

# Mega Man Soccer FAQ

by NeoChozo

Updated to v2.0 on Nov 5, 2012

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//version 2.0//

//updated 12-11-2012//

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===== MEGA MAN SOCCER =====  
===== (ROCKMAN'S SOCCER) =====  
===== STRATEGY GUIDE =====  
===== written by NeoChozo =====  
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Welcome to the Mega Man Network walkthrough and strategy guide for MEGA MAN SOCCER, a side-story game in CAPCOM's original MEGA MAN series that features soccer gameplay. This text document covers all of the pertinent information for completing this title. Use the index below as a reference guide, and visit Mega Man Network's MEGA MAN games section for more information on this game as well as information and walkthroughs for the other games in the series.  
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== 1. GAME INFORMATION:

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MEGA MAN SOCCER was released only for the Super Nintendo Entertainment System (SNES). Refer to the setup manual for more detailed information on your individual platform.

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== 2. ABOUT THIS GAME:

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MEGA MAN SOCCER is a bit of an oddity, really. It has no official standing in the "main timeline", if you will, and for that matter doesn't really follow any particular kind of story. Dr. Wily takes over a soccer tournament, that's about it. My guess is Capcom decided to see if Mega Man could expand outside his typical niche and released a kid-friendly experiment.

Of course, it has been pointed out repeatedly over the years that this game was not only rushed in development, but it was also rail-roaded through the production phase into retail, because the game is still incomplete. There is no real ending to speak of, not to mention the gameplay issues themselves. The passwords for each exhibition match are prohibitively large, some of the "special

effects" fail to work properly, and as a whole, it just feels very unpolished. Even with all these issues, it's still an interesting game to play, and to this day remains something of a collector's item.

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== 3. THE STORY SO FAR:

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In the year 20XX... Mega Man has defeated Dr. Wily and his evil schemes countless times. This time, Dr. Wily shows that he in fact belongs in a mental institution when he takes over a soccer tournament and deploys his Robot Masters against Mega Man!

... What? That's it.

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== 4. MODE EXPLANATION:

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You have four different modes of play available to you in Mega Man Soccer: Exhibition, Championship, Tournament, and League. Read below for specifics on each mode of play available.

EXHIBITION MODE

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This mode is the actual core of the game. When you choose it, you will start out as Mega Man and face off in a typical Stage Select screen against various Robot Masters from MEGA MAN to MEGA MAN 4. Choose one and make your rounds through each of them until they have been beaten. By defeating Robot Masters, you can add them to your team, and you can use your defeated opponents' special abilities to help in your games, so there is some strategy in how you fight. Consider Wood Man first because he is extremely good in the goalie position (and not so great on the field). Once you have defeated all of your opponents, you will challenge Enker and finally, Dr. Wily. Then you'll reach the title screen again. That's right. Somewhat fitting, though, for a game that's not that exciting to begin with.

CAPCOM CHAMPIONSHIP

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This is more or less a versus mode of sorts. In this mode, you don't have to defeat Robot Masters in order to add them to your lineup. Select from one of the five starting formations below:

3-2-2

3-1-3

Sweeper

2-3-2

2-2-3

These formations are available in other modes as well.

TOURNAMENT MODE

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This mode consists of Robot VS Robot elimination rounds. You will start with the following lineups:

- FIRE MAN vs. ELEC MAN
- MEGA MAN vs. PHARAOH MAN
- WOOD MAN vs. CUT MAN
- DUST MAN vs. NEEDLE MAN

The winners of the first two rounds then face each other in the semi-finals, and of course, the winners of the semi-finals go on to battle in the Capcom Tournament for the trophy cup. Pretty short mode.

#### LEAGUE MODE

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This mode allows you to play against the other Robot Masters, similar to the Exhibition Mode, except it's more season-play oriented. You face the Robot Masters and chalk up actual victories as you go through the lineup. The starting lineup includes:

SKULL MAN  
CUT MAN  
WOOD MAN  
ELEC MAN  
PHARAOH MAN  
FIRE MAN  
NEEDLE MAN  
DUST MAN

Once you select your opponent, you will begin play.

Keep in mind that no matter what mode you play in, the same gameplay mechanics apply. Don't waste special abilities just to take out an opponent for a few seconds, spend more time passing the ball so you can confuse your opponent, and when it comes to shooting for the goal, try to do so from the end points of the half-circle. This is a good fake maneuver that will usually cause a goalie to dive and miss the block, allowing you to get a goal.

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== 5. CHARACTERS AND STATS:  
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There are a total of 21 characters in the game that you can take control of and use at various times. Each character has their own strengths and weaknesses, as well as their own "special ability" that can be used to either score a goal or incapacitate another player for a short period. Use your special abilities by holding R and pressing B. You only get two of these per soccer match though, so be wise in how you use them. Try to maneuver and pass the ball downfield, and use your special abilities when you're within sight of the goal. If you use a special ability and it hits a player, they'll be somewhat incapacitated for a brief period of time (see below).

