

Mega Man 6 FAQ/Walkthrough

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----- [MEGAMAN 6] -----
-----[by Ice Queen Zero]-----
----- [Nintendo Entertainment System]-----

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INTRODUCTION

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The 6th and final game of the Megaman series for the NES. This one was released towards the end of the NES's lifespan thus the game (though made by Capcom) was released in the US by Nintendo themselves. Europe on the other hand got shafted on this one.

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STORY

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Eight robots are being displayed at a show, as everyone knows; someone comes along and reprograms the robots to cause total chaos. The person behind this madness seems to be a new enemy named Mr. X. He plans to use the robots to dominate the world (sound familiar). Now as Megaman, you must destroy these robots and take out Mr. X. But even after you beat Mr. X, there is still a not so surprise waiting for you. HMMMMMMMMMM!!

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CONTROLS

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Buster Shot and most weapons: press B

Jump: Press A

Charge Shot: Hold B then release when at level 1, 2, or 3

Climb ladders: Up or Down when overlapping one to grab then use up or down to climb.

Slide: Hold down and press A

Power: When equipped, Hold B then release when fully charged.

Jet: When equipped, Press and hold A when in midair.

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ITEMS

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Life up

Small one gives 2 bars of life and the big one gives 10 bars.

Weapon up

Same as above except for weapons.

1-up

Extra life.

Energy Tank

A cylinder with an E on it. When low on energy, use it to fill yourself back up
You can hold up to 9 E-tanks.

Weapon Tank

A cylinder with an M on it. Refills all your weapon energy.

Letters

These are found by beating the true boss of the stage marked with a * next to
the boss's name. Spell BEAT and you'll have BEAT available

B - from Tomahawkman

E - from Yamatoman

A - from Knightman

T - from Centaurman

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ENEMIES - MM6

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Aurk-Aurk

A robot seal who forms an energy ball over its nose and shoots it at Megaman.

Batabattan

Grasshoppers who attempt to hop at Megaman to hurt him.

Ben K

It will spin a spear for a few seconds and block frontal attacks then throw the
spinning spear forward. This leaves it open for attack for a few seconds.

Brain Break

Looks like a robotic nerd. When shot, it's glasses fly off and it gets mad and
starts to chase Megaman.

Brown

Hides inside of a brown jar and shoots in front and behind it. Shoot it once to
make it pop its head out then attack its head.

Cannon Joe

The Cannon Joe sits in a chair and turns towards Megaman and shoots at him.

Cannopeller

These Cannons sits on top of a propeller and shoot exploding balls.

Chokero

You'll see these in Centaurman's stage. They run interference when Megaman tries to cross the water area.

Colton

Texas Cowboy robots who shoot guns similar to wild western movies

Count Bomb

Step on these and it will count down to 0 and explode

Curlinger

Robots-shaped like curling stone (from the sport called curling). They bounce off of walls and slide across the floor.

Cyber Gabyoall

This version of the Gabyoall will rocket towards Megaman when he is level with it.

Dachone Ltd. Ed.

A limited edition version of the Dachone (from Megaman 5) that shoots pellets instead of lasers. It is faster but it can be attacked on any part of the body.

Fire Boy

Their purpose is to light the oil in Flameman's stage on fire which causes instant death to Megaman.

Fire Telly

Like the Fire Boy, they try to light the oil on fire to kill Megaman instantly. On another surface, the fire will stay there for a few seconds before vanishing away.

Gabgyo

A piranha robot that hops out of the water to attack Megaman when he hops over the pit.

Gaman and Gamadayu

You fight this duo when you take the shortcut in Yamatoman's stage. Gaman is the man on top and Gamadyu is the frog.

Gorilla Tank

They appear twice in Plantman's stage. It rides towards Megaman and shoots its fist at him or shoots bullets. You can drive it back by shooting its wheels.

Heli Beetle

They come out of trees and slowly fly towards Megaman.

Hotchkissn

When above Megaman, it will drop a small missile towards him.

