

Optimum Weapons - (7)

Notes ----- (8)

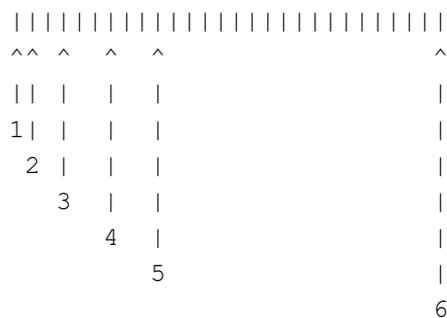
Difficulty ----- (9)

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- 1: This is the name I have given this enemy/boss. Most of the names I gave the regular enemies are made up, since I have no idea what the hell their real names are, so just bare with me on that.
- 2: This is the amount of hits an enemy/boss can take before it dies. Please note these are only for the regular Arm cannon, unless it is a boss with an accurate life bar.
- 3: This is just a listing of all the levels you can find the enemy in.
- 4: This is description of what the enemy/boss looks like. If you can't tell what enemy this is by the Name or where it is found, this will surely help you.
- 5: This is how the enemy moves or if it moves in the first place. This will also list the enemy's "Collision" damage, which is usually higher than most attacks it may use.
- 6: This is what the enemy can do other than touch you. Usually shoot something at you... I will list the damage area and how to avoid these attacks.
- 7: These are the weapons you should use to take out this enemy... naturally you must get these weapons before hand...
- 8: These are just notes about the enemy or boss. These may tell you something amazing or totally random.
- 9: This is the difficulty and threat of the enemy/boss; 1-10 stars. Don't forget bosses are rated differently.

When I take about damage here is what I mean...

Imagine this bar vertical (Your life bar)



- 1 = Full health, if the attack does nothing, it is NO DAMAGE
- 2 = If you get this much damage taken off, you can obviously live from it. This I will consider 1-3 bars in the "LIGHT DAMAGE" area.
- 3 = This is the basic amount of damage, usually when getting hit by a boss or touching a regular smaller enemy. I will call 4-6 damage MEDIUM DAMAGE.
- 4 = This amount of damage is usually inflicted upon you when you touch a boss or a large stationary enemy you are suppose to kill to move on. When faced with this much damage, you should try to get hit by something weaker to go into invincible frames. So 7-9 is HEAVY DAMAGE.
- 5 = This usually happens from the same case as the above, only very rarely from anything except a stationary boss. Anything past 9 is EXTREME DAMAGE, and will most likely ruin your day.
- 6 = This is death. Only a very few things kill in one hit, in fact other than holes and spikes, I can't think of one. Otherwise this is

only does damage to a Few bosses and should only be used when you don't feel like fighting.

Fire Storm = This is a basic looking weapon until you touch something. See, you only shoot out a fire ball, but you also get surrounded in a little fire shield. When anything touches this, they will get damaged. Use this when you miss a lot, but still want that second chance if say, the enemy jumps over you.

Magnet Beam = This is a hidden item in Elect Man's Stage. It is about half way through the level behind a trio of blocks. Either use the Super Arm, or if you hate Guts Man's level, you can go through Elect Man's Stage Twice to blow up the blocks. This item is used as a self placed stepping stone. It can be jumped on, but here is something most people don't know about their first play through... the longer you hold down the button, the longer the magnet beam will be.

Boss Order-----

This is the order I did the bosses in...

BOMB > GUTS > CUT > ELECT > ICE > FIRE
(Bomb beats Guts, Guts beats Cut... and so on...)

You can start with Fire man, but his weapon is only needed for Bomb man, which you can still beat with the regular weapon. By all means go for Fire man first if he's easier, but his level will most likely leave you with scares.

So any ways, I started with Bomb man since his level is easy and so is he. You should have no trouble with this.

Then I moved on to Guts man, but his level might present a problem. If you have trouble, you can skip him and go to Cuts. (Use BOMB on boss)

When ever you get to Cut man, it's ok, he's not that hard to kill with the starting weapon. (Use GUTS on boss)

Any ways, once you are done with Cut man, move on to Elect man. Now if you skipped Guts man, then you will have to replay this level using Elect man's power to break the 3 blocks to get the item. If you did kill Guts man before hand, you don't need to do this twice...

