

Mega Man Soccer FAQ/Walkthrough

by Meowthnum1

Updated to v2.1 on Dec 18, 2004

"Is it any wonder I've got too much time on my hands?" - Too Much Time on my Hands - Styx

In the year 20XX...

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| Megaman Soccer
| For the Super Nintendo Entertainment System
| FAQ/Walkthrough
| By T. Jackson (section 5.03)
| Started: 8/4/04
| Finished: 8/5/04
| Last Updated: 12/18/04
| Version 2.1
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This guide is best viewed in 800x600 or 1024x768 resolution with the Courier New font on your browser's "small" text setting (CTRL + -). It was composed in Metapad.

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I. Introduction

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| 1.01: Table of Contents |
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It's up there.

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| 1.02: Introduction |
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As a kid, I played soccer. We all did. Of course, since I could slightly beat a snail in a footrace, I was a defender. The position names were always so much easier back then. "Forward," "mid-fielder," "defender," and "goalie." Because the forwards were the future jocks, they were really good at what they did. So the job of a defender was to sit back and protecting the goal by talking to the other defenders about birthday parties and about how you never want to get touched again by that girl who keeps trying to touch you. Life was so simple.

In an effort to make me excited about soccer (that's not to say I wasn't excited; I was very excited. It was the social event of the week, as far as I was concerned), my dad bought Megaman Soccer. I've always had a Megaman addiction because of my wonderful upbringing. So combining Megaman and soccer was an awesome touch. It inspired me to move up in the world! I became a goalie.

Some crazy people got me to write a guide for this game, a game I've been saying I'd write for for years. I'm finally doing it. And I have no idea where to start. As I said earlier, Megaman Soccer combines Megaman (insofar as you have different robot masters) and soccer (the rest of the game). You also have power shots to take the place of master weapons, and these vary from robot master to robot master. Either way, Megaman Soccer is a good game to play with friends or against the computer. Good times.

Due to the nature of this game (and the fact that the only other sport game FAQ I've written was for an Atari 2600 game), I can't give full-fledged, detailed strategies like I do for regular Megaman games.

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| 1.03: Dedication |
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This guide is dedicated to Haunter120. Haunter's an awesome person who doesn't get nearly the amount of credit in these things as he deserves. He's charismatic and not afraid to be witty even if doing so has bad repercussions. Haunter is an excellent person and a great writer. It's a shame he writes so little nowadays.

<http://www.gamefaqs.com/features/recognition/3432.html>

And to Chris "Kao Megura" MacDonald, may he rest in peace.

<http://www.gamefaqs.com/features/recognition/85.html>

II. Basics

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| 2.01: Story |
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Aside from Capcom Championship, the game doesn't have a story. But the Capcom Championship story goes like this (from the instruction manual):

CHAOS AT THE SOCCER STADIUM!

Int he near future, the day had come for the big showdown between the two best soccer teams in the nation. A wide television audience was expected in addition to the large crowd that had already assembled at the stadium.

As the teams took the field, an uneasy feeling fell over the crowd. Suddenly, bursts of fire pelted the stadium, and the field was engulfed in smoke. The crowd gazed in amazement as the smoke cleared to reveal that the players had been replaced by highly familiar robots running out onto the field. It seemed the robots were going to play the game instead.

The television audience was especially surprised at the events. The most surprised person was the one and only Dr. Light, who immediately recognized the robots and knew Dr. Wily had to be up to his old tricks. This is unexpected, Dr. Light thought. That's probably what Dr. Wily is thinking: no one will notice when my robots take control of the world through its most popular sport. Think again, Dr. Wily, here comes MEGAMAN!

Dr. Light brought to life a reserve of the blue crime-fighting robots with the trust Megaman leading them. The next great robot showdown will be on the soccer field. No matter where DR. Wily's diabolical plots occur, Megaman will be there to battle through the robots and get Dr. Wily.

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| 2.02: Controls |
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Because the controls vary depending upon your status, the controls are divided into two sections.

Offensive controls

Table with 2 columns: Button, Function. Rows include A (Punt), B (Shoot), Y (Pass), X (Nothing), L (Nothing), R (Power shot*), Start (Pause), Select (Toggle radar), Up (Move up).

Down	Move down	
Left	Move left	
Right	Move right	

*Hold R when you hit B to do a power shot

Defensive controls

Button	Function
A	Tackle
B	Headshot
Y	Slide tackle
X	Slide tackle
L	Nothing
R	Nothing
Start	Pause
Select	Toggle radar
Up	Move up
Down	Move down
Left	Move left
Right	Move right

You can do a headshot with Y if the ball is in the air.

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 | 2.03: Formations |
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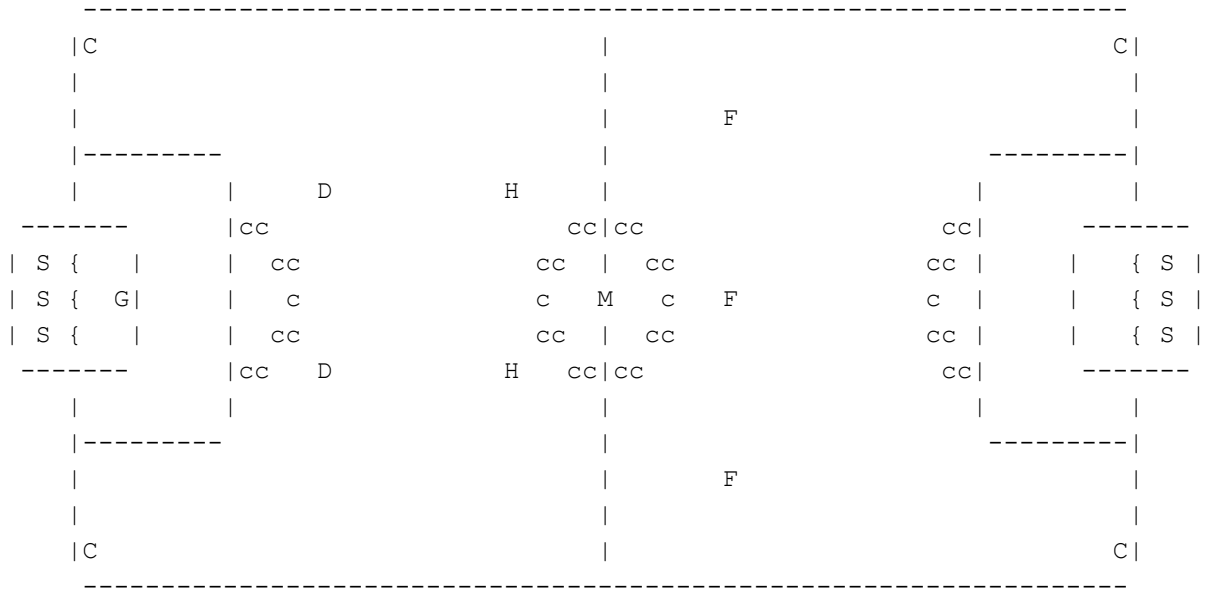
There are five formations to choose from. You should choose your formations based upon what your strong suits are. Say you are Elecman's team. Elecman's team is composed of three Elecmen, Airman, Iceman, Bombman, and Flashman. Elecman is the best as a forward due to his speed. So you want to choose a formation that will allow you to have three forwards. You do not, however, have a great choice for a goalie. To make up for this, you want to have three solid defenders or fullbacks. I'd recommend using Airman, Bombman, and Flashman here. For goalie, use Bubbleman, and stick Iceman as your halfback, and you're set with a 3-1-3 position. Here are the formations with ideas on when to use them:

(note that the way the numbering system works is forwards-halfbacks-fullbacks).

3-2-2

3-2-2 has one goalie, two fullbacks, two halfbacks, and three forwards. You should use this formation if your goalie is good, and you have solid forwards. See the terminology/general strategies sections for information on what qualities these guys should have. Your two fullbacks should be able to kick well and your halfbacks should have decent running ability. Your focus will be offensive power here.

Diagram 2.03a



- ```

- - Line |
c - Circle |
{ - Goal line |
S - Goal |
C - Corner |
M - Midfield |
G - Goalie |
D - Fullback |
H - Halfback |
F - Forward |

```

Obviously, everyone starts back a little bit further at kickoff, but this is the default position.

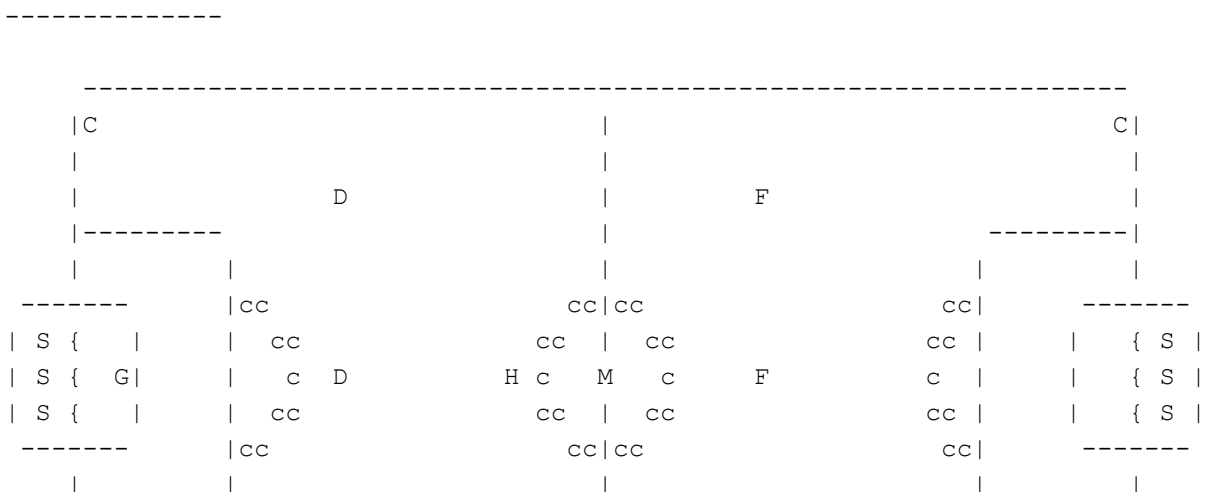
3-1-3

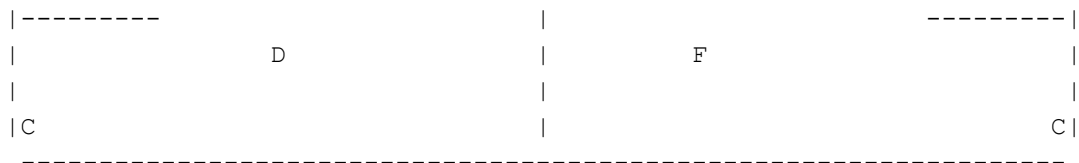
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This formation gives you three fullbacks, one halfback, and three forwards. I used Elecman's team up there as a perfect example of a time to use this strategy. This formation works very well if you have solid forwards, decent defense but a poor goalie. Additionally, this takes pressure off of the individual fullbacks, so put the worst runners in this position.

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Diagram 2.03b |





- ```

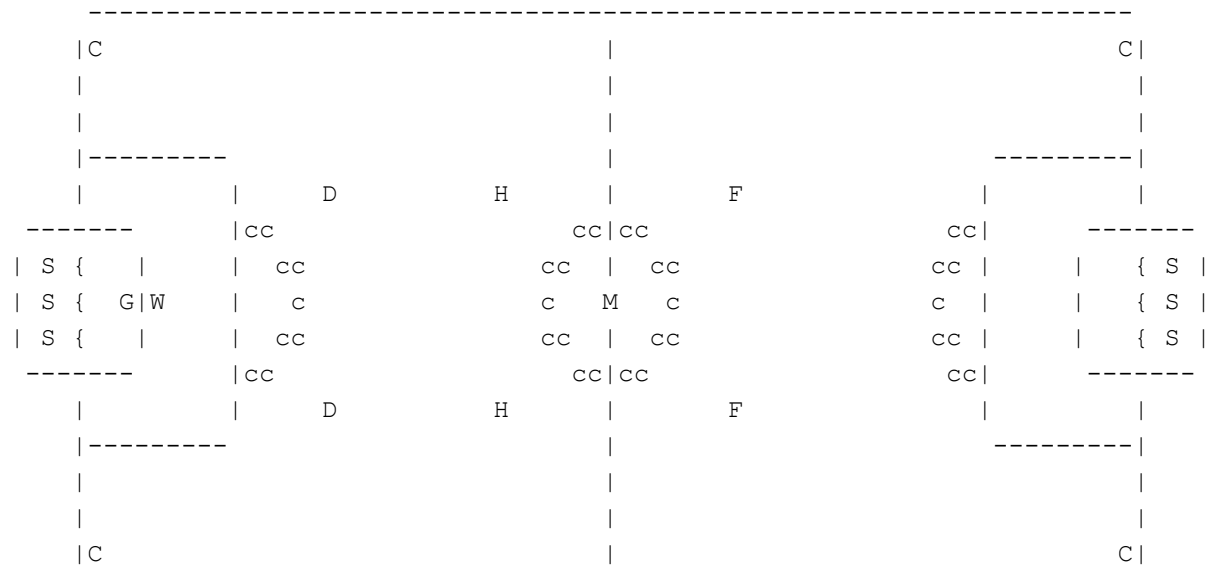
-----
- - Line |
c - Circle |
{ - Goal line |
S - Goal |
C - Corner |
M - Midfield |
G - Goalie |
D - Fullback |
H - Halfback |
F - Forward |

```

Sweeper

This formation brings in an entirely new position. You're given two forwards, two halfbacks, two fullbacks, a goalie, and a sweeper. A sweeper stands just outside the goal box and serves as a "last minute" defender. Sweepers basically are goalies outside of the goal box. They cannot pick up the ball. Use this formation if you have several good candidates for goalie (or are worried about defense). This position is extraordinarily good for facing Dr. Wily's team, since the sweeper tends to take the super shot and then the goalie can pick up the ball.

