

Mega Man: The Wily Wars FAQ/Walkthrough

by Meowthnum1

Updated to v0.30 on Feb 29, 2004

"Good times never seemed so good." - "Sweet Caroline" - Neil Diamond

In the year 200X...

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ASCII art by Kyle Barr

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|                                     |
| Megaman: The Wily Wars             |
| For the Sega Genesis               |
| FAQ/Walkthrough                    |
| By T. Jackson (meowthnum1@meowthnum1.com) |
| Last Updated: 2/29/04               |
| Version 0.32                       |
|                                     |
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```

This guide is best viewed in 800x600 or 1024x768 resolution with Courier New font in your browser's "small" size setting.

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Whoa. A table of contents over 100 lines. This is gonna be fun.

If you need to find anything, press CTRL + F and type in the section number for the section (i.e. 6.01).

I. Introduction

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| 1.01: Table of Contents |
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It is up there. I'm not even about to paste that thing down here.

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| 1.02: Introduction |
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Hello and welcome to this guide for the obscure Sega Genesis game, Megaman: The Wily Wars. This game was available in Europe (since when do they get games before we do?) and on the Sega Channel. I have the Mega Drive version (European) and have played the North American version both on ROM and on the Sega Channel back in the day. There is no difference. Your best chance is to get it via a ROM. It's illegal to explain where to get it here but I can say that even if you get the ROM, you cannot access the Wily Tower. If you want to do that, stroll over to <http://www.zophar.net/genecyst/archive/> and grab a save state for it.

Sega did to the first three Megaman games what Lucas did to the Star Wars series with its remakes, namely enhancing the graphics, sound, and adding some nice extras. Sega did this very nicely, actually. While there are a few differences (see sections 1.05, 2.01.04, 3.01.04, and 4.01.04), it's still the Megaman we know and love. Wily Tower, while short, fuses elements from all three Megaman games, making it a Megaman lover's paradise. I can't say much else. You have to discover it.

About this guide. I'm changing my style to fit the game. As always, comments are welcomed. Also, some people for whatever reason, hate using master weapons during the stages of the game. If this is you, find another guide. I tend to use them.

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0~~~~~0
| 1.03: Dedication |
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This guide is dedicated to the, using scientific terms here, other master

blaster of disaster himself, Brian Sulpher. He's a cool fella who is not too modest but not too arrogant. While he is the master of NES games and writing for them, SURVEY SAYS THAT HE ISN'T THE MASTER OF FAMILY FEUD.

He rocks anyway.

And for the record, at the time of this writing, he's 1-2 with me on that game but it looks like the Jackson family gets a chance to steal those points.

And also to Devin Morgan, a person who has written for more games than anyone could possibly imagine. A respected writer and good friend who can actually act. He's amazing.

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| 1.04: Blanket Basics |
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This section covers the basics that apply for all four games.

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= 1.04.01: Characters =
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Unlike its successors, the original Megaman games weren't heavy with story and revolved around 2-3 basic characters. However, I'll list all relevant characters to the first three Megaman games.

Megaman AKA Rock AKA Rockman

The star of our show. Throughout his life, he's earned several nicknames ("Super Fighting Robot," "Blue Bomber," "Meddlesome Blue Robot," etc.) and foiled Dr. Wily multiple times. He likes to avoid fights when possible (story-wise. Depending on who is playing, however...) and find more peaceful solutions to problems. With Megaman around, the adventures in this game are gonna ROCK!

Get it? 'cause he's Rock and it's gonna...yeah.

Dr. Light

Dr. Light created Megaman, his brother Protoman, his sister Roll, and along with Dr. Wily, created the six robot masters of this game. He is a benevolent person with Megaman's best interests in mind. He is always creating new gadgets for Megaman to use in defeating Dr. Wily.

Dr. Wily

It's impossible to have a good character list without Dr. Wily. Even for, say, Mario. You still need Dr. Wily. Dr. Wily was Dr. Light's assistant before Megaman 1. However, one day, he decided that he had enough. He left the lab, taking Megaman, Cutman, Gutsman, Fireman, Iceman, Elecman, and Bombman with him. He reprogrammed them all. Megaman alone was able to resist the evil programming and escaped. Since then, Dr. Wily has been building all new robots to defeat Megaman. In Megaman 3, however, he has amnesia and goes back to helping Dr. Light. What will happen in this new-found partnership?

Protoman

My favorite character in the series. Protoman left the lab shortly before he was finished. He was the first self-aware robot ever created. He first appears in Megaman 3 as Breakman, called this because he breaks through floors. Simple. He shows up to attack Megaman occasionally as well. Whose side is he on?

Roll

She's the caring, worrying sister who plays a roll (ha ha!) no bigger than standing with Dr. Light all worry-like. While she does come in to play in later games, that's all she does in this game.

=====

= 1.04.02: Differences =

=====

This section will list the differences (from their NES counterparts) that exist in all three games. The differences for the individual games are in the differences section in that game. I thank the MMHP (<http://www.mmhp.net/>) for helping me with some of these.

- The graphics have obviously been updated to 16 bits.
- The music has been remixed. The Wily Tower has all-new music.
- The Arm Cannon seems to move slower.
- The titles are different. Instead of being the classic North American style (a sort of pyramid), they have the triangle backdrop. This was the trademark of the Japanese version of the Megaman games.
- Instead of a password system, you've got saves.
- Either Megaman is taller or everyone else is shorter.
- Megaman is wearing blush.
- There seems to be a delay in between the time you push a directional button and moving.
- It's a little harder to land jumps. You'll miss some that you should have made.
- It's slower.
- Some enemies are more or less resilient than they used to be.
- The backgrounds are better.
- There are no passwords so it's a save system.
- Bosses and enemies (more so with the bosses) are invincible for a second after being hit (like Megaman).

If you've got more, feel free to drop me a line.

=====

= 1.04.03: Controls =

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Basic controls

Button	Function	
----- -----		
A	Pause	
B	Shoot	
C	Jump	
Start	Pause	

Mode	Nothing	
Up	Ascend ladders	
Down	Descend ladders	
Left	Move left	
Right	Move right	

Note: Some Genesis controllers also feature X, Y, and Z buttons. These serve as backups to A, B, and C and are the exact same in most games. The three extraneous buttons do nothing in The Wily Wars however.

Advanced controls

In Megaman 3, holding down while jumping will cause you to slide.
In Megaman 2/3, holding the control pad in a certain direction will aim the Metal/Shadow Blades.

Wily Tower's controls are identical to Megaman 3's (i.e. you can slide).

=====
= 1.04.04: FAQ =
=====

1Q: Where can I get this game?

1A: eBay. You'll probably get the PAL version, though.

2Q: PAL?

2A: It's Europe/Australian games. Their TVs are different.

3Q: Will it still play?

3A: Probably, although it couldn't hurt to get a PAL TV. I've heard that many TVs nowadays come with PAL support, though.

4Q: Will you sell yours?

4A: No.

=====
= 1.04.05: Option Mode =
=====

After pressing start on the main menu, you'll go to a screen with two options: Game Start and Option Mode. The aim of this section is to explain Option Mode. There are two primary elements to this: key configuration and sound testing.

-Key Configuration-

It looks like this:

Key Config.

Shot	B
Jump	C
Window	A

So if you want to change any controls, select the element that you wish to change (if you want to change the button with which you shoot, select shot). Once you've highlighted it, simply press the button that you want to use instead. Since this is hard to explain, I'll provide an example. As stated above, the defaults are shot as B, jump as C, and window as A. So let's start with that.

Key Config.

Shot B
Jump C
Window A

Let's say that I wanted to use A to jump and C to open the window. Assume that > indicates which element is highlighted:

Key Config.

Shot B
Jump >C
Window A

Now I'd press A. Since you cannot have one button controlling two elements, the screen would now look like so:

Key Config.

Shot B
Jump A
Window C

The default controls are good, but if you want to change it, the information is here.

Next let's explore the wonderful world of sound. It looks like so:

Music 00
Sound 00

Pick either element and press left or right. From there, press A. You now get to listen to the chosen music/sound! For the record... (incomplete blanks designate that classic song, "I Have No Idea")

Num	Music	Sound
00	Cutman	
01	Gutsman	Menu Selection Change
02	Iceman	Megaman 1 Point Total
03	Bombman	
04	Fireman	Arm Cannon Shot
05	Elecman	Shot Deflection
06	Dr. Wily Stages 1 and 2	Generic Enemy Shot 1
07	Dr. Wily Stages 3 and 4	Jumping
08	Megaman 1 Stage Select	Menu Opening
09	Megaman 1 Stage Selected	Hit
10	Megaman 1 Boss	Lifts
11	Megaman 1 Boss Beaten	Megaman Dies
12	Megaman 1 Dr. Wily Defeated	Life Bar Filling
13	Dr. Wily Stage Boss	Extra Life
14	Megaman 1 Ending	Hit 2
15	Megaman 2 Opening (Part One)	Hit 3
16	Megaman 2 Opening (Part Two)	Point Pellet
17	Megaman 2 Password/Stage Select	
18	Megaman 2 Stage Selected	
19	Megaman 2 Boss Beaten	Point Total
20	Bubbleman	
21	Airman	Hit 4
22	Quickman	

23	Heatman	Rolling Cutter	
24	Woodman	Thunder Beam	
25	Metalman	Vanishing Blocks	
26	Flashman	Menu Selection Change 2	
27	Crashman	Super Arm	
28	Megaman 2 Skull Castle Stages 1-2	Entering Water	
29	Megaman 2 Skull Castle Stages 3-6	Ice Slasher	
30	Megaman 2 Stage Select	Elec Beam	
31	Megaman 2 Dr. Wily Defeated	Dr. Wily's Saucer	
32	Megaman 2 Skull Castle Map	Hyper Bomb Hit	
33	Megaman 2 Boss	Hyper Bomb Explosion	
34	Megaman 2 Alien Wily Defeated	Ice Slasher 2	
35	Megaman 2 Get Weapon	Fire Storm?	
36	Megaman 2 Ending (Part One)	Megaman Teleportation In	
37	Megaman 2 Ending (Part Two)		
38	Megaman 1/3 Opening	Menu Selection Change 3	
39	Protoman's Whistle	Megaman Teleportation Out	
40	Sparkman	Air Shooter	
41	Snakeman	Megaman Dies 2	
42	Needleman	Extra Life 2	
43	Hardman	Leaf Shield Fires	
44	Topman	Crash Bomb Lands	
45	Geminiman	Crash Bomb Explodes	
46	Magnetman	Time Stopper	
47	Shadowman	Metal Blade	
48	Megaman 3 Skull Castle Stages 1-2	Metal Masher 1	
49	Megaman 3 Skull Castle Stages 3-4	Metal Masher 2	
50	Megaman 3 Skull Castle Stage 5-6	Atomic Fire Charge	
51	Megaman 3 Stage Select	Water Entry	
52	Megaman 3 Stage Selected	Megaman Fires	
53	Megaman 3 Password	Dr. Wily's Saucer 2	
54	Megaman 3 Get Weapon		
55	Megaman 3 Boss		
56	Megaman 3 Boss Beaten	Acid Drops	
57	Megaman 3 Ending (Part One)	Alien Wily Hologram	
58	Megaman 3 Skull Castle Map	Alien Wily Hologram 2	
59	Megaman 3 Skull Castle Boss	Alien Wily Hologram 3	
60	Megaman 3 Ending (Part Two)	Alien Wily Hologram 4	
61	Wily Wars Opening		
62	Wily Wars Title Screen	Menu Selection Change 4	
63	Wily Wars Save Screen		
64	Buster Rod-G	Explosion	
65	Mega Water-S		
66	Hyper Storm-H		
67	Wily Tower Stage 1	Megaman Dies 3	
68	Wily Tower Stage 2	Gemini Laser	
69	Wily Tower Stage 3	Explosion 2	
70	Wily Tower Dr. Wily Defeated	Gemini Laser 2	
71	Wily Tower Boss		
72	Not Used		
73	Wily Tower Stage Selected	Dragon Fire	
74	Not Used	Water Entry 3	
75	Wily Tower Boss Beaten		
76	Wily Wars Game/W. Tower Power Select		
77	Wily Tower Stage Select	Dr. Wily Saucer 4	
78	Wily Tower Wily Tower Map	-----	
79	Wily Tower Stage 4	-----	
80	Wily Tower Ending	-----	

#17 is not used in this game (when you choose, in Megaman 2, to go to either the password screen or the stage select screen).

The same applies for #53, Megaman 3's password screen.

Many of the sounds sound alike. This makes it hard to get those that I cannot figure out. I'd appreciate any help.

===

Alright, so the game starts out with Dr. Light giving a lecture on Megaman. Suddenly, everything goes dark. Eyeballs start popping up everywhere. The lights come back on and all of the robot masters from Megaman 1-3 and Roll are in the room. The title screen comes up with slides of Megaman and foes in the background. Select Game Start and let's get going! Choose whichever file you want and then pick the game we'll start out with -- the original Megaman!

II. Walkthrough - Megaman

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| 2.01: Basics |
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= 2.01.01: Story =
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This is taken from the NES Megaman instruction booklet, so it's copyrighted to Capcom 1988.

It's MEGAMAN versus the powerful leaders and fighting forces of Monsteropolis -- that strange multi-faceted land of robot-like Humanoids. Brilliant scientist Dr. Wright conceived the construction of fully-operational human-like experimental robots to perform specific everyday duties. Dr. Wright, and his assistant Dr. Wily, encouraged with their very first near human robot -- MEGAMAN -- proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

Cutman: Designed to function as a lumberjack. Powerful saw-toothed Scissorlike instrument protrudes from head, capable of gnawing through giant forest timbers

Iceman: Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions

Gutsman: A bulldozing character capable of lifting and transporting huge boulders

Bombman: A real "blaster" as a heavy duty laborer who uses intensely powerful explosives to clear lands for Dr. Wright's construction projects

Fireman: Melts and molds metals with a flamethrowing torch flaring from atop his head.

Elecman: Dr. Wright's electrifying creation - planned for conducting electrical operations - even supervising nuclear power plants.

But, with the exception of MEGAMAN, all of Dr. Wright's near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, re-programming Dr. Wright's Humanoids, now bent on destroying opposition so Dr. Wily could control the world and its resources.

Resisting re-programming, MEGAMAN is chosen the defender of the universe and its inhabitants. MEGAMAN dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties. Get ready for some very exciting challenges!

Alrighty then.

=====
= 2.01.02: Boss Order =
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This is for those who just want a recommended order and didn't look at the table of contents.

BOMBBMAN -> Use Arm Cannon -> Go to Gutsman
GUTSMAN -> Use Hyper Bomb -> Go to Cutman
CUTMAN -> Use Super Arm -> Go to Elecman
ELECMAN -> Use Rolling Cutter -> Go to Iceman
ICEMAN -> Use Thunder Beam -> Go to Fireman
FIREMAN -> Use Ice Slasher -> Go to Wily Stages

=====
= 2.01.03: Differences =
=====

-One of the most obvious things is that, when you're flashing, you cannot die if you touch spikes. In the original version of this game, any time you touched the spikes you died. Now the window of invincibility extends to spikes.

-The pause button brings up the menu. There is no way to pause without doing this. Because of this, the pause/resume glitch no longer works. GOTTA GET SOME SKILL NOW, DON'T WE?

-The clear points seem to come up slower.

-The water in Iceman's stage actually DOES make you jump higher.

-Instead of Dr. Wily appearing at the center of the screen when you defeat all six robot masters, his logo appears.

-While we're at it, the robot masters' faces are their logos on the stage select screen as opposed to their whole sprited body.

-On screens with the Watcher enemies, it used to be that once they were destroyed, they'd come back in a few seconds. Watchers no longer regenerate.

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| 2.02: Walkthrough |
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Press start on the title screen to access the Stage Select screen. Here you

Climb all the way up the ladder without stopping. On the adjacent wall to your left are four Pea Shooters. At the top, wait for the top two Pea Shooters to open fire (visual gag). Destroy them while they're firing. Jump onto the ledge in front of you and from there to the top of the enclosure. Descend the ladder to your left. As you go, destroy the remaining two Pea Shooters. Grab the energy capsule at the bottom and then ascend the ladder again. Go left and climb the far ladder to leave this area.

Start going right to meet the classic enemy, Sniper Joe. Sniper Joe jumps and shoots a lot and he has a shield. The only two times you can hit him are when he is firing at you (shoot, jump over his shot, shoot, jump, repeat) and when he is jumping. When he is destroyed, continue right. You'll now encounter a steady stream of foes who look like Bullet Bills from the Super Mario series of games. They only take one shot to destroy, but when they explode they really explode. If you go into the explosion, you'll take damage, so be sure to stop briefly after you shoot them. Sometimes it's best to just ignore them. Once you get to a column, jump onto it. You see a hole. Beyond the hole is a Pea Shooter. Jump over the whole hole and start shooting as you fall. With any luck, you'll hit the Pea Shooter on your way down. If not, you'll have to jump and try to hit it afterwards. Once it is destroyed, jump onto the platform that it was guarding and from there to the column. Jump across the gap and try to hit this Pea Shooter on your way down. If not, you'll have to dispose of it afterwards. Jump onto the column and across yet another gap to encounter yet another Pea Shooter and yet another repeated section. Destroy it and hop onto the column. From here, jump down to the ledge to your right and then climb the ladder. Go right to enter a sort of building (that's what you assume from the background anyway). Drop onto the small ledge below you and then drop again before the Spike Bot gets ya. Note that the Spike Bots will speed up when they see you, so act fast! Talk about a repeated situation. This looks exactly like the end of the first screen but with different enemies. Go right, jump over the Spike Bot and onto the blue and green = platform. Jump from there to the next = platform and from there to the long blue and green platform. Go all the way right and then ascend the ladder.

[Halfway point] - From here on in, when you die you'll end up here.

Stop! Don't go all the way up. A Bullet Bill will hover past you. Once he is gone, climb up a little. At this point, you have two options. You can continue climbing or stop climbing. Daredevils should stop climbing. If you take this route, go left across the platform and jump over the spike pit. When you reach the ladder, press up to grab on to it. If you decided to continue climbing up, climb to the top and start platform hopping to the left. This puts you at a better height from which to reach the ladder. Regardless of which route you took, continue up to the next area.

Now we encounter a flying Metool. He floats around and fires a shot in all directions when he pauses. Shoot him when he pauses. Once he is destroyed, jump onto the = platform. Jump from there to the next one and from there to a final platform. From there, fall to the ground. Not the spiked ground, mind you. Continue right, dealing with the flying Metools as you go. At the end of the path, you'll discover a ladder. Climb it. At the top, jump off the platform and to your right.

