

he'd dance a little more if I poured some hot coffee in his kettle... But seriously, if you played thru MML you'd know that HE knows a lot more than you do. In fact, he knows what you SHOULD know already, but you'll find out why you don't know it.

Cracker Barrell Casket

This guy is DEFINITELY pretty cheesy. This game doesn't need a father figure, and neither did the last one, but it fits into the plot...doesn't it? In the last game, at least he helped you a bit in finding people. Now he just sits in Von Bleucher's office... Oh well, he's old, and he's cool.

Tiesel Bonne

Typical bad guy. No real developed attitude, but he's good at being mad.....

Tron Bonne

The only real bad guy for the first half of the game or so! She's the Yin to Roll's Yang, has her skills but not her sense. She also is pretty complex. But you wouldn't know that if you didn't play the first game...Well, she is faithful, I'll give her that.

Servbots (Serbots in the credits)

I have no idea how there can be 40, because by now Megaman has already toasted about 300. Unique characteristics my Democrat! If a Servbot needs "unique characteristics" to go kamikaze on you on a missile or throw a bomb, then I guess I have some learning to do.

Bomb Bonne

Never plays much of a role. Kind of like Goofy in most good old Disney cartoons. (Doofy)

Glyde

He does not have a bad luck. He just has some identity crises due to the fact he thinks he's a leader but lacks the ability to make any good decisions. A rogue version of Tiesel (and his creditor)

Dodobots

They're harder than Servbots, but just like styrofoam is harder than silk. About as unique too. And they fly the coolest ship in the game, the Quack Launcher, it's just like the one from Darkwing Duck...

Von Something?

Like Dr. Grant from Jurassic Park, except he does nothing to advance his own mission except get in trouble (and, uh, build a kajillion-zenny ship). It seems like Megaman is the only real Digger in this game, ya know!

Bola

Sword-and-scissor man. He reminds me just a little of Sigma in the X series. He could've played a bigger role in the game...he's a cool guy, bounty hunter dude, only he's cocky.

Klaymoor

He reminds me of King from Rockman & Forte... Big pointy-shoulder guy. Definitely needed some character development, otherwise he seems like Yoda from SW:ESB on steroids.

Barrell's daughter-in-law/Evil Mastermind Lady

The book calls her Matilda, yet the name is not used again for most of the game. Obviously, it IS Roll's mom, but why the dancing around machine guns? Oh well, if Barrell supported the marriage...I guess happiness is all that matters sometimes. She also becomes an important role in Megaman's life, though. (By the way, she's not really that evil...is she?)

Appo and Dah

One's a guy, one's a girl...if you can tell them apart, tell me which is which! (Oh, wait, they're both guys!? Arg...) Kids you'll find hanging out 500 feet from a pirate base...what smart fellas!!

Trigger

A measly Purifier, but lacks the will of the system. The things that are learned by Trigger better help serve...

Master

Dorky girly-man, wears a toga, omnipotent, is he.....SATAN?

Sera (The SKY GODDESS)

Follows Master's orders to the T, without the ability to recognize the danger to humanity. She just might pose a problem for...

Yuna (The EARTH GODDESS)

Follows Master's orders to the heart, without the ability to recognize the danger to the system. She does not actually hold the keys, though.

There are two guys, I get them mixed up, but they are actually metallic bird-dragon things, and the gold one's bad...

(IF YOU DON'T GET THIS LAST PART, DON'T WORRY--I DIDN'T EITHER)

At first, I thought the goal of the game was to find the Mother Lode... (again?) But actually, your goal is to make sense of this secondary storyline without tearing your head apart. (I'll give you a hint...there are no angels in this game.)

This game seems to teach some odd moral values. First off, all female characters are prevented from having any action whatsoever, excluding Tron the tomgirl and maybe at the very beginning with Roll. (SHOOT HER PLEEZ!!) Second, when you do bad things in the game you turn bad, and good things make you bright, and yes, I'll clarify this later. So does that mean that "darker" people are worse than "brighter" people? I have another issue with that

greedy preacher--you can e-mail me if you're interested in what I have to say. Not bad for Japanese guys--they really understand how America works. (Except for that stupid-looking truck in Saul Kada)

III. It starts.....

THE INTRO: Tiesel is "just a little in the red..." Evil Mastermind Lady breaks a window, Roll won't eat her Green Eggs and Ham. Could you make that into a poem?

Okay, I'm not gonna give an exact rundown of every detail in the game, but hints for things people won't normally do will be given.

FIRE!!!: Spray Dungbrain before he hits you, because there's no reason to get hurt...he's just "makin'a pizza!"

Stay in the ship--grab the zenny in your shoebox, under Gramps' bed, and the Rapid Fire by the box in one of the engine-mechanic rooms. Grab some zenny in a control panel in the control room too.

TOWN: Get a Unsturdy Kirby in the china case--I think it's in Mrs. Claus's house. (You know what I mean...) Check the garbage, you probably did in the last game too. Buy a rollerboard if you're so inclined, and soon you'll have it made into Jet Skates! Yay! So early in the game!!

Leave town after visiting where Joe should be, then go for the railroad cave (not the side cave). Don't shoot rabbits or kick the trash in town unless you feel like paying more at the junk shop. You will turn darker and people will give you bad reactions. (Some events in the game cannot be accessed by "Negaman.") If you do, pay the preacher in the church to make it all better--10,000 will do, and I'm sure that's just pocket change for you at this point. Better to repair the living room with that money.

RUINS: If you have trouble with Clunk-Man, hit the purple spike in his butt (the one he sits and spins on in his "happy time") and he will have hemorrhoids. He's really not hard...practice strafing or locking while running around. Don't forget the box a few doors away on B1...You get the Old Model Gun. Pick up Hoverjets on B2, and there you have it! Jet Skates!! (NOTE: Unlike old MML, no item requires more than two components to create.) By the way, whenever you encounter tower freaks, just get within 10 feet of them and shoot--they will do nothing!!

FORBIDDEN ISLAND: Nothing special, but if you're not very good, avoid those rabbit dudes at all costs. Sprocket the Wonder Dog should be targeted, then just keep firing so you won't have to worry if you're in range or not. When he's 20 feet away, MOVE or he will bite hard. HE LEAPS VERY FAST IN HARDER MODES. Inch your way past the elephant-men, and don't mess with the blue pole-things in the second room...they have a lot of HP. The boss dude! MOHAMMED THE ELEPHANT will shoot lasers from his tum--strafe+jump right before the shot fires to avoid. Jump when he hits the ground hard, strafe to avoid ice chunkies. Watch out, he charges, and as you weaken him his chunkies spread out due to a shorter trunk. Maybe you'll feel more comfy with an Energy Canteen before you take him on in harder modes.

Then...nakey-girl! This reminds me of some dumb scene from an anime flick. They try to make this suspenseful, but if you think about what must be going through pubescent Megaman's head, you'll burst out laughing guaranteed.