Diagram 2.03c |



- ```

- - Line |
c - Circle |
{ - Goal line |
S - Goal |
C - Corner |
M - Midfield |

```

G - Goalie |  
 D - Fullback |  
 H - Halfback |  
 F - Forward |  
 W - Sweeper |

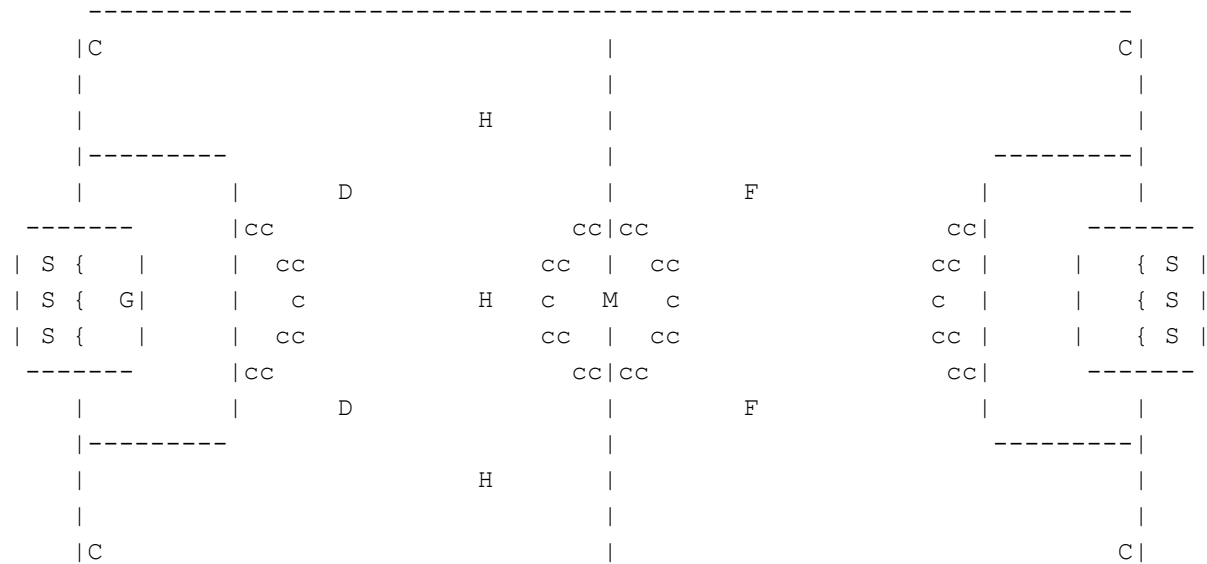
2-3-2

-----

This is an interesting formation that has a lot of potential if executed correctly. You have three halfbacks, two fullbacks, two forwards, and a goalie. You want to use this formation if you have three great candidates for halfbacks who have great running and kicking abilities. This formation obviously concentrates on dynamic players.

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Diagram 2.03d |



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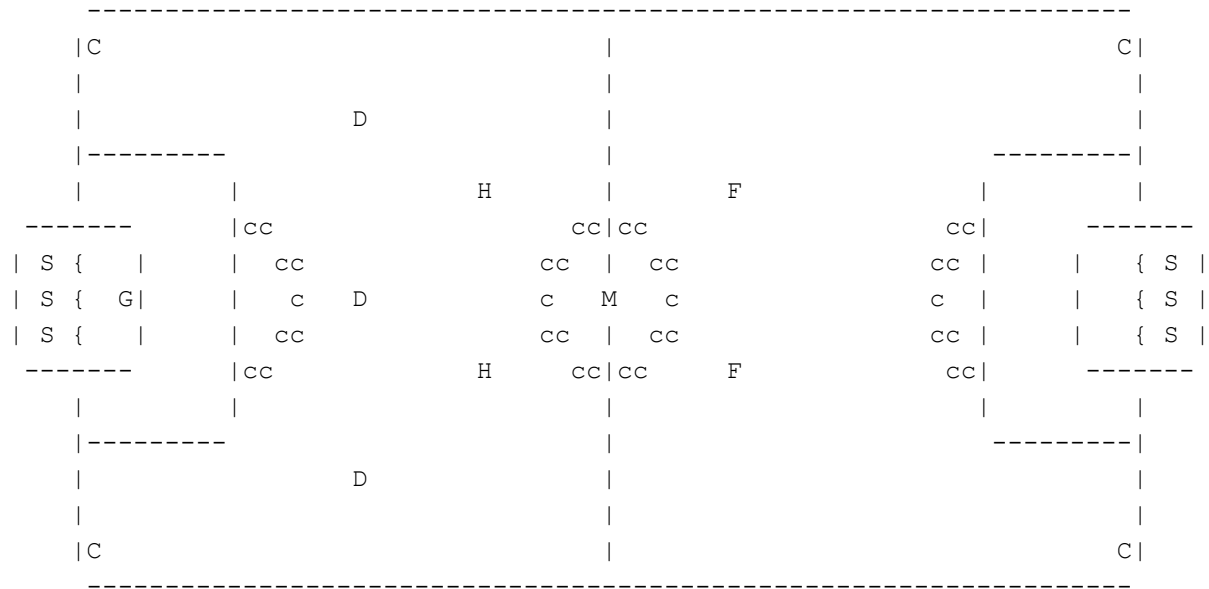
- - Line |  
 c - Circle |  
 { - Goal line |  
 S - Goal |  
 C - Corner |  
 M - Midfield |  
 G - Goalie |  
 D - Fullback |  
 H - Halfback |  
 F - Forward |

2-2-3

-----

The final formation gives you an advantage in the fullback category. You have the goalie, three fullbacks, two halfbacks, and two forwards. Unlike 3-1-3, you should use this formation if you do NOT have terribly good candidates for forwards. You'll probably be relying on your halfbacks for offensive power. Because of the range of the defenders, this takes some pressure off of their running abilities.

Diagram 2.03e |



```

- - Line |
c - Circle |
{ - Goal line |
S - Goal |
C - Corner |
M - Midfield |
G - Goalie |
D - Fullback |
H - Halfback |
F - Forward |

```

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| 2.04: Options |
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This'll briefly detail the options menu.

### Key Config

Here you can change the controls assigned to shoot, pass, and clear (punt). The default controls are probably the best, though.

### Time

This is the amount of time in a half. Note that this does not affect the amount of time in the Capcom Championship mode.

### S. Shoot A

This is the number of power shots that Team A (first player) has per half.

### S. Shoot B



-----  
This is the number of power shots that Team B (second player/computer) has per half.

Music

-----  
Here you can listen to the game's music. Here's a chart of which songs correspond to which numbers:

```

Number	Song
0	Stage Selected
1	Stage Select
2	Wood Field
3	Skull Field
4	Rock Field
5	Goal!
6	Cut Field
7	Needle Field
8	Elec Field
9	Dust Field
10	Enker Field
11	Fire Field
12	Pharaoh Field
13	Blues Field
14	Position Select
15	Password
16	Wily Field
17	Game Over
18	Prologue Part 2
19	Title Screen
20	Skull Castle Intro
21	Protoman's Whistle (unused?)
22	Extended Protoman's Whistle (unused?)
23	Unused?
24	Unused?
25	Prologue Part 1

```

Sound

-----  
Here you can hear various sound effects from the game.

Stereo

-----  
You can switch from stereo sound to mono sound.

Keeper

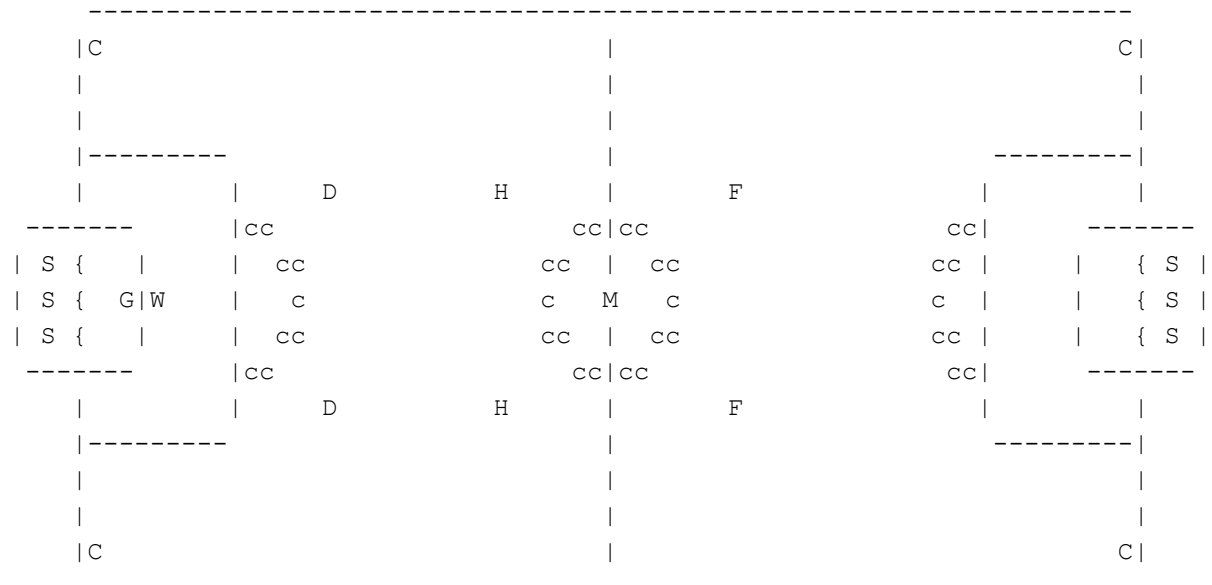
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The default is auto. You can have the computer control your goalie (except for when the goalie has the ball) or set it to manual and you'll control the goalie. I recommend letting the computer have it.

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| 2.05: Terminology |  
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This section covers the basics of soccer as well as the different terms that will be used in this guide or in the game. Here's a diagram of the soccer field with your team in sweeper position (because it has all of the positions on the field).

Diagram 2.05a |



- - Line |
- c - Circle |
- { - Goal line |
- S - Goal |
- C - Corner |
- M - Midfield |
- G - Goalie |
- D - Fullback |
- H - Halfback |
- F - Forward |
- W - Sweeper |

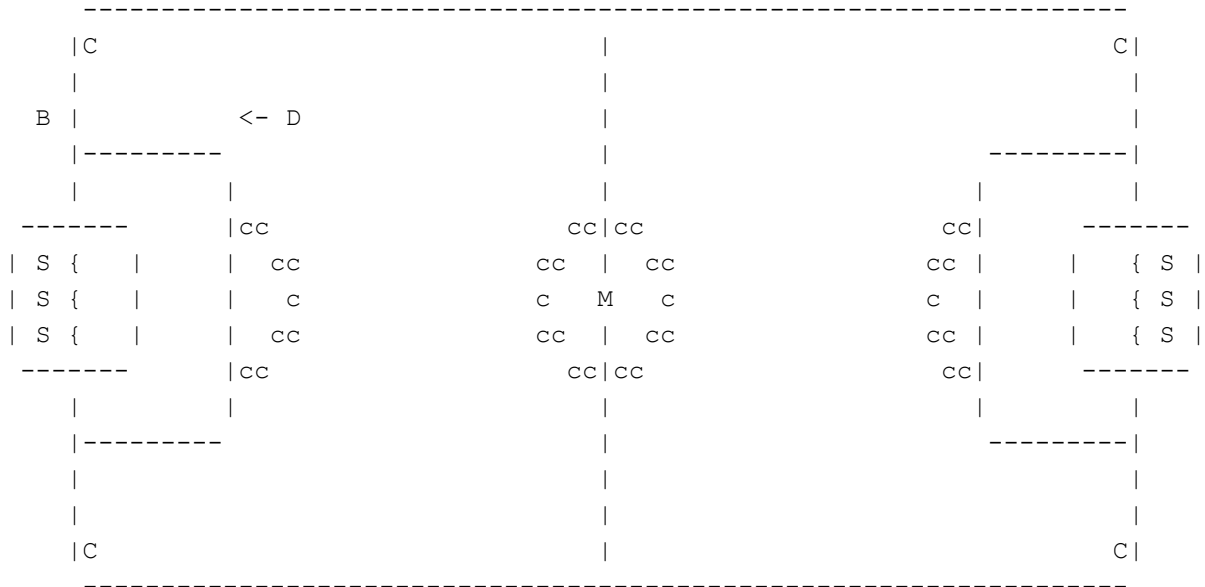
Corner

There are four corners to the field. This is where a corner kicking team will kick the ball back into the field.

