

Mega Man FAQ/Walkthrough

by Meowthnum1

Updated to v2.2 on Aug 16, 2004

Note: This guide is available at http://www.meowthnum1.com/faqs/megaman_anniversary_collection.txt as part of the Megaman Anniversary Collection compilation. If you'd prefer to print one file, go there.

"Let's start at the very beginning. A very good place to start." - "Do-Re-Mi"
- Sound of Music

(Why not?)

In the year 200X...

```
      @@      @@@ @@@@  @@@@  @@@@@
     @@@ @@@@ @@   @@      @@ @@
    @@@@ @@@@@ @@@@@ @@@ @  @  @
   @@ @@@ @@@ @  @   @@@ @  @  @@@
  @@ @ @ @@@@ @@@   @@@ @  @@@@@@@@
 @  @ @ @@@ @@@@@@ @@@@@@ @  @@@@
```

```
      @@@@      @@@@      @@@      @@@@@      @@@@
     @@@@@      @@@@@      @@@@@      @@@@@      @@@@
    @@@@@@@      @@@@@      @@@ @@@      @@@@@@@@@      @@@@
   @@@@@@@@@@@@@@@@@      @@@@ @@@@      @@@@@@@@@      @@@@
  @@ @@@@@@@@@ @@@@      @@@ @@@      @@@@@      @@@@ @@@@
 @  @@@@@@ @@@@      @@@@@@@@@@@@@      @@@@      @@@@@@@@@
 @  @@@@      @@@@ @@@@@@@@@@@@@@@@@      @@@@@      @@@@@@@
 @  @  @@@@ @@@@      @@@@@ @@@@@      @@@@@ @@@@@      @@@@@
```

ASCII art by Atom Edge.

```
+-----+
|
| Megaman
| For the Nintendo Entertainment System
| FAQ/Walkthrough
| By T. Jackson (see section 5.03)
| Started: 9/9/02
| Finished: 9/11/02
| Last Updated: 8/16/04
| Version 2.2
|
+-----+
```

This guide is best viewed in 800x600 or 1024x768 resolution with the Courier New font on your browser's "small" text setting (CTRL + -). It was composed in Notepad+.

Table of Contents:

- I. Introduction
 - 1.01: Table of Contents
 - 1.02: Introduction
 - 1.03: Dedication
- II. Basics

- 2.01: Controls
- 2.02: Story
- 2.03: Characters
- 2.04: Boss Order
- III. Walkthrough
 - 3.01: Bombman
 - 3.02: Gutsman
 - 3.03: Cutman
 - 3.04: Elecman
 - 3.05: Iceman
 - 3.06: Fireman
 - 3.07: Dr. Wily Stage 1
 - 3.08: Dr. Wily Stage 2
 - 3.09: Dr. Wily Stage 3
 - 3.10: Dr. Wily Stage 4
- IV. Appendices
 - 4.01: Bosses/Damage
 - 4.02: Master Weapons
 - 4.03: Items
 - 4.04: Secrets
 - 4.05: Enemies/Damage
 - 4.06: FAQ
 - 4.07: Maps
 - 4.08: Ending
 - 4.09: SPECIAL: Points Guide
 - 4.10: No-Hit Game Tips
- V. Last Words
 - 5.01: Copyright Information
 - 5.02: Revision History
 - 5.03: Contact Information
 - 5.04: Credits
 - 5.05: That Ending Song

If you want to find anything, please press CTRL + F and type in the section's numerical code (i.e. if you want to find the points guide, then type 4.09).

I. Introduction

```

0~~~~~0
| 1.01: Table of Contents |
0~~~~~0

```

Up a little bit. A little more...there.

```

0~~~~~0
| 1.02: Introduction |
0~~~~~0

```

Hello, and welcome to this fresh revision of my Megaman guide. Actually, it is not that fresh. It's a port of the Wily Wars guide I did. It is, however, better than the original one. And it's good too. I don't say that about much of my work, but it is good. This is probably my second-favorite Megaman game. It was the first one to be released. This game was an attempt by creator Keiji Inafune to bring his creation to life. It went by Rockman in Japan and was ported over to the states after a long fight. This is when the series began to take off. The game itself was limited by a lack of memory, but still

surpasses some of the Megaman games. Especially the later X and EXE games.

It's sad. Anyway, this is the only Megaman game to feature a points system. I think that's a shame. This game also introduced a sense of non-linearity to the video gaming industry, which has carried over into modern games.

For those new to the series, Megaman is a game where you go through six or eight levels defeating robot masters. These levels can be taken in any order you wish. Each level contains a boss. The bosses give you weapons which can be used on other bosses. You have to jump in the loop somewhere. After defeating the robot masters, you go on to the Dr. Wily stages to defeat the mad scientist once and for all!

Well, not really. Mad scientists and other villains have this disturbing habit of getting away.

```
0=~~~~~0
| 1.03: Dedication |
0=~~~~~0
```

This guide is dedicated to Rachael Brenner. She's a really sweet person who doesn't deserve the wrongs done to her in her life. It's sad. She never fails to make me smile. We all need people like this. She rocks.

And to Kao Megura, may he rest in peace.

<http://www.gamefaqs.com/features/recognition/85.html>

II. Basics

```
0=~~~~~0
| 2.01: Controls |
0=~~~~~0
```

Button	Function
A	Jump
B	Shoot
Start	Pause (menu)
Select	Pause (no menu)
Up	Ascend ladders
Down	Descend ladders
Left	Run left
Right	Run right

```
0=~~~~~0
| 2.02: Story |
0=~~~~~0
```

This is taken from the NES Megaman instruction booklet, so it's copyrighted to Capcom 1988.

It's MEGAMAN versus the powerful leaders and fighting forces of Monsteropolis -- that strange multi-faceted land of robot-like Humanoids.

Brilliant scientist Dr. Wright conceived the construction of fully-operational human-like experimental robots to perform specific everyday duties. Dr. Wright, and his assistant Dr. Wily, encouraged with their very first near human robot -- MEGAMAN -- proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

Cutman: Designed to function as a lumberjack. Powerful saw-toothed Scissorlike instrument protrudes from head, capable of gnawing through giant forest timbers

Iceman: Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions

Gutsman: A bulldozing character capable of lifting and transporting huge boulders

Bombman: A real "blaster" as a heavy duty laborer who uses intensely powerful explosives to clear lands for Dr. Wright's construction projects

Fireman: Melts and molds metals with a flamethrowing torch flaring from atop his head.

Elecman: Dr. Wright's electrifying creation - planned for conducting electrical operations - even supervising nuclear power plants.

But, with the exception of MEGAMAN, all of Dr. Wright's near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, re-programming Dr. Wright's Humanoids, now bent on destroying opposition so Dr. Wily could control the world and its resources.

Resisting re-programming, MEGAMAN is chosen the defender of the universe and its inhabitants. MEGAMAN dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties. Get ready for some very exciting challenges!

Alrighty then.

```
0~::~~::~~::~~::~~::~~0
| 2.03: Characters |
0~::~~::~~::~~::~~::~~0
```

Megaman AKA Rock AKA Rockman

The star of our show. Throughout his life, he's earned several nicknames ("Super Fighting Robot," "Blue Bomber," "Meddlesome Blue Robot," etc.) and foiled Dr. Wily multiple times. He likes to avoid fights when possible (story-wise. Depending on who is playing, however...) and find more peaceful solutions to problems. With Megaman around, the adventures in this game are gonna ROCK!

Get it? 'cause he's Rock and it's gonna...yeah.

Dr. Light

Dr. Light created Megaman, his brother Protoman, his sister Roll, and along with Dr. Wily, created the six robot masters of the first game. He is a benevolent person with Megaman's best interests in mind. He is always creating new gadgets for Megaman to use in defeating Dr. Wily.

Dr. Wily

It's impossible to have a good character list without Dr. Wily. Even for, say, Mario. You still need Dr. Wily. Dr. Wily was Dr. Light's assistant before Megaman 1. However, one day, he decided that he had enough. He left the lab, taking Megaman, Cutman, Gutsman, Fireman, Iceman, Elecman, and Bombman with him. He reprogrammed them all. Megaman alone was able to resist the evil programming and escaped. Now it's up to Megaman to defeat the nefarious Dr. Wily.

0~::~~::~~::~~::~~::~~::~~0
| 2.04: Boss Order |
0~::~~::~~::~~::~~::~~0

This is for those who just want a recommended order and didn't look at the table of contents.

BOMBMAN	-> Use Arm Cannon	-> Go to Gutsman
GUTSMAN	-> Use Hyper Bomb	-> Go to Cutman
CUTMAN	-> Use Super Arm	-> Go to Elecman
ELECMAN	-> Use Rolling Cutter	-> Go to Iceman
ICEMAN	-> Use Thunder Beam	-> Go to Fireman
FIREMAN	-> Use Ice Slasher	-> Go to Wily Stages

III. Walkthrough

And now for the walkthrough! This would be the main part of the guide. Or it would be without the maps. You could say that this is the Gutsman (ha ha!) of the guide.

Press start on the title screen to access the Stage Select screen. Here you see closeups of all of the robot masters of this game. Remember to take your time.

Choose Bombman and let's get this party started!

0~::~~::~~::~~::~~::~~0
| 3.01: Bombman |
0~::~~::~~::~~::~~::~~0

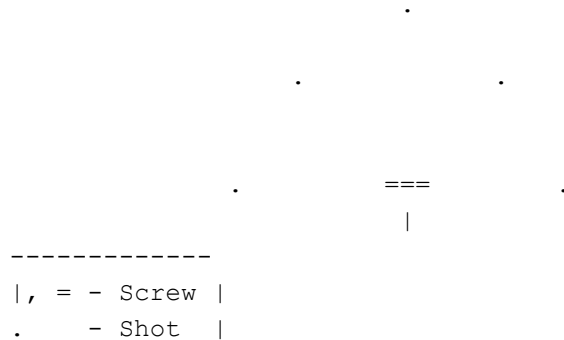
Enemies: Screw, Popper, Screw Turret, Pea Shooter, Sniper Joe, Spike Bot, Bullet Bill, Flying Metool, Suzy, Bombman

Note: Does anyone know what those yellow balls in the background are supposed to be?

Start by going right. A red screw will jump at you. Let it jump over you,

turn around, and blast it with the Arm Cannon. Continue on. Jump on the platform to have two more red screws jumping at you. Repeat the previous strategy to deal with them. Jump onto the next step and from there to the top, dealing with the red screws as they jump at you. Drop off the next two steps and continue going right. When you reach the next step (there's a fence), quickly jump onto the platform and hug the wall to your right. A guy we'll refer to as a Popper will Popper up (heh heh. I'm here all night) and break in to four pieces. If you're hugging the wall, you'll be able to dodge these pieces. Jump onto the top ledge and jump over the gap. Repeat this process with the next Popper. However, as soon as he is gone, be sure that you hurry and jump to the next platform, as the Popper from the previous gap will be coming back up for more Poppin' goodness. Repeat this strategy for the next Popper. When you jump down to the blue and green ledge that is closer to the ground, go right and jump on the thin ledge. That ends the Popper section. Jump onto the column and fall off to the right. When the blue screw that is in the ground comes up, it will fire off shots like so:

Diagram 2.02.01a



Jump over its shot and then blast it three times to destroy it. Continue to the right to find two more screws that should be dealt with in the same manner. Jump over the blue and green = looking platform to find a weapon capsule in a small niche. Because you have no master weapons as of yet, you don't need this. Jump on the first = platform. From there, jump to the second and from there to the longer platform to your left. This has two energy pellets on it. Grab them and jump back onto the = platform to your right and from there to the long ledge to the right of that platform. Go to the right and ascend the ladder.

Climb all the way up the ladder without stopping. On the adjacent wall to your left are four Pea Shooters. At the top, wait for the top two Pea Shooters to open fire (visual gag). Destroy them while they're firing. Jump onto the ledge in front of you and from there to the top of the enclosure. Descend the ladder to your left. As you go, destroy the remaining two Pea Shooters. Grab the energy capsule at the bottom and then ascend the ladder again. Go left and climb the far ladder to leave this area.

Start going right to meet the classic enemy, Sniper Joe. Sniper Joe jumps and shoots a lot and he has a shield. The only two times you can hit him are when he is firing at you (shoot, jump over his shot, shoot, jump, repeat) and when he is jumping. When he is destroyed, continue right. You'll now encounter a steady stream of foes who look like Bullet Bills from the Super Mario series of games. They only take one shot to destroy, but when they explode they really explode. If you go into the explosion, you'll take damage, so be sure to stop briefly after you shoot them. Sometimes it's best to just ignore them. Once

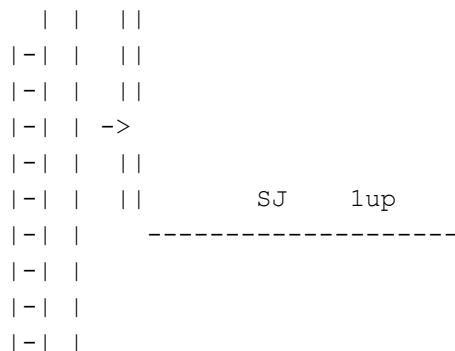
you get to a column, jump onto it. You see a hole. Beyond the hole is a Pea Shooter. Jump over the whole hole and start shooting as you fall. With any luck, you'll hit the Pea Shooter on your way down. If not, you'll have to jump and try to hit it afterwards. Once it is destroyed, jump onto the platform that it was guarding and from there to the column. Jump across the gap and try to hit this Pea Shooter on your way down. If not, you'll have to dispose of it afterwards. Jump onto the column and across yet another gap to encounter yet another Pea Shooter and yet another repeated section. Destroy it and hop onto the column. From here, jump down to the ledge to your right and then climb the ladder. Go right to enter a sort of building (that's what you assume from the background anyway). Drop onto the small ledge below you and then drop again before the Spike Bot gets ya. Note that the Spike Bots will speed up when they see you, so act fast! Talk about a repeated situation. This looks exactly like the end of the first screen but with different enemies. Go right, jump over the Spike Bot and onto the blue and green = platform. Jump from there to the next = platform and from there to the long blue and green platform. Go all the way right and then ascend the ladder.

[Halfway point] - From here on in, when you die you'll end up here.

Stop! Don't go all the way up. A Bullet Bill will hover past you. Once he is gone, climb up a little. At this point, you have two options. You can continue climbing or stop climbing. Daredevils should stop climbing. If you take this route, go left across the platform and jump over the spike pit. When you reach the ladder, press up to grab on to it. If you decided to continue climbing up, climb to the top and start platform hopping to the left. This puts you at a better height from which to reach the ladder. Regardless of which route you took, continue up to the next area.

Now we encounter a flying Metool. He floats around and fires a shot in all directions when he pauses. Shoot him when he pauses. Once he is destroyed, jump onto the = platform. Jump from there to the next one and from there to a final platform. From there, fall to the ground. Not the spiked ground, mind you. Continue right, dealing with the flying Metools as you go. At the end of the path, you'll discover a ladder. Climb it. At the top, jump off the platform and to your right.

Diagram 2.02.01b



 - - Floor |
 |-| - Ladder |
 | - Wall |
 SJ - Sniper Joe |
 lup - Extra life |
 -> - Go here first |

Land in there to find a Sniper Joe. Defeat him as you have defeated the other Sniper Joes (they don't change) and grab the 1-up. Leave this compartment through the hole through which you entered it. Drop to the ground and continue right. At the far end of this path, you'll find a platform with a Sniper Joe atop it. Defeat the Sniper Joe and then enter the boss gate.

Megaman 1 is the only Megaman game to feature an enemy-ridden boss gate. Jump across the gap and onto the ladder. Once on the ladder, jump to make Megaman let go. He'll fall all the way down, missing all of the Suzies. At the bottom, we meet...

<----->
BOSS: BOMBMAN

In case you didn't figure this out, Bombman's weapon is a bomb. He'll run and jump around the room chucking bombs at you. He's very slow but never let him get you in a corner. As I said, he'll throw bombs at you. Not only do you have to watch out for the bombs, but you also have to watch out for their explosions. Like the Bullet Bills of his stage, they leave an explosion behind that is just as damaging. Using your Arm Cannon, shoot at him a few times and then run away from him. If he looks like he is going to jump way over you, turn around and run back. Always run under him if you've got a chance. Just keep pelting him with your Arm Cannon and he'll go down.

<----->

Grab the orb to leave this stage with the Hyper Bomb in hand.

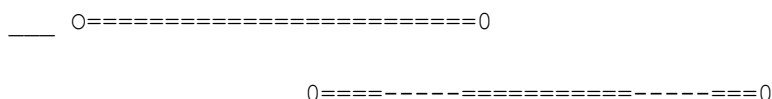
0=~~~~~0
| 3.02: Gutsman |
0=~~~~~0

Enemies: Metool, Met Miner, Blader, Hopper, Gutsman

Now we start the classic stage. The one everyone remembers...
...because it is EVIL

With the enhanced backgrounds, we can finally figure out that this is a mining stage. Start off by going right to find a Metool on the "step" created by the rock. When you get close enough, he'll come out from behind his hard hat and fire three shots at you at different trajectories. Jump and blast him once to destroy him here. He cannot be damaged while under his hard hat, hence the reason you have to wear them in construction areas. Jump to the next step and go right to find another Met. Destroy it in the same manner, being sure to jump over his shot. Go to the right side of this ledge to activate another friend. Destroy him like you destroyed the first Metool and jump onto the ledge that he was guarding. Jump to the final ledge and go to the right side to discover the greatest evil known to the Megaman series...

Diagram 2.02.02a




```

-----
_ - Solid ground          |
0 - Start of the conveyer belt thing |
= - The platform is raised      |
- - The platform drops        |
-----

```

When the green platform is close enough, jump onto it. Wait for it to go out to the other end of the belt. When you see a platform below you, jump down onto it. Now is when things get tricky. You'll notice parts of the belt that are thinner than others. When the part of your platform that is touching the belt (the far left) reaches these thin parts, the platform will drop out from under you. You want to jump here. Be sure to jump forwards so that, when the platform gets back to the thicker part of the belt, you'll land on it. Drop to the lowest platform when you can. Repeat the fun of the above belt on the bottom one until you reach the end. At the end, jump over to safe ground and start singin'.

Go right and you'll meet these flying green things. Jump and shoot the lowest one but ignore the others. Keep moving (this is important). When you reach the rocks, you'll notice that they make a sort of stair. Jump onto the first rock and from the first rock to the second. Walk along this ledge and jump from there to the third "step." Jump again to the top. Drop down the next two steps to find an energy capsule. Hop up the two steps to your right and then fall off. At this time, you will want to turn around and destroy any of those green machines that are still following you. Go right to meet a Met Miner. Met Miners are tall, so they can't fit under the helmet; however, they do have a shield. When they throw their pickaxes (Hamma' Time!), like the Sniper Joes, they put their shields away so you can attack them. Once he is destroyed, jump up the rock steps. Go to your right to find another Met Miner. To deal with him, run towards him as you are firing. When you get next to him, start running back. Once he's destroyed, continue forwards. On an adjacent platform, you'll see another Met Miner who should be dealt with in the same manner. Jump to the platform that he was previously guarding now and from there to a final platform to deal with a final Met Miner. Go to the right side and drop down.

[Halfway point]

When you land on this platform, drop off the right side and then hug the platform from which you dropped. You'll land on a platform with an energy capsule atop it. Ignore the other capsule for now and drop off the left side of the column while holding left so that you miss the bottom platform but are still on the left side of the screen when you drop to the next screen.

You'll land on a small niche atop a column. Jump off to the left to land on a ledge with a 1-up. Grab it and drop down to your right.

Down here, you'll meet an enemy called a Hopper. He does a lot of damage to you if he hits you and can take a lot of punishment. Your best bet is to wait for him to take a big jump and run under him. Drop off the steps, go all the way right, jump up one step, and enter the gate. In the gate, run forward while firing. You'll hit the Metools that you encounter on the way. Enter the gate at the far end to meet Gutsy!

<----->

BOSS: GUTSMAN

Gutsman occasionally walks around the room, but his favorite attack is to jump which causes a boulder to come down. Note that you should also jump when he jumps because if you're on the ground when he lands, you'll be shocked and cannot move. When he throws the boulders, they'll split in to four pieces, all of which can damage you equally. As with Bombman, never let him get you into a corner. Speaking of Bombman, use your Hyper Bomb here. Throw a bomb so that

he'll get caught in the explosion. Jump over a boulder and repeat. While it is hard to hit him with the bomb (if he is moving), it only takes three bombs to permanently demolish him.

Or that's what I'd like to say. He's one of the most recurring bosses in the series with no less than three forms -- not including remade games. If you're wondering, those forms are in Megaman, Megaman 2, and Megaman 7.

<----->

Grab the orb to get outta here with the Super Arm!

Remember rock, paper, scissors? If Gutsman is rock and rock beats scissors, let's go to the guy with the big scissors on his head!

0~::~~::~~::~~::~~0
| 3.03: Cutman |
0~::~~::~~::~~::~~0

Enemies: Blader, Pea Shooter, Screw, Flying Metool, Suzy

This music rocks.

After teleporting in, go right and jump on the set of blocks. Equip the Super Arm (labelled G on your menu), pick up the block in front of you, and lob it at the oncoming blue Blader. Climb up the ladder where the block used to be and jump to the platform to your right. The Blader below you won't do anything but you may want to jump over the next Blader whose altitude is a bit higher. Jump over the Super Arm Block in front of you and carry on. Jump over to the blue and white platform that looks like an = platform from Bombman's stage. Jump from the first to the second and from there to the top step on the series of steps. Jump on top of the Super Arm Block and use that as a stepping stone to jump across the pit. Descend the stairs and go right. There is a narrow gap that will allow you to take a shortcut and jump onto the ladder from here. You will want to hurry as you probably have a nice little line of Bladers following you. Climb up that ladder, jump over to the right, and climb up the final ladder to go to the next screen.

Go to the left edge of this platform, turn around, and start with a jumping/shooting combination to destroy the turret above you. The turret can only be damaged when it opens up to fire. It's just like the turrets from Bombman's stage. After it is destroyed, hop over the gap (if you fall down the gap, you'll be back at the previous screen. Go right and climb up the ladder to return to this spot) and go to the ladder on the left side. Two turrets await you up here. Destroy them in the same manner in which you destroyed their pal. Hop over to where the turrets were, jump up the stairs, and finally climb up the ladder.

There's an easy way and a hard way to do this screen. When you get to the top of the ladder, start with the jumping and shooting to nail the turret on the left side of the screen. Climb up the closest ladder to you to avoid the

second turret. Jump onto the stair in front of you to find yourself in front of another turret. Start firing at it to destroy it when it finally opens up. Jump onto the final stair and climb up the ladder.