#### CHARACTERS

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1. MEGA MAN  
Special Ability: Ball becomes a charged Mega Buster shot.  
Effect: Your opponent is stunned for 2 seconds.
2. PROTO MAN  
Special Ability: Ball becomes a charged Proto Strike shot.  
Effect: Your opponent is stunned for 2 seconds.
3. BOMB MAN  
Special Ability: Ball becomes a speeding Hyper Bomb.  
Effect: Your opponent is thrown into the air.
4. CUT MAN  
Special Ability: Ball becomes a giant Rolling Cutter.  
Effect: Your opponent is cut into pieces for 2 seconds.
5. ELEC MAN  
Special Ability: Ball shoots downfield surrounded by electricity.  
Effect: Your opponent will be electrocuted for 2 seconds.

6. ICE MAN  
Special Ability: Ball becomes a speeding Ice Slasher.  
Effect: Your opponent will be frozen for 2 seconds.
7. FIRE MAN  
Special Ability: Ball becomes a blazing fireball.  
Effect: Your opponent is set ablaze for 2 seconds; disabled for 1 second.
8. FLASH MAN  
Special Ability: Ball speeds away surrounded by a blue glow.  
Effect: Your opponent will be disabled for 3 seconds.
9. BUBBLE MAN  
Special Ability: Ball becomes encased in a Bubble Lead.  
Effect: Your opponent floats away for 2 seconds, then dropped.
10. WOOD MAN  
Special Ability: Ball becomes surrounded by a Leaf Shield.  
Effect: Your opponent is stunned for 1 second.
11. AIR MAN  
Special Ability: Ball becomes a large Air Shooter.  
Effect: Your opponent is carried up and away for 3 seconds.
12. TOP MAN  
Special Ability: Ball becomes a speeding orange tornado.  
Effect: Your opponent is frozen for 2 seconds.
13. SNAKE MAN  
Special Ability: Ball becomes a Search Snake.  
Effect: The ball searches out the goalie and disables him.
14. GEMINI MAN  
Special Ability: Ball doubles as it speeds downfield.  
Effect: This cannot hit anyone, but it confuses the goalie.
15. NEEDLE MAN  
Special Ability: Ball becomes studded with needles.  
Effect: Your opponent is shredded to pieces for 3 seconds.
16. TOAD MAN  
Special Ability: Ball speeds away surrounded by a green glow.  
Effect: Your opponent will be disabled for 3 seconds.
17. PHARAOH MAN  
Special Ability: Ball speed away engulfed in fire.  
Effect: Your opponent is set ablaze for 3 seconds.
18. DUST MAN  
Special Ability: Ball becomes a speeding Dust Crusher.  
Effect: Your opponent is buried in junk for 2 seconds.
19. SKULL MAN  
Special Ability: Ball is surrounded by a Skull Barrier.  
Effect: Your opponent will be knocked down for 2 seconds.
20. ENKER  
Special Ability: Ball becomes black electrically-charged sphere.  
Effect: Your opponent will be stunned for 3 seconds.
21. DR. WILY  
Special Ability: Ball becomes rotating black electrical spheres.  
Effect: Your opponent is stunned for 3 seconds.

#### STATISTICS

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Each player has a set of statistics that showcase their abilities. Refer to the chart below for a basic idea of their starting statistics.

ROBOT	RUN	KICK	TACKLE	DEFENSE
Mega Man	40	62	96	128
Protoman	47	62	96	128
Bomb Man	40	62	96	128
Cut Man	42	62	160	96

Elec Man	43	62	64	96
Ice Man	48	62	48	48
Fire Man	42	62	128	112
Flash Man	40	62	96	96
Bubble Man	40	62	96	128
Wood Man	28	64	224	204
Air Man	38	62	160	96
Top Man	40	62	96	96
Snake Man	40	62	112	128
Gemini Man	48	62	96	96
Needle Man	36	64	128	128
Toad Man	40	62	96	128
Pharaoh Man	34	62	224	160
Skull Man	40	62	96	128
Dust Man	36	64	96	176
Skull Man	40	62	96	128
Enker	44	62	96	128
Dr.Wily	50	62	240	240

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 == 6. SECRETS AND TIPS:  
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MEGA MAN SOCCER doesn't have a whole lot in it that fits into this section of the guide. However, I will try to address a few things that make gameplay a bit easier.

1. EASY GOALS

This doesn't work all the time, but it works more often than not. Beat Wood Man and put him in the goalie spot. Pass the ball to him and have him use his special ability to sail the ball downfield. MOST of the time, the other players will scatter out of the way because its such a high-speed move.

2. OPTIMUM TEAM LAYOUT

Since by beating other Robot Masters, you can add them to your team, it's a good idea to find an optimum team layout. A solid team is the key to easy victory. Use the following idea or expand upon it to create a winning team.

- FORWARDS: Mega Man, Protoman, Enker.
- HALF BACKS: Pharaoh Man, Fire Man, Air Man.
- FULL BACKS: Elec Man, Dust Man, Cut Man.
- GOALIES: Wood Man, Needle Man, Toad Man.

3. SACRIFICIAL SHOTS

Since special abilities will sometimes destroy a character for a brief amount of time, and since they usually make it in the goal about 80% of the time, a good technique to use is to have one of your characters close to the ball dive in front if your opponent uses a special ability. This way your goalie isn't disabled, and you can recover the ball.

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 == 7. LEGAL:  
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