Corner Kick

Corner kicks involve the defensive team kicking the ball out of bounds on the boundary line on which their own goal sits. So:

Diagram 2.05b |



- ```

-----
- - Line      |
c - Circle   |
{ - Goal line|
S - Goal     |
C - Corner   |
M - Midfield |
D - Fullback |
B - Ball     |
< - Kick    |
-----

```

The opposing team gets to kick the ball in from the nearest corner.

Forward

```

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```

Forwards are the offensive power of the team. They have to cover the area between the midfield and the opponents' goal box, so running is a key to their success. If you are playing a formation with less focus on defensive power, tackling is an excellent skill to have in your forwards (so that there is less of a chance of the ball reaching your side of the field). Obviously, high kicking skill is very nice here as well.

Fullback

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Also known as a defender, fullbacks stand outside of the goal area (the goal box, the larger box, and the semi-circle). They protect the goalie. If you're good, these guys can sit around and talk. It's important for the fullbacks to have good kicking and tackling skills. If you're playing a formation where only two fullbacks are in place, then running skills are important as well.

Goal

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```

The ball passes over the goal line, giving the kicking team a point.

Goalie

```

-----

```

This player stands in front of the goal. He's the last line of defense between the other team and the goal. Unlike other players on the field, the goalie can pick up the ball with his hands. In Megaman Soccer, when a goalie has the ball, all of the computer-controlled players return to their default positions and don't mess with the goalie. It's important for him to have good kicking and defense skills.

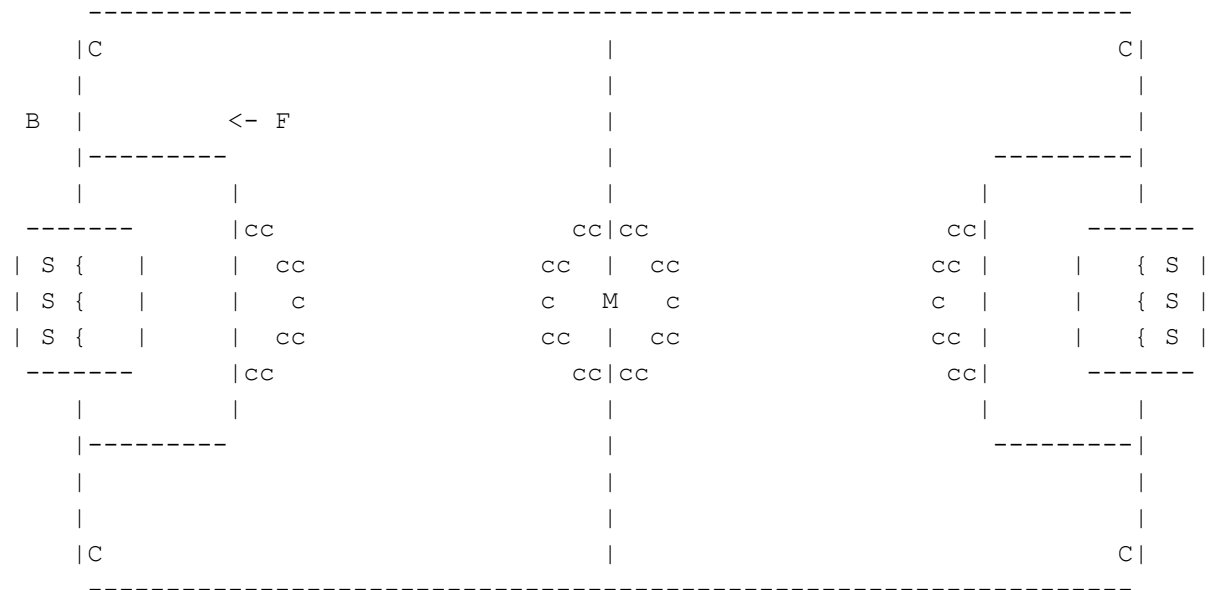
Goal Box

The area directly in front of the goal. Only the goalie can stay in here. The goalie can leave the goal box, but if he does, he cannot pick the ball up with his hands until he returns to the goal box.

Goal Kick

This happens when the offensive team kicks the ball out of bounds on the boundary line on which the opposing goal sits. So:

Diagram 2.05c



- - Line |
c - Circle |
{ - Goal line |
S - Goal |
C - Corner |
M - Midfield |

A player from the defending team -- usually the goalkeeper -- kicks the ball from the penalty area.

Halfback

Halfbacks are very important. They can be offensive players and defensive players when the time comes. Halfbacks should have great running and tackling

power.

Halftime

This occurs after the first half. You can reorganize your players. The teams switch sides.

Kickoff

At the start of the half or after a goal has been scored, the game restarts at the midfield. The forwards stand there. One of the forwards has the ball. This forward can do whatever he wants with it, but the clock won't start until he passes/shoots the ball. The team kicking the ball depends on the time of the kickoff. The start of the game will always feature your team kicking off. The second half starts with the opponent kicking off. After a goal has been scored, the team on whom the goal was scored gets to kick.

Midfield

The center area of the field. It's composed of a line going through the middle of the field and a circle in the middle of the line.

Pass

A light kick whose aim is to get the ball to another teammate.

Penalty Area/Box

The area directly outside of the goal box.

Power Shot

A fast shot that is executed by holding R and pressing B. By default, you have two power shots in each half. The power shots normally clear the opponent that it hits (although there are some exceptions, and power shots vary from player to player).

Punt

The ball is kicked really hard in an effort to get it to get out of the area of the kicker.

Shoot

Trying to get the ball into the goal.

Shoot-out

If a game is tied at the end of the second half, then a shoot-out occurs. This is where five members of each team get one shot at scoring a goal. It's one-on-one between said player and the goalie. Whichever team scores the most

goals (out of five) wins. If there's another tie, then another shoot-out occurs.

Sweeper

Sweepers only come out in the sweeper formation. They serve as backup goalies, standing right in front of the goal box. While they cannot pick up the ball with their hands, sweepers can manage one side of the goal while goalies manage the other. Sweepers can also take the hit on power shots, leaving the goalie to take the ball.

NOTE: There is other soccer terminology that exists (i.e. free kick, penalty kick), but they do not seem to be in this game, so they're not listed here.

III. "Walkthrough"

This will not be an actual walkthrough, but it'll help you through the different modes.

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| 3.01: General Strategies |
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These strategies apply to pretty much any mode and just give you basic soccer strategies.

-Use the formation mode to your advantage! Capitalize on your strengths. Exploit the enemies' weaknesses. This is such an important part of the game.

-If you can, put Bubbleman as your goalie. He can block a whole lot of super shots.

-If you're afraid of super shots, use the sweeper mode to block them.

-Don't be afraid to punt the ball. While you will lose control, if you're in a crowded area, punting is probably your best choice.

-Pass! Pass back and forth a lot while you run.

-Power shots are there for more than just scoring. Use them to get farther down the field and to knock players out.

-When shooting, shoot from here:

Diagram 3.01a |



```

----- |cc                cc|cc                cc|\      \-----
| S {   |   | cc          cc | cc          cc | \  | \ { S |
| S {   |   | c           c  M  c          c  |   \|   { S |
| S {   |   | cc          cc | cc          cc |   /|G { S |
----- |cc                cc|cc                cc| /  -----
      |   |                |                X|/      |
      |-----|                |                -----|
      |   |                |                |
      |   |                |                |
      |C   |                |                C|
-----

```

