups, so if you want the powerups, you will have to jump over the cliff. Fall down the cliff, and you will find yourself fighting Elecman...again!

This time around, Elecman is easy to kill. Equip the Rolling Cutters that you have received from Cutman. Hit Elecman with the rolling cutters three times, and he will die. Once he is dead, fall down another invisible cliff on the left side of the room.

At the bottom, you will find a cliff on the right of you. Bombs will randomly pop out of this cliff, and blast into four mini bombs. The mini bombs will fall on the platform you are standing on and blast, which could hurt you. Do your best to avoid the blasts of these bombs. Head right and jump over the first pit. There is a Large Weapons Pellet sitting on a platform below you, if you are interested in it. Keep heading right to the ladder on the very right of the screen. When you get to the ladder at the end, go down it, and you will be in the next area.

In the next area, you will find three blue enemies with an eye in front of them. They can be killed, but it takes quite a few shots. You will notice an extra life to the left of the screen. If you would like to get the extra life, just kill the blue enemy in your way, then use the Platform Maker to create a platform to the extra life. Jump on the platform that you just made and collect the extra life. Now, jump back onto the platform that you started from. Now, jump down to where the other two blue enemies are, and kill them. Now head down the small ladder on your right.

At the bottom of this small ladder, you should see several spikes to your left. If you touch the spikes, then they will automatically kill you, so don't mess with them. Instead, jump to the blue enemies below you. You can kill them with the Thunder Beam which you have acquired from Elecman. Get to the ladder at the bottom and climb down it.

At the bottom, there will be more blue enemies. They can easily be killed with the Thunder Beam. Get to the ladder on the left, and climb down it.

In the next area, you will see a ladder to the left of the screen and four enemies on the right of the screen. The enemies will expand and shoot four pellets at you. You should notice a Large Weapons Powerup on the left of the screen. I don't recommend getting this, unless you really, really need it. If however you really need it, try to kill the enemies first by climbing on the ladder. If you don't kill the enemies and you get shot, you will fall, and if you fall to the screen below you, you will land on spikes and lose a life. When you get (or don't get) the Large Weapons Powerup, equip the Thunder Beam, and go down the ladder on the right side of the screen so that you are on the next screen.

On the next screen, quickly shoot the Thunder Beam to kill the two moving eyeball enemies before they can attack you. Now, jump down to the lower platform and use the Thunder Beam again to kill the two enemies there. Now jump to the lowest platform and go down the ladder. At the bottom is the boss of the level, so be prepared for a boss fight.

#### Fighting Megaman Clone

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When you start in this level, Megaman will be pushed toward the center of the screen. Then, a machine will come down on top of your head and make a clone of yourself. Then, your clone will fight you!

Your clone is very hard to beat with the Mega Buster, so instead, equip the Thunder Beam in which you have acquired from Elecman. Just keep shooting your clone with the Thunder Beam. You will probably run out of energy for the Thunder Beam before you kill him. If this happens, just go back to your Mega Buster, and finish him off.

If the above paragraph was too hard for you to accomplish, there is a trick for fighting your clone. This method of beating him is much cheaper, I want you to try the normal way first, but if that is truly too hard, then try this method (the cheap method). Okay, this is how it is done: As soon as you can, equip the Thunder Beam in which you have acquired from beating Elecman. When you get the chance, shoot the Thunder Beam at him. Just before it hits him, press select. Now, keep pressing select off and on. The Thunder Beam will move very slowly, but every other time you press select, damage will be set upon your clone. Usually, you'll only have to do this one or two times, but it could take as many as three or four times, depending on your skill. However long this takes, just do this until he dies. When he dies, the clear points will come up on the screen, and you will then find yourself at Wily's third stage.

#### ----- --= Dr. Wily Part Three ---= -----

You will start off in a room with three more of those eyeball enemies. You don't need to waste your time killing them, just fall down the ditch on your right.

At the bottom of the ditch is three more of the eyeball enemies, and another enemy that expands and shoots pellets at you. If I were you, I would not even bother trying to kill any single one of these enemies, just jump down the pit on the left of the screen.

This room is basically a mirror image of the previous room. Jump down the pit on the bottom right the same exact way you did in the previous room.

In this room, there are two eyeball enemies, and two pellet shooter enemies. Like in the previous room, completely disregard trying to kill them, only dodge them. When you get the chance, jump down the pit on the bottom left.

At this room, you should see a large hallway to your right. Walk down it, and a rush of a blue streak will zoom by you, making it impossible to go backwards. Just keep going right. Eventually, several bullet looking enemies will start coming your way. Just shoot them, they only take one hit. Eventually, the bullet enemies will be replaced with a newer, more difficult bullet enemy that explodes upon getting shot. When you get to these enemies, shoot them from a distance. If you shoot them too close, they will explode on you, which will cause damage. After a long while, you will get to the end of the blue hallway. When this happens, enter the door sitting there, and prepare to fight the Bubble Machine.

