

# Mega Man: The Wily Wars Guide

by Fragnarok

Updated to v0.6 on Mar 24, 2004

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(Behold the bad Ascii!)

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|      Hello my name is:      |
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|      Basic Guide V 0.6      |
|  For Mega man: Wily Wars on Genesis  |
|      By Kurtis "Fragnarok" Seid      |
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## 1. Updates

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V 0.6

Fixed a few things here and there.

V 0.5

More PAR codes coming out the wahzoo!

V 0.4

Besides mandatory tweaking this guide is more or less done.

V 0.3

3/5 of the way done with MM3.

V 0.2

Added more stuff about MM2 and WT.

V 0.1

Got this thing started, not much but it's still a start.

## 2. Intro

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Wily wars is a remake of the first 3 Mega man games for the NES. Not only does this Genesis release include 3 of the greatest games in the history of the world but also the exclusive mini game Wily tower.

This game had been sitting in my "To beat" pile for almost a year now and with a lack of anything else to do I decide to finally play it. After a few days I fished all 3 original games and the bonus mini game and wanted to see if there was any info about this game. After much searching I could only find one, and that one version wasn't even a handy dandy file but rather a web page. I said no to this great injustice and set out to make the world know more about the Wily wars. Hopefully this guide will do just that.

If you have gone legally insane or just want to spam me I can be reached at [Cortesdragon@hotmail.com](mailto:Cortesdragon@hotmail.com).

## 3. Mega man

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|General notes|

The game went through a few changes compared to its US release. Here are some of those changes:

The intro is now that of the Japanese version and has the same theme as Mega man 3's title.

The "Clean pause" has been removed so you can no longer use the "Pause resume" trick.

Some enemies seem to move slower than before.

You can now save your progress instead of starting from the very beginning.

Mega man is more prone to falling off edges.

Some enemies have either been strengthened or weakened a bit.

You can step on spikes while flashing.

You can not scroll items back on to the screen.

|Robot masters|

Bomb man

Stage notes: None really, his stage is pretty strait forward.

Boss: Bomb man is one of the easiest bosses to kill with Mega man's Mega buster but if you want to make it even simpler use Fire storm which does almost twice as much damage.

Weapon gained: Hyper bombs

Guts man

Stage notes: The first part of the stage requires you to jump from platforms that can drop you off the screen. If you don't want to deal with these you can also use the Magnet beam to skip it.

Boss: When Guts man lands the ground will shake and cause Mega man to fall down, to prevent this simply jump when Guts man is about to land. When he is stationary throw a hyper bomb at him for the best damage.

Weapon gained: Super arm

Cut man

Stage notes: There are a lot of blocks that can be thrown with the super arm, however using them is pretty much a waste.

Boss: Although Cut man is the weakest to the Mega buster doesn't mean he is the easiest to kill with it. Use the Super arm to chuck the two blocks in his room which should kill him. If you miss or don't have enough weapon energy you will have to resort to the Mega buster or Fire storm.

Weapon gained: Rolling cutter

Elec man

Stage notes: The stage is completely vertical meaning that if you get pushed you could land a few screens lower then you were before. On one screen there is the blue gizmo called the Magnet beam which is blocked by a few blocks. Use Super arm to throw them or Thunder beam to break them.

Boss: Ignore the blocks that are in his room, although it does more damage then the Mega buster there are better ways to kill him. The Rolling cutter does the most damage against Elec man, only about three should do it.

Weapon gained: Thunder beam

Ice man

Stage notes: This place is much more slippery then the other stages, use the Magnet beam to lessen the hassle.

Boss: Thunder beam does the most damage to him, just fire at him then dodge his ice slashes. Hyper bombs also work but aren't nearly as strong.

Weapon gained: Ice slasher

Fire man

Stage notes: The flames can be frozen with the Ice slasher, this makes for good stepping stones.

Boss: Ice slasher is his best weakness, you can just sit back, fire, then dodge his attacks.

Weapon gained: Fire storm

|Wily's fortress|

1st stage

Stage notes: This stage requires you to have the Magnet beam to get through a few of the rooms, if you don't have it then you are screwed.

