Mega Man VI Password Mechanics Guide

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                       Version 0.1
                          As of
                      May 17th, 2003
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                   By Kurtis "Fragnarok" Seid
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)UPDATES(
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V 0.1 - Guide is made
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)INTRO TO THE GUIDE(
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If you were not already aware, the passwords of many of the Mega man
games are not just random placements of bubbles or numbers, but rather
rely on theorems. Mega man 2-6 use rather simple theorems to determine
which Robot Masters you have defeated and what items you have gained;

Mega man 7 and Mega man X-X3 also use theorems, but they are even more complex.

This guide covers the mechanics of the sixth game in the series, Mega man 6, and will help you to create one of the possible 2592 passwords.

If you want to make lude comments or other forms of meaningless ramblings send them to Fragnarok@hotmail.com, where they will simple rot.
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)OVERVIEW OF EACH COORDINATES(
||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||
As you should know, Mega man 6's passwords are on a 6x6 grid, with numbers running along the X-axis and letters along the Y-axis. Here is a list of which each of the 36 coordinates controls, grouped by letters:

-A's-

A1 - Destroys Flame man if you don't have the Energy Balancer; Keeps Blizzard man and Tomahawk man alive if you have the Energy Balancer

A2 - Keeps Blizzard man and Tomahawk man alive if you don't have the Energy Balancer; Destroys Blizzard man if you have the Energy Balancer

A3 - Keeps Knight man and Plant man alive if you don't have the Energy Balancer

A4 - Destroys Plant man if you don't have the Energy Balancer

A5 - Destroys the fake Knight man if you don't have the Energy Balancer; Keeps Knight man and Plant man alive if you have the Energy Balancer

A6 - Destroys Plant man if you have the Energy Balancer

-B's-

B1 - Keeps Wind man and Yamato man alive if you don't have the Energy Balancer; Destroys the fake Tomahawk man if you have the Energy Balancer

B2 - Keeps Centaur man and Flame man alive if you don't have the Energy Balancer; Destroys Blizzard man and the fake Tomahawk man if you have the Energy Balancer

B3 - Destroys the real Yamato man if you have the Energy Balancer

B4 - Destroys Blizzard man and the fake Tomahawk man if you don't have the Energy Balancer; Destroys Wind man and the real Yamato man if you have the Energy Balancer

B5 - Destroys the fake Yamato man if you don't have the Energy Balancer; Destroys the real Knight man if you have the Energy Balancer

B6 - Destroys the fake Knight man and Plant man if you have the Energy Balancer

```
-C's-

C1 - Destroys the fake Centaur man if you don't have the Energy
Balancer

C2 - Destroys Blizzard man if you don't have the Energy Balancer

C3 - Keeps Centuar man and Flame man alive if you don't have the Energy
Balancer

C4 - Destroys the real Knight man if you don't have the Energy Balancer

C5 - One of the few coordinates that does nothing

C6 - Also does nothing

-D's-

D1 - Destroys Wind man and the fake Yamato man if you don't have the
Energy Balancer; Destroys the real Tomahawk man if you have the Energy
Balancer

D2 - Destroys Blizzard man and the real Tomahawk man if you have the
Energy Balancer

D3 - Destroys the fake Centaur man if you have the Energy Balancer

D4 - Destroys the real Tomahawk man if you don't have the Energy
Balancer; Destroys the fake Centaur man and Flame man if you have the
Energy Balancer

D5 - Destroys the real Knight man if you have the Energy Balancer

D6 - Destroys Wind man and the real Yamato man if you don't have the
Energy Balancer; Destroys the real Knight man and Plant man if you have
the Energy Balancer

-E's-

E1 - Destroys the fake Centaur man and Flame man if you don't have the
Energy Balancer; Keeps Wind man and Yamato man alive if you don't have
the Energy Balancer

E2 - Destroys the fake Tomahawk man if you don't have the Energy
Balancer; Destroys Wind man if you have the Energy Balancer

E3 - Destroys the fake Knight man and Plant man if you don't have the
Energy Balancer

E4 - Destroys the real Knight man and Plant man if you don't have the
Energy Balancer

E5 - Gives you the Energy Balancer

E6 - Does nothing

-F's-

F1 - Destroys the real Centaur man if you don't have the Energy
Balancer; Destroys the fake Yamato man if you don't have the Energy
```