```

-----
- - Line      |
c - Circle    |
{ - Goal line|
S - Goal      |
C - Corner    |
M - Midfield  |
X - Shoot     |
\ - Ball path|
-----

```

You score 90% of the time by shooting from the corners of the penalty box's semicircle (X) or from the edges of the goal box.

-Use your radar! This can be really important. Figure out which color you are at the start of the match (it seems to change).

-On that note, if both the opponent and you are using formations where there is a straight shot between your goal and your opponents goal, give the ball to your goalie, wait a second, line up the ball with the clearing, and super shoot the ball all the way across the field.

-To reiterate, have robots with high defense and kick be goalies, robots with high defense and tackle be fullbacks, players with high run and high tackle be halfbacks, and characters with high run and high kick (or tackle, depending upon formation) be forwards.

-If you're on your side of the field and the ball is close to your goalie, do not be afraid to pass to your goalie. Because everyone runs off when the goalie has the ball, be sure to use this to your advantage.

-Use headers to your advantage. Get the ball out of your area if the opponent gets too close or to get the ball further down the field.

-Slide tackle! That's the absolute best way to steal. If you're standing next to the opponent, tackling works too. But when you slide tackle, you move quicker AND you stand a chance of stealing the ball.

-When your opponent punts the ball, start running towards their goal. Your player will switch to one near the ball, so get ready to headbutt the ball.

-Make sure not to shoot a power shot at your own teammate.

-When a fast player has the ball and is being chased by a slower player, run in zig-zag fashion. You'll last longer.

-You can score on your own goal. Don't.

As you know, when you're substituting characters, you see two rows of four characters. Here's a quick reference chart to what these players represent (F is forward, H is halfback, D is fullback, G is goalie, and W is sweeper)

3-2-2

F F F H

H D D G

3-1-3

F F F H

D D D G

Sweeper

F F H H

D D W G

2-3-2

F F H H

H D D G

2-2-3

F F H H

D D D G

Just so we're all clear on this, the oddly colored player on your team is the goalie.

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| 3.02: Exhibition |

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Exhibition is one soccer game. There are four modes:

1P vs. COM - You against the computer.

1P vs. 2P - You against a friend.

1P&2P vs. COM - You and a friend against the computer.

COM vs. COM - Computer against another computer player.

In exhibition matches, you pick your team from the following characters (left to right, top to bottom):

Megaman

Skullman

Flashman

Bubbleman

Toadman
Cutman
Elecman
Bomberman
Dustman
Airman
Iceman
Needleman
Topman
Fireman
Pharaohman
Enker
Woodman
Protoman
Snakeman
Geminiman

(for character stats, see section 4.01)

When picking your team, realize that you have four choices (five if you're playing sweeper). Each position is filled with duplicates of one character. If you choose Protoman to be a forward, then all of the forwards are Protomen (although you can change these guys around on the next screen; use this to your advantage!). If you aren't following any of the suggested teams, I recommend starting out with the Sweeper position. You can change later, and the Sweeper formation allows for diversity (five positions instead of four). Here are some individual position suggestions:

Forward : Protoman, Megaman, Enker, Geminiman, Fireman, Iceman, Elecman,
Flashman, Topman
Halfback: Pharaohman, Dustman, Woodman, Cutman, Protoman, Airman, Needleman
Snakeman, Flashman, Enker, Toadman
Fullback: Needleman, Pharaohman, Woodman, Cutman, Dustman, Skullman, Enker,
Bomberman, Toadman, Bubbleman
Goalie : Woodman, Bubbleman, Pharaohman, Dustman

Once your team has been picked, you choose the field of play. You have the following choices (left to right, top to bottom):

Skull Field
Cut Field
Wood Field
Enker Field
Elec Field
Rock Field
Pharaoh Field
Wily Field
Fire Field
Needle Field
Dust Field
Blues Field

Aside from the color of the grass and the music, there's really no difference in the fields. I like Wily Field because of its music. Blues and Enker Field are awesome too. Elec, Cut, and Wood Fields are three others that I'd recommend.

Now for the game. Just have fun with it, using the strategies listed in section 3.01. If you're wondering which team has which name, player one is on the left. Failing that, your team is named after your goalie.

Here are some suggested teams for you people who aren't so creative. Or you just want team ideas.

Forward Powerhouse

Select the 3-2-2 formation and get the following team:

3 Protoman
2 Pharaohman
2 Enker
1 Bubbleman

As per its name, this team thrives on pure offensive power. Protoman provides a great forward. His speed and kicking power are unmatched in the exhibition games. Pharaohman works well as a halfback (play him forward some). Enker's speed works well in getting whatever comes to the backfield out (and heck, you can run him up the field some). Bubbleman will be your main defense, though.

Defensive Shelter

Select the 2-2-3 formation.

2 Dustman
2 Needleman
3 Pharaohman
1 Woodman

(NOTE: Mingle Dustman with Pharaohman)

This team is the polar opposite of the Forward Powerhouse team inasmuch as its offensive power is lacking. Dustman's lack of speed makes him an ideal forward for this setup; Needleman and Pharaohman are going to be your main players, though. This team thrives on being able to keep the ball in the backfield without getting it in your goal. Use this if you're confident with your offensive skills.

Irregular Regularity

(I am so good with names)

3-1-3 formation with this team:

3 Toadman
1 Skullman
3 Bombman
1 Bubbleman

This team is for when you want that rounded out-ness that Megaman brings without having a team full of Megamen. The members of this team are statistical twins of Megaman. The 3-1-3 position seems to work best, although you can feel free to mix it up a bit. When you do mix it up, you don't have to worry about who goes where -- they're all the same!

Classic Team

Using a sweeper formation...

- 2 Elecman
- 2 Iceman
- 2 Cutman
- 1 Fireman
- 1 Bomberman

This team is just one of those for-the-heck-of-it teams. Screw around with this team however you want. The Megaman 1 team seems to have a lot of strength in their speed; use that wisely!

Football Team

Use a 2-3-2 formation for this one.

- 2 Cutman
- 3 Pharaohman
- 2 Airman
- 1 Woodman

This team is so named because these guys have the best tackling stats (well, aside from Dr. Wily). This team is actually really balanced. Cutman's great speed makes him an excellent forward, while Woodman's kicking skills provide a great goalie. This team is highly recommended.

Dream Team

Use a 3-2-2 formation.

- 3 Protoman
- 2 Pharaohman
- 2 Cutman
- 1 Bubbleman

This is the team that I personally use. It's a team that I like a lot. The offensive power is provided by Protoman and by Pharaohman. Protoman's speed and Pharaohman's power come together nicely. Cutman's speed and tackle abilities are great assets for defense, and Bubbleman is always good to have.

If you have any more team suggestions, please email 'em to me! I'll analyze them; you just send them.

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| 3.03: Capcom Championship |
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This is the meat and potatoes of this game. I'll give you some ideas on how to do this. You start off as Team Megaman (as per the story of the game). Your team is comprised fully of Megamen. As you beat the different teams, you get one player from their team (composed entirely of the team captain). There are eight robot masters to choose from: Skullman, Cutman, Woodman, Elecman, Pharaohman, Fireman, Needleman, and Dustman.

During the matches, save one power shot for the second half. Your enemies don't get progressively stupider. Wily especially. Wily will use Sweeper both halves if he has to to guard from your power shots. This effectively neutralizes his offense, so use that to your advantage!

I recommend starting with Elecman. Elecman's team is weak and having Elecman on your team is a great asset. To face this team, use a 3-2-2 formation.

Suggested lineup

Forward : Megaman, Megaman, Megaman
Halfback: Megaman, Megaman,
Fullback: Megaman, Megaman
Goalie : Megaman

Next you want to hit Cutman. Cutman is a lot like Elecman, but his tackle stat is a little higher. Elecman helps out a lot here. Again, 3-2-2 formation seems to save the day.

Suggested lineup

Forward : Elecman, Megaman, Megaman
Halfback: Megaman, Megaman
Fullback: Megaman, Megaman
Goalie : Megaman

Our next target is Fireman. Like the other two Megaman 1 bots, Fireman is weak defensively. While Fireman isn't as weak as his counterparts, the added offense that you have on your team helps you out. Use 2-3-2 for your formation.

Suggested lineup

Forward : Cutman, Elecman
Halfback: Megaman, Megaman, Megaman
Fullback: Megaman, Megaman
Goalie : Megaman

Now you need a good goalie, so go after Woodman. Woodman's team is the toughest you've faced so far. Make sure to keep the ball away from your goal as much as possible. Use 2-2-3 formation here. Once you've cut Woodman down to size, put him in goal and keep him there.

Suggested lineup

Forward : Cutman, Elecman
Halfback: Fireman, Megaman
Fullback: Megaman, Megaman, Megaman
Goalie : Megaman

Skullman should be your next target. Skullman's stats are identical to Megaman's, making him a well-rounded character. While Skullman is defensively weaker than Woodman, make sure to watch out for his offensive power. Use a 3-1-3 formation to deal with Skullman.

Suggested lineup

Forward : Cutman, Elecman, Megaman
Halfback: Fireman

Fullback: Megaman, Megaman, Megaman

Goalie : Woodman

This leaves Dustman, Pharaohman, and Needleman, none of which are easy. Go ahead and knock out Needleman. Needleman is tough. The weakness that you should exploit here is his poor running. If you want to take a gamble, stick Fireman as a forward (I recommend against this, however, as it leaves your defense wide open). You may want to keep your lineup as it is. Depending on how good you are, you might want to use a 3-2-2 formation to take the fight to Needleman's side of the court; on the other hand, it's safer to use a 2-2-3 formation. Or if you want, compromise and use 3-1-3.

Suggested lineup

Forward : Cutman, Elecman, Megaman -or- Cutman, Elecman

Halfback: Fireman, Megaman -or- Fireman

Fullback: Skullman, Megaman, Megaman -or- Skullman

Goalie : Woodman

Now it's time to hit Dustman. Dustman is one of the two greatest halfbacks that you can have. This makes Dustman a flexible player and a challenge to defeat. The trick is to combat Dustman's halfbacks with your own halfbacks. So use a 2-3-2 formation like so:

Suggested lineup

Forward : Cutman, Elecman

Halfback: Fireman, Needleman, Skullman

Fullback: Megaman, Megaman

Goalie : Woodman

The final boss in this set of eight is Pharaohman, possibly the hardest robot master to face. Pharaohman is, like, super Dustman. So, like last time, you want to have a 2-3-2 lineup.

Suggested lineup

Forward : Cutman, Elecman

Halfback: Fireman, Needleman, Dustman

Fullback: Skullman, Megaman

Goalie : Woodman

Following this, you go to Skull Castle. Your first matchup is against Enker. You might not know who Enker is. Enker was a Rockman Killer robot from Megaman: Dr. Wily's Revenge for the Gameboy. Enker is nothing more than Megaman with four more points of running skill (and a lot more painful of a super shot!). Combat this with the following 2-2-3 lineup:

Suggested lineup

Forward : Cutman, Elecman

Halfback: Dustman, Pharaohman

Fullback: Fireman, Needleman, Skullman

Goalie : Woodman

The next match is against Megaman's brother, Protoman. Protoman has seven more

running points than Megaman, much like Enker had four more. Your lineup should be pretty much the same, but with one minor substitution:

Suggested lineup

Forward : Enker, Fireman
Halfback: Dustman, Pharaohman
Fullback: Skullman, Needleman, Cutman
Goalie : Woodman

And now the final match is against the evil Dr. Wily himself. Dr. Wily's team is a pain. He's got ten more points in the running category than Megaman. But his tackle stat is 240 and his defensive stat is 240! This is an extraordinarily hard match that merits an extraordinarily odd formation: the sweeper!

Suggested lineup

Forward : Enker, Protoman
Halfback: Fireman, Pharaohman
Fullback: Needleman, Cutman
Sweeper : Dustman
Goalie : Woodman

Good luck! Enjoy the ending!

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| 3.04: Tournament |
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Tournament mode is exactly what you'd expect: an ice cream cone. Or that's what you deserve. It's a tournament. Single elimination. You get to pick your team, though. I'll go over teams in a minute. But the way this works is you play against a certain team (and if you have custom rules like the amount of time being changed, those ARE in effect here). When you beat that team, you play another team who has already won their first game. Then you play the champion of the other four teams (there are eight to start with). After that, you face Enker, and then you face the winner of Dr. Wily vs. Protoman (it's usually Dr. Wily). Here are the teams (note that you cannot pick Dr. Wily, Protoman, or Enker's teams) (from left to right and top to bottom) (I've also added in suggested lineups for different formations):

Skullman

3 Skullman
1 Bubbleman
1 Iceman
1 Bomberman
1 Airman
1 Geminiman

Playing As

Skullman's team seems to be one of the more balanced teams. You've got three Skullmen, who are statistically identical to Megaman. This makes Skullman a good choice for any position. Bubbleman is also

statistically identical to Megaman, but he seems to have a greater immunity to super shots. Iceman's superior speed makes him an excellent forward, while Airman's lack of speed but superiority in tackling skills make him an excellent fullback. Bomberman is also identical to Megaman in stats. 5/8 of this team is. I'd stick with a 3-2-2 or 3-1-3 formation.

Playing Against

Like I said, Skullman's team is a tough cookie. It can be combated by exploiting the lack of defensive power. Blast them away with a great offense (3-2-2) or by keeping your team balanced (3-1-3).

3-2-2

Forward : Skullman, Iceman, Skullman
Halfback: Bomberman, Geminiman
Fullback: Airman, Skullman
Goalie : Bubbleman

3-1-3

Forward : Skullman, Iceman, Geminiman
Halfback: Bomberman
Fullback: Airman, Skullman, Skullman
Goalie : Bubbleman

Sweeper

Forward : Iceman, Skullman
Halfback: Geminiman, Bomberman
Fullback: Skullman, Skullman
Sweeper : Airman
Goalie : Bubbleman

2-3-2

Forward : Iceman, Skullman
Halfback: Geminiman, Bomberman, Skullman
Fullback: Airman, Skullman
Goalie : Bubbleman

2-2-3

Forward : Iceman, Skullman
Halfback: Geminiman, Bomberman
Fullback: Skullman, Airman, Skullman
Goalie : Bubbleman

Cutman

3 Cutman

1 Toadman
1 Snakeman
1 Flashman
1 Bubbleman
1 Iceman

Playing As

Cutman's team is another great choice. Cutman himself has better than average speed AND tackling. This makes him an ideal forward, halfback, and fullback. Toadman is statistically identical to Megaman (although his super shot immunity seems to be greater). Snakeman is almost identical to Megaman, but Snakeman has more tackling points. As such, Snakeman's best position is probably a fullback or a halfback. Flashman is one of those players that you have to wonder about. He is actually worse than Megaman and is the team's only downside. Put him to work as a halfback or as a forward if need be. As always, Bubbleman seems to be a great choice for goalie, and Iceman's great speed makes him an excellent forward. Try to stick with a position that doesn't require the use of Flashman. 3-1-3 and 2-2-3 positions work best.

Playing Against

This team can be hilariously easy if you know how to deal with Cutman. The trick is to focus on defensive power. Use a 2-2-3 or Sweeper formation, and stick your fastest players up at forward and switch your fullbacks and halfbacks.

3-2-2

Forward : Cutman, Iceman, Cutman
Halfback: Flashman, Cutman
Fullback: Toadman, Snakeman
Goalie : Bubbleman

3-1-3

Forward : Cutman, Iceman, Cutman
Halfback: Flashman
Fullback: Toadman, Snakeman, Cutman
Goalie : Bubbleman

Sweeper

Forward : Cutman, Iceman
Halfback: Flashman, Cutman
Fullback: Snakeman, Cutman
Sweeper : Toadman
Goalie : Bubbleman

2-3-2

Forward : Cutman, Iceman
Halfback: Flashman, Snakeman, Cutman

Fullback: Toadman, Cutman

Goalie : Bubbleman

2-2-3

Forward : Cutman, Iceman

