

Mega Man: The Power Battle FAQ/Walkthrough Final

by Astro Blade

Updated on Aug 21, 2005

Mega Man: The Power Battle

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| Mega Man: The Power Battle   |
| For the Nintendo Gamecube   |
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| Version FINAL               |
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|                                     I. Introduction                             |
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Hello, welcome to my guide for Mega Man: The Power Battle. A very fun game put on the Mega Man: Anniversary Collection for the Nintendo Gamecube (and Play Station 2). It can be enjoyed solo, or with another player. Either way, you'll get to experience battling Robot Masters and obtaining their powers for more fun. You'll get to stop Dr. Wily once again from his evil plot to destroy Mega Man.

I decided to FAQ this while on AIM talking to Crazyreyn. I am also dedicating this to him. Reyn, your a great writer and a cool guy. He's one of the people that are friendly to a new writer and respects you. Check out his great work!
<http://www.gamefaqs.com/features/recognition/27600.html>

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| II. Characters |

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Mega Man

Mega Man, Rock man or the Blue Bomber has been around for years. With the 1987 debut of Mega Man, for the NES (Nintendo Entertainment System) to the upcoming Mega Man games, Mega Man has provided gamers with a fun and enjoyable gaming experience. Mega Man is a robot created by Dr.Light. Dr.Light had a partner in creating Mega Man, Dr.Wily. Dr.Wily also helped Light create six Robot Masters. Everything seemed fine until Dr.Wily made off with the Robot Masters that he had reprogrammed. He planned to take over the entire world. This gave Mega Man a purpose and began his career: Stop Dr.Wily!

Mega Man's controls:

Control Stick: Move Mega Man left and right.

A button: Fire

Hold A button: Charged Blast

B button: Jump

R button: Toggle Robot Master weapons [If obtained]

L button: Toggle Robot Master weapons [If obtained]

Down on Control Stick + B button: Slide Left/Right

Proto Man

Proto Man, or Blues made his first visual appearance in Mega Man 3 (1990). He's Mega Man's long lost brother. He was made as a prototype for Mega Man and was the first robot made by Dr.Light. In the game he plays his role as a hero to stop Dr.Wily. He's my personal favorite 'good-guy' robot in the game.

Proto Man's controls:

Control Stick: Move Proto Man left and right

A button: Fire

Hold A button: Charged Blast

B button: Jump

R button: Toggle Robot Master weapons [If obtained]

L button: Toggle Robot Master weapons [If obtained]

Down on Control Stick + B button: Dash Left/Right

Bass

This is Dr.Wily's best creation based off Mega Man (even the weapon and a remodled version of Rush!)

Bass's controls:

A button: Fire

Hold A button: Charged Blast

B button: Jump

R button: Toggle Robot Master weapons [If obtained]

L button: Toggle Robot Master weapons [If obtained]

Down on Control Stick + B button: Air-Dash Left/Right

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| III. Guide |
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Mega Man 1 and 2 Guide

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Guts Man
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First Appearance: Mega Man
Location: City [Bottom]

Guts Man will hurl giant rocks at you and jump around the stage. The Mega Buster is the way to go here. Dodge the rocks and avoid his 'ramming attack'. What the ramming attack does is he launches at you like a football player launches at another player to tackle them. Jump over and avoid this. He's not too tough and should be defeated quickly.

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

First Appearance: Mega Man
Location: Ice Land [Lower Right]

Ice Man will shoot out a series of ice crystals out at you. You can find breaks in between shots where you can jump/slide to in order to avoid the attack. To attack him, use Guts Man's power on him. That means, you'll have to get close to him. Go in for a few shots, then run back out and avoid his attacks. Once he's dead, you'll get Ice Slasher.

=====

Heat Man

=====

First Appearance: Mega Man 2

Location: Sky and Cloud Land [Upper Left]

Now use Ice to stop the fire! Heat Man will be shooting his fire at you constantly through out the match. Three pillars of fire will be shot at you when he does this. Stand far away in order to avoid it. Kill him with Ice Slasher. After beating him, Atomic Fire is yours.

=====

Wood Man

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First Appearance: Mega Man 2

Location: WilyLand [Upper Right]

Oh shut up. Anyway, Wood Man will use the moves he did in Mega Man 2, plus an additional one. Leafs will drop down out of the sky as he launches his leaf shield at you. Stand to the far left (or right, Wood Man's location permitting) and jump over the leaf shield. The get closer and shoot your Atomic Fire. Watch out for his other attack, he'll bounce around all over the screen all rolled up and what not. Kill him, and Leaf Shield is yours.