Boss: The rock monster(Later renamed the Yellow devil) will stay on one side of the room for a few seconds before breaking up into pieces and flying across the room, you can simply dodge them or use the magnet beam to aid you. When he reforms hit his eye with Thunder beam which does the most damage. Seeing as the Pause-Resume trick was removed this battle will be alot harder then the original.

2nd stage

Stage notes: You will have to refight Cut man then Elec man in this stage. You can use the same strategy on Elec man but because there are no blocks you will have to use the Mega buster or Fire storm on Cut man.

Boss: Like with the rock monster you can't cheat in this game but don't worry your clone is still easy enough to kill with Thunder beam, Fire storm and/or Hyper bombs.

3rd stage

Stage notes: There is a large duct that will push you forward while enemies come at you, it's best to blast them instead of trying to dodge them.

Boss: The Orbs will come out one by one as you kill them, each more deadly then the last. Because there are so few blocks you should hold off using them till the end and take out the first few with the Mega buster.

4th stage

Stage notes: You will have to refight Bomb man, Fire man, Ice man, then Guts man. Before the long stream of battles there is a shuriken shaped item sitting on a ledge that will restore all of your health and weapon power, you'll need this.

Boss: When the panel is over Wily's ship shoot Fire storm at it. When the panel breaks off Wily's energy will refill. In this state everything ceppt Hyper storm, Ice slasher and Super arm(Duh) do the same amount of damage to him so it's your choice.

|Weapons and items|

Mega buster

Mega man's standard pea shooter weapon, weak but effective. Up to 3 bullets can be on the screen at once.

Cost: Free

Hyper bombs

Throws a bomb that explodes a few seconds later.

Cost: 2 units

Super arm

Picks up blocks. When a block is in your hands press the fire button again to throw it. When playing Wily tower Mega man can not slide while holding a block.

Cost: 1 unit

Rolling cutter

A pair of scissors that will boomerang back to Mega man.

Cost: 1 unit

Thunder beam

Lightning that shoots forward, up and down at the same time. Breaks blocks.

Cost: 1 unit

Ice slasher

Fires a single ice blade forward.

Cost: 1 unit

Fire storm

Shoots a bolt of fire forward and surrounds Mega man in a blaze.

Cost: 1 unit

Magnet beam

Creates platforms that disappear a few seconds latter. Hold down the fire button to make the platforms longer.

Cost: 2 units, 2 additional units per expansion.

#### 4. Mega man 2

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|General notes|

The game went through a few changes compared to its US release. Here are some of those changes:

The game is permanently set to difficult setting.

You can no longer make Mega man invincible to enemy attacks by bringing up the menu.

You can not change the back round stars to birds.

Some enemies seem to move slower than before.

You can now save your progress; Using passwords is no longer an option.

Mega man is more prone to falling off edges.

Some enemies have either been strengthened or weakened a bit.

Bosses are now invincible for a few seconds after being hit.

|Robot masters|

Air man

Stage notes: If you destroy the cloud riders only their tops will blow off leaving the clouds to pilfer.

Boss: His tornadoes are very easy to jump over so no need to worry about them. Leaf shield does a massive amount of damage to him; the Mega buster, Atomic fire and Quick boomerangs also get the job done.

Weapon gained: Air shooter

Item gained: Item 2

Crash man

Stage notes: You can make the jumping in this level way less of a hassle by using Item 1 or Item 2.

Boss: He is extremely easy with the Air shooter, just fire when he jumps to take off almost have his energy.

Weapon gained: Crash bombs

Flash man

Stage notes: There are a few walls here that can only be blown up with Crash bombs. The ground is like ice so you might want to use the items to make it easier.

Boss: Flash man will mainly just jump around but sometimes will freeze Mega man in place before blasting him with a swarm of bullets. When you have control over Mega use Metal blades for the most damage, Crash bombs also work well.

Weapon gained: Time stopper

Item gained: Item 3

Quick man

Stage notes: The beams here will kill you in one hit, you can use Time stopper to prevent them from showing up.

Boss: Every two weapon energy units of Time stopper will do one damage to Quick man, this can add up to half a bar. Use Crash bombs or Air shooter to finish him off.

Weapon gained: Quick boomerang

Metal man

Stage notes: In some parts where those drills are coming from the roof and floor you can some times simply run without stopping to get by them.