(Now is the time to fight Guts man if you didn't, that Magnet Beam item should make that Green Hatch part a breeze). Also remember in Elect man's level is a good place to use the Rolling Cutter on those sliding enemies. (Use CUT on boss)

Now go to Ice man's stage, this level should never be done without the Magnet Beam, as you'll see why. Don't forget to use it at the part with flying platforms. (Use ELECT on boss)

Now if you did it the first way I mentioned, only Fire man should be left. If so, that Ice Weapon will work wonders in that stage. (Use ICE on boss)

Now you should be off to Wily's levels which are in order. Now if by any chance you have trouble with a boss or enemy, just refer to them below. This is why I wrote the FAQ...

weapons? Use only on the grounded ones.

- Thunder Beam - Use this because it can hit these guys when retraced and will on hit kill them.
- Ice Slasher - Use this when they are on the ceiling to freeze them in place--then walk by them.

Notes ----- These are also annoying enemies, but can be killed easy in many ways. These can appear on the ground, or upside down on the ceilings of this game. 500 Points.

Difficulty ----- **

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Name ----- Wall Turret
Hit points ----- 1
Found in ----- Bomb Man, Cut Man, Wily Stage 2

Appearance ----- An Orb on the side of a wall, which will open up, like a shell to reveal a barrel of a cannon.

Movement ----- They don't move; these shouldn't touch you.

Attacks ----- All this thing can do is shoot, The first shoot will be at about 60 degrees, next at 30, then 330, then 300 (It is assuming that the turret is on the left wall and you are looking at the angle in a standard form). To avoid this, you usually need to hurry and jump&shoot before the fire gets lower. (LIGHT)

Optimum Weapons - Mega Buster - This is all you need for this enemy, has one shoot will take it out.

Notes ----- You must stand underneath these enemies to receive the item they drop. Also when the hatch is closed, you can't damage them. 200 Points.

Difficulty ----- **

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Name ----- Sniper Joe
Hit points ----- 10
Found in ----- Bomb Man

Appearance ----- A green humanoid robot with a green vision, he also has a shield.

Movement ----- This guy will jump around or stay put. He is one of the few enemies with a relentless AI... that means if you get over him, he will jump and follow you. (Medium)

Attacks ----- When he isn't jumping or hiding behind his shield, he will randomly shoot bullets that look like yours, ONLY if you don't shoot at him. To dodge these, just do little jumps since other bullets will usually be hurled at you. (LIGHT)

Optimum Weapons - Mega Booster - This is all you really could use against him...

Notes ----- His shield will block your attacks. The only two times you can attack him is if he jumps, or while he is attacking. This enemy isn't that hard, he just takes a few seconds to kill. A form of this enemy appears in all the Mega Man games. 5000 Points.

Difficulty ----- *****

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Name ----- Flying Bombs

Hit points ----- 1

Found in ----- Bomb Man, Fire Man, Wily Stage 1, Wily Stage 3

Appearance ----- This look like Missiles that will always face the left.

Movement ----- These will go up and down, to the left. To avoid them, either jump over them or go under them... (Medium)

Attacks ----- If you can't take one of these guys out before it gets too close to you, try to avoid it. Because when you blow it up, it will explode and it has a wide range. (Medium)

Optimum Weapons - Mega Buster - All you can do it hit these guys with these, it only takes one hit, so don't worry.

Notes ----- It sometimes may be better to just let these guys pass you, as they will only respawn once the other one explodes or leaves the screen. 800 Points

Difficulty ----- *****

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Name ----- Slider

Hit points ----- Undefined

Found in ----- Bomb Man, Elect Man, Ice Man, Fire Man

Appearance ----- These are low to the ground things that will just go back and forth. They have a rounded semi-circle on the top.

Movement ----- These can only move back and forth, and that's how the can hit you. Hit these guys with your Mega Buster will stop these in there place. (Medium)

Attacks ----- NONE

Optimum Weapons - Rolling Cutter - These can hit these while they are on the ground.

- Thunder Beam - Same as the above, only faster.

Notes ----- Most of the time you can avoid these guys, but if you have weapons, you can kill them. One shot from your Mega Buster will halt them for a bit. 200 Points.

Difficulty ----- ***

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Name ----- Armored Orb
Hit points ----- 1
Found in ----- Bomb Man, Cut Man

Appearance ----- This is a two pieced flying orb that can spilt to reveal eyes and shots every 45 degrees (eight shots).