Diagram 2.02.01b



```

|-| | ->
|-| | ||
|-| | ||          SJ    lup
|-| | -----
|-| |
|-| |
|-| |

```

```

-----
- - Floor      |
|-| - Ladder   |
| - Wall       |
SJ - Sniper Joe |
lup - Extra life |
-> - Go here first |

```

Land in there to find a Sniper Joe. Defeat him as you have defeated the other Sniper Joes (they don't change) and grab the 1-up. Leave this compartment through the hole through which you entered it. Drop to the ground and continue right. At the far end of this path, you'll find a platform with a Sniper Joe atop it. Defeat the Sniper Joe and then enter the boss gate.

Megaman 1 is the only Megaman game to feature an enemy-ridden boss gate. Jump across the gap and onto the ladder. Once on the ladder, jump to make Megaman let go. He'll fall all the way down, missing all of the Suzies. At the bottom, we meet...

<----->

BOSS: BOMBMAN

In case you didn't figure this out, Bombman's weapon is a bomb. He'll run and jump around the room chucking bombs at you. He's very slow but never let him get you in a corner. As I said, he'll throw bombs at you. Not only do you have to watch out for the bombs, but you also have to watch out for their explosions. Like the Bullet Bills of his stage, they leave an explosion behind that is just as damaging. Using your Arm Cannon, shoot at him a few times and then run away from him. If he looks like he is going to jump way over you, turn around and run back. Always run under him if you've got a chance. Just keep pelting him with your Arm Cannon and he'll go down.

<----->

Grab the orb to leave this stage with the Hyper Bomb in hand.

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= 2.02.02: Gutsman =
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Enemies: Metool, Met Miner, Blader, Hopper, Gutsman

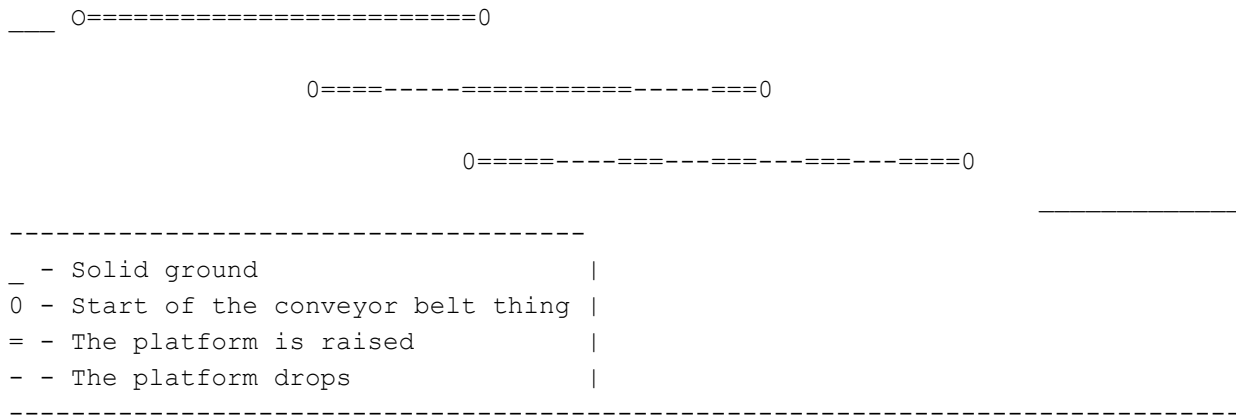
Now we start the classic stage. The one everyone remembers...

...because it is EVIL

With the enhanced backgrounds, we can finally figure out that this is a mining stage. Start off by going right to find a Metool on the "step" created by the rock. When you get close enough, he'll come out from behind his hard hat and fire three shots at you at different trajectories. Jump and blast him once to destroy him here. He cannot be damaged while under his hard hat, hence the

reason you have to wear them in construction areas. Jump to the next step and go right to find another Met. Destroy it in the same manner, being sure to jump over his shot. Go to the right side of this ledge to activate another friend. Destroy him like you destroyed the first Metool and jump onto the ledge that he was guarding. Jump to the final ledge and go to the right side to discover the greatest evil known to the Megaman series...

Diagram 2.02.02a



When the green platform is close enough, jump onto it. Wait for it to go out to the other end of the belt. When you see a platform below you, jump down onto it. Now is when things get tricky. You'll notice parts of the belt that are thinner than others. When the part of your platform that is touching the belt (the far left) reaches these thin parts, the platform will drop out from under you. You want to jump here. Be sure to jump forwards so that, when the platform gets back to the thicker part of the belt, you'll land on it. Drop to the lowest platform when you can. Repeat the fun of the above belt on the bottom one until you reach the end. At the end, jump over to safe ground and start singin'.

Go right and you'll meet these flying green things. Jump and shoot the lowest one but ignore the others. Keep moving (this is important). When you reach the rocks, you'll notice that they make a sort of stair. Jump onto the first rock and from the first rock to the second. Walk along this ledge and jump from there to the third "step." Jump again to the top. Drop down the next two steps to find an energy capsule. Hop up the two steps to your right and then fall off. At this time, you will want to turn around and destroy any of those green machines that are still following you. Go right to meet a Met Miner. Met Miners are tall, so they can't fit under the helmet; however, they do have a shield. When they throw their pickaxes (Hamma' Time!), like the Sniper Joes, they put their shields away so you can attack them. Once he is destroyed, jump up the rock steps. Go to your right to find another Met Miner. To deal with him, run towards him as you are firing. When you get next to him, start running back. Once he's destroyed, continue forwards. On an adjacent platform, you'll see another Met Miner who should be dealt with in the same manner. Jump to the platform that he was previously guarding now and from there to a final platform to deal with a final Met Miner. Go to the right side and drop down.

[Halfway point]

When you land on this platform, drop off the right side and then hug the platform from which you dropped. You'll land on a platform with an energy capsule atop it. Ignore the other capsule for now and drop off the left side of the column while holding left so that you miss the bottom platform but are

still on the left side of the screen when you drop to the next screen.

You'll land on a small niche atop a column. Jump off to the left to land on a ledge with a 1-up. Grab it and drop down to your right.

Down here, you'll meet an enemy called a Hopper. He does a lot of damage to you if he hits you and can take a lot of punishment. Your best bet is to wait for him to take a big jump and run under him. Drop off the steps, go all the way right, jump up one step, and enter the gate. In the gate, run forward while firing. You'll hit the Metools that you encounter on the way. Enter the gate at the far end to meet Gutsy!

<----->

BOSS: GUTSMAN

Gutsman occasionally walks around the room, but his favorite attack is to jump which causes a boulder to come down. Note that you should also jump when he jumps because if you're on the ground when he lands, you'll be shocked and cannot move. When he throws the boulders, they'll split in to four pieces, all of which can damage you equally. As with Bombman, never let him get you into a corner. Speaking of Bombman, use your Hyper Bomb here. Throw a bomb so that he'll get caught in the explosion. Jump over a boulder and repeat. While it is hard to hit him with the bomb (if he is moving), it only takes three bombs to permanently demolish him.

Or that's what I'd like to say. He's one of the most recurring bosses in the series with no less than three forms -- not including remade games. If you're wondering, those forms are in Megaman, Megaman 2, and Megaman 7.

<----->

Grab the orb to get outta here with the Super Arm!

Remember rock, paper, scissors? If Gutsman is rock and rock beats scissors, let's go to the guy with the big scissors on his head!

=====
= 2.02.03: Cutman =
=====

Enemies: Blader, Pea Shooter, Screw, Flying Metool, Suzy

This music rocks.

After teleporting in, go right and jump on the set of blocks. Equip the Super Arm (labelled G on your menu), pick up the block in front of you, and lob it at the oncoming blue Blader. Climb up the ladder where the block used to be and jump to the platform to your right. The Blader below you won't do anything but you may want to jump over the next Blader whose altitude is a bit higher. Jump over the Super Arm Block in front of you and carry on. Jump over to the blue and white platform that looks like an = platform from Bombman's stage. Jump from the first to the second and from there to the top step on the series of steps. Jump on top of the Super Arm Block and use that as a stepping stone to jump across the pit. Descend the stairs and go right. There is a narrow gap that will allow you to take a shortcut and jump onto the ladder from here. You will want to hurry as you probably have a nice little line of Bladers following you. Climb up that ladder, jump over to the right, and climb up the final ladder to go to the next screen.

Go to the left edge of this platform, turn around, and start with a jumping/

shooting combination to destroy the turret above you. The turret can only be damaged when it opens up to fire. It's just like the turrets from Bombman's stage. After it is destroyed, hop over the gap (if you fall down the gap, you'll be back at the previous screen. Go right and climb up the ladder to return to this spot) and go to the ladder on the left side. Two turrets await you up here. Destroy them in the same manner in which you destroyed their pal. Hop over to where the turrets were, jump up the stairs, and finally climb up the ladder.

There's an easy way and a hard way to do this screen. When you get to the top of the ladder, start with the jumping and shooting to nail the turret on the left side of the screen. Climb up the closest ladder to you to avoid the second turret. Jump onto the stair in front of you to find yourself in front of another turret. Start firing at it to destroy it when it finally opens up. Jump onto the final stair and climb up the ladder.

Go left and jump over the pit (you'll find yourself on the previous screen if you miss). Climb up the ladder and go right. Ignore the turrets and hop onto the ledge above you. Go left and climb the ladder.

Finally no turrets! Go right and you'll see a building. Someone in the building starts to chuck Rolling Cutters at you. Ignore it and continue to the right. Those little screws from Bombman's stage will start to fly at you now. Let them all jump over you. When they start to jump to come back, blast them. It's as simple as that. Hop up these next few stairs and jump onto another Super Arm Block. Jump from there over the pit and down the stairs that you come to. Now you meet the Suzy enemy. Suzy is an eye with suction cups attached to all four of its sides. When Suzy is on the bottom level, shoot it. Once this Suzy has been destroyed, you'll notice two more on the screen: one moving up and down and one more moving side-to-side. Stand on the far right side of the ground. When the side-to-side Suzy is on the left side and the up and down Suzy is down, jump and throw a Hyper Bomb at them. If it stays on the platform, it will destroy both of them in one hit. Jump onto the platform, go left, climb the ladder, go to the right, and finally climb up this last ladder.

[Halfway point]

Now we start the fun part of this stage: a few screens filled with Suzies. To your left when you climb up is a Super Arm Block. Wait for the lowest three Suzies to be on the left side of the screen. Jump and throw it at them to take them all out. Climb the ladder and wait for the last remaining Suzy to go to the right side of the screen. When this happens, start jumping and shooting at it to destroy it. Jump over to the platform in the middle of the screen and from there to the far right platform to find a ladder. Climb the ladder.

More Suzies. Destroy the one closest to you when it is on the ground. Go all the way to the left and hug the left wall. When the Suzy above you goes to the right, jump through the gap to avoid it. Go left to find another Super Arm Block. Jump on top of it and start climbing the ladder when the lower of the Suzies starts moving to the right side of the screen and don't stop.

More Suzies! When the up/down Suzy is on the ground and the right/left Suzy is on the right, throw a Hyper Bomb to get rid of them both. Jump and climb up the ladder to your right. When the left/right Suzy up here is on the right side of the screen, climb to the top of the ladder, jump up to the final ladder and climb it.

No more Suzies here! Go right to dodge the Rolling Cutter building. Jump up the stairs and go right to find a blue Blader foe. Destroy it quickly. Drop off the stairs to meet two more Bladers. Destroy them and drop off the ledge

to the right. If you need it, go through the nook to your left to find an energy capsule. Grab it, go right, and descend the ladder.

Down here, we meet a Flying Met from Bombman's stage. There are two ways of dealing with this screen: the easy way and the hard way. The hard way is more fun but the easy way is more reliable. Because it continues into the next screen, I'll divide it.

Easy way: Go left and down the ladder. Drop off so that you land on the floor. Go right and descend the ladder. On the next screen, drop off to the right. You'll land on a platform. Jump off to the left and descend the ladder on the far left-hand side of the screen.

Hard way: Go to the right side of the screen and jump off so that you are holding right and hugging the invisible wall. When the screen switches, wait a second and start holding left. You'll hit the Flying Met and land on a platform. Jump to the left to another platform. Jump from here to the ground and descend the ladder on the right side.

Regardless of which route you took, you'll end up here. You've got a Hopper enemy here. Wait for him to get onto the top level of Super Arm Blocks and hope he does a high jump. When he does, run under him and don't stop running until you reach the gate.

The gate is filled with the screw enemies from Bombman's stage that pop up and fire in five directions. When they pop up, blast them really quickly. The middle one is on the ceiling, so beware! Once you've destroyed all three, enter the gate on the far side to meet...

<----->
BOSS: CUTMAN

Cutman is fast and hops around the room a lot, throwing his Rolling Cutter blades at you. How do you cut him down to size? You cut him down to size with the two Super Arm Blocks that are in the room. Ignore Cutman and concentrate on picking the blocks up. It takes two blocks to destroy him but there are only two blocks in the room, so each block has to count! The Wily Wars version of him is a great deal slower than the NES one was. When Cutman is in the air, throw a block at him. Jump over any Rolling Cutters and then hit him again to finish him off.

<----->
Grab the orb and take off with the Rolling Cutter in hand! Be sure not to run!

Because, you know. You've got scissors. Tough crowd, tough crowd.

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= 2.02.04: Elecman =
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Enemies: Spike Bot, Watcher, Hopper, Elecman

Time for the hair-raising stage! In all seriousness, this stage has caused a few eyebrows to be raised. If you listen to the music, the first four notes resemble the chord used in "Faithfully" by Journey and the whole thing is like "All the Right Friends" by REM. The question being: which came first?

You're at a power plant tower. You've got three ledges above you with little

moving Spike Bots on each. To deal with them, equip Rolling Cutter and hit them each. You could also hit them with an Arm Cannon shot to stun them, but Rolling Cutter offers a more permanent solution. Hit the first two from the ground. Jump onto the first ledge, jump again, and fire a Rolling Cutter at the Spike Bot above you to destroy it. Jump from here to the first ledge on the right side, from there to the second ledge on the left side, and from there to the second ledge on the right side. Ascend this ladder.

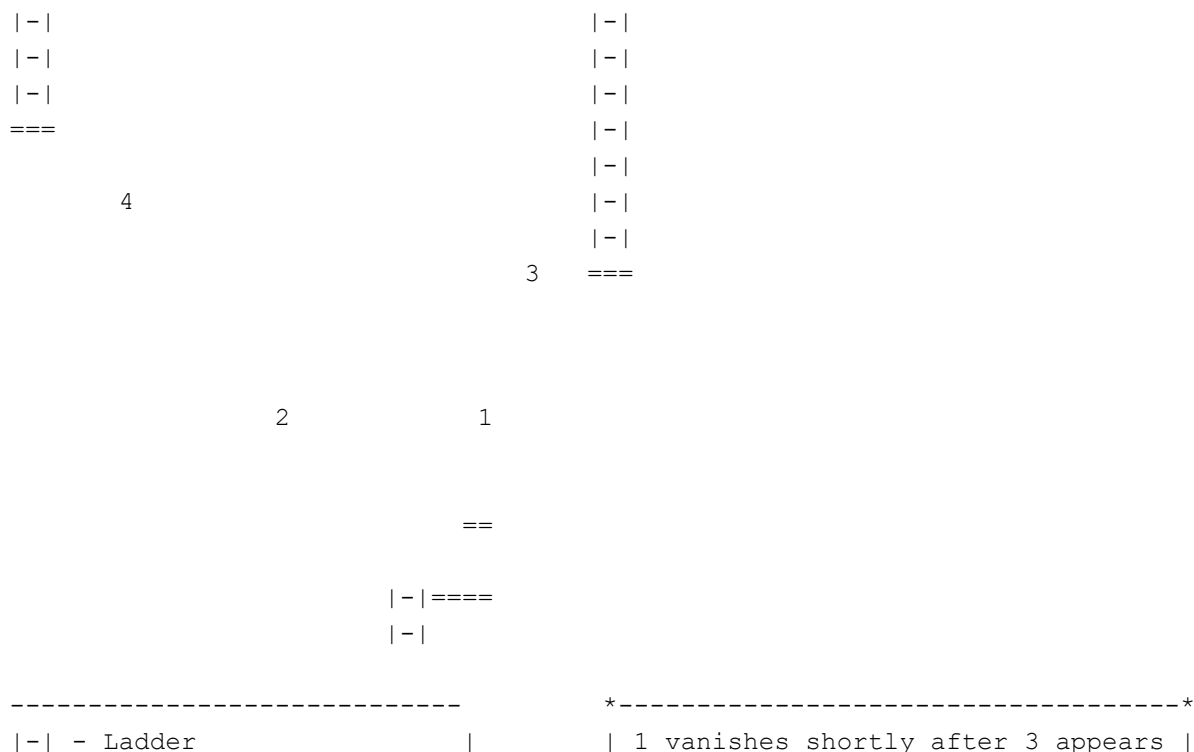
More Spike Bots. Take the first one out from the ground and jump to its platform. Fire a Rolling Cutter without jumping to destroy the second one. Jump onto its platform and from there to the top. Climb this ladder. While I'm thinking about it, when you see a weapon energy capsule/pellet, be sure that you collect it with the Rolling Cutter equipped so that you don't run out before you reach Elecman himself. Now you've got some Elec Beams to deal with. Jump over to the left side so that you are in between the gap and the left side of the platform with the first Elec Beam on it. When the second Elec Beam goes away, jump onto the first platform and from there left to the second platform. Because of this, you avoid all Elec Beams here. Jump to the top of this platform and climb the ladder.

Here you have what looks like a ladder that goes way up to your left and just that. Wait for a second and these green enemies called Watchers will come down. When they are on the same level as you are, they'll open up and fire two beams of electricity at you. Jump and fire one shot at them to destroy them. Three will come from the bottom of the screen and three will come from the top. Once you've destroyed all six, quickly climb up the ladder before they regenerate.

Climb up the ladder here (it's still the same ladder) until you reach a small platform. Drop off on to this and wait for the six watchers. Destroy them like you destroyed the others. Jump back onto the ladder and quickly climb up to the top.

Now it's time for the classic vanishing block game!

Diagram 2.02.04a



```

= - Block/floor | | 2 vanishes shortly after 4 appears |
1 - First block to appear | | 3 vanishes right when 1 reappears |
2 - Second block to appear | | 4 vanishes right when 2 reappears |
3 - Third block to appear | *-----*
4 - Fourth block to appear |

```

Jump up onto the small platform above you. Continue jumping up and down until you land on a block that appears from out of nowhere. To its left is another block. Go jump on it. A block will now appear to the right of the first block. Following this, another block will appear above you and to your left. Equip Rolling Cutter and climb up the ladder to grab three weapon energy pellets. Edge out to the right. On the other side, you'll see four vanishing blocks creating a bridge. When the one closest to you appears, jump out on to it and from there up and left to a ladder. Climb the ladder, go left, and climb a final ladder.