=====

Crash Man

=====

First Appearance: Mega Man 2

Location: Industrial Factory [Lower Left]

Crash Man will throw a series of crash bombs at the ground and they'll explode. Avoid them on the ground and use Wood Man's attack on him. There's not too much strategy needed here anyway. Beat him, and Crash Bombs are yours.

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Cut Man

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First Appearance: Mega Man

Location: The Giant Gear [Top]

Cut Man can fly. Well not really but it will seem like that. He'll usually fire blades at you that serve as sharp bommerangs that hurt a lot. Watch out for them and throw Crash Bombs whenever he finds his way down to the ground. Beat him and Rolling Cutter is yours.

=====

Yellow Devil

=====

First Appearance: Mega Man

Location: N/A

Remember him? He's from Mega Man (1). I strongly remember him from Mega Man 3. He's not as strong as he was then though. He'll use some of his attacks from

the previous games as well as some new tricks. He'll jump around, turn into clay balls and hurl himself across the room and resemble himself too. The trick is to hit his eye. Use any attack you feel desired too. It's an easy fight.

=====

Dr. Wily [First Time]

=====

First Appearance: Mega Man

Location: N/A

Oh man, it's huge! You can hit it anywhere, with any attack except the hands. Use the slide/dash moves to go under it when needed. It's easy.

=====

Dr. Wily [Second Time]

=====

Location: N/A

Shoot and dodge his attacks. Easy.

=====

Dr. Wily [Final Time]

=====

Location: N/A

It's timed. Keep firing rapidly left and right to hit the pods for which ever one he's in. If time runs out or you you defeat him, he escapes anyway.

Mega Man 3 through 6 Guide

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Napalm Man

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First Appearance: Mega Man 5

Location: City [Bottom]

Napalm Man uses a missile series of attacks. He'll shoot tiny blue missiles out constantly as well as bigger red missiles. Avoid the red missiles by jumping high, over them. Avoid the blue ones by sliding/dashing. Just shoot him whenever you have the chance, he'll be finished off soon.

=====

Gemini Man

=====

First Appearance: Mega Man 3

Location: Ice Land [Lower Right]

Aha! The Robot Master! Well, at least in my opinion. He has a very unique skill here (as he did in Mega Man 3). He can copy himself into, one being a fake. When he splits like this, shoot to both the left and right with your

Mega Buster. When he's 'one' again, get close and shoot him with Napalm Bomb.

=====
Gyro Man
=====

First Appearance: Mega Man 5
Location: Sky and Cloud Land [Upper Left]

Gyro Man will fire spinny-blade things at you contantly. He will also jump down on you. To beat him, use Gemini Laser. He won'y be too hard if you can aim well. Beat him, and Gyro Attack is yours!

=====
Plant Man
=====

First Appearance: Mega Man 6
Location: WilyLand [Upper Right]

Plant Man uses mainly the same thing Wood Man does, a wussy shield that protects him from any attacks. Once he hits the ground, he'll throw it at you, again, much like Wood Man. He will also drop little flower bombs. Use the Gyro attack on him to win.

=====
Dust Man
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First Appearance: Mega Man 4
Location: Industrial Factory [Lower Left]

He likes garbage. He will launch debris/junk at you in two forms. Both of which can be annoying. Some of the debris will shoot up or down etc. Just hit him with Plant Barrier. As a basic point of advice: DODGE.

=====
Magnet Man
=====

First Appearance: Mega Man 3
Location: The Giant Gear [Top]

He jumps! Yeah. He jumps all around. He also uses a barrier and also shoots out Magnet Missles. Dodge them by sliding [dashing] around. Use Dust Crasher after he uses his magnet missiles.

•The next following bosses are the same from the Mega Man 1-2 Course. I am just pasting them from the Mega Man 1+2 section. •

=====
Yellow Devil
=====

Location: N/A

Remember him? He's from Mega Man (1). I strongly remember him from Mega Man 3. He's not as strong as he was then though. He'll use some of his attacks from the previous games as well as some new tricks. He'll jump around, turn into clay balls and hurl himself across the room and resemble himself too. The

trick is to hit his eye. Use any attack you feel desired too. It's an easy fight.

=====
Dr. Wily [First Time]
=====

Location: N/A

Oh man, it's huge! You can hit it anywhere, with any attack except the hands. Use the slide/dash moves to go under it when needed. It's easy.