Jet Beetle

Unlike Heli Beetles, they dart across the screen.

Katonbyon

Dragonflies that fly in and drop explosives.

Met

As before, they hide in their helmets and show their faces when ready to spit bullets in a 3-way formation.

Metall Potton

They are considered Metall Dispensers.

Moler

A machine with two drills that roll toward Megaman. They explode upon contact with a wall.

Pandita

They lob black balls but can shoot pellets if Megaman is within range.

Peat

Their eggs emerge from shoots in the floor and when they hatch, they fly to Megaman's current location.

Pelicaanu

When above Megaman, they drop fish on him.

Pooker

They lob bombs at Megaman, you need to hit them with a Power Punch or a Charged Shot to knock them on their back for an instant death. However, if they fall in the oil, you can use them to maneuver through it without getting killed by the fire.

Power Slam

They'll take flight and try to stomp on Megaman.

Propeller Eye

They home in on Megaman's current location, stop, open up to see where Megaman is, then fly towards him.

S-R300

They can easier suck Megaman in or blow him away. They switch functions from time to time.

SRU-21/P

They'll drop in to the water and flip over and explode. This sends out three bits of it.

Shield Attacker GTR

Basically a Shield Attacker with a makeover.

Shield Cannon

They lob shots while protected then they raise their shield to shoot pellets.

Shigaraki

Tanooki robots that send bouncing exploding balls.

Skull Walker

They spring out of dispensers and move and jump towards Megaman.

Spring Face Bomb

They'll hop around and the head will explode in a suicide attempt if the body is destroyed first or Megaman gets close.

Squidon

A giant Squid that will shoot both ice blocks along the floors and homing missiles through the air. Both projectiles can be destroyed.

Submarine Flier

Hides in a cloud then drops into the water and shoots at Megaman.

SW-525

They are like the Skull Walkers but they eventually explode.

Tadahou

A gun that shoots when Megaman gets close.

Teck

Enemies that walk on ceilings and fire when Megaman gets below them.

Twin Roder

Rolls on two wheels and tries to run into Megaman.

Wall Blaster 2

An upgrade of the Wall Blasters from Megaman 4.

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BOSSES - MM6

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Blizzardman (041)

He moves back and forth on his skis and when he stops and does some type of dance where he looks like he'd doing the twist, snowflakes will come out of nowhere and attack you. This is his Blizzard Attack. His other attack reminds you of a Sonic Spin Dash where he rolls in to a ball towards you and hits the wall. Flame Blasts will melt his ice.

Centaurman (042)

His stage music is so soothing. He tramples around shooting normal bullets that split into many directions when it hits a wall. He also has the Centaur Flash that can freeze you in place. The Knight Mace will make shot work of him.

Flameman (043)

He looks nowhere near his Battle Network counterpart although one attack is similar. Flameman's attacks are 3 fireballs and a fire pillar that is similar to the Fire Tower in Battle Network series. Put out his Fire with the Wind Storm.

Knightman (044)

Knightman is really not that hard. He jumps around a lot and when he stops, he throws his mace at you at different lengths. His shield will block your shots when he is not attacking but with the Yamato Spear, it will pierce through his shield and damage him anyway. AIN'T SO TOUGH NOW, HUH?

Plantman (045)

Plantman is too simple. He attacks just like Starman in Megaman 5. He'll shield himself, jump around, and then throw his shield at you. Put his butt on ice with the Blizzard Attack.

Tomahawkman (046)

He tosses Silver Tomahawks that spin like Frisbees, dips and then flies up. His other attack is where he sends 3 feathers at you almost in an Iceman-like pattern. The Plant Barrier is your best chance against him.

Windman (047)

This flyboy likes to use Wind Storms and charge at you while flying. Much like Gravity Hold raped Gyroman in Megaman 5, the Centaur Flash will do the same to Windman. It hits him wherever he is.