[Halfway point]

At the top of this ladder, jump on to the ledge up here and walk to the right. Jump down onto the small block. If you're feeling daredevilish, jump to the niche to your left to grab an energy capsule. The hard part is getting back out again, so be sure that Megaman doesn't hit his head and fall down. Jump to the block to your right. Jump from here to the next block and make your way up the last three remaining blocks. Jump from the top to the ladder and climb up.

More Watchers here. Take them out from the ground and then ascend the right ladder. Go right to find some more Elec Beams. When the lower Elec Beam is gone, jump as high as you can and then press up. You'll be on top of the ladder. Run left and climb halfway up this ladder. Wait for the top Elec Beam to go out, climb up the rest of the way, run right, and then climb up the ladder.

There's a Super Arm Block that you could take out if you wanted to switch sides, but believe me, we don't. Wait here for a second to cause some Watchers to appear (better to take them out now than on the ladder). Destroy them and climb up the ladder. At the top, go all the way left and climb this ladder. Go right and use the Super Arm to get rid of the three Super Arm Blocks in your way. Once they've been cleared away, you'll find the Magnet Beam! The Magnet Beam can create platforms and is necessary later in the game. Jump on the small blocks on the left side and from there to the ledge on the right. Climb up the right ladder.

More Elec Beams. Wait for the first one to disappear and then climb beyond it so that you are in between the bottom and top Elec Beams. When the top Elec Beam goes out, climb all the way to the top of the screen.

Go left and climb this ladder. Go right, wait for the Elec Beam to disappear, and climb that ladder. Simple enough. This part is interesting. Start off by hugging the left wall. This will cause the top red screw, who is busy trying to stay parallel with you, to jump off the building! Go right long enough to make the bottom red screw go to the right side of his area. Run to the ladder, jump to the top of it (press up at the top), and blast the red screw. Now we have gotten ourselves into a jam. Use the Super Arm to get the block out of your way. Megaman can't jump high enough to get out! What do we do? Use our new-found Magnet Beam, that's what we do! Equip it and fire it at the right wall. You might want to do a little jump first (but not too big). Jump on the platform that is created and from there to the top ledge. Jump to the left to land on a ladder. Climb the ladder. We're almost there!

Jump on the ledge to your right to be at a familiar screen. Go right along the ledge and jump to the platform that is down and to your right. Jump from there to the platform to the right and from there to the next platform and so on until you reach the top. Climb up this ladder.

We've got some Elec Beams here. There is a small window of time where both the first and second Elec Beams are out. When this happens, jump onto the first Elec Beam's platform and from there to the second. Jump from here to the ladder.

At the top, you've got a Hopper. Go right and wait for him to high jump. Go under him and enter the gate.

The gate is basically a climb up the rest of the tower. There are two screens of Elec Beam dodging. The way this works is thus: there are three Elec Beams. The middle one will activate and a second later the top and bottom ones will activate. Wait for the bottom one to deactivate and then climb so that you are in between the bottom and the middle. When the middle one goes out, climb so that you're in between the top and the middle. When the top one goes out, climb up the rest of the way. Repeat this for the next screen to reach...

<----->

BOSS: ELECMAN

Elecmán is really fast. At least in the NES version. He's slowed down in The Wily Wars. Also unlike his NES counterpart, he only fires sideways so it's safer to jump over him. There are two Super Arm Blocks in here but don't bother. You've gotta be fast. You can only take three hits from his Thunder Beam but he can only take three hits from your Rolling Cutter. Start off by throwing a Rolling Cutter at him and then taking off to the far left side of the room (on the Super Arm Blocks). Jump over any Thunder Beams and fire Rolling Cutter at him. You'll probably take a hit or two. Beat him first.

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Grab the orb and take off with the Thunder Beam!

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= 2.02.05: Iceman =
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Enemies: Crazy Razy, Flyin' Penguin, Spike Bot, Hopper, Iceman

This stage begins the tradition of ice making your character slide in video games. A tradition that this water stage does NOT start, however, is the ability to jump higher. In this stage, you can jump just as high in water as you can in any other terrain. Be careful!

When you teleport in, you'll find one of the most evil enemies in the game: a Split Personality (yeah, I'm making these names up as we go). If you hit the lower part of his body, it will be destroyed but the head will fly up and act like a Blader. You want to aim for his head. Destroy him and carry on. At the far end of this stretch will be a set of steps from which a Split Personality will come running at you. Defeat him like you did the other and jump up the stairs. At the top, you'll find another Split Personality. Make him explode and continue right. Yet another Split Personality will come running towards you like an idiot. Take a shot at his head to destroy him and jump up this next step. Yet another of our friends will start speeding towards you. Blast him and continue right. Jump onto the final step to meet -- you

| - Wall |
- - Ground |
~ - Water |

Phew. As complex as this looks, it's really simple. Again, you could just use the Magnet Beam to make some platforms on the right side. Start off by using Rolling Cutter to take the Spike Bot out. Run over to the right side and jump onto platform number four. Jump from there to platform five and from there to platform six. Jump from there to platform seven. When it appears, quickly jump to platform nine. Start jumping when you think platform ten is going to appear to land on it. Jump from here to platform 11 and from there to the end of it all. Jump onto the ice pillar and go to the right. Drop off to come to yet another challenging section.

You have to jump from eyeball platform to eyeball platform. To make things worse, they are moving and shooting too. Jump from the ice ledge to the first one. Wait for it to be really high and to the right and for the second one to be low and to the left. Jump off to land on the second platform. Wait for the third platform to get close enough to the second (on my cart, this takes quite awhile) and jump over to it. Make the easy jump to the fourth platform and from there to an icy column that serves as a reprieve. There's a weapon energy capsule here. At this point, Flyin' Penguins will start to fly at you so be shooting forward at all times. Jump to the platform. When these two platforms are about to intersect, jump to the other platform. Wait for the third platform to get close and then jump to it. Wait for the third platform to be very high up and to the right (so the fourth should be below it) and jump to the fourth eyeball platform thing. When it climbs high enough, jump to the solid ground to the right. Go all the way to the right to the point where you have to fall down a shaft. Fall off but hug left to find a niche with an extra life inside. Grab it, go right (if Megaman stops moving, jump), and fall down the shaft. Be sure to hold left.

If you held left, you'll land on a platform with three energy pellets and three weapon energy pellets. Grab them (be sure to have, say, Rolling Cutter or Magnet Beam equipped), go right, fall off, go left, and drop down the shaft to get to the final part of Iceman's stage.

Of course we have a Hopper here. Wait for him to high jump and run under him. Go to the far side of the screen, jump onto the ledge, and finally enter the gate. In the gate, just run while shooting. You are facing an onslaught of Flyin' Penguins. At the far end of the gate, enter the final set of shutters to reach Iceman!

<----->

BOSS: ICEMAN

Equip Thunder Beam and get to work! Iceman will hover up and down while shooting Ice Slasher at you. He's got a really simple pattern. He'll go to the top of his "hover range" and start going down. While he is going down, he will fire three Ice Slashers at you. He'll pause briefly, fire another, and go back up while firing two more Ice Slashers. He'll now drop, run towards you a little, and repeat the process.

Diagram 2.02.05c

- ```

< - Ice Slasher |
. - Megaman's path |
1 - Iceman when he fires the first Ice Slasher |
2 - Iceman when he fires the second Ice Slasher |
3 - Iceman when he fires the third Ice Slasher |
4 - Iceman when he fires the fourth Ice Slasher |
5 - Iceman when he fires the fifth Ice Slasher |
6 - Iceman when he fires the sixth Ice Slasher |
-> - Fire Thunder Beam now

```

Thunder Beam kills him in three shots. At the start of the battle, jump a little and fire one. When he comes down, fire another. Run and jump over the lowest set of Ice Slashers and blast him in mid-air. If you missed on any occasion, hit him while he's running towards you to destroy him before this battle even heats up.

Of course, having the battle heat up would be a good thing in that weather.

<----->

Grab the orb-thingy and take off with the Ice Slasher! One more robot master left!

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= 2.02.06: Fireman =
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Enemies: Screw Turret, Fire Tackle, Bullet Bill, Spike Bot

Hot, hot, hot! This should go without saying, but if you fall into the lava, you'll die.

When you teleport in, position yourself so that you are directly under two of those five-directional-shooting blue screws. Equip the Elec Beam and fire away. This should take them both out (it fire upwards). Go right and climb the ladder. Go left, over where the first screw was, and climb the ladder there. Go right to find another screw. Take him out. Go right to find another "S" formation with your path. Position yourself over the blue screw robot right under you and fire the Elec Beam to destroy that robot as well as the screw in front of you. Go right and descend the ladder here. Go left and descend that ladder too. Now to go right. Out of the fire pit in front of you will come three fireballs. They'll fire (hah!) way up into the sky and slowly come back down. Each of these guys can be destroyed with one Arm Cannon shot each. While they're in the sky, jump over the fire pit to reach a fire barrier. When the fire barrier is extended, fire an Ice Slasher shot at it to freeze it. Jump up onto it and from there to the left to get an energy capsule. It doesn't stay frozen for long, so drop back down beside the fire pillar, fire another Ice Slasher at it, jump up on it, and this time jump off to the right to save yourself some trouble. Go right and ascend the ladder here.

More fire pillar fun. Unless you're really hurting (you shouldn't be, what with the energy capsule on the previous screen), just ignore the energy pellers and climb the first ladder. Go right and climb the second. Go left and jump (it's probably best to wait for the fire to be out before you jump) and grab onto the ladder. Climb up to the next area. If you did want those energy

pellets, grab the bottom one when the fire pillar is not there. Return to where you were and wait for the fire barrier to be extended. Blast it with Ice Slasher and jump on it. Wait for the second fire pillar to be gone and then jump up to the energy peller. Turn around, hit the fire pillar with Ice Slasher and use it as a stepping stone to reach the ladder at the top.

Go right and blast the first fire pillar with Ice Slasher. Use it as a boost to reach the top of the enclosure. Grab the two weapon energy capsules here (remember to have Ice Slasher equipped as you grab them!) and then drop off the right side of the platform. You are now faced with some fire beams. This will certainly heat things up! When the fire is extinguished, jump to the right as far as you can to land on a small platform in between the two fire beams. Wait for the fire beams to disappear and then jump out and to your right. Jump onto the ledge above you and once again jump over to the right (when the fire beam is gone!) to land on a small platform in between the two ledges. Drop down to the right and wait for the fire beam to extend and then go out again. Jump back onto the platform and from there to the ledge to the right. Wait for both of these fire pillars to disappear and then jump to the right, jump over the small gap, and then drop down to the right so that you land on the small ladder. Jump from there to the left to grab three energy pellets. Jump back over to the ladder and descend it.

The second you enter this screen, three fireballs will be shot up and the two fire pillars in this room will extend. Stand on the ladder and wait for the fire pillars to go down. Drop down to where the first fire pillar will come up and go left into the gap. Wait for the pillars to go up and back down again. Jump back onto the ledge, over the gap, and finally climb down the ladder.

[Halfway point]

When you drop off the ladder, hold right to land on the small platform with a fire pillar on it. Wait for the fire pillar to go up and back down. At this point, you should jump to the next platform. While you're waiting for the fire pillar to go up, some fireballs will start coming down. Jump up and shoot one or two. By that time the fire pillar will have gone down. Jump over to the platform on the right where you should climb the ladder and continue right. Jump over to the small grey platform to the right and climb the ladder there. Run right and wait for the fire barrier below you to go back down. Drop to it and quickly jump to the right. Wait for the fire pillar beside you to descend and then jump to the long platform to the right. Run right and climb the ladder here.

This is evil. Remember how on Cutman's stage you had that building that shot scissor blades at you and that turned out to be Cutman's weapon? Well now you have a steady stream of Fire Storm coming down at you. Go left and climb up the ladder. You COULD try to time this thing by waiting for one Fire Storm to pass and then running through, but you wouldn't make it. You'd then go up the ladder, go left, get hit by another Fire Storm blast, and finally climb up the ladder. BUT THERE IS AN EASIER WAY TO DO IT! Turn left, fire the Magnet Beam, jump up to the ladder, and climb up.

The Bullet Bills are back! Be sure that you are shooting them as you jump up the stairs here. Run right and equip the Elec Beam. This is difficult to pull off. While standing over the Spike Bot below you in the "S" formation, fire an Elec Beam. With any luck, this destroys the Spike Bot below you and the one in front of you. If it didn't get the one in front of you, jump over it and descend the ladder. If you missed the one here, stand on the ladder and fire Rolling Cutter until you hit it. Now go left, descend the ladder, and go right. Fire an Elec Beam at the oncoming Spike Bot if it gives you any

trouble. At the far right side of this platform, equip Ice Slasher and climb the ladder to get a weapon energy capsule. Drop off the ladder, jump over the next two platforms (watch out for fireballs!), and continue to the far right. Jump onto the ledge, wait for both fire pillars to not be ignited, and enter the gate.

Start off by jumping and firing a few shots at the screw turret on the ceiling. Run right a little and repeat the process when you see the next screw turret. There are four screw turrets in here. When you've taken care of them all, enter the final gate.

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#### BOSS: FIREMAN

I've been saving this joke up ever since Gutsman. Ready? As you can tell from his name, Fireman has a flare for fire!

Fireman has a simple pattern. He runs around the room. If you fire at him and hit him, he'll counter with Fire Storm. Fire Storm is a shield-looking blast that comes at you and leaves a small fire where you were so when dodging it, be sure to jump over and forwards. Equip Ice Slasher and beat him down. Hit him, jump over Fire Storm, and hit him again. Since he won't attack unless you attack first, you can get away from him before your next shot. Another thing that you have working for you is that he never jumps. You always know to fire Ice Slasher on the ground. He'll go down nice and quick.

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Take the final orb and take off with Fire Storm! Now select Dr. Wily's logo to wrap things up! He'll call his saucer, do the Dr. Wily trademark eyebrow wiggle thing, and take off.

=====  
= 2.02.07: Dr. Wily Stage 1 =  
=====

Enemies: Hopper, Screw, Bullet Bill, Rock Monster

You teleport in right outside of the evil Dr. Wily's fortress. It's time to begin the final battle! On a slight aside, I was bored during history years ago and I tried to draw a map of what this would look like in Skull Castle map form. Suffice it to say that I figured out why there was no map here.

Go right to meet a Hopper. Let him jump over you and then run to the right. After going right for a ways, you'll meet another Hopper. Let him jump over you and run to the small pyramid-like stair. Jump on top of it and then off of it. As soon as you do, another Hopper will appear to greet you. Let him jump over you again and then run right to the next set of pyramid blocks. Jump over them and then continue to the right to find the entrance to the fortress proper. There's one very small, insignificant problem here, though. I don't know...oh yeah. THE ENTRANCE IS BLOCKED. Of course, you can deal with this easily. Just whip out the Super Arm. Now if Dr. Wily had done this in future games where you did not have the Super Arm, he'd take over the world, now wouldn't he? But I digress. With the Super Arm equipped, hug the blocks so that they flash (they flash because you can pick them up with the Super Arm). Jump until the second block from the bottom begins flashing. Use the Super Arm to pick it up and force Megaman into the niche where the block used to be. Throw the block away and repeat the process for the next two blocks in front of you. Unequip the Super Arm and equip the Ice Slasher. Hug the block in front of you and wait for the first fire pillar (from Fireman's stage) to come

up. Perform a small hop and fire the Ice Slasher to freeze it. Quickly jump onto the block and from there onto the frozen fire pillar. Jump from here to the next block. When this fire pillar is down, jump up (being sure to avoid hitting your head on the ceiling) to the next block. Wait for the final fire pillar to go up, blast it with Ice Slasher, jump on it, and climb the ladder. Be sure to unequip Ice Slasher!

Climb the ladder to the top and edge out over the block. When you are as far out as you feel comfortable, press left just a little and jump. If you did it right, you've just grabbed an energy capsule. If not, you've landed on the block below. Jump to the right, climb the ladder back up, and repeat. Obviously if you're good with health, then there's no need to get this at all. Regardless of what you do, drop down to the first block being sure to hold left during the fall. Those spikes are nasty. Jump over to the large block and from there to the ladder. Climb up! Note: it would be to your advantage to equip the Thunder Beam before coming up here.

The second you get up here, you are assaulted by red screws. Your best bet is to use the Thunder Beam to take them out as they're coming down the ladder. Go right and jump up onto the ledge. If you are in need of health, take the upper route here. Destroy the red screw that assaults you on your way. This is really tricky to pull off. I'm sure there's a better way. Go to the wall and use the Magnet Beam to extend a platform. When you think it will disappear (this'll take practice), jump off and hug the blocks at the top-left corner of the enclosure. If you did this right, the Magnet Beam will now disappear. Pause the game and take out your Super Arm to grab this thing. Fall back to the ground, throw the block, use the Magnet Beam again, and take care of the other block. Throw it at the red screws in here, grab the energy capsule, and drop back down to the middle part of this area. Go left until you can drop down again. Look to the right to find three Super Arm Blocks. Do your thing with those until they're all cleared away. Go to the right and descend the ladder.

[Halfway point]

The Bullet Bills are back! For the first section of this screen, it is best to just ignore them. Run left and drop down onto the platform to the left of the spikes. Carefully jump from platform to platform. By about the second platform, the Bullet Bills will become slightly more than a nuisance (they can knock you down into the spikes) so destroy them quickly. At the far end, drop down, run left to outrun the Bullet Bills, and finally descend the ladder here.

Oh boy. More of those floating, shooting platforms from Iceman's stage! Hop on the first one when it hovers over the small block where you dropped. It is important that you do not use the Magnet Beam as a bridge here. When the first platform is higher than the second, jump to the second. At one point, the second platform will be diagonally sloping while the third is moving left. At this time, you'll want to jump to the third. The third and fourth ones, at one point, create a sort of "V" formation. At the lowest point here, jump to the fourth. When the fourth platform is slightly near to the solid ground, equip the Magnet Beam and jump off. Two weapon energy pellets await you here and you will need for the Magnet Beam to be at full power on this next screen. After you've collected both powerups, jump on the ladder and ascend it.

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Diagram 2.02.07a |  
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To next section



Start off by running to the right side of the screen as he does his version of teleporting in from the left side.

The Rock Monster has five levels to him: top of his head, bottom of his head, torso/hands, legs, and feet. Why is this important? The Rock Monster has two attacks, one of which is disassembling itself, shooting its pieces across the room, and reassembling it. After he does this, he'll briefly open his eye and fire one shot at you. He'll close his eye again and repeat the process.