Halfback: Flashman, Cutman

Fullback: Snakeman, Toadman, Cutman

Goalie : Bubbleman

Woodman

3 Woodman

1 Geminiman

1 Topman

1 Toadman

1 Snakeman

1 Flashman

Playing As

When the designers of the game saw the raw defensive power that they were giving players here, they decided to balance it out with average or less-than-average players. You have to realize what Woodman is capable of to effectively utilize this team. Put Woodman anywhere but the forward position. Stick to 2-2-3 or Sweeper positions for this team. Woodman is a great defensive player. Geminiman has speed and no defense; he should definitely go to the forward slot. Topman and Flashman are identical: they are just like Megaman but with a worse tackle stat. These guys should also be forwards or halfbacks. Snakeman is probably your best offensive player: he is identical to Megaman but with a better tackle stat. Put him at a halfback. Send Toadman to be your other fullback, and you're set.

Oh, and Woodman is one of the two ultimate sweepers.

Playing Against

Exploit the lack of offense! Use a 3-2-2 or 2-3-2 formation to wipe the floor with this team. Keep the ball on their side of the field.

3-2-2

Forward : Geminiman, Topman, Flashman

Halfback: Woodman, Snakeman

Fullback: Toadman, Woodman

Goalie : Woodman

3-1-3

Forward : Geminiman, Topman, Flashman

Halfback: Woodman

Fullback: Toadman, Snakeman, Woodman
Goalie : Woodman

Sweeper

Forward : Geminiman, Topman
Halfback: Woodman, Flashman
Fullback: Snakeman, Toadman
Sweeper : Woodman
Goalie : Woodman

2-3-2

Forward : Geminiman, Topman
Halfback: Woodman, Flashman, Snakeman
Fullback: Toadman, Woodman
Goalie : Woodman

2-2-3

Forward : Geminiman, Topman
Halfback: Flashman, Snakeman
Fullback: Woodman, Toadman, Woodman
Goalie : Woodman

Elecman

3 Elecman
1 Flashman
1 Bubbleman
1 Iceman
1 Bomberman
1 Airman

Playing As

Elecman's team is a watered down version of Cutman's team. You've got three Elecmen whose usefulness can really die down on your side of the field. Keep these guys up front. That said, Elecman can be useful as a fullback inasmuch as he can reach the ball and kick it away before anyone else. Some of the recommended formations reflect this. As always, Bubbleman makes an appearance at goalie. Iceman is a super version of Elecman: super speed, super bad tackle/defense. Keep him at offense. You've also got Flashman, the watered down Megaman. Have Flashy boy at the halfback position. Bomberman -- a statistical Megaman twin -- works great as a defender or as a halfback. Airman is, as always, a great fullback due to his tackling capabilities. This team really doesn't have much going for it, but stick with the Sweeper or 2-2-3 positions.

Playing Against

The trick here is to monitor what your opponent is doing with his/her/

its formation. If the opponent is going with 3-2-2, then you should counter with 2-2-3; you're going to be pummelled with offense. Otherwise, stick with a 3-1-3 position to knock this team out of the water.

3-2-2

Forward : Elecman, Iceman, Elecman

Halfback: Elecman, Flashman

Fullback: Bomberman, Airman

Goalie : Bubbleman

3-1-3

Forward : Elecman, Iceman, Elecman

Halfback: Flashman

Fullback: Bomberman, Airman, Elecman

Goalie : Bubbleman

Sweeper

Forward : Elecman, Iceman

Halfback: Elecman, Flashman

Fullback: Elecman, Airman

Sweeper : Bomberman

Goalie : Bubbleman

2-3-2

Forward : Elecman, Iceman

Halfback: Elecman, Flashman, Elecman

Fullback: Airman, Bomberman

Goalie : Bubbleman

2-2-3

Forward : Elecman, Iceman

Halfback: Elecman, Flashman

Fullback: Elecman, Bomberman, Airman

Goalie : Bubbleman

Megaman

8 Megaman

Playing As

LET'S ALL SHARE A SNICKER. You don't have too many choices to make with this team. Don't let its simplicity fool you, though; the team is well-rounded. Megaman sets the bar for everything. Because of this, simply check the Playing Against section for each team to see what you should go with. When in doubt, use a Sweeper formation.

Playing Against

This team can be a nightmare. It is very well-rounded. The trick is to see what your opponent tries to emphasize. If the opponent wants to play offense (3-2-2), then counter it with defense (2-2-3). If the opponent goes with 3-1-3, 2-3-2, or Sweeper, do what the opponent does. Keep your head, and you'll be fine.

3-2-2

Forward : Meagman, Megaman, Megaman

Halfback: Megaman, Megaman

Fullback: Megaman, Megaman

Goalie : Megaman

3-1-3

Forward : Megaman, Megaman, Megaman

Halfback: Megaman

Fullback: Megaman, Megaman, Megaman

Goalie : Megaman

Sweeper

Forward : Megaman, Megaman

Halfback: Megaman, Megaman

Fullback: Megaman, Megaman

Sweeper : Megaman

Goalie : Megaman

2-3-2

Forward : Megaman, Megaman

Halfback: Megaman, Megaman, Megaman

Fullback: Megaman, Megaman

Goalie : Megaman

2-2-3

Forward : Megaman, Megaman

Halfback: Megaman, Megaman

Fullback: Megaman, Megaman, Megaman

Goalie : Megaman

Pharaohman

3 Pharaohman

1 Snakeman

1 Flashman

1 Bubbleman

1 Iceman

1 Bomberman

Playing As

This team is a brilliant team. Let's look at it. We've got 3 Pharaohmen, the best halfbacks you could ask for. Then there is Snakeman, the super tackle Megaman. Flashman is the only downside to this team. Bubbleman is the awesome goalie, Iceman is a great forward, and Bomberman is a well-balanced player. This team gets a little funky. Your best bets are the Sweeper and 2-3-2 positions. Flashman is more of a nuisance than an asset, though, and if you don't care to use him too much, put him as a fullback and put Pharaohman as a forward (that tends to bring about interesting results) or even better, as a sweeper. This team is very fun to play with, but...

Playing Against

The best advice is to simply not play against them. Use them. But if you are dead set for another team, you want to use a 2-3-2 position. Your halfbacks become very important figures in this game, so make sure that your best players are the halfbacks.

3-2-2

Forward : Iceman, Flashman, Snakeman
Halfback: Pharaohman, Pharaohman
Fullback: Pharaohman, Bomberman
Goalie : Bubbleman

3-1-3

Forward : Iceman, Flashman, Snakeman
Halfback: Pharaohman
Fullback: Pharaohman, Pharaohman, Bomberman
Goalie : Bubbleman

Sweeper

Forward : Iceman, Flashman
Halfback: Snakeman, Pharaohman
Fullback: Pharaohman, Bomberman
Sweeper : Pharaohman
Goalie : Bubbleman

2-3-2

Forward : Iceman, Flashman
Halfback: Snakeman, Pharaohman, Pharaohman
Fullback: Pharaohman, Bomberman
Goalie : Bubbleman

2-2-3

Forward : Iceman, Flashman

Halfback: Snakeman, Pharaohman
Fullback: Pharaohman, Bomberman, Pharaohman
Goalie : Bubbleman

Fireman

3 Fireman
1 Iceman
1 Bomberman
1 Airman
1 Geminiman
1 Topman

Playing As

This is another great team. Fireman is a better version of Megaman, stronger in everything but the kick stat (in which they are equal), even if he is weaker defensively. This makes Fireman a great choice for almost any position. As always, Iceman serves as a great forward. Geminiman is another good choice for a forward. Sadly, after that, you've got Topman, who is another one of those players that is just like Megaman but weaker defensively. Keep him out of the way. Airman is a very good fullback/halfback, and Bomberman, having the best defense on the team, should provide an adequate goalie. Due to the lack of defense, you'll probably want to reenforce your defensive powers with a 2-2-3 position or with a 2-3-2 formation. Sweeper is good too, but you don't have a good candidate for it (Fireman works, but it's a shame to waste him).

Playing Against

The weakness of this team lies in its lack of defensive power: they have no one player who is better-than-average defensively. To exploit this, pummel the team with a 3-2-2 formation or with a 2-3-2 formation. Figure out where Bomberman is; he's your biggest concern with their defense. If the computer is playing a 3-2-2 position, you can be sure that they're going to rush you. In this case, play it safe with 2-3-2.

3-2-2

Forward : Fireman, Iceman, Geminiman
Halfback: Fireman, Airman
Fullback: Fireman, Topman
Goalie : Bomberman

3-1-3

Forward : Fireman, Iceman, Geminiman
Halfback: Airman
Fullback: Fireman, Topman, Fireman
Goalie : Bomberman

Sweeper

Forward : Fireman, Iceman
Halfback: Airman, Geminiman
Fullback: Topman, Fireman
Sweeper : Fireman
Goalie : Bomberman

2-3-2

Forward : Fireman, Iceman
Halfback: Fireman, Geminiman, Airman
Fullback: Topman, Fireman
Goalie : Bomberman

2-2-3

Forward : Geminiman, Iceman
Halfback: Fireman, Airman
Fullback: Fireman, Fireman, Topman
Goalie : Bomberman

Needleman

3 Needleman
1 Airman
1 Geminiman
1 Topman
1 Toadman
1 Snakeman

Playing As

Needleman's team is the polar opposite of Fireman's team: Needleman's team has great defense but poor offense. The offense wouldn't be so bad if Needleman could run faster (he is one of three players with a 64 kick stat). Needleman is an awesome sweeper, though. He's a perfect fullback and a great goalie (he can kick the ball away). Assign one Needleman to fullback, halfback, and goalie (use the fullback for your sweeper). Topman is a player on this team as well. Since his weakness is defense and since you have an excellent defense, I'm going to actually recommend that you put Topman as a fullback. This way, he's out of the way, and Needleman more than makes up for Topman. Airman works as a fullback or as a halfback. Toadman is a player you want to have as a forward. Normally I'd recommend putting him at a defensive position due to his super shot immunity, but you need all the offense you can get. Geminiman is a good forward. I recommend putting Geminiman as a forward or as a halfback. As always, Airman serves decently as your other halfback or as a fullback. You really have to plan with this team; you can do a lot with it, but you can also fail miserably if you don't think things through. Try to stick with a 2-2-3, 2-3-2, or sweeper formation to make the most of this team.

Playing Against

As I said in the above paragraph, Needleman's team specializes in defense. There's a decent chance that the ball will be kept on your side of the field if you use a 2-2-3 position. Your best bet, I think, is a 2-3-2 formation. This way, you can have a formidable offense as well as a great defense.

3-2-2

Forward : Toadman, Snakeman, Geminiman
Halfback: Needleman, Airman
Fullback: Needleman, Topman
Goalie : Needleman

3-1-3

Forward : Toadman, Snakeman
Halfback: Needleman, Geminiman
Fullback: Needleman, Airman, Topman
Goalie : Needleman

Sweeper

Forward : Toadman, Snakeman
Halfback: Needleman, Geminiman
Fullback: Airman, Topman
Sweeper : Needleman
Goalie : Needleman

2-3-2

Forward : Toadman, Snakeman
Halfback: Needleman, Geminiman, Airman
Fullback: Needleman, Topman
Goalie : Needleman

2-2-3

Forward : Toadman, Snakeman
Halfback: Needleman, Geminiman
Fullback: Needleman, Topman, Airman
Goalie : Needleman

Dustman

3 Dustman
1 Bomberman
1 Airman
1 Geminiman
1 Topman
1 Toadman

Playing As

Dustman's team is a better version of Needleman's team. You've got three Dustmen. Dustman is a great halfback and a great fullback. Lacking any other decent candidates, Dustman should also be a goalie. Bomberman and Toadman are very well-rounded. Unlike with Needleman's team, however, I recommend putting Toadman as a fullback and Bomberman as a forward (simply because this team has slightly more offensive power). Because of this formation, Topman is a good choice for forward. Defense isn't involved in being a forward, so Topman is as good a choice as anybody. This is also because he can be backed up by Dustman, Bomberman, and Geminiman, your other forward. Geminiman goes fast enough to be a good forward. If you want to do something funky, have Geminiman as your goalie. When he gets the ball, have Geminiman do a power shot to get the ball down to the other side of the field. Fun stuff. Anyway, Airman works as a backup halfback and fullback. Because this team focuses on halfback power, use a 2-3-2 or 3-2-2 formation.

Playing Against

This team isn't too bad to play against. The computer seems to enjoy mismatching some positions, so use that to your advantage. Knock this team out with a 2-3-2 formation or with a 3-1-3 formation. This team is well-rounded in both offense and defense, so counter it with your own dynamic offense and defense.

3-2-2

Forward : Geminiman, Topman, Bomberman
Halfback: Dustman, Airman
Fullback: Dustman, Toadman
Goalie : Dustman

3-1-3

Forward : Geminiman, Topman, Bomberman
Halfback: Dustman
Fullback: Dustman, Airman, Toadman
Goalie : Dustman

Sweeper

Forward : Geminiman, Topman
Halfback: Dustman, Bomberman
Fullback: Airman, Toadman
Sweeper : Dustman
Goalie : Dustman

2-3-2

Forward : Geminiman, Topman
Halfback: Dustman, Bomberman, Airman
Fullback: Toadman, Dustman
Goalie : Dustman

2-2-3

Forward : Geminiman, Topman
Halfback: Dustman, Bomberman
Fullback: Airman, Dustman, Toadman
Goalie : Dustman

(you can't do anything with the rest of these teams, so I'm not going to show you suggested lineups)

Enker

3 Enker
1 Topman
1 Toadman
1 Snakeman
1 Flashman
1 Bubbleman

Playing Against

This team's offense is dangerous. Enker's weakness lies in his complete lack of defensive power. The best thing he's got is Bubbleman. Enker's power shot is very dangerous. He's got Topman (bad defense version of Megaman), Toadman (just like Megaman), Snakeman (better tackle), Flashman (just like Topman), and Bubbleman (just like Toadman). What this means for you is that Enker's primary advantages lie in his forwards and in his halfbacks. My recommendation is to use Sweeper formation for the first half, and use 2-3-2 or 3-1-3 formation for the second half. If you can keep the ball on Enker's side of the field, you'll be fine.

Dr. Wily

3 Wily
1 Bomberman
1 Geminiman
1 Toadman
1 Flashman
1 Iceman

Playing Against

Dr. Wily is the one obstacle between you and the winner's circle. As you probably know, Dr. Wily is the best player in the game (the only stat that he doesn't have the best of is the kicking stat). This makes Dr. Wily himself a formidable foe. If the computer has a Wily on defense, this match is even harder. He's got an ideal offense with Bomberman, Geminiman, and Iceman. He's got Toadman and Flashman. Flashman is the only weak part of this team. The best way to face this team is to treat it like Enker's: use a Sweeper formation for the first half (Wily's power shot is unmatched). For the second half, use a 2-3-2 or 3-1-3 formation to counter Wily's great offense and defense.

Protoman

I have never seen his team; I don't think he can beat Wily.

Good luck with the tournament! If you want me to recommend a team, I'd go with Pharaohman's team or with Skullman's team.

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| 3.05: League |
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The league is the round-robin version of the tournament. You face every team once. Unlike the tournament, you do not face Dr. Wily/Enker/Protoman teams. In fact, each time has one of those players on them! On the league chart, GP is the number of points scored by the team on the left, and GD is the difference in points between the team on the left (of the chart) and the team on the top. Positive scores are good. On the chart, a red circle means that you won the game. A grey X indicates a loss, and a blue triangle indicates a tie. You receive one point for a tie and two points for a win. At the end of the season, the team with the most points win. Here are the teams (again, from left to right and top to bottom):

Skullman

- 3 Skullman
- 2 Bomberman
- 2 Flashman
- 1 Protoman

Playing As

This team has its strength in its offense. Skullman and Bomberman are the two Megamen for this team (their stats are identical). Flashman is weaker defensively, so he should be put closer to the front lines. Protoman is the star of this team, though. His running points are 7 higher than everyone else. For this reason, Protoman should be your forward. Everyone else can be put wherever you want them. Bomberman seems to have greater immunity to power shots than Skullman, so put him in goal. Because of the offensive capabilities of this team, use a 3-2-2 or a 2-3-2 formation.

Playing Against

Like I said earlier, Skullman's team is lacking in its defense. Their offense is nothing special either, so pummel them with offense of your own: 3-2-2 or 2-3-2 formations are in order. If you keep the ball on their side of the field, you'll be doing fine.

3-2-2

Forward : Protoman, Skullman, Flashman
Halfback: Bomberman, Flashman
Fullback: Skullman, Skullman
Goalie : Bomberman

3-1-3

Forward : Protoman, Skullman, Flashman
Halfback: Bomberman
Fullback: Skullman, Flashman, Skullman
Goalie : Bomberman

Sweeper

Forward : Protoman, Skullman
Halfback: Bomberman, Flashman
Fullback: Skullman, Flashman
Sweeper : Skullman