Yamatoman (048)

One of the coolest bosses I've seen in the game have been saved for last. He twirls his sword and sends a spear at you and if you get hit or dodge it, he will run and retrieve it. His other attack is when he jumps into the air and spins his sword and sends three spears at you. With the Silver Tomahawks, you'll burn him at the stake. **rain dances**

'Rounder 2

There are two of them. They move around on a zipline and drop nuggets onto Megaman. It's best to stay in the middle and jump over them and hit them as they pass. Any weapon works on them except the Centaur Flash. The best ones to use are Flame Blast, Knight Cutter, and Yamato Spear. However, if you want to make this fight unfair, equip the Power Adapter and bash it into the opposite direction.

Power Piston

It walks on the wall shooting bullets in 2 directions. The real danger is the falling rocks that drop randomly on the floor and explode with 1 inch radius.

Mettonger Z

A Metall riding a machine. It's not danger at all. Stand on the ground to avoid the straight shots and time your movements to get through the bouncing ones.

X Crusher

It just swings back and forth dropping purple balls that split in two and race across the floor. Just stay on the left side of the screen and shoot it with Flame Blasts.

Mechazaurus

Ride the platforms to where you are level with its head and shoot Yamato Spears into its eyes.

Tank-CS2

The best weapon to use on it is the Wind Storm on the top of the Tank. It tends to shoot bubbles.

Wily Machine 6

The first phase has the machine trying to stomp on Megaman and shoot random balls everywhere.

The second phase is the same except it takes shorter hops and shows Wily's face this time around.

Wily Capsule

As before, Wily appears in different spots to shoot spiral balls then he will disappear and reappear somewhere else and repeat the pattern.

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WEAPONS

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Blizzard Attack

Obtained from Blizzardman. Four snowflakes home in on the enemy.

Centaur Flash

Obtained from Centaurman. A bright flash of light kills enemies on screen.

Flame Blast

Obtained from Flameman. It is a fireball that turns into a fire pillar when it hits the wall and can also melt ice barriers.

Knight Crusher

Obtained from Knightman. Works like a boomerang that returns to you after you throw it.

Plant Barrier

Obtained from Plantman. Four leaves circle you and protect you from many enemies.

Silver Tomahawk

Obtained from Tomahawkman. A spinning axe that flies, dips, then soars into the air.

Wind Storm

Obtained from Windman. A tiny tornado will scroll across the floor.

Yamato Spear

Obtained from Yamatoman. Similar to the Needle Cannon, it fires high and low in succession.

Jet

Obtained from Plantman. Allows you and Rush to hover and fly to high places.

Power

Obtained from Flameman. This enables Megaman to knock out blocks.

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Flameman
Weakness: Wind Storm
Get: Flame Blast
Power

Enemies: Fire Boy, Fire Telly, Met, Pooker, Cyber Gabyoall, Wall Blaster 2

Since you'll need Power Adapter, let's start with Flameman first. Head right and kill the Mets. Slide when you get to the point where you have to slide since there is no Power Adapter yet, keep heading right and kill as many of the Fire Tellys as early as possible so they won't ignite the oil and create a fire that kills you instantly. Climb the ladder then kill the Wall Blaster 2s and keep climbing. Move right and take out the Pookers with charged shots. Knock one into the oil and you can use it as a hovercraft across the oil without harm from the fire if any. Keep moving and killing any enemies in the way until you reach a ladder and climb down. Kill the Wall Blaster 2s and continue down.

Now you got to deal with Cyber Gabyoalls who thrust at you if on your level. You also got some Fire Boys to worry about too since they also ignite oil. Make your way to an E-Tank and keep moving right and kill as many enemies as you possibly can until you reach the gate.

Flameman's moves are tricky but once you learn how to dodge them, he's done for. When he sends his flame pillars at you, jump towards him and you'll be unharmed. But you have to be quick. He'll jump and will either throw one to three fireballs at you or do one or two fire pillars at you then jump again. There is also a safe spot in the middle of the pillars so try to land there if possible. Hang in there and the Flame Blast and Power Adapter are yours.