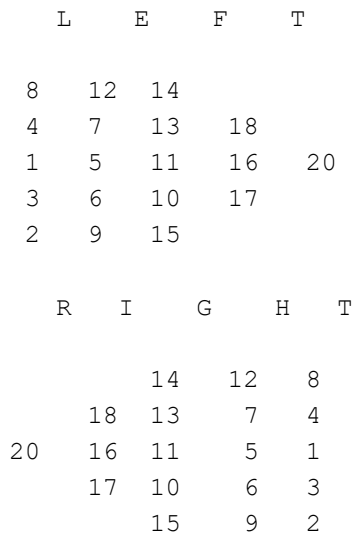
To avoid getting hit by his pieces, follow this simple guideline: if it is the second-lowest level of body parts (leg) or below (foot), jump. If it is not, do not jump. It's as simple as that. If he fires them so that the foot is followed by the leg which is followed by the torso, then jump over the first two in one jump and then stop. Each part will fly four times and the middle will fly five times (his hand sticks out). The shot is very easy to avoid.

So how do you tackle this behemoth? When he opens his eye to shoot at you, blast him once with the Thunder Beam. You can't hit him again so don't try. Once you've hit him, get ready for the next barrage of blocks. Repeat this process until he dies.

Note: The Thunder Beam is so slow that you may want to jump and fire at where his eye will appear once the last part of his body, his near hand, gets reattached.

When he moves, he moves thusly:

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Diagram 2.02.07a |  
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Left - Rock Monster on the left side of the screen |  
Right - Rock Monster on the right side of the screen |  
1 - First piece to move |  
And so on |  
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=====  
= 2.02.08: Dr. Wily Stage 2 =  
=====

Enemies: Blader, Screw Turret, Cutman, Elecman, Popper, Suzy, Megaman Clone

Note: From here on in, switching levels will not refill your weapon energy. As such, conserve your energy and get the weapon energy capsules at all times! For each level, I'll list the weapons that you should prioritize when getting the weapon energy capsules/pellets in the order in which you should refill them.

Note: Dr. Wily stages 2 and 4 involve robot master refights. With the exceptions of Cutman (no Super Arm Blocks) and Bombman (you now have his weakness), I'll just copy the boss strategies from before for you. It's too time wasting for you to have to go back up there.

- 1.) Rolling Cutter
- 2.) Thunder Beam
- 3.) Magnet Beam
- 4.) Fire Storm
- 5.) Ice Slasher
- 6.) Hyper Bomb
- 7.) Super Arm

Now we're up in the sky! Go right to meet a green Blader. Shoot it and then jump over to the next platform. Upon landing on this platform, fire an Arm Cannon shot at the Blader. There's one under you too, so jump over it. When it swoops up at you, fire at it. Jump to the right to the next platform. You will be assaulted by three more Bladers who should be dealt with as the previous ones were. Drop down onto the small platform below and grab the energy pellet. Jump up and to the right and go to the far end of this platform. At the far end, fire at an oncoming Blader and then jump over to the next platform. Stand on the left side of the platform and fire a single shot at the oncoming Blader who is level with you. Wait for the Blader below you to swoop up at you. This is your cue to run right, drop onto the small platform below you, and pop the sucker once. Jump into the enclosure to the right. Once you have passed the first "block," pull out your Magnet Beam and use it to make a bridge over to the weapon energy pellets. Use the first to refill the Magnet Beam and the second to the Rolling Cutter or the highest weapon on the above list that has lost energy. Once you've done this, walk left. The blocks turn out to be fake, taking you to...

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#### BOSS: CUTMAN REMATCH

In the finest Megaman tradition, you have to fight the robot masters all over again. In Megaman, Megaman X, and Megaman Legends 2 (the first of each subseries to have rematches), you face them in a predetermined order. You fight Cutman and Elecman here and Bombman, Gutsman, Iceman, and Fireman in the fourth Dr. Wily stage.

He's still the same ol' Cutman. The only difference is that there are no Super Arm Blocks in here. WHAT DO YOU DO?

As I said before, he likes to move. He runs and jumps around the room chucking his Rolling Cutter at you. It should be noted that the Rolling Cutter blades come back like a boomerang. Now that we're all on the same page...

Since using the Super Arm, Cutman's primary weakness, is out, we need to come up with a different weapon. Ice Slasher goes right through him. Thunder Beam isn't effective (Cutman's weapon is Elecman's weakness). He moves too much to make Hyper Bomb an effective weapon and using a robot master's weapon against him is never good (the sole exception is Metalman in Megaman 2 where it

defeats him in one hit). The only weapon left is Fire Storm, which actually does a fair amount of damage. Wait for him to fire off a Rolling Cutter. Jump over it and pop him with Fire Storm. Remember that even if you miss with the initial shot, Fire Storm creates a fire shield for a split second with which you can still hit him. Repeat this process to defeat Cutman for good.

I mean it this time.

<----->

Go left and drop through the floor.

Equip Hyper Bomb and jump over to the next platform. While you're in the air, throw the Hyper Bomb. It should land near the red screw on the subsequent platform (or even on the current one, which would destroy it). Go to the far right and drop down to grab an energy pellet. Jump up and to the right. From this platform, jump over to the next and toss another Hyper Bomb in midair. Go right and equip the Magnet Beam. Drop off the ledge and use the Magnet Beam to make a bridge over to the two weapon energy pellets (from the looks of this region, you can probably guess what's coming). Use the first pellet for Magnet Beam and the second for Rolling Cutter. If Rolling Cutter is full, use it on Thunder Beam. Equip Rolling Cutter and walk left to fall down the false floor and meet another friend...

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#### BOSS: ELECMAN REMATCH

Elecman is really fast. At least in the NES version. He's slowed down in The Wily Wars. Also unlike his NES counterpart, he only fires sideways so it's safer to jump over him. There are two Super Arm Blocks in here but don't bother. You've gotta be fast. You can only take three hits from his Thunder Beam but he can only take three hits from your Rolling Cutter. Start off by throwing a Rolling Cutter at him and then taking off to the far left side of the room (on the Super Arm Blocks). Jump over any Thunder Beams and fire Rolling Cutter at him. You'll probably take a hit or two. Beat him first.

New notes: You probably can't afford too many hits. It wouldn't behoove you to die here, as you'd be taken all the way back to the beginning of the level (meaning you'd have to fight Cutman again). Also, the Super Arm Blocks are gone, so you're on a level playing field.

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Once you make it past this, go to the left side of the room and fall through the fake floor.

We're up again the Poppers again. Remember them from Bombman's stage? If not, they come up from the bottomless pits and pop into four pieces. Upon falling down, go to the left side of the screen and equip Thunder Beam (or Magnet Beam or Fire Storm, depending on which is the lowest). When the first Popper comes up, explodes, and dies, run to the right, jump over the pit, and keep running until you fall down to the small platform below the second long platform. There is a weapon energy pellet here. The other benefit of being down here is that you're safe from the Poppers. When they Popper (I haven't had a good pun since Fireman's stage. Give me a break. Even if I did use it in the first level) back up and explode, jump over to the next platform. Go about halfway over and then stop. Wait for the next Popper to come up and go away. Run right and jump over to the next platform. Keep running (equip your most important weapon with the least amount of energy en route) and drop down to the small platform to pick up yet another weapon energy pellet. Wait for the



Popper to come back up (you're safe) and then jump over to the long ledge. Keep running until you reach a ladder. Climb down this ladder.

[Halfway point]

Suzies! There is a good way to do this. Upon dropping down to the first platform, fall off the platform to the left so that an up/down Suzy is right in front of you. Equip the Thunder Beam. When the two Suzies on the bottom of the screen are above and below one another, fire the Thunder Beam. You'll hit all three. Collect what powerups they give you and then return to this spot. Jump up and fire a Magnet Beam bridge at the edge of the platform. It should be reasonably high. Jump onto it and from there to the small block in the top-left corner of the screen (right next to your energy/weapon energy bars) to grab a 1-up. As with Bombman's stage, there's an easy way and a hard way to do this next part. Only do the hard part if you're good with the Magnet Beam and have a good bit of energy left in it.

Hard way: With the Magnet Beam still equipped, drop off the small block to the right. Push just a little to the left. This is critical: ONCE YOU HAVE DROPPED AND PUSHED, DO NOT MOVE ANYMORE TO THE LEFT OR TO THE RIGHT. You will land on the next screen in between a set of spikes. This is difficult to pull off -- and even harder to describe! Once you are down here, it's time to prove your mastery of the Magnet Beam. Start by jumping up. At the peak of your jump, fire the Magnet Beam but hold the fire button. This will extend a bridge of sorts. When you are slightly above the spikes, let go of the fire button. Jump onto the bridge and walk to the end. Shoot and hold the Magnet Beam again to make a three platform long bridge. Jump onto it and walk across. At the far end, just walk off and keep holding right to land back on the main path.

Easy way: From the small platform, jump to the right. You'll land back on the ledge. Go right and drop off. Go left and fall down. Go right and descend the ladder here. Jump left to the small ledge in between the spikes and the gap.

Now that we're all on the same page, pull out the Thunder Beam. Jump back to the previous ledge so that you're facing the wall. You should barely be on the ledge. There is a brief point of time where all three Suzies are in the same place. Fire the Thunder Beam at this point. Drop down to the left and then again to the right. Collect whatever powerups that the Suzies dropped, go left, and descend this ladder, equipping the Fire Storm before anything.

This part is fun. Most people would have you just take the hit, but I find this way more fun and that's what video games are all about, right? This screen looks something like this:

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Diagram 2.02.08a |  
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 | S|
 |F|-----
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E - I was thinking empezar (start), but entrance works |
S - Suzy |
F - Finish |
|, /, - - Floor or other blocking item |
|-| - Ladder |

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That work is of less quality than my previous one (with which I'm still enamored), but the point is still made. I think the reason that it is poor is because:

- 1.) If you're not there, you don't realize that you're in a tower so that everything that has nothing is sky in the game and
- 2.) When I originally did it, the slanted roof (/) tiles had no spaces. That made it too steep. With a space, it doesn't look as good but the point is still made.

When you fall into the room, the Suzies on the right side will close in on you. I spent a lot of time figuring this out and this is the best I've come up with for this room. When you fall in, hold right. When you are level with the middle Suzy (the left side. You might even do it a little before you're level), fire the Fire Storm. Here is what should happen: the right Suzies will run into the temporary fireball forcefield created by Fire Storm. The actual shot will hit the middle Suzy, effectively destroying them all. Climb down the ladder now.

You are now faced with some Pea Shooters. Like every many other rooms around here, you want to equip the Thunder Beam. Take a second to think about this. The Pea Shooters fire four shots in four different trajectories. They cannot shoot up or down. You can. Stand under them facing the wall (to the right). There is a brief period where all four Pea Shooters are open. Fire the Thunder Beam now to destroy all four. All of their powerups will fall on you! With the Thunder Beam still equipped (unless Ice Slasher is low. If Ice Slasher is low, equip it), run to the left and ascend the ladder. At the top, jump to the left to land on a small platform with a weapon energy capsule upon it. With this in hand, jump to the right, equip Thunder Beam if you switched to Ice Slasher, and descend this ladder.

This is hard to pull off. Go left. When the two Suzies below you move left, wait until they're right below you and then fire off a Thunder Beam to take care of all three at once. If you missed, drop down the hole and face left. When the Pea Shooter opens, fire a Thunder Beam to try to hit all three. It helps to hop a little. Use your Arm Cannon to destroy the rest. Drop off to the right, run left, and finally drop down the ladder with Ice Slasher equipped.

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BOSS: MEGAMAN CLONE

Like Megaman 3 after it, this game features a Megaman Clone fight. He has the same master weapons as you. This is important: he can only use the master weapon that you have equipped. The difference between you two is that his weapons hurt more.

When I was figuring out which weapon to use, I took several things into consideration (namely, heads or tails). I considered:

- 1.) How hard the attack was to avoid
- 2.) How much damage it did to you
- 3.) How easy it was to hit him
- 4.) How much damage it did to him

My original Megaman guide told readers to use the Thunder Beam. The clone can use the master weapons as powerfully as the robot master did. Know what that means? He can kill you in three hits with the hard-to-avoid Thunder Beam. I finally decided upon Ice Slasher.

His style of fighting is a lot like that of Bombman, Elecman, and Cutman. He'll run around a lot, jump, and fire his weapon. The best way to do this is to back into one of the corners. Since he's a clone, he reacts to attacks the same way Megaman does: he falls back. Obviously, if he gets too close, you should move. I've found that his Ice Slasher actually does less damage to you than yours does to him. It's very easy to avoid (if it's low, jump) and as I said, it's not too painful. If you keep up a barrage of Ice Slashers, he'll die very soon.

Since he cannot use master weapons you don't have equipped, he can't use the evil ones (I speak of Thunder Beam). Obviously, you don't want to use Super Arm. There are no blocks. He can ram you for damage but you have no way of hurting him.

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= 2.02.09: Dr. Wily Stage 3 =  
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Enemies: Suzy, Screw Turret, Flyin' Penguin, Bullet Bill, Protobubbleman

Stage three serves as an interim between the tough trek of getting here and the epic battles ahead.

Weapons:

- 1.) Super Arm
- 2.) Magnet Beam
- 3.) Thunder Beam

The rest don't matter due to an item we get in the next stage and the shortness of this one.

(note the music change)

We want to conserve our energy so use your Arm Cannon as we go. The sole exception to this is the Super Arm. As you might expect, you teleport in next to some Suzies. As you might not expect, however, you seem to be in Wily's sewers. HE IS A MAD, MAD SCIENTIST TO HAVE THESE THINGS DOWN HERE! Anyway, walk left so that you don't get hit by the Suzy closest to you. Turn around and blast the two Suzies here when they are at the bottom of their path. Instead of worrying about the other Suzy, wait until it is on the right side of the pipe and then drop down.

As soon as you drop down, face right and start firing at a Suzy who will be coming towards you at any second. There's a Screw Turret up above you but

don't bother with it. Go left and wait for the Suzies to stop moving. Drop down the hole between them.

Once you land, jump over the oncoming Suzies. Ignore the Screw Turret in the ceiling (the only reasonable way to destroy it is by the Thunder Beam and we really want to conserve that). Go right and jump over the Suzy (or don't if it is on the right side) and drop down to the next room. Hug the right side!

In this instance, you want to use the Thunder Beam. Use it to destroy the Screw Turret below you. After that, make a run for the other side of the room. Maybe use Thunder Beam to take out the other Screw Turret. Throw a Hyper Bomb so that it lands on the far edge of this ledge when the Suzies are close by. When it detonates, the bomb should take out at least one Suzy. Use the gap created to drop down the pipe and to get ready for the next challenge.

This part is hard to write a walkthrough for. So far, there have been three types of oncoming enemies: Flyin' Penguins, and Bullet Bills. When you start moving right, the pipe will flood with water (Wily flushed). You'll face an onslaught of Flyin' Penguins. Your best bet is to shoot three shots and run along a short distance behind them (the water makes you run faster since it is flowing. If you hit a Flyin' Penguin, release another shot. Once you've gotten about halfway through, the Flyin' Penguins will change to Bullet Bills. The same strategy should be used, but you should stay farther behind the shots. At the end, you reach a large area with a small opening in the bottom-right corner.

[Halfway point]

Enter the opening (not like you have a choice with the water flowing this fast) to face the boss.

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BOSS: PROTOBUBBLEMAN

This name came to me two seconds ago. The original was something along the lines of "Bubbleman's First Form," but this sounded catchier because I like Protoman.

Protobubbleman will come out of one of the holes and start going around the room clockwise. He'll also shoot large bubbles that look like Crystal Snail's weapon from Megaman X2. That's it.

Anyway, there are four Super Arm Blocks here. This should indicate that is weakness is probably Super Arm. It will take more than these four, however. Start off with your Arm Cannon. You do NOT want to use Thunder Beam, however, as it it destroys the blocks here. Contrary to what I said earlier, the water has no effect on your jump here. Must be the sewage.

Start off with the Arm Cannon. When his first bubble comes out from the left hole, get onto the top Super Arm Block and begin shooting it. It will be destroyed shortly. Another bubble will come out. Destroy it with your Arm Cannon (you may have to jump over it). Repeat this process for the third bubble that comes out. You'll notice that the bubbles move faster as we go along. Now it's time for the heavy artillery. Pull out the Super Arm and grab the top block. Throw it at the bubble that comes out. As soon as you've thrown the block, drop down and grab another one. Repeat this process for the remaining blocks. If a bubble comes from the top, wait for it to get near to the right or left holes (your choice) and then throw the block. If the next bubble comes out of the hole that you just threw the block at, that bubble will be destroyed before it can do anything! If you run out of Super Arm Blocks,

defeat the last remaining bubbles with your Arm Cannon to finish off  
Protobubbleman!

Alternate strategy: I came across this one while getting the damage. When the  
bubble is halfway down the right side or going across the  
bottom, throw a Hyper Bomb to the right/left wall  
(respectively) to get rid of the bubble in two hits.

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Told you it was short. Now it's time for the final hurrah.

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= 2.02.10: Dr. Wily Stage 4 =  
=====

Enemies: Watcher, Screw Turret, Bombman, Fireman, Iceman, Gutsman, Dr. Wily

- 1.) Thunder Beam
- 2.) Rolling Cutter
- 3.) Fire Storm
- 4.) Ice Slasher
- 5.) Hyper Bomb
- 6.) Super Arm
- 7.) Magnet Beam

You know how the "ready" sign appears across the screen when you start? I hope  
you're ready. Stand still and wait for six of the Watcher robots from  
Elecman's stage to come flying down. Destroy them. Jump to the right onto the  
first small block. Jump from there to the left to the next block and left yet  
again to the final small block. Jump left to the ladder and ascend it.

More Watchers are here. Climb as high as you can. When the Watchers come from  
the sky, use the directional pad as though you were turning towards it and  
fire to destroy it. Repeat this process for the other two. Ignore the three  
from the bottom. Continue climbing.

At the top, you see the last set of Super Arm Blocks in the game. Atop the  
Super Arm Blocks is a weapon energy capsule. This will not help you, so use  
the Super Arm to pick up the lowest block and walk on. You now have a set of  
small gaps in between slightly upraised platforms. Atop the ceiling that lies  
above every two gaps is a Screw Turret. Throw the Super Arm Block at the first  
one. Jump across the gaps until you reach the final one. Equip the Thunder  
Beam and fire to destroy it. Notice those Gutsman statuettes up there? Weird.  
With the Thunder Beam still equipped, continue right until you reach another  
Screw Turret. Fire the Thunder Beam again to destroy it. Repeat the process  
for the next Screw Turret as well. Continue right to find another set of  
teeth-like gaps. Jump over to the second and fire a Thunder Beam to destroy  
both sets of turrets here. Continue jumping over the gaps to find one final  
Screw Turret on the ceiling. Destroy it, hop over to the ledge, and continue  
right. Not to be left out, we have an "S" formation of ledges a la Fireman's  
stage. Climb up the first ladder, run left, climb up the second, and run  
right. Drop down onto the small block to find...