Go left and jump over the pit (you'll find yourself on the previous screen if you miss). Climb up the ladder and go right. Ignore the turrets and hop onto the ledge above you. Go left and climb the ladder.

Finally no turrets! Go right and you'll see a building. Someone in the building starts to chuck Rolling Cutters at you. Ignore it and continue to the right. Those little screws from Bombman's stage will start to fly at you now. Let them all jump over you. When they start to jump to come back, blast them. It's as simple as that. Hop up these next few stairs and jump onto another Super Arm Block. Jump from there over the pit and down the stairs that you come to. Now you meet the Suzy enemy. Suzy is an eye with suction cups attached to all four of its sides. When Suzy is on the bottom level, shoot it. Once this Suzy has been destroyed, you'll notice two more on the screen: one moving up and down and one more moving side-to-side. Stand on the far right side of the ground. When the side-to-side Suzy is on the left side and the up and down Suzy is down, jump and throw a Hyper Bomb at them. If it stays on the platform, it will destroy both of them in one hit. Jump onto the platform, go left, climb the ladder, go to the right, and finally climb up this last ladder.

[Halfway point]

Now we start the fun part of this stage: a few screens filled with Suzies. To your left when you climb up is a Super Arm Block. Wait for the lowest three Suzies to be on the left side of the screen. Jump and throw it at them to take them all out. Climb the ladder and wait for the last remaining Suzy to go to the right side of the screen. When this happens, start jumping and shooting at it to destroy it. Jump over to the platform in the middle of the screen and from there to the far right platform to find a ladder. Climb the ladder.

More Suzies. Destroy the one closest to you when it is on the ground. Go all the way to the left and hug the left wall. When the Suzy above you goes to the right, jump through the gap to avoid it. Go left to find another Super Arm Block. Jump on top of it and start climbing the ladder when the lower of the Suzies starts moving to the right side of the screen and don't stop.

More Suzies! When the up/down Suzy is on the ground and the right/left Suzy is on the right, throw a Hyper Bomb to get rid of them both. Jump and climb up the ladder to your right. When the left/right Suzy up here is on the right side of the screen, climb to the top of the ladder, jump up to the final ladder and climb it.

No more Suzies here! Go right to dodge the Rolling Cutter building. Jump up the stairs and go right to find a blue Blader foe. Destroy it quickly. Drop off the stairs to meet two more Bladers. Destroy them and drop off the ledge to the right. If you need it, go through the nook to your left to find an energy capsule. Grab it, go right, and descend the ladder.

Down here, we meet a Flying Met from Bombman's stage. Go left and down the ladder. Drop off so that you land on the floor. Go right and descend the ladder. On the next screen, drop off to the right. You'll land on a platform. Jump off to the left and descend the ladder on the far left-hand side of the screen.

On the next (and final, except for the boss gate) screen, you've got a Hopper enemy here. Wait for him to get onto the top level of Super Arm Blocks and hope he does a high jump. When he does, run under him and don't stop running

until you reach the gate.

The gate is filled with the screw enemies from Bombman's stage that pop up and fire in five directions. When they pop up, blast them really quickly. The middle one is on the ceiling, so beware! Once you've destroyed all three, enter the gate on the far side to meet...

<----->

BOSS: CUTMAN

Cutman is fast and hops around the room a lot, throwing his Rolling Cutter blades at you. How do you cut him down to size? You cut him down to size with the two Super Arm Blocks that are in the room. Ignore Cutman and concentrate on picking the blocks up. It takes two blocks to destroy him but there are only two blocks in the room, so each block has to count! When Cutman is in the air, throw a block at him. Jump over any Rolling Cutters and then hit him again to finish him off.

<----->

Grab the orb and take off with the Rolling Cutter in hand! Be sure not to run!

Because, you know. You've got scissors. Tough crowd, tough crowd.

0~::~~::~~::~~::~~0

| 3.04: Elecman |

0~::~~::~~::~~::~~0

Enemies: Spike Bot, Watcher, Hopper, Elecman

Time for the hair-raising stage! In all seriousness, this stage has caused a few eyebrows to be raised. If you listen to the music, the first four notes resemble the chord used in "Faithfully" by Journey and the whole thing is like "All the Right Friends" by REM. The question being: which came first?

You're at a power plant tower. You've got three ledges above you with little moving Spike Bots on each. To deal with them, equip Rolling Cutter and hit them each. You could also hit them with an Arm Cannon shot to stun them, but Rolling Cutter offers a more permanent solution. Hit the first two from the ground. Jump onto the first ledge, jump again, and fire a Rolling Cutter at the Spike Bot above you to destroy it. Jump from here to the first ledge on the right side, from there to the second ledge on the left side, and from there to the second ledge on the right side. Ascend this ladder.

More Spike Bots. Take the first one out from the ground and jump to its platform. Fire a Rolling Cutter without jumping to destroy the second one. Jump onto its platform and from there to the top. Climb this ladder. While I'm thinking about it, when you see a weapon energy capsule/pellet, be sure that you collect it with the Rolling Cutter equipped so that you don't run out before you reach Elecman himself. Now you've got some Elec Beams to deal with. Jump over to the left side so that you are in between the gap and the left side of the platform with the first Elec Beam on it. When the second Elec Beam goes away, jump onto the first platform and from there left to the second platform. Because of this, you avoid all Elec Beams here. Jump to the top of this platform and climb the ladder.

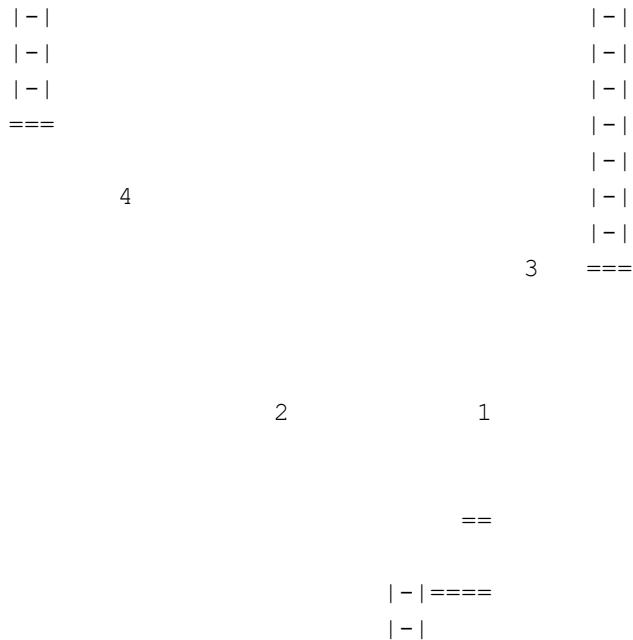
Here you have what looks like a ladder that goes way up to your left and just that. Wait for a second and these green enemies called Watchers will come down. When they are on the same level as you are, they'll open up and fire two beams of electricity at you. Jump and fire one shot at them to destroy them.

Three will come from the bottom of the screen and three will come from the top. Once you've destroyed all six, quickly climb up the ladder before they regenerate.

Climb up the ladder here (it's still the same ladder) until you reach a small platform. Drop off on to this and wait for the six watchers. Destroy them like you destroyed the others. Jump back onto the ladder and quickly climb up to the top.

Now it's time for the classic vanishing block game!

Diagram 2.02.04a



-----	*-----*
- - Ladder	1 vanishes shortly after 3 appears
= - Block/floor	2 vanishes shortly after 4 appears
1 - First block to appear	3 vanishes right when 1 reappears
2 - Second block to appear	4 vanishes right when 2 reappears
3 - Third block to appear	*-----*
4 - Fourth block to appear	

Jump up onto the small platform above you. Continue jumping up and down until you land on a block that appears from out of nowhere. To its left is another block. Go jump on it. A block will now appear to the right of the first block. Following this, another block will appear above you and to your left. Equip Rolling Cutter and climb up the ladder to grab three weapon energy pellets. Edge out to the right. On the other side, you'll see four vanishing blocks creating a bridge. When the one closest to you appears, jump out on to it and from there up and left to a ladder. Climb the ladder, go left, and climb a final ladder.

[Halfway point]

At the top of this ladder, jump on to the ledge up here and walk to the right. Jump down onto the small block. If you're feeling daredevilish, jump to the niche to your left to grab an energy capsule. The hard part is getting back out again, so be sure that Megaman doesn't hit his head and fall down. Jump to the block to your right. Jump from here to the next block and make your way

up the last three remaining blocks. Jump from the top to the ladder and climb up.

More Watchers here. Take them out from the ground and then ascend the right ladder. Go right to find some more Elec Beams. When the lower Elec Beam is gone, jump as high as you can and then press up. You'll be on top of the ladder. Run left and climb halfway up this ladder. Wait for the top Elec Beam to go out, climb up the rest of the way, run right, and then climb up the ladder.

There's a Super Arm Block that you could take out if you wanted to switch sides, but believe me, we don't. Wait here for a second to cause some Watchers to appear (better to take them out now than on the ladder). Destroy them and climb up the ladder. At the top, go all the way left and climb this ladder. Go right and use the Super Arm to get rid of the three Super Arm Blocks in your way. Once they've been cleared away, you'll find the Magnet Beam! The Magnet Beam can create platforms and is necessary later in the game. Jump on the small blocks on the left side and from there to the ledge on the right. Climb up the right ladder.

More Elec Beams. Wait for the first one to disappear and then climb beyond it so that you are in between the bottom and top Elec Beams. When the top Elec Beam goes out, climb all the way to the top of the screen.

Go left and climb this ladder. Go right, wait for the Elec Beam to disappear, and climb that ladder. Simple enough. This part is interesting. Start off by hugging the left wall. This will cause the top red screw, who is busy trying to stay parallel with you, to jump off the building! Go right long enough to make the bottom red screw go to the right side of his area. Run to the ladder, jump to the top of it (press up at the top), and blast the red screw. Now we have gotten ourselves into a jam. Use the Super Arm to get the block out of your way. Megaman can't jump high enough to get out! What do we do? Use our new-found Magnet Beam, that's what we do! Equip it and fire it at the right wall. You might want to do a little jump first (but not too big). Jump on the platform that is created and from there to the top ledge. Jump to the left to land on a ladder. Climb the ladder. We're almost there!

Jump on the ledge to your right to be at a familiar screen. Go right along the ledge and jump to the platform that is down and to your right. Jump from there to the platform to the right and from there to the next platform and so on until you reach the top. Climb up this ladder.

We've got some Elec Beams here. There is a small window of time where both the first and second Elec Beams are out. When this happens, jump onto the first Elec Beam's platform and from there to the second. Jump from here to the ladder.

At the top, you've got a Hopper. Go right and wait for him to high jump. Go under him and enter the gate.

The gate is basically a climb up the rest of the tower. There are two screens of Elec Beam dodging. The way this works is thus: there are three Elec Beams. The middle one will activate and a second later the top and bottom ones will activate. Wait for the bottom one to deactivate and then climb so that you are in between the bottom and the middle. When the middle one goes out, climb so that you're in between the top and the middle. When the top one goes out, climb up the rest of the way. Repeat this for the next screen to reach...

<----->

BOSS: ELECMAN

Elecman is really fast. The Thunder Beam fires shots up, down, and in front of Elecman. There are two Super Arm Blocks in here but don't bother. You've gotta be fast. You can only take three hits from his Thunder Beam but he can only take three hits from your Rolling Cutter. Start off by throwing a Rolling Cutter at him and then taking off to the far left side of the room (on the Super Arm Blocks). Jump over any Thunder Beams and fire Rolling Cutter at him. You'll probably take a hit or two. Beat him first.

<----->

Grab the orb and take off with the Thunder Beam!

0~::~~0
| 3.05: Iceman |
0~::~~0

Enemies: Crazy Razy, Flyin' Penguin, Spike Bot, Hopper, Iceman

This stage begins the tradition of ice making your character slide in video games. A tradition that this water stage does NOT start, however, is the ability to jump higher. In this stage, you can jump just as high in water as you can in any other terrain. Be careful!

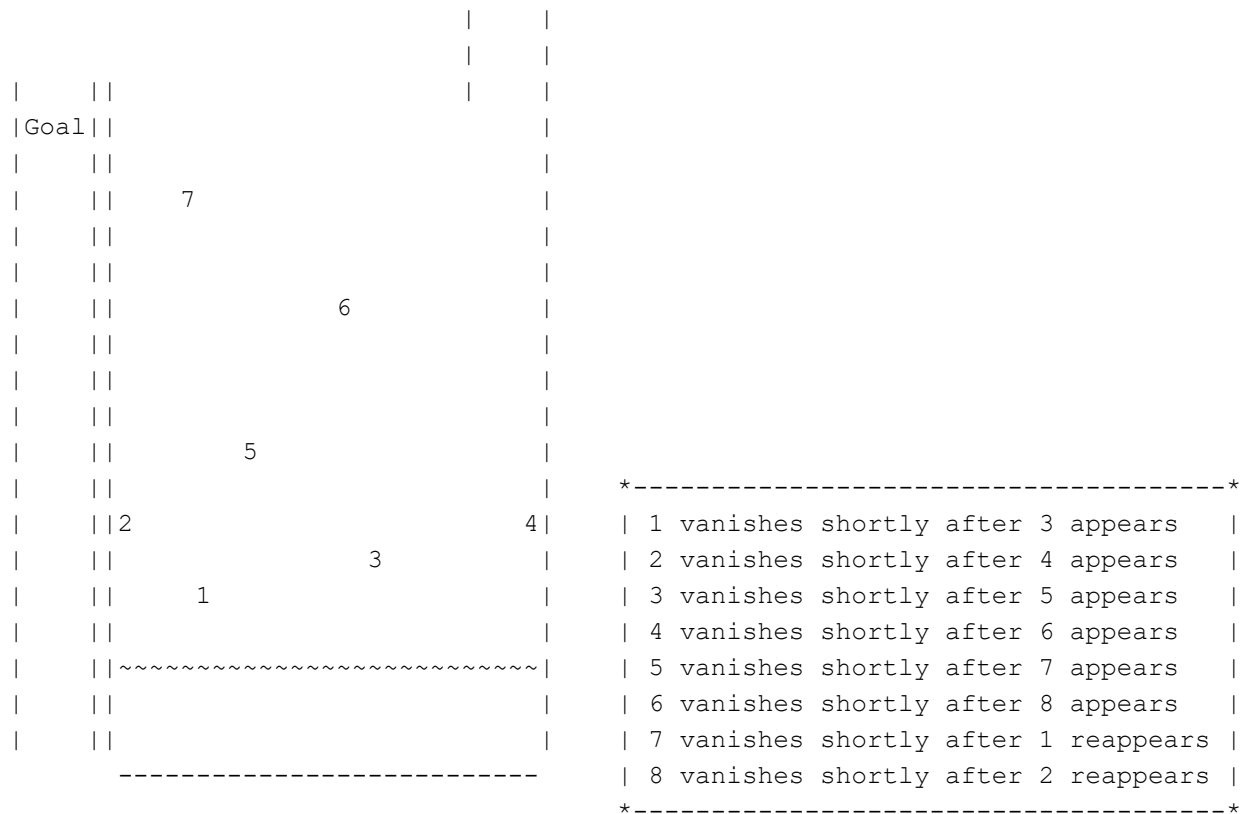
When you teleport in, you'll find one of the most evil enemies in the game: a Crazy Razy. If you hit the lower part of his body, it will be destroyed but the head will fly up and act like a Blader. You want to aim for his head. Destroy him and carry on. At the far end of this stretch will be a set of steps from which a Crazy Razy will come running at you. Defeat him like you did the other and jump up the stairs. At the top, you'll find another Crazy Razy. Make him explode and continue right. Yet another Crazy Razy will come running towards you like an idiot. Take a shot at his head to destroy him and jump up this next step. Yet another of our friends will start speeding towards you. Blast him and continue right. Jump onto the final step to meet -- you guessed it -- nothing. Drop off this step to the right and from that step into the water. Anyway, jump over the obstruction here to come face-to-face with a Flyin' Penguin. Blast it once and then jump over the next obstruction. These Flyin' Penguins will continue to fly at you, hoping to kamikaze with you, so keep shooting. Go right and jump onto the next obstruction. Jump over the space in between it and the next one so that you avoid the Spike Bot. Drop off the water tank and continue right, avoiding the Flyin' Penguins as you go. Jump onto the next water tank and from there jump to the next to avoid the Spike Bot below there. At the far end is a Spike Bot on a step that you need to get onto in order to finish this section. Pull out your Rolling Cutter and destroy it. Jump up the next two steps to exit the water section of this stage. Go right and jump onto the next stair. Go right to encounter a hole. Drop down the hole, destroy the two Suzies to your left, go right, and drop down a shaft.

[Halfway point]

More vanishing block fun! The first thing that you will want to do is destroy the Spike Bot with a Rolling Cutter.

Diagram 2.02.05a

| |
|Strt|



```

-----
Strt - Where you enter the area |
Goal - Where you exit the area |
| - Shaft-looking thing/wall |
~ - Water |
1 - First block to appear |
2 - Second block to appear |
3 - Third block to appear |
4 - Fourth block to appear |
5 - Fifth block to appear |
6 - Sixth block to appear |
7 - Seventh block to appear |
*, - - Not part of the screen; guide to timing |
-----

```

That was difficult. There are two ways to do this.

Hard-working way: Jump on block number one. When it appears, quickly jump to block number three. When it appears, quickly jump to block number five. When it appears, jump to block six, from there to block seven, and from there to solid ground.

Easy, cheap way : Using the Magnet Beam found in Elecman's stage, simply create a column of platforms to the top. Create one, jump on it, create another, and so on until you reach the top.

Either way, drop down the shaft.

You get a cold reception here (you know you love it) by a Spike Bot and MORE vanishing platforms! And they form two at a time! You try diagramming those!

```

-----
Diagram 2.02.05b |
-----

```

```

|  |

```



```

| S |
|   |   10       11
                Goal
8      -----
          9      |
                | *-----*
                | |   1 appears at the same time as 8   |
          7      | | 1/8 disappear when 3/10 appears     |
                | |   2 appears at the same time as 9   |
          6      | | 2/9 disappear when 4/11 appears     |
          5      | | 3 appears at the same time as 10    |
          1      | | 3/10 disappear when 6 appears        |
          2      | | 4 appears at the same time as 11    |
          3      | | 4/11 disappear when 7 appears        |
          4      | | 5 disappears soon after 7 appears   |
=====| | 6 disappears soon after 1/8 appear   |
|      | | 7 disappears soon after 2/9 appear   |
                | *-----*

```

```

-----
S   - Start
1   - First block to be significant
2   - Second block to be significant
3   - Third block to be significant
4   - Fourth block to be significant
5   - Fifth block to be significant
6   - Sixth block to be significant
7   - Seventh block to be significant
8   - Eight block to be significant
9   - Ninth block to be significant
10  - Tenth block to be significant
11  - Eleventh block to be significant
Goal - Where you want to be after this
|   - Wall
-   - Ground
~   - Water
-----

```

Phew. As complex as this looks, it's really simple. Again, you could just use the Magnet Beam to make some platforms on the right side. Start off by using Rolling Cutter to take the Spike Bot out. Run over to the right side and jump onto platform number four. Jump from there to platform five and from there to platform six. Jump from there to platform seven. When it appears, quickly jump to platform nine. Start jumping when you think platform ten is going to appear to land on it. Jump from here to platform 11 and from there to the end of it all. Jump onto the ice pillar and go to the right. Drop off to come to yet another challenging section.

You have to jump from eyeball platform to eyeball platform. To make things worse, they are moving and shooting too. Jump from the ice ledge to the first one. Wait for it to be really high and to the right and for the second one to be low and to the left. Jump off to land on the second platform. Wait for the third platform to get close enough to the second (on my cart, this takes quite awhile) and jump over to it. Make the easy jump to the fourth platform and from there to an icy column that serves as a reprieve. There's a weapon energy capsule here. At this point, Flyin' Penguins will start to fly at you so be shooting forward at all times. Jump to the platform. When these two platforms are about to intersect, jump to the other platform. Wait for the third platform to get close and then jump to it. Wait for the third platform to be very high up and to the right (so the fourth should be below it) and jump to the fourth eyeball platform thing. When it climbs high enough, jump to the

solid ground to the right. Go all the way to the right to the point where you have to fall down a shaft. Fall off but hug left to find a niche with an extra life inside. Grab it, go right (if Megaman stops moving, jump), and fall down the shaft. Be sure to hold left.

If you held left, you'll land on a platform with three energy pellets and three weapon energy pellets. Grab them (be sure to have, say, Rolling Cutter or Magnet Beam equipped), go right, fall off, go left, and drop down the shaft to get to the final part of Iceman's stage.

Of course we have a Hopper here. Wait for him to high jump and run under him. Go to the far side of the screen, jump onto the ledge, and finally enter the gate. In the gate, just run while shooting. You are facing an onslaught of Flyin' Penguins. At the far end of the gate, enter the final set of shutters to reach Iceman!

<----->

BOSS: ICEMAN

Equip Thunder Beam and get to work! Iceman will hover up and down while shooting Ice Slasher at you. He's got a really simple pattern. He'll go to the top of his "hover range" and start going down. While he is going down, he will fire three Ice Slashers at you. He'll pause briefly, fire another, and go back up while firing two more Ice Slashers. He'll now drop, run towards you a little, and repeat the process.

Diagram 2.02.05c

< < 16
<. . . < 25
..... < < . -> 34

< - Ice Slasher |
. - Megaman's path |
1 - Iceman when he fires the first Ice Slasher |
2 - Iceman when he fires the second Ice Slasher |
3 - Iceman when he fires the third Ice Slasher |
4 - Iceman when he fires the fourth Ice Slasher |
5 - Iceman when he fires the fifth Ice Slasher |
6 - Iceman when he fires the sixth Ice Slasher |
-> - Fire Thunder Beam now

Thunder Beam kills him in three shots. At the start of the battle, jump a little and fire one. When he comes down, fire another. Run and jump over the lowest set of Ice Slashers and blast him in mid-air. If you missed on any occasion, hit him while he's running towards you to destroy him before this battle even heats up.

Of course, having the battle heat up would be a good thing in that weather.

<----->

Grab the orb-thingy and take off with the Ice Slasher! One more robot master left!

| 3.06: Fireman |
0~::~~::~~::~~::~~=0

Enemies: Screw Turret, Fire Tackle, Bullet Bill, Spike Bot

Hot, hot, hot! This should go without saying, but if you fall into the lava, you'll die.