Blizzardman
Weakness: Flame Blast
Get: Blizzard Attack

Enemies: Aurk-Aurk, Propeller Eye, Cannon Joe, Squidon, Teck, Curlinger,
Count Bomb, Shield Attacker GTR

It is a cinch that Blizzardman is next since fire can work on ice since it actually works both ways in real life. Move right and kill the Aurk-Aurks and Propeller Eyes. Use Flame Blasts to get the 1-up and carefully jump out of the corner or the 1-up will be all for naught if you don't have the Jet adapter but still possible to jump to safety. Now hop across the Count Bombs to the top path and get the large life-up and drop down and steer left. Kill the Propeller Eye and destroy the cracked ice block with the Power Adapter for the 1-Up, then drop down. Kill the Curlingers and Shield Attacker GTRs and climb down. That cracked ice block on the way holds a large life up.

Kill the Squidon by getting next to it and pumping slugs in it then climb down and head right. You're now on a rising and sinking submarine. Take out the ice blocks and Cannon Joes as you go and be careful to avoid the spikes above and below the screen. If you got guts, destroy the ice block and return to normal and when the sub rises, slide to the right to get to the small life ups and Energy tank at the end then head back the same way. At the end of the sub, hop across the Count Bombs and climb the ladder. Go for the ladder in this room and climb up then detonate the Count Bombs to reach the gate.

Blizzardman loves to ski around. When he dances back and forth, snowflakes form and home in on you. When he rolls into a ball, be prepared for a spin attack that will hit you if you are not hugging the wall when jumping over it. 7 Flame Blasts will put him on ice.

Plantman
Weakness: Blizzard Attack
Get: Plant Barrier
Jet

Enemies: Gabgyo, Batabattan, Heli Beetle, Jet Beetle, Propeller Eye, Tadahou,
Gorilla Tank, Power Slam

Two Heli Beetles and two Batabattans await you at the beginning. Kill them and break the cracked wood block for a life-up and 1-up. Climb the ladder, Watch out for the Power Slam as you head for the ladder and climb up. Avoid the Propeller Eyes and kill the Tadahous as you drop down to receive an item from Eddie. When you drop, you'll face a Gorilla Tank. Shoot its wheels to back him up and aim charged shots at its eyes. Move right and take out the Heli Beetle and Batabattan and maneuver across the springs.

Hold jump to jump higher but do not jump higher when underneath the spikes. Head right and fight another Gorilla Tank. Kill it with 8 charged shots as before and move along the springs again. Watch out for Jet Beetle charging in from the right and also watch out for Gabgyos hopping out of the pits. There are balloons that become platforms when you shoot them, do so and gather the small energy ups that the flowers hold. Watch out for Tadahous that bounce too. Soon you'll be able to face Plantman.

Plantman is way too easy. He activates his Plant Barrier, jumps around and throws it at you. Hit him with you Blizzard Attacks to kill him.

Tomahawkman*
Weakness: Plant Barrier
Get: Silver Tomahawk
Beat Parts - B

Enemies: Moler, Power Slam, Teck, Twin Roder, Skull Walker, Hotchkissn,
Metall Potton, Colton, Shield Attacker GTR

With Plantman gone, you now have the Jet Adapter. Head right, and kill the Coltons and destroy the very last barrel for an E-Tank. Drop down and kill another Colton and continue falling. Avoid the Shield Attacker GTR and kill the Metall Potton and keep moving. Kill the Molers and Mets and climb up to get Eddie's item and continue climbing. Fly up to the ladder and make it to the end to gather some useful items and drop down. Kill the Twin Roder and drop down and avoid the Power Slam and move right.

Kill the Metall Potton and climb the ladder and climb up and destroy the cracked block and get the energy balancer and head back and climb back down and back to the spot where the Shield Attacker GTR was. Fly over it and head for the ladder. Climb up and move right and take the top path and enter the gate to fight the real boss.