OH NO!

Those platforms from Gutsman's stage are back! It's just one this time. When  
it gets near to you, hop onto it. When the far right ("hinge") is about to  
touch the thin part of the conveyor belt, jump to the small block above you.  
Wait for the platform to be raised and then jump down to it. Ride it to the

right, past the extra life, and grab the Yashichi. This refills all of your special weapons (hence the reason you didn't need the weapon energy capsule from earlier) and your life. When the platform comes back, jump onto it and ride it to the extra life. Hop off and grab that. Since everything is refilled and we won't be needing it anymore, use the Magnet Beam to make a series of platforms (I used one) from this block to the ladder. Jump onto the ladder, climb it, and run to the far right to enter a teleporter.

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BOSS: BOMBMAN REMATCH

Now you've got the Fire Storm. Equip it and let's get to work! Bombman is no different from before. He still runs and jumps around the room while throwing bombs at random times. Never let him corner you. Unlike the last time around, we've got more than our Arm Cannon. Time to put a light on his fuse that he'll never forget!

One thing that people often forget when using Fire Storm is that you have fireballs encircling you for a second after you shoot it. You have to use this to your advantage. If Bombman jumps into a corner, don't sit there firing at him like an idiot! Fire towards the far wall while running out of it. The fireballs will hit him. Your basic formula here is jump over a bomb, turn around, and fire a shot at Bombman. If he ever gets near you, again, use the Fire Storm's fireball shield and run away. This fight is much easier with the aid of Fire Storm.

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Go back to the teleporter.

<----->

BOSS: FIREMAN REMATCH

Fireman has a simple pattern. He runs around the room. If you fire at him and hit him, he'll counter with Fire Storm. Fire Storm is a shield-looking blast that comes at you and leaves a small fire where you were so when dodging it, be sure to jump over and forwards. Equip Ice Slasher and beat him down. Hit him, jump over Fire Storm, and hit him again. Since he won't attack unless you attack first, you can get away from him before your next shot. Another thing that you have working for you is that he never jumps. You always know to fire Ice Slasher on the ground. He'll go down nice and quick.

NOTE: I played this game four times between enemies, walkthrough, and the maps. In that time, I discovered something about Fireman. He imitates your movements. If you run towards the boss gate, so does he. If you run forward and make him run into a wall, he'll charge across the room, stop on the other side, and continue imitating you. Make sure that you keep him controlled.

<----->

Run back to the teleporter.

<----->

BOSS: ICEMAN REMATCH

Equip Thunder Beam and get to work! Iceman will hover up and down while shooting Ice Slasher at you. He's got a really simple pattern. He'll go to the top of his "hover range" and start going down. While he is going down, he will fire three Ice Slashers at you. He'll pause briefly, fire another, and go

back up while firing two more Ice Slashers. He'll now drop, run towards you a little, and repeat the process.

-----  
Diagram 2.03.10a |  
-----

                  <                  < 16  
                  <. . . <      25  
                  ..... < < . -> 34

-----  
< - Ice Slasher                                          |  
. - Megaman's path                                          |  
1 - Iceman when he fires the first Ice Slasher          |  
2 - Iceman when he fires the second Ice Slasher         |  
3 - Iceman when he fires the third Ice Slasher          |  
4 - Iceman when he fires the fourth Ice Slasher         |  
5 - Iceman when he fires the fifth Ice Slasher          |  
6 - Iceman when he fires the sixth Ice Slasher          |  
-> - Fire Thunder Beam now                                  |  
-----

Thunder Beam kills him in three shots. At the start of the battle, jump a little and fire one. When he comes down, fire another. Run and jump over the lowest set of Ice Slashers and blast him in mid-air. If you missed on any occasion, hit him while he's running towards you to destroy him before this battle even heats up.

<----->

Head back to the teleporter. If you've ever heard "Exhuming McCarthy" by REM, you'd be thinking of a quote from the song: "Have you no sense of decency, sir? At long last, have you left no sense of decency?" This is especially true if you're low on energy, as these guys don't give you any.

<----->

BOSS: GUTSMAN REMATCH

Gutsman occasionally walks around the room, but his favorite attack is to jump which causes a boulder to come down. Note that you should also jump when he jumps because if you're on the ground when he lands, you'll be shocked and cannot move. When he throws the boulders, they'll split in to four pieces, all of which can damage you equally. As with Bombman, never let him get you into a corner. Speaking of Bombman, use your Hyper Bomb here. Throw a bomb so that he'll get caught in the explosion. Jump over a boulder and repeat. While it is hard to hit him with the bomb (if he is moving), it only takes three bombs to permanently demolish him.

<----->

[Halfway point]

At the top, go right. Equip Fire Storm and grab the weapon energy capsule. If you're low on health, enter the boss gate and die. You'll come back to this point with full health. Again, equip Fire Storm, grab the weapon energy capsule, and enter the final boss gate...

<----->

BOSS: DR. WILY

"Closing time, James. Last call."

His red spaceship will float in and attach onto a new ship. Your target on this ship is the cannon that is attached to an arm. IT'S THE THING SHOOTING AT YOU. Notice that as the battle progresses, he moves back and forth. You want to do the same thing. Keep moving so that the cannon doesn't hit you. When you can, jump up and pop him once with Fire Storm. Keep moving and hitting him until the cannon and the cockpit cover break off.

Now it's time for form two. From here on in, all of the games will have multiple forms of Dr. Wily. There is no best weapon here. I recommend sticking with Fire Storm since you can hit from afar. When you run out of Fire Storm, use Thunder Beam. This is weird. He'll fire these plasma shots that circle around. With each circle, they'll get closer to you. Jump over them when they're near you and they're low to the ground. At this point, you want to fire at the jewel where the cannon was last time. This gets complicated when Wily is close to you. Continue jumping over his shots like you normally would. If you're really having trouble, ignore the shots and concentrate on getting all the Fire Storm shots in. The Genesis version's Wily takes less Fire Storm shots to be defeated. Once Dr. Wily goes down for the final time, you've beaten the game!

<----->

Oh yeah!

```
0~::~::~~0
| 2.03: Appendices |
0~::~::~~0
```

The other stuff.

```
=====
= 2.03.01: Bosses/Damage =
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```

```

| 1 - One hit to kill |
| 2 - Two hits to kill |
| And so on |
| -- - Cannot be hit |

```

For each boss, I used every weapon (except the non-damaging Magnet Beam) on the boss and saw how many hits it took to destroy him. If a Super Arm Block could ever be used against the boss, I'd use it. Even if I had to bring it from the start\*. That's how much I love you guys. Of course, that is just one block. I had to make some calculations. If you have any corrections (there will be some), please email me with them. My numbers might be off (I'm from Florida).

\*Not really

This is where I list the boss strategies from the walkthrough for the people who just skipped over it. I'll use the exact boss strategy unless the rematch with the boss is different from the first time around. If this is the case...

<----->



Bombman

Weakness: Fire Storm

Master Weapon: Hyper Bomb

First time (Arm Cannon) : In case you didn't figure this out, Bombman's weapon is a bomb. He'll run and jump around the room while chucking bombs at you. He's very slow but never let him get you in a corner. As I said, he'll throw bombs at you. Not only do you have to watch out for the bombs, but you also have to watch out for their explosions. Like the Bullet Bills of his stage, they leave an explosion behind that is just as damaging as the actual bomb. Using your Arm Cannon, shoot at him a few times and then run away from him. If he looks like he is going to jump way over you, turn around and run back. Always run under him if you've got a chance. Just keep pelting him with your Arm Cannon and he'll go down.

Second time (Fire Storm): Now you've got the Fire Storm. Equip it and let's get to work! Bombman is no different from before. He still runs and jumps around the room while throwing bombs at random times. Never let him corner you. Unlike the last time around, we've got more than our Arm Cannon. Time to put a light on his fuse that he'll never forget!

One thing that people often forget when using Fire Storm is that you have fireballs encircling you for a second after you shoot it. You have to use this to your advantage. If Bombman jumps into a corner, don't sit there firing at him like an idiot! Fire towards the far wall while running out of it. The fireballs will hit him. Your basic formula here is jump over a bomb, turn around, and fire a shot at Bombman. If he ever gets near you, again, use the Fire Storm's fireball shield and run away. This fight is much easier with the aid of Fire Storm.

Damage:

```

Weapon	Hits
Arm Cannon	14
Hyper Bomb	28
Super Arm	--
Rolling Cutter	14
Thunder Beam	14
Ice Slasher	--
Fire Storm	7

```

<----->

Otherwise it's normal like...

<----->

Gutsman

Weakness: Hyper Bomb

Master Weapon: Super Arm

Gutsman occasionally walks around the room, but his favorite attack is to jump which causes a boulder to come down. Note that you should also jump when he jumps because if you're on the ground when he lands, you'll be shocked and cannot move. When he throws the boulders, they'll split in to four pieces, all of which can damage you equally. As with Bombman, never let him get you into a corner. Speaking of Bombman, use your Hyper Bomb here. Throw a bomb so that he'll get caught in the explosion. Jump over a boulder and repeat. While it is hard to hit him with the bomb (if he is moving), it only takes three bombs to permanently demolish him.

Or that's what I'd like to say. He's one of the most recurring bosses in the series with no less than three forms -- not including remade games. If you're wondering, those forms are in Megaman, Megaman 2, and Megaman 7.

Damage:

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 14   |
| Hyper Bomb     | 3    |
| Super Arm      | 28   |
| Rolling Cutter | 28   |
| Thunder Beam   | 28   |
| Ice Slasher    | --   |
| Fire Storm     | 14   |

<----->  
<----->

Cutman  
Weakness: Super Arm  
Master Weapon: Rolling Cutter

First time (Super Arm) : Cutman is fast and hops around the room a lot, throwing his Rolling Cutter blades at you. How do you cut him down to size? You cut him down to size with the two Super Arm Blocks that are in the room. Ignore Cutman and concentrate on picking the blocks up. It takes two blocks to destroy him but there are only two blocks in the room, so each block has to count! The Wily Wars version of him is a great deal slower than the NES one was. When Cutman is in the air, throw a block at him. Jump over any Rolling Cutters and then hit him again to finish him off.

Second time (Fire Storm): He's still the same ol' Cutman. The only difference is that there are no Super Arm Blocks in here. WHAT DO YOU DO?

As I said before, he likes to move. He runs and jumps around the room chucking his Rolling Cutter at you. It should be noted that the Rolling Cutter blades come back like a boomerang. Now that we're all on the same page...

Since using the Super Arm, Cutman's primary weakness,

is out, we need to come up with a different weapon. Ice Slasher goes right through him. Thunder Beam isn't effective (Cutman's weapon is Elecman's weakness). He moves too much to make Hyper Bomb an effective weapon and using a robot master's weapon against him is never good (the sole exception is Metalman in Megaman 2 where it defeats him in one hit). The only weapon left is Fire Storm, which actually does a fair amount of damage. Wait for him to fire off a Rolling Cutter. Jump over it and pop him with Fire Storm. Remember that even if you miss with the initial shot, Fire Storm creates a fire shield for a split second with which you can still hit him. Repeat this process to defeat Cutman for good.

I mean it this time.

Damage:

```

Weapon	Hits
Arm Cannon	28
Hyper Bomb	14
Super Arm	2
Rolling Cutter	28
Thunder Beam	28
Ice Slasher	--
Fire Storm	10

```

Do you have any idea how incredibly tough getting the Hyper Bomb data was for that? Cutman moves WAY too much for a sane person to try that weapon.

<----->

<----->

Elecman  
Weakness: Rolling Cutter  
Master Weapon: Thunder Beam

Elecman is really fast. At least in the NES version. He's slowed down in The Wily Wars. Also unlike his NES counterpart, he only fires sideways so it's safer to jump over him. There are two Super Arm Blocks in here but don't bother. You've gotta be fast. You can only take three hits from his Thunder Beam but he can only take three hits from your Rolling Cutter. Start off by throwing a Rolling Cutter at him and then taking off to the far left side of the room (on the Super Arm Blocks). Jump over any Thunder Beams and fire Rolling Cutter at him. You'll probably take a hit or two. Beat him first.

Rematch notes: You probably can't afford too many hits. It wouldn't behoove you to die here, as you'd be taken all the way back to the beginning of the level (meaning you'd have to fight Cutman again). Also, the Super Arm Blocks are gone, so you're on a level playing field.

Damage:

-----

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 28   |
| Hyper Bomb     | 14   |
| Super Arm      | 7    |
| Rolling Cutter | 3    |
| Thunder Beam   | 28   |
| Ice Slasher    | --   |
| Fire Storm     | 28   |

<----->

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Iceman  
Weakness: Thunder Beam  
Master Weapon: Ice Slasher

Equip Thunder Beam and get to work! Iceman will hover up and down while shooting Ice Slasher at you. He's got a really simple pattern. He'll go to the top of his "hover range" and start going down. While he is going down, he will fire three Ice Slashers at you. He'll pause briefly, fire another, and go back up while firing two more Ice Slashers. He'll now drop, run towards you a little, and repeat the process.

-----  
Diagram 2.03.01a |  
-----

```

 < < 16
 <. . . < 25
..... < < . -> 34

```

```

< - Ice Slasher |
. - Megaman's path |
1 - Iceman when he fires the first Ice Slasher |
2 - Iceman when he fires the second Ice Slasher |
3 - Iceman when he fires the third Ice Slasher |
4 - Iceman when he fires the fourth Ice Slasher |
5 - Iceman when he fires the fifth Ice Slasher |
6 - Iceman when he fires the sixth Ice Slasher |
-> - Fire Thunder Beam now

```

Thunder Beam kills him in three shots. At the start of the battle, jump a little and fire one. When he comes down, fire another. Run and jump over the lowest set of Ice Slashers and blast him in mid-air. If you missed on any occasion, hit him while he's running towards you to destroy him before this battle even heats up.

Damage:

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 28   |
| Hyper Bomb     | 7    |
| Super Arm      | --   |
| Rolling Cutter | 14   |

|              |    |  |
|--------------|----|--|
| Thunder Beam | 3  |  |
| Ice Slasher  | -- |  |
| Fire Storm   | 28 |  |

<----->

<----->

Fireman  
Weakness: Ice Slasher  
Master Weapon: Fire Storm

Fireman has a simple pattern. He runs around the room. If you fire at him and hit him, he'll counter with Fire Storm. Fire Storm is a shield-looking blast that comes at you and leaves a small fire where you were so when dodging it, be sure to jump over and forwards. Equip Ice Slasher and beat him down. Hit him, jump over Fire Storm, and hit him again. Since he won't attack unless you attack first, you can get away from him before your next shot. Another thing that you have working for you is that he never jumps. You always know to fire Ice Slasher on the ground. If he charges at you, he'll keep going, so jump over him. He'll go down nice and quick.

NOTE: I played this game four times between enemies, walkthrough, and the maps. In that time, I discovered something about Fireman. He imitates your movements. If you run towards the boss gate, so does he. If you run forward and make him run into a wall, he'll charge across the room, stop on the other side, and continue imitating you. Make sure that you keep him controlled.

Damage:

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 14   |
| Hyper Bomb     | 28   |
| Super Arm      | --   |
| Rolling Cutter | 14   |
| Thunder Beam   | 14   |
| Ice Slasher    | 7    |
| Fire Storm     | 28   |

<----->

<----->

Rock Monster  
Weakness: Thunder Beam  
Master Weapon: None

"And I go to pieces and I wanna cry." This describes the upcoming battle. Go to pieces! Get it? YOU WILL!

Yeah, back in the day, we called him the Rock Monster.

He's a lot easier in the Genesis version of this game.

Start off by running to the right side of the screen as he does his version of teleporting in from the left side.

The Rock Monster has five levels to him: top of his head, bottom of his head, torso/hands, legs, and feet. Why is this important? The Rock Monster has two attacks, one of which is disassembling itself, shooting its pieces across the room, and reassembling it. After he does this, he'll briefly open his eye and fire one shot at you. He'll close his eye again and repeat the process.

To avoid getting hit by his pieces, follow this simple guideline: if it is the second-lowest level of body parts (leg) or below (foot), jump. If it is not, do not jump. It's as simple as that. If he fires them so that the foot is followed by the leg which is followed by the torso, then jump over the first two in one jump and then stop. Each part will fly four times and the middle will fly five times (his hand sticks out). The shot is very easy to avoid.

So how do you tackle this behemoth? When he opens his eye to shoot at you, blast him once with the Thunder Beam. You can't hit him again so don't try. Once you've hit him, get ready for the next barrage of blocks. Repeat this process until he dies.

Note: The Thunder Beam is so slow that you may want to jump and fire at where his eye will appear once the last part of his body, his near hand, gets reattached.

When he moves, he moves thusly:

-----  
 Diagram 2.03.01b |  
 -----

|  | L | E  | F  | T     |
|--|---|----|----|-------|
|  | 8 | 12 | 14 |       |
|  | 4 | 7  | 13 | 18    |
|  | 1 | 5  | 11 | 16 20 |
|  | 3 | 6  | 10 | 17    |
|  | 2 | 9  | 15 |       |

|    | R  | I  | G  | H  | T |
|----|----|----|----|----|---|
|    |    |    | 14 | 12 | 8 |
|    |    | 18 | 13 | 7  | 4 |
| 20 | 16 | 11 | 5  | 1  |   |
|    |    | 17 | 10 | 6  | 3 |
|    |    |    | 15 | 9  | 2 |

-----  
 Left - Rock Monster on the left side of the screen |  
 Right - Rock Monster on the right side of the screen |  
 1 - First piece to move |  
 And so on |  
 -----

Damage:

-----

| Weapon     | Hits |
|------------|------|
| Arm Cannon | 14   |
| Hyper Bomb | --   |
| Super Arm  | --   |

|                |    |  |
|----------------|----|--|
| Rolling Cutter | 14 |  |
| Thunder Beam   | 7  |  |
| Ice Slasher    | -- |  |
| Fire Storm     | 14 |  |

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<----->

Megaman Clone  
 Weakness: Ice Slasher  
 Master Weapon: None

Like Megaman 3 after it, this game features a Megaman Clone fight. He has the same master weapons as you. This is important: he can only use the master weapon that you have equipped. The difference between you two is that his weapons hurt more.

When I was figuring out which weapon to use, I took several things into consideration (namely, heads or tails). I considered:

- 1.) How hard the attack was to avoid
- 2.) How much damage it did to you
- 3.) How easy it was to hit him
- 4.) How much damage it did to him

My original Megaman guide told readers to use the Thunder Beam. The clone can use the master weapons as powerfully as the robot master did. Know what that means? He can kill you in three hits with the hard-to-avoid Thunder Beam. I finally decided upon Ice Slasher.

His style of fighting is a lot like that of Bombman, Elecman, and Cutman. He'll run around a lot, jump, and fire his weapon. The best way to do this is to back into one of the corners. Since he's a clone, he reacts to attacks the same way Megaman does: he falls back. Obviously, if he gets too close, you should move. I've found that his Ice Slasher actually does less damage to you than yours does to him. It's very easy to avoid (if it's low, jump) and as I said, it's not too painful. If you keep up a barrage of Ice Slashers, he'll die very soon.

Since he cannot use master weapons you don't have equipped, he can't use the evil ones (I speak of Thunder Beam). Obviously, you don't want to use Super Arm. There are no blocks. He can ram you for damage but you have no way of hurting him.

Damage:

|                |      |  |
|----------------|------|--|
| -----          |      |  |
| Weapon         | Hits |  |
| ----- -----    |      |  |
| Arm Cannon     | 28   |  |
| Hyper Bomb     | 14   |  |
| Super Arm      | --   |  |
| Rolling Cutter | 14   |  |
| Thunder Beam   | 14   |  |
| Ice Slasher    | 14   |  |
| Fire Storm     | 14   |  |
| -----          |      |  |

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<----->

Protobubbleman  
Weakness: Super Arm  
Master Weapon: None

This name came to me two seconds ago. The original was something along the lines of "Bubbleman's First Form," but this sounded catchier because I like Protoman.

Protobubbleman will come out of one of the holes and start going around the room clockwise. He'll also shoot large bubbles that look like Crystal Snail's weapon from Megaman X2. That's it.

Anyway, there are four Super Arm Blocks here. This should indicate that is weakness is probably Super Arm. It will take more than these four, however. Start off with your Arm Cannon. You do NOT want to use Thunder Beam, however, as it it destroys the blocks here. Contrary to what I said earlier, the water has no effect on your jump here. Must be the sewage.

Start off with the Arm Cannon. When his first bubble comes out from the left hole, get onto the top Super Arm Block and begin shooting it. It will be destroyed shortly. Another bubble will come out. Destroy it with your Arm Cannon (you may have to jump over it). Repeat this process for the third bubble that comes out. You'll notice that the bubbles move faster as we go along. Now it's time for the heavy artillery. Pull out the Super Arm and grab the top block. Throw it at the bubble that comes out. As soon as you've thrown the block, drop down and grab another one. Repeat this process for the remaining blocks. If a bubble comes from the top, wait for it to get near to the right or left holes (your choice) and then throw the block. If the next bubble comes out of the hole that you just threw the block at, that bubble will be destroyed before it can do anything! If you run out of Super Arm Blocks, defeat the last remaining bubbles with your Arm Cannon to finish off Protobubbleman!

Alternate strategy: I came across this one while getting the damage. When the bubble is halfway down the right side or going across the bottom, throw a Hyper Bomb to the right/left wall (respectively) to get rid of the bubble in two hits.

Damage:

