

Mega Man: Powered Up Playable Character FAQ

by rdj

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MEGAMAN POWERED-UP/ROCKMAN ROCKMAN
Playable Character FAQ
for the PSP

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If you have any complains, corrections, suggestions or questions regarding this guide feel free to E-mail me at the adress below. No Spams PLEASE. Thank you^_^

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Section contents
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\ If you want to quickly go into a portion of this guide/
\ Use Ctrl+F. It will make you life easier :) /

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Introduction.....	[intro]
Version History.....	[veroo]
Playable Characters.....	[chars]
Mega Man/Rockman.....	[megar]
Mega Man/Rockman S.....	[megas]
Mega Man/Rockman C.....	[megac]
Mega/Rock.....	[rockm]
Cut Man.....	[cutsy]
Guts Man.....	[gutsy]
Ice Man.....	[icecy]
Bomb Man.....	[bombr]
Fire Man.....	[fiery]
Elec Man.....	[volty]
Time Man.....	[watch]
Oil Man.....	[slick]
Roll.....	[rolls]
Proto Man/Blues.....	[blues]
FAQ.....	[faqsq]
Credits.....	[cred]
Legal Information.....	[legal]

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Hi welcome to my first ever mini-guide. This guide will be discussing about the playable characters available in the recent Mega Man classic remake Rockman Rockman or Mega Man Powered Up. Well I wanted to make a full guide for this game but the fact that I don't have much time or I'm just too lazy made me decide to just settle for an in-depth guide about the playable characters in the game. Well it has a dozen of characters that you can play as so it might be helpful if I make a section for them. So I came up with this guide.

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Version History

[veroo]

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Version 1.6- 03/30/07

Well added at least one update.

Version 1.5 - 08/10/06

Made some changes and updates for the guide. Added a section for Roll's Downloadable costumes.

Version 1.1 - 06/03/06

Corrected some bad typos, spellings and grammars.

Version 1.0 - 06/02/06

Completed the FAQ and all the characters playable in the game. However not finished with the alternate costumes for Roll.

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Playable Characters

[chars]

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One of the things that makes this game shine is the fact that it has a lot of playable characters. Unlike the classic Megaman/Rockman games where you only play as the Blue Bomber, this game enables you to play other characters. In fact almost all of them. You can unlock Robot masters to play as them and much more. Note that you cannot do this in the Old Style Mode of the game. Here is the list of all possible playable characters in the game. I'll be giving some descriptions, their weapons, abilities and how to unlock them.

=====

Mega Man/Rockman

[megar]

=====

Japanese name: Rockman

English name: Mega Man

+-----+

|Description|

+-----+

The main protagonist of the game. He is also popularly known as the Blue Bomber. Mega Man was originally a helper robot designed by Dr. Light along with Roll. When one day Dr. Wily the main antagonist of the game stole all of the Robot Masters Dr. Light created and intends to use them for world domination. So Mega, having a strong sense of justice persuade Dr. Light to transform him into a fighting robot called Mega Man. He is out to stop Dr. Wily and this time also rescue his brothers.

+-----+

|Weapon(s)|

+-----+

-Mega/Rock Buster-

-This is the blue bomber's default weapon. It allows him to shoot 3 consecutive yellow bullets on his enemies. It is his most reliable weapon in the game.

-Rolling Cutter-

(obtained by defeating Cut Man)

This weapon allows Megaman to shoot scissors in a boomerang pattern. Only its in a limited range and you can only throw scissors one at a time.

-Super Arm-

(obtained by defeating Guts Man)

This weapon allows Megaman to lift and throw Gutsblock. It is a very powerful weapon and has a good range. But you cannot use it if there are no Gutsblock on the area: (

-Ice Slasher-

(obtained by defeating Ice Man)

A horizontal range weapon. Shooting an arrow like ice onto enemies. This weapon can freeze enemies and fire into solid ice for a while. But this time they will be really ice encasing them :) Its good to use against strong enemies like Big Eye.

-Hyper Bomb-

(obtained by defeating Bomb Man)

This weapon allows Mega Man to throw bombs but only in a fixed and limited range. It is powerful but takes time to explode. So be sure not to miss:p

-Fire Storm-

(obtained by defeating Fire Man)

A weapon that allows you to shoot a firewave and at the same time cover you with balls of fire for protection. The balls of fire will be gone after a while though but its a good protection to enemies. This is also the second fastest

weapon next to the Mega Buster.