Movement ----- All this thing does is fly side ways, then stops to fire once and a while. (LIGHT)

Attacks ----- When it stops to fly, just make sure you know where to stand on the ground or even on a ladder. Make sure you are not under it. (LIGHT)

Optimum Weapons - Mega Buster - 1 shot when it opens = dead.

Notes ----- If you try and hit this thing while it's shell is closed, then it won't do anything. Once this enemy gets off scene another will start all over again. 800 Points.

Difficulty ----- ***

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Name ----- Octopus Suction Cup
Hit points ----- 5
Found in ----- Bomb Man, Cut Man, Ice Man, Wily Stage 2, Wily Stage 3

Appearance ----- This is a four flat sided enemy with an eye smack in the middle. You'll see it on all types of walls, grounds, and ceilings.

Movement ----- This will move either back and forth or up and down. Once it moves it will rest for a bit, this is your striking time. (MEDIUM)

Attacks ----- NONE

Optimum Weapons - Mega Buster - Just shoot these guys when they stop.

- Fire Storm - Use to hit these guys when they start off too close.

- Thunder Beam - Same as the above.

Notes ----- These are usually in packs, and are always preset. 300 Points.

Difficulty ----- ***

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Name ----- Sleepy Metool
Hit points ----- 1
Found in ----- Guts Man

Appearance ----- A little yellow thing with a helmet on, it has a cross on it.

Movement ----- None, it just sits there. (LIGHT)

Attacks ----- It will lift its helmet up and attack you with three bullets, one goes strait, and the other two make a V towards you. Either get close enough to jump the highest bullet or stand a little back and low jump the lowest on. (LIGHT)

Optimum Weapons - Mega Buster - One hit when it pops up.

Notes ----- Mega Man's Token enemy, at least 2 versions of it are in every Mega Man. You can NEVER kill these while they are hard down, with normal weapons. 500 Points.

Difficuly ----- **

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Name ----- Flying Skull
Hit points ----- 1
Found in ----- Guts Man, Cut Man, Wily Stage 2

Appearance ----- A Head with one row of grinning teeth under a little helicopter blade.

Movement ----- This head it slowly make its way toward you then once close to you, it will go haywire and start bouncing up and down and repeatedly hit you. This is all it can do though. To only way to avoid this is to just kill it before it gets to you. (LIGHT)

Attacks ----- NONE

Optimum Weapons - Mega Buster - Just one lucky hit will due.

- Fire Storm - I would use this, since if it gets hay wire, you can surely hit it with the shield.
- Rolling Cutter - An alternative to the above.

Notes ----- This is very relentless, kill these at all costs before they reach you. 500 Points.

Difficuly ----- *****

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Name ----- Shield Metool
Hit points ----- 10
Found in ----- Guts Man

Appearance ----- It looks like a Met has grow a body, with a caution flavored shield.

Movement ----- All this guy will do it jump into the screen and stay put. (LIGHT)

Attacks ----- Once he is standing still, he will launch a pick axe in your direction, he will keep doing this and they all will land were you were standing once he threw them. The best way to avoid getting hit is to keep shooting while moving towards them. (LIGHT)

Optimum Weapons - Mega Buster - When you fight these things, stay on the ground and fire as fast as you can.

- Hyper Bomb - One bomb will kill these guys.

Notes ----- This is the only Biped Metool, don't hit there shield either, as it does no damage. 1500 Points.

Difficulty ----- *****

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Name ----- Eye Presser

Hit points ----- 20

Found in ----- Guts Man, Cut Man, Elect Man, Ice Man, Wily Stage 1

Appearance ----- A giant one pegged pressing robot with one freaking eye.

Movement ----- All this can do is hop. But here is the problem, it's little hop you can't go under and its big hop you could. You some times MUST kill this thing before it kills you. (HEAVY)

Attacks ----- NONE

Optimum Weapons - Ice Slasher - Use this to freak them. You can do two things, freeze in mid air and run by him, or freeze on the ground to kill him. Either way, one you freeze him, switch to your Mega Buster.

Notes ----- This is about the most threatening enemy in the game. 9000 Points.

Difficulty ----- *****

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Name ----- Ladder Seekers

Hit points ----- 1

Found in ----- Elect Man, Wily Stage 4

Appearance ----- These are green oval shaped enemies that once they reach your level, they will expand with to arms.