```

Weapon	Hits
Arm Cannon	8
Hyper Bomb	2
Super Arm	1
Rolling Cutter	8
Thunder Beam	4
Ice Slasher	--
Fire Storm	8

```

Note: Your average robot master has 28 bars of life. I figured it would be easier in this match to make the numbers the amount of hits it takes to destroy one bubble (four bars). Keep this in mind.

<----->



<----->  
Dr. Wily  
Weakness: Fire Storm  
Master Weapon: None

"Closing time, James. Last call."

His red spaceship will float in and attach onto a new ship. Your target on this ship is the cannon that is attached to an arm. IT'S THE THING SHOOTING AT YOU. Notice that as the battle progresses, he moves back and forth. You want to do the same thing. Keep moving so that the cannon doesn't hit you. When you can, jump up and pop him once with Fire Storm. Keep moving and hitting him until the cannon and the cockpit cover break off.

Damage:

```

Weapon	Hits
Arm Cannon	28
Hyper Bomb	28
Super Arm	--
Rolling Cutter	10
Thunder Beam	7
Ice Slasher	28
Fire Storm	7

```

Now it's time for form two. From here on in, all of the games will have multiple forms of Dr. Wily. There is no best weapon here. I recommend sticking with Fire Storm since you can hit from afar. When you run out of Fire Storm, use Thunder Beam. This is weird. He'll fire these plasma shots that circle around. With each circle, they'll get closer to you. Jump over them when they're near you and they're low to the ground. At this point, you want to fire at the jewel where the cannon was last time. This gets complicated when Wily is close to you. Continue jumping over his shots like you normally would. If you're really having trouble, ignore the shots and concentrate on getting all the Fire Storm shots in. The Genesis version's Wily takes less Fire Storm shots to be defeated. Once Dr. Wily goes down for the final time, you've beaten the game!

Damage:

```

Weapon	Hits
Arm Cannon	28
Hyper Bomb	--
Super Arm	--
Rolling Cutter	9
Thunder Beam	7
Ice Slasher	28
Fire Storm	7

```

<----->  
And for a damage summary:

\*-----\*

```

| BM - Bombman |
| GM - Gutsman |
| CM - Cutman |
| EM - Elecman |
| IM - Iceman |
| FM - Fireman |
| RM - Rock Monster |
| MC - Megaman Clone |
| PB - Protobubbleman |
| W1 - Wily form one |
| W2 - Wily form two |
| AC - Arm Cannon |
| HB - Hyper Bomb |
| SA - Super Arm |
| RC - Rolling Cutter |
| TB - Thunder Beam |
| IS - Ice Slasher |
| FS - Fire Storm |
| 1 - One hit to kill |
| 2 - Two hits to kill |
| And so on |
| -- - Cannot be hit |

```

To clarify, Wily form one is when you are fighting Wily's machine but you cannot see him (cockpit is closed). Form two is when the cockpit is opened and you can see that the doctor is in.

Also remember that the stats for Protobubbleman are the amount of hits required to destroy an individual bubble; not the whole thing. To get that stat, multiply the number given by seven.

In the cases where a "--" is in the Hyper Bomb column, that means that Hyper Bomb cannot reach the foe. If a "--" is in the Super Arm column, there were no Super Arm Blocks (either in the boss room or elsewhere within the stage).

Note: I'm told that some robot masters have more/less resillience to some weapons. As such, this chart is only for the Genesis version of Megaman. The NES version is in that guide (when it's updated).

|   | W  | E  | A  | P  | O  | N  |    |    |
|---|----|----|----|----|----|----|----|----|
|   | AC | HB | SA | RC | TB | IS | FS |    |
| B | BM | 14 | 28 | -- | 14 | 14 | -- | 7  |
|   | GM | 14 | 3  | 28 | 28 | 28 | -- | 14 |
|   | CM | 28 | 14 | 2  | 28 | 28 | -- | 10 |
|   | EM | 28 | 14 | 7  | 3  | 28 | -- | 28 |
| O | IM | 28 | 7  | -- | 14 | 3  | -- | 28 |
|   | FM | 14 | 28 | -- | 14 | 14 | 7  | 28 |
|   | RM | 14 | -- | -- | 14 | 7  | -- | 14 |
| S | MC | 28 | 14 | -- | 14 | 14 | 14 | 14 |
|   | PB | 8  | 2  | 1  | 8  | 4  | -- | 8  |
|   | W1 | 28 | 28 | -- | 10 | 7  | 28 | 7  |
| S | W2 | 28 | -- | -- | 9  | 7  | 28 | 7  |

```

=====
= 2.03.02: Master Weapons =
=====

```

Here's the basic format:

Weapon : Weapon Name (weapon abbreviation)  
Received From: Robot Master defeated/stage found  
Color Scheme : Megaman's colors when he has the weapon equipped.  
Uses : How many times you can use the weapon before its energy expires.  
Description : What it's like.

This is followed by an ASCII diagram indicating what the weapon looks like in use.

--

Weapon : Arm Cannon (P)  
Received From: Start with it.  
Color Scheme : Blue and light blue  
Uses : Infinite  
Description : You shoot three small pellets. They can damage each enemy by at least one bar of life. By three small pellets, I mean that three can be on the screen at a time; you only fire one pellet per shot.

-----  
Diagram 2.03.02a |  
-----

M o o o

-----  
M - Megaman |  
o - Arm Cannon shot |  
-----

--

Weapon : Hyper Bomb (B)  
Received From: Bombman  
Color Scheme : Green and white  
Uses : 14  
Description : You toss a cartoon-style bomb in an arc. If the bomb hits anything in the air or before it explodes, no damage will occur. When the bomb explodes, however, (1-2 seconds after it lands), it will explode leaving an explosion radius that is pretty big (a little wider and higher than Megaman). This weapon could be the best weapon in the hands of a skilled player. Remember to use the arc to your advantage (i.e. platforms)

-----  
Diagram 2.03.02b |  
-----

B B  
B EBEEE  
M EEBEE  
EEEEEE

-----

M - Megaman |  
B - Bomb (intact) |  
E - Explosion |

---

--

Weapon : Super Arm (G)  
Received From: Gutsman  
Color Scheme : Tan and white  
Uses : 28  
Description : You can use this to pick up certain blocks. You can determine which blocks you can pick up by touching them with the Super Arm equipped (they'll flash). Once you've picked the block up by "firing," you can walk around with it and throw it at an enemy. When the block hits a wall, floor, or enemy it'll break into four smaller pieces that cause just as much damage. If Super Arm Blocks were more abundant, this weapon would be much more useful. Note: you cannot ascend/descend ladders with a block in your hands. This weapon is very strong and can destroy almost any regular enemy with one hit.

---

Diagram 2.03.02c |

---

                  |b  
BBBBBBBBBBBBBB| b  
M                  bb

---

M - Megaman |  
B - Block (large, intact) |  
| - Randomly placed wall |  
b - Block (small, broken) |

---

--

Weapon : Rolling Cutter (C)  
Received From: Cutman  
Color Scheme : Grey and white  
Uses : 28  
Description : You toss a scissor-like blade that flies out a little ways and then returns to you like a boomerang. While it's not the strongest master weapon, its rate of fire is considerably high. In the Genesis version, the blade can only hit one time between its going out and coming back; the NES version allows for as many hits as it can get.

---

Diagram 2.03.02d |

---

CCCCCCCCC  
M          C  
cccccccccc

---



Weapon : Fire Storm (F)  
Received From: Fireman  
Color Scheme : Red-orange and yellow  
Uses : 28  
Description : You fire a fireball. Additionally, Megaman is temporarily encircled by fireballs that are just as damaging as the one that Megaman shot! This is an underrated but invaluable asset for this weapon. The shield does not last long, nor does it block weapons, but it is more effective than the actual fireball.

-----  
Diagram 2.03.02g |  
-----

```
fff
fMf FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
fff
```

-----  
M - Megaman |  
F - Fireball |  
f - Shield |  
-----

--

Weapon : Magnet Beam (M)  
Received From: Elecman (found; see section 2.03.03)  
Color Scheme : Blue and light blue  
Uses : 14  
Description : A small platform is extended. You can jump on this platform. Additionally, if you hold down the fire button, the bridge will extend. It can go very far. The farther it goes, however, the more it "blinks," and you tend to lose track of where/when the platform ends.

-----  
Diagram 2.03.02h |  
-----

Step one:

```
>M< ---
m
M
```

Step two:

```
 M

```

Or

Step one:

M-----

Step two:

M

-----

-----

M - Megaman |  
m - Megaman in the air |  
>M< - Megaman while firing |  
- - Platform/bridge |

-----

=====  
= 2.03.03: Items =  
=====

With the exception of the Magnet Beam, these items can either be found in the stage or are dropped by enemies after they're destroyed.

Magnet Beam - See above. It allows you to create platforms. This is the only item for which a location will be listed. This is taken from the walkthrough for Elecman's stage after the halfway point.

At the top of this ladder, jump on to the ledge up here and walk to the right. Jump down onto the small block. If you're feeling daredevilish, jump to the niche to your left to grab an energy capsule. The hard part is getting back out again, so be sure that Megaman doesn't hit his head and fall down. Jump to the block to your right. Jump from here to the next block and make your way up the last three remaining blocks. Jump from the top to the ladder and climb up.

More Watchers here. Take them out from the ground and then ascend the right ladder. Go right to find some more Elec Beams. When the lower Elec Beam is gone, jump as high as you can and then press up. You'll be on top of the ladder. Run left and climb halfway up this ladder. Wait for the top Elec Beam to go out, climb up the rest of the way, run right, and then climb up the ladder.

There's a Super Arm Block that you could take out if you wanted to switch sides, but believe me, we don't. Wait here for a second to cause some Watchers to appear (better to take them out now than on the ladder). Destroy them and climb up the ladder. At the top, go all the way left and climb this ladder. Go right and use the Super Arm to get rid of the three Super Arm Blocks in your way. Once they've been cleared away, you'll find the Magnet Beam!

Energy Pellet - A small yellow pellet that restores about three or four bars of Megaman's life.  
Energy Capsule - A large yellow capsule that restores a little less than one-third of Megaman's life.  
Weapon Energy Pellet - A small pellet that is the color of your current master

weapon. It restores about three or four bars of your master weapon's energy. If you have no master weapon equipped, no energy will be gained.

- Weapon Energy Capsule - A large capsule that is the color of your current master weapon. It restores a little less than one-third of your master weapon's energy. If you have no master weapon equipped, no energy will be gained.
- Point Pellet - A small blue/orange pellet that gives you no visible points. At the end of the stage, all of the pellets you have are added up. That total is multiplied by 1000 and those are the points that you get from the point pellets. So if you get four throughout the course of the stage, once you defeat the boss, you get 4000 points plus the clear points for that stage plus whatever other points you picked up.
- Yashichi - Found only in Dr. Wily Stage Four following the lifts from Gutsman's stage, this item refills your health, master weapons, and gives you 100,000 points. Nice!
- Extra Life - This looks like Megaman's head. This will give you an extra life, meaning that you can die an extra time before getting a game over and having to start the stage over from the stage select screen.

=====  
= 2.03.04: Secrets =  
=====

There aren't really any secrets since all of the glitches have been corrected. The Magnet Beam isn't one. It's required. Maybe the Yashichi (see above).

=====  
= 2.03.05: Enemies/Damage =  
=====

Here I list the enemies, where you can find them, the best weapon to use to defeat them, \*MEGAMAN SPECIAL\*: points, and the amount of damage that each weapon does. Note that if "--" is the damage, that means that the weapon does not hurt the foe. If "-\*" is there, that means that the enemy is frozen/stunned by the attack (they still cannot be touched without taking damage). As with the last time, the "hits" column lists the amount of hits that it takes the given weapon to destroy the enemy.

NOTE: The enemy being frozen can be a good thing. Freeze them (especially if they have shields like Met Miners and Sniper Joes), switch to the Arm Cannon, and fire away!

NOTE: The weaknesses can also be the best weapon to use against the enemy regardless of damage.

NOTE: This does not cover obstacles such as the Rolling Cutter building (Cutman) and the Elec Beams (Elecman) nor does it cover bosses.

Also, if the location is followed by a set of parentheses with a color inside, that means that the enemy has several colors and the color in parentheses corresponds to the color of the enemy on the given stage.

The enemies are listed in alphabetical order. These might not be the official names.



Enemy : Blader  
Location : Gutsman (green), Cutman (blue)  
Description : A small circle with propellers on its bottom. It swoops at you and travels in groups.  
How to Defeat: Fire a shot at it when it swoops at you.  
Weakness : Thunder Beam  
Points : 500  
Damage :

```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1
-----	-----
```

--

Enemy : Bullet Bill  
Location : Bombman, Fireman, Dr. Wily Stage One, Dr. Wily Stage Three  
Description : Our friends from the Mario series. These guys just fly in a wavy pattern, usually in a succession (one goes off-screen, another comes on). When they're destroyed, they explode. The explosion can hurt you. They always come from the right side of the screen.  
How to Defeat: Fire at them at any point. Be sure to be a good distance away.  
Weakness : Fire Storm  
Points : 800  
Damage :

```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1
-----	-----
```

--

NOTE: This enemy is two parts: head and body. In points and hits, the head's values precede those of the body.

Enemy : Crazy Razy  
Location : Iceman  
Description : A green robot. If you destroy his body, the head will act like a Blader. As we know, this is not good. Always aim for the head.  
How to Defeat: Shoot one shot at his head.  
Weakness : Arm Cannon

Points : 1000, 100  
Damage :

```

Weapon	Hits
Arm Cannon	1, 1
Hyper Bomb	1, 1
Super Arm	--
Rolling Cutter	1, 0
Thunder Beam	1, 1
Ice Slasher	-*, 1
Fire Storm	1, 1
-----	-----
```

--

Enemy : Fire Tackle  
Location : Fireman  
Description : A fireball. These are sent up from the lava in groups of three.  
They descend down upon you.  
How to Defeat: Avoid or shoot with one shot.  
Weakness : Arm Cannon  
Points : 200  
Damage :

```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	--
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1
-----	-----
```

--

Enemy : Flying Metool  
Location : Bombman, Cutman  
Description : A Metool in a round shell. It comes from the right side of the  
screen. It will stop to open up and fire in all directions.  
Following this, it will close and go on its way.  
How to Defeat: Hit it when its shell is opened (firing mode)  
Weakness : Fire Storm  
Points : 800  
Damage :

```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
```

```
| Fire Storm | 1 |

```

--

Enemy : Flyin' Penguin  
Location : Iceman, Dr. Wily Stage Three  
Description : A penguin with a propeller for a nose. Like Bullet Bills, these guys come from the right side in a steady onslaught.  
How to Defeat: Fire one shot at it.  
Weakness : Arm Cannon  
Points : 500  
Damage :

```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	--
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

```

--

Enemy : Hopper  
Location : Gutsman (blue), Cutman (red), Elecman (red), Iceman (red), Dr. Wily Stage One (red-orange)  
Description : A large robot with one eye. He jumps around trying to land on you. He can do a normal jump or a high jump. It's best to just run under him when he is in a high jump (Ice Slasher!) but if you really want to... (these guys can hurt a lot)  
How to Defeat: Blast him with everything you've got. He is often outside of boss gates so you get cornered often. If this happens, run under him.  
Weakness : Super Arm/Hyper Bomb  
Points : 9000  
Damage :

```

Weapon	Hits
Arm Cannon	20
Hyper Bomb	4
Super Arm	3
Rolling Cutter	20
Thunder Beam	5
Ice Slasher	-*
Fire Storm	20

```

--

Enemy : Metool  
Location : Gutsman  
Description : A classic enemy. He hides under a hard hat. He'll shoot three shots that slope up, straight, and down.

How to Defeat: Get near him to make him come out from under his hard hat and fire. Blast him now.

Weakness : Arm Cannon

Points : 500

Damage :