Boss: The Quick boomerang does a lot of damage to Metal man but he is easy enough to destroy with the Mega buster. Try Metal blades on him >:)

Weapon gained: Metal blade

Bubble man

Stage notes: There are alot of one hit kill spikes in this level, tap the jump key instead of pressing it to keep yourself from dying.

Boss: The roof of Bubble man's chamber is lined with spikes so don't jump too high. He will float around, fire a bullet, then shoot two bubbles before repeating. The Metal blade is your best chose but the normal Mega buster works too.

Weapon gained: Bubble lead

Heat man

Stage notes: The shrill disappearing-reappearing blocks from Ice man and Elec man's stage are here and this time they are over one hit kill lava, Item 2 will make this much less a bitch.

Boss: When Heat man blazes to the other side jump over him then hit him with Bubble lead when he reforms.

Weapon gained: Atomic fire

Item gained: Item 1

Wood man

Stage notes: You can use Time stopper to make it so the fire breathing dogs won't even appear.

Boss: A charged Atomic fire will kill him instantly when his shield is down. When his shield is up you can also try using Crash bombs which can stack alot of damage.

Weapon gained: Leaf shield

|Wily's Fortress|

1st stage

Stage notes: The ladder that seems out of reach can be climbed with

item 1, just fire 3 of them to get across.

Boss: The dragon will chase you for awhile, jump or use item 2 to get away. When you reach the area where you can actually fight back stand on the top block so you can fall on the lower ones in case you are hit, then aim for his head with the Quick boomerangs.

#### 2nd stage

Stage notes: You'll want to make use of all three of you items in this stage so make sure they are relatively full.

Boss: Although bubble lead does the most damage to the walls it's very annoying to hit them with it so use Metal blades instead.

#### 3rd stage

Stage notes: Be cautious when jumping over some pits, for they harvest giant piranhas just waiting to eat Mega man. Also there is a rather long drop full of spikes but you can most likely get through it by holding left.

Boss: Two lanes wide, Gutsdozer is 64 tons of American pride. It's actually safe enough to jump on top of his tank like legs, once there hit him in the head with Quick boomerangs.

#### 4th stage

Stage notes: There are a few "False floors" in this stage so use Bubble lead to see if you can walk on them.

Boss: You will absolutely need full Crash bomb energy due to the fact it's the only thing that can damage the blasters. Destroy only the two walls that directly guard them and use Item 1 or Item 3 to reach the rest.

#### 5th stage

Stage notes: You will have to fight all 8 robot masters via teleporters and you all know what that means, bad Ascii time! -

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|A_I|_|_|_|_|_|_|_|_|M_E|  
|W_O|_|_|_|B_U|Q_U|_|_|_|C_R|
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Boss: Wily isn't too hard, just dodge then blast his cockpit with Atomic fire, Crash bombs or Metal blades.

#### 6th stage

Stage notes: When you get to the dripping blood just run and never look back to not even take a scratch.

Boss: The monster flies around in a infinity pattern, just jump over him when he swings by then drop Bubble lead on him, the only that does any damage to him.

#### |Weapons and items|

##### Mega buster

Mega man's standard pea shooter weapon, weak but effective. Up to 3 bullets can be on the screen at once.

Cost: Free

##### Air shooter

Fires three twisters upward.

Cost: 2 units

##### Crash bombs

If they hit a wall they will blow off a few seconds later. If they hit

an enemy they will explode on impact. They can also be used to destroy some noticeable walls.

Cost: 4 units

Time stopper

Freezes all enemy activity but doesn't prevent Mega man from being harmed.

Cost: 1 unit per second

Quick boomerang

Fires a small boomerang that will return to Mega man. A whole stream of them can be on the screen at one time.

Cost: 1/8 of a unit

Metal blade

Chucks a gear in any direction, just hold the way you want it to go on your D-pad.

Cost: 1/4 of a unit

Bubble lead

Fires bubbles that drop to the ground and roll. Two can be fired at once.

Cost: 1/2 of a unit

Atomic fire

Shoots a ball of fire. It can be charged to fire a larger, stronger ball.

Cost: 1 unit normally, 6 units partially charged, 10 units fully charged

Leaf shield

Covers Mega man in spinning leaves. Press the D-pad to launch it.