#### Fighting Bubble Machine

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At first, you'll have no idea how to kill him, but when playing him for a while, you will get an idea. Megaman cannot jump over the Bubble, so you can use the blocks in the center to stand on.

Equip the Strong Arm in which you have acquired from defeating Gutsman. Lift up the top block in the center of the screen, and throw it at the Bubble. The bubble should pop, and another bubble should come out. When this next bubble comes out, grab another block from the center and throw it at the bubble so that it pops. Complete this process until you have no more blocks left in the center.

When there are no more blocks left in the center, equip the Thunder Beam that you have acquired from Elecman. Shoot the bubble 4-5 times, and it should pop. Repeat this process until you have no more energy left for your Thunder Beam.

When your Thunder Beam runs out of energy, start shooting the bubble with your Mega Buster. After about 10 shots, it will pop, causing another bubble to come out. Repeat this process until the bubbles are destroyed.

Keep in mind that if you don't have any energy for the Strong Arm, or the Thunder Beam going into this battle, then just start unloading with your Mega Buster. Also, if you die, and use up the blocks in the center, they will not return.

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== Dr. Wily Part Four ==  
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You will start off on a platform with spikes to your left and to your right. If you fall in the spikes, it will result in an automatic loss of a life. You should see small platforms above you. Soon enough, six green enemies will come down and shoot electric at you. The electric will temporarily knock you off balance, so do your best not to get hit. Climb up the ladder on the left of the screen and get to the next screen.

In the next screen, the ladder will extend all the way to the top of the screen, and the area to your left will be completely empty. After a few seconds, six more of those green enemies will float across the screen to the right of the ladder. Three will come from above, and three more from below. Blast them with a single shot from the Mega Buster, and they will terminate. Now, climb the ladder to the top.

In this room, there will be a Large Weapons Powerup sitting above three blocks that can only be lifted with the Strong Arm. If you would like the powerup, then equip the Platform Maker, and make platforms that will lead up to the Powerup. If you do not want the powerup, just use the Strong Arm to get rid of the lowest block. Now that you are on the other side of the blocks, start heading right.

You will notice a previous boss that you fight up above you as you walk. You'd think that he'll jump down and fight you, but it won't happen. Instead, just keep walking right, and you'll find enemies that look like garden sprinklers, but when you approach it, it will shoot out 5 pellets in your direction. They can be killed with three hits of the Mega Buster, but I recommend dodging them. You will have to pass 7 of these enemies. When you pass all 7, you will see a ladder.

Climb up both ladders that you should see, and then head right and drop onto the small mini platform. Now, wait for a platform to come your way. Jump on the platform and ride it to the right. When the path you come to becomes corrupt, jump on the small mini platform that is above you. When the path becomes rideable again, jump back on it. Now, you should see an extra life. Grab the extra life. You should also see a weird looking object with spikes that is resting on a mini platform to the right of the extra life. This item is called the Yasashi, which is the ultimate item. The Yasashi will refill your entire health, including the health of all weapons that you have. Make sure you have the Yasashi, because you are about to fight a lot of people. Once you have grabbed the Yasashi, jump on the moving platform and let it take you to the ladder. Now, head right until you see a transporter. Walk in this transporter, and you will find yourself in another room. In the next room, you will find yourself fighting Bombman again. After fighting Bombman, you will have to fight Fireman, then Iceman, then Gutsman.

#### Fighting Bombman

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Bombman is an extremely easy boss to defeat. However, try your best not to get hit, you still have to fight three more robots after this. He will pick up bombs and throw them at you, but the bombs can easily be dodged. When the bombs explode, they will leave a moderate explosion, so stay away from the bombs. To defeat Bombman, just unload on him with your Mega Buster. He is very weak, and will die very fast. Once he is dead, head into the platform on the left and you'll be transported to the next boss.

#### Fighting Fireman

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Fireman is the hardest boss in this series of four that you have to fight. He will rapidly unleash his fire storm, which is basically impossible to dodge. Quickly, equip Iceman's Ice Slasher, and start unloading on Fireman. The Ice Slasher will deal a good amount of damage on him, and soon enough he will die. Once he is dead, head into the platform on the left, and you'll be transported to the next boss.

#### Fighting Iceman



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Iceman is kinda hard to defeat on this one, but not nearly as hard as Fireman. Iceman will shoot three ice blocks at you very strategically so that it is difficult for you to dodge them. Then, he will shoot another three blocks at you in the same order. They are hard to dodge, and you can only get hit three times before dying. This is okay though, because Iceman has a weakness. His weakness is Elecman's Thunder Beam. So, equip the Thunder Beam and start shooting Iceman. It will only take three hits with the Thunder Beam, and Iceman will die. Now, walk into the transporter at the left of the screen and transport to Gutsman.