Movement ----- Three move down from the top, three move up from the bottom. If you are in he middle, you won't get touched by them. (LIGHT)

Attacks ----- If you don't kill these fast enough, they will shoot two beams of lightning out of those two extended arms. You could either drop of the ladder or try and get between them. (LIGHT)

Optimum Weapons - Mega Buster - One hit kill, simple.

Notes ----- Always come in packs, on ladders, you can usually skip the bottom half if you hurry right from the start. 400 Points.

Difficulty ----- ****

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Name ----- Split Body
Hit points ----- 1 (Head) 3 (Body)
Found in ----- Ice Man

Appearance ----- These are green biped robots that walk like a monkey.

Movement ----- They will just keep walking toward you. Now if the body touches you or you kill the body, the top half will fly at you and will be hard to shake off. (LIGHT)

Attacks ----- The head can shoot single bullets out, they are weak and usually only happen when it splits. (LIGHT)

Optimum Weapons - Mega Buster - Forget the body, aim just 1 to the head

Notes ----- You get two drops from these guys. 500 points for each part.

Difficulty ----- ***

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Name ----- Flying Penguins
Hit points ----- 1
Found in ----- Ice Man, Wily Stage 3

Appearance ----- These are left flying penguins with propellers on their beaks.

Movement ----- Remember those bombs from Bomb Man's stage? Well these are the exact same thing... only with no Bomb. (Medium)

Attacks ----- NONE

Optimum Weapons - Mega Booster - One hit kills, these are very easy.

Notes ----- A waste of enemy. 500 points

Difficulty ----- **

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Name ----- Fire Balls
Hit points ----- 1
Found in ----- Fire Man

Appearance ----- Fire embers with eyes.

Movement ----- They launch three into the air and then fall down in a sideways manner. (LIGHT)

Attacks ----- NONE

Optimum Weapons - Mega Buster - Just on hit works.

- Thunder Beam - Use this for its upward shot to him

them easier.

Notes ----- These only hurt when they knock you into a hole. 200 Points.

Difficulty ----- **

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~Mega Man 1 Bosses

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Name ----- Bomb Man
Hit points ----- 28
Found in ----- Bomb Man, Wily Stage 4

Appearance ----- A yellow, black, and red robot. He has a red mohawk and carries large bombs

Movement ----- All he does is jump across the room, and he tries to hit you while he's doing so. But you also have to avoid his bombs he will most likely launch at the apex of his jump. (Medium)

Attacks ----- The only other thing this guy can do is throw his bombs. Now they aren't that hard to avoid, but they can explode. It still isn't hard to avoid even that, but the only thing that can be a problem is he landing on you trying to take the bomb hit. (Medium)

Optimum Weapons - Mega Buster - It only takes 14 hits to take him out with this weapon, he isn't that hard to do it with either.

- Fire Storm - It takes 7 hits to kill him with this weapon. You can use it any way you want to, either hit with it fully or with the shield.

Notes ----- He isn't that cool looking... 60000 Points.

Difficulty ----- ***

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Name ----- Guts Man
Hit points ----- 28
Found in ----- Guts Man, Wily Stage 4

Appearance ----- A large robot with a large jaw and a helmet almost like a met.

Movement ----- All he will do is jump toward you or up. If he jumps strait up, a huge rock will be in his hands in a few seconds. If he jumps, you should not be on land when he lands as he shakes the ground. (MEDIUM)

Attacks ----- His only other attack is to throw the rock at you, once he does, just make sure you jump it. If you are shaking from him jumping up and down, you'll probably get hit. (MEDIUM)

Optimum Weapons - Hyper Bomb - This bomb takes about 3 hits to kill him. Not only that, but he stand still most of the time so he's easy to hit with. This is a lot quicker than 14 Mega buster Rounds.

Notes ----- Everyone else finds him easy with the basic weapon... I don't for some reason... 7000 Points.

Difficulty ----- ****

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Name ----- Cut Man
Hit points ----- 28
Found in ----- Cut Man, Wily Stage 2

Appearance ----- He is a red-orange and white robot with a pair of handle-less scissors on his head.

Movement ----- He will walk then jump. He does the same thing over and over again. (Medium)

Attacks ----- Ok, there are a couple ways to live in this fight. First off, his ONLY attack is using his Blade. Now, here is the most important part to remember... it is a freaking boomerang. Now, if he is far away, jump his boomerang and then jump it when it comes back. If he throws it close and before it returns he jumps, walk under him... because if you jump you'll most likely get hit by either his jump or the returning blade. (Medium)

Optimum Weapons - Super Arm - See those Two blocks in the room? Each of those do 14 points of damage. Two hits and he's dead.