Cost: 2 units

Item 1

Makes platforms that float up before disappearing. Max of 3 at a time.

Cost: 2 units

Item 2

Makes a jet board that automatically flies in a strait line.

Cost: 1 unit per second

Item 3

Makes a machine that bounces on the ground until it hits a wall, which when it reaches will climb up.

Cost: 1 unit per second

## 5. Mega man 3

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|General notes|

The game went through a few changes compared to its US release. Here are some of those changes:

The intro is now that of the Japanese version.

None of the cool 2nd controller cheats work anymore.

Some enemies can not be destroyed by scrolling them off screen.



Some enemies seem to move slower than before.

You can now save your progress; Using passwords is no longer an option.

Mega man is more prone to falling off edges.

Some enemies have either been strengthened or weakened a bit.

Bosses are now invincible for a few seconds after being hit.

|Robot masters|

Magnet man

Stage notes: You'll have your first meeting with Proto man in this stage. He has a pretty easy pattern, all you need to do is slide under him when he jumps over then hit him with the Mega buster. There are more of your favorite vanishing blocks here so use the Rush coil or Rush jet if you're sick of them.

Boss: His magnets will seek you out but even if you get hurt he can easily be taken down with the Mega buster; Shadow blades or Spark shock would be a better choice though.

Weapon gained: Magnet missile

Hard man

Stage notes: Although Proto man's tactics are the same the battlefield isn't. However what may seem like a disadvantage can actually be helpful. Mainly try to stay on the opposite of whatever side he is on then shoot through the ground with your Mega buster.

Boss: Blast him with Magnet missiles before he can get started then dodge his fists as they come at you. He can also jump into the air and land with Guts man like effects.

Weapon gained: Hard knuckle

Top man

Stage notes: If you don't know already Mega man can hold on to the end of a ladder and shoot some of the higher enemies. This info might be useful when fighting some of the fat top dudes. You can also get a few power ups if you use Rush coil or Rush jet here or there.

Boss: Just jump when his 3 tops come at you then again when he himself does. When he is finally finished hit him with Hard knuckles, heck the Mega buster works fine enough.

Weapon gained: Top spin

Shadow man

Stage notes: Proto will show up but the battle is still the same as in Magnet man's stage. There are weird machines stuck to the roof that can turn the lights off, hit them with Magnet missiles or anything that can reach them to make it light again.

Boss notes: He is not the speed demon he was in the original version but he is still deadly. However no matter how much of a fighter Shadow man is he is still no match for the dance styling of the Top spin, just wait until he is in the air then wreck him up.

Weapon gained: Shadow blades

Item gained: Rush marine

Snake man

Stage notes: Nothing too special besides having to fight to very easy mini bosses, just jump over their shoots then aim for their head with the Mega buster.

Boss: Snake man runs and jumps around his room a bit before unleashing

his snakes on you. Try to avoid them as best you can then nail the snake master with Needle cannon; Shadow blades and Hard knuckle can also do alot of damage.

Weapon gained: Search snake

Gemini man

Stage notes: There is a low bank of water so you can use the Rush marine for some added firepower or the Rush jet to just fly over it. Proto man will also show up but he will merely stair blankly at you for a few seconds before leaving.

Boss: Although Gemini man splits apart only one of his halves can be damaged, but unless you are prone to memory lapses then you should know which one is which. Fire a Search snake when ready but be warned, he will match everyone of Mega's attacks with his own Gemini buster.

Weapon gained: Gemini laser.

Needle man

Stage notes: Pretty basic level, just don't forget that Mega man now has the ability to slide in order to avoid a few hazards.

Boss: Another pathetic easy to dodge boss. Make good use of your jumps and slides then reprise on him with your Gemini laser.

Weapon gained: Needle cannon

Item gained: Rush jet

Spark man

Stage notes: There are some annoying lifting cans that can launch Mega man into spikes, once you start hearing the little zooming sound jump off those things to avoid a lost life. Look out for falling crap that can crush Mega man as well.

Boss: This freak will do more hopping around before letting out some easily dodgeable projectiles. Your best bet is Shadow blades but Hard knuckles and Needle cannon will also do.