```

Weapon	Hits
Arm Cannon	1
Hyper Bomb	1
Super Arm	--
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1
-----	-----
```

--

Enemy : Met Miner

Location : Gutsman

Description : A large Metool with a shield and a pickax. He attacks like a combination of a Sniper Joe and a Hammer Bro. (Super Mario).

How to Defeat: When he begins to throw picks at you, run towards him while firing. When you get near to him, run back, turning around to fire occasionally. Repeat this. Be careful; his picks deflect your attacks.

Weakness : Hyper Bomb/Fire Storm

Points : 1500

Damage :

```

Weapon	Hits
Arm Cannon	10
Hyper Bomb	1
Super Arm	--
Rolling Cutter	10
Thunder Beam	5
Ice Slasher	-*
Fire Storm	1
-----	-----
```

--

Enemy : Pea Shooter

Location : Bombman (orange), Cutman (red), Dr. Wily Stage Two (blue)

Description : A turret implanted into a wall. Often found in groups. It will open up to fire a shot in four different directions and then close again.

How to Defeat: Shoot at the Pea Shooter when it is open.

Weakness : Thunder Beam

Points : 200

Damage :

```

Weapon	Hits
Arm Cannon	1
-----	-----
```

|                |    |
|----------------|----|
| Hyper Bomb     | 1  |
| Super Arm      | 1  |
| Rolling Cutter | 1  |
| Thunder Beam   | 1  |
| Ice Slasher    | -* |
| Fire Storm     | 1  |

-----

--

Enemy : Popper  
 Location : Bombman, Dr. Wily Stage Two  
 Description : A large capsule that pops up from gaps. It will explode, raining four smaller pieces down upon you. Standing in the right place will allow you to avoid all of the pieces.  
 How to Defeat: You can't.  
 Weakness : N/A  
 Points : N/A  
 Damage :

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | --   |
| Hyper Bomb     | --   |
| Super Arm      | --   |
| Rolling Cutter | --   |
| Thunder Beam   | --   |
| Ice Slasher    | --   |
| Fire Storm     | --   |

-----

--

Enemy : Screw  
 Location : Bombman (red), Cutman (blue), Elecman (red), Dr. Wily Stage One (red)  
 Description : An enemy that resembles a screw. It'll jump at you. Usually found in groups.  
 How to Defeat: Blast it once when it jumps into the air.  
 Weakness : Thunder Beam  
 Points : 300  
 Damage :

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 1    |
| Hyper Bomb     | 1    |
| Super Arm      | 1    |
| Rolling Cutter | 1    |
| Thunder Beam   | 1    |
| Ice Slasher    | -*   |
| Fire Storm     | 1    |

-----

--

Enemy : Screw Turret  
 Location : Bombman (blue), Fireman (blue), Dr. Wily Stage Three (red), Dr.

Wily Stage Four (blue)

Description : A small turret implanted within the ground or ceiling. It will fire in five directions (see: diagram 2.02.01a).

How to Defeat: Hop over the shots and hit the turret while it is up to fire. If it's on the ceiling, jump up and hit it before the turret can even come down to fire.

Weakness : Hyper Bomb/Thunder Beam

Points : 500

Damage :

```

Weapon	Hits
Arm Cannon	3
Hyper Bomb	1
Super Arm	1
Rolling Cutter	1
Thunder Beam	1
Ice Slasher	-*
Fire Storm	1

```

--

Enemy : Sniper Joe

Location : Bombman

Description : A green robot with a shield and a gun. He'll jump up and down while firing at you. If you try to run past him, he'll just jump ahead of you.

How to Defeat: Fire at him when he is jumping or when he is firing at you.

Weakness : Hyper Bomb

Points : 1000

Damage :

```

Weapon	Hits
Arm Cannon	10
Hyper Bomb	1
Super Arm	--
Rolling Cutter	5
Thunder Beam	3
Ice Slasher	-*
Fire Storm	5

```

--

Enemy : Spike Bot

Location : Bombman (orange), Elecman (orange), Iceman (blue), Fireman (blue)

Description : A small robot with spikes on it. It goes back and forth on platforms and will speed up when you are on the same platform as the Spike Bot is.

How to Defeat: Use a master weapon and hit it at any time.

Weakness : Rolling Cutter

Points : 200

Damage :

-----

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | -*   |
| Hyper Bomb     | 1    |
| Super Arm      | 1    |
| Rolling Cutter | 1    |
| Thunder Beam   | 1    |
| Ice Slasher    | -*   |
| Fire Storm     | 1    |

--

Enemy : Suzy  
Location : Bombman (red), Cutman (red), Iceman (pink), Dr. Wily Stage Two (blue), Dr. Wily Stage Three (red)  
Description : An eyeball with a suction cup attached to each side.  
How to Defeat: Blast it a few times at any given point.  
Weakness : Thunder Beam  
Points : 300  
Damage :

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 5    |
| Hyper Bomb     | 1    |
| Super Arm      | 1    |
| Rolling Cutter | 1    |
| Thunder Beam   | 1    |
| Ice Slasher    | -*   |
| Fire Storm     | 1    |

--

Enemy : Watcher  
Location : Elecman, Wily Stage Four  
Description : Green pod that extends the eyeballs on either side when it becomes level with you. It then fires electricity. These guys come in packs of six: three from the left side that are descending from the top; three from the right side that are ascending from the bottom.  
How to Defeat: I recommend staying on the ground. If you want to, climb the ladder (Watchers are always near ladders) and hold the directional pad in the direction that the Watchers are coming from. Either way, shoot them before they have a chance to shoot you.  
Weakness : Arm Cannon  
Points : 400  
Damage :

| Weapon         | Hits |
|----------------|------|
| Arm Cannon     | 1    |
| Hyper Bomb     | 1    |
| Super Arm      | 1    |
| Rolling Cutter | 1    |
| Thunder Beam   | 1    |

```
| Ice Slasher | -* |
| Fire Storm | 1 |

```

```
=====
= 2.03.06: FAQ =
=====
```

1Q: Can I beat the first Dr. Wily stage without the Magnet Beam?

1A: No. Die enough to get a game over and then revisit Elecman's stage.

2Q: Why are there only six robot masters in this game?

2A: I've always thought it was because Wily didn't account for Megaman and Protoman resisting.

3Q: Oh boy! Damage charts and maps for all eight Megaman games!

3A: That's not a question.

```
=====
= 2.03.07: Maps =
=====
```

Now for a note about the maps. I put them in to further help you navigate your way through this game. I map the terrain and the enemies. Here's a universal key (not including the enemies; those are in the stage keys):

```

| - - Ground or other impenetrable barrier |
| | - Wall |
| ~ - Water |
| <-/-> - Normally followed by FP/BB. This indicates the direction |
| of oncoming enemies like the Bullet Bill |
| EP - Energy pellet |
| EC - Energy capsule |
| WEP - Weapon energy pellet |
| WEC - Weapon energy capsule |
| lup - Extra life |
| S - Spikes |
| = - Stacked - Boss gate |
| TO X - Where X can be any letter. Go to the map of that letter |
| FROM X - This is where the map continues from the last one |
| Start - Beginning of the stage |
| Boss - A boss |
| Goal - End of the stage |
| |-| - Ladder |

```

Exceptions/additions are indicated in the level map and apply for that level only.

Also, the maps aren't meant to be a guide. They're approximate and made to give you an idea of the level.

This is my first shot at full-level ASCII maps in case you couldn't tell.

Bombman  
-----

Map:





| - |

| - |

-----

```

| | PS | - | |
| | | - | - ---
	PS	-	-			
		-			----	-
	PS	-	-			-
		-	----		-	
	PS	-	EC		-	
 ----- | | - |

```

SSSSSSSSSS

FROM

B

\*\*\*\*\*

\*\*\*\*\*

===

=D=

===

```

 -- -- -- --
 <-BB | | | | PS | | PS | | TO
 -- | | --- | | --- | | --- | | E
SJ | | | - - - | | | | | - - - | |
----- | | | | | | - - - | | | | | |

```

| - |

| - |

FROM

C

\*\*\*\*\*

\*\*\*\*\*

===

=E=

===

FROM

D

TO

F

```

 <- BB | - |
 | - | | - | | | |
 | - | ---- | SB | - |
 | - || | ---- | - |
 | - || ---- | | |
 | - || SB | |
 | - || ----- -- | |
 | - || | | | |
 | - || ----- | |
 | - || -- --- | |
 | - || SB | | |

```

-----

\*\*\*\*\*

\*\*\*\*\*

===  
=F=  
===

TO G <- BB

```

-
-
-
-
-
-
-
-
-
-----|-|
SSSSSS |-|

```

FROM E

\*\*\*\*\*

\*\*\*\*\*

===  
=G=  
===

```

-- --
<- FM
-- -- TO H

```

```

-- -----
|-| |SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS
|-| |
|-| |

```

\*\*\*\*\*

\*\*\*\*\*

===  
=H=  
===

```

 | | || |
 |-| | ||
 |-| | ||
FROM G |-| |
 |-| | ||
 |-| | ||
 |-| | ||
 |-| | ||
 |-| | ||
 |-| | ||

 |

```

```

TO =
I =
=
SJ =

|

```

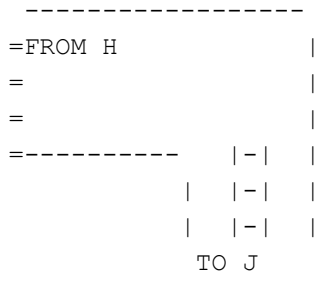
\*\*\*\*\*

\*\*\*\*\*

===

=I=

===



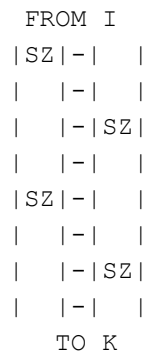
\*\*\*\*\*

\*\*\*\*\*

===

=J=

===

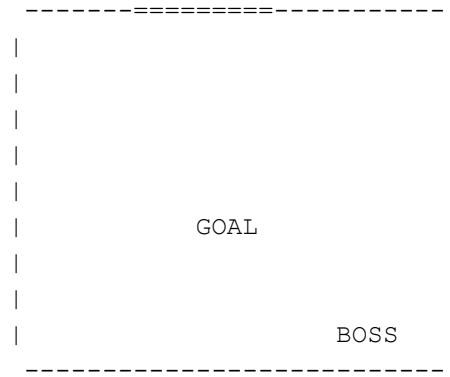
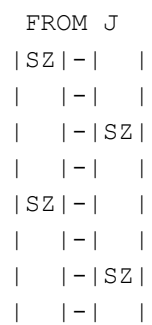


\*\*\*\*\*

===

=K=

===



\*\*\*\*\*

Gutsman

-----

Map:

Key:

```

| MT - Metool |
| = - Lifts - Solid spots where the lift is up |
| - - Lifts - Non-solid spots where the lift drops |
| MM - Met Miner |
| BL - Blader |
| HP - Hopper |
| SA - Super Arm Block |

```

Remember that the Super Arm Blocks will also take up the space directly below them.

```

===
=A=
===

```

```

 ----- TO B
 (LIFTS)
 MT |

 MT |

 MT |

START

```

```


===
=B=
===

```

```

FROM
A
--- O=====0
 0-----0
 0=====0 ----- TO C

```

```


===
=C=
===

```

```

-- --
| | | |

```



```
|EPEP | | |
--- WEP | | |
| --- | | |
|SS| | | |
-- | TO | | TO |
 | G | | G |
```

\*\*\*\*\*

\*\*\*\*\*

===
=G=
===

```
 |FROM| |FROM|
|----- F --- F |
|
| --- |
|lup | | |
--- | | |
| | | |
| | | |
| | | |
| --- |
WEP SS
TO
H
```

\*\*\*\*\*

\*\*\*\*\*

===
=H=
===

```
| FROM
| G
|
|
|
|
|

|

HP
```

\*\*\*\*\*

\*\*\*\*\*

===
=I=
===

```
|
|
|
|
```

```

= = BOSS |
= = GOAL |
= = |
= M M M M = |
----- -- SA SA |
 |

```

\*\*\*\*\*

Cutman  
-----

Map:

Key:

```

| SA - Super Arm Block |
| BL - Blader |
| PS - Pea Shooter |
| SC - Super Cutter (Rolling Cutter Building) |
| BS - Screw |
| FM - Flying Metool |
| SZ - Suzy |

```

\*\*\*\*\*

====  
=A=  
====

```

 SA BL SA BL SA

|-| |-| BL |-| |-| --- BL | |
|-| SA BL |-| SA -- | | TO
|-| START SASA |-| SASA | | | B

```

\*\*\*\*\*

\*\*\*\*\*

====  
=B=  
====

```

 TO C
 | |-||
 | |-||
 -|-||
 |-||

FROM A PS ||-| | |
 ||-| ----- |
 ||-| | |
 -- ||-| | |
 | | ||-| PS| |
 | ----- ||-|----- - |
 | | | |

```



```
|

===
=C=
===

 FROM C FROM C TO D
 |-----|
 | - |
 | - |
 | - |
 | - |

 PS |

 |
 PS |

 |
 ---- |
 | - | |
 | - | -
 | - |
 | - |
TO | - |
B -----
 - | - |
 | TO | | - |
 B FROM B
```

```


===
=D=
===

 FROM E TO E
 | - |
 | - |
 | - |
 -----|
 PS |

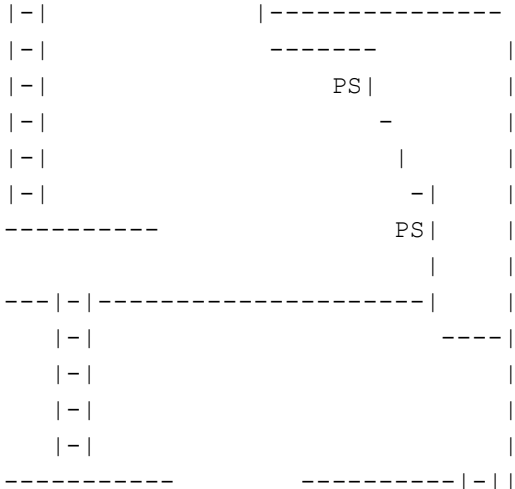
 |
 | - | --
 | - | |
 | - | --
 | - |
 PS | | - |
 | - |
 | - |
 | - |
 | - |
 | - |
 | - |
 | - |
 | - |
 | - |
 | PS
TO -- TO C
C | |
 |-----| - |
 - | - |
 FROM C
```

```


===
=E=
```

===

FROM F TO F



TO D

| PS | | - |  
TO D FROM D

\*\*\*\*\*

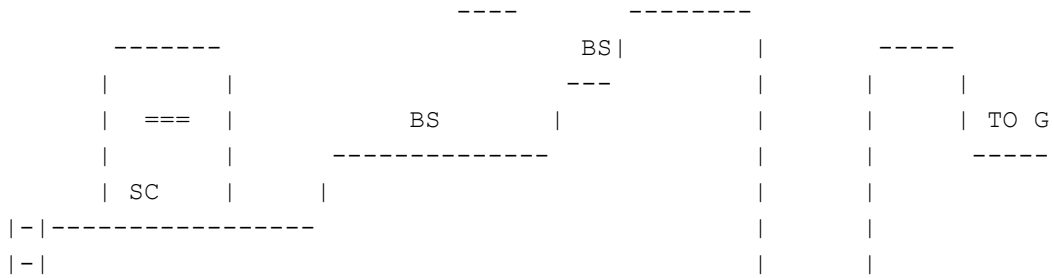
\*\*\*\*\*

===

=F=

===

BS SA



TO E FROM E

\*\*\*\*\*

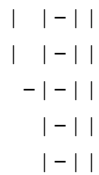
\*\*\*\*\*

===

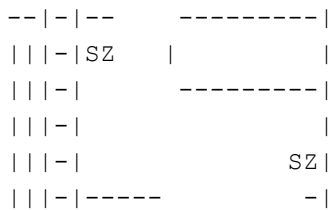
=G=

===

TO H



FROM F



----

| SZ | |  
-----

\*\*\*\*\*

\*\*\*\*\*

===  
=H=  
===

TO I  
| | - | |  
| | - | |  
| | - | |  
| ---- SZ ---- |  
| | |  
| SZ ---- |  
| ---- | - | -- ---- |  
| | - | SZ SZ |  
| | - | |  
| | - | SA |  
----- | - | |  
| - | |  
FROM G

\*\*\*\*\*

\*\*\*\*\*

===  
=I=  
===

TO J  
| | - | | |
| | - | |  
| | - | |  
| | - | |  
| | - | SZ |  
| | - | |  
| | - | SZ ---- |  
| | - | | |  
| | - | ---- |  
| SA | | |  
| ---- | |  
| | SZ ---- |  
| | SZ |  
----- | - | |  
| - | |  
FROM H

\*\*\*\*\*

\*\*\*\*\*

===  
=J=  
===

TO K  
- | - | -----

```
	-	SZ		
	-	SZ		
-----	-	---		
SZ	-			
	-			
	-	SA SZ		
SZ -----				
| - |-----| | |
| - |
FROM I
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=K=
===
```

```
|
|
|
| ----- BL
| | | BL BL
	-----	-----
	===	
	SC	
-	-	-----
FROM J TO L TO L
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=L=
===
```

```
|
| -- FROM K FROM K
| | | - |
		-
	-	
-----	-	-----
----- <- FM		
--- ---		
-----	-	-----
	-	
	-	
```

\*\*\*\*\*

\*\*\*\*\*

===  
=M=  
===

```

 FROM L FROM L
| | - | |
| | -
| |
| |----- SSS
| | ---
| |-----
| |
| |
|----- <- FM
|
| --- ---
|
|
| - |-----SSSSSSSSSSSSSSSSSS

```

TO N

\*\*\*\*\*

\*\*\*\*\*

===  
=N=  
===

```

| | - | |
| | - | |
| ---
| =
| =
| SASA = TO O
|----- =
| | ---
| | SASA HP |

```

\*\*\*\*\*

\*\*\*\*\*

===  
=O=  
===

```

|
|

= ST =
= FROM = GOAL
= N =
= ST ST =

SASA BOSS

```

\*\*\*\*\*

Elecman

-----

Map: (oh boy. 21 screens)

Key:

\*-----\*

- | SB - Spike Bot |
- | WT - Watcher |
- | HP - Hopper |
- | RS - Screw |
- | ~ - Elec Beam |
- | EB - Elec Beam Shooter |
- | SA - Super Arm Block |
- | MB - Magnet Beam |

\*-----\*

About the Watchers: There are always six and they always start off-screen. As such, I'm just going to write them as if they were halfway through their movement.

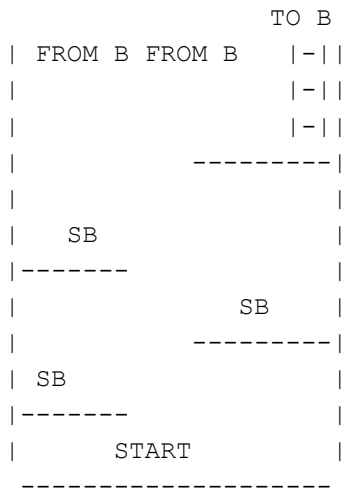
About the Elec Beams: I draw them fully extended. The shooters are within blocks that are occasionally within walls. Also, if the beam fires and appears to interrupt the ladder, the beam just goes across the ladder.

\*\*\*\*\*

===

=A=

===



\*\*\*\*\*

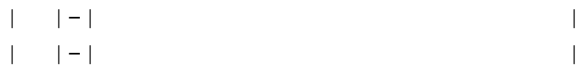
\*\*\*\*\*

===

=B=

===

TO C