BLUBBER-BOTTOM: Search the plants in each room for zenny. When in the loading bay, exit the door, turn around, and strafe right to find the box that contains the HEAVY-DUTY GEAR, very important for getting some upgrades.

CHURCH: Go to the gal, you should be ready for the Class A test (This is for first-time players--other difficulties have the license level set!). You have 3 minutes to beat 6 rooms of nasties. Toss the flipped ground munchy dudes at stuff to kill them! Shielded Dudes--shoot them at close range as soon as they flinch from moving the shield...wait, and shoot again the millisecond he jerks his hand again. Throw them if you dare! Kill snakes first in a room, they do the nasty ENERGY LEAK attack, but it's better defined as a poison. Purple antibodies should be taken out...let the homing jellyfish spawn swarm together (i.e. chase them around) then shoot around them at the antibody thing. The game will only let so many jellyfish be in a room, so if you don't shoot them, it's easier to tell where they will be. Use the left-right button (L1-R1 if you prefer control method B like me) and shoot-strafe at the green dude at the end...don't lock on or you risk getting rammed. Oh, and jump sometimes too. The gains: harder enemies, but more zenny from them! And oh will you need it!!

Maybe you should kill some baddies. Make sure you can afford the bottle rocket--this will allow you to make the Homing Missile, your first weapon! (Perhaps your last--this is my absolute favorite weapon and I used it through about 85% of the game) The Machine Gun Arm is also possible at this stage of the game--determine for yourself how valuable it is...(Actually, very for the next boss.) Talk to Roll...that living room should be okay...so go ahead and pick up your Broken Motor and make the Vacuum Arm!!

POKTE VILLAGE: Forget what I said, go to that little ruins on the side first. Nah, too hard, first I'll fight the... Well, this is interesting. Have you ever sat down and had a conversation with a 30-FOOT MECHANICAL CRAB WITH 25 MACHINE GUNS?? It's clear to me that Tron is a Cancer. She does make a good point--I mean come on, scroll down and look at the cost for the Shining Laser upgrades! In Hard or Very Hard, you will need to upgrade your Machine Gun Arm to have much of a chance of winning. Maybe you will want to go for zenny in the

RUINS: but I'd hold off if I could til I get the broken drill in town to make the Drill Arm--it is helpful here in order to find goodies. Well, okay, maybe it isn't, but there is a drillable wall that leads to nowhere... Sell the Refractor B for 30K Zenny and upgrade the Machine Gun if you haven't taken on the boss already. Make sure you checked for zenny in the wall holes. Now back to

POKTE VILLAGE: Do some quick work on the Crab. Rotate while targeting to whittle down on her health. Just run around her front shot, and jump when she lets off the back shot. When she lets 'er rip, jump around so her targeting will be thrown off and you have much less chance of falling into "the ring of fire." Finally, she'll charge you, and by then you will probably want to leave--hold in there! If you bought Roll a fridge, you could've had a Picnic Lunch, but NOOOO....

BIG RUINS: Ah, you finally made it...But now u have to face Bola, and if you aren't good at shooting frogs you will have a problem. It's no problem to fight HIM...just strafe n' jump to avoid his daggers. But if you don't kill the frogs he drops, he will turn them into Super-Frogs (use Homing Missile on them). Now, leave--if you're in hard mode, you're probably aching anyway--and change to Drill Arm (preferably maxed out in attack--it's only 6000 zenny!) Drill the two holes in the rooms with Venus Mantraps. Get the zenny and an Old Pipe. Now, you don't have to go back and change to Homing Missile--trust

me. Drill works great on frogs, especially when they're jumping toward you. Be careful not to take on too many at once tho, or you're done for. You'll eventually meet Bola again, but he's really not hard. If he holds his arms close for a while, he's about to do dagger throws--zip back and forth to avoid. If he appears and his arms are down, shoot him for a couple seconds, then get out of the way. When he gets in the middle, stay on the ground and move counterclockwise to the center to avoid the crunchies. He's toast. Progress, grab a hat (and avoid the floor, unless you got the Hover Shoes), and there's MegaToda! Toda will do all sorts of stuff, don't get confused. Always aim for his mouth when open, and get off the platform if a tongue comes out. (He'll stop attacking if you're NOT on a platform.) Now, sometimes he will jump to other platforms, and SOMETIMES he will miscalculate--this is your chance! Get around to his tum and drill him! HE WILL DIE IN 2 SECONDS!!! EVEN IN VERY HARD MODE!! Now, go to

POKTE VILLAGE--I wouldn't be surprised if you had 50,000 zenny at this point. Pay the donation girl (the only girl) until she says no...shouldn't be more than 25 times. Try the quiz in the mayor's house...There are ten items available, and you want the 3 writing materials each one gives the first time, and the mayor's prized Zetsabre. This quiz is a combination of stuff all Americans should know "What is America's currency?" and Double Jeopardy material "Byzantine is the longest lasting empire"...I don't feel like posting all the answers--besides, someone else did! It's safe to say the average person will intentionally get about 25% of the little girl's questions, 20% of the "first student's" questions, and 10% of the mayor's questions right on the first try; of course, guessing would raise this percentage. (One answer that is NOT posted--a spider's head and thorax are not visibly separate sections.) Upgrade the Homing Missile if you have money left, then plan on returning the key to Stinky Bottom. Check for money in the rebuilt town--I found about 6000 zenny! If you get the first student's questions right three times, you get a Mug--I don't know what it does but it sells for 12500 zenny, which is not too bad. (Did you find the hidden raccoon?)

When you beat the ruins AND return the key to the Bumble Bottom, things change. New items and junk become available for sale. Also, in this case, the ruins will change. The enemies will revert to as if you had never activated the blue pedestal...this allows you to find a Zenny Pen!

NINO ISLAND--Do you have the Buster Cannon and the Ground Crawler? Cool. Upgrade one of them (I prefer the cheaper Ground Crawler) and take it with you here. Geisha Glyde is waiting for you, with his army of Birdbrains.

If, after talking with the Guildmaster, you find you're still not ready to face Glyde, you can play around in his ruins for a while. It's not real hard, and you can earn over 25,000 zenny per round. Also, consider taking the Class S License. You should before you go to Sada Kaul, or else you can't access the mini-ruins there. Buy out the junk shop and maximize your Ground Crawler if you're really in a pinch. Oh, and while you're in the ruins, check out the awesome maneuvering abilities of the Ground Crawler--you can even kill the Spike-Ball-with-a-Screw-Driver-for-a-Head.

Dealing with the dux...the ships will drop off dux, ground crawler the dux while shooting the ships. When you can activate the cannon, just do it by jumping up on the switch to the right of the door.

The second time, wait for the ships to touch the ground, then you can bomb them too. With any skill, you can avoid the door taking any damage at all!