=====
Dr. Wily [Second Time]
=====

Location: N/A

Shoot and dodge his attacks. Easy.

=====
Dr. Wily [Final Time]
=====

Location: N/A

It's timed. Keep firing rapidly left and right to hit the pods for which ever one he's in. If time runs out or you you defeat him, he escapes anyway.

Mega Man 7 Guide

•Their first appearance is obviously, Mega Man 7 for all of them except Wily.•

=====
Freeze Man
=====

Location: Ice Land [Lower Left]

Watch out for his attack, the Ice Cracker. It deals MASSIVE damage. He'll only use icicles and Freeze Cracker. The icicles can be avoided, and you should be able to dodge the Freeze Cracker. Once again, watch out for the Freeze Cracker.

=====
Slash Man
=====

Location: WilyLand [Upper Right]

Slash Man's slash claw is very dangerous. Especially when he's jumping/running/flipping/diving across the whole stage. Try to dodge these by either jumping over to the other side of the screen. Use Freeze Cracker, and you should be done quickly.

=====
Shade Man

=====

Location: The Giant Gear [Top]

As he flies, you can hit him with the Slash Claw by jumping high enough. He will also use Noise Crush when landed. As the Noise deflects all over the place, dodge it, and him with Slash Claw.

=====

Turbo Man

=====

Location: City [Bottom]

Well, he can be deadly if you get hit by his Burning Wheel. Other than that, you only have to watch out for is his invincible car form. Hit him with Noise Crush when he's not in that form and avoid the Burning Wheel at all times.

=====

Cloud Man

=====

Location: Sky and Cloud Land [Upper Left]

The only attack he uses is a lightning attack from the sky that splits into smaller lighting attacks. Dodge these, and hit him with Burning Wheel to damage him. He won't be too difficult if you can dodge his one and only attack while hitting him with yours!

=====

Junk Man

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Industrial Factory [Lower Left]

Sometimes, he can be come invincible while his Junk Shield is activated OR he's about to break a block. So you can't hit him with Thunder Strike then. But when he's not doing these things, HIT HIM. He will also shoot balls of energy at you while jumping. Avoid these and shoot him with Thunder Strike.

=====

Pumpkin Bot

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You can use Thunder Strike for good damage. The bot will shoot green bullets and release bats from time to time. Dodge the bullets. He should be finished pretty quickly.

Wily is the same. I am not gonna even paste it this time. Just scroll up.

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| IV. Weapons/Attacks |
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The weapon section, enjoy.

Super Arm

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Obtained from: Guts Man

Origin: Guts Man, Mega Man

Description: Toss huge boulders at you oppenents! With the close range attack, you will fire boulders upon your oppenents at a very fast rate, If I do say so myself.

Ice Slasher

=====

Obtained from: Ice Man

Origin: Ice Man, Mega Man

Description: Fire Ice daggers at your oppenent while a fair distance away. Not much describing to do.

Atomic Fire

=====

Obtained from: Heat Man

Origin: Heat Man, Mega Man 2

Description: Stand back and give your enemies something a little worse than sunburn. With Heat Man's power, you can shoot out tiny flames of mass destruction!

Leaf Shield

=====

Obtained from: Wood Man

Origin: Wood Man, Mega Man 2

Description: You'll create a gaint shield out of leafs, and it will be launched at your oppenents! How cool!

Crash Bombs

=====

Obtained from: Crash Man

Origin: Crash Man, Mega Man 2

Description: Every wanted to play with bombs? Well now, toss them around and watch as your robot enemies fall to thier demise! With Crash Bombs, you'll toss a tiny bomb foward and then watch it explode!!

Rolling Cutter

=====

Obtained from: Cut Man

Origin: Cut Man, Mega Man

Description: With Cut Man's power, fire boomerang blades of doom! Once you fire with this attack, a spinning balde will spin all over the screen (just like a boomerang) and hurt oppenents in the way!

Napalm Bomb

=====

Obtained from: Napalm Man

Origin: Napalm Man, Mega Man 5

Description: With this attack, you'll shoot out a giant red missile that will hop over and blow up in your enemies face! Watch out though, we're dealing with a dangerous weapon here!

Gemini Laser

=====

Obtained from: Gemini Man

Origin: Gemini Man, Mega Man 3

Description: A great attack. Fire out a blue laser that will deflect off the sides of the screen thus dealing your enemy a massive amount of damage! Fire these quick and wisely, and you'll have a fun time.