Get close to Tomahawkman and use up all your Plant barriers when he is not stunned so you can get the victory. You may take some damage in this fight.

Yamatoman*
Weakness: Silver Tomahawk
Get: Yamato Spear
Beat Parts - E

Enemies: Tacahou, Teck, Propeller Eye, Gabgyo, Gaman and Gamadayu, Ben K,
Spring Face Bomb, Shigaraki, Dachone Ltd. Ed., Cyber Gabyoall,
Katonbyon

Head right and kill the Shigarakis and destroy a cracked area and a Ben K. Destroy another cracked block and drop down Head right and kill the Gaman and Gamadyu team by shooting the eyes and proceed to the ladder and get the E-Tank and head up. Good shortcut wasn't it? In fact, that was the only way to fight that robot team. Head right and kill the Shigaraki and fly up to the top ladder and climb up. Knock out the Cyber Gabyoall and fly to the ladder. Kill the Ben K. and head right. Fly to the wheels and kill the Spring Face Bombs and get ready for battle against the real Yamatoman.

Yamatoman spins his spear and sends an arrowhead at you. He will run to get it. Take advantage of him and hit him with a Silver Tomahawk. Yamatoman's other attack is where he jumps and throws three arrowheads at you. 7 hits will due him in.

Knightman*
Weakness: Yamato Spear

Get: Knight Crusher
Beat Parts - A

Enemies: Brown, Cyber Gabyoall, Brain Break, Shield Cannon, SW-525, Moler,
Twin Roader, Skull Walker

Drop down and kill the Twin Roader and get the 1-up with the Power adapter. Drop down again and kill the launcher by shooting it then shooting the head that comes out. Move right and kill the Moler and be careful of the rising and falling ceiling. Get to the safe spot then when it's safe, make a break for it and kill the Moler. Climb the ladder a few screens up, and kill the Skull Walker on the way. At the top, head right and kill the Shield Cannons and climb the ladder for Eddie's item then climb up.

Move right and kill the Brain Breaks who get mad after you knock their glasses off and drop down. Avoid the SW-525s and keep falling down. Bounce around the floor and ceiling as you go right and avoid the Cyber Gabyoalls. Destroy the block and drop down. Do the same for the Cyber Gabyoall and the other blocks and face the real Knightman.

Knightman can guard himself all he wants but the Yamato Spear pierces his shield. Take no prisoners and beat this sucker.

Centaurman*
Weakness: Knight Crusher
Get: Centaur Flash
Beat Parts - T

Enemies: Pooker, Gabgyo, Chokero, Pelicaanu, Shield Cannon, Squidon, SRU-21/P,
Submarine Flier, Wall Blaster 2

Head right and kill the Pelicaanus and falling SRU-21/Ps and drop down. Kill the Gabgyos and drop down some more. Head right and time your jumps carefully as you kill the Wall Blaster 2s and Gabgyos. Maneuver through the zigzag part and drop down to where the water rises up and down above you. Kill the Chokeros and wait for the water to be low so you can clear the spikes since the water still works the same way as in other games.

Climb up, get Eddie's item, and keep climbing. Head right and avoid the Submarine Fliers as much as possible and climb the ladders. Let the SRU-21/Ps drop and keep climbing. Kill the Squidon or take damage and run through it and fly to the gate to fight the real Centuarman.

Centuarman trots around and shoots bullets that will split when it hits a wall. Just stay grounded and you won't be hit. Centuarman is slick too. He likes to vanish and reappear on the screen and his Centuar Flash freezes you. Take him out with Knight Crushers. You should have all 4 BEAT letters now.

Windman
Weakness: Centaur Flash
Get: Wind Storm

Enemies: Cannopeller, Power Slam, Twin Roader, Pandita, Cyber Gabyoall

Last of the 8 robots to go. Head right and kill the Panditas and climb up a few screens taking out the enemies. At the top, avoid the Cyber Gabyoalls and

at the end of the trail, just fall onto the fan or the fan will blow you into the spikes if you jump. Head right and jump on the platform and jump to the other side so it can catch you. Do the same thing with the other platforms till you get to a point where you fly and slide to the items and then climb up the ladder.