The third time is harder if you're not used to the concept of bombing bridges. Apparently, these dux cannot fly at all!! When you bomb a bridge,

Duckwing will move--this is when you should pound on it. If in hard mode, just shoo the dux when the ship is in "location 1," bomb the platform in "location 2," and bomb the ship itself in "location 3." The splash damage will kill most of the dux trying to get off! If you're good, the door will yet again not take any damage!

The fourth time, just bomb the dux, simple as that. When Duckwing seeks revenge, shoot him, avoid his shots however you can, and roll (tap jump and rotate) when he pauses and rams you. Not tough, but a little time-taking. Oh, and...KIKIKIKIKIKIKIKIKIKI!!!

Now, talk to Guildmaster G and you can leave to

CALBANIA: Whatever pronunciation you use, it won't take you much time to realize that you don't have to do what Appo and Dah want you to...dumb kids...bring the Drill Arm with you, and explore the ruins in the second country area. The first country area also functions as a Zenny Pen! Don't forget to look for holes in the walls...some are pretty well hidden! (Oh...by the way, you don't need the drill for finding secrets in this ruins, but it sure makes quick work of the purple Roverbots at the end!

Now, when you get around to wiping up the Duckbot mess, use the Ground Crawler...Oh, you may whine that the ships in the air are too hard, but everything else is hard to take out any other way. Use manual aim to pick out the ships (L2 and direction) since Megaman is no good on his own at shooting moving objects.

Once in the second part, you'll realize why you have the Ground Crawler--there really is no other way in the world to reach the duckbots in the tower. Take no prisoners (except for Shu of course, and maybe some Fried Chicken and an Accessory Pack--get it now because you can't get it later!) Oh, and by the way, the only thing you have to do in a room is kill the machines WITH DUCKBOTS in them. You can ignore the others if you wish--they'll just disappear! Oh, and when stacking boxes, try Roller Mining a box up close--it's WACKY! The rest is cake. If you're smart, you'll wind up back at

NINO ISLAND: Switch to the Machine Gun or Homing Missile, whichever you feel more comfortable with. Take out some nasty Duck-o-tron Missiles of Mayhem, and don't let Roll get hit! (I don't know what the Aqua Blaster thing is about...apparently, I can't equip two arms at once, and she won't help me get it either) Just shoot the missiles, and hopefully not too many will come through--they don't take too many hits. SEE THE PARABOLA IN ACTION!! MWA HA HA HA!!!! Well, at least the KIKIKI's are over.

BIG RUINS: Go down, down, way down, by talking to the Guild Master. (Talk to his pal too, he's got something.) This is the biggest, most annoying Mega Man level you will ever play. It is just soooo slooow because of the water! But DON'T REMOVE THE WATER!!! Make sure to explore every nook and cranny--you did bring your Drill Arm, right?--and you just might find enough zenny to purchase the Resistor Chip you'll need later. Find the Sower, too--it's on B4; when you enter the room where Roll sez the door's way too high, just rocket off with your Hydrojets. Before you get there, however, you'll need to beat the Big Bad Men-O-War. Drain the water from this level, if you like--the jellyfish will stand still for you if they don't have water. All other puzzles in this level, though, should be solved underwater. If you can think of any other reason to drain the water, it would probably be to rack up zenny faster (the giant flopping fish make good sources). Oh, by the way, don't shoot the little fishies--they won't try to harm you. The big fish near the end can help you reach the two pillars to get zenny and the necessary key. When you finally get to the Key, Klaymoor shows up. He would be pretty tough

if he had any sense in him. He WILL shoot where you will be, unlike most enemies. So, the best way to shoot him is to strafe back and forth. He doesn't do too much else that you aren't trained to avoid by now. When he says "Wait," don't...I mean, come on, what are you, Mega-Chicken? Slodge your way back to the top, then fight him again. He's a little faster, a little stronger, he shoots homing donuts, and he has this little blue laser thing that is just ADORABLE!! (Oh, and it'll knock out almost half your health.) Kill him, and he reveals his TRUE FORM!!! (Not kidding) His true form is a little pansy wuss that will never bother you again. <k-k-krak>

CLASS S LICENSE: Did you take it already? It's not very easy, but there's a simple way to do everything in this game. Try throwing baddies at each other in Room 1. The shield guys are easiest to pick up right after you've shot one. Make 'em go kamikaze on one another! Room 2--exterminate snakes first. Room 3--more throwing Jump to shoot the first shield guy, then grab him while he's recovering Be careful though--the shield guys don't throw very far. Room 4--let the jellyfish swarm in one spot while strafing and locking on the big antibodies. Room 5--Blue Bombets are good targets for throwable guys, but most of them should just be shot down before they become a threat to you. Room 6--strafe and shoot, don't lock on or you'll be toast. Jump often. Run to the door. Voila! I know it can be done faster, but I had 6 seconds left. With that, on to

SAUL KADA: Cool, I'm back in the secret level from Super Mario 64. I must've forgotten a star... May I also mention that you won't be needing the Drill Arm anymore? Run for the

RUINS: The Class S Ruins are fun, rewarding, and a little hard. Get the two parts for the HunterSeeker, zenny, kill baddies, more zenny, kill the jellyfish (I think they shoot more often now), much more zenny (like 100000 from the big Refractor), and get out! After this level, you won't need to check for holes in the wall anymore. No more water either--yay!! The zenny you get should allow you to buy all the special items from the junk store, including (hopefully) all the Bionic Upgrades, 10 slots in the Energy Canteen, the Asbestos Shoes, the Flame Thing, and the Joint Plug. By the way... If you buy all three things to give to Roll (and all the stuff you lost in the fire), she will give you a 10% discount on weapon upgrades. This is, of course, after you see her taking a shower... Bad Megaman! (But then, why does he hold up his arm afterward like he "got something??")

Even you--yes, you!--might have trouble once you enter the city tho. As we all know, Teisel's finally back. Kill his comrades... Not too tough. Grab the aid of the truck dude who is in a side passage near the beginning, if I remember right. He won't help you til you get to the part with the big tough fence (and the land mines--kewl!) Blow through there, then take on the greatest challenge of all...finding the Key! (It's behind the back shop on the left from the entrance.) Nothing left, you say? Of course there's something left! Continue on, and Teisel will use is typical bad guy scheme to threaten you. He's not too swift. Just don't get on the platform with him, and shoot in short bursts. His snake-thing will take damage, and the 20-ton gold statue won't. (Seems to me that it would take less than 10 hits, since gold melts pretty easy, but you get some leeway.) Saving the gold statue allows you to go on to the races.

RACES: There is no reason to race unless you seriously think this is the best way to get zenny or beat your friends. Mad Mossa's scores are tough to beat...but not too tough. (Friends just call him Mad--Mossa is a slur for the first half of the other word they call him.) But if you really think you can beat Shaft, keep it cool.