Weapon gained: Spark shock

|Doc robot|

Shadow man

Stage notes: Spikes and trap doors galore have been added. You'll need to be extra careful on your jumps if you want to destroy the light controls.

Sub boss: There are no cheap tricks anymore when fighting Wood man. Your best hope is to hit him as much as you can with the Needle cannon when his shield is down due to the fact that nothing can get by while it is up.

Boss: Top spin will do a lot of damage to Heat man but it will probably do the same to Mega man. This time around you'll have to get a bit closer to hit Heat man with Shadow blades, making it so you'll have to jump much faster than before.

Gemini man

Stage notes: Don't destroy all of the escargot or you'll be forced to use Rush coil or Rush jet to get by. There is a long river that can only be crossed with the Rush jet or Rush Marine, make sure to get the Energy capsule or you'll have to switch between vehicles.

Sub boss: Due to Doc robot's size it's hard to jump over Flash man, not even the slide will help you much. Cuss you can't rapid fire in this remake Gemini lasers will work well on him.

Boss: Both Bubble man and his arena are pretty much the same as in MM2 so don't jump too hard. Shadow blades do a nice amount of damage but you might want to stand back and fire with Spark shock.

Needle man

Stage notes: This stage requires you too use the Rush jet a lot. Like with the revisited Gemini man stage make sure to pick up the Energy power ups or risk falling to your death.

Sub boss: Air man is still the fat bastard he always was. While Magnet missile worked wonders in the original you're stuck with Spark shock this time around.

Boss: You'll need to launch the Hard knuckle just right if you want to hit the airborne Crash man. You can also try Top spin if you have a death wish.

Spark man

Stage notes: A lot more cans and crap then the last time through here plus a lot of spikes including a shaft that looks like it was ripped from MM2. You can kill the ladder climbers easily with Shadow blades or Gemini laser.

Sub boss: Don't assume that the Shadow blades can do the same amount of damage as the Metal blades, cuss they only do 1/14 of what you expected against Metal man. This time around Magnet missile should work.

Boss: Quick man now has bulk to his advantage and what is even worse is you'll have to plant the slow moving Search snakes under him to do much damage.

|Wily's fortress|

Proto man's stage

Stage notes: Yeah I know this isn't part of Wily's fortress but I'm too lazy to make a whole bloody shrine to one fight with Proto.

Boss: Proto man has a full joe helmet now but it doesn't aid him at all. Mainly use the strategy as you did in Hard man's stage and blast through the walls.

1st stage

Stage notes: There are a lot of places were you will need Rush in all his forms, but while the Rush coil and/or Rush jet are mandatory you might not want to waste the Rush marine.

Boss: The turtle maker is immune to attacks so target its creations with Shadow blades. Although the twisters don't directly harm you they can push you into your foe.

2nd stage

Stage notes: There are trap doors and spikes that need careful jumping to get by, or just screw it all and use the Rush jet.

Boss: The rock monster/Yellow devil is pretty much the same as he was in MM1. The Hard knuckles aren't as good as Thunder beam but the Rush jet is a lot more controllable then the cruddy Magnet beam.

3rd stage

Stage notes: The game designers really want to promote Rush, don't they? You'll want to use his coil and jet forms alot to avoid all of the one hit kill spikes.

Boss: The teleporters will scramble who is the real clone(Does that even make sense?) so you'll have to figure out which one of to hit by firing a Search snake. Once you got the damageable in site hit him with Top spin or more snakes.

4th stage

Stage notes: More boss hatches means more of my fabulous bad ascii-

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M\_A	\_	\_	\_	\_	S\_P		
G\_E	\_	\_	H\_A	T\_O	\_	\_	S\_H

#### 5th stage

Stage notes: Just make sure to refill your weapon energy, primarily Top spin, Shadow blade, and your Rush stuff.

Boss: You can take the gun out pretty easily with Spark shot. When it comes time to fight the Wily robot wait till it comes down to hit it with Hard knuckle or just jump on Rush jet if you are impatient.

#### 6th stage

The trash men wield the awesome power of Spark man's patent crap so kill them before they can go Guts man on your ass.

Boss: It's too hard to hit Gamma with Hard knuckle in the Wily wars version so you will have to rely on Shadow blades. Like Shadow man Wily himself is no match for Mega man's prancing so drop on him with a good Top spin.