Slide under the Cyber Gabyoall and climb up and head right and kill all enemies as you travel as you drop down as well. Head right and kill the Panditas and carefully move through the fans. Fall onto the first fan and let the second fan lift you up to the ladder and the Pandita will miss its shot. Fly to the items if needed and get ready for a showdown with Windman.

Just hit Windman with Centuar Flashes when he is not stunned. Windman will try to suck you towards him or throw Blades at you. All your Centaur Flashes will win the fight for you.

Mr. X Stage 1
Boss: 'Rounder 2
Weakness: Flame Blast
Knight Crusher
Yamato Spear
Plant Barrier
Blizzard Attack
Silver Tomahawk
Wind Storm
Power

Enemies: Shield Cannon, Cyber Gabyoall, Cannopeller, Batabattans

Run right and wait for the Shield Cannons to launch a ball then shoot them before they shoot a ball then climb the ladder. Knock out the Cyber Gabyoall and climb the other ladder. Throw a Silver Tomahawk at the Cannopeller and fly to the ladder and climb up. Take out the Cyber Gabyoall and gun and climb up. Instead of flying up the ladder, arm your Power Adapter and hop onto the two switching platforms and on the top one run left instead of jumping to land on the lower platform and hop onto the higher platform again and knock out the cracked wall. Knock out the Batabattans and the cracked blocks in your way. The last cracked block contains 4 1-Ups. Now climb the ladder and enter the gate to the right.

The two 'Rounder 2s are tricky to hit. The best thing to do is stay in the middle and hit them on the sides with the Knight Crusher or the Yamato spears. In the middle, you can jump over them as they pass by and not take much damage.

Mr. X Stage 2
Boss: Power Piston
Weakness: Silver Tomahawk

Enemies: Molers, Mets, Skull Walker, Hotchkissn

Run right and kill the Molers and Mets in your way. Be sure to collect the weapon ups too. Jump carefully between the spikes. On the next screen, just run through the falling platforms and fly to over the spikes to the next screen. In this section, watch out for the hidden gaps marked by a yellow strip on the walls. The first pit is safe to fall into as you can fly out of them but the other pits will kill you. Keep killing enemies in the next two screens and

you'll meet your next Mr. X boss, Power Piston.

Take out your Silver Tomahawks here and watch out for its Piston Bullets and the rocks that fall down and have an inch radius upon contact with the ground. When Power Pistion is high then move to the left and shoot your Silver Tomahawks so that they will float up to hit it in it's core. If it's low, move right until the Tomahawks can hit it.

Mr. X Stage 3
Boss: Mettonger Z
Weakness: Blizzard Attack

Enemies: Cyber Gabyoalls, Ben K., Fire Telly, Pooker, Cannopeller

Get the 1-up if you want it but be prepared to fight off the Cyber Gabyoalls. Take the left ladder for an E-Tank then just fall down. Now climb the right ladder and kill the Ben K and climb the ladder. Head right and it's best to fly here to make it safely through the platform. Be sure to knock out the Pooker then return to Jet Adapter and head right. Watch out for the spikes above. Knock out the Fire Tellys and move take the lower path and knock out the blocks and Cyber Gabyoalls and climb the ladder. Shoot the Cannopeller and climb the ladder. Alternate between the Jet and Power Adapters as you head for the gate and just fly over the last Fire Telly to meet the boss.

Mettonger Z rolls around and will either bounce energy balls at you or shoot them forward in threes. If it shoots forward then stay grounded. If it bounces the balls then try to maneuver under each one. The best weapon to use here is the Blizzard Attack. It'll take all of your Blizzard Attacks to beat it if you have a full Bar.