When you teleport in, position yourself so that you are directly under two of those five-directional-shooting blue screws. Equip the Elec Beam and fire away. This should take them both out (it fire upwards). Go right and climb the ladder. Go left, over where the first screw was, and climb the ladder there. Go right to find another screw. Take him out. Go right to find another "S" formation with your path. Position yourself over the blue screw robot right under you and fire the Elec Beam to destroy that robot as well as the screw in front of you. Go right and descend the ladder here. Go left and descend that ladder too. Now to go right. Out of the fire pit in front of you will come three fireballs. They'll fire (hah!) way up into the sky and slowly come back down. Each of these guys can be destroyed with one Arm Cannon shot each. While they're in the sky, jump over the fire pit to reach a fire barrier. When the fire barrier is extended, fire an Ice Slasher shot at it to freeze it. Jump up onto it and from there to the left to get an energy capsule. It doesn't stay frozen for long, so drop back down beside the fire pillar, fire another Ice Slasher at it, jump up on it, and this time jump off to the right to save yourself some trouble. Go right and ascend the ladder here.

More fire pillar fun. Unless you're really hurting (you shouldn't be, what with the energy capsule on the previous screen), just ignore the energy pellers and climb the first ladder. Go right and climb the second. Go left and jump (it's probably best to wait for the fire to be out before you jump) and grab onto the ladder. Climb up to the next area. If you did want those energy pellets, grab the bottom one when the fire pillar is not there. Return to where you were and wait for the fire barrier to be extended. Blast it with Ice Slasher and jump on it. Wait for the second fire pillar to be gone and then jump up to the energy peller. Turn around, hit the fire pillar with Ice Slasher and use it as a stepping stone to reach the ladder at the top.

Go right and blast the first fire pillar with Ice Slasher. Use it as a boost to reach the top of the enclosure. Grab the two weapon energy capsules here (remember to have Ice Slasher equipped as you grab them!) and then drop off the right side of the platform. You are now faced with some fire beams. This will certainly heat things up! When the fire is extinguished, jump to the right as far as you can to land on a small platform in between the two fire beams. Wait

for the fire beams to disappear and then jump out and to your right. Jump onto the ledge above you and once again jump over to the right (when the fire beam is gone!) to land on a small platform in between the two ledges. Drop down to the right and wait for the fire beam to extend and then go out again. Jump back onto the platform and from there to the ledge to the right. Wait for both of these fire pillars to disappear and then jump to the right, jump over the small gap, and then drop down to the right so that you land on the small ladder. Jump from there to the left to grab three energy pellets. Jump back over to the ladder and descend it.

The second you enter this screen, three fireballs will be shot up and the two fire pillars in this room will extend. Stand on the ladder and wait for the fire pillars to go down. Drop down to where the first fire pillar will come up and go left into the gap. Wait for the pillars to go up and back down

again. Jump back onto the ledge, over the gap, and finally climb down the ladder.

[Halfway point]

When you drop off the ladder, hold right to land on the small platform with a fire pillar on it. Wait for the fire pillar to go up and back down. At this point, you should jump to the next platform. While you're waiting for the fire pillar to go up, some fireballs will start coming down. Jump up and shoot one or two. By that time the fire pillar will have gone down. Jump over to the platform on the right where you should climb the ladder and continue right. Jump over to the small grey platform to the right and climb the ladder there. Run right and wait for the fire barrier below you to go back down. Drop to it and quickly jump to the right. Wait for the fire pillar beside you to descend and then jump to the long platform to the right. Run right and climb the ladder here.

This is evil. Remember how on Cutman's stage you had that building that shot scissor blades at you and that turned out to be Cutman's weapon? Well now you have a steady stream of Fire Storm coming down at you. Go left and climb up the ladder. You COULD try to time this thing by waiting for one Fire Storm to pass and then running through, but you wouldn't make it. You'd then go up the ladder, go left, get hit by another Fire Storm blast, and finally climb up the ladder. BUT THERE IS AN EASIER WAY TO DO IT! Turn left, fire the Magnet Beam, jump up to the ladder, and climb up.

The Bullet Bills are back! Be sure that you are shooting them as you jump up the stairs here. Run right and equip the Elec Beam. This is difficult to pull off. While standing over the Spike Bot below you in the "S" formation, fire an Elec Beam. With any luck, this destroys the Spike Bot below you and the one in front of you. If it didn't get the one in front of you, jump over it and descend the ladder. If you missed the one here, stand on the ladder and fire Rolling Cutter until you hit it. Now go left, descend the ladder, and go right. Fire an Elec Beam at the oncoming Spike Bot if it gives you any trouble. At the far right side of this platform, equip Ice Slasher and climb the ladder to get a weapon energy capsule. Drop off the ladder, jump over the next two platforms (watch out for fireballs!), and continue to the far right. Jump onto the ledge, wait for both fire pillars to not be ignited, and enter the gate.

Start off by jumping and firing a few shots at the screw turret on the ceiling. Run right a little and repeat the process when you see the next screw turret. There are four screw turrets in here. When you've taken care of them all, enter the final gate.

<----->
BOSS: FIREMAN

I've been saving this joke up ever since Gutsman. Ready? As you can tell from his name, Fireman has a flare for fire!

Fireman has a simple pattern. He runs around the room. If you fire at him and hit him, he'll counter with Fire Storm. Fire Storm is a shield-looking blast that comes at you and leaves a small fire where you were so when dodging it, be sure to jump over and forwards. Equip Ice Slasher and beat him down. Hit him, jump over Fire Storm, and hit him again. Since he won't attack unless you attack first, you can get away from him before your next shot. Another thing that you have working for you is that he never jumps. You always know to fire Ice Slasher on the ground. He'll go down nice and quick.

<----->

Take the final orb and take off with Fire Storm! Now select Dr. Wily's logo to wrap things up! He'll call his saucer, do the Dr. Wily trademark eyebrow wiggle thing, and take off.

0~::~~0
| 2.07: Dr. Wily Stage 1 |
0~::~~0

Enemies: Hopper, Screw, Bullet Bill, Rock Monster

You teleport in right outside of the evil Dr. Wily's fortress. It's time to begin the final battle! On a slight aside, I was bored during history years ago and I tried to draw a map of what this would look like in Skull Castle map form. Suffice it to say that I figured out why there was no map here.

Go right to meet a Hopper. Let him jump over you and then run to the right. After going right for a ways, you'll meet another Hopper. Let him jump over you and run to the small pyramid-like stair. Jump on top of it and then off of it. As soon as you do, another Hopper will appear to greet you. Let him jump over you again and then run right to the next set of pyramid blocks. Jump over them and then continue to the right to find the entrance to the fortress proper. There's one very small, insignificant problem here, though. I don't know...oh yeah. THE ENTRANCE IS BLOCKED. Of course, you can deal with this easily. Just whip out the Super Arm. Now if Dr. Wily had done this in future games where you did not have the Super Arm, he'd take over the world, now wouldn't he? But I digress. With the Super Arm equipped, hug the blocks so that they flash (they flash because you can pick them up with the Super Arm). Jump until the second block from the bottom begins flashing. Use the Super Arm to pick it up and force Megaman into the niche where the block used to be. Throw the block away and repeat the process for the next two blocks in front of you. Unequip the Super Arm and equip the Ice Slasher. Hug the block in front of you and wait for the first fire pillar (from Fireman's stage) to come up. Perform a small hop and fire the Ice Slasher to freeze it. Quickly jump onto the block and from there onto the frozen fire pillar. Jump from here to the next block. When this fire pillar is down, jump up (being sure to avoid hitting your head on the ceiling) to the next block. Wait for the final fire pillar to go up, blast it with Ice Slasher, jump on it, and climb the ladder. Be sure to unequip Ice Slasher!

Climb the ladder to the top and edge out over the block. When you are as far out as you feel comfortable, press left just a little and jump. If you did it right, you've just grabbed an energy capsule. If not, you've landed on the block below. Jump to the right, climb the ladder back up, and repeat. Obviously if you're good with health, then there's no need to get this at all. Regardless of what you do, drop down to the first block being sure to hold left during the fall. Those spikes are nasty. Jump over to the large block and from there to the ladder. Climb up! Note: it would be to your advantage to equip the Thunder Beam before coming up here.

The second you get up here, you are assaulted by red screws. Your best bet is to use the Thunder Beam to take them out as they're coming down the ladder. Go right and jump up onto the ledge. If you are in need of health, take the upper route here. Destroy the red screw that assaults you on your way. This is really tricky to pull off. I'm sure there's a better way. Go to the wall and use the Magnet Beam to extend a platform. When you think it will disappear (this'll take practice), jump off and hug the blocks at the top-left corner of the enclosure. If you did this right, the Magnet Beam will now disappear. Pause the game and take out your Super Arm to grab this thing. Fall back to

the ground, throw the block, use the Magnet Beam again, and take care of the other block. Throw it at the red screws in here, grab the energy capsule, and drop back down to the middle part of this area. Go left until you can drop down again. Look to the right to find three Super Arm Blocks. Do your thing with those until they're all cleared away. Go to the right and descend the ladder.

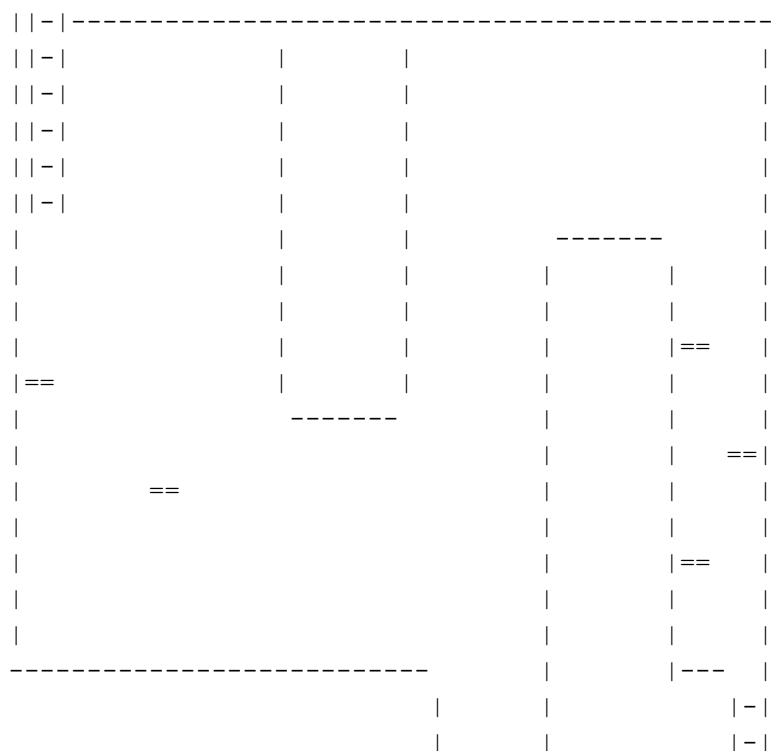
[Halfway point]

The Bullet Bills are back! For the first section of this screen, it is best to just ignore them. Run left and drop down onto the platform to the left of the spikes. Carefully jump from platform to platform. By about the second platform, the Bullet Bills will become slightly more than a nuisance (they can knock you down into the spikes) so destroy them quickly. At the far end, drop down, run left to outrun the Bullet Bills, and finally descend the ladder here.

Oh boy. More of those floating, shooting platforms from Iceman's stage! Hop on the first one when it hovers over the small block where you dropped. It is important that you do not use the Magnet Beam as a bridge here. When the first platform is higher than the second, jump to the second. At one point, the second platform will be diagonall sloping while the third is moving left. At this time, you'll want to jump to the third. The third and fourth ones, at one point, create a sort of "V" formation. At the lowest point here, jump to the fourth. Whem the fourth platform is slightly near to the solid ground, equip the Magnet Beam and jump off. Two weapon energy pellets await you here and you will need for the Magnet Beam to be at full power on this next screen. After you've collected both powerups, jump on the ladder and ascend it.

Diagram 2.02.07a

To next section



From previous section

| - Wall/pillar border |
= - Where the Magnet Beam platforms should go |
|-| - Ladder |

I hate to toot my own horn, but that is pretty.

Anyway, just follow the diagram. Put a Magnet Beam in those spots, BEING SURE THAT YOU:

- 1.) Do not jump too high. You've gotta be able to reach it and
- 2.) Don't put it so far into the wall/pillar that you cannot step on it.

If it takes you too many Magnet Beams, go back down the ladder and power up again.

[This area serves as a halfway point]

In the next area, jump onto the ledge and go right to hear the now-classic music and fight a now-classic boss...

<----->

BOSS: ROCK MONSTER
AKA
YELLOW DEVIL

"And I go to pieces and I wanna cry." This describes the upcoming battle. Go to pieces. Get it? YOU WILL!

Yeah, back in the day, we called him the Rock Monster.

Start off by running to the right side of the screen as he does his version of teleporting in from the left side.

The Rock Monster has five levels to him: top of his head, bottom of his head, torso/hands, legs, and feet. Why is this important? The Rock Monster has two attacks, one of which is disassembling itself, shooting its pieces across the room, and reassembling it. After he does this, he'll briefly open his eye and fire one shot at you. He'll close his eye again and repeat the process.

To avoid getting hit by his pieces, follow this simple guideline: if it is the second-lowest level of body parts (leg) or below (foot), jump. If it is not, do not jump. It's as simple as that. If he fires them so that the foot is followed by the leg which is followed by the torso, then jump over the first two in one jump and then stop. Each part will fly four times and the middle will fly five times (his hand sticks out). The shot is very easy to avoid.

So how do you tackle this behemoth? When he opens his eye to shoot at you, blast him once with the Thunder Beam. You can't hit him again so don't try. Once you've hit him, get ready for the next barrage of blocks. Repeat this process until he dies.

Note: The Thunder Beam is so slow that you may want to jump and fire at where his eye will appear once the last part of his body, his near hand, gets reattached.

When he moves, he moves thusly:

	L	E	F	T	
	8	12	14		
	4	7	13	18	
	1	5	11	16	20
	3	6	10	17	
	2	9	15		
	R	I	G	H	T
			14	12	8
		18	13	7	4
20	16	11	5	1	
		17	10	6	3
			15	9	2

Left - Rock Monster on the left side of the screen |
Right - Rock Monster on the right side of the screen |
1 - First piece to move |
And so on |

<----->

0=~~~~~0
| 2.08: Dr. Wily Stage 2 |
0=~~~~~0

Enemies: Blader, Screw Turret, Cutman, Elecman, Popper, Suzy, Megaman Clone

Note: From here on in, switching levels will not refill your weapon energy. As such, conserve your energy and get the weapon energy capsules at all times! For each level, I'll list the weapons that you should prioritize when getting the weapon energy capsules/pellets in the order in which you should refill them.

Note: Dr. Wily stages 2 and 4 involve robot master refights. With the exceptions of Cutman (no Super Arm Blocks) and Bombman (you now have his weakness), I'll just copy the boss strategies from before for you. It's too time wasting for you to have to go back up there.

- 1.) Rolling Cutter
- 2.) Thunder Beam
- 3.) Magnet Beam
- 4.) Fire Storm
- 5.) Ice Slasher
- 6.) Hyper Bomb
- 7.) Super Arm

Now we're up in the sky! Go right to meet a green Blader. Shoot it and then jump over to the next platform. Upon landing on this platform, fire an Arm Cannon shot at the Blader. There's one under you too, so jump over it. When it swoops up at you, fire at it. Jump to the right to the next platform. You will be assaulted by three more Bladers who should be dealt with as the previous ones were. Drop down onto the small platform below and grab the energy pellet. Jump up and to the right and go to the far end of this

platform. At the far end, fire at an oncoming Blader and then jump over to the next platform. Stand on the left side of the platform and fire a single shot at the oncoming Blader who is level with you. Wait for the Blader below you to swoop up at you. This is your cue to run right, drop onto the small platform below you, and pop the sucker once. Jump into the enclosure to the right. Once you have passed the first "block," pull out your Magnet Beam and use it to make a bridge over to the weapon energy pellets. Use the first to refill the Magnet Beam and the second to the Rolling Cutter or the highest weapon on the above list that has lost energy. Once you've done this, walk left. The blocks turn out to be fake, taking you to...

<----->

BOSS: CUTMAN REMATCH

In the finest Megaman tradition, you have to fight the robot masters all over again. In Megaman, Megaman X, and Megaman Legends 2 (the first of each subseries to have rematches), you face them in a predetermined order. You fight Cutman and Elecman here and Bombman, Gutsman, Iceman, and Fireman in the fourth Dr. Wily stage.

He's still the same ol' Cutman. The only difference is that there are no Super Arm Blocks in here. WHAT DO YOU DO?

As I said before, he likes to move. He runs and jumps around the room chucking his Rolling Cutter at you. It should be noted that the Rolling Cutter blades come back like a boomerang. Now that we're all on the same page...

Since using the Super Arm, Cutman's primary weakness, is out, we need to come up with a different weapon. Ice Slasher goes right through him. Thunder Beam isn't effective (Cutman's weapon is Elecman's weakness). He moves too much to make Hyper Bomb an effective weapon and using a robot master's weapon against him is never good (the sole exception is Metalman in Megaman 2 where it defeats him in one hit). The only weapon left is Fire Storm, which actually does a fair amount of damage. Wait for him to fire off a Rolling Cutter. Jump over it and pop him with Fire Storm. Remember that even if you miss with the initial shot, Fire Storm creates a fire shield for a split second with which you can still hit him. Repeat this process to defeat Cutman for good.

I mean it this time.

<----->

Go left and drop through the floor.

Equip Hyper Bomb and jump over to the next platform. While you're in the air, throw the Hyper Bomb. It should land near the red screw on the subsequent platform (or even on the current one, which would destroy it). Go to the far right and drop down to grab an energy pellet. Jump up and to the right. From this platform, jump over to the next and toss another Hyper Bomb in midair. Go right and equip the Magnet Beam. Drop off the ledge and use the Magnet Beam to make a bridge over to the two weapon energy pellets (from the looks of this region, you can probably guess what's coming). Use the first pellet for Magnet Beam and the second for Rolling Cutter. If Rolling Cutter is full, use it on Thunder Beam. Equip Rolling Cutter and walk left to fall down the false floor and meet another friend...

<----->

BOSS: ELECMAN REMATCH

Elecman is really fast. The Thunder Beam fires shots up, down, and in front of

Elecman. There are two Super Arm Blocks in here but don't bother. You've gotta be fast. You can only take three hits from his Thunder Beam but he can only take three hits from your Rolling Cutter. Start off by throwing a Rolling Cutter at him and then taking off to the far left side of the room (on the Super Arm Blocks). Jump over any Thunder Beams and fire Rolling Cutter at him. You'll probably take a hit or two. Beat him first.

New notes: You probably can't afford too many hits. It wouldn't behoove you to die here, as you'd be taken all the way back to the beginning of the level (meaning you'd have to fight Cutman again). Also, the Super Arm Blocks are gone, so you're on a level playing field.

<----->

Once you make it past this, go to the left side of the room and fall through the fake floor.

We're up again the Poppers again. Remember them from Bombman's stage? If not, they come up from the bottomless pits and pop into four pieces. Upon falling down, go to the left side of the screen and equip Thunder Beam (or Magnet Beam or Fire Storm, depending on which is the lowest). When the first Popper comes up, explodes, and dies, run to the right, jump over the pit, and keep running until you fall down to the small platform below the second long platform. There is a weapon energy pellet here. The other benefit of being down here is that you're safe from the Poppers. When they Popper (I haven't had a good pun since Fireman's stage. Give me a break. Even if I did use it in the first level) back up and explode, jump over to the next platform. Go about halfway over and then stop. Wait for the next Popper to come up and go away. Run right and jump over to the next platform. Keep running (equip your most important weapon with the least amount of energy en route) and drop down to the small platform to pick up yet another weapon energy pellet. Wait for the Popper to come back up (you're safe) and then jump over to the long ledge. Keep running until you reach a ladder. Climb down this ladder.

[Halfway point]

Suzies! There is a good way to do this. Upon dropping down to the first platform, fall off the platform to the left so that an up/down Suzy is right in front of you. Equip the Thunder Beam. When the two Suzies on the bottom of the screen are above and below one another, fire the Thunder Beam. You'll hit all three. Collect what powerups they give you and then return to this spot. Jump up and fire a Magnet Beam bridge at the edge of the platform. It should be reasonably high. Jump onto it and from there to the small block in the top-left corner of the screen (right next to your energy/weapon energy bars) to grab a 1-up. As with Bombman's stage, there's an easy way and a hard way to do this next part. Only do the hard part if you're good with the Magnet Beam and have a good bit of energy left in it.

Hard way: With the Magnet Beam still equipped, drop off the small block to the right. Push just a little to the left. This is critical: ONCE YOU HAVE DROPPED AND PUSHED, DO NOT MOVE ANYMORE TO THE LEFT OR TO THE RIGHT. You will land on the next screen in between a set of spikes. This is difficult to pull off -- and even harder to describe! Once you are down here, it's time to prove your mastery of the Magnet Beam. Start by jumping up. At the peak of your jump, fire the Magnet Beam but hold the fire button. This will extend a bridge of sorts. When you are slightly above the spikes, let go of the fire button. Jump onto the bridge and walk to the end. Shoot and hold the Magnet Beam again to make a three platform long bridge. Jump onto it and walk across. At the far end, just walk off and keep

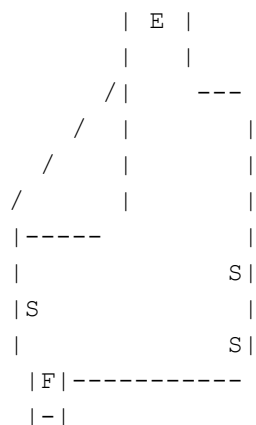
holding right to land back on the main path.

Easy way: From the small platform, jump to the right. You'll land back on the ledge. Go right and drop off. Go left and fall down. Go right and descend the ladder here. Jump left to the small ledge in between the spikes and the gap.

Now that we're all on the same page, pull out the Thunder Beam. Jump back to the previous ledge so that you're facing the wall. You should barely be on the ledge. There is a brief point of time where all three Suzies are in the same place. Fire the Thunder Beam at this point. Drop down to the left and then again to the right. Collect whatever powerups that the Suzies dropped, go left, and descend this ladder, equipping the Fire Storm before anything.

This part is fun. Most people would have you just take the hit, but I find this way more fun and that's what video games are all about, right? This screen looks something like this:

Diagram 2.02.08a



E - I was thinking empezar (start), but entrance works |
S - Suzy |
F - Finish |
|, /, - - Floor or other blocking item |
|-| - Ladder |

That work is of less quality than my previous one (with which I'm still enamored), but the point is still made. I think the reason that it is poor is because:

- 1.) If you're not there, you don't realize that you're in a tower so that everything that has nothing is sky in the game and
- 2.) When I originally did it, the slanted roof (/) tiles had no spaces. That made it too steep. With a space, it doesn't look as good but the point is still made.