#### |Weapons and items|

##### Mega buster

Mega man's standard pea shooter weapon, weak but effective. Up to 3 bullets can be on the screen at once.

Cost: Free

##### Magnet missile

A missile that will change its direction to hit a target. Up to two at a time.

Cost: 2 units

##### Hard knuckle

Fires a large fist forward. It can be used to destroy obvious barriers.

Cost: 2 units

##### Top spin

Allows Mega man to do a spin attack while jumping.

Cost: 1 unit per hit

##### Shadow blades

Shoots a shuriken a short ways in one of five directions before returning to Mega.

Cost: 1/2 of a unit

##### Search snake

Drops a snake on the ground which can crawl up or down walls. Two snakes can be fired at once.

Cost: 1/2 of a unit

##### Gemini laser

A relatively slow beam that can bounce off walls.

Cost: 2 units

##### Needle cannon

Produces a rapid fire blast of spikes.

Cost: 1/4 of a unit

##### Spark shock

Simply a large spark is fired forward.

Cost: 1/2 of a unit

Rush coil

Summons Rush, jump on his back to be launched into the air.

Cost: 2 units

Rush marine

Summons Rush, jump in him to ride in a submarine that can float under water, jump, and even has its own buster.

Cost: 1 unit per second

Rush jet

Summons Rush, jump on his back to ride a jet board that has full control.

Cost: 1 unit per second

## 6. Wily tower

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|General notes|

After beating all 3 original games on one file the Wily tower mini game will open. If this doesn't seem to work you can check sites like Zohpar(Look in the credits)for trouble shooting ;)

In this game you are pitted against three strange Robot masters who guard Wily's tower. Unlike most games Mega man starts with all the weapons and items he acquired in his past adventures. Due to limited space however he can only take 8 of his 22 weapons and 3 of his 6 items on each adventure. Chose wisely or be screwed.

As a general note the following will be priceless on your quest:

Hyper bombs

Thunder beam

Crash bombs

Metal blade

Hard knuckle

Magnet beam

Rush jet

While these will be pointless:

Top spin

Magnet missile

Search snake

Gemini laser

Item 2

It doesn't matter what order you go in because the bosses give you jack nothing!

|Robot masters|

Mega water sponge

Stage notes: Classic under water stage so the Rush marine might do you some good. This level is equipped to the bone with spikes, just don't press the jump button too hard and you should survive. There are a few Hard knuckle smashable walls.

Boss: When he gets on his little platform throw a Hyper bomb up there and just concentrate on dodging his ammo. You can just stand on one side and not worry about the spikes.

Buster rod god

Stage notes: Stereotypical jungle in the mountains with many robots that resemble animals and rockets. Crash bombs can destroy a few walls.

Boss: His lance isn't even long enough to reach you if you stay on the other side of the room, but you'll need to jump in to throw a Hyper bomb at him. Although the blade will harm you the shaft seems to do nothing. Oh and no you can't kill him in this round.

Hyper storm hog

Stage notes: There is an abusive number of flail joes, trap doors and spikes lying around here so watch out and/or use Item 1, Magnet beam or Rush jet to help you. More breakable walls for your Hard knuckle can be found here as well.

Boss: He has twice the energy of any other robot master but he is still easy. Any time he is relatively stationary (Such as when he is sucking and blowing) hit him with any kind of bomb for a lot of damage, hell the Mega buster even works. Don't be fooled by the spikes in his room, they aren't instant death, though they still hurt alot.

|Wily's fortress|

1st stage

Stage notes: You can take an alternate path if you blow up a few walls with the crash bombs. Also if you opt to go that way you can use the Super arm to get a few power ups.

Boss: You'll need to use the spring to even reach the salamander's head, but once air born blast him with Ice slasher or Bubble lead for the most punishment.

2nd stage

Stage notes: Some one had a sick mind when making this stage. You can use the Rush marine in the first part of the level, while later on you might want to make use of Time stopper and Hard knuckle. Rush jet and/or Magnet beam will also be useful.

Boss: You can only hurt the ball when he opens his eyes to shoot Gemini laser like lasers at you. When it comes time to attack him blast him with Thunder beam.