On Manda course, you might do this one on your own. Remember that the B controls will probably be the easiest way to control Jet-skating Megaman. Skate through a very thin corner of goop-floor to avoid going the long way (it saves milliseconds). Use the ramp to get the first timer, and turn right, then rotate AND strafe sharp left to get the timer behind the rock. The rest is cake. Don't hit any trees.

On Clinky-Dink... At the very start, aim just left of the tree by the wall. This saves some time. Don't cut too close to the wall, or your next turn left will end u up in another tree. Stay left, and hit the rock. Stupid, you say? Well, if you go too fast, you'll jump over the clock that's just to the left and below. Just loosely turn left in the next part--you'll want to be out a little bit so you can grab the clock behind the rock without slowing down too much AND turning right again without a hitch. Stay left again, and you'll jump twice, getting the next timer in the process. While in this second jump, turn a little left, and aim yourself between the two trees at the next turn. Go uphill, cut in to grab the timer, and pray you don't hit the next tree coming out. (You can stay between the trees and the wall, but I don't recommend it.) Turn left loosely, and the last timer will just fall into your hands. Go straight to the goal.

Sada Kaul... oh, dang, that's not how you say it. I had to revise my strategy for this level many times before I got it. Cut left at the start to grab the timer. Hang between the lefttree and the goo-floor. Cut left as soon as it's safe. Here, you have two options--going left and crossing a small patch of goo-floor, or being a daredevil, cutting far right, then left, so you go BETWEEN the goo-floor and the sand pit. Try to end up before 10'75 by the time you grab the next timer. Now, next, rather than going the long way and passing between another goo-floor and pit, cut through an itty-bitty corner of goo-floor. Aim yourself at the rock in the middle coming up, then hopscotch to the rock about 55 degrees to the right. Hop left a bit from there, nabbing the timer behind the palm tree, then turn hard left to avoid the invisible goo-floor on the downhill. Cut right at the last minute (or fly off the edge of the hill to the left of the goo-floor) to get the timer above the rock. Don't go straight for it if you fly for it--curve a bit or else you will fly over it. You should try to beat 19 seconds by this timer. Hang on the outside for this straightaway, then turn left early to grab the sneaky little timer here. Deal with the tree somehow, then see how fast you canmake the uphill turns. Make sure you're turning sharp right at the end, or the sand pit willget you. Skate just at the edge of the pit until you're facing between two palm trees over a hill. Straight-jump for it, grab the timer, and hit left a bit. Don't worry aboutthe downhill goo-floor--you'll fly over it. Slick the annoying palm tree on either side, but don't hit the wall. The last goo-floor is different though--aim your body to the right about 20 feet from the wall and pointing almost toward 90 degrees right from the finish line. (Well, maybe less is alright.) Then turn left sharp, and you'll magically fly over the goo-floor and land on the final timer. Head straight for the goal. My best time is 30'74. Your prize--nothing!

Head back to Calbania now and kick some pigs. Keep on kicking until the shade of Megaman's Armor (and the pig) darkens twice. Head by the Saul Kada ruins, use lock-on, and talk to the shady businessman. Hey, did you get the Reaverbot Claw from behind the junk shop inCalinca? Go ahead and do it. He'll buy it for 50,000 zenny. Buy the taser, which is critical for making the devastating Crusher. The Reaverbot Eye he has (if you can afford it) can be sold to the Calinca shop owner (again, behind shop) for 3 times what you put in...300,000 zenny!! Not that it matters... You'll have to use this money to "buy repentance" from the church owner and turn good again. If you don't, places will charge more, and some people just won't cooperate with you. (But you do get some odd reactions from the not-so-smart townspeople in

the game.) At least you can get the Crusher. Now on to the

BIG RUINS: Head on down. WHAT THE HECK IS THAT THING IN THE WINDOW ON B2??? AAAAHH! Well, be very afraid. Always have your thumb on the X button because several "floor munchers" will get you, and jumping is the only way to escape. Running along the walls seems to help a bit too. If one does get munched, wiggle around to get out quickly. If you're low in health, be ready to jump any second, because the one-hit-point-left policy doesn't work with this guy. Then on to B3...Data? Am I fighting the boss already? Well, kinda, but you can't beat him yet. Run through his room to a set of other tricks and treats, and activate Code A. Open the Code B door...if you make it to a room with two flames protecting goodies, use a weapon with good range to destroy the control panel on the other side. (Can you trick women this way too?) Get Mechanic Notes 4 and 5, and plenty of zenny and a couple buster parts. Code C will be tough to deactivate if you don't have Asbestos Shoes. Without them, the lava (laah-va, not lah-va) will roast you in seconds. Now it's only minutes. Open the two-flame door, and LO AND BEHOLD! You get to help some "visitors." Shoot every roly-poly dude you see, but only pick up one at a time. Kill the stone! Now the boss is beatable. If you think he's still too hard, you probably haven't shot him yet--his hit points really aren't that high. (But in hard mode it may still take 20 minutes) Shoot the blue donuts, jump from his swing and his horn thomp, and run behind him if he gets fire-happy. He doesn't do much else, but his attacks are second in strength only to the boss of the game, so don't slack off! Take his key up to the top floor. Your friend Sprocket in his twin will chomp you--they aren't hard at all at this point in the game. Enter the door, and waste the salamanders with the most powerful weapons you have. If the salamander spits bombs, run to the side; if missiles, stand still and you can shoot both the missile and the freak. He has a million hit points--be patient. Killing both will allow you to safely partake in the donations of zenny from the sky by a mysterious disappearing blimp dude. Grab the treasures in the room on the right, then head left. Two doors later, you take on Tron. She's actually kinda hard since there is no safe time to drop your guard. If she drops hers (i.e. stop shooting at her for a little while) make your move! About 10 or 20 rounds of avoiding flames, bullets, and bombs will bring her down. Or something like that. Now that Megaman has enough material to make his own anime porn mag, perhaps he should concentrate on that yellow dude with the turban outside. He takes few hits, but he will ram you, and he's overly annoying. You don't have to throw him in the lava; in fact, shooting him is just fine. Get the Key, and you're home free!!

CALINCA: Now you can buy some very cool upgrades, and the only weapons you can't make yet are the Shield Arm and the Shining Laser. If you don't have a weapon, go back and get the parts--only a few of them are very well hidden, and only two or three that I know of are gotten outside of the ruins or shops. You'll get the second half to the pointless Shield Arm and the first half to the better Shining Laser in here...but don't you want to get rid of those pirates once and for all? Talk to the priest, then to Joe in the hotel. He'll give you the key you need to take a train ride.

