



Usefulness: \*\*

Spare Extra: Cost - 6 bolts. This is just a waste of bolts if you ask me. You get to start with four lives instead of three when you start over. But seeing as how lives don't affect the game much (unless you don't want to have to redo boards too much) it's not worth passing up a more valueable powerup.

Usefulness: \*

Shooting Part: Cost - 6 bolts. You can fire off 5 shots at once instead of the usual three. This is only good if you have the Rapid Part or the Auto Cannon. If you don't, it's arguable that you won't get all five shots off before they hit anything anyway.

Usefulness: Without RP or AC - \*\*, With RP or AC - \*\*\*\*

Energy Balancer: Cost - 5 bolts. Like before, it adds weapon energy to the weapon that needs it most when you haven't specifically chosen a weapon to use. It's handy, but I never encountered a time in the game when I wished I had more energy in one weapon, so it's better to save the bolts.

Usefulness: \*\*\*

Exit: Cost - 4 bolts. Allows you to exit from a stage anytime you want if you've already beaten the boss. Useful for when you have to go back into a stage to pick up one item or bolt you couldn't reach before.

Usefulness: \*\*\*

Laser Shot: Cost - 5 bolts. Instead of the large powered Mega Buster, you get a long laser that blows through everything. Powerful and quick.

Usefulness: \*\*\*\*

Arrow Shot: Cost - 5 bolts. When fully powered up, the Mega Buster releases a large shot which, upon contact with an enemy, breaks up into smaller shots that continue along. Great for larger enemies that can be damaged quickly.

Usefulness: \*\*\*\*\*

Auto Shoot: Cost - 5 bolts. When fully powered up, Megaman's Buster turns into a machine gun, mowing down enemies as they approach. Useful in boards loaded with many small enemies. Use with Boost Part but do not buy the Rapid Shot power up if you plan on getting this.

Usefulness: \*\*\*\*\*

Step Booster: Cost - 5 bolts. Allows Mega Man to climb ladders faster... Have you actually wished Mega Man could climb ladders faster? I thought not.

Usefulness: \*

\*\*\* These items are available AFTER YOU FIGHT DUO \*\*\*

Energy Saver: Cost - 6 bolts. Reduces the amount of weapon energy used up by each weapon per shot. If you find yourself running out of a weapon before you're done using it, you'll want this part.

Usefulness: \*\*\*

Super Recover: Cost - 5 bolts. Increases the amount of energy you get from energy refills. This powerup WOULD be good if you had more life, or if life energy was more abundant, but it doesn't come in handy all that much. Buy it if you have what you really want and don't know what else to get.

Usefulness: \*\*\*

Spare Charger: Cost - 4 bolts. Gives you back all your lives when you finish a stage with less than the normal amount. Again, anything having to do with lives is not worth the bolts in my opinion.

Usefulness: \*

Hyper Slider: Cost - 5 bolts. Speeds your slide up so you go farther. This can actually hurt you since some slides don't always stop in the best places. Since sliding doesn't affect your ability to play well, you probably want to pass on this one.

Usefulness: \*\*

High Speed Charge: Cost - 7 bolts. Decreases the amount of time it takes to power up the Mega Buster. This is one powerup you have to get, although you are going to have to pay a lot for it. It's just that helpful.

Usefulness: \*\*\*\*\*

Rapid Part: Cost - 6 bolts. Fires out three shots automatically. Yes, only three even if you have the Shooting Part, which is why you probably would rather get the Auto Shoot. However, with the Shooting Part and Boost Part, this power up can still make you quite powerful.

Usefulness: \*\*\*\*

Boost Part: Cost - 5 bolts. Speeds up the shots fired from the Mega Buster. Great if you have a rapid firing weapon, just OK if you don't.

Usefulness: Without RP or AC - \*\*, With RP or AC - \*\*\*\*

Exchanger: Cost - 4 bolts. If you get a life refill and you're at full life, it goes to weapon energy instead. Nice, but how often do you find yourself at full energy in this game?