-Thunder Beam-

(obtained by defeating Elec Man)

Weapon that shoots a snake like electricity. The good thing is that it shoots in 3 directions. Horizontally, upwards and downwards. It is indeed a powerful weapon.

-Time Slow-

(obtained by defeating Time Man in New Style mode only)

This weapon slows the flow of time, slowing enemies down also. A good weapon if you are not in a rush. With it you can do the things you want :p Gimmicky but also useful.

-Oil Slider-

(obtained by defeating Oil Man in New Style mode only)

A weapon that allows Mega Man to shoot an Oil slick in the floor and ride it like a skateboard. It also enables him to jump long gaps and travel on the water surfaces. Another yet gimmicky but useful addition.

-Magnet Beam-

(obtained in Elec Man's stage by removing the blocks in the way but only available in Old Style Mode only)

This cannot be considered a weapon as it cannot inflict damage to enemies. This allows Mega Man to produce a platform to step on so that he can reach higher places or cross gaps with it. But the platforms disappear for a short period of time. It is a must have weapon when playing the Old Style Mode.

+-----+

|Abilities|

+-----+

-Weapon Copy System-

Megaman has the ability to copy the weapon of a Robot Master he defeats. Using it for himself, it gives him an edge against other Robot Masters. Note that unlike his default weapon, Mega Man is rather limited on using these weapons. There will be a gauge that will tell how much you can use a certain weapon. Picking up weapon tanks will refill the gauge.

+-----+

|Character Rating|

+-----+

4/5 - He is one of the best and most easiest character to handle. He has a variety of weapons that makes him the most flexible of all. But his mobility and default weapon can still be improved.

+-----+

|How to Unlock|

+-----+

You dont need to unlock him as he will be your first playable character in the game.

Yet Mega Man has also other variations.He has different versions which you will be needing to unlock to be able to use them.Each Version has a new ability that Mega Man can use.The Blue Bomber hes 3 different unlockable version.(Note that these are only usable in New Styl Mode)

=====
Mega Man/Rockman S [megas]
=====

DRN-001

+-----+
|Description|
+-----+

Same old Blue Bomber but only this time he has a new ability he can use. The S stands for slide.That's right this Mega Man can perform the slide like he used to in Mega Man 3 and so on.

+-----+
|Abilities|
+-----+

-Slide-

Aside form his old Variable Weapon Copy System, he is now able to slide by holding 'down' and pressing the 'jump' button.This increases his mobility and evasion.Plus you can now reach certain areas he cannot before.

+-----+
|Character Rating|
+-----+

4.5/5- With the slide ability Mega Man is more fun and handy to use.Evasion and Mobility have been improved but you could still use some power.

+-----+
|How to Unlock|
+-----+

Beat the game with Mega Man in New Style Easy mode.

=====
Mega Man/Rockman C [megac]
=====

DRN-001

+-----+
|Description|
+-----+

Like Mega Man S, this version has a new ability that Mega Man can use. Only this time it also has two new abilities. Slide and the Power Shot. Along with the previous weapons and abilities the Blue Bomber has.

+-----+
|Abilities|
+-----+

-Slide-

Aside from his old Variable Weapon Copy System, he is now able to slide by holding 'down' and pressing the 'jump' button. This increases his mobility and evasion. Plus you can now reach certain areas he cannot before.

-Charge Shot-

The C stands for charge, this ability allows Mega Man to charge his Mega Buster by holding down the 'weapon' button and releasing it for a powerful buster shot.

+-----+
|Character Rating|
+-----+

5/5 - The best version of Mega Man in the game. Its the most handy and balanced character in the game. Power, Mobility and Variety that's what this character is all about.

+-----+
|How to Unlock|
+-----+

Beat the game with Mega Man in New Style Normal Mode.

=====
Mega/Rock
=====

[rockm]

DRN-001

+-----+
|Description|
+-----+

A special version of Mega Man. Mega or Rock is the helper robot of Dr. Light, in other words he is Mega Man before he was transformed into a fighting robot. He has no Mega Buster or Armor to use. He cannot also get other RB weapons. The only fighting style he uses is a dreadful kick.

+-----+

|Weapon(s)|

+-----+

-Mega/Rock Kick-

This is his only attack, he kicks enemies. It is powerful but the fact that you need to get close to enemies is almost a suicide. Also Fighting bosses becomes quite hard with it.

+-----+

|Character Rating|

+-----+

1/5 - Well I got to admit this character is most likely the hardest to use because of its lack of range attacks. Playing through as him is very challenging yet somehow frustrating. The lack of Armor also another downside he takes more damage..