When you fall into the room, the Suzies on the right side will close in on you. I spent a lot of time figuring this out and this is the best I've come up with for this room. When you fall in, hold right. When you are level with the middle Suzy (the left side. You might even do it a little before you're level), fire the Fire Storm. Here is what should happen: the right Suzies will run into the temporary fireball forcefield created by Fire Storm. The

actual shot will hit the middle Suzy, effectively destroying them all. Climb down the ladder now.

You are now faced with some Pea Shooters. Like every many other rooms around here, you want to equip the Thunder Beam. Take a second to think about this. The Pea Shooters fire four shots in four different trajectories. They cannot shoot up or down. You can. Stand under them facing the wall (to the right). There is a brief period where all four Pea Shooters are open. Fire the Thunder Beam now to destroy all four. All of their powerups will fall on you! With the Thunder Beam still equipped (unless Ice Slasher is low. If Ice Slasher is low, equip it), run to the left and ascend the ladder. At the top, jump to the left to land on a small platform with a weapon energy capsule upon it. With this in hand, jump to the right, equip Thunder Beam if you switched to Ice Slasher, and descend this ladder.

This is hard to pull off. Go left. When the two Suzies below you move left, wait until they're right below you and then fire off a Thunder Beam to take care of all three at once. If you missed, drop down the hole and face left. When the Pea Shooter opens, fire a Thunder Beam to try to hit all three. It helps to hop a little. Use your Arm Cannon to destroy the rest. Drop off to the right, run left, and finally drop down the ladder with Ice Slasher equipped.

<----->
BOSS: MEGAMAN CLONE

Like Megaman 3 after it, this game features a Megaman Clone fight. He has the same master weapons as you. This is important: he can only use the master weapon that you have equipped. The difference between you two is that his weapons hurt more.

When I was figuring out which weapon to use, I took several things into consideration (namely, heads or tails). I considered:

- 1.) How hard the attack was to avoid
- 2.) How much damage it did to you
- 3.) How easy it was to hit him
- 4.) How much damage it did to him

My original Megaman guide told readers to use the Thunder Beam. The clone can use the master weapons as powerfully as the robot master did. Know what that means? He can kill you in three hits with the hard-to-avoid Thunder Beam. I finally decided upon Ice Slasher.

His style of fighting is a lot like that of Bombman, Elecman, and Cutman. He'll run around a lot, jump, and fire his weapon. The best way to do this is to back into one of the corners. Since he's a clone, he reacts to attacks the same way Megaman does: he falls back. Obviously, if he gets too close, you should move. I've found that his Ice Slasher actually does less damage to you than yours does to him. It's very easy to avoid (if it's low, jump) and as I said, it's not too painful. If you keep up a barrage of Ice Slashers, he'll die very soon.

Since he cannot use master weapons you don't have equipped, he can't use the evil ones (I speak of Thunder Beam). Obviously, you don't want to use Super Arm. There are no blocks. He can ram you for damage but you have no way of hurting him.

<----->

0~::~::~::~0

| 2.09: Dr. Wily Stage 3 |

0~::~::~::~0

Enemies: Suzy, Screw Turret, Flyin' Penguin, Bullet Bill, Protobubbleman

Stage three serves as an interim between the tough trek of getting here and the epic battles ahead.

Weapons:

- 1.) Super Arm
- 2.) Magnet Beam
- 3.) Thunder Beam

The rest don't matter due to an item we get in the next stage and the shortness of this one.

(note the music change)

We want to conserve our energy so use your Arm Cannon as we go. The sole exception to this is the Super Arm. As you might expect, you teleport in next to some Suzies. As you might not expect, however, you seem to be in Wily's sewers. HE IS A MAD, MAD SCIENTIST TO HAVE THESE THINGS DOWN HERE! Anyway, walk left so that you don't get hit by the Suzy closest to you. Turn around and blast the two Suzies here when they are at the bottom of their path. Instead of worrying about the other Suzy, wait until it is on the right side of the pipe and then drop down.

As soon as you drop down, face right and start firing at a Suzy who will be coming towards you at any second. There's a Screw Turret up above you but don't bother with it. Go left and wait for the Suzies to stop moving. Drop down the hole between them.

Once you land, jump over the oncoming Suzies. Ignore the Screw Turret in the ceiling (the only reasonable way to destroy it is by the Thunder Beam and we really want to conserve that). Go right and jump over the Suzy (or don't if it is on the right side) and drop down to the next room. Hug the right side!

In this instance, you want to use the Thunder Beam. Use it to destroy the Screw Turret below you. After that, make a run for the other side of the room. Maybe use Thunder Beam to take out the other Screw Turret. Throw a Hyper Bomb so that it lands on the far edge of this ledge when the Suzies are close by. When it detonates, the bomb should take out at least one Suzy. Use the gap created to drop down the pipe and to get ready for the next challenge.

This part is hard to write a walkthrough for. So far, there have been three types of oncoming enemies: Flyin' Penguins, and Bullet Bills. When you start moving right, the pipe will flood with water (Wily flushed). You'll face an onslaught of Flyin' Penguins. Your best bet is to shoot three shots and run along a short distance behind them (the water makes you run faster since it is flowing. If you hit a Flyin' Penguin, release another shot. Once you've gotten about halfway through, the Flyin' Penguins will change to Bullet Bills. The same strategy should be used, but you should stay farther behind the shots. At the end, you reach a large area with a small opening in the bottom-right corner.

[Halfway point]

Enter the opening (not like you have a choice with the water flowing this fast) to face the boss.

<----->

BOSS: PROTOBUBBLEMAN

This name came to me two seconds ago. The original was something along the lines of "Bubbleman's First Form," but this sounded catchier because I like Protoman.

Protobubbleman will come out of one of the holes and start going around the room clockwise. He'll also shoot large bubbles that look like Crystal Snail's weapon from Megaman X2. That's it.

Anyway, there are four Super Arm Blocks here. This should indicate that its weakness is probably Super Arm. It will take more than these four, however. Start off with your Arm Cannon. You do NOT want to use Thunder Beam, however, as it destroys the blocks here. Contrary to what I said earlier, the water has no effect on your jump here. Must be the sewage.

Start off with the Arm Cannon. When his first bubble comes out from the left hole, get onto the top Super Arm Block and begin shooting it. It will be destroyed shortly. Another bubble will come out. Destroy it with your Arm Cannon (you may have to jump over it). Repeat this process for the third bubble that comes out. You'll notice that the bubbles move faster as we go along. Now it's time for the heavy artillery. Pull out the Super Arm and grab the top block. Throw it at the bubble that comes out. As soon as you've thrown the block, drop down and grab another one. Repeat this process for the remaining blocks. If a bubble comes from the top, wait for it to get near to the right or left holes (your choice) and then throw the block. If the next bubble comes out of the hole that you just threw the block at, that bubble will be destroyed before it can do anything! If you run out of Super Arm Blocks, defeat the last remaining bubbles with your Arm Cannon to finish off Protobubbleman!

Alternate strategy: I came across this one while getting the damage. When the bubble is halfway down the right side or going across the bottom, throw a Hyper Bomb to the right/left wall (respectively) to get rid of the bubble in two hits.

<----->

Told you it was short. Now it's time for the final hurrah.

0~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~0

| 2.10: Dr. Wily Stage 4 |

0~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~0

Enemies: Watcher, Screw Turret, Bombman, Fireman, Iceman, Gutsman, Dr. Wily

- 1.) Thunder Beam
- 2.) Rolling Cutter
- 3.) Fire Storm
- 4.) Ice Slasher
- 5.) Hyper Bomb
- 6.) Super Arm
- 7.) Magnet Beam

You know how the "ready" sign appears across the screen when you start? I hope you're ready. Stand still and wait for six of the Watcher robots from

Elecman's stage to come flying down. Destroy them. Jump to the right onto the first small block. Jump from there to the left to the next block and left yet again to the final small block. Jump left to the ladder and ascend it.

More Watchers are here. Climb as high as you can. When the Watchers come from the sky, use the directional pad as though you were turning towards it and fire to destroy it. Repeat this process for the other two. Ignore the three from the bottom. Continue climbing.

At the top, you see the last set of Super Arm Blocks in the game. Atop the Super Arm Blocks is a weapon energy capsule. This will not help you, so use the Super Arm to pick up the lowest block and walk on. You now have a set of small gaps in between slightly upraised platforms. Atop the ceiling that lies above every two gaps is a Screw Turret. Throw the Super Arm Block at the first one. Jump across the gaps until you reach the final one. Equip the Thunder Beam and fire to destroy it. Notice those Gutsman statuettes up there. Evil premonition or just a bad interior decorator? You're about to find out. With the Thunder Beam still equipped, continue right until you reach another Screw Turret. Fire the Thunder Beam again to destroy it. Repeat the process for the next Screw Turret as well. Continue right to find another set of teeth-like gaps. Jump over to the second and fire a Thunder Beam to destroy both sets of turrets here. Continue jumping over the gaps to find one final Screw Turret on the ceiling. Destroy it, hop over to the ledge, and continue right. Not to be left out, we have an "S" formation of ledges a la Fireman's stage. Climb up the first ladder, run left, climb up the second, and run right. Drop down onto the small block to find...

OH NO!

Those platforms from Gutsman's stage are back! It's just one this time. When it gets near to you, hop onto it. When the far right ("hinge") is about to touch the thin part of the conveyor belt, jump to the small block above you. Wait for the platform to be raised and then jump down to it. Ride it to the right, past the extra life, and grab the Yashichi. This refills all of your special weapons (hence the reason you didn't need the weapon energy capsule from earlier) and your life. When the platform comes back, jump onto it and ride it to the extra life. Hop off and grab that. Since everything is refilled and we won't be needing it anymore, use the Magnet Beam to make a series of platforms (I used one) from this block to the ladder. Jump onto the ladder, climb it, and run to the far right to enter a teleporter.

<----->

BOSS: BOMBMAN REMATCH

Now you've got the Fire Storm. Equip it and let's get to work! Bombman is no different from before. He still runs and jumps around the room while throwing bombs at random times. Never let him corner you. Unlike the last time around, we've got more than our Arm Cannon. Time to put a light on his fuse that he'll never forget!

One thing that people often forget when using Fire Storm is that you have fireballs encircling you for a second after you shoot it. You have to use this to your advantage. If Bombman jumps into a corner, don't sit there firing at him like an idiot! Fire towards the far wall while running out of it. The fireballs will hit him. Your basic formula here is jump over a bomb, turn around, and fire a shot at Bombman. If he ever gets near you, again, use the Fire Storm's fireball shield and run away. This fight is much easier with the aid of Fire Storm.

<----->

Go back to the teleporter.

<----->

BOSS: FIREMAN REMATCH

Fireman has a simple pattern. He runs around the room. If you fire at him and hit him, he'll counter with Fire Storm. Fire Storm is a shield-looking blast that comes at you and leaves a small fire where you were so when dodging it, be sure to jump over and forwards. Equip Ice Slasher and beat him down. Hit him, jump over Fire Storm, and hit him again. Since he won't attack unless you attack first, you can get away from him before your next shot. Another thing that you have working for you is that he never jumps. You always know to fire Ice Slasher on the ground. He'll go down nice and quick.

NOTE: I played this game four times between enemies, walkthrough, and the maps. In that time, I discovered something about Fireman. He imitates your movements. If you run towards the boss gate, so does he. If you run forward and make him run into a wall, he'll charge across the room, stop on the other side, and continue imitating you. Make sure that you keep him controlled.

<----->

Run back to the teleporter.

<----->

BOSS: ICEMAN REMATCH

Equip Thunder Beam and get to work! Iceman will hover up and down while shooting Ice Slasher at you. He's got a really simple pattern. He'll go to the top of his "hover range" and start going down. While he is going down, he will fire three Ice Slashers at you. He'll pause briefly, fire another, and go back up while firing two more Ice Slashers. He'll now drop, run towards you a little, and repeat the process.

Diagram 2.03.10a |

 < < 16
 <. . . < 25
 < < . -> 34

< - Ice Slasher |
. - Megaman's path |
1 - Iceman when he fires the first Ice Slasher |
2 - Iceman when he fires the second Ice Slasher |
3 - Iceman when he fires the third Ice Slasher |
4 - Iceman when he fires the fourth Ice Slasher |
5 - Iceman when he fires the fifth Ice Slasher |
6 - Iceman when he fires the sixth Ice Slasher |
-> - Fire Thunder Beam now

Thunder Beam kills him in three shots. At the start of the battle, jump a little and fire one. When he comes down, fire another. Run and jump over the lowest set of Ice Slashers and blast him in mid-air. If you missed on any occasion, hit him while he's running towards you to destroy him before this

battle even heats up.

<----->

Head back to the teleporter. If you've ever heard "Exhuming McCarthy" by REM, you'd be thinking of a quote from the song: "Have you no sense of decency, sir? At long last, have you left no sense of decency?" This is especially true if you're low on energy, as these guys don't give you any.

<----->

BOSS: GUTSMAN REMATCH

Gutsman occasionally walks around the room, but his favorite attack is to jump which causes a boulder to come down. Note that you should also jump when he jumps because if you're on the ground when he lands, you'll be shocked and cannot move. When he throws the boulders, they'll split in to four pieces, all of which can damage you equally. As with Bombman, never let him get you into a corner. Speaking of Bombman, use your Hyper Bomb here. Throw a bomb so that he'll get caught in the explosion. Jump over a boulder and repeat. While it is hard to hit him with the bomb (if he is moving), it only takes three bombs to permanently demolish him.

Note: I really hate this rematch.

<----->

[Halfway point]

At the top, go right. Equip Fire Storm and grab the weapon energy capsule. If you're low on health, enter the boss gate and die. You'll come back to this point with full health. Again, equip Fire Storm, grab the weapon energy capsule, and enter the final boss gate...

<----->

BOSS: DR. WILY

"Closing time, James. Last call."

His red spaceship will float in and attach onto a new ship. Your target on this ship is the cannon that is attached to an arm. IT'S THE THING SHOOTING AT YOU. Notice that as the battle progresses, he moves back and forth. You want to do the same thing. Keep moving so that the cannon doesn't hit you. When you can, jump up and pop him once with Fire Storm. Keep moving and hitting him until the cannon and the cockpit cover break off.

Now it's time for form two. From here on in, all of the games will have multiple forms of Dr. Wily. There is no best weapon here. I recommend sticking with Fire Storm since you can hit from afar. When you run out of Fire Storm, use Thunder Beam. This is weird. He'll fire these plasma shots that circle around. With each circle, they'll get closer to you. Jump over them when they're near you and they're low to the ground. At this point, you want to fire at the jewel where the cannon was last time. This gets complicated when Wily is close to you. Continue jumping over his shots like you normally would. If you're really having trouble, ignore the shots and concentrate on getting all the Fire Storm shots in. Once Dr. Wily goes down for the final time, you've beaten the game!

<----->

Oh yeah!

IV. Appendices

The other stuff.

0~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~=0
| 4.01: Bosses/Damage |
0~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~=0

| 1 - One hit to kill |
| 2 - Two hits to kill |
| And so on |
| -- - Cannot be hit |

For each boss, I used every weapon (except the non-damaging Magnet Beam) on the boss and saw how many hits it took to destroy him. If a Super Arm Block could ever be used against the boss, I'd use it. Even if I had to bring it from the start*. That's how much I love you guys. Of course, that is just one block. I had to make some calculations. If you have any corrections (there will be some), please email me with them. My numbers might be off (I'm from Florida).

*Not really

This is where I list the boss strategies from the walkthrough for the people who just skipped over it. I'll use the exact boss strategy unless the rematch with the boss is different from the first time around. If this is the case...

<----->

Bombman
Weakness: Fire Storm
Master Weapon: Hyper Bomb

First time (Arm Cannon) : In case you didn't figure this out, Bombman's weapon is a bomb. He'll run and jump around the room while chucking bombs at you. He's very slow but never let him get you in a corner. As I said, he'll throw bombs at you. Not only do you have to watch out for the bombs, but you also have to watch out for their explosions. Like the Bullet Bills of his stage, they leave an explosion behind that is just as damaging as the actual bomb. Using your Arm Cannon, shoot at him a few times and then run away from him. If he looks like he is going to jump way over you, turn around and run back. Always run under him if you've got a chance. Just keep pelting him with your Arm Cannon and he'll go down.

Second time (Fire Storm): Now you've got the Fire Storm. Equip it and let's get to work! Bombman is no different from before. He still runs and jumps around the room while throwing bombs at random times. Never let him corner you. Unlike the last time around, we've got more

than our Arm Cannon. Time to put a light on his fuse that he'll never forget!

One thing that people often forget when using Fire Storm is that you have fireballs encircling you for a second after you shoot it. You have to use this to your advantage. If Bombman jumps into a corner, don't sit there firing at him like an idiot! Fire towards the far wall while running ot it. The fireballs will hit him. Your basic formula here is jump over a bomb, turn around, and fire a shot at Bombman. If he ever gets near you, again, use the Fire Storm's fireball shield and run away. This fight is much easier with the aid of Fire Storm.

Damage:

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      | 14  |  
| Hyper Bomb      | 28  |  
| Super Arm       | --  |  
| Rolling Cutter  | 14  |  
| Thunder Beam    | 14  |  
| Ice Slasher     | --  |  
| Fire Storm      | 7   |  
-----
```

<----->

Otherwise it's normal like...

<----->

Gutsman
Weakness: Hyper Bomb
Master Weapon: Super Arm

Gutsman occasionally walks around the room, but his favorite attack is to jump which causes a boulder to come down. Note that you should also jump when he jumps because if you're on the ground when he lands, you'll be shocked and cannot move. When he throws the boulders, they'll split in to four pieces, all of which can damage you equally. As with Bombman, never let him get you into a corner. Speaking of Bombman, use your Hyper Bomb here. Throw a bomb so that he'll get caught in the explosion. Jump over a boulder and repeat. While it is hard to hit him with the bomb (if he is moving), it only takes three bombs to permanently demolish him.

Or that's what I'd like to say. He's one of the most recurring bosses in the series with no less than three forms -- not including remade games. If you're wondering, those forms are in Megaman, Megaman 2, and Megaman 7.

Damage:

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      | 14  |  
| Hyper Bomb      | 3   |  
| Super Arm       | 28  |
```

Rolling Cutter	28	
Thunder Beam	28	
Ice Slasher	--	
Fire Storm	14	

<----->

<----->

Cutman
Weakness: Super Arm
Master Weapon: Rolling Cutter

First time (Super Arm) : Cutman is fast and hops around the room a lot, throwing his Rolling Cutter blades at you. How do you cut him down to size? You cut him down to size with the two Super Arm Blocks that are in the room. Ignore Cutman and concentrate on picking the blocks up. It takes two blocks to destroy him but there are only two blocks in the room, so each block has to count! The Wily Wars version of him is a great deal slower than the NES one was. When Cutman is in the air, throw a block at him. Jump over any Rolling Cutters and then hit him again to finish him off.

Second time (Fire Storm): He's still the same ol' Cutman. The only difference is that there are no Super Arm Blocks in here. WHAT DO YOU DO?

As I said before, he likes to move. He runs and jumps around the room chucking his Rolling Cutter at you. It should be noted that the Rolling Cutter blades come back like a boomerang. Now that we're all on the same page...

Since using the Super Arm, Cutman's primary weakness, is out, we need to come up with a different weapon. Ice Slasher goes right through him. Thunder Beam isn't effective (Cutman's weapon is Elecman's weakness). He moves too much to make Hyper Bomb an effective weapon and using a robot master's weapon against him is never good (the sole exception is Metalman in Megaman 2 where it defeats him in one hit). The only weapon left is Fire Storm, which actually does a fair amount of damage. Wait for him to fire off a Rolling Cutter. Jump over it and pop him with Fire Storm. Remember that even if you miss with the initial shot, Fire Storm creates a fire shield for a split second with which you can still hit him. Repeat this process to defeat Cutman for good.

I mean it this time.

Damage:

Weapon	Hits	
----- -----		
Arm Cannon	9	

Hyper Bomb	14
Super Arm	2
Rolling Cutter	28
Thunder Beam	28
Ice Slasher	--
Fire Storm	10

Do you have any idea how incredibly tough getting the Hyper Bomb data was for that? Cutman moves WAY too much for a sane person to try that weapon.

<----->

<----->

Elecman
Weakness: Rolling Cutter
Master Weapon: Thunder Beam

Elecman is really fast. The Thunder Beam fires shots up, down, and in front of Elecman. There are two Super Arm Blocks in here but don't bother. You've gotta be fast. You can only take three hits from his Thunder Beam but he can only take three hits from your Rolling Cutter. Start off by throwing a Rolling Cutter at him and then taking off to the far left side of the room (on the Super Arm Blocks). Jump over any Thunder Beams and fire Rolling Cutter at him. You'll probably take a hit or two. Beat him first.

Rematch notes: You probably can't afford too many hits. It wouldn't behoove you to die here, as you'd be taken all the way back to the beginning of the level (meaning you'd have to fight Cutman again). Also, the Super Arm Blocks are gone, so you're on a level playing field.

Damage:

Weapon	Hits
Arm Cannon	28
Hyper Bomb	14
Super Arm	7
Rolling Cutter	3
Thunder Beam	28
Ice Slasher	--
Fire Storm	28

<----->

<----->

Iceman
Weakness: Thunder Beam
Master Weapon: Ice Slasher

Equip Thunder Beam and get to work! Iceman will hover up and down while shooting Ice Slasher at you. He's got a really simple pattern. He'll go to the top of his "hover range" and start going down. While he is going down, he will fire three Ice Slashers at you. He'll pause briefly, fire another, and go back up while firing two more Ice Slashers. He'll now drop, run towards you a little, and repeat the process.

< < 16
<. . . < 25
..... < < . -> 34

- < - Ice Slasher |
- . - Megaman's path |
- 1 - Iceman when he fires the first Ice Slasher |
- 2 - Iceman when he fires the second Ice Slasher |
- 3 - Iceman when he fires the third Ice Slasher |
- 4 - Iceman when he fires the fourth Ice Slasher |
- 5 - Iceman when he fires the fifth Ice Slasher |
- 6 - Iceman when he fires the sixth Ice Slasher |
- > - Fire Thunder Beam now |

Thunder Beam kills him in three shots. At the start of the battle, jump a little and fire one. When he comes down, fire another. Run and jump over the lowest set of Ice Slashers and blast him in mid-air. If you missed on any occasion, hit him while he's running towards you to destroy him before this battle even heats up.