#### Fighting Gutsman

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Gutsman is very easy, but not as easy as Bombman. All he does is jump up and down and eventually throws large blocks at you. If he throws a block at you, just jump over it. When you are fighting him, try to stand as far away from him as you can. Just keep blasting away at him with your Mega Buster. If you shoot him with your Mega Buster, he should die without a problem. However, if for some reason you are having problems with the Mega Buster, just take out your Hyper Bombs that you have received from defeating Bombman. If you hit Gutsman with three Hyper Bombs, he will die. Once he is dead, go into the transporter on the left and transport to the next area.

The transporter will take you to the very top of Dr. Wily's Castle. Equip the Fire Storm, and collect the Large Health Powerup (this will refill the Fire Storm). Now, enter the large zipper to the right, and prepare for one crazy fight. You are about to fight Dr. Wily, the evil, gruesome, boss of the whole game. There are two different forms of Wily, once you beat the first, form two will appear. A detailed description on how to beat both forms is below:

#### Fighting Dr. Wily's First Form

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When you start fighting Dr. Wily, he will ride across the screen in his spaceship, and then suddenly, his spaceship will turn into a large vehicle of doom, which you must now destroy.

When you start fighting Dr. Wily's first form, Dr. Wily will be in a large vehicle that shoots out large pellets at you. The pellets are very easy to dodge. Now, equip the Fire Storm ability that you have received from defeating Fireman. Now, shoot the Fire Storm at Dr. Wily's vehicle. Within 3-5 Fire Storm shots at Dr. Wily, his vehicle will smoke, and he will turn to his Second form.

If this is too hard, you can always kill his first form the cheap way, but I want you to atleast try the normal way before you try the cheap way. To kill him the cheap way, equip Elecman's Thunder Beam. Now, shoot Dr. Wily. Right as the electric hits Dr. Wily's vehicle, start rapidly hitting select. Keep pressing select off and on. The Thunder Beam will move very slowly, but every other time you press select, damage will be set upon your Dr. Wily's vehicle. Usually, you'll only have to do this one or two times, but it could take as many as three or four times, depending on your skill. However long this takes, just do this until his vehicle smokes. When this happens, he will turn into his second form.

#### Fighting Dr. Wily's Second Form

After Dr. Wily's first form perishes, his second form will arise. His second form is harder, but still not very hard to beat. Equip Cutman's Rolling Cutters. Now, look above the thing that is firing at you. You should see a small, red contraption. This is what you need to shoot. Start shooting the red contraption with your Rolling Cutters. Shoot the red contraption with the Rolling Cutters 10-12 times, and Wily's vehicle will completely perish. When this happens, Dr. Wily will jump out of his vehicle and start begging at your feet for mercy.

If this is too hard, you can always kill his second form the cheap way, but I want you to at least try the normal way before you try the cheap way. To kill him the cheap way, equip Elecman's Thunder Beam. Now, shoot the red contraption that you are supposed to hit. Right as the electric hits Dr. Wily's vehicle, start rapidly hitting select. Keep pressing select off and on. The Thunder Beam will move very slowly, but every other time you press select, damage will be set upon your Dr. Wily's vehicle. Usually, you'll only have to do this one or two times, but it could take as many as three or four times, depending on your skill. However long this takes, just do this until his vehicle has no more energy left. When this happens, Dr. Wily will jump out of his vehicle and start begging at your feet for mercy. Congratulations, you have just beat Megaman 1.

Once you have beaten it, you will get a message that says "Megaman has ended the evil domination of Dr. Wily and restored the world to peace. However, the never ending battle continues until all destructive forces are defeated. Fight, Megaman! For everlasting peace!" Now, Megaman will run across the screen as the credits roll. He will turn from a Megaman to a person (kinda strange, and then run to greet Dr. Light and Roll. Thus, ending the game.

Good job, you have beaten Megaman! Now, go outside, get some fresh air, because you need it if you just spent the whole day beating Megaman. In the future, be sure to play some of the other NES Megaman games.

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Section Five: Game Genie Codes

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Code	Effect
OZSKPZVK	Infinite lives
AASPLAZA	Start with 1 life
IASPLAZA	Start with 6 lives
AASPLAZE	Start with 9 lives
SZKZGZSA	Infinite energy
TAXOIOGO	Start with half energy
AVVXLPSZ	No harm from any enemies
TAOoyTGA	Mega jump

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Section Six: Closing

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Ending of this wonderful FAQ!

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A) Thanks/Credits

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Thanks to Megaman. I love that blue boy.

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B) Contact

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Please don't try to become my e-friend. I will block your IP. If you want to use this guide on your website, you need not ask, just go ahead and do it.

E-mail - NicholasSMorgan <at> comcast <dot> net

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If you piss me off by mailing me moronic material, I block your address and probably hate you forever. You are allowed to mail me questions about Megaman, additional information to make this guide better, or reports of mistakes I have made within this guide. Any correction or addition you give me, if used, will be credited in the Thanks/Credits section of this guide.

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C) Legal Stuff

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