LAST TRAIN TO CLARKSVILLE:

Now here's a boss who deserves an entire section. I really wish Klaymoor would've taken part...but he didn't. Just the Dum Dum Duo, Teisel and Glyde. Glyde will take you out with a three-bomb gun--aim for the turret on the right, and you will destroy the bombs that come from the other two guns as well, saving your train some hits. When that's gone, you'll want to run back and forth while locking on one of the two Gatlings. But what's this coming from the side? Mr. Blue Laser wants to play too? No problem--just try and jump while strafing back and forth. This setup will not guarantee that you

don't get hit, but you did remember to fill your Energy Canteen right? When this is gone, you'll be left with ol' Teisel. He will deploy BoneheadBots as missile tracksmen, and they do a fine job! If the missile comes straight at you, grab it, lock on, and toss it back. If the missile goes high, back up, then run forward and/or jump when it's about to hit. (It won't.) When at half health, you'll find that main weapon that Teisel was talking about is a lot like the one he used on you in MML as the Marlowolf. This one is equally menacing. Shoot at it to disable it, and shoot down the Bots pitching bombs. Then, when it's clear, don't lock on, just SHOOT THE TRAIN! It took me forever to figure this one out. Soon, you will see the train's reactor core. Shoot it. Watch it die. (Poor Bomb Boy...) Remember that tapping R2 will allow you to switch targets quickly.

BACK TO PLINKO:

Re-enter the place where the train was to collect the Spike Chip. (Do you use that in fruit punch at college parties?) The shoes it makes will help immensely against the many enemies awaiting in

THE CHURCH RUINS: Make sure you've bought out the store--if not, rack up some zenny. The items in this level are also not too hard to find, except one--you'll find it in B3. The heck? How do you get to B3? The elevator don't stop there! Well... At the start, shoot the floor to break the ice hiding the door passage. (Or you can forget about it, say you beat the game anyway... make a fourth Key out of ice and call it a day.) Open that door. Shoot ice blocks both above and below you to progress through this dungeon, and, if you haven't encountered them already, avoid the red dress Reaverbots. They're annoying, they will steal zenny off the floor, and they're a pain in the neck to kill. All other 'Bots are easy to exterminate, and most yield good zenny. Perhaps you'll notice what happens when you stand on red floor blocks too long--perhaps you won't. In B2, it's easy to get confused--remember that part of the level is a one-way loop, and you need to go through one end of it to get to the top. When you find the Red Barrier Key on that floor, use it on the computer back at B1 (and remember to shoot ceilings to backtrack). The barrier that dissolves at the computer will drop you right to B2...but why stop there??? Drop again to B3!!! Shoot the floor there once you've gotten the Shield Generator. B4 awaits...you'll have to get between an invincible elephant guy and a hole, then jump back and to the side. (Run to the side, and the elephant will follow you. Jump back, and you'll probably fall in the hole, which has a very damaging floor.) Toro the other two, and you can access some zenny and B5. To catch a living key, all you have to do is be walking (press O) and get real close to one. The key can even be running into you--you just have to be walking when it does so. Of course, freeze-bots will probably mandate you to return to Data on B4 once or twice. The giant salamander will probably stop you a couple times too. He has at least 10 million hit points, and not nearly that many zenny. Fight him like a small one. When that's said and done, take out the blob dude in the next room. BUT HE'S SO CUTE!!! Do it, and you'll find the hidden Teddy Bear powerup. Of course, since the game doesn't allow you to do anything that's good for you, you'll have to get the Key first, then the blob turns into...THE BLOB!! (Hey, at least no pirates followed you down.) He has 4 phases. Shoot him in phase 1, where he chases you. Then he does a phase 2--jump to avoid his malicious puddle move. Phase 1 again, then some platforms appear. You have 10 seconds to get up there or you will die from the freeeeezing floor. No problem right? Well, he will start spitting himself at you. Theseblobs are very hard to strafe past, jump over, or anything, and when you fall back down, the floor will disperse its energy (after you get frozen.) Should you shoot him enough times in phase 3, or you fall, he reverts to phase 1. He will continue 1-2-1-3 until he takes some real hits. When his health gets low, he chases you again, only now you can't hurt him. Let him run a bit, then he

tuckers out. Shoot his head. Repeat if you need to...now where's my Teddy Bear?

Don't return to the Scummy Bottom until you are ready. If you don't understand the secondary storyline yet, there is a boss there who will undoubtedly school you if you aren't prepared. It's a dragon-salamander dude--a gold version of the guy you saw at the very beginning. I think its name is Gates. However, it's much prettier than the OTHER omnipotent, self-absorbed overlord. It will shoot stuff (roll or jump, depending on the stuff), ram (roll or maybe jump), and attempt to make fun of you in his lame Japanese way. It sounds easy, but it's amazing how much you will get hit in the process. Then, after half-way, the pirates are eliminated from the peanut gallery, and that's the last we hear from them. If you shoot it enough times, it will come down to give a close-up dose of pain. The missile-like things now are even harder to avoid. If you get hit by Gates itself, you will be totally screwed. But it DOES die, and you can win. If you really can't win, rent a different game. The final boss is two-variable differential calculus compared to this little multiplication problem. So, then all is said and done, and you get to watch the storyline that should fill you in on everything you didn't understand in this game and the last. But it's not over yet-- Mistress Sera wants to carry her orders out!

Buy out the store again, and buy up to 30 total Canteen holders. The Kevlar Suit is nice too. Then you must go back to Calbania and Evil Mastermind Lady will take you to.....

THE MOON: Well, it has a name, but it might as well be the moon because they obviously stole this part of the storyline from FFVIII. Destroy the moon? 'Twould be easy if the planet had any astronomical technology...which brings to light another question... If only 1000 years exist between each "Carbon Reinitialization, how would they know that Resident Evil existed? (And what is the point of buying the video game? I've never found it on the Flutter.) So we'll have to do things the hard way. Go up in the Defense Area. The girl talks about that gravity adjustment is needed to open certain doors. Well, what gravity adjustments? Walk through the first set of pink vertical bars you see, and you'll find out what she means. With this INCREASED GRAVITY, you can sit through any floors made up of big, grayish, square tiles. In each one you find, you'll find a treasure as well, and a Gravity Change-0!! DECREASE GRAVITY to help climb back out. In fact, try to DECREASE GRAVITY whenever you can, since it will help to open certain doors like she said, and you can INCREASE GRAVITY whenever you need to. DECREASING GRAVITY, for example, will help you get to the place with green cages; then you can jump in one to take its treasure. Advance to the next floor. Simple huh? Well, exploring even one floor of this place will get you to meet two new baddies--a four-armed door monster, which you should approach with caution, then target and destroy its launcher arms; and guardian Bots, which pair up, spit bubbles, and sometimes climb the ceiling and drop bombs in lower gravity. These latter guys require some complex strategy--you will need to practice jumping when they drop bombs, strafing and shooting to avoid red bubbles, and separating the two guys as much as possible so you can pick one off to simplify the battle. You'll have to face these guys every time you enter a room with them. This can really suck sometimes. If you can't figure out how to open a door, remember to kill all enemies present. Progress to the Side Area (with the Giant Refractor from B2) and walk through bright-colored portals. Identify the bottom-most and right-most islands with the map, go there, and collect zenny and a very nice Plasma Gun powerup. You will have to go clockwise to get to the east side, where you can access the center island. Put the refractor in the panel outside, and you can return to the Shuttle Bay (where Data is and where to find the Green Eye, which is necessary to gain the Shining Laser.)