3rd stage

Stage notes: What's with Capcom's fetish with monkeys and fat men? Anyway you can take an alternate path by using Hard knuckle and one of your platform items.

Boss: Noting that his lance sucked Busta Rogey is now equipped with his own buster ("Buster buster" maybe?) but it's pretty easy to dodge. Try to stay on the highest platform when they start falling then hit BRG with Air shooter when you get a clean shot.

4th stage

Stage notes: Nothing too special besides Proto man showing up for no reason other than to blow up the floor.

Boss: At the start of the battle jump on the blocks to get Mega higher so you can hit the cannon with Crash bombs or Thunder beam. When the robot's legs blow off wait till its hands are flat on the ground then use them as stepping stones to hit the head with Hard knuckle. Once only Wily's pod is left hit it with Thunder beam or Shadow blade or anything that can actually reach him.

7. Pro action replay codes

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|Unfreeze codes|

Placed after any infinite code to prevent it from pausing the game and refilling on its own.

Health recovery

FFAD96:1C00

Weapon recovery

FFAD98:1C00

|Infinite codes|

Lives

FFCB38:0900

Health

FFA3FE:001C

Hyper bomb

FFCB40:001C

Super arm

FFCB48:001C

Rolling cutter

FFCB50:001C

Thunder beam

FFCB44:001C

Ice slasher

FFCB4C:001C

Fire storm

FFCB54:001C

Air shooter

FFCB60:001C

Crash bomb

FFCB7C:001C

Time stopper

FFCB74:001C

Quick boomerang

FFCB6C:001C

Metal blade

FFCB78:001C

Bubble lead

FFCB68:001C

Atomic fire

FFCB5C:001C

Leaf shield

FFCB64:001C

Magnet missile  
FFCB90:001C

Hard knuckle  
FFCB98:001C

Top spin  
FFCB9C:001C

Shadow blade  
FFCBA8:001C

Search snake  
FFCBA0:001C

Gemini laser  
FFCB94:001C

Needle cannon  
FFCB8C:001C

Spark shock  
FFCBA4:001C

Magnet beam  
FFCB58:001C

Item 1  
FFCB80:001C

Item 2  
FFCB84:001C

Item 3  
FFCB88:001C

Rush coil  
FFCBAC:001C

Rush jet  
FFCBB4:001C

Rush marine  
FFCBB0:001C

|Slot modify codes|  
Replace "??" with a modifier digit.

Weapon 1  
FFCBBE:??00

Weapon 2  
FFCBC0:??00

Weapon 3  
FFCBC2:??00

Weapon 4  
FFCBC4:??00



Weapon 5  
FFCBC6:??00

Weapon 6  
FFCBC8:??00

Weapon 7  
FFCBCA:??00

Weapon 8  
FFCBCC:??00

|Modifier digits|  
Hyper bomb  
01

Super arm  
03

Rolling cutter  
05

Thunder beam  
02

Ice slasher  
04

Fire storm  
06

Air shooter  
09

Crash bomber  
10

Time stopper  
0E

Quick boomerang  
0C

Metal blade  
0F

Bubble lead  
0B

Atomic fire  
08

Leaf shield  
0A

Magnet missile  
15

Hard knuckle  
17

Top spin  
18

Shadow blade  
1B

Search snake  
19

Gemini laser  
16

Needle cannon  
14

Spark shock  
1A

Magnet beam  
07

Item 1  
11

Item 2  
12

Item 3  
13

Rush coil  
1C

Rush jet  
1E

Rush marine  
1D

|Other codes|  
Can walk on spikes  
FFA436:0500

## 8. Credits

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<http://www.zophar.net> for help about gaining the Wily tower

<http://www.mmhp.net> for some info about various places

Old soggy copy of Nintendo power for a few tips

GameFAQs poster terry bogard for the PAR codes

Nintendo STRATEGIES for really inaccurate info and Capcom's most likely outdated address

Whatever site I got my copy from

Bloodlust software, they be pimpin

Stephane Dallongeville, he/she be pimpin to a lesser extant

The webmaster of whatever site this file randomly lands on

Sega for bringing this game here via the ill faded Sega channel

Capcom for making this game

Me for making your day brighter then it could have ever been

#### 9. Legal stuff

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[www.GameFAQs.com](http://www.GameFAQs.com)

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