Balancer

F2 - Destroys Wind man and the fake Yamato man if you have the
Energy Balancer

F3 - Destroys the real Centuar man and Flame man if you don't have the
Energy Balancer; Destroys the real Centuar man if you have the Energy
Balancer

F4 - Destroys Blizzard man and the real Tomahawk man if you don't have
the Energy Balancer; Destroys the real Centuar man and Flame man if you
have the Energy Balancer

F5 - You don't have the Energy Balancer

F6 - Does nothing
===

###
)MAKING A PASSWORD(
|||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||
When you go to form a password simply remember not to pair two
coordinates that are grouped with one another. If you can't figure out
which are grouped here is a simpler list:

-Group 1: Energy Balancer-
You don't have it: F5
You have it: E5

-Group 2: Blizzard man and Tomahawk man-

Without EB-
Blizzard man destroyed, Tomahawk man alive: C2
Blizzard man alive, fake Tomahawk man destroyed: E2
Blizzard man alive, real Tomahawk man destroyed: D4
Blizzard man destroyed, fake Tomahawk man destroyed: B4
Blizzard man destroyed, real Tomahawk man destroyed: F4
Blizzard man and Tomahawk man alive: A2

With EB-
Blizzard man destroyed, Tomahawk man alive: A2
Blizzard man alive, fake Tomahawk man destroyed: B1
Blizzard man alive, real Tomahawk man destroyed: D1
Blizzard man destroyed, fake Tomahawk man destroyed: B2
Blizzard man destroyed, real Tomahawk man destroyed: D2
Blizzard man and Tomahawk man alive: A1

-Group 3: Flame man and Centaur man-

Without EB-
Flame man destroyed, Centaur man alive: A1
Flame man alive, fake Centaur man destroyed: C1
Flame man alive, real Centaur man destroyed: F1
Flame man destroyed, fake Centaur man destroyed: E1
Flame man destroyed, real Centaur man destroyed: F3
Flame man and Centaur man alive: B2

With EB-
Flame man destroyed, Centaur man alive: C4
Flame man alive, fake Centaur man destroyed: D3

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Flame man alive, real Centaur man destroyed: F3
Flame man destroyed, fake Centaur man destroyed: D4
Flame man destroyed, real Centaur man destroyed: F4
Flame man and Centaur man alive: C3


-Group 4: Plant man and Knight man-

Without EB-
Plant man destroyed, Knight man alive: A4
Plant man alive, fake Knight man destroyed: A5
Plant man alive, real Knight man destroyed: C4
Plant man destroyed, fake Knight man destroyed: E3
Plant man destroyed, real Knight man destroyed: E4
Plant man and Knight man alive: A3


With EB-
Plant man destroyed, Knight man alive: A6
Plant man alive, fake Knight man destroyed: B5
Plant man alive, real Knight man destroyed: D5
Plant man destroyed, fake Knight man destroyed: B6
Plant man destroyed, real Knight man destroyed: D6
Plant man and Knight man alive: A5


-Group 5: Wind man and Yamato man-

Without EB-
Wind man destroyed, Yamato man alive: B3
Wind man alive, fake Yamato man destroyed: B5
Wind man alive, real Yamato man destroyed: D3
Wind man destroyed, fake Yamato man destroyed: D1
Wind man destroyed, real Yamato man destroyed: D6
Wind man and Yamato man alive: B1


With EB-
Wind man destroyed, Yamato man alive: E2
Wind man alive, fake Yamato man destroyed: F1
Wind man alive, real Yamato man destroyed: B3
Wind man destroyed, fake Yamato man destroyed: F2
Wind man destroyed, real Yamato man destroyed: B4
Wind man and Yamato man alive: E1


-Group 6: Unused digits-
C5, C6, E6, F6


As you can see to make a code you will only need a total of 5 bubbles.
If you mark all Robot masters as destroyed then you will go to the
first level of Mr. X's Castle. There is no password to get farther then
that.
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)SOME EXAMPLES(
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If you still can't figure it out here are a few examples of Passwords.
I'm not going to include all of them seeing how there are so many.