Damage:

Weapon	Hits
Arm Cannon	28
Hyper Bomb	7
Super Arm	--
Rolling Cutter	14
Thunder Beam	3
Ice Slasher	--
Fire Storm	28

<----->

<----->

Fireman
Weakness: Ice Slasher
Master Weapon: Fire Storm

Fireman has a simple pattern. He runs around the room. If you fire at him and hit him, he'll counter with Fire Storm. Fire Storm is a shield-looking blast that comes at you and leaves a small fire where you were so when dodging it, be sure to jump over and forwards. Equip Ice Slasher and beat him down. Hit him, jump over Fire Storm, and hit him again. Since he won't attack unless you attack first, you can get away from him before your next shot. Another thing that you have working for you is that he never jumps. You always know to fire Ice Slasher on the ground. If he charges at you, he'll keep going, so jump over him. He'll go down nice and quick.

NOTE: I played this game four times between enemies, walkthrough, and the maps. In that time, I discovered something about Fireman. He imitates your movements. If you run towards the boss gate, so does he. If you run

forward and make him run into a wall, he'll charge across the room, stop on the other side, and continue imitating you. Make sure that you keep him controlled.

Damage:

```
-----  
|   Weapon   | Hits |  
|-----|-----|  
| Arm Cannon |   14 |  
| Hyper Bomb |   28 |  
| Super Arm  |    -- |  
| Rolling Cutter | 14 |  
| Thunder Beam | 28 |  
| Ice Slasher |    7 |  
| Fire Storm |   28 |  
-----
```

<----->

<----->

Rock Monster
Weakness: Thunder Beam
Master Weapon: None

"And I go to pieces and I wanna cry." This describes the upcoming battle. Go to pieces! Get it? YOU WILL!

Yeah, back in the day, we called him the Rock Monster.

Start off by running to the right side of the screen as he does his version of teleporting in from the left side.

The Rock Monster has five levels to him: top of his head, bottom of his head, torso/hands, legs, and feet. Why is this important? The Rock Monster has two attacks, one of which is disassembling itself, shooting its pieces across the room, and reassembling it. After he does this, he'll briefly open his eye and fire one shot at you. He'll close his eye again and repeat the process.

To avoid getting hit by his pieces, follow this simple guideline: if it is the second-lowest level of body parts (leg) or below (foot), jump. If it is not, do not jump. It's as simple as that. If he fires them so that the foot is followed by the leg which is followed by the torso, then jump over the first two in one jump and then stop. Each part will fly four times and the middle will fly five times (his hand sticks out). The shot is very easy to avoid.

So how do you tackle this behemoth? When he opens his eye to shoot at you, blast him once with the Thunder Beam. You can't hit him again so don't try. Once you've hit him, get ready for the next barrage of blocks. Repeat this process until he dies.

Note: The Thunder Beam is so slow that you may want to jump and fire at where his eye will appear once the last part of his body, his near hand, gets reattached.

When he moves, he moves thusly:

Diagram 2.03.01b

	L	E	F	T
8	12	14		
4	7	13	18	
1	5	11	16	20
3	6	10	17	
2	9	15		

	R	I	G	H	T
			14	12	8
		18	13	7	4
20	16	11	5	1	
		17	10	6	3
			15	9	2

Left - Rock Monster on the left side of the screen |
 Right - Rock Monster on the right side of the screen |
 1 - First piece to move |
 And so on |

Damage:

Weapon Hits
----- -----
Arm Cannon 14
Hyper Bomb --
Super Arm --
Rolling Cutter 14
Thunder Beam 7
Ice Slasher --
Fire Storm 14

<----->

<----->

Megaman Clone
 Weakness: Thunder Beam
 Master Weapon: None

Like Megaman 3 after it, this game features a Megaman Clone fight. He has the same master weapons as you. This is important: he can only use the master weapon that you have equipped. The difference between you two is that his weapons hurt more.

When I was figuring out which weapon to use, I took several things into consideration (namely, heads or tails). I considered:

- 1.) How hard the attack was to avoid
- 2.) How much damage it did to you
- 3.) How easy it was to hit him
- 4.) How much damage it did to him

The Wily Wars version of this game lets you attack the Megaman Clone with the Ice Slasher. It doesn't phase him here. All in all, I recommend that you

use a non-Super Arm/Ice Slasher weapon that you're comfortable with. Hyper Bomb is tough to hit him with. Rolling Cutter can be difficult to avoid. You might even try Fire Storm.

His style of fighting is a lot like that of Bombman, Elecman, and Cutman. He'll run around a lot, jump, and fire his weapon. The best way to do this is to back into one of the corners. Since he's a clone, he reacts to attacks the same way Megaman does: he falls back. Obviously, if he gets too close, you should move.

Since he cannot use master weapons you don't have equipped, he can't use the evil ones. Obviously, you don't want to use Super Arm. There are no blocks. He can ram you for damage but you have no way of hurting him.

Damage:

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      | 28  |  
| Hyper Bomb      | 28  |  
| Super Arm       | --  |  
| Rolling Cutter  | 28  |  
| Thunder Beam    | 14  |  
| Ice Slasher     | --  |  
| Fire Storm      | 14  |  
-----
```

<----->

<----->

Protobubbleman
Weakness: Super Arm
Master Weapon: None

This name came to me two seconds ago. The original was something along the lines of "Bubbleman's First Form," but this sounded catchier because I like Protoman.

Protobubbleman will come out of one of the holes and start going around the room clockwise. He'll also shoot large bubbles that look like Crystal Snail's weapon from Megaman X2. That's it.

Anyway, there are four Super Arm Blocks here. This should indicate that is weakness is probably Super Arm. It will take more than these four, however. Start off with your Arm Cannon. You do NOT want to use Thunder Beam, however, as it it destroys the blocks here. Like I said earlier, the water has no effect on your jump here. Must be the sewage.

Start off with the Arm Cannon. When his first bubble comes out from the left hole, get onto the top Super Arm Block and begin shooting it. It will be destroyed shortly. Another bubble will come out. Destroy it with your Arm Cannon (you may have to jump over it). Repeat this process for the third bubble that comes out. You'll notice that the bubbles move faster as we go along. Now it's time for the heavy artilary. Pull out the Super Arm and grab the top block. Throw it at the bubble that comes out. As soon as you've thrown the block, drop down and grab another one. Repeat this process for the remaining blocks. If a bubble comes from the top, wait for it to get near to the right or left holes (your choice) and then throw the block. If the next bubble comes out of the hole that you just threw the block at, that bubble will

be destroyed before it can do anything! If you run out of Super Arm Blocks, defeat the last remaining bubbles with your Arm Cannon to finish off Protobubbleman!

Alternate strategy: I came across this one while getting the damage. When the bubble is halfway down the right side or going across the bottom, throw a Hyper Bomb to the right/left wall (respectively) to get rid of the bubble in two hits.

Damage:

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      |    8 |  
| Hyper Bomb      |    3 |  
| Super Arm       |    1 |  
| Rolling Cutter  |    8 |  
| Thunder Beam    |    4 | - Do NOT use this  
| Ice Slasher     |    --|  
| Fire Storm      |    8 |  
-----
```

Note: Your average robot master has 28 bars of life. I figured it would be easier in this match to make the numbers the amount of hits it takes to destroy one bubble (four bars). Keep this in mind.

<----->

<----->

Dr. Wily
Weakness: Fire Storm
Master Weapon: None

"Closing time, James. Last call."

His red spaceship will float in and attach onto a new ship. Your target on this ship is the cannon that is attached to an arm. IT'S THE THING SHOOTING AT YOU. Notice that as the battle progresses, he moves back and forth. You want to do the same thing. Keep moving so that the cannon doesn't hit you. When you can, jump up and pop him once with Fire Storm. Keep moving and hitting him until the cannon and the cockpit cover break off.

Damage:

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      |   28 |  
| Hyper Bomb      |   28 |  
| Super Arm       |    --|  
| Rolling Cutter  |   28 |  
| Thunder Beam    |   28 | - It hits twice, though  
| Ice Slasher     |   28 |  
| Fire Storm      |    7 |  
-----
```

Now it's time for form two. From here on in, all of the games will have multiple forms of Dr. Wily. There is no best weapon here. I recommend sticking with Fire Storm since you can hit from afar. When you run out of

Fire Storm, use Thunder Beam. This is weird. He'll fire these plasma shots that circle around. With each circle, they'll get closer to you. Jump over them when they're near you and they're low to the ground. At this point, you want to fire at the jewel where the cannon was last time. This gets complicated when Wily is close to you. Continue jumping over his shots like you normally would. If you're really having trouble, ignore the shots and concentrate on getting all the Fire Storm shots in. Once Dr. Wily goes down for the final time, you've beaten the game!

Damage:

```

-----
|      Weapon      | Hits |
|-----|-----|
| Arm Cannon      | 28   |
| Hyper Bomb      | --   |
| Super Arm       | --   |
| Rolling Cutter  | 28   |
| Thunder Beam    | 28   |
| Ice Slasher     | --   |
| Fire Storm      | 28   |
-----

```

<----->

And for a damage summary:

```

*-----*
| BM - Bombman      |      |
| GM - Gutsman      |      |
| CM - Cutman       |      |
| EM - Elecman      |      |
| IM - Iceman       |      |
| FM - Fireman      |      |
| RM - Rock Monster |      |
| MC - Megaman Clone |      |
| PB - Protobubbleman |      |
| W1 - Wily form one |      |
| W2 - Wily form two |      |
| AC - Arm Cannon   |      |
| HB - Hyper Bomb   |      |
| SA - Super Arm    |      |
| RC - Rolling Cutter |      |
| TB - Thunder Beam |      |
| IS - Ice Slasher  |      |
| FS - Fire Storm   |      |
| 1 - One hit to kill |      |
| 2 - Two hits to kill |      |
| And so on         |      |
| -- - Cannot be hit |      |
*-----*

```

To clarify, Wily form one is when you are fighting Wily's machine but you cannot see him (cockpit is closed). Form two is when the cockpit is opened and you can see that the doctor is in.

Also remember that the stats for Protobubbleman are the amount of hits required to destroy an individual bubble; not the whole thing. To get that stat, multiply the number given by seven.

In the cases where a "--" is in the Hyper Bomb column, that means that Hyper Bomb cannot reach the foe. If a "--" is in the Super Arm column, there were no Super Arm Blocks (either in the boss room or elsewhere within the stage).

Note: I'm told that some robot masters have more/less resillience to some weapons. As such, this chart is only for the Genesis version of Megaman. The NES version is in that guide (when it's updated).

	W	E	A	P	O	N	
	AC	HB	SA	RC	TB	IS	FS
BM	14	28	--	14	14	--	7
B GM	14	3	28	28	28	--	14
CM	9	14	2	28	28	--	10
EM	28	14	7	3	28	--	28
O IM	28	7	--	14	3	--	28
FM	14	28	--	14	28	7	28
RM	14	--	--	14	7	--	14
S MC	28	28	--	28	14	--	14
PB	8	3	1	8	4	--	8
W1	28	28	--	28	28	28	7
S W2	28	--	--	28	28	28	28

0=~~~~~0
 | 4.02: Master Weapons |
 0=~~~~~0

Here's the basic format:

Weapon : Weapon Name (weapon abbreviation)
 Received From: Robot Master defeated/stage found

Color Scheme : Megaman's colors when he has the weapon equipped.
 Uses : How many times you can use the weapon before its energy expires.
 Description : What it's like.

This is followed by an ASCII diagram indicating what the weapon looks like in use.

```
--

Weapon      : Arm Cannon (P)
Received From: Start with it.
Color Scheme : Blue and light blue
Uses        : Infinite
Description  : You shoot three small pellets. They can damage each enemy by
               at least one bar of life. By three small pellets, I mean that
               three can be on the screen at a time; you only fire one pellet
               per shot.
```

Diagram 2.03.02a

M o o o

M - Megaman |
o - Arm Cannon shot |

--

Weapon : Hyper Bomb (B)
Received From: Bombman
Color Scheme : Green and white
Uses : 14
Description : You toss a cartoon-style bomb in an arc. If the bomb hits anything in the air or before it explodes, no damage will occur. When the bomb explodes, however, (1-2 seconds after it lands), it will explode leaving an explosion radius that is pretty big (a little wider and higher than Megaman). This weapon could be the best weapon in the hands of a skilled player. Remember to use the arc to your advantage (i.e. platforms)

Diagram 2.03.02b

```
      B B
    B   EBEEE
M     EEBEE
      EEEEE
```

M - Megaman |
B - Bomb (intact) |
E - Explosion

--

Weapon : Super Arm (G)
Received From: Gutsman
Color Scheme : Tan and white
Uses : 28
Description : You can use this to pick up certain blocks. You can determine which blocks you can pick up by touching them with the Super Arm equipped (they'll flash). Once you've picked the block up by "firing," you can walk around with it and throw it at an enemy. When the block hits a wall, floor, or enemy it'll break into four smaller pieces that cause just as much damage. If Super Arm Blocks were more abundant, this weapon would be much more useful. Note: you cannot ascend/descend ladders with a block in your hands. This weapon is very strong and can destroy almost any regular enemy with one hit.

Diagram 2.03.02c

```
      |b
BBBBBBBBBBBBB| b
M           bb
```

M - Megaman |
B - Block (large, intact) |
| - Randomly placed wall |
b - Block (small, broken) |

--

Weapon : Rolling Cutter (C)
Received From: Cutman
Color Scheme : Grey and white
Uses : 28
Description : You toss a scissor-like blade that flies out a little ways and then returns to you like a boomerang. While it's not the strongest master weapon, its rate of fire is considerably high. In the Genesis version, the blade can only hit one time between its going out and coming back; the NES version allows for as many hits as it can get.

Diagram 2.03.02d |

```
CCCCCCCCCC  
M           C  
cccccccccc
```

M - Megaman |
C - Rolling Cutter going away |
c - Rolling Cutter coming back |

--

Weapon : Thunder Beam (E)
Received From: Elecman
Color Scheme : Grey and yellow
Uses : 28
Description : You fire electricity forwards, up, and down. This is my personal favorite weapon. It's very powerful and can hit enemies in all different directions. Because of its waviness (electricity has got to be wavy, right?), it can hit enemies that hug the ground!

Diagram 2.03.02e |

```
eEe  
eEe  
eEe  
eEe eeeeeeeeeeeee  
eMe EEEEEEEEEEEEE  
eEe eeeeeeeeeeeee  
eEe  
eEe  
eEe
```


Received From: Elecman (found; see section 3.03)

Color Scheme : Blue and light blue

Uses : 14

Description : A small platform is extended. You can jump on this platform. Additionally, if you hold down the fire button, the bridge will extend. It can go very far. The farther it goes, however, the more it "blinks," and you tend to lose track of where/when the platform ends.

Diagram 2.03.02h

Step one:

>M< ---

m

M

Step two:

M

Or

Step one:

M-----

Step two:

M

M - Megaman |
m - Megaman in the air |
>M< - Megaman while firing |
- - Platform/bridge

0=~=~=~=~=0

| 4.03: Items |

0=~=~=~=~=0

With the exception of the Magnet Beam, these items can either be found in the stage or are dropped by enemies after they're destroyed.

- Energy Pellet - A small yellow pellet that restores about three or four bars of Megaman's life.
- Energy Capsule - A large yellow capsule that restores a little less than one-third of Megaman's life.
- Extra Life - This looks like Megaman's head. This will give you an extra life, meaning that you can die an extra time before getting a game over and having to start the stage over from the stage select screen.
- Magnet Beam - See above. It allows you to create platforms. This is the only item for which a location will be listed.

This is taken from the walkthrough for Elecman's stage after the halfway point.

At the top of this ladder, jump on to the ledge up here and walk to the right. Jump down onto the small block. If you're feeling daredevilish, jump to the niche to your left to grab an energy capsule. The hard part is getting back out again, so be sure that Megaman doesn't hit his head and fall down. Jump to the block to your right. Jump from here to the next block and make your way up the last three remaining blocks. Jump from the top to the ladder and climb up.

More Watchers here. Take them out from the ground and then ascend the right ladder. Go right to find some more Elec Beams. When the lower Elec Beam is gone, jump as high as you can and then press up. You'll be on top of the ladder. Run left and climb halfway up this ladder. Wait for the top Elec Beam to go out, climb up the rest of the way, run right, and then climb up the ladder.

There's a Super Arm Block that you could take out if you wanted to switch sides, but believe me, we don't. Wait here for a second to cause some Watchers to appear (better to take them out now than on the ladder). Destroy them and climb up the ladder. At the top, go all the way left and climb this ladder. Go right and use the Super Arm to get rid of the three Super Arm Blocks in your way. Once they've been cleared away, you'll find the Magnet Beam!

- Point Pellet - A small blue/orange pellet that gives you no visible points. At the end of the stage, all of the pellets you have are added up. That total is multiplied by 1000 and those are the points that you get from the point pellets. So if you get four throughout the course of the stage, once you defeat the boss, you get 4000 points plus the clear points for that stage plus whatever other points you picked up.
- Weapon Energy Pellet - A small pellet that is the color of your current master weapon. It restores about three or four bars of your master weapon's energy. If you have no master weapon equipped, no energy will be gained.
- Weapon Energy Capsule - A large capsule that is the color of your current master weapon. It restores a little less than one-third of your master weapon's energy. If you have no master weapon equipped, no energy will be gained.
- Yashichi - Found only in Dr. Wily Stage Four following the lifts from Gutsman's stage, this item refills your health, master weapons, and gives you 100,000 points. Nice!

0~::~~::~~::~~::~~::~~0
| 2.04: Secrets |
0~::~~::~~::~~::~~::~~0

The Magnet Beam isn't one. It's required. Maybe the Yashichi (see above).

In the NES version (ONLY), pressing select repeatedly while firing the Thunder Beam or Rolling Cutter causes a glitch wherein the enemy takes multiple hits from the weapon. It works. It's kinda cheap, though.

0=~=~=~=~=~=~=~=~=~=0

| 2.05: Enemies/Damage |

0=~=~=~=~=~=~=~=~=~=0

Here I list the enemies, where you can find them, the best weapon to use to defeat them, points, and the amount of damage that each weapon does. Note that if "--" is the damage, that means that the weapon does not hurt the foe. If "-*" is there, that means that the enemy is frozen/stunned by the attack (they still cannot be touched without taking damage). As with the last time, the "hits" column lists the amount of hits that it takes the given weapon to destroy the enemy.

NOTE: The enemy being frozen can be a good thing. Freeze them (especially if they have shields like Met Miners and Sniper Joes), switch to the Arm Cannon, and fire away!

NOTE: The weaknesses can also be the best weapon to use against the enemy regardless of damage.

NOTE: This does not cover obstacles such as the Rolling Cutter building (Cutman) and the Elec Beams (Elecman) nor does it cover bosses.

Also, if the location is followed by a set of parentheses with a color inside, that means that the enemy has several colors and the color in parentheses corresponds to the color of the enemy on the given stage.

The enemies are listed in alphabetical order. These might not be the official names.

Enemy : Blader
Location : Gutsman (green), Cutman (blue)
Description : A small circle with propellers on its bottom. It swoops at you and travels in groups.
How to Defeat: Fire a shot at it when it swoops at you.

Weakness : Thunder Beam
Points : 500
Damage :

```

-----
|      Weapon      | Hits |
|-----|-----|
| Arm Cannon      |   1 |
| Hyper Bomb      |   1 |
| Super Arm       |   1 |
| Rolling Cutter  |   1 |
| Thunder Beam    |   1 |
| Ice Slasher     |  -* |
| Fire Storm      |   1 |
-----

```

--

Enemy : Bullet Bill
Location : Bombman, Fireman, Dr. Wily Stage One, Dr. Wily Stage Three
Description : Our friends from the Mario series. These guys just fly in a wavy pattern, usually in a succession (one goes off-screen, another comes on). When they're destroyed, they explode. The explosion can hurt you. They always come from the right side

of the screen.

How to Defeat: Fire at them at any point. Be sure to be a good distance away.

Weakness : Fire Storm

Points : 800

Damage :

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      | 1 |  
| Hyper Bomb      | 1 |  
| Super Arm       | 1 |  
| Rolling Cutter  | 1 |  
| Thunder Beam    | 1 |  
| Ice Slasher     | -* |  
| Fire Storm      | 1 |  
-----
```

--

NOTE: This enemy is two parts: head and body. In points and hits, the head's values precede those of the body.

Enemy : Crazy Razy

Location : Iceman

Description : A green robot. If you destroy his body, the head will act like a Blader. As we know, this is not good. Always aim for the head.

How to Defeat: Shoot one shot at his head.