+-----+

|How to Unlock|

+-----+

Beat the game with Mega Man in New Style Hard Mode.

=====

Cut Man

[cutsy]

=====

DRN-003

+-----+

|Description|

+-----+

One of the first industrial robot Dr. Light made. Cut Man is in charge for Tree trimming and deforestation. He is childish but also has strong sense of reason. Though Dr. Wily tricked him and he believed that Mega Man was 'evil' and Wily was 'good'.

+-----+

|Weapon(s)|

+-----+

-Rolling Cutter-

This weapon allows Cut Man to shoot the scissor in his head in a boomerang pattern. The range is limited and you can only throw one at a time. Its similar when Mega Man uses it.

+-----+

|Abilities|

+-----+

-Wall Kick-

This allows Cut Man to jump higer by kicking walls so he can reach higher places by kicking walls. This becomes more convinient on narrow parallel walls.

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
|Super Arm |Super Arm |
+-----+-----+

+-----+
|Character Rating|
+-----+

2/5 - The wall kick ability is nice, but Cut Man's weapon is hard to use. You'll be needing angles to hit an enemy plus making the fight with Guts Man extra hard.

+-----+
|How to Unlock|
+-----+

Beat Cut Man using only the Mega/Rock Buster.

=====
Guts Man
=====

[gutsy]

DRN-004

+-----+
|Description|
+-----+

A Foreman robot master created by Dr.Light for mining. This robot is very strong and is able to lift large rocks.He is agressive and likes to play it rough and tough.Though he lacks some intelligence he is serious when it comes to his job. Unfotunately, Wily stole him for his evil scheme.

+-----+
|Weapon(s) |
+-----+

-Super Arm-

This weapon not only allows Guts Man to lift blocks but also summon them at ease.Its a powerful weapon with a good range but sometimes attacking speed is quite slow.Also Guts Man can use the Guts Block as platforms.

+-----+
|Abilities|
+-----+

-Crush Blocks-

Guts Man can crush certain blocks in the game by either jumping into them from below or landing on them.This allows him to reach some new areas

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
|Hyper Bomb| Time Slow |
+-----+-----+

+-----+
|Character Rating|
+-----+

2.5/5 - Though Guts Man is tough and his weapon is ground breaking,the main thing he lacks is speed and agility.

+-----+
|How to Unlock|
+-----+

Beat Guts Man only using Mega Buster.

=====
Ice Man
=====

[icecy]

DRN-005

+-----+
|Description|
+-----+

Ice Man is a robot master created by Dr.Light for the cold regions.He is one self centered and likes talking to himself.But he is a born soldier and will fulfill what is due at all costs.Wily took this advantage and got hold of him. She also likes Roll even though she is her sister.

+-----+
|Weapon(s)|
+-----+

-Ice Slasher-

Ice Man shoots a chunk of spear like ice which can freeze some enemies in contact. The enemies will be encased in ice for a short while and they can be used as stepping platforms.

+-----+
|Abilities|
+-----+

-Icy Feet-

Never slip on Ice.

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
|Thunder Beam| Hyper Bomb |
+-----+-----+

+-----+
|Character Rating|
+-----+

3/5 - Ice Man weapon is practically cool but the fact that this is the only weapon he can use makes it hard. But he is a well rounded character to play.

+-----+
|How to Unlock|
+-----+

Beat Ice Man by only using your Mega Buster.

=====
Bomb Man
=====

[bombr]

DRN-006

+-----+
|Description|
+-----+

Another Robot master created by Dr. Light. He is intended to help crush base of rocks for minig purposes. He is careless and a bit of immature. He loves explosives and has a destructive power. Dr. Wily realized that and took control of him.

+-----+
|Weapon(s)|
+-----+

-Hyper Bomb-

This Weapons allows Bomb Man to throw bombs with destrutive power.The bombs take time to explode but it explodes immediatly on a direct contact with the target.

+-----+
|Abilities|
+-----+

-Bobming Range-

Bomb Man has the capability to throw his bombs form different directions. This is done by simultaneously pressing any button in the the 'D-pad' and the attack button.

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
|Fire Storm|Rolling Cutter|
+-----+-----+

+-----+
|Character Rating|
+-----+

2/5 - Bomb Man's weapon is good but sometimes quite a pain since it takes some time before exploding.You cannot also plant 2 bombs at a time.

+-----+
|How to Unlock|
+-----+

Beat Bomb Man only using the Mega Buster.