Usefulness: \*\*

Nonpurchased Powerups:

Mega Ball: Right at the beginning of the game, you will be given the Mega Ball. Consider this your new Rush Spring. You can kick it to attack enemies and you can jump on it to reach new heights. Make frequent use of it when you want to reach platforms that are a bit higher than your normal jump will allow you to reach.

Rush Item: Won from the giant poker chip mid boss in Clown Man's stage.

Rush will drop in once per stage and give you a powerup.

Rush Bike: Won from the junk eye mid boss in Grenade Man's stage.

Rush transforms into a bike and races forward. While your on Rush, your impervious to attack, but Rush's own energy drops. When Rush reaches zero, he warps out. Use the Bike to cross longer gaps and Megaman can cross alone. Rush moves a lot like the hover bikes in MMX2. You can end you trip early by pressing up and jump.

Rush Bomber: Won from the wall machine mid boss in Sword Man's stage.

Rush flies onto the scene and bombards the area around you until his supply of bombs are depleted.

Rush Charger: Won from the waterfall bomber mid boss in Aqua Man's stage.

Rush flies over you dropping tons of energy refill items until he runs out of stuff.

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NOTE: A \* before a BOLT means it can not be obtained the first time through that stage. You will have to come back with another weapon to get it.

-Opening Scene-

Stage notes: This is where you begin. After talking to Dr. Light and getting the Mega Ball from Rush, move on and make sure you knock one of the snails you come to off his perch and onto a button that will raise a secret entrance

to the underground.

BOLT 1: After entering the skull, swim down, across, and when you swim back up to the surface of the water, swim to the left before you move on to the right and you'll find the bolt in a little area.

BOLT 2: When you see the two chains of platforms that move up and down, allow yourself to drop below the floor on the downward chain to find another bolt.

BOLT 3: Just before you leave the underground passage, the last bolt will be waiting for you by the exit.

BOSS: Beat the giant mecha-crab with your new Mega Ball. Kick the ball at his shell with he's some distance away and wham some more balls at the exposed "brains".

#### -Tengu Man-

Stage notes: This is the easiest guy to start off with since his attack pattern is such that beating him with a special weapon isn't terribly difficult. Also, you get to fly atop Rush in his Jet mode. Make sure as you fly along that you pick up (in order of preference) the Rush, Fliptop, Auto, and Beat plates that come from the powerup ballons. Each will add to your fire power, except Beat who acts like a shield.

BOLT1: The first bolt you come to is on top of a high platform. You'll need to jump on to it very fast from the dropping platform that rises in place just before it.

\*BOLT2: Just before you fight the cannon mid boss, there is a block on the ceiling with a bolt sculpted into it. The only way to break it is with the Astro Cannon so remember to come back here when you beat Astro Man

BOLT3: Easily obtained just after defeating the mid boss.

BOLT4: After completing the second bubble area, you will find the last bolt on a platform beneath another platform. Do not jump from the dropping platform to the stable high one. Instead, let it drop and move on to the second dropping platform to reach the bolt.

BOSS: Tengu Man has three attacks. If he throws the tornado at you, just keep running away from it unless you run out of space. If he throws the wind ball at you, try to jump over it. And if he comes right at you, jump him and keep moving so he doesn't land on you when he flies straight down. Look for chances to fire when he's holding still or trying to fire at you. He's weak against the Ice Wave if you have it, but good luck hitting him with it.

#### -Clown Man-

Stage notes: In this stage you'll see a variety of old Mega Man enemies turned into toys. This includes: MM1 Iceman, MM7 Gutsman, MM7 Stegosaurus, and the MM7 pumpkin in the back. When you are outside, you'll be on blocks that have an O, an X, a ?, a skull, or an arrow. There is a toy clock in the background and everytime the little guy bangs the bell, the blocks will glow, and the one you stand on activates. An O is safe, an X will attack you in different ways, a skull will let you fall through, an arrow transports you in the direction it points, and a ? will teleport you to some other ? block. The ? pattern is set, it is not random.

\*BOLT1: Unless you have Rush Bike, it's pretty hard to reach this bolt so come back after you beat Grenade Man

BOLT2: After you defeat the giant poker face, you move on to an area with four skull blocks in a row. The bolt is at the end. If you miss it, don't worry, move on and let the <- block take you back and try again.