Weakness : Arm Cannon

Points : 1000, 100

Damage :

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      | 1, 3 |  
| Hyper Bomb      | 1, 1 |  
| Super Arm       | -- |  
| Rolling Cutter  | 1, 0 | - The Rolling Cutter destroys both in one shot.  
| Thunder Beam    | 1, 1 |  
| Ice Slasher     | -*, -* |  
| Fire Storm      | 1, 1 |  
-----
```

--

Enemy : Fire Tackle

Location : Fireman

Description : A fireball. These are sent up from the lava in groups of three. They descend down upon you.

How to Defeat: Avoid or shoot with one shot.

Weakness : Arm Cannon

Points : 200

Damage :

```
-----  
|      Weapon      | Hits |  
|-----|-----|  
| Arm Cannon      | 1 |  
-----
```

Hyper Bomb	1
Super Arm	--
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

--

Enemy : Flying Metool
 Location : Bombman, Cutman
 Description : A Metool in a round shell. It comes from the right side of the screen. It will stop to open up and fire in all directions. Following this, it will close and go on its way.
 How to Defeat: Hit it when its shell is opened (firing mode)
 Weakness : Fire Storm
 Points : 800
 Damage :

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

--

Enemy : Flyin' Penguin
 Location : Iceman, Dr. Wily Stage Three
 Description : A penguin with a propeller for a nose. Like Bullet Bills, these guys come from the right side in a steady onslaught.
 How to Defeat: Fire one shot at it.
 Weakness : Arm Cannon
 Points : 500
 Damage :

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	--
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

--

Enemy : Hopper
 Location : Gutsman (blue), Cutman (red), Elecman (red), Iceman (red),

Dr. Wily Stage One (red-orange)

Description : A large robot with one eye. He jumps around trying to land on you. He can do a normal jump or a high jump. It's best to just run under him when he is in a high jump (Ice Slasher!) but if you really want to... (these guys can hurt a lot)

How to Defeat: Blast him with everything you've got. He is often outside of boss gates so you get cornered often. If this happens, run under him.

Weakness : Super Arm/Hyper Bomb

Points : 9000

Damage :

```
-----
|      Weapon      | Hits |
|-----|-----|
| Arm Cannon      | 20  |
| Hyper Bomb      | 5   |
| Super Arm       | 2   |
| Rolling Cutter  | 20  |
| Thunder Beam    | 5   |
| Ice Slasher     | -*  |
| Fire Storm      | 20  |
|-----|-----|
```

--

Enemy : Metool

Location : Gutsman

Description : A classic enemy. He hides under a hard hat. He'll shoot three shots that slope up, straight, and down.

How to Defeat: Get near him to make him come out from under his hard hat and fire. Blast him now.

Weakness : Arm Cannon

Points : 500

Damage :

```
-----
|      Weapon      | Hits |
|-----|-----|
| Arm Cannon      | 1   |
| Hyper Bomb      | 1   |
| Super Arm       | --  |
| Rolling Cutter  | 1   |
| Thunder Beam    | 1   |
| Ice Slasher     | -*  |
| Fire Storm      | 1   |
|-----|-----|
```

--

Enemy : Met Miner

Location : Gutsman

Description : A large Metool with a shield and a pickax. He attacks like a combination of a Sniper Joe and a Hammer Bro. (Super Mario).

How to Defeat: When he begins to throw picks at you, run towards him while firing. When you get near to him, run back, turning around to fire occasionally. Repeat this. Be careful; his picks deflect your attacks.

Weakness : Hyper Bomb/Fire Storm

Points : 1500

Damage :

```
-----
```

Weapon	Hits
Arm Cannon	10
Hyper Bomb	1
Super Arm	--
Rolling Cutter	10
Thunder Beam	5
Ice Slasher	-*
Fire Storm	1

```
-----
```

--

Enemy : Pea Shooter
Location : Bombman (orange), Cutman (red), Dr. Wily Stage Two (blue)
Description : A turret implanted into a wall. Often found in groups. It will open up to fire a shot in four different directions and then close again.
How to Defeat: Shoot at the Pea Shooter when it is open.
Weakness : Thunder Beam
Points : 200
Damage :

```
-----
```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

```
-----
```

--

Enemy : Popper
Location : Bombman, Dr. Wily Stage Two
Description : A large capsule that pops up from gaps. It will explode, raining four smaller pieces down upon you. Standing in the right place will allow you to avoid all of the pieces.
How to Defeat: You can't.
Weakness : N/A
Points : N/A
Damage :

```
-----
```

Weapon	Hits
Arm Cannon	--
Hyper Bomb	--
Super Arm	--
Rolling Cutter	--
Thunder Beam	--
Ice Slasher	--
Fire Storm	--

```
-----
```

--

Enemy : Screw

Location : Bombman (red), Cutman (blue), Elecman (red), Dr. Wily Stage One (red)

Description : An enemy that resembles a screw. It'll jump at you. Usually found in groups.

How to Defeat: Blast it once when it jumps into the air.

Weakness : Thunder Beam

Points : 300

Damage :

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	*-
Fire Storm	1

--

Enemy : Screw Turret

Location : Bombman (blue), Fireman (blue), Dr. Wily Stage Three (red), Dr. Wily Stage Four (blue)

Description : A small turret implanted within the ground or ceiling. It will fire in five directions (see: diagram 2.02.01a).

How to Defeat: Hop over the shots and hit the turret while it is up to fire. If it's on the ceiling, jump up and hit it before the turret can even come down to fire.

Weakness : Hyper Bomb/Thunder Beam

Points : 500

Damage :

Weapon	Hits
Arm Cannon	3
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	*-
Fire Storm	1

--

Enemy : Sniper Joe

Location : Bombman

Description : A green robot with a shield and a gun. He'll jump up and down while firing at you. If you try to run past him, he'll just jump ahead of you.

How to Defeat: Fire at him when he is jumping or when he is firing at you.

Weakness : Hyper Bomb
Points : 1000
Damage :

```
-----
```

Weapon	Hits
Arm Cannon	10
Hyper Bomb	1
Super Arm	--
Rolling Cutter	5
Thunder Beam	3
Ice Slasher	-*
Fire Storm	5

```
-----
```

--

Enemy : Spike Bot
Location : Bombman (orange), Elecman (orange), Iceman (blue), Fireman (blue)
Description : A small robot with spikes on it. It goes back and forth on platforms and will speed up when you are on the same platform as the Spike Bot is.
How to Defeat: Use a master weapon and hit it at any time.
Weakness : Rolling Cutter
Points : 200
Damage :

```
-----
```

Weapon	Hits
Arm Cannon	-*
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

```
-----
```

--

Enemy : Suzy
Location : Bombman (red), Cutman (red), Iceman (pink), Dr. Wily Stage Two (blue), Dr. Wily Stage Three (red)
Description : An eyeball with a suction cup attached to each side.
How to Defeat: Blast it a few times at any given point.
Weakness : Thunder Beam
Points : 300
Damage :

```
-----
```

Weapon	Hits
Arm Cannon	5
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1

```
-----
```



```
| Ice Slasher      |  -*  |
| Fire Storm      |   1  |
-----
```

--

Enemy : Watcher
Location : Elecman, Wily Stage Four
Description : Green pod that extends the eyeballs on either side when it becomes level with you. It then fires electricity. These guys come in packs of six: three from the left side that are descending from the top; three from the right side that are ascending from the bottom.
How to Defeat: I recommend staying on the ground. If you want to, climb the ladder (Watchers are always near ladders) and hold the directional pad in the direction that the Watchers are coming from. Either way, shoot them before they have a chance to shoot you.
Weakness : Arm Cannon
Points : 400
Damage :

```
-----
|      Weapon      | Hits |
|-----|-----|
| Arm Cannon       |   1  |
| Hyper Bomb       |   1  |
| Super Arm        |   1  |
| Rolling Cutter   |   1  |
| Thunder Beam     |   1  |
| Ice Slasher      |  -*  |
| Fire Storm       |   1  |
-----
```

```
0~::~~::~~::~~0
| 2.06: FAQ |
0~::~~::~~::~~0
```

1Q: Can I beat the first Dr. Wily stage without the Magnet Beam?
1A: No. Die enough to get a game over and then revisit Elecman's stage.

--

2Q: Why are there only six robot masters in this game?
2A: I've always thought it was because Wily didn't account for Megaman and Protoman resisting.

--

3Q: Oh boy! Damage charts and maps for all eight Megaman games!
3A: That's not a question.

```
0~::~~::~~::~~0
| 2.07: Maps |
0~::~~::~~::~~0
```

Now for a note about the maps. I put them in to further help you navigate your way through this game. I map the terrain and the enemies. Here's a universal key (not including the enemies; those are in the stage keys):

```

*-----*
| -      - Ground or other impenetrable barrier |
| |      - Wall |
| ~      - Water |
| <-/-> - Normally followed by FP/BB. This indicates the direction |
|         of oncoming enemies like the Bullet Bill |
| EP     - Energy pellet |
| EC     - Energy capsule |
| WEP    - Weapon energy pellet |
| WEC    - Weapon energy capsule |
| lup    - Extra life |
| S      - Spikes |
| =      - Stacked - Boss gate |
| TO X   - Where X can be any letter. Go to the map of that letter |
| FROM X - This is where the map continues from the last one |
| Start  - Beginning of the stage |
| Boss   - A boss |
| Goal   - End of the stage |
| |-|    - Ladder |
*-----*

```

Exceptions/additions are indicated in the level map and apply for that level only.

Also, the maps aren't meant to be a guide. They're approximate and made to give you an idea of the level.

This is my first shot at full-level ASCII maps in case you couldn't tell.

Bombman

Map:

Key:

```

*-----*
| RS - Screw |
| PO - Popper |
| ST - Screw Turret |
| PS - Pea Shooter |
| SJ - Sniper Joe |
| SB - Spike Bot |
| FM - Flying Metool |
| SZ - Suzy |
*-----*

```

```

===
=A=
===

```

```

          RS
          ---
          RS | | RS
          ----| |----
START      RS |----| |----
          -----| | |
          -----|PO-----| |PO-----|

```

===
=B=
===

FROM									TO
A									C
								-	
								-	
								-	
								-	
						EPEP		-----	
						----		-----	
		---		---		--		--	
								--	
		-----		-----		-----		--	WEC
		-----		-----		ST	ST	ST	---
PO			PO		-----				

===
=C=
===

TO									
D									
-									
-									
-									
-									

PS	-								
	-	---							
PS	-								
	-		-----	-					
PS	-		-						
	-	-----	-	-					
PS	-	EC	-	-					
-----			-	-					
SSSSSSSS		-							
			FROM						
			B						

===
=D=
===

		--		--		--		--	
<-BB				PS		PS		TO	

SJ

E

-

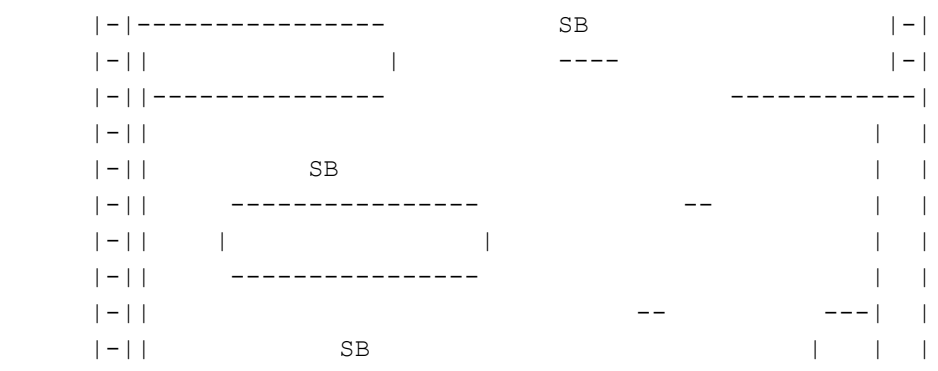
FROM
C

===
=E=
===

FROM
D

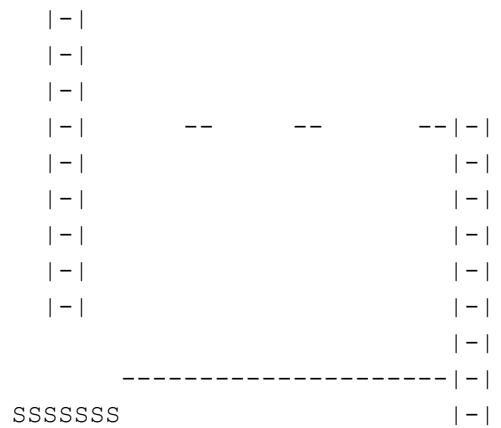
TO
F

<- BB



===
=F=
===

TO G <- BB



SSSSSSS

FROM E

===
=G=
===

-- --
<- FM

TO H

-- -----
|-| |SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
|-| |
|-| |

===
=H=
===

FROM G

	-	
	-	
	-	
	-	TO =
	- SJ lup	I =
	- -----	=
	-	SJ =
	-	-----
	-	

===
=I=
===

=FROM H

=	
=	
=-----	-
	-
	-

TO J

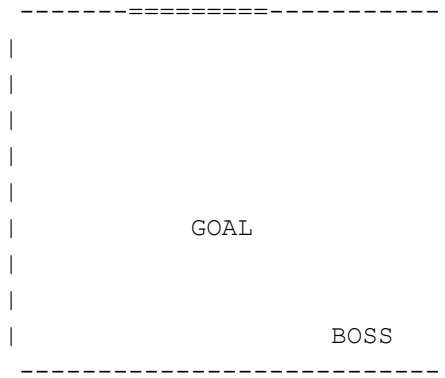
===
=J=
===

FROM I
SZ	-	
	-	
	-	SZ
	-	

SZ	-	
	-	
	-	SZ
	-	
TO K

====
=K=
====

FROM J
SZ	-	
	-	
	-	SZ
	-	
SZ	-	
	-	
	-	SZ
	-	



Gutsman

Map:

Key:

- *-----*
- | MT - Metool
 - | = - Lifts - Solid spots where the lift is up
 - | - - Lifts - Non-solid spots where the lift drops
 - | MM - Met Miner
 - | BL - Blader
 - | HP - Hopper
 - | SA - Super Arm Block
- *-----*

Remember that the Super Arm Blocks will also take up the space directly below them.

====
=A=
====

----- TO B
MT | (LIFTS)

MT |

MT |

START

|

===
=B=
===

FROM

A

--- O=====0

O=====0

TO C

O=====0 -----

===
=C=
===

-- --

| | | |

-- -- -- |

BL

| WEC |

MM

TO D

BL

FROM

BL

MM

B

|

|

|

|

|

===
=D=
===

FROM

C

MM

|

|

|

| |

| | | |

| -- |

| |

| | | |

| |

| |

SSS | | S | | S |

| -- |

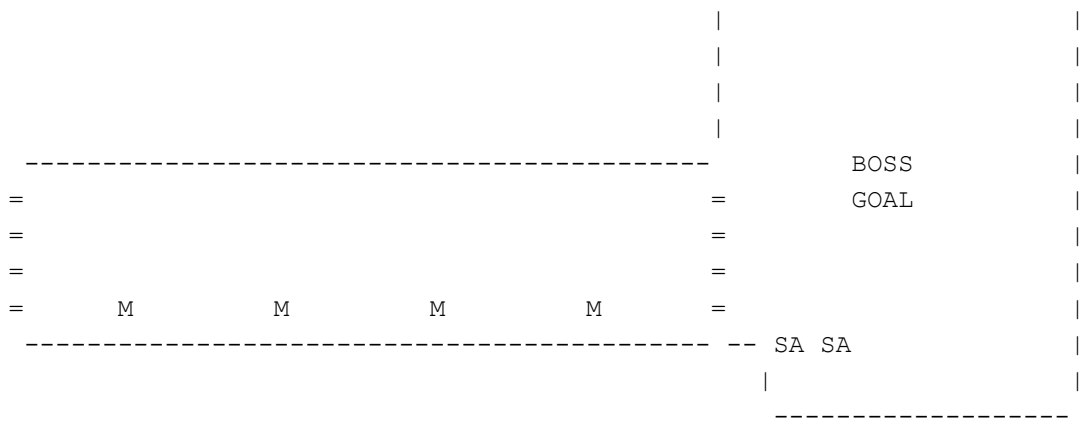
TO E

| TO |
| H |

===
=H=
===



===
=I=
===



Cutman

Map:

Key:

- *-----*
- | SA - Super Arm Block |
 - | BL - Blader |
 - | PS - Pea Shooter |
 - | SC - Super Cutter (Rolling Cutter Building) |
 - | BS - Screw |
 - | FM - Flying Metool |
 - | SZ - Suzy |

===
=A=
===

	SA		BL		SA		BL		SA	
- -	----- - -		----- - -	----	BL	-----				
-		-	BL	-	-	---				
-		SA	BL	-	SA		--			TO
-	START	SASA		-	SASA					B

===
=B=
===

				TO C
				-
				-
				- -
				-
		-	-----	
FROM A	PS	-		
		-	-----	
		-		
--		-		
		-	PS	
	----	-	-----	-

===
=C=
===

	FROM C		FROM C		TO D
					-
					-
					-
					-

			PS		

			PS		

	- -				
	-		-----		
	- -				
	-				
	-				

TO | - | |
B ----- - | - |
| TO | | - |
B FROM B

===
=D=
===

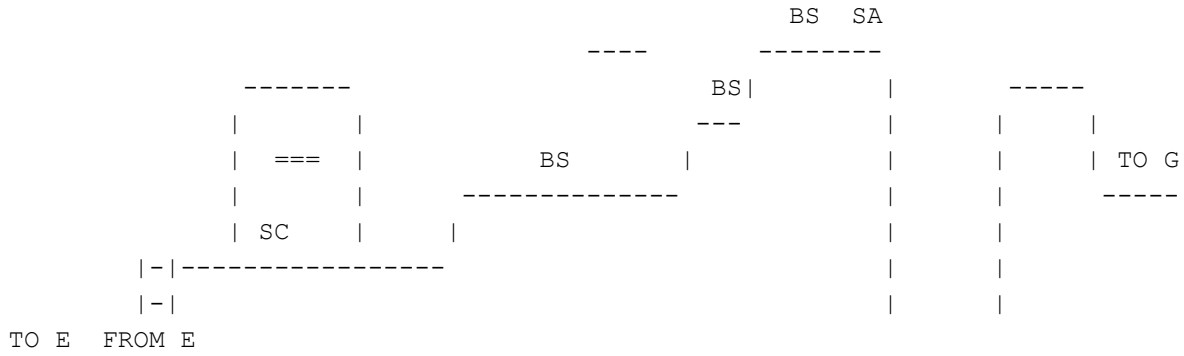
FROM E TO E
-
-

PS
-
-
-
| - | PS| | - | |
| - | ---| - |-----|
| - | | - | |
| - | | - | |
| - | | - | |
----| - | |
| PS | - | |
TO -- TO C -----| - |
C | | | - |
FROM C

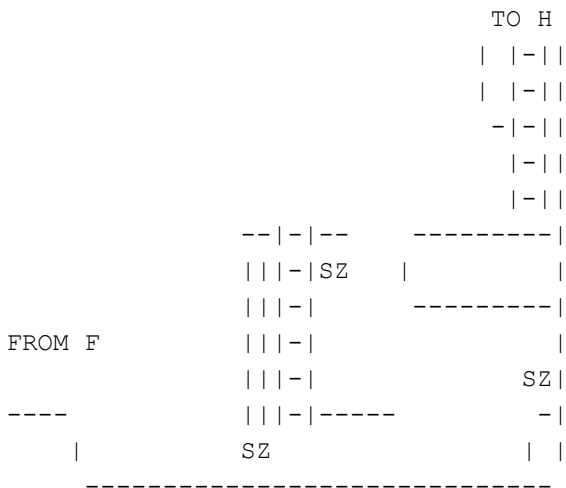
===
=E=
===

FROM F TO F
| - | |-----|
| - | -----|
| - | PS| |
| - | - | |
| - | | |
| - | - | |
----- PS| |
| |
---| - |-----| |
| - | ----|
| - | |
| - | |
| - | |
-----| - | |
TO D | PS | | - |
TO D FROM D

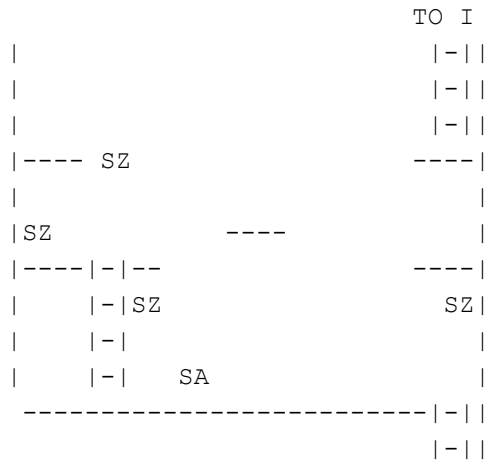
===
=F=
===



===
=G=
===



===
=H=
===



FROM G

===

=I=

===

TO J

```

|-|
|-|
|-|
|-|
|-| SZ
|-|
|-| SZ
|-|
|-|
|-|
|-| SA
|-|
|-| SZ
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|

```

FROM H

===

=J=

===

TO K

```

|-|
|-| SZ
|-| SZ
|-|
|-| SZ
|-| SA SZ
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|
|-|

```

FROM I

===

=K=

===

|
|
|

===
=N=
===

```

||-|
||-|
|
|
|
|SASA
|----
|
|
|SASA HP
-----

```

===
=O=
===

```

-----
|
|
-----
=          ST          =
= FROM          =          GOAL
= N          =
=          ST          ST          =
-----
|SASA          BOSS
-----

```

Elecman

Map: (oh boy. 21 screens)

Key:

```

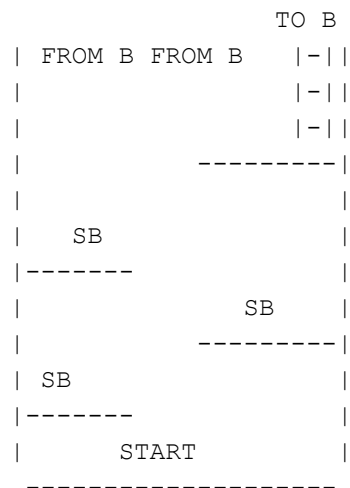
*-----*
| SB - Spike Bot      |
| WT - Watcher        |
| HP - Hopper         |
| RS - Screw          |
| ~ - Elec Beam       |
| EB - Elec Beam Shooter |
| SA - Super Arm Block |
| MB - Magnet Beam    |
*-----*

```

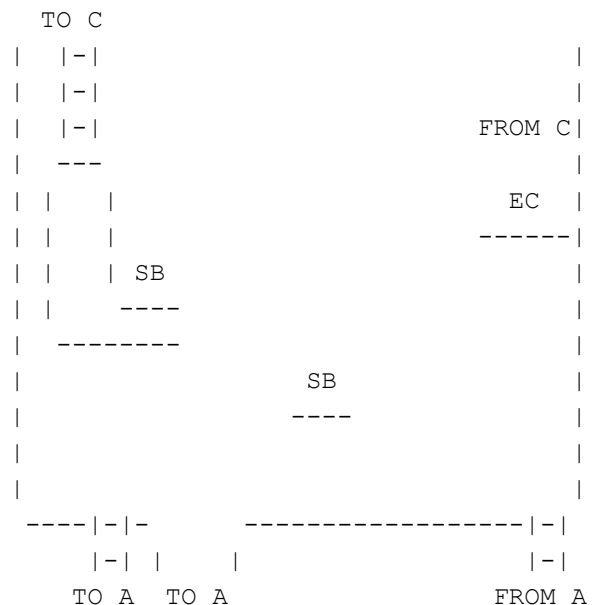
About the Watchers: There are always six and they always start off-screen. As such, I'm just going to write them as if they were halfway through their movement.

About the Elec Beams: I draw them fully extended. The shooters are within blocks that are occasionally within walls. Also, if the beam fires and appears to interrupt the ladder, the beam just goes across the ladder.

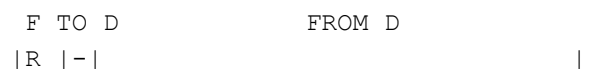
====
 =A=
 ====



====
 =B=
 ====



====
 =C=
 ====




```

|O |-|
|M |-| |
|---|---|---|
|D| | |
| | | -----|
| | | SB |
| | | ----|
| -----EB~~~~~|
|
|          --EB~~~~~|
|
|-----|-|-|-----|-|-|
|   |-| |   |   |   |   |   |
FROM B TO B TO A

```

===
=D=
===

```

          TO E
|          |-|
|          WT |-|
|          |-|
|          WT |-|
|          WT |-|
|          |-|
|          |-| WT
|          |-|
|          |-| WT
|          |-|
|          |-| WT
|TO |-|-----|-| TO C
| C |-|   |-|
          FROM C

```

===
=E=
===

```

          TO F
|          |-|
|          WT |-|
|          |-|
|          WT |-|
|          WT |-|
|          |-|
|          |-| WT
|          |-|
|          |-| WT
|          |-|
|          |-| WT

```

```
|TO |-|-----|-| TO D      |
| D |-|      |-|          |
      FROM D
```

```
===
=F=
===
```

```
TO G          TO G
|-|          |-|
|-|          |-|
|-|          |-|
---          |-|
              |-|
              4  |-|
                3  --
```

2 1

--