Goalie : Bomberman

2-3-2

Forward : Protoman, Skullman
Halfback: Bomberman, Flashman, Flashman
Fullback: Skullman, Skullman
Goalie : Bomberman

2-2-3

Forward : Protoman, Flashman
Halfback: Bomberman, Flashman
Fullback: Skullman, Skullman, Skullman
Goalie : Bomberman

Cutman

3 Cutman
2 Bubbleman
2 Iceman
1 Enker

Playing As

This team is another team whose strength lies in their offense. Cutman is another Megaman-esque player, only stronger. This makes Cutman ideal for just about any position. Enker and Iceman provide a great deal of speed, so be sure to utilize them in the forward or halfback positions. As always, Bubbleman is suited for the back side of the field. This team does have more going for it defensively. 3-2-2 and Sweeper formations seem to work the best here. If you want, play around with the 3-1-3 formation.

Playing Against

Cutman's team is well-rounded. As always, the best way to deal with well-roundedness is with a 2-3-2 formation. You'll want to watch out for where they have Cutman. If Cutman is in the backfield, then prepare for a little bit of trouble keeping the ball back there. Enker

isn't nearly the threat that Protoman is, so he shouldn't be your main concern. Utilize power shots to get down the field as opposed to shooting on the goal with them.

3-2-2

Forward : Cutman, Iceman, Enker

Halfback: Iceman, Cutman

Fullback: Bubbleman, Cutman

Goalie : Bubbleman

3-1-3

Forward : Cutman, Iceman, Enker

Halfback: Iceman

Fullback: Cutman, Bubbleman, Cutman

Goalie : Bubbleman

Sweeper

Forward : Cutman, Enker

Halfback: Cutman, Iceman

Fullback: Cutman, Iceman

Sweeper : Bubbleman

Goalie : Bubbleman

2-3-2

Forward : Cutman, Enker

Halfback: Cutman, Iceman, Iceman

Fullback: Bubbleman, Cutman

Goalie : Bubbleman

2-2-3

Forward : Cutman, Enker

Halfback: Iceman, Iceman

Fullback: Cutman, Cutman, Bubbleman

Goalie : Bubbleman

Woodman

3 Woodman

2 Airman

2 Geminiman

1 Enker

Playing As

Woodman's is one of those teams that has a superb balance. Three Woodmen make up a perfect backfield. The problem with Woodman is that he is the slowest runner in the game. Because of his speed

(or lack thereof), keep Woodman at the back. While Woodman is an effective halfback, you have to hope that he gets to where you need him when you need him. That's not a gamble you want to take. Keep Airman as a halfback or as a fullback. Geminiman has speed going for him. He's faster than Enker. You might want to get Geminiman down the field, have Enker pass it to Geminiman, and then have Geminiman score. Try to stick with 3-2-2 here; you don't have to worry about your defense at all.

Playing Against

This team can be pretty tough. While their obvious strength is in the defense, Woodman's team has a speedy offense that'll be down your throat before you can say "Leaf me alone." Combat this by sending your offense down their throat with 3-2-2. On the other hand, if your team isn't so strong offensively, then use a 2-2-3 formation to at least keep the ball outta your goal. Don't use Sweeper, though; that only leaves you weak in every position.

3-2-2

Forward : Geminiman, Enker, Geminiman
Halfback: Airman, Airman
Fullback: Woodman, Woodman
Goalie : Woodman

3-1-3

Forward : Geminiman, Enker, Geminiman
Halfback: Airman
Fullback: Woodman, Woodman, Airman
Goalie : Woodman

Sweeper

Forward : Geminiman, Enker
Halfback: Geminiman, Airman
Fullback: Airman, Woodman
Sweeper : Woodman
Goalie : Woodman

2-3-2

Forward : Geminiman, Enker
Halfback: Geminiman, Airman, Airman
Fullback: Woodman, Woodman
Goalie : Woodman

2-2-3

Forward : Geminiman, Enker
Halfback: Geminiman, Airman
Fullback: Woodman, Airman, Woodman
Goalie : Woodman

Elecman

3 Elecman
2 Geminiman
2 Snakeman
1 Dr. Wily

Playing As

You've got the good doctor on your team. That's a huge asset right there. He's an ideal goalie, but why waste that awesome tackle stat as a goalie? No, Wily's perfect positions are fullback and sweeper. The speedy Elecman and Geminiman work wonders for your forward and halfback positions, with the well-rounded Snakeman filling in any gaps. This team is a really good team. Because you've got a speedy offense, don't worry about using your power shots to score; you'll be at your opponent's goal before they realize what hit them. Instead, use Wily's power shot to get the ball down the field. You don't have a great candidate for goalie, so Dr. Wily is probably going to be your unofficial goalie (Snakeman is the best non-Wily candidate). Use a 3-1-3 formation to knock your opponents out of the water.

Playing Against

This team is a painful experience. They've got an excellent offense, great defensive power, and Dr. Wily. The computer seems to like to have Wily in an offensive position. I was successful with a 3-2-2 position, but a 3-1-3 or 2-2-3 position might be safer. However, in this case, I would not recommend going with the Sweeper formation. You weaken too many areas just to take care of Wily.

3-2-2

Forward : Elecman, Snakeman, Geminiman
Halfback: Geminiman, Elecman
Fullback: Dr. Wily, Elecman
Goalie : Snakeman

3-1-3

Forward : Elecman, Snakeman, Geminiman
Halfback: Geminiman
Fullback: Elecman, Dr. Wily, Elecman
Goalie : Snakeman

Sweeper

Forward : Elecman, Snakeman
Halfback: Geminiman, Geminiman
Fullback: Elecman, Elecman
Sweeper : Dr. Wily
Goalie : Snakeman

2-3-2

Forward : Elecman, Snakeman
Halfback: Elecman, Geminiman, Geminiman
Fullback: Dr. Wily, Elecman
Goalie : Snakeman

2-2-3

Forward : Elecman, Snakeman
Halfback: Geminiman, Geminiman
Fullback: Dr. Wily, Elecman, Elecman
Goalie : Snakeman

Megaman

3 Megaman
2 Iceman
2 Bubbleman
1 Protoman

Playing As

This team is slightly more diverse than the Tournament version of Megaman's team. This team is purely offense. Bubbleman is the only strong defensive player you've got. Keep Protoman up front. Megaman should take one of every other non-goalie position. Bubbleman is a solid backfield player, and Iceman should fill in the gaps. Try to keep Iceman up front, though. Use a 3-2-2 position. There's no point in doing 2-2-3 since you don't have anything to help reenforce your defense. Just try to keep the ball on the other side of the field. If the ball gets too close for comfort, don't be afraid to power shot the ball back down the field.

Playing Against

This team has a strong offense and no defense. If your defensive capabilities are good enough, then try a 2-2-3 formation. 2-3-2 is definitely the safer formation, though. Protoman is the only major threat on this team. If you don't let Protoman near the ball, then you should be fine.

3-2-2

Forward : Megaman, Protoman, Iceman
Halfback: Iceman, Megaman
Fullback: Bubbleman, Megaman
Goalie : Bubbleman

3-1-3

Forward : Megaman, Protoman, Iceman
Halfback: Megaman
Fullback: Iceman, Bubbleman, Megaman
Goalie : Bubbleman

Sweeper

Forward : Megaman, Protoman
Halfback: Iceman, Megaman
Fullback: Megaman, Iceman
Sweeper : Bubbleman
Goalie : Bubbleman

2-3-2

Forward : Megaman, Protoman
Halfback: Iceman, Megaman, Iceman
Fullback: Megaman, Bubbleman
Goalie : Bubbleman

2-2-3

Forward : Megaman, Protoman
Halfback: Iceman, Megaman
Fullback: Megaman, Bubbleman, Iceman
Goalie : Bubbleman

Pharaohman

3 Pharaohman
2 Toadman
2 Geminiman
1 Enker

Playing As

This team is pure awesomeness. Even though it has the weakest of the three 'secret' characters, everybody else balances out. Pharaohman is the ultimate halfback. Because of his tackle/defensive capabilities, Pharaohman also serves very well as a goalie and as a fullback. Toadman, despite having the same stats as Megaman, is a sight to fear down in the defensive zone, so keep him there. Geminiman and Enker are awesome offensive powers, and Geminiman's speed will let him fall into the halfback role easily if necessary. This team works the best with the ball in the middle of the field, although the team is dominate in the other parts of the field. Stick with 2-3-2 or 2-2-3 formations.

Playing Against

This team is the hardest team in the league. The ball will not be kept on their side of the field for long. Your halfbacks will probably be obsolete. The best formation to use is the 3-1-3 formation. This way, you can focus on getting the ball to Pharaohman's side of the court

and stop Pharaohman's approach to your goal. That's the best way to survive.

3-2-2

Forward : Geminiman, Enker, Geminiman
Halfback: Pharaohman, Toadman
Fullback: Pharaohman, Toadman
Goalie : Pharaohman

3-1-3

Forward : Geminiman, Enker, Geminiman
Halfback: Pharaohman
Fullback: Pharaohman, Toadman, Toadman
Goalie : Pharaohman

Sweeper

Forward : Geminiman, Enker
Halfback: Geminiman, Pharaohman
Fullback: Toadman, Toadman
Sweeper : Pharaohman
Goalie : Pharaohman

2-3-2

Forward : Geminiman, Enker
Halfback: Geminiman, Pharaohman, Toadman
Fullback: Pharaohman, Toadman
Goalie : Pharaohman

2-2-3

Forward : Geminiman, Enker
Halfback: Geminiman, Pharaohman
Fullback: Toadman, Pharaohman, Toadman
Goalie : Pharaohman

Fireman

3 Fireman
2 Flashman
2 Bomberman
1 Enker

Playing As

This team is probalby not the best choice. It'd be better with Wily or Protoman. Fireman's strength is his tackling skill. He can also run at a decent clip (better than average), so keep that in mind. Flashman is, as always, a liability on defense, so keep him closer to the front.

Enker should also be in the front. Bomberman is the average player on the team, so stick him in the back (because the front positions are taken). Keep the ball on the other side of the field. There's no telling whether or not your defense can handle certain teams. If the ball gets too close, then use a power shot to get it to the other side of the field. Ideally, if you can get the ball to Enker, he's got a great shot at scoring. Use a 3-2-2 or 3-1-3 formation to deal with threats to this team.

Playing Against

As I said, Fireman's team is lacking in defense. Therefore, you should be strong in offense. They don't have a lot of speed, so you do not have to worry about trying to beef up your defense. For this reason, the most logical formation is 3-2-2. 2-3-2 might work for you as well. The trick is to keep the ball away from Enker. Enker is your only true threat. Exploit the lack of defense in Fireman, and you should have an easy victory.

3-2-2

Forward : Fireman, Flashman, Enker
Halfback: Flashman, Fireman
Fullback: Bomberman, Fireman
Goalie : Bomberman

3-1-3

Forward : Fireman, Enker, Flashman
Halfback: Flashman
Fullback: Bomberman, Fireman, Fireman
Goalie : Bomberman

Sweeper

Forward : Fireman, Enker
Halfback: Flashman, Flashman
Fullback: Fireman, Fireman
Sweeper : Bomberman
Goalie : Bomberman

2-3-2

Forward : Fireman, Enker
Halfback: Flashman, Flashman, Fireman
Fullback: Fireman, Bomberman
Goalie : Bomberman

2-2-3

Forward : Fireman, Enker
Halfback: Flashman, Flashman
Fullback: Fireman, Fireman, Bomberman
Goalie : Bomberman

Needleman

3 Needleman
2 Topman
2 Toadman
1 Protoman

Playing As

This team is lacking. I say this just because it has Topman. Other than that, the team isn't bad. Needleman, like Pharaohman, provides all of your defense. Toadman is a great asset in this field as well. Protoman should, as usual, stay near the front. Because of Topman's weak defense, keep him out of the backfield -- always use Topman as a forward. Even if you sacrifice Protoman as a forward. With Protoman and Topman providing an offense and with Needleman and Toadman taking care of the backfield, you'd be doing well with a 2-3-2 or 3-1-3 formation. Even though the latter weakens your midfield a lot, you reenforce the two extreme positions -- and that's what you need to do. That said, you could argue that, lacking in any great power on either side, beefing up your halfback position is the ideal thing to do. If you subscribe to that school of thought, then use the 2-3-2 formation. Whatever works best for you.

Playing Against

The offense on this team is lacking. This leaves you with nothing to worry about in your backfield, so go ahead and use a 3-2-2 formation to wipe the floor with Needleman's team. The only players to worry about are the backfield players, and the computer likes to botch those.

3-2-2

Forward : Topman, Protoman, Topman
Halfback: Needleman, Toadman
Fullback: Needleman, Toadman
Goalie : Needleman

3-1-3

Forward : Topman, Protoman, Topman
Halfback: Needleman
Fullback: Needleman, Toadman, Toadman
Goalie : Needleman

Sweeper

Forward : Topman, Topman
Halfback: Protoman, Needleman
Fullback: Needleman, Toadman
Sweeper : Toadman
Goalie : Needleman

2-3-2

Forward : Topman, Topman
Halfback: Protoman, Needleman, Toadman
Fullback: Needleman, Toadman
Goalie : Needleman

2-2-3

Forward : Topman, Topman
Halfback: Protoman, Needleman
Fullback: Toadman, Needleman, Toadman
Goalie : Needleman

Dustman

3 Dustman
2 Snakeman
2 Airman
1 Dr. Wily

Playing As

The last team is one with Dr. Wily. This team has extraordinary defense. Its offense is somewhat lacking, though. Like Pharaohman, Dustman works well in all the backfield positions. Like I said with Elecman's team, there's no point in wasting Dr. Wily in the goalie position. Unlike Elecman's team, because this team lacks in offense, I recommend putting the good doctor as a halfback. The only exception to this is when you play Sweeper. Wily should be your sweeper. Snakeman is the team's offensive power, though. Airman, that slowbie, should work from the backfield. However, in the 3-2-2 position, you might want to use Airman as your forward, because your only other option is Dustman. Dustman runs too slow for that job. With this team, try to keep the ball in the middle of the field. Use a 2-3-2 or 2-2-3 formation to cruise your way to victory.

Playing Against

Like I said, Dustman's team is lacking in offense. That said, if Wily gets onto your side of the field, you're in for a world of hurt. The best thing to do is to use a 3-1-3 formation so that all of your bases are covered.

3-2-2

Forward : Snakeman, Snakeman, Airman
Halfback: Dustman, Dr. Wily
Fullback: Airman, Dustman
Goalie : Dustman

3-1-3

Forward : Snakeman, Snakeman
Halfback: Dr. Wily
Fullback: Dustman, Airman, Dustman
Goalie : Dustman

Sweeper

Forward : Snakeman, Snakeman
Halfback: Airman, Dustman
Fullback: Dustman, Airman
Sweeper : Dr. Wily
Goalie : Dustman

2-3-2

Forward : Snakeman, Snakeman
Halfback: Airman, Dustman, Dr. Wily
Fullback: Dustman, Airman
Goalie : Dustman

2-2-3

Forward : Snakeman, Snakeman
Halfback: Dr. Wily, Dustman
Fullback: Airman, Dustman, Airman
Goalie : Dustman

Personally, I recommend Needleman, Cutman, and Elecman. Have fun.

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| 3.06: Shoot-out |

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A shoot-out occurs at the end of the game if there's a tie. This only occurs in Capcom Championship, Exhibition, and Tournament (in League, there's a tie symbol). The way it works is thus: five players are chosen at random from each team. These players each get one shot at scoring a goal. They stand in front of the penalty box and shoot. If they make it, that's one point towards the shoot-out score. Whoever gets the most goals wins.

In Megaman Soccer, it's purely luck. Any button will shoot the ball when you're shooting. You can shoot the ball (you aim) to the left of the goalie (left + a button), straight (a button), or to the right (right + a button). As a goalie, you can block to the left (left + a button), straight (a button), or right (right + a button). Whether or not you succeed in blocking/scoring seems to be completely random. This is really fun against a friend, though.

To relate, it's like the game Look Away in Mario Party 2 for the Nintendo 64.

IV. Appendices

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| 4.01: Players |

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After debating on how to do this, I decided to present a quick stat chart here and in-depth explanations of the players shortly thereafter. I have also, in each character section, provided the character's stats as well as the stats of Megaman for the sake of comparison. I've also taken the liberty of describing the power shots and listing the modes of play in which the players are available. In parentheses next to the mode is the requirement to play as the character or the team on which the player plays. Also, just for a quick explanation of the stats:

Run: The speed at which the character can run.

Kik: The distance of a kick from this player.

Tac: The higher this stat, the better chances are that a player tackled by the player in question will trip.

Dif: Defense. The higher this stat is, the better chance that this player can survive a power shot. I also think that the defensive stat determines the chances of the player falling when he is tackled.

I'll use the acronyms that the game uses for the sake of continuity.

Stat chart:

```

-----
|  Player  | Run | Kik | Tac | Dif |
|-----|-----|-----|-----|-----|
| Protoman | 47 | 62 | 96 | 128 |
| Megaman  | 40 | 62 | 96 | 128 |
| Cutman   | 42 | 62 | 160 | 98 |
| Iceman   | 48 | 62 | 48 | 48 |
| Bomberman | 40 | 62 | 96 | 128 |
| Fireman  | 42 | 62 | 128 | 112 |
| Elecman  | 43 | 62 | 64 | 96 |
| Airman   | 38 | 62 | 160 | 96 |
| Bubbleman | 40 | 62 | 96 | 128 |
| Flashman | 40 | 62 | 96 | 96 |
| Woodman  | 28 | 64 | 224 | 208 |
| Needleman | 36 | 64 | 128 | 128 |
| Geminiman | 48 | 62 | 96 | 96 |
| Topman   | 40 | 62 | 96 | 96 |
| Snakeman | 40 | 62 | 112 | 128 |
| Toadman  | 40 | 62 | 96 | 128 |
| Pharaohman | 34 | 62 | 224 | 160 |
| Dustman  | 36 | 64 | 96 | 176 |
| Skullman | 40 | 62 | 96 | 128 |
| Enker    | 44 | 62 | 96 | 128 |
| Dr. Wily | 50 | 62 | 240 | 240 |
-----

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Players:

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DRN 000: PROTOMAN

Protoman is Megaman's long-lost brother. He sports a yellow scarf, a shield, and shades. He dropped the shield to make himself run faster.

Power shot: Charged Proto Buster shot that knocks the enemy straight into the air. He'll fall back down, shake the shot off after about a second, and then continue.

Available : Exhibition
Capcom Championship (after defeating him)
League (Skullman, Megaman, Needleman)

Stats :

```
-----  
| Stat | Protoman | Megaman |  
|-----|-----|-----|  
| Run  | 47       | 40      |  
| Kik  | 62       | 62      |  
| Tac  | 96       | 96      |  
| Dif  | 128      | 128     |  
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DRN 001: MEGAMAN

Megaman is the famous blue bomber that everyone knows and loves. Everyone except Dr. Wily, of course. Megaman has saved the world countless times, but can he see why kids love Cinammon Toast Crunch?

Power shot: Charged Mega Buster shot that knocks the enemy straight into the air. He'll fall back down, shake the shot off after about a second, and then continue.

Available : Exhibition
Capcom Championship (start)
Tournament (Megaman)
League (Megaman)

Stats :

```
-----  
| Stat | Megaman | Megaman |  
|-----|-----|-----|  
| Run  | 40      | 40      |  
| Kik  | 62      | 62      |  
| Tac  | 96      | 96      |  
| Dif  | 128     | 128     |  
-----
```

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DRN 003: CUTMAN

Cutman was made by both Dr. Light and Dr. Wily. He was originally a timber robot, but now he's out to cut you out of the game!

Power shot: The ball becomes a giant Rolling Cutter than flies in a zig-zag pattern and makes the opponent go to pieces over this move. The target will pull himself together after a few seconds.

Available : Exhibition
Capcom Championship (beat him)
Tournament (Cutman)
League (Cutman)

Stats :


```

-----
| Stat | Cutman | Megaman |
|-----|-----|-----|
| Run  | 42     | 40      |
| Kik  | 62     | 62      |
| Tac  | 160    | 96      |
| Dif  | 98     | 128     |
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DRN 005: ICEMAN

Iceman was an arctic investigation robot. Due to his small size, Iceman is very fast. He could probably skate if there was an Ice Field. Think how awesome that would be.

Power shot: The ball becomes a giant Ice Slasher that encases the victim in a case of ice for about three seconds.

Available : Exhibition

Tournament (Skullman, Cutman, Elecman, Pharaohman, Fireman, Wily)

League (Cutman, Megaman)

Stats :

```

-----
| Stat | Iceman | Megaman |
|-----|-----|-----|
| Run  | 48     | 40      |
| Kik  | 62     | 62      |
| Tac  | 48     | 96      |
| Dif  | 48     | 128     |
-----

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DRN 006: BOMBERMAN

His name is actually Bombman, but for the sake of continuity, I call him what the came calls him. Bomberman is a robot that demolishes his competition.

Power shot: The ball turns into a Hyper Bomb that blows up the victim. The victim is in the air for a few seconds, drops, stands up, and moves along.

Available : Exhibition

Tournament (Skullman, Elecman, Pharaohman, Fireman, Dustman, Wily)

League (Skullman, Fireman)

Stats :

```

-----
| Stat | Bomberman | Megaman |
|-----|-----|-----|
| Run  | 40        | 40      |
| Kik  | 62        | 62      |
| Tac  | 96        | 96      |
| Dif  | 128       | 128     |
-----

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DRN 007: FIREMAN

Fireman was a garbage disposer robot before he came a HUNK OF BURNIN' EVIL. Fireman likes long, romantic walks on coals and a nice oil bath. He's probably the most well-rounded of the Megaman 1 robots.

Power shot: The ball becomes a giant Fire Storm blast that engulfs the victim in flames for about two seconds and then drops the poor guy to the ground. A second is required to recover before the victim can get up.

Available : Exhibition
 Capcom Championship (beat him)
 Tournament (Fireman)
 League (Fireman)

Stat	Fireman	Megaman
Run	42	40
Kik	62	62
Tac	128	96
Dif	112	128

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DRN 008: ELECMAN

Elecman is a power generator, both literally and offensively. He can run fast and is also my favorite robot master in the series (well, tied with Shadowman).

Power shot: The ball turns into a giant blast of Thunder Beam that, upon contact, traps the player in an electric blast that stuns them for two seconds, makes them lie on the ground for one second, and then get back up.