=====
Fire Man
=====

[fiery]

DRN-007

+-----+
|Description|
+-----+

For the next robot master we have one hot yet cool guy. Fire Man was created by the good Dr. Light for waste and chemical management particularly in charge of an incinerator. He can withstand very hot temperature and significantly use fire as his ally. He highly believes in justice perhaps more than Mega Man and he crushes anyone for it with his so called "Flame of Justice". However Fire Man was also reprogrammed by Wily.

+-----+
|Weapon(s)|
+-----+

-Fire Storm-

With this weapon he can shoot wave of fire and at the same time generate balls of fire around him. Its both offensive and defensive. However the fire can be douse when Fire Man gets contact in water, leaving him with a pathetic doused out fire. It can be ignited again when Fire Man gets contact with fire.

+-----+
|Abilities|
+-----+

-Hot Feet-

He can melt Ice blocks when he step on it or made contact with it.

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
|Ice Slasher| Ice Slasher|
+-----+-----+

+-----+
|Character Rating|
+-----+

3/5 - He is a fun character to play with and the weapon he uses is actually good. But his downside is that his weapon can be doused which makes it hard especially when battling CPW-01P.

+-----+
|How to Unlock|
+-----+

Beat Fire Man with only using the Mega Buster.

=====
Elec Man
=====

[volty]

DRN-008

+-----+
|Description|
+-----+

One of the best and smart Robot Master Dr.Light made.It was assigned to control atomic power plants.He is able to generate elctricity on his body and aswell do some fast calculations.However he seems to be very cocky some time.But he is also a responsible robot master.Of Course Dr.Wily seen this potentials.

+-----+
|Weapon(s)|
+-----+

-Thunder Beam-

One of the best Weapon in the game. Fires a Snake like Electricity in three directions, up, down and forward. Well still the same as Mega Man uses it.

+-----+
|Abilities|
+-----+

-Static-

Well this allow Elec Man to Control certain blocks and use them as Platforms.

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
|Rolling Cutter| Oil Slider|
+-----+-----+

+-----+
|Character Rating|
+-----+

3.5/5 - Probably the best Robot Master in terms of power and weaponry. But it still ca'n compare with the Blue Bomber's sheer variety.

+-----+
|How to Unlock|
+-----+

Beat Elec Man with only using the Mega Buster.

=====
Time Man
=====

[watch]

+-----+
|Description|
+-----+

Time Man is known to be the proto type of Dr. Wily's Flash Man in Mega Man 2. With his ability to only slow time, he was supposed to be incomplete. Time Man is also one self centered character and is a good rival with Elec Man. He is one of the 2 new Robot masters who appeared in Powered Up.

+-----+
|Weapon(s)|
+-----+

-Time Slow-

Allows him to slow down time for a while. This gives him the edge to do things he want more surely and safer.

+-----+
|Abilities|
+-----+

-Clock Arrows-

A weapon that shoots in two direction, forward and diagonally upward.

+-----+
|Weakness|
+-----+

Old Style	New Style
N/A	Thunder Beam

+-----+
|Character Rating|
+-----+

3/5 - Slowing time never really help that much during Boss Battles but is very handy in stages. Plus the Clock hand makes a fair weapon.

+-----+
|How to Unlock|
+-----+

Beat Time Man with only using the Mega Buster.

=====
Oil Man
=====

[slick]

+-----+
|Description|
+-----+

Oil Man is the eight robot master Dr. Light created, he is supposed to be in charge of...an Oil Factory? Well he looks funny but also may be offensive to other people. Anyway He is the 2nd new robot master to be in Powered Up.

+-----+
|Weapon(s)|
+-----+

-Oil Slider-

Allows Oil Man to shoot an oil slick in the floor and ride it like a skate board. Gimmicky but useful in a sense that it allows him to have a longer jump to cover long gaps.

+-----+
|Abilities|
+-----+

-Oily Feet-

Never Slip in oil.

+-----+
|Weakness|
+-----+

+-----+-----+
|Old Style | New Style |
+-----+-----+
| N/A | Fire Storm |
+-----+-----+

+-----+
|Character Rating|
+-----+

2/5 - Well the only advantage on using Oil Man is the ability to walk in Oily platforms and have a longer jump. Oil Slider is fun to use too.

+-----+
|How to Unlock|
+-----+

Beat Oil Man with only using the Mega Buster.

=====
Roll
=====

[rolls]

+-----+
|Description|
+-----+

Roll is a female House Hold robot created by Dr. Light. She is the cutest of all the robots and this time she has her own fashion show. She is beleived to be Mega's Sister (but aren't they all brothers and sisters?)