- Fire Storm - Use this if you have it and when you fight him with no blocks.
- Mega Buster - This does 3 points to him, so he's pretty easy right there. Any ways, the best thing to do is to move close to him and shot. He will get knocked back and he will throw a Cutter at you. You should be able to hit him again, and if you keep moving forward, he will jump over you so you don't have to worry about jumping over his return cutter.

Notes ----- None

Difficulty ----- *

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Name ----- Elect Man
Hit points ----- 28
Found in ----- Elect Man, Wily Stage 2

Appearance ----- He is a black robot with a little yellow design on

head.

Movement ----- He never jumps, but he walks toward you. (MEDIUM)

Attacks ----- His special is a tad different from the one Mega Man picks up. All he does it launch a ton of Flame waves. Now what's even worse is how they leave behind a little fire pile. Do you best to jump these and make should you attack every time you touch the ground.

Optimum Weapons - Ice Slasher - Just use this as you would your normal gun.

Notes ----- 70000 Points

Difficulty ----- *****

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Name ----- Yellow Devil

Hit points ----- 28

Found in ----- Wily Stage 1

Appearance ----- He is a Huge Yellow monster, composed of many yellow puff balls.

Movement ----- When his body is getting put together, about 20 pieces will fly to the opposite side of the room. This is a pain in the ass to dodge. The best I can tell you is have a lot of patients for this part. (MEDIUM)

Attacks ----- His only attack is a single bullet from his eye ball. This really shouldn't cause too much trouble, but it is stronger than the usually little pellet. (MEDIUM)

Optimum Weapons - Thunder Beam - Use this on his eye, that's about the fastest clean way to beat him.

Notes ----- Ok here is a tip- focus on the blocks coming in. After you try this boss about ten times (Yes it will take you about this many tries). Now the hardest part of this boss is when this happens (He always comes apart the same way)

- 4th
- 3rd -----(=)
- 2nd -----(=)
- 1st -----(=)

What you do, VERY lightly jump over the first one, High jump the second one after touching the ground, you might have to tilt a little right. Then land and tilt to the right. This is his hardest combo in my opinion. 100000 Points.

Difficulty ----- *****

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Name ----- Mega Man

Hit points ----- 28

Found in ----- Wily Stage 2

Appearance ----- He looks like... YOU!

Movement ----- He moves like... YOU!

Attacks ----- He attacks like... YOU!

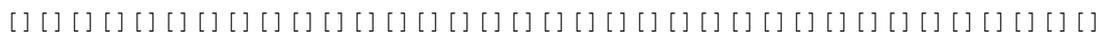
Optimum Weapons - Mega Buster - This is what you have to do. You have to fire and try and keep him pinned in the corner of the room. The best way to do this is look at this pic



If you can do this, he will usually jump and shot, so you can easily just stand on the ground and then start your next chain. If you don't know how to shoot like that picture, shoot on the ground then jump and shoot twice, land and repeat.

Notes ----- Ok, basically he copies the weapon you are using, and uses it himself. You can beat him with many weapons, but each of them are also effective against you. 100000 Points.

Difficulty ----- *****



Name ----- Seven Bubble Boss

Hit points ----- 70

Found in ----- Wily Stage 3

Appearance ----- A giant bubble with a thingy in the middle.

Movement ----- All this thing will do is move around the room's edges and sometimes go across it through the middle. Watch out however, these bubbles are huge and may require you to jump on the middle blocks so you can make it over them. (MEDIUM)

Attacks ----- All this thing can do is shoot out little bubbles at you in the same color as the bubble itself. It really doesn't even matter if this hits you since this boss can be won just from a damage race. (Medium)

Optimum Weapons - Mega Buster - Use this on the first three Bubbles, it should take 10 hits for each one.

- Super Arm - On your last four bubbles, throw a pile of bricks at them each. They will die in one hit.

Notes ----- If you think you are going to die at all, DO NOT THROW A BLOCK. This will make the level that much harder the next time to step into it. If you did die, the best thing to do is just lose all your lives and continue. 70000 points.

Difficulty ----- ****



Name ----- Dr. Wily

Hit points ----- 56