Buy Kevlar Suit Omega, as many Energy Canteens as possible, and maximize your weapon if you can. As it is, you'll probably have to try once or twice to beat her. The Shining Laser is a recommended weapon, but so is a silver bullet for a werewolf-it gets the job done, and it's fabled to be the only way to do it, but there are alternatives if you really feel like pursuing them.

THE END? Go back to Center Island and go in that big building. On the way down, you'll have a rematch with all four of the nasty Reaverbots, which have opted for a cool new paint job. They all seem to attack with just a little more brunt--the jellyfish can turn invincible at will, and the T-Rex shoots donuts constantly. OK, now you're at the Library. Use the final Zenny Pen (posted below) to upgrade your favorite weapon, such as the Homing Missile or the Shining Laser. Whichever you're best with, because force doesn't do much if you can't use it right. This boss is hard in any mode! In MODE 1, Mother Sera will use yellow spread shots (jump and run to the side continuously when it gets close), blue crystals (jump left), and the evil gravity crunch (don't forget to dispose of the mines and jump about half a second after she hits the ground). Roll past her charge. Take her out however you can.

NO, THE REAL END!

Duh, duh, duh, duuuuuuuuhhh...

You find yourself mysteriously transported into the Mother Area. The world around you is alike to a sunset smothered by the clouds of nuclear waste. The ground beneath you feels like it's made entirely of pixels. (Perhaps it is...how can you tell what is real anymore? Ever since Matilda revealed her current persona...)

Sera looms above you. She seems to breathe the devastation she had wreaked upon Terra so many times before. Her very form is of an explosion: Her mushroom-like body is shielded by freakish arms of destruction large enough to uplift forests.

She says that she has no boundaries of thought or action outside that of the System. You say that she had better learn.

Her subsequent scowl is followed by a massive charge of her form. You roll to avoid, but even so you barely clear her large bottom. Sera's arm raises now to launch an unrecognizable shape. As it comes toward you, light itself seems to become lost within. Dodging the sphere seems impossible as you notice that it follows you...then, when it inevitably engulfs you, you realize that only your motion is slowed somewhat, and then the sphere dissipates. You look up...

"What is that noise?"

And you're slammed in the face by ten giant meteors. Realizing the true intent of Sera-to protect the System, not its followers-you begin to fire your nastiest weapon. Sera barely flinches. You persevere, but not before she brings out her latest move...

Apparently, Mistress Sera has powers unlike you've ever seen. When you try to look up her unseemingly long dress, she shines 20 blue lasers in your eye. "If Klaymoor only knew..."

Instantly, your health becomes a concern. You pull out your Energy Canteen, which conveniently has 99 available units of healing. "It's time to take out the trash."

She uses her meteoric blaze of doom yet again. This time you're ready. You roll left past the first one, then jump forward while strafing right. Upon landing on the ground, you roll again, and repeat this procedure until the meteors cease. Even so, you know it could be very easy to get hit and have to draw from your reserves again.

And so you and Sera, the two prevalent forces of good and evil in the eyes of the Master and of all humanity, exchange projectiles of cosmic artillery powerful enough to level mountains, erupt the oceans into tragic tidal towers, and cause the sun itself to immolate itself and thus all life in the solar system.

But you won. Nobody will call you subordinate. HAHAHAAA!

SO WHAT IS THE MOTHERLODE ANYWAY? Well, nobody actually won anything. The pirates are gone, and they didn't get any humungo refractors. If you REALLY want to know what the Mother Lode is, just ask Roll or Tron. I'm sure they'd tell you...heh heh...perhaps it should be called the "Father Lode."

IV. Stats for Weapons, Items, and Stuff you Don't Know Already

When you beat the game, new difficulties can open up---

Normal--Well, duh

Hard--For beating the game. You start with a Class S license, but also no chance to improve your zenny potential.

Easy--for beating the game with a Class A or better license. Start with a unique Class C License, full Buster Power, full health meter, and enemies that take two or three hits. Let your little brother try the Megaman Experience!! If you can't beat this, you probably can't read much of this guide either, so moot point there. Gems appear from baddies like they would if you had the Class B license, but they are worth 4 TIMES NORMAL!!

Very Hard--for beating the Class S game (has nothing to do with time...I beat the game in 32 hours, that sucked!) Like hard, but you start with the CLASS SS LICENSE--it is soooo cool to have it. Unfortunately, all enemies have twice the hits (and half the zenny of Normal), bosses like Super Elephant Dude in the Forbidden Island take ten minutes to beat--if you're good--and of course they're faster and more cleverer.

WEAPONS:

(In order of finding)

MAIN BUSTER ARM

Have you ever played Mega Man before? I think it's like, plasma, like, and it's in a ball, so like, bad guys get, like, TORCHED! Maaannn... There are different upgrades, and in three different classes...Normal, Alpha, and Omega. Omega is best. Sell lower class stuff if you have the higher class equivalent already--same goes with helmets and armor!

ATK: Affects damage (Duh) and changes the color of the shot...starts strawberry red, runs through an odd spectrum, best is azure blue.

EGY: Affects # of shots allowed on the screen. Also makes shots brighter. If you have a low RAPID and RANGE, then obviously you can't get many shots on the screen anyway...but when these values increase, and you notice painstaking breaks in the time between bursts...then you may want to energize.

RNG: How far out can your shot go? This is often my lowest priority except for bosses, then it becomes a higher priority. Consider whether you like to fight baddies from a distance too...it may be a matter of preference. Starts out about 30 ft. distance, increases in about 15 ft. increments, but I haven't found the max. distance for a max range shot yet!!! They go a LONG ways...

RPD: Time between shots, assuming you don't have the max. number of allowed shots on screen. Starts out about one per .4 seconds, goes down to one per .1 or so.

SPC: This affects Megaman's ability to pick up objects, punch computer keys, and grab ledges with a giant clunky cylindrical metal hose-end for a hand. At the beginning of the game, this value is already ridiculously high.

HOMING MISSILE

Town favorite. Pretty powerful, though not quite as much as it was in the last game as the Active Buster. The name tells what it's for...the "SPECIAL" quality affects the homing ability of the missiles.