+-----+
|Weapon(s)|
+-----+

-Roll Swing-

This is Roll's weapon. She swings it to enemies, only its a bit of close ranged. Plus the weapon she uses varies on her costume.

+-----+
|Alternate Costumes|
+-----+

Roll has alternate costumes which can be downloaded in the official website each month. She has a dozen copstumes planned to be released for a year. (2006-2007)

Note: the costume has no effect on Roll's capabilities its just the visuals and for fashion sense of Capcom.

- * March: Mega Man 8 Roll
Costume: Outfit from Mega Man 8
Weapon: Broom; same as normal Roll
- * April: Sports Roll
Costume: Athlete
Weapon: Flag
- * May: Knight Roll
Costume: Knight's armor
Weapon: Lance
- * June: Rainy Day Roll
Costume: Raincoat with a Toad Man motif
Weapon: Umbrella
- * July: Straw Roll
Costume: Straw Hat
Weapon: Butterfly Net
- * August: Vacation Roll
Costume: Swim Suit
Weapon: Beach Umbrella
- * September: Summer Roll
Costume: Bunny
Weapon: Hammer

- * October: Halloween Roll
Costume: Witch
Weapon: Witch's broom
- * November: Alley Cat Roll
Costume: Cat
Weapon: Fish
- * December: Roll Clause
Costume: Mrs. Claus
Weapon: Candy Cane
- * January: Ninja Roll
Costume: Ninja
Weapon: Katana
- * February: Valentine Roll
Costume: Winter Clothing
Weapon: Giant Box of Chocolates

+-----+
|Character Rating|
+-----+

1.5/5 - Like the unarmored Mega, Roll is nothing but a short ranged character.
Hard to use especially in Boss Battles. Anyway she a great bonus :P

+-----+
|How to Unlock|
+-----+

Download her at [Capcom's Official Rockman Rockman Web Site](#).
(See the FAQ below for details)

=====
Proto Man/Blues
=====

[blues]

DRN-000

+-----+
|Description|
+-----+

The very first robot that Dr. Light created.He was a Proto type of all of the other robots and was also an incomplete model. Although a very powerful robot he has one defect, his unstable Nuclear reactor.His motives are unknown and no one knows which side he is...This is the first Mega Man game that made him a playable character (excluding Pwer Battle and Power Fighters)

+-----+
|Weapon(s) |
+-----+

-Proto/Blues Strike-

This Weapon is powerful, allows him to shoot a Charge Shot which is Identical to Mega Man but different color. The advantage is you never have to charge or hold the button.

-Proto/Blues Shield-

This is for defense. With it you can block enemy attacks. The only downside is that the shield can be dropped when you are defending, but you can still pick it up.

+-----+
|Abilities|
+-----+

-High Jump-

Proto Man jumps twice high as any character can. It helps him to reach higher places and also long gaps.

-Speed Plus-

Proto Man also moves faster than any other characters. Allowing him to dodge landing enemies or attacks easier.

+-----+
|Weakness|
+-----+

-Unstable Nuclear Reactor-

Since Proto man takes twice amount of damage oppose to any other character in the game this is definitely his weakness.

+-----+
|Character Rating|
+-----+

4/5 - Well Proto Man is Just like Mega Man and probably more powerful but his weakness and lack of weaponry made him not perfect.

+-----+
|How to Unlock|
+-----+

Clear all the 100 challenges in Challenge Mode or download the "Final Data" at Capcom's official website.

===
FAQ
===

[faqsq]

1. Where can I find the Official Japanese Site?

Here is the Jap site. http://www.capcom.co.jp/psp_rockman.

2. How do I download Roll?

You need a cable and a wireless router. The PSP connect via router. Go into Construction mode, and go to "Connect". Then go to downloads, and "Special". All the way at the bottom of the list is "Roll refuses to lose!".

That's what you need to download to get roll. All of her costumes are on the same list, as well.

Main Menu -> Construction Mode -> Connect -> "I accept" -> Download ->] "Special" tab

Scroll up and down and download any Rolls you want.

3. Is there another chance I can unlock Protoman easier?

Well no-until the game reach 11 months old. Luckily the official web site made a downloadable data which is called the "Final Data" which allows you to play as Protoman with out completing the game's challenge mode.

=====
Credits
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[credit]

Gamefaqs: for hosting this guide and some info about the characters.
Rockmanpm: for info about the characters and Blues.
Capcom: for making this awesome game^_^
Wikipedia: for an awesome info service about anything you want to know.
EXEHQ: for the info on the downloadable content of the game.

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Legal information
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[legal]

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