Available : Exhibition
 Capcom Championship (beat him)
 Tournament (Elecman)
 League (Elecman)

Stats :

Stat	Elecman	Megaman
Run	43	40
Kik	62	62
Tac	64	96
Dif	96	128

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DRN 010: AIRMAN

Airman wants to blow you away. He's a big robot with a fan in his middle.

Power shot: The ball turns into a blast of Air Shooter that will send the target flying upon contact.

Available : Exhibition

Tournament (Skullman, Elecman, Fireman, Needleman, Dustman)

League (Dustman, Woodman)

Stats :

```
-----  
| Stat | Airman | Megaman |  
|-----|-----|-----|  
| Run  | 38     | 40      |  
| Kik  | 62     | 62      |  
| Tac  | 160    | 96      |  
| Dif  | 96     | 128     |  
-----
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DRN 011: BUBBLEMAN

Bubbleman is the first underwater robot. Ever. And for some reason, this statistical Megaman lookalike thinks he can play soccer. He can. Interestingly enough, Bubbleman seems to make a better goalie than Woodman and Pharaohman, both of whom have higher defensive ratings than Bubbleman. Bubbleman seems to be immune to a lot of the power shots, though.

Power shot: A giant Bubble Lead shot is fired. The victim is encased in a giant bubble. The bubble hovers for two or three seconds before popping.

Available : Exhibition

Tournament (Skullman, Cutman, Elecman, Enker, Pharaohman)

League (Cutman, Megaman)

Stats :

```
-----  
| Stat | Bubbleman | Megaman |  
|-----|-----|-----|  
| Run  | 40        | 40      |  
| Kik  | 62        | 62      |  
| Tac  | 96        | 96      |  
| Dif  | 128       | 128     |  
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DRN 014: FLASHMAN

Since Flashman can stop time, you'd think he would put that power to use in the soccer game. He doesn't, so you have no unfair advantages when playing alongside Flashman.

Power shot: A solid version of Time Stopper is sent flying at an opponent. If the ball hits an opponent, the opponent will freeze for three seconds before reanimating and playing again.

Available : Exhibition

Tournament (Cutman, Woodman, Pharaohman, Enker, Wily)

League (Skullman, Fireman)

```

-----
| Stat | Flashman | Megaman |
|-----|-----|-----|
| Run  | 40       | 40      |
| Kik  | 62       | 62      |
| Tac  | 96       | 96      |
| Dif  | 96       | 128     |
-----

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DRN 016: WOODMAN

Wood you?

Woodman is an ideal goalie. His tackle and defensive ratings are through the roof. The only problem is his susceptibility to power shots.

Power shot: The ball is surrounded by Woodman's Leaf Shield. Anything that is hit by the Leaf Shield is knocked over for one second.

Available : Exhibition
 Capcom Championship (beat him)
 Tournament (Woodman)
 League (Woodman)

Stats :

```

-----
| Stat | Woodman | Megaman |
|-----|-----|-----|
| Run  | 28      | 40      |
| Kik  | 64      | 62      |
| Tac  | 224     | 96      |
| Dif  | 208     | 128     |
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DRN 017: NEEDLEMAN

Needleman has a sharp wit. While he cannot run very quickly, he can tackle very well and has average defense. His kicking is higher than usual.

Power shot: The ball becomes a NEEDLE BALL. The effect is the same as Cutman's super shot: the opponent is cut to shreds for a few seconds.

Available : Exhibition
 Capcom Championship (beat him)
 Tournament (Needleman)
 League (Needleman)

Stats :

```

-----
| Stat | Needleman | Megaman |
|-----|-----|-----|
| Run  | 36       | 40      |
| Kik  | 64       | 62      |
| Tac  | 128      | 96      |
| Dif  | 128      | 128     |
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DRN 019: GEMINIMAN

Geminiman has the amazing ability to split in two. Of course, since you can only have eight players on the field, this ability doesn't help much. Geminiman's speed is above average, but his defense is low.

Power shot: The ball splits in two. One's a fake. Get this -- the ball passes through all of the players except the goalie. Handy, eh? The ball CAN pass through the goalie, but Elemental Knight adds that the ball will be caught if it's a straight-on shot.

Available : Exhibition
Tournament (Skullman, Woodman, Fireman, Dustman, Wily)
League (Woodman, Pharaohman)

Stats :

Stat	Geminiman	Megaman
Run	48	40
Kik	62	62
Tac	96	96
Dif	96	128

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DRN 021: TOPMAN

The underrated robot master. YOU SPIN ME RIGHT ROUND, BABY, RIGHT ROUND LIKE A RECORD BABY, RIGHT ROUND RIGHT ROUND.

Power shot: The ball turns into a top-looking thing that makes the player that comes in contact with the top disappear for two seconds.

Available : Exhibition
Tournament (Woodman, Fireman, Dustman, Needleman)
League (Needleman)

Stats :

Stat	Topman	Megaman
Run	40	40
Kik	62	62
Tac	96	96
Dif	96	128

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DRN 022: SNAKEMAN

Ssssssnakeman is famous for his Ssssssearch Ssssssnakes. I'll stop. Snakeman is a pretty cool robot master if you ask me. But you didn't.

Power shot: The ball becomes a Search Snake that slithers towards the goal.
In mid-air. It can go right through players!

Available : Exhibition
Tournament (Cutman, Woodman, Pharaohman, Needleman, Enker)
League (Elecman, Dustman)

Stats :

```
-----  
| Stat | Snakeman | Megaman |  
|-----|-----|-----|  
| Run  | 40       | 40       |  
| Kik  | 62       | 62       |  
| Tac  | 112      | 96       |  
| Dif  | 128      | 128      |  
-----
```

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DRN 026: TOADMAN

Toadman looks like a girl. Despite what his tackle rating says, Toadman seems to be a better tackler than Megaman. At any rate, Toadman is a great halfback.

Power shot: Like Flashman's shot, Toadman's power shot briefly paralyzes the enemy.

Available : Exhibition
Tournament (Cutman, Woodman, Needleman, Dustman, Enker, Wily)
League (Pharaohman, Needleman)

Stats :

```
-----  
| Stat | Toadman | Megaman |  
|-----|-----|-----|  
| Run  | 40       | 40       |  
| Kik  | 62       | 62       |  
| Tac  | 96       | 96       |  
| Dif  | 128      | 128      |  
-----
```

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DRN 028: PHARAOHMAN

Pharaohman is the third-coolest robot master ever. His Pharaoh Shot rocks. Pharaohman is very strong, so his tackling and defensive abilities are through the roof.

Power shot: Like Fireman's, Pharaohman's power shot -- Pharaoh Shot -- burns the enemy up.

Available : Exhibition
Capcom Championship (beat him)
Tournament (Pharaohman)
League (Pharaohman)

Stats :

```
-----  
| Stat | Pharaohman | Megaman |  
|-----|-----|-----|
```

Stat	Dustman	Megaman
Run	34	40
Kik	62	62
Tac	224	96
Dif	160	128

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DRN 030: DUSTMAN

Dustman is a robot that looks kinda cool and shoots out dust. I never figured out how much that would hurt, but it seems to be the weakness of half the fortress bosses in Megaman 4. Dustman is a great midfielder.

Power shot: Dustman fires the Dust Crusher, which buries the attacked player in dust for two seconds. I hope they don't have allergies...

Available : Exhibition
 Capcom Championship (beat him)
 Tournament (Dustman)
 League (Dustman)

Stats :

Stat	Dustman	Megaman
Run	36	40
Kik	64	62
Tac	96	96
Dif	176	128

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DRN 032: SKULLMAN

You'd think Skullman sucks at soccer. I mean, he's just a pile of bones, right? Right. His stats are identical to Megaman's. It's Skullman's power shot that rocks.

Power shot: The ball is surrounded by Skull Barrier. When the ball hits a target, the target is surrounded by Skull Barrier for a few seconds while the ball keeps going.

Available : Exhibition
 Capcom Championship (beat him)
 Tournament (Skullman)
 League (Skullman)

Stats :

Stat	Skullman	Megaman
Run	40	40
Kik	62	62
Tac	96	96
Dif	128	128

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RKN 001: ENKER

Enker is one of four robots in the Rockman Killer series of Gameboy fame. Enker's power is the Mirror Buster, which absorbs shots and fires them back at the shooter. Enker's got a really cool sword. The difference between Enker and Megaman lies in the speed.

Power shot: A black Mirror Buster shot that is exactly like Megaman's and Protoman's power shots.

Available : Exhibition

Capcom Championship (beat him in Skull Castle)

Tournament (Cutman, Woodman, Pharaohman, Fireman)

Stats :

```
-----  
| Stat | Enker | Megaman |  
|-----|-----|-----|  
| Run  | 44    | 40      |  
| Kik  | 62    | 62      |  
| Tac  | 96    | 96      |  
| Dif  | 128   | 128     |  
-----
```

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EGN 001: DR. WILY

Dr. Wily. Famous for his eyebrow wiggling, this evil genius has built a soccer machine that is a nightmare. Its stats are through the roof. Wily seems to like using power shots on players instead of goalies, though.

Power shot: Like Enker's shot, the ball becomes a really big black electric sphere. This thing will burn up anything in its path. The only robot I've ever seen shake off a power shot from Wily is Bubbleman, and that was only once. When fighting Wily, USE A SWEEPER.

Available : Tournament (Dustman, Elecman)

Stats :

```
-----  
| Stat | Dr. Wily | Megaman |  
|-----|-----|-----|  
| Run  | 50      | 40      |  
| Kik  | 62      | 62      |  
| Tac  | 240     | 96      |  
| Dif  | 240     | 128     |  
-----
```

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| 4.02: FAQ |

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1Q: Is it just me, or does Rock look really awesome in the intro?

1A: Yes, yes he does.

--

2Q: Is this the first Megaman game for the SNES?

2A: Yep.

--

3Q: How do I score?

3A: When you start, the best way is power shots. After that, I recommend shooting from the edges of the semi-circle in front of the penalty box.

--

4Q: Dr. Wily is hard! How do I beat him?

4A: Keep trying. It's not like beating him gets you anything.

--

5Q: *reads section 4.03* You're joking. That can't be the ending. Is it?

5A: As far as anyone knows, that's all there is to it.

--

6Q: I can't do a power shot! What am I doing wrong?

6A: Maybe you're out of them. Also, it seems like the opponent has to possess the ball at least once in between your power shots.

Got more questions? Send 'em in!

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| 4.03: Ending |
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The ending is the same for the Capcom Championship, Tournament, and League. After you beat Dr. Wily/other final team, you return to the title screen.

V. Last Words

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| 5.01: Copyright Information |
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Megaman Soccer and all characters, stages, items, and other related things are copyright Capcom. This guide is copyrighted (c) 2001-2004 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws. Please feel free to put this anywhere you like, as long as I get credit for it. And that the guide isn't for profit. After all, this is to help the readers! It should be spread around! I WOULD like it if you emailed me asking for permission, but it's not necessary. Just realize that the latest updates to this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com(www.meowthnum1.com).

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911 Codes	http://911codes.com
9 Lives	http://www.9lives.ru/eng/
Bean's PSX Dimension	http://www.bean.dk/psx/index.htm
Cheat Code Central	http://www.cheatcc.com
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
Games Over	http://www.gamesover.com/
Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com

If you want to use any part of this guide for whatever reason, please ask. I will probably say yes.

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| 5.02: Revision History |
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Version 1.0 (8/5/04) - I completed this guide! Booyah! In sections 3.04 and 3.05, I intend to describe some team strategies later on.

Version 2.0 (8/10/04) - I added Exhibition teams, Tournament and League team strategies, and a music chart. I also added a shoot-out guide, an FAQ, and a request list.

Version 2.1 (12/18/04) - Because it's "You spin me right round baby, right round like a RECORD" not ratchet.

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| 5.03: Contact Information |
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Before emailing me, please make sure that whatever question you have wasn't addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: [meowthnum1 \[at\] meowthnum1 \[dot\] com](mailto:meowthnum1@meowthnum1.com)

I wasn't too bad about doing the spam thing at first. Now half of my emails

are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

Also, PLEASE be clear about what guide you're talking about. It doesn't help any of us to ask for help with level one or with Elecman.

Requests: Exhibition teams
Protoman's Tournament team
Information on songs 21-24

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| 5.04: Credits |
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-animorph1000 - Inspiring me to write this crazy guide.
-bmpsport - Inspiring me to write this crazy guide.
-Brian Sulpher - Where would my guides be without this guy?
-Christina Vidal - Help with some terminology.
-Elemental Knight - Some help and an observation on Geminiman's power shot.
-PSC_Patterson - Ideas.
-StarFighters86 - Encouragement.
-VGK - Chit-chat.

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| 5.05: GOOOOOOOOOOOOOOAL! |
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For my first full-fledged sports game (my other was a rudimentary bowling game for the Atari 2600), this was a really fun experience. I hope I helped you out some with this. If there's anything I can do, let me know! Have fun shooting!

--Trace Jackson