Costs for upgrades are as follows--

ATK: 10K-120K-1000K
EGY: 15K- 30K- 500K (infinite)
RNG: 5K- 30K- 60K
RPD: 10K- 30K- 100K
SPC: 10K- 30K-1000K

MACHINE GUN ARM

Also a reliable gun, though not for fighting against much other than bosses and really patient enemies. If you get enough RAPID for your buster, this gun will become obsolete :m> Nice 'n cheap! Reminds me of Al Capone bustin' out a violin case.

ATK: 3K-30K-100K
EGY: 5K-15K- 25K
RNG: 1K- 5K- 10K
RPD: 2K-20K- 50K
SPC: N/A

VACUUM ARM

It will become a part of your life if you want to upgrade expensive weapons. It itself does not cost too much to upgrade, so why not? I believe this arm's SPECIAL affects how fast the zenny will fly toward you when you try and suck it (But I'd never notice...I always upgrade it completely, so you get the zenny instantly anyway.)

ATK: N/A
EGY: 1K-10K-100K (infinite)
RNG: 1K- 2K- 4K
RPD: N/A
SPC: 1K- 2K- 5K

DRILL ARM

Awesomely awesome weapon, not much for even average battles, but a good way to remove some Reaverbot fillings. But it's awesome because it can drill into secret hideouts for special items...

ATK: 1K- 2K- 3K

EGY: 1K-1.5K-2.5K
RNG: N/A
RPD: N/A
SPC: N/A

BUSTER CANNON

I don't really use this one. But it's there, it's fun to play with, and with a couple upgrades, boy is it powerful! The Magnum of Megaman's repertoire-- and the only weapon I know of with a recoil in this game. I'm only puzzled why it's called the Buster Cannon...maybe Capcom doesn't know Megaman already has a weapon called that.

ATK: 30K-50K-500K
EGY: 30K-60K-120K
RNG: 30K-50K- 60K
RPD: N/A
SPC: N/A

GROUND CRAWLER

The underdog of weapons. In MML, the Land Mine sucked, but this one is cool. It fires into the air, lands on the ground with a thump, and homes in toward the closest or targeted enemy. It is pretty wicked, and very powerful til about halfway through the game. The SPECIAL affects homing ability.

ATK: 2K- 4K- 6K
EGY: 3K- 5K- 7K
RNG: 1K-1.5K- 2K
RPD: 1.5K-2.5K-3.5K
SPC: 5K-7.5K- 18K

REFLECTOR ARM

I cannot believe someone in the Game Department let this one through. It bounces off walls--otherwise, it is a gray version of your Arm Buster. And if you really want your Arm Buster shots to bounce, hammer away at the Shield Guys for a while. If it wasn't fairly cheap to upgrade, I'd say this weapon is more likely to distract you from the better weapons than to help you get anywhere. The only benefit is the potential for higher damage, really.

ATK: 5K- 7K-35K
EGY: 4K-5.5K- 7K
RNG: 2K- 3K- 5K
RPD: 3K-4.5K- 6K
SPC: N/A (There is nothing special about it anyway!)

SPREAD BUSTER

Ah yes, the Spread Buster, the classic. Think back to the days of "1943" and the smile on your face when you got that 3-way fire powerup. Heh heh heh, watch them drop. Well, now you can have it all, and clear a room of annoying toads or snakes. I wish it didn't cost quite so much, but it's not horribly priced. If you upgrade the SPECIAL, you fire more shots in one burst--think "shotgun."

ATK: 10K- 20K-30K
EGY: 10K- 15K-18K
RNG: 6.5K- 8K-10K
RPD: 5K-7.5K- 9K

SPC: 100K (just one)

HYPER SHELL

Can you say, "Battletanx"? Think of this as a sort of mortar, though it is not ballistically aligned. It just travels straight, that's all. It has random-sphere blast damage, kind of like a bomb. This is easily the second most directly brutal and powerful weapon in the game. It's a menace to pay for to power up, but what are you expecting? This ain't no pop gun. Not recommended for evasive or remotely unmasochistic players. SPECIAL affects how the shot will home toward the enemy, but it really does not home very well at all.

ATK: 60K-100K-200K

EGY: 30K- 60K-120K

RNG: 25K- 75K-120K

RPD: N/A

SPC: 10K- 50K-100K

HUNTER SEEKER

There's another cool thing in shooter games--options. The Hunter Seeker provides you with a self-aiming, homing, explosive probe (SPECIAL increases the number you can have at a time). This feature certainly isn't new to corridor games, but it adds a nice touch to the Megaman style. If you're a first-time gamer and can't figure out why you don't have this, it's probably because you gave up on the Class S License test...Take it, then go off to the side in the Saul Kada desert. The underwater place has it all... Intelligent weapons for intelligent players.

ATK: 10K- 15K- 30K

EGY: 10K- 20K- 30K

RNG: N/A

RPD: N/A

SPC: 10K-100K-500K

BLADE ARM

Unless you have patience to gain zenny, you probably earned this one on the books. It's pretty cool--Go after bad guys like you're Prince of Persia-Luke Skywalker or something. You can pull off a three-hit combo with it too (tap,tap,tap)...and I've met few bad guys that can withstand its full power. Of course, due to its obviously short range, you may have to withstand some damage yourself. The sequel to the Drill Arm,maybe. Too bad it doesn't use as little energy as the Drill Arm.

ATK: 100K-300K-500K

EGY: 10K- 50K-200K (no, I wish it was infinite...)

RNG: 50K-200K-600K

RPD: N/A

SPC: N/A

CRUSHER

This weapon is not often found because it requires a high level of understanding of the gameplay (and, possibly, tithes). You'll need to go to Saul Kada and get the Taser from the travelin' man after kicking pigs til you turn dark. (Don't kick the pigs too much or you will have to pay a lot to the church man to return to normal!) And, since the weapon was obtained through shady methods, the weapon itself has a sneaky attack method: You throw an

electric black-hole thing that sucks enemies in and doesn't let them out again. It doesn't work well on bosses, but just fine on enemy groups. I believe that the SPECIAL affects the radius of the electric crush.

ATK: 100K-1000K-3000K
EGY: 75K- 95K- 115K
RNG: N/A
RPD: N/A
SPC: 100K- 800K-3000K

SHIELD ARM

I guess it's okay, but then again, that other arm is supposed to be for pummeling the enemy, isn't it? This shield will block you in a pretty little sphere from any projectiles (not enemies themselves, and not big stuff) while allowing freedom of movement. The usefulness of the weapon becomes evident when you realize that every other bad guy in the game will try and ram you at some point or another. (It's not.)

ATK: N/A
EGY: 12K-15K-18K
RNG: N/A
RPD: N/A
SPC: N/A

SHINING LASER

You finally did it--you got the super-cool weapon. And, unlike in MML, you can aim it up and down too! But oh my gosh...does laser technology even exist in this world? Maybe Roll doesn't realize that there are better ways to finance photon magnetization and magnification. Whatever the case, if you can in some ungodly way afford to power it up all the way, you will be a MAN! (Let's face it, Megaman isn't a girl!)