```
|-|--
|-| |
```

```
TO E          FROM E
```

```
*-----*
| 1 vanishes shortly after 3 appears |
| 2 vanishes shortly after 4 appears |
| 3 vanishes right when 1 reappears  |
| 4 vanishes right when 2 reappears  |
*-----*
```

```
===
=G=
===
```

```
TO H
|-|      |      |
|-|      |      |
|-|      ----  |
|-|      |      |
|-|      |      |
|-|      |      |
|-|      |      | |
|---|---|---|---|
|      ||-|      |
|      ||-|----  |
|      ||-|      |
|      ||-|      |
```

```

|           ---      -----|
|           |           | | | | |
|-----|           |
|           WEPWEPWEP  4321|-||
|  |-|-----|           |-||

|  |-|           |           |-||
|  |-|-----|           |-||
FROM F           TO F   FROM F

```

```

*-----*
| 1 vanishes shortly after 3 appears |
| 2 vanishes shortly after 4 appears |
| 3 vanishes right when 1 reappears  |
| 4 vanishes right when 2 reappears  |
*-----*

```

```

===
=H=
===

```

```

TO I
|-|
|-|
|-|
|-|
|-|

```

```

--
--
-----
|           |           --
|-|-       ---
|-|       | EC   --
|-|       ----  --  --
TO FROM
G  G

```

```

===
=I=
===

```

```

TO J           TO J
|-|  |  |  |-|           |
|-|  |  |  |-|           |
|-| WT|  |  |-|           |
WT|-|  |  |  |-|           |
|-|  |  |  |-|           |
|-|  |  |  |-|           |
|-| WT |  |  |-|           |
|-|  |  |  |-|           |
|-|  |  |  |-|           WT  |
|-|  --  |-|           WT  |
|

```

WT |

-----| - | -

| - |

FROM H

===

=J=

===

TO K TO K | - | | | | - |

| - | | | | - |

| - | | | ~~~~~~EB|

SB | - | | | - | - - - - |

----- | | - | - - - - |

SB | | - | |

----- | | - | |

| | ~~~~~~EB

SB | - - - - - | - | |

----- | | - | |

--- | - - - - - | - | |

| | | - | |

-- | - | - | | - | - - - - - |

| | - | | | - | |

TO I | | - | | | - | |

FROM I FROM I

===

=K=

===

TO L TO L

| - | | | - | |

| - | | | - | |

| | - | |

| | - | |

----- | | - | |

WT | | - | |

| | - | |

----- WT | | - | |

WT SA | - | |

----- | WT | - | |

TO J | | | - | WT |

| | - | - - - - | WT | - | |

| | - | | | - | |

FROM J FROM J

===

=L=

===

TO M TO M

| - | | - |

| - | | - | |

```

      | - |          | - | |
      -----      |-----|
      |             |-----|
      SA SA SA MB  |
      | - |-----|
      | - |-----|
      | - |         |
      | - |         | | |
|---|---|---|---|
      |           | - |         | - |
TO K |           | - |         | - |
      FROM K           FROM K

```

===
 =M=
 ===

```

      TO N          TO N
      | - |        | |   | - | |
      | - |        | |   | - | |
      | - |        | |   | - | |
      | - |        | |   | - | |
      -----| - |   | ~~~~~~EB
      |           | |   | - | |
      SB          | |   | - | |
      -----|   | |   | - | |
      SB          | |   | - | |
      | - |----- SA~~~~~EB
      | - |        --- | - | |
      | - |        SB   || - | |
      | - |        -----|| - | --
      -----| - |   | || - ||
      | - |----- | - | |
      FROM L          FROM L

```

===
 =N=
 ===

```

      TO O          TO O
      | - |        ||   | - | |
      | - |        ||   | - | |
      | - |        ||   | - | |
      | - |        ||   | - | |
      | - |        ||   | ~~~~~~EB
      | - |        ||   | - | |
      ~~~~~~EB|-----| - | |
      | - |        ||   | - | |
      | - |        ||   | - | |
      | - |        || - |-----|
      ~~~~~~EB|| - |-----|
      | - |        || - |   |
      | - |        || - |   |

```

```
-----|-||-----|-|--
|      |-||          ||-||
|      |-||          ||-||
FROM M          FROM M
```

===
=O=
===

```
TO P
  |-|          | |
|---|---|---|
  |-|          |
  |-|          RS      |
  |-|          -----|
  |-|          |      |
  |-|          |      |
  |-|          |      |
  |  | RS      SA |
~~~~~EB  |-|-----
|-|-----|  |-|      |
TO  |-|      |  |-|      |
N  ~~~~~EB  -----|-|-
  |-|      |      |-|
  |-|      |      |-|
  |-|      |      |-|
  |-|      |      |-|
  |-|      |      |-|
FROM N          FROM N
```

===
=P=
===

TO Q

```
|-|
|-|
|-|
|-|
|-|
```

--

--

--

--

TO FROM
O O

===
=Q=
===

TO R

| - |

| - | |

| - | -----

| - |

| - |

| - |

EB ~~~~~

EB ~~~~~

----- | - | TO |
| - | P |
FROM P

===
=R=
===

|

|

|

=
= TO
= S
HP =

TO Q | - | -----
| - |
FROM Q

===
=S=
===

TO T

	-	
	-	
	-	
	-	
	-	

----- |
=
= FROM
= R
=

===
=T=
===

TO U

```
| | |
| | |
| | |
| ~~~~~~EB
| | |
| | |
| | |
| ~~~~~~EB
| | |
| | |
| | |
| ~~~~~~EB
| | |
| | |
```

FROM S

===
=U=
===

TO V

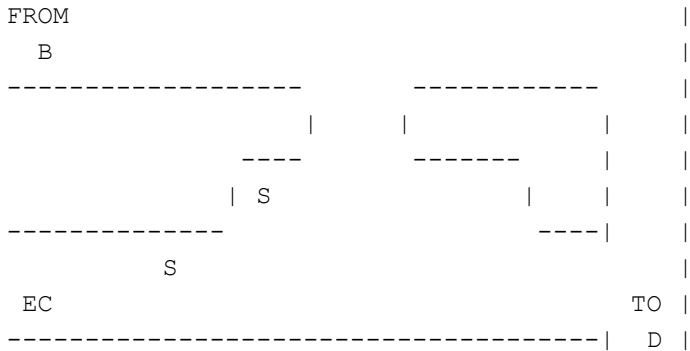
```
| | |
| | |
| | |
| ~~~~~~EB
| | |
| | |
| | |
| ~~~~~~EB
| | |
| | |
| | |
| ~~~~~~EB
| | |
| | |
```

FROM T

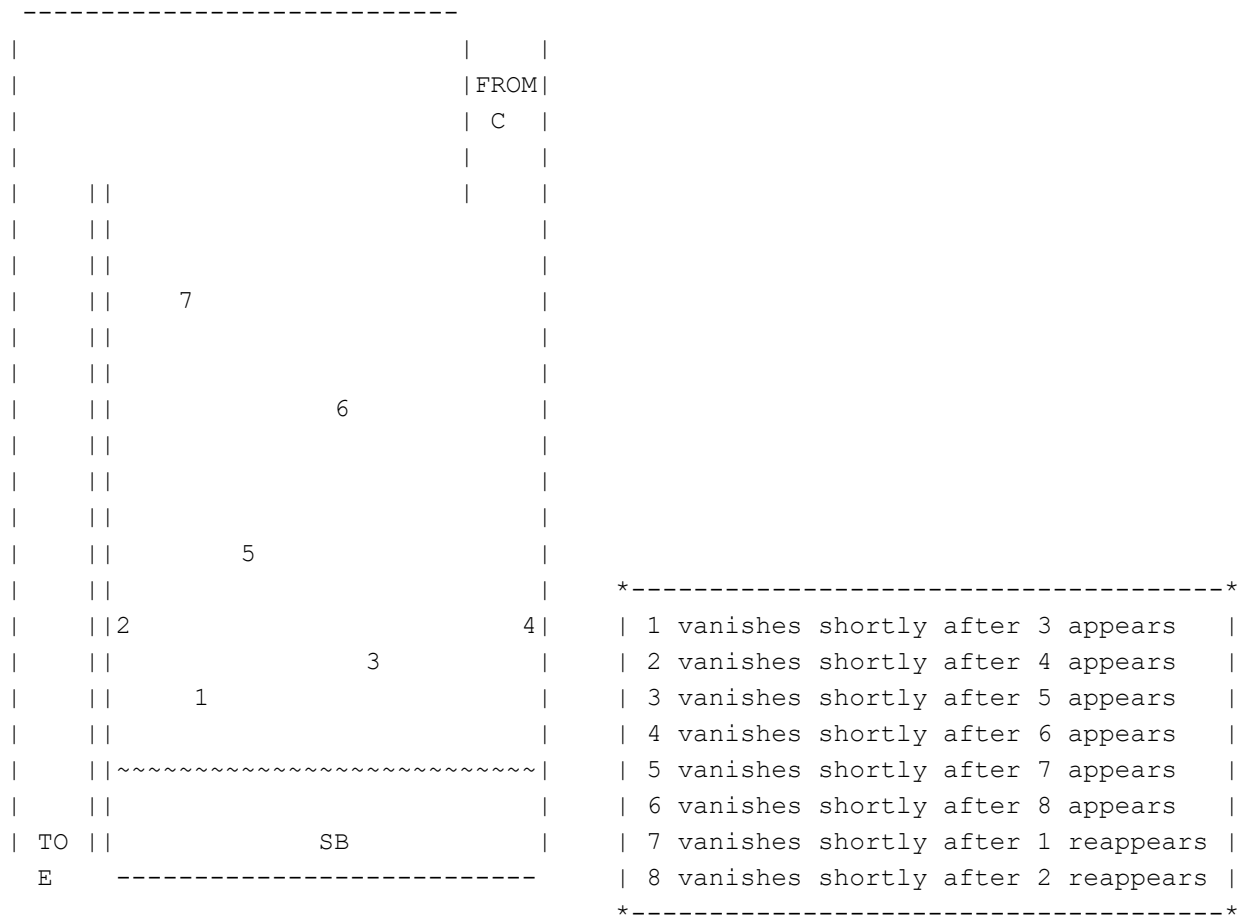
===
=V=
===

```
| |
| |
```

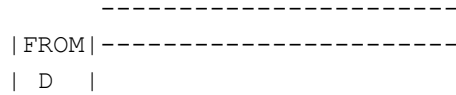
====
=C=
====



====
=D=
====



====
=E=
====




```
|-----|
|-----|
|       |
|       |
|       |
|-----|
| TO |
| H |
```

```
===
=H=
===
```

```
|FROM|
| G |                               |
|   |                               |
|                               ==|
|                               ==|
|                               == TO I|
|                               ==|
|                               -----|
|           HP                               |
-----
```

```
===
=I=
===
```

```
-----|
|-----| |
== ==
== ==
== == BOSS
== == GOAL
-----|
-----
```

```
Fireman
-----
```

Map:

Key:

- | ST - Screw Turret |
- | FT - Fire Tackle |
- | BB - Bullet Bill |
- | SB - Spike Bot |
- | V/</> - Fire Storm |
- | ~ - Fire Beam |
- | FB - Fire Beam Shooter |

```
| F      - Fire Pillar      }
*-----*
```

Assume that holes are filled with lava.

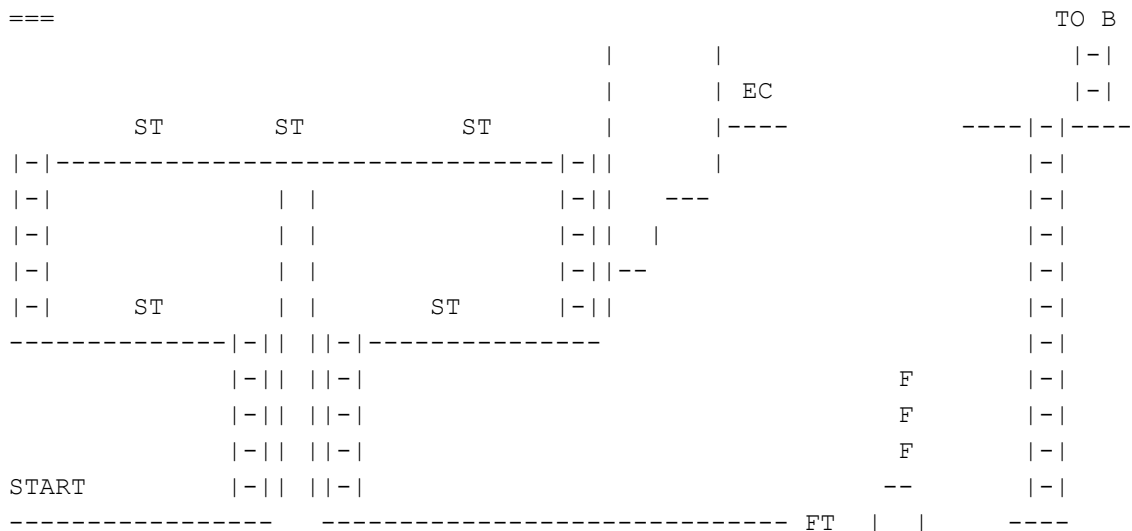
Note on Fire Beams: Fire Beam Shooters are blocks (you can step on them) in a wall.

Note on Fire Pillars: I list them like they're extended.

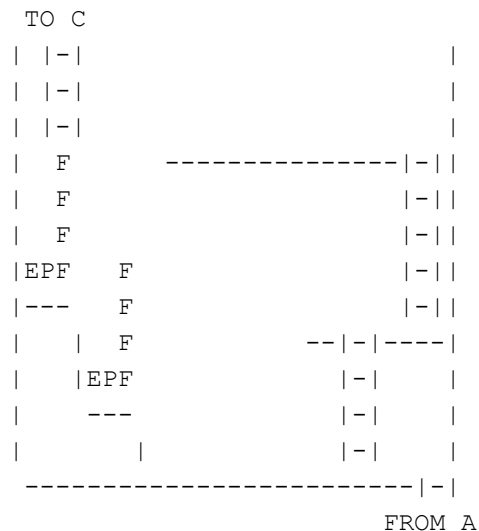
Note on Fire Beams: I list them like they're extended.

Note on Fire Tackles: I list them as being in the lava. They shoot up. They always come in triplets but only one is noted on the maps.

```
===
=A=
===
```



```
===
=B=
===
```



===
=C=
===

```

-----
|
|           WEC WEC                               F
|           -----                               F
|           |                                     F F
|           |                                     F F
|           |                                     F --
|           |                                     | F|
|           |                                     |
|           |FB~~~~~| -FB~~~~~| --
| |-----| F -----| | --
| |-|| | F | | -- |-----|
| |-|| | F-----FB~~~~~| | |EPEPEP
| |-|| -- ----- --| |---|-----|
| |-|| | | | |
TO FROM B | |
B TO D TO D

```

===
=D=
===

```

----- | |-||
| | | | |-||
| | ----- | |-||
| | | |-||
| | | |-||
| | ----- | |-||
| | | |-||
| | | |-||
| --- F F |
| F F |
| F F |
| F F |
| -----|
| |-|---- | | |
| |-| | FT | --- |
TO TO E TO E
E

```

===
=E=
===

```

FROM D-----
| |-|| | | TO F
| |-| -- | | -----| |-|| |
| |-| | | | | |-||
| |-| - -----| |-||
| | | | |-||

```

```

|                                     | - | | | | | | |
|               F                     F                     | - |
|               F   | - | -----   | - | -----   F                     | - |
|               F   F   | - |         | - |   F         F                     | - |
|               F   F   | - |         | - |   F         F                     | - |
|               F   --   | - |         | - |   F         --   ----- |
|               F   |   |   -----   -----   F         |   |   ----- |
|               --   |   |           --         |   |   ----- |
|               |   |   |   FT           |   |   FT   |   |   ----- |

```

```

===
=F=
===

```

TO G

```

|   | - |           -----
|   | - |           V       | |
|   | - |           V       |
|   | - |           V       |
|   | - |           V       |
| ----- | - | |
| | < < < < < < < < < < < < | - | |
| ----- | - | |
| V                         | - | | |
|---|---|---|---|
| | - | > > > > > > > > > > > | |
| - | - | ----- | V |
| | - |           | V |
| ----- | - | |

```

FROM E

```

===
=G=
===

```

```

|               <- BB           SB           |
|               ----- | - |
|               |   |           | - |
|               ---   |           | - |
|               |           | SB   | - |
|               --- | ----- | - | ----- |
|               |   |           | - |           TO H
|               ----   |           | - |
|               |           |           | - |           SB
| ---   | - | -----

```

TO F
FROM F

```

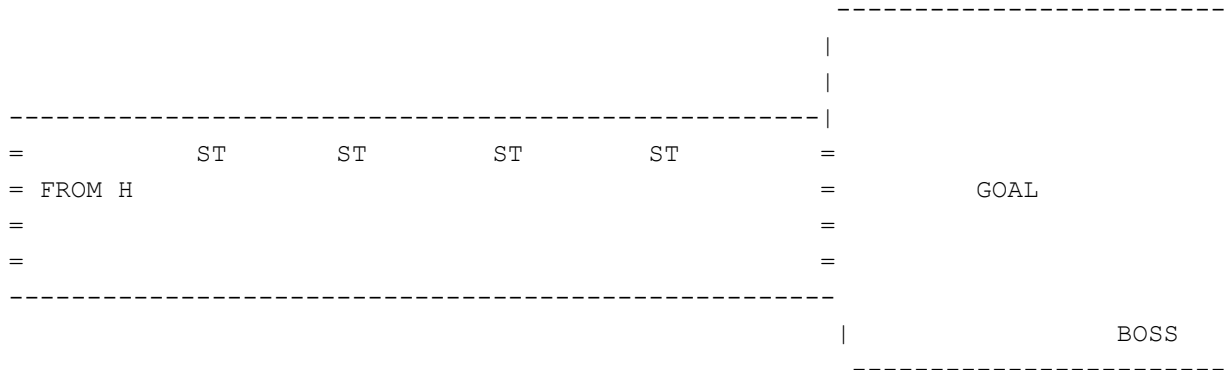
===

```

=H=
===

```
WEC |  
|-| |  
|-| |  
|-| |  
|-| |  
|-| |  
FROM |-| |  
G |-| |  
|-| |  
----- |  
         |  
----- FT ----- FT -----
```

===
=I=
===



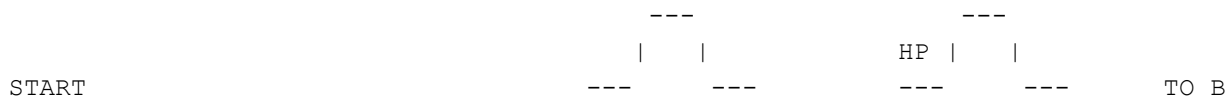
Dr. Wily Stage One

Map:

Key:

- *-----*
- | HP - Hopper |
- | RS - Screw |
- | BB - Bullet Bill |
- | = - Place Magnet Beam platform here |
- | F - Fire pillar |
- | SA - Super Arm Block |
- | X - Eyeball platform |
- *-----*

===
=A=
===



===
=B=
===

TO C

```

          ----| - |
            |   | - |
          ---  | - |
            |   F ---|
          |   ----  --- F|  |
          |           |   F|  |F|  |
          ----- F --- F|  |F|  |
FROM      F|  |F|  -  |
  A      SA SA SA  -- F|  |F|  |
          SA -- SA  |  |F|  -  |
-----|  |-----

```

===
=C=
===

TO D

```

| | - | |
| | - | |
| | - | |   -----
| | - | |   | EC   |
| | - | | -----
| | - | |   |       |
| | - | |   -----
| | - | |   --- | - | | | |
| | - | |   |   | | - | |
| | - | |   --- | - | |
| | - | |   | - | |
| | - | |   | - | |
| | - | |   | - | |
| | - | |   | - | |
| | - | |   -- | - | |
SSSSSSS| |   | |SSSS| | - | |
          FROM B

```

===
=D=
===

```

-----
|           | EC  RS  RS SASA   |
|-----|
|           |                   |
|-----|

```



```

| PO - Popper      |
| SZ - Suzy        |
| ~ - Fake floor   |
*-----*

```

Note: Fake floors in boss rooms are only fake once the boss is defeated.

```

===
=A=
===

```

```

|
|
|
|
|          BL          BL
|          BL          BL
|-----          -----          ----- TO B
|-----          BL          BL EP
|-----          -----
|-----
|-----

```

```

===
=B=
===

```

```

|
|  S |
|  - |
|  S |
|  - |
|  S |
|  - |
|  S |
|  - |
FROM A  BL
      BL BL
-----
      -----
      ----- WEPWEP
      |-----~~~~~-----|
      |-----~~~~~-----|
|
|
|
|
|
|
|
|
|  BOSS
|
|  CM
|
~~~~~
TO C

```

===
=C=
===

FROM B

|
S|
-
S|
-
S|
-
S|
-
|

EPST

ST

 WEPWEP
-----~::~::~::~::~-----
-----~::~::~::~::~-----

|
|
|
|
|
|
|
|
|
|
|
|

BOSS
EM

~~~~~  
-----  
TO D

\*\*\*\*\*

\*\*\*\*\*

===  
=D=  
===

FROM C

|  
|  
|  
|  
-----

-----  
          -----  
PO          EP  
      -----  PO

-----  
          -----  
PO          EP  
      -----  PO

-----  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |  
                              | |

TO E

\*\*\*\*\*

\*\*\*\*\*

===

=E=  
===

```
                FROM D
                |   |   |
                |   -   |
lup            |   |   |
--           |   |  --|
            ---|
            SZ  |
          -----|
            |SZ  |
            |   |
TO F         |  --|
            |SZ  |
            --|-||
            TO F
```

\*\*\*\*\*

\*\*\*\*\*

===  
=F=  
===

```
                FROM E
                |   |   |
                |   -   |
FROM E         |   |   |
                |   |   |
SSSSSSSS      SSSSSSSSSSSSSSSSS      |
-----|
                \ |SZ SZ|
                \ |SZ  |
                |--  |
                |   |
                |   |
                ||-|--|
                ||-|  |
                TO G
```

\*\*\*\*\*

\*\*\*\*\*

===  
=G=  
===

```
                FROM F
                |   |   |
                |   |   |
                |   ---|
                /  |   |
                /  |   |
                /  |   |
                |-----|
                |           SZ|
                |SZ         |
                |           SZ|
                |-|-----
```

| - |  
TO H

\*\*\*\*\*

\*\*\*\*\*

====  
=H=  
====

|      |       |      |  |    |
|------|-------|------|--|----|
|      |       |      |  |    |
|      |       |      |  |    |
|      |       |      |  |    |
|      |       |      |  | PS |
|      |       |      |  |    |
|      | -     |      |  |    |
|      | -     |      |  | PS |
|      | -     |      |  |    |
| WEC  | -     |      |  |    |
| --   | -     |      |  | PS |
|      | -     |      |  |    |
|      | -     |      |  |    |
|      | -     | ---  |  | PS |
|      | -     |      |  |    |
|      | -     |      |  |    |
|      | ----- | -    |  |    |
| TO I |       | -    |  |    |
|      |       | TO I |  |    |

\*\*\*\*\*

\*\*\*\*\*

====  
=I=  
====

|        |        |       |        |  |  |
|--------|--------|-------|--------|--|--|
| FROM H |        |       | FROM H |  |  |
|        |        | ----- |        |  |  |
|        | S      |       |        |  |  |
|        | -      | SZ    |        |  |  |
|        | S      |       | -----  |  |  |
|        | ---    |       |        |  |  |
|        | S   SZ |       |        |  |  |
|        | -      |       |        |  |  |
|        | S      |       |        |  |  |
|        | -   -  |       |        |  |  |
| S      | PS     |       |        |  |  |
| -      | SZ     |       |        |  |  |
| ---    | -----  |       |        |  |  |
|        |        |       |        |  |  |
|        | -      | ----- |        |  |  |
|        | -      |       |        |  |  |
|        | ===    |       |        |  |  |
|        | -----  | ===== |        |  |  |

There is a bigger gap than there should be. This is due to the slope of the spikes.