Gyro Attack

=====

Obtained from: Gyro Man

Origin: Gyro Man, Mega Man 5

Description: A small propeller fires forward while spinning dangerously! Enemies should watch out if they don't wanna feel the pain this attack packs!

Plant Barrier

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Obatined from: Plant Man

Origin: Plant Man, Mega Man 6

Description: This is much like Wood Man's attack. But what happens is, it protects you against an enemies blast, then disappears for you to use it again!

Dust Crasher

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Obtained from: Dust Man

Origin: Dust Man, Mega Man 4

Description: Fire a a pile of junk at the enemy! Fun!

Magnet Missile

=====

Obtained from: Magnet Man

Origin: Magnet Man, Mega Man 3

Description: Fire a magnet at your enemy. The attack will act as a magnet and go over and up.

Freeze Cracker

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Obtained from: Freeze Man
Origin: Freeze Man, Mega Man 7

Description: Fire out a shard of ice. Not as powerful as what you faced when you fought him here, though.

Slash Claw

=====

Obtained from: Slash Man
Origin: Slash Man, Mega Man 7

Description: Slash your arm for a close range attack that can damage your foe!

Noise Crusher

=====

Obtained from: Shade Man
Origin: Shade Man, Mega Man 7

Description: Fire a wave of sound forward at your enemy which will reflect off walls!

Burning Wheel

=====

Obtained from: Turbo Man
Origin: N/A (See FAQ section)

Description: A ring of fire will surround your character, then auto throw itself forward. Watch out enemies in the way!

Thunder Strike

=====

Obtained from: Cloud Man
Origin: Cloud Man, Mega Man 7

Description: Fire out minor bolts of electricity. Fun.

Junk Shield

=====

Obtained from: Junk Man
Origin: Junk Man, Mega Man 7

Description: A shield of junk will surround your character and protect you from blasts. Each time you get hit, a piece falls off. It lasts till the final piece is gone.

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| V. FAQ |
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This where questions that are asked a lot are answered or things you may be wondering.

Question: This game is short, is there another game like this?

- Answer: Yes, Mega Man: The Power Fighters which can be unlocked by beating Junk Man (Mega Man 7).

Question: What? How did I beat the game? I didn't kill Wily!

- Answer: It doesn't matter, he escapes either way.

Question: Is there a two player battle mode where we can fight each other?

- Answer: No.

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| VI. 3 Different Endings |
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Mega Man

Roll- Welcome back, Mega Man. Glad to see you made it.

Mega Man- Yeah, but Dr. Wily got away again.

Dr. Light- Mega Man, I'm glad you came back in one piece.

Mega Man- Even so, if things don't change, the battle against Dr. Wily will never end.

Dr. Light- It's just like you say, but this time we learned what robots need.

Auto- Yeah, a hero like me, right?

Dr. Light- Well... Not quite.

Mega Man- What exactly do we robots need?

Dr. Light- Like humans, the robot has to determine what is right and what is wrong by himself.

Dr. Light- Robots are not supposed to hurt humans.

Dr. Light- We need to research more on the AI program.

Mega Man:-When will there be world peace?

Dr. Light- That will be up to us.

Mega Man- Okay, I'll fight for everyone's future.

Proto Man

Voice- Proto Man... Who is he?

Voice- Proto Man, Dr. Light's first ever built robot just before completion, he ran away and vanished.

Voice- He appears before Mega Man from time to time and mysteriously disappears.

Voice- Is he friend or foe? Where is he off to?

Voice- Nobody knows.

Bass

Dr. Wily- Noooo...! My laboratory! Bass, what are you doing!?

Bass- Now you know that I am the strongest. There's no need for you to make any more junk robots.

Dr. Wily- The strongest huh? You've been beaten by Mega Man before.

Bass- I underestimated him that this. But I will conquer him this time!

Dr. Wily- Yeah right. You can battle with Mega Man all you want.

Dr. Wily- The robot I'm making right now will blow the both of you away.

Bass: Ha- All you make is junk. Do what you want.

Dr. Wily- Wait. Wait Bass. Don't leave me here!!

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| VII. Contact Information/Outro/Credits |
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E-Mail

There's real no point in me putting it here. The version is final, so everything is done. HOWEVER, if there is such a huge mistake that somehow I missed: astroblade@gmail.com NO SPAM!

Credits

www.MMHP.net for giving me the correct order in which to fight the robots. I usually just fought them randomly which is harder.

Crazyreyn: For kinda indirectly, giving me the motivation for this.

Bye!

I hope this guide was helpful and you have fun reading it! Especially if you're Mega Man fan!

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