ATK: 50K- 500K- 5000K (It's as powerful as the Drill Arm!)
EGY: 100K-1000K-9999999 (yes, I got it, and yes, it's infinite)
RNG: 100K- 500K- 1000K (It has a LITTLE better range than the Drill Arm tho)
RPD: N/A
SPC: N/A

\$\$\$\$\$

ZENNY

\$\$\$\$\$

Throughout the game, you'll wish you had more zenny. It's not much different from wishing you had more experience to fight that Evil Gremlin in an RPG. You don't need to buy everything, but it's nice for us lazy Americans (non-Americans need not take offense) to find ways to build money quick, right? So I found a few "Zenny Pens":

1) Kick the cans! This will ring a bell for Oldskool gamers. First, you'll find one can, in the first town. (I always forget the name of that place--starts with a Y) If you play the Forbidden Island, then another can appears. They both appear next to a trash can. The first can is worth 200 zenny, the second 1000. Kick them into the OTHER trash can (the ones they're not closer to) and you get 5 times the amount! 1000 and 5000, that is. This may help in

upgrading the Machine Gun Arm. You can get about the same rate of zenny development, or just a little better, by replaying the Pokte Mini-Ruins, if you want.

2) Pokte Big Ruins. Return the first key to Von Bleucher, then come back here...guess what's waiting for ol' Megaman? I don't know why, but the bad guys get easy again. You figure "Doesn't that mean LESS zenny?" But there's a technicality. There are two rooms where you can find Venus Man Traps. When the blue thing was activated they came alive and spat fire, but now they're dormant again. Anyway, you can still kill them with a Homing Missile or two. (Lockon doesn't work though, because the game does not consider them enemies, just like evil money chests when they're just chests.) Just leave the room, and they're back again, good as new. Do this for a while, and you'll find a quick way to upgrade the Ground Crawler!

3) Calbania freaks of nature. What are those spinning two-armed guys with pistons for legs? Anyway, they're fun to kill and yield a good amount of zenny. There's only two, you say? Just kill 'em, leave, and come back! Too hard? Use the homing missile or drill on 'em while they're charging you. They tip over and can't do jack... If you're low on health, the enemies in the other section (or the fairly close Data) will provide nourishment. If you have a powerful Plasma Gun, just attach the Vacuum Arm to make work even quicker. There's another option nearby too... Sometimes, you may find the Calbania Mini-Ruins has five blue floaters right in front--with a Class S License, they yield beaucoup zenny, and you can just go in and out for easy buildup.

4) Zenny Heaven!! In Floor B2 of the Defense Area, you can find a room with four blimp guys in it. They spit out flaming Reaverbots. You won't believe how fast I got every single weapon in the game maxed out! (Actually, about four hours, but still very fast!) This is the fastest way to get zenny in any mode.

IV. FUN STUFF

Did you:

FIND OUT WHAT THE OTHER QUIZMASTERS' ITEMS DO? (I haven't)

FIND THE SECRET RACCOON? (It's in Pokte--only before you return the Second Key)

GET THE CLASS S LICENSE IN UNDER 4:00?

LOCATE THE TWO DIFFERENT KINDS OF COMIC BOOKS? (One has Iceman, one is tough to identify but it might be Roll!)

TRY TAKING THE POKTE EXAM WHEN YOU'RE DARK?

GIVE 1,000,000 ZENNY TO THE PREACHER? (You ARE dumb)

BEAT THE GAME IN UNDER 12 HOURS? (10 in easy--15 in hard)

GET ALL THE UPGRADES FOR THE SHINING LASER?

TRY THE CRUSHER?

USE A ROLLING MINE ON A WOODEN BOX IN GLYDE'S BASE?

AT THE BEGINNING OF THE GAME, THROW THE PAIL FROM THE SNOWMAN AT ROLL'S HEAD?
(Now, there's my kind of woman!!)

FIGURE OUT THE DAMN PLOTLINE?

FIGURE OUT WHAT THE NEXT GAME WOULD HAVE TO BE ABOUT?(Space Race 2: Ditz vs. Prick-ette)

V. QUESTIONS TO ANSWER

Q: Where's item X?

A: TASER: Find it in Saul Kada by turning dark and buying it from the travelin' dude for 10000 zenny.

ACCESSORY PACK OMEGA: Start the game in EASY (by beating the game with at least class A, I believe) and you start with it.

ROLL'S NEW TOOLZ: There has been much dispute about this, but I *believe* that you need to buy Roll three items for her, and buy all the items to replace those lost in the fire.

SHIELD GENERATOR: Go down the hole in B2 of the Ice Ruins after deactivating the Red Barrier.

CLASS SS LICENSE: Beat the game with Class S License, and you start the game with it in Very Hard mode.

SOWER: Hoverjet off the west-facing entrance in B4 of the Nino Ruins.

HEAVY DUTY GEAR: Check those boxes again in the loading room of the Sulphur-Bottom.

Q: What's the orange thing on Mega Man's back for?

A: It holds all of the items Mega Man picks up. For some reason, Mega Man was supposed to HOLD all the items that took up an entire room in a museum in that last game...this is an attempt to correct that spatial error.

Q: How do you make Weapon X?

A: I don't really remember, you know that? But other walkthroughs include all that inane stuff. I posted a guide that will get you through the game and get all the hard-to-find items. This is assuming, of course, that you will use a degree of common sense and get the easier-to-find items YOURSELF! Don't forget to buy stuff from the shop...most items to make weapons are cheap anyway. Talk to the guy next to the Guildmaster in Nino...he might have that last item you can't find.

Q: What's the Buster Arm "Energy" supposed to do?

A: It affects the number of shots you can have on screen. It only really matters when you up your RAPID and RANGE.

VI. FINAL WORD

Please thank the people who made this game however you can...it is totally weird at some points, but you know how many other weird games there are out there?

Since I didn't cover every single aspect of this game,

I'm done playing video games to death. I have played way too many games in these first seventeen years of this human life I remember best. There are better things to do than test the parameters of a program some other people made and try to say that that is a fun thing. Megaman rocks--so do Sonic and Cloud--but I don't plan on ever having to waste any more of my life doing stuff like this. It's the first and last time I will ever make a FAQ or anything of the like. I have to come out of my little hole next to the TV set. I'll say it again...Megaman rocks.

If anyone tries to copy this info for their own publications, they will burn in hell with the consent of myself and every other Megaman lover that has ever lived. I won't try to legally protect this document because if you're low enough or sick enough to copy my stuff, I can't stop you anyway.

Someone tell me what happens when you beat the game in Very Hard mode, if anything! The boss of this game is just TOO MUCH for me. Veezard@hotmail.com is where I'm at. Tell me what the Mug does too...

Pretty good for renting the game 9 days, huh?

See ya later See ya never

THERE IS ONLY ONE MAHARITO

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