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |

```

|           GOAL           |
|                           |
|                           |
|                           |
|           BOSS           |
|-----|

```

\*\*\*\*\*

Dr. Wily Stage Three  
-----

Map:

Key:

```

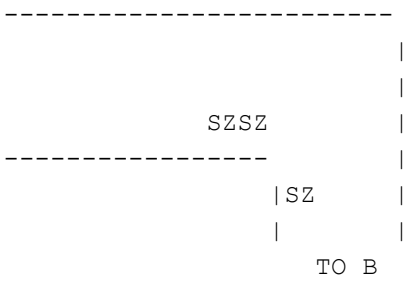
*-----*
| SZ - Suzy           |
| ST - Screw Turret  |
| FP - Flyin' Penguin |
| BB - Bullet Bill    |
| { - Water starts here |
| SA - Super Arm Block |
*-----*

```

Note on Bullet Bills, Flyin' Penguins, and the water tunnel: I put <- BB where the Bullet Bills stop (same with the Flyin' Penguins). Once in the tunnel, everything is approximate.

\*\*\*\*\*

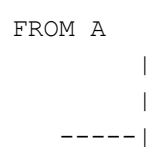
===  
=A=  
===



\*\*\*\*\*

\*\*\*\*\*

===  
=B=  
===





```
-----  
|               ST               |  
|                               |  
|                               |  
|                               |  
|                               |  
|SZ                               |  
|SZ                               |  
|SZ |                               |  
    TO C
```

\*\*\*\*\*

\*\*\*\*\*

```
===  
=C=  
===
```

```
    FROM B  
|       |  
|       |  
|-----|-----|  
|               ST               |  
|                               |  
|                               |  
|                               |  
|SZ                               |  
|SZ                               |  
|-----|-----|  
|               |SZ               |  
    TO D
```

\*\*\*\*\*

\*\*\*\*\*

```
===  
=D=  
===
```

```
                FROM C  
                |               |  
                |               |  
                |-----|-----|  
                |               ST |  
|-----|-----|  
|               ST               |  
|                               |  
|                               |  
|                               |  
|                               |  
|SZ                               |  
|SZ |-----|-----|  
    TO E
```

\*\*\*\*\*

\*\*\*\*\*

```
===  
=E=  
===
```

===

FROM D

| |  
| |  
| |

-----  
| {  
| { TO F  
| {  
-----

\*\*\*\*\*

\*\*\*\*\*

===

=F=

===

-----

FROM E

TO G

-----

\*\*\*\*\*

\*\*\*\*\*

===

=G=

===

-----

<- FP

FROM F

TO H

-----

\*\*\*\*\*

\*\*\*\*\*

===

=H=

===

-----

FROM G

TO I

-----

\*\*\*\*\*

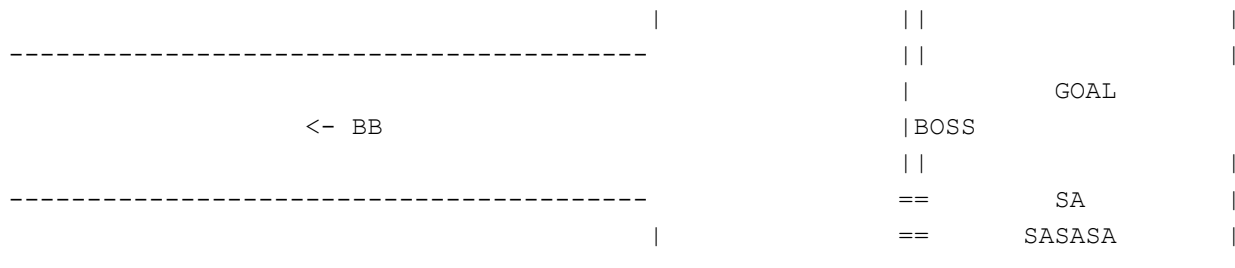
\*\*\*\*\*

===

=I=

===

-----



\*\*\*\*\*

Dr. Wily Stage Four

-----

Map:

Key:

- ```

*-----*
| WT - Watcher |
| ST - Screw Turret |
| BM - Bombman |
| FM - Fireman |
| IM - Iceman |
| GM - Gutsman |
| SA - Super Arm Block |
| YC - Yashichi |
| TL - Teleporter |
| = - Lifts - Solid |
| - - Lifts - Drop |
*-----*

```

About the Watchers: There are always six and they always start off-screen. As such, I'm just going to write them as if they were halfway through their movement.

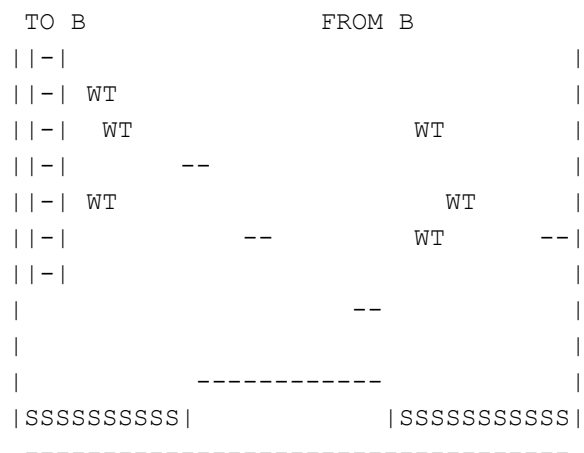
About the teleporters: With the exception of the first one, you can only enter them after the boss is defeated.

\*\*\*\*\*

```

====
=A=
====

```



\*\*\*\*\*

\*\*\*\*\*

===  
=B=  
===

TO C

```

| | - | -----
| | - | |
| | - |      WT      |
| | - |      WT      |
| | - |      WT      |
| | - |
| | - |
| | - |
| | - |
| | - |
| | - |
| | - |
| | - |      WT      |
| | - |      WT      |
| | - |
| | - |      WT      |
| | - |
FROM A          TO A

```

\*\*\*\*\*

\*\*\*\*\*

===  
=C=  
===

```

-----
|          EC          | ----- | -----
|          SA          | | -- | | -- | | -- | | -- |   | -- | |ST| |ST| |
|          SA          | --   -- ST --   -- ST ----   --   --   --
|          SA          |
|          SA          |
| | - | -----
| | - |          | -- | | -- | | -- | | --
FROM B

```

\*\*\*\*\*

\*\*\*\*\*

===  
=D=  
===

```

FROM C
----- | | -- | | -- | | -- | | -- |
--   -- ST --   -- ST ----
|          | ----- | - | | TO E
-----
| - |
| - |

```



| TO I |  
| T | FM |

-----  
FROM G

\*\*\*\*\*

\*\*\*\*\*

====  
=I=  
====

-----  
| |  
| |  
| |  
| |  
| |  
| |  
| |  
-- | BOSS |  
| TO J |  
| T | IM |  
-----

FROM H

\*\*\*\*\*

\*\*\*\*\*

====  
=J=  
====

-----  
| |  
| |  
| |  
| |  
| |  
| |  
-- | BOSS |  
| TO K |  
| T | GM |  
-----

FROM I

\*\*\*\*\*

\*\*\*\*\*

====  
=K=  
====

-----  
| | |  
| | |  
| | |  
| | |  
| | |  
| | |

-----  
| | BOSS |  
=

```
|           =           GOAL           |
--           =           =           |
|T FROM J           WEC           =           |
```

-----

\*\*\*\*\*

0~::~~::~~::~~::~~0  
| 2.08: Ending |  
0~::~~::~~::~~::~~0

Once you've destroyed the machine, Wily falls out and begs for mercy. While you're getting your 200,000 clear points, he disappears. The game cuts to a mountain backdrop with the opening song from Megaman 2 playing. The text, now legendary, goes thusly:

"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!"

Megaman starts running left towards the city. The day goes by as the credits roll under you. When it's nighttime in the city, Megaman turns back into Rock. When he reaches the lab, Dr. Light and Roll are waiting for him. Rock jumps higher than he does when he has to (during the game when robots are firing at him), and you get the "Thank you for playing!" message.

0~::~~::~~::~~::~~0  
| 4.09: SPECIAL: Points Guide |  
0~::~~::~~::~~::~~0

With every fiber of my being, I believe this to be the first points guide for this game. Megaman lost its point system in the second game. It's very underrated. I always enjoyed it. Alright, a few notes.

- You know the old saying, "Only shoot for one goal at a time?" You shouldn't have. I just made it up. Anyway, don't go for, say, beating the game without taking a hit when trying to rack up a lot of points. I'm cautious when I beat the game without taking a hit. I don't hit all of the enemies that I could.
- That said, don't get a game over. Game overs reset your score.
- Collect as many point pellets as you can.
- The clear points, with the exception of Dr. Wily's stage's clear points, are random. Hope for high numbers!
- There are no time bonuses. Check the chart below. Defeat a high-point enemy, scroll away, and then come back to destroy it again. If you want to be cheap.
- Set goals. I try to get 1,000,000 points per game. I can get more. Another old cliché: "If you shoot for the moon, you will land among the stars."
- Ignore the Floridian contradicting himself.
- Use the master weapons to your advantage.
- Each Dr. Wily stage (with the exception of the final one) will give you 100,000 clear points. The final one will give you 200,000.
- Grab the Yashichi! It's worth a whopping 100,000 points!

MASTER POINTS CHART:

-----

| Enemy/Item | Points |
|------------|--------|
| Blader     | 500    |

|                   |        |  |
|-------------------|--------|--|
| Bullet Bill       | 800    |  |
| Crazy Razy (head) | 1000   |  |
| Crazy Razy (body) | 500    |  |
| Fire Tackle       | 200    |  |
| Flying Metool     | 800    |  |
| Flyin' Penguin    | 500    |  |
| Hopper            | 9000   |  |
| Metool            | 500    |  |
| Met Miner         | 1500   |  |
| Pea Shooter       | 200    |  |
| Screw             | 300    |  |
| Screw Turret      | 500    |  |
| Sniper Joe        | 1000   |  |
| Spike Bot         | 200    |  |
| Suzy              | 300    |  |
| Watcher           | 400    |  |
| Yashichi          | 100000 |  |

```

-----
0=~~~~~0
| 4.10: No-Hit Game Tips |
0=~~~~~0

```

This section is designed to help you get through the game without taking a hit. While this is not -- at the moment -- a full walkthrough for such a feat, it does give you tips on how to pull 'er off.

Megaman is one of the harder games in the series to beat without taking a hit. This is due in part to Hoppers and Bladers. This is because the Hoppers are unpredictable in their jumping patterns. Bladers come in such patterns as to screw you up. First thing is first, though. I spent a lot of time thinking about a good order in which to do this (I personally use the regular order but there are better ways). I thought about this in the shower -- a good place to think. And that's life lesson number two from this FAQ. See? I teach! I taught about genocide in Chrono Trigger!

As for the boss order, I capitalize the names of the bosses for those who do not want to see my long-winded explanations. Each stage will have some tips involved. There is something that I must emphasize, however:

WHATEVER CRAZY STUNTS YOU ATTEMPT TO PULL, DO NOT ATTEMPT TO DO THIS UNLESS YOU ARE SKILLED AT THIS GAME. AND BY SKILLED, I MEAN BEING ABLE TO FIGHT ELECMAN WITHOUT CRY- I mean WITHOUT TAKING A HIT. THAT IS AS HARD AS IT WILL GET. IF YOU TRY THIS WITHOUT SKILL, I CLAIM NO RESPONSIBILTY FOR ANY INJURIES (such as death, which really makes life hard) INCURRED DURING YOUR ADVENTURE.

Start with ICEMAN. There are few dangers in this level that cannot be taken out by the Arm Cannon quickly. The only trouble spots that you'll run into are the vanishing blocks (due to the Spike Bots awaiting you) and the eyeball platforms. It is always best to avoid the Spike Bots in the water. This is easy. When dealing with the vanishing blocks, however, there is a GOOD chance (credit goes to Murphy's Law) that you'll land on the Spike Bot. Make sure you know where the blocks will be. When fighting Iceman, just hit him with the Arm Cannon. When he is running towards you (to get too close for comfort), jump over him and run to the other side of the room. This is the easiest level.

You'll want to continue your trek with GUTSMAN. I held off on Gutsman due to the Hopper awaiting you at the end of the stage as well as a few Bladers. I'll reiterate this later, but USE THE ICE SLASHER! When a Met Miner lowers



his shield, fire away. Switch to your Arm Cannon and have some easy pickin's. Remember that, since you are not taking any hits -- and therefore not dying -- wasting time getting powerups is unnecessary. As such, speed through the chasms near the end to avoid a fight with Bladers. Freeze the Hopper while he is in midair and run under him. When fighting the Metools, try and get them before they shoot. If all else fails, make a tiny hop over their shots. Dealing with Gutman is very tricky. For the most part, stand on the Super Arm Blocks on the left side of the room. When he nears those blocks (this is tricky), get a running start, wait for him to have just hopped, and jump over him, running to the other side of the room. Jump when he chucks a block at you and continue your assault. Hopefully you will not have to jump again. If you do, it's very difficult to pull off. Jump over him once he lands. Get a running start and don't jump until you are very close. If you had to jump over him here, you should not have to jump over him again. Even if you do, you can just repeat the process.

At this point, you can pretty much go straight. CUTMAN is your next target. At the start, grab the Super Arm Block and toss it at the oncoming Bladers. As always, ignore the powerups. Use the Super Arm Blocks to your advantage! The Flying Mets might also present a problem in that they fire in so many directions. While it could prove to be harder inasmuch as you have to deal with the Flying Mets for so long, it is imperative that you take the long path when you've got the choice. Taking the easy path relies on your getting hit by a Flying Met as a failsafe in case you miss the platform and hit the spikes. You will almost certainly hit this Flying Met so don't risk it. When you reach the Hopper at the end, freeze him with the Ice Slasher and then pick up the Super Arm Blocks. Chuck three Super Arm Blocks at the Hopper to destroy him. As for the gate, fire three shots and run towards the first Screw Turret. The shots should hit it as soon as it comes up (at least one anyway). Jump over the Screw Turrets shots and wait for it to come up again. To screw it over forever (or until you go offscreen), attack a few more times to destroy it. As soon as the second Screw Turret appears, jump and fire at it. When it's destroyed, repeat the process used for the first Screw Turret on the third and enter the gate to fight Cutman. This fight isn't as easy as if you were just trying to beat the game. As soon as the fight starts, grab a Super Arm Block and hightail it to the other end of the room. Turn around, jump over the Rolling Cutter that Cutman probably shot at you, and wait for Cutman to jump. When he does so, take a little hop and throw the block. Run over to the second Super Arm Block and repeat the process.

ELECMAN's stage goes in a completely different direction. USE THE ROLLING CUTTER ON ANY SPIKE BOTS THAT YOU SEE. This is important. The Watchers should be dealt with as usual. When you reach the second path split (the first being on the vanishing blocks where the alternate path yields a few weapon energy pellets), take the left way instead of the right way that was used in the walkthrough. This is easier because you don't worry about Elec Beams; just Spike Bots who can be destroyed with Rolling Cutter. When you reach the second Super Arm Block (to go to the other side), be sure to cut over to the right. It is very important that you have the Magnet Beam for the next stage so get it. The only other important thing here is the Hopper. As soon as you reach the final screen before the gate, climb to the top of the ladder and freeze the Hopper regardless of where he is. Now switch to your Arm Cannon and blast him. If he unfreezes before you destroy him, freeze him again.

So you want to get it over with quickly. As soon as you enter, jump onto a Super Arm Block. Jump over his Thunder Beam and then hop off and fire a Rolling Cutter. Avoid his other attacks and nail him two more times.

Now that we've got the Magnet Beam, let's proceed to FIREMAN's stage. Be sure to use the Ice Slasher when dealing with fire pillars. Take your time. This

is important in a stage that rains fire. When you get to the > fire section, use the Magnet Beam to skip over it.

Finally let's hit BOMBMAN's stage. The Red Screws are your main problem here. Have Fire Storm equipped during this stage. When you deal with Screw Turrets, blast 'em with the Thunder Beam. Be sure that, when possible, you refill Fire Storm. When you get to the Flying Met, let him fire once. Jump onto the platform and then blast him once with Thunder Beam. The major problem in this stage is, of course, Sniper Joe. Your best bet lies in the Ice Slasher. Freeze him when he drops his shield, switch to the Arm Cannon, and fire away! Bombman himself is easy if you don't let him trap you in a corner. Use Fire Storm and fire at him when he lands. If he traps you in a corner, jump over the bomb while Bombman is in the air above you and activate the Fire Storm. The shield around you should hit Bombman. That's your best bet if you're cornered.

Now we proceed to the Dr. Wily stages. Since they are, for the most part, new versions of enemies whom you've fought in the past, I won't go in to too much detail. The walkthrough can help you with the new bosses.

-----

## V. Last Words

-----

0~~~~~0  
| 5.01: Copyright Information |  
0~~~~~0

Megaman, and all characters, stages, items, and other related things are copyright Capcom. This guide is copyrighted (c) 2001-2004 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws. Please feel free to put this anywhere you like, as long as I get credit for it. And that the guide isn't for profit. After all, this is to help the readers! It should be spread around! I WOULD like it if you emailed me asking for permission, but it's not necessary. Just realize that the latest updates to this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com(www.meowthnum1.com).

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not condone such sites that partake in these actions.

- |                      |                                                                                       |
|----------------------|---------------------------------------------------------------------------------------|
| 911 Codes            | <a href="http://911codes.com">http://911codes.com</a>                                 |
| 9 Lives              | <a href="http://www.9lives.ru/eng/">http://www.9lives.ru/eng/</a>                     |
| Bean's PSX Dimension | <a href="http://www.bean.dk/psx/index.htm">http://www.bean.dk/psx/index.htm</a>       |
| Cheat Code Central   | <a href="http://www.cheatcc.com">http://www.cheatcc.com</a>                           |
| Cheat Index          | <a href="http://cheatindex.com">http://cheatindex.com</a>                             |
| Cheat Matrix         | <a href="http://cheatmatrix.com">http://cheatmatrix.com</a>                           |
| Cheat Search         | <a href="http://cheatsearch.com">http://cheatsearch.com</a>                           |
| Cheatstop            | <a href="http://www.panstudio.com/cheatstop/">http://www.panstudio.com/cheatstop/</a> |
| CNET Gamecenter      | <a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>         |
| Console Domain       | <a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>           |
| Dirty Little Helper  | <a href="http://dlh.net">http://dlh.net</a>                                           |
| Dark Station         | <a href="http://www.darkstation.com/">http://www.darkstation.com/</a>                 |

|                 |                                                                           |
|-----------------|---------------------------------------------------------------------------|
| Dreamland       | <a href="http://kirby.pokep.net">http://kirby.pokep.net</a>               |
| Games Domain    | <a href="http://www.gamesdomain.com">http://www.gamesdomain.com</a>       |
| Game Express    | <a href="http://www.gameexpress.com">http://www.gameexpress.com</a>       |
| Games Over      | <a href="http://www.gamesover.com/">http://www.gamesover.com/</a>         |
| Mega Games      | <a href="http://www.megagames.com">http://www.megagames.com</a>           |
| Square Haven    | <a href="http://www.square-haven.net">http://www.square-haven.net</a>     |
| Ultimate System | <a href="http://www.flatbedexpress.com">http://www.flatbedexpress.com</a> |

If you want to use any part of this guide for whatever reason, please ask. I will probably say yes.

0~::~~0  
| 5.02: Revision History |  
0~::~~0

Version 1.0 (9/12/02) - The guide is finished  
Version 1.2 (9/14/02) - Because I'm lazy, I copied and pasted the ending section from a different guide (still mine, though). There was a mistake there that has since been corrected. I also took out my email address and added a message board.  
Version 2.0 (6/28/04) - The guide was completely rewritten/taken from Wily Wars. I'll correct the damage errors soon.  
Version 2.1 (7/18/04) - I fixed the damage charts for everybody. There weren't nearly as many errors as I thought.  
Version 2.2 (8/16/04) - I fixed a spelling mistake with my awesome artillery of words. The word, of course, was artillery.

0~::~~0  
| 5.03: Contact Information |  
0~::~~0

Before emailing me, please make sure that whatever question you have wasn't addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: [meowthnum1 \[at\] meowthnum1 \[dot\] com](mailto:meowthnum1[at]meowthnum1[dot]com)

I wasn't too bad about doing the spam thing at first. Now half of my emails are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

0~::~~0  
| 5.04: Credits |  
0~::~~0

-Brian Sulpher      - "I'd be lost without you, Balto."    Crazy dog.  
-102.9 - The point - Great 80s music.

(1029i.com)

-Duncington                 - Pointing out a spelling mistake.

0~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~0

| 5.05: That Ending Song |

0~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~~::~0

You know, I really enjoyed writing this guide. It was fun. You already think I'm crazy, but I kinda want to write it again. Not because the guide is bad, but because it was just a fun guide to do. Anyway, see you. Again, if you are here for Megaman Anniversary Collection, I stress that you can find a guide for it -- containing, upon completion, the same guides as I have here, but all in one file -- at

[http://www.meowthnum1.com/faqs/megaman\\_anniversary\\_collection.txt](http://www.meowthnum1.com/faqs/megaman_anniversary_collection.txt). Anyway, have fun!

--Trace

This document is copyright Meowthnum1 and hosted by VGM with permission.