\*BOLT3: After encountering some skull platforms that rise and fall, use the Mega Ball to bounce up to the high area in the middle and you'll see a

green barrel. The bolt is in there, but it can only be broken with the Flame Sword, so you'll have to come back.

BOLT4: Continue right from the barrel, and you'll come to a platform with another bolt out in the open. Jump fast across the skull platform before it drops down to reach the bolt.

BOLT5: In the area with lots of ? blocks, take them up until you reach a level with 5 ? blocks in that row. Stand on the forth from the left and you'll be taken all the way below the ground. You can see the bolt, but you'll need to use the Tornado Hold to get high enough to reach it.

BOSS: Clown Man likes to swing from the trapeze above his room. Plant a tornado hold every chance you get and it will blow him to the ceiling and hurt him quite a bit. He's invulnerable during his thunder ball phase.

#### -Grenade Man-

Stage notes: It usually best not to blow up canisters unless you have to so don't be too trigger happy in here. Be careful when the fire guys start to light the fuses on the grey blocks. If you hang around too long, they will explode and you'll have nothing to stand on.

BOLT1: When you reach the destroyable crates, shoot only those that you have to so you can make your way down and to the right. The bolt is below, but don't shoot every single crate you see or you'll be stuck on the floor without a means to reach the ball (unless you have Tornado Hold)

BOLT2: After the crate area you have to jump across timer platforms. Keep jumping along the second set, and you'll easily reach the second bolt.

\*BOLT3: You'll reach a set of grey blocks with a fuse sticking out of it. Light it with the Flame Sword.

BOLT4: A little further after that, you'll reach similar blocks where the little fire guys light the fuse for you. One bolt is at the bottom of a set of such blocks. Grab it before the blocks supporting it (and you) explode.

BOLT5: Same situation, a little further on, wait on the right most block next to the wall and gun to the right when it explodes. Jump back to the left to grab the ladder before the blocks explode completely.

BOSS: Grenade Man has a bunch of missile and bomb attacks. Dodge them to the best of your ability and nail him with the Thunder Claw for a quick victory.

#### -Frost Man

Stage notes: Welcome to snow boarding Megaman style. As you traverse, you'll get warning notices about whether to jump or slide. Listen closely for them. As you move forward, take every chance you get to move yourself back to the left side of the screen so you can react faster.

BOLT1: As you're snow boarding, when you get to the second screened indoor area, you'll hear a warning to jump and then a warning to slide. Jump before the slide warning to reach the higher exit and when you slide out, you'll snag the bolt. Be sure to jump when you're out.

BOLT2: Further along, you reach a point where the white platforms fall out from under your board when you race across them. You'll come to two consecutive high platforms that are just two lengths across. On the second one, ignore the warning to jump and you'll drop down to a lower platform beneath the one you're meant to slide across, and you'll pick up the bolt.

BOLT3: You'll see the next bolt in plain sight on a high platform where forzen penguins are flying across. Use the Mega Ball when the coast is clear to jump up and grab it.

BOLT4: The next one is stuck between an ice pusher and a frozen solid block of ice. To get it, you must continue on to the right, until you see two ice pushers back to back. Use a Mega Ball to jump up to the right side of that platform, and go to the first ice pusher. Jump on the button and as

soon as you do, run over to the top of block and ride it to the left where it will collide with the ice block, allowing you access to the bolt.

\*BOLT5: There is a bolt beneath the long ice bridge that you come across. You'll have to come back after you get the Astro Cannon in order to knock it out. Once below, use the Flame Sword or Flash Bomb to break the ice.

BOLT6: Above the ice bridge, use a Flash Bomb on the highest ice block.

BOSS: Frost Man is like a large slow child. Just slam some Grenade Bombs at him and slide under him as he jumps across.

#### -Duo Stage-

Stage notes: This is a little intermission stage. Not much to worry about. You'll face Duo here, but more importantly, make sure you pick up the two bolts stored here.