Mr. X Stage 4
Boss: X Crusher
Weakness: Flame Blast

Enemies: Wall Blaster 2, Peat, Tadahou, Shield Attacker GTR, SW-525, Colton

Climb up and get the weapon up and climb the ladder on the left. Kill the Wall Blaster 2s by climbing the ladder halfway then shooting to the left then dropping down and flying to the top ladder. Take out the Wall Blaster 2s and take the top sliding path and knock out the block below for an E-Tank. You can also take the top path to get the weapon ups out the blocks. Hit the blocks over the columns to prevent Peats from coming out. Make it to the ladder and knock out the blocks and avoid the Wall Blaster 2 as you climb up. Kill the enemies and you have the option of going up or going right. The top path takes you through SW-525s and a 1-up before you drop down. Going right takes you through tough jumps and Coltons. At the end of either path, drop down and head right. Knock the walls forward and there is an E-Tank you can get immediately, you have to move forward and backtrack to get it. Maneuver through the Peats and Wall Blaster 2s and face Mr. X.

This battle is (to quote Mai Shiranui's win quote from the game King of Fighters 99') "Too easy you ask, you're too weak to be easy." Just stay on the very left and jump only over his energy balls since he will not touch you while he is swinging left to right. 7 Flame Blasts and Murder is all she wrote. After the battle, Mr. X will reveal himself to be none other than "Guess Who?" That's right, it's Dr. Wily. LOL @ the fact that he misspelled failed. He claims he still has enough power to destroy you and says let the final battle begin. He's

right because this is the last NES game.

Dr. Wily Stage 1
Boss: Mechazaurus
Weakness: Yamato Spear

Enemies: Met, Fire Telly, Cyber Gabyoall, Shield Cannon, Cannopeller, Ben K., Cannon Joe, Squidon

Maneuver through Mets and Fire Tellys and fly to the end and drop down. Kill the Shield Cannons and keep falling. Knock out the Cyber Gabyoall and kill the Cannopeller and get the life up if you need it and drop down. Kill the Cannopeller and fly through the fans and drop down. Kill Shield Cannons here and be prepared for a tricky part. Fall 2 screens through the middle then steer right and land on the fans. Kill the Cannopeller and drop down to the left and kill the Cannon Joe.

This is a tough spot, grab your Jet Adapter and jump then hit the Fly Button, you dip a little bit then rise up and steer left to fly across the ceiling and drop down. Run right and hit Fly to dip as you fall to the right and move left and drop down. Head right and take the hit from the Ben K. if you can afford it and run right, same goes for the Squidon and soon you're at the gate.

Mechazaurus awaits you. Hop onto the rising platforms and hop off of them before they reach the ceiling and shoot its eyes with the Yamato Spear. Be sure to avoid the fireballs it spits out too.

Dr. Wily Stage 2
Boss: Tank-CS2
Weakness: Wind Storm

Enemies: Curlinger, Shield Attacker GTR, Brain Break

Knock out the wall behind you for an E-Tank then run right. Kill the Curlingers and the Shield Attacker GTRs and climb the ladder. Now for the reappearing/disappearing blocks, hop left two blocks, then up two blocks in which you're at the top then wait for a block to appear next to the slide area then slide to the ladder and climb up. Run right and kill the Brain Breaks and drop down 2 screens. Run right and kill the Brain Breaks and enter the gate.

Tank-CS2 rolls on three wheels and lobs bullets and shoots bubbles at you. Aim your Wind Storms at the middle of the boss and kill it in 7 shots.

Dr. Wily Stage 3
Boss: All 8 bosses
Weakness: Same as before

Enemies: Gabgyo, S-R300, Wall Blaster 2, Yamatoman, Plantman, Knightman, Centaurman, Windman, Blizzardman, Flameman, Tomahawkman

Kill the Gabgyos and avoid the spikes. The fan/wind hybrid can help you or hurt you. Make it to the ladder and climb up to kill the Wall Blaster 2s and fly to the ladder. Get ready for the traditional 8 boss copy battles. Here is the order of bosses.