```

| |-| FROM C|
| --- |
| | | EC |
| | | -----|
| | | SB |
| | --- |
| ----- |
| |
SB

TO A TO A FROM A

```

\*\*\*\*\*

\*\*\*\*\*

===  
=C=  
===

```

F TO D FROM D
|R |-| |
|O |-| |
|M |-| |
| --- |
|D| | |
| | | -----|
| | | SB |
| | --- |
| -----EB~~~~~|
| |
| --EB~~~~~|
| |
|-----|-|-|-----|-|-|
| |-| | | |-|
| FROM B TO B TO A

```

\*\*\*\*\*

\*\*\*\*\*

===  
=D=  
===

```

 TO E
	-	
WT	-	
	-	
WT	-	
WT	-	
	-	
	-	WT
	-	
	-	
	-	WT
	-	
	-	WT

```

```
|TO |-|-----|-| TO C |
| C |-| |-| |
 FROM C
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=E=
===
```

```
 TO F
	-			
WT	-			
	-			
WT	-			
WT	-			
	-			
	-	WT		
	-			
	-			
	-			
	-	WT		
	-			
	-	WT		
TO	-	-----	-	TO D
D	-		-	
 FROM D
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=E=
===
```

```
TO G TO G
|-| |-|
|-| |-|
|-| |-|
--- |-|
 |-|
 4 |-|
 |-|
 3 --
 1
 2 --
 |-|--
 |-| |
TO E FROM E
```

```

| 1 vanishes shortly after 3 appears |
| 2 vanishes shortly after 4 appears |
| 3 vanishes right when 1 reappears |
```



| 4 vanishes right when 2 reappears |  
\*-----\*

\*\*\*\*\*

\*\*\*\*\*

===  
=G=  
===

TO H

```
-		
-		
-	- - - -	
-		
-		
-		
-			
		-	
		-	- - -
		-	
		-	
- - - - - -			

WEPWEPWEP 4321	-		
	-	-----	
	-		
	-	-----	
FROM F TO F FROM F
```

\*-----\*  
| 1 vanishes shortly after 3 appears |  
| 2 vanishes shortly after 4 appears |  
| 3 vanishes right when 1 reappears |  
| 4 vanishes right when 2 reappears |  
\*-----\*

\*\*\*\*\*

\*\*\*\*\*

===  
=H=  
===

TO I

```
-
-
-
-
```

--

--

--

```
| |
| - | - - - -
| - | | EC
```

--

|-|  
TO FROM  
G G

\*\*\*\*\*  
\*\*\*\*\*  
====  
=I=  
====

TO J TO J  
|-| | | |-| |  
|-| | | |-| |  
|-| WT | | |-| |  
WT |-| | | |-| |  
|-| | | |-| |  
|-| | | |-| |  
|-| WT | | |-| |  
|-| | | |-| |  
|-| | | |-| WT |  
|-| -- |-| WT |  
|  
WT |  
-----|-|-  
|-|  
FROM H

\*\*\*\*\*  
\*\*\*\*\*  
====  
=J=  
====

TO K TO K  
|-| | | |-| |  
|-| | | |-| |  
|-| | | ~~~~~~EB |  
SB |-| | | -|-|-----|  
----- | | -|-|-----|  
SB | | -|-| |  
-----| | -|-| |  
| | ~~~~~~EB  
SB |-----|-| |  
----- | | -|-| |  
---|-----|-| |  
| | | -|-| |  
--|-|- | | -|-|-----|  
| |-| | | -|-| |  
TO I | |-| | | -|-| |  
FROM I FROM I

\*\*\*\*\*  
\*\*\*\*\*  
====  
=K=  
====

TO L TO L



| - | ---  
FROM L

|| - ||  
FROM L

\*\*\*\*\*

\*\*\*\*\*

===  
=N=  
===

TO O

TO O

```
-					-	
-					-	
-					-	
-					-	
-				~~~~~~EB		
-					-	
~~~~~EB |-----|   | - |   |  
| - |   ||   |   | - |   |  
| - |   ||   |   | - |   |  
| - |   || - |-----|  
~~~~~EB | - |-----|  
| - | || - | |
| - | || - | | | | |
|---|---|---|---|---|---|---|---|
| | - || | || - ||
| | - || | || - ||
FROM M FROM M
```

\*\*\*\*\*

\*\*\*\*\*

===  
=O=  
===

TO P

```
| - | | |
| - | |-----|
| - | |
| - | RS |
| - | |-----|
| - | | |
| - | |-----|
 | | RS SA |
~~~~~EB | - |-----|  
TO | - |-----| | - |  
N ~~~~~EB -----| - |  
| - |           |   | - |  
| - |           |   | - |  
| - |           |   | - |  
| - |           |   | - |  
| - |           |   | - |  
FROM N           FROM N
```

\*\*\*\*\*

\*\*\*\*\*

===  
=P=  
===

TO Q

| - |  
| - |  
| - |  
| - |  
| - |

--

--

-----

|  
| - | -  
| - |  
| - |

---  
| EC

--

--

--- -- --

TO FROM

O O

\*\*\*\*\*

\*\*\*\*\*

===  
=Q=  
===

TO R

| - |  
| - | |  
| - |  
| - |  
| - |  
| - |

-----

|  
|

----

|

---

EB~~~~~

|

EB~~~~~

|

|

|

----- | - | TO |

| - | P |

FROM P

\*\*\*\*\*

\*\*\*\*\*

===  
=R=  
===

|  
|  
|

----

=

= TO

= S

HP =

-----

TO Q | - | -----  
| - |  
FROM Q

\*\*\*\*\*

\*\*\*\*\*

===  
=S=  
===

TO T

| | - | |  
| | - | |  
| | - | |  
| | - | |  
| | - | |

-----  
=  
= FROM  
= R  
=  
-----

\*\*\*\*\*

\*\*\*\*\*

===  
=T=  
===

TO U

| | - | |  
| | - | |  
| | - | |  
| ~~~~~~EB  
| | - | |  
| | - | |  
| | - | |  
| ~~~~~~EB  
| | - | |  
| | - | |  
| | - | |  
| ~~~~~~EB  
| | - | |  
| | - | |

FROM S

\*\*\*\*\*

\*\*\*\*\*

===  
=U=  
===

TO V

| | - | |  
| | - | |  
| | - | |







```

|  || | | |
|  ||      5 |
|  || |
|  ||2      4| | 1 vanishes shortly after 3 appears |
|  ||      3 | | 2 vanishes shortly after 4 appears |
|  ||      1 | | 3 vanishes shortly after 5 appears |
|  || |
|  ||~~~~~| | 4 vanishes shortly after 6 appears |
|  ||~~~~~| | 5 vanishes shortly after 7 appears |
|  || |
| TO ||      SB | | 6 vanishes shortly after 8 appears |
| E  ----- | | 7 vanishes shortly after 1 reappears |
| | | | | 8 vanishes shortly after 2 reappears |
| | | | |
| | | | |

```

\*\*\*\*\*

\*\*\*\*\*

```

===
=E=
===

```

```

|FROM|
| D |
|  | 10      11      -----
|  | | | | |
8  |-----|-----| X
| 9 | | | | | TO
| 7 | | | | | F
| 6 | | | | | X
| 5 | | | | |
| 1 | | | | |
| 2 | 3 | 4 | | |
|---|---|---|---|---|
| SB | | | | |
|-----|-----|

```

\*-----\*

```

| 1 appears at the same time as 8 |
| 1/8 disappear when 3/10 appears |
| 2 appears at the same time as 9 |
| 2/9 disappear when 4/11 appears |
| 3 appears at the same time as 10 |
| 3/10 disappear when 6 appears |
| 4 appears at the same time as 11 |
| 4/11 disappear when 7 appears |
| 5 disappears soon after 7 appears |
| 6 disappears soon after 1/8 appear |
| 7 disappears soon after 2/9 appear |
|-----|

```

\*\*\*\*\*

\*\*\*\*\*

```

===
=F=
===

```

```

| X | | | | | <- FP |
| | | | | | |
FROM | | | | | | |
E X X ---- | | | | |
| | | | | | |

```

| |  
| |  
| |  
| |  
| |

| | | |  
| |-----| |  
| | lup | |  
| |-----| |  
| | | TO |  
| | | G |

\*\*\*\*\*

\*\*\*\*\*

====  
=G=  
====

-----  
| | FROM |  
| | F |  
|-----|  
| |  
| |  
| WEP WEP WEP EP EP EP |  
|-----|  
|-----|  
| |  
| |  
| |-----|  
| TO |  
| H |

\*\*\*\*\*

\*\*\*\*\*

====  
=H=  
====

| FROM |  
| G | |  
| | |  
| | ==  
| | ==  
| | == TO I  
| | ==  
| |-----|  
| HP | |  
-----

\*\*\*\*\*

\*\*\*\*\*

====  
=I=  
====

-----  
| |-----| |  
| | | |  
| | | |  
| | | BOSS |

```

==                               ==    GOAL    |
-----|-----|
-----|-----|

```

\*\*\*\*\*

Fireman

-----

Map:

Key:

```

*-----*
| ST   - Screw Turret   |
| FT   - Fire Tackle    |
| BB   - Bullet Bill    |
| SB   - Spike Bot      |
| V/</> - Fire Storm     |
| ~    - Fire Beam      |
| FB   - Fire Beam Shooter |
| F    - Fire Pillar    }
*-----*

```

Assume that holes are filled with lava.

Note on Fire Beams: Fire Beam Shooters are blocks (you can step on them) in a wall.

Note on Fire Pillars: I list them like they're extended.

Note on Fire Beams: I list them like they're extended.

Note on Fire Tackles: I list them as being in the lava. They shoot up. They always come in triplets but only one is noted on the maps.

\*\*\*\*\*

===

=A=

===

```

                                                    TO B
                                                    |-|
                                                    |-|
                ST      ST      ST      |      | EC
                |      |      |      |      |----|-----|-----| | | |
|---|---|---|---|---|---|---|---|---|---|
|-|          | |          | -||    ---          |-----|-----|
|-|          | |          | -||    |          |-----|-----|
|-|          | |          | -||--          |-----|-----|
|-|      ST      | |      ST      | -||          |-----|-----|
-----|-----|-----|-----|-----|-----|-----|-----|
                | -|| | | -|          |-----|-----|
                | -|| | | -|          F          |-----|-----|
                | -|| | | -|          F          |-----|-----|
                | -|| | | -|          F          |-----|-----|
START          | -|| | | -|          --          |-----|-----|
-----|-----|-----|-----|-----|-----|-----|-----|
                                                    FT | | -----

```

\*\*\*\*\*

\*\*\*\*\*

===

=B=  
===

```
TO C
| | - | | |
| | - |
| | - |
| F ----- | - |
| F | - |
| F | - |
| EPF F | - |
| --- F | - |
| | F -- | - | --- |
| | EPF | - |
| --- | - |
| | | - |
----- | - |
FROM A
```

\*\*\*\*\*

\*\*\*\*\*

===  
=C=  
===

```
|
| WEC WEC F |
| ----- F |
| | | F F | | | | | | | |
| F | | F F |
| F | | ----- F -- |
| F F | | | F | |
| F F | | FB~~~~~ | -FB~~~~~ | -- |
| | - | ----- F ----- | | -- |
| | - | | F | | | -- | ----- |
| | - | | F ----- FB~~~~~ | | | EPEPEP |
| | - | -- ----- -- | | --- ----- |
| | - | | | | | | | | |
TO FROM B | | |
B | | | TO D TO D
```

\*\*\*\*\*

\*\*\*\*\*

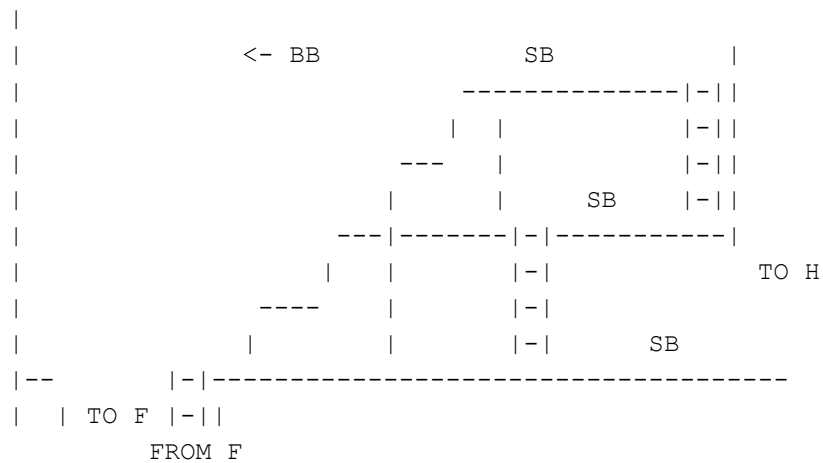
===  
=D=  
===

```
----- | | - |
| | | | | - |
| | ----- | - |
| | | | - |
| | | | - |
| | | | - |
| | ----- | - |
| | | | - |
| | | | - |
| --- F F |
| F F |
```



=G=

===



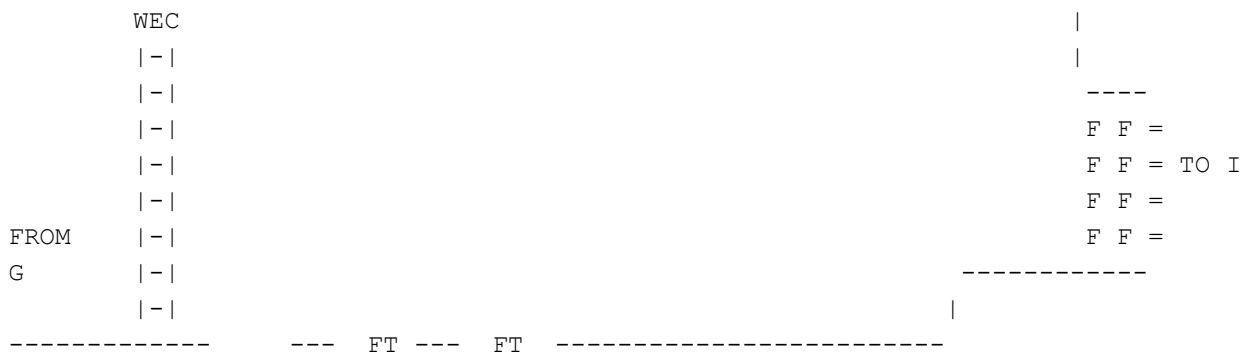
\*\*\*\*\*

\*\*\*\*\*

===

=H=

===



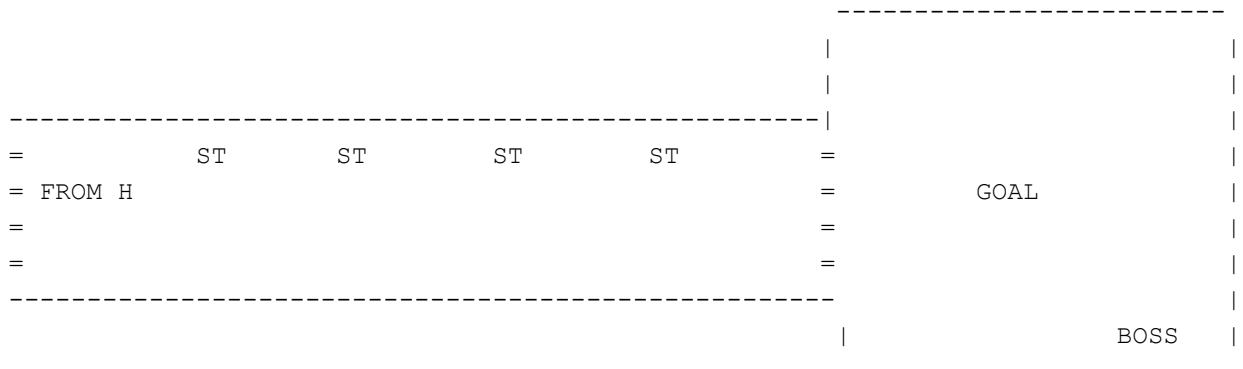
\*\*\*\*\*

\*\*\*\*\*

===

=I=

===



\*\*\*\*\*

Dr. Wily Stage One

-----

Map:

Key:

```

*-----*
| HP - Hopper                |
| RS - Screw                  |
| BB - Bullet Bill           |
| = - Place Magnet Beam platform here |
| F - Fire pillar            |
| SA - Super Arm Block       |
| X - Eyeball platform       |
*-----*

```

```

*****
===
=A=
===

```

```

                ---          ---
                |  |          HP |  |
START          ---  ---          ---  ---          TO B
                |          |          |          |
                HP          HP          |          |
-----

```

```

*****
*****
===
=B=
===

```

```

                TO C
                ----|-||
                |  |-||
                ---  |-||
                |  F ---|
                |  ----  --- F|  |
                |          F|  |F|  |
                ----- F --- F|  |F|  |
FROM          F|  |F|  -  |
A          SA SA SA  -- F|  |F|  |
          SA -- SA  |  |F|  -  |
-----|  |-----

```

```

*****
*****
===
=C=
===

```

```

TO D
||-||
||-||          -----
||-||          | EC          |
||-| -----          -----
||-|          |          | |
||-|          -----          |
||-|          ---  |-||

```

```
||-| | ||-||
      --- ||-||
          ||-||
      --- ||-||
          ||-||
          ||-||
          -- --||-||
SSSSSSS| | |SSSSS| ||-||
                FROM B
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=D=
===
```

```
-----
| | EC RS RS SASA |
|-----|
| | | | | | |
|---|---|---|---|---|---|
| | RS |
| |-----|
| | |
| RS RS RS | | SA SA SA |
||-|-----||-||
||-| | -||
FROM C TO E
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=E=
===
```

```
 | FROM D |
 |-----|
 | |
 |-----|
 |
 | <- BB |
 |
 |-----|
 | | | | |
 |----- SSSS| |SSSS| |SSSS| |
 |-----|
 |
 |-----|
 ||-|-----|
 ||-|
TO F
```

\*\*\*\*\*

\*\*\*\*\*

```
===
=F=
===
```





Dr. Wily Stage Two