BOLT1: Right at the beginning, you'll see a ladder high above you. Use the Mega Ball to reach it and climb up. Destroy the enemies on the left and grab the bolt. Then...

BOLT2: ...move on to the right and enter the next room. Use the Thunder Claw to swing across the spikes and pick up the other bolt.

BOSS: Duo isn't much of a threat. Just peg him as fast as you can with powered up Mega Buster shots and avoid his energy attacks. Beat him and you'll see the rest of the animated intermission.

#### -Astro Man-

Stage notes: This stage could also be entitled, "If Mega Man was tripping..." This is probably the stage you want to start on when you begin the second half of the game. There is a geodesic "sun" in the background. When it becomes spikey, platforms materialize. There are relatively few traps caused by taking these platforms, but watch your step and timing. When you enter the barrier mazes, remember that sometimes it's just a matter of moving a barrier in the right position somewhere else so when you approach it from the other direction, you can pass through. You'll see what I mean.

BOLT1: In the first maze, there is a bolt blocked by a barrier. You'll have to open the barrier and go the other way around to reach the bolt.

BOLT2: In the tower part of the stage, a bolt is beyond a passage that you can only slide through. Slide under, get the bolt, and slide back fast so you can continue up before too much time is lost.

BOLT3: In the second platform area, the bolt is easily spotted on a low ledge beneath the materializing platforms.

BOLT4: Just like BOLT1 in the second barrier maze. It's difficult to explain the exact method for these two bolts. Keep using trial and error and you'll eventually find the way to the bolt.

BOSS: Astro Man is quickly dispatched by the Homing Sniper if you let the two rotating balls drop to the floor and jump up in the air before you fire so the missiles lock on to Astro Man and not the balls. However, chances are you are here before you beat Search Man, so use the Flash Bombs as a substitute. They aren't as accurate, but since Astro Man has a tendency to hold in place, they'll do the job.

#### -Aqua Man-

Stage notes: You'll be doing a lot of swimming here. The mid boss can be a pain here, but I found that if you have the arrow power shot, he tends to go away fairly quickly. The Astro Cannon makes a big change in the stage. Read about the bolts to see how.

BOLT1: After you beat the mid boss, you'll swim under a bridge. Use the

Astro Cannon to break the bridge up and the height of the water here and beyond will change. Swim your way to the top and grab the bolt.

BOLT2: After that screen, you'll swim in a mine infested pool. Swim along the bottom and when you reach the ladder, there is a mine at the bottom blocking your way to the right. Use the Tornado Hold on it to blow it higher so you can swim by and go on to grab a bolt.

BOLT3: If you take the ladder all the way up to the top, and move on, you'll start dropping. There is a bolt along this drop towards the left side, so keep left if you're not sure where it is.

BOLT4: Now if you used the Astro Cannon on the bridge, you can swim to the right over the spikes that are between the two ladders. Go this route, and you'll fall down a different drop. The bolt here is on a platform that is just left of center. Watch for it.

BOSS: Aqua Man tends to have this animation where he absorbs water from below. This is the best time to use the Astro Cannon on him. Unless you have the power up that reduces the use of energy per weapon, you won't have enough Astro Cannon to completely defeat him, so be ready to blast him with your Mega Buster when you run out.

#### -Sword Man-

Stage notes: In this stage you'll need to use each of the four weapons you acquired in the first half of the game. Outside each teleport statue, there is a stone plaque that indicates what weapon will be of importance. You need to go through all four teleporters to open the path through the statues that block your way to the mid boss of the stage. Speaking of which, Flash Bombs work great on that thing. Later on, you reach these boats that have two pegs on them. Jumping on the right or left peg moves the boat in that respective direction. They are your only method of traversing across the flame geysers which move you further into the board.

BOLT1: In the Flash Bomb section of the stage, the bolt is sitting right there at the start.

BOLT2: In the Thunder Claw part of the stage, the bolt can be seen on the lower level of the large area. You must run down and grab it quickly before the grinding log comes up too high and kills you.