-Single Robot Masters without the EB-

Blizzard man:
    1   2   3   4   5   6
```

```
A|___|___|_*_|___|___|___|
B|_*_|_*_|___|___|___|___|
C|___|_*_|___|___|___|___|
D|___|___|___|_*_|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|
```

Fake Centaur man:
```
   1   2   3   4   5   6
A|___|_*_|_*_|___|___|___|
B|_*_|___|___|___|___|___|
C|_*_|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|
```

Real Centaur man:
```
   1   2   3   4   5   6
A|___|_*_|_*_|___|___|___|
B|_*_|___|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|_*_|___|___|___|_*_|___|
```

Flame man:
```
   1   2   3   4   5   6
A|_*_|_*_|_*_|___|___|___|
B|_*_|___|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|
```

Fake Knight man:
```
   1   2   3   4   5   6
A|___|_*_|___|___|_*_|___|
B|_*_|_*_|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|
```

Real Knight man:
```
   1   2   3   4   5   6
A|___|_*_|___|___|___|___|
B|_*_|_*_|___|___|___|___|
C|___|___|___|_*_|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|
```

Plant man:
```
   1   2   3   4   5   6
A|___|_*_|___|_*_|___|___|
B|_*_|_*_|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|
```

```
Fake Tomahawk man:
    1   2   3   4   5   6
A|___|___|_*_|___|___|___|
B|_*_|_*_|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|_*_|___|___|___|___|
F|___|___|___|___|_*_|___|

Real Tomahawk man:
    1   2   3   4   5   6
A|___|___|_*_|___|___|___|
B|_*_|_*_|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|_*_|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|

Wind man:
    1   2   3   4   5   6
A|___|_*_|_*_|___|___|___|
B|___|_*_|_*_|___|___|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|

Fake Yamato man:
    1   2   3   4   5   6
A|___|_*_|_*_|___|___|___|
B|___|_*_|___|___|_*_|___|
C|___|___|___|___|___|___|
D|___|___|___|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|

Real Yamato man:
    1   2   3   4   5   6
A|___|_*_|_*_|___|___|___|
B|___|_*_|___|___|___|___|
C|___|___|___|___|___|___|
D|___|___|_*_|___|___|___|
E|___|___|___|___|___|___|
F|___|___|___|___|_*_|___|

-The EB but no bosses-
    1   2   3   4   5   6
A|_*_|___|___|___|_*_|___|
B|___|___|___|___|___|___|
C|___|___|_*_|___|___|___|
D|___|___|___|___|___|___|
E|_*_|___|___|___|_*_|___|
F|___|___|___|___|___|___|

-The EB, Blizzard man, fake Centaur man, Plant man, real Tomahawk man,
real Yamato man-
    1   2   3   4   5   6
A|___|___|___|___|___|_*_|
B|___|___|_*_|___|___|___|
```

```
C|___|___|___|___|___|___|
D|___|_*_|_*_|___|___|___|
E|___|___|___|___|_*_|___|
F|___|___|___|___|___|___|
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)CREDITS(
|||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||
-Acknowledgements-
Nesticle - Which I used to test this

Nintendo Power - If I recall right, mentioned something about this

-Other works-
+Ending FAQs for Tactics Ogre on Playstation and Super Nintendo
+Walkthrough for Mega Man: Wily Wars on Genesis
+Special Mag evolution guide for Phantasy Star On-line Episode 1 and 2
on Gamecube and Xbox
+ATAC and Pilot guide for Vanguard Bandits on Playstation
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~End Fragnarokment
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