BOLT3: As you're riding along on the boat, you come to an area where the current moves to boat along for you. After you drop down, you'll see a section of rock that has the Flash Bomb insignia carved into it. Use the Flash Bomb on it, and you'll expose a ladder. Climb on up and get a bolt.

BOSS: Sword Man can split himself in half. Watch out for his attack where his top half comes at you like a whirlwind. Be sure to slide under him when he comes at you as well as when he returns. True to the flame nature of the entire board, he can be quenched with the Water Bomb attack.

#### -Search Man-

Stage notes: This is a jungle type board, and brush covers a lot of the stage blocking the path from view. This stage is loaded with chances to use the Thunder Claw to grapple across more difficult areas. Be sure to note that the thorns can be burned down with the Flame Sword.

BOLT1: As mentioned, brush can cover part of the board. The first bolt is located in the lower right part of the area that has a series of steps towards the very beginning of the stage.

BOLT2: And as mentioned, the Flame Sword can dispatch thorns. When you come to a three by two set of thorns, burn them down to get access to the bolt, and a shortcut out of the area.

BOLT3: This is one of the harder bolts to get. Along the top of the same area, where you use the Thunder Claw to swing along, there are a set of high

hook that are difficult to reach. I found a sly way of reaching them is to stand on the very edge of the platform beneath them so that a Tornado Hold will snag the opposite end of the platform. Ride it up and use the Thunder Claw to snag the hook to the right, and swing over to the ladder beyond. Make your way up and find the bolt there.

BOLT4: This is another pain in the butt bolt to get. When you must use the Thunder Claw to swing to the left across a long set of spikes, be sure to grab hold of the second hook to swing over to the bolt on the ledge to the far left. It's easy to miss, and if you do, you have to start the entire board over because if you die, you end up below it.

BOSS: Search Man likes to hide behind bushes while he searches for you. This is fortunate since your Flame Sword can burn down the bushes. You can search for him first and surprise him. Hit him as many times as you can with the sword and also take out the spinning blades he throws around.

-Dr. Wily Stage 1-

Stage notes: It's back to "snow" boarding. Get through that area and switch to the Thunder Claw to swing through the rest of the stage.

BOSS: There are four slots through which various objects drop down. Your target is the penguin in a barrel. While the Ice Wave seems easy to use against it if it's ever on the side, the weapon of choice is your Mega Ball. If the slots are labeled 1, 2, 3, and 4, you want to stand under the slot that is two away (so 3, 4, 1, and 2 respectively) and kick the ball up from there. The crate with an X on it tends to have weapon refills.

-Dr. Wily Stage 2-

Stage notes: Welcome back Rush Jet. Remember to grab all the "buddy" icons you can before you reach the boss.

BOSS: If this is a plane, don't ask me what kind it is. It has four weak points, the two verticle "wings" and the two horizontal "tails". They are only vulnerable when they are fully extended. If you grabbed as many friends as you could, you'll be in good shape for this battle. Just get in as many powered up Mega Buster shots as you can while the areas are exposed.

-Dr. Wily Stage 3-

Stage notes: There are tons of timer platforms to get across on this stage. Don't get too anxious when you reach the last one and all there is is a guy throwing a rock at you. Let him throw it and use it to jump off from.

BOSS: Yes, it's back! Call him One-Eye, call him Cyclops, call him Rock Man. Call him whatever you want, the reappearing one eyed monster is back from MM1 and MM3. This time he's a little more gooey, but his eye is still his weak point. The goo protects his eye, but a well placed Flash Bomb exposes the Eye entirely. And like in MM1, he hates electricity, so use the Thunder Claw on the eye while he sticks around.

-Dr. Wily Stage 4-

Stage notes: You knew it was coming, so there's no surprise that you have to fight off all 8 robots again. Just remember what weapons work best. Try to have as much energy as you can hold on to when you beat the last one. I'll stop here, so good luck with Wily. He's hard, but not as impossible as he was in MM7 (that was ridiculous...) Learn the patterns of attack quickly so you can hold on to your energy longer. If you run out of lives before you beat Wily, you'll have to fight the 8 robots again.

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A big thank you to Capcom for making this game! See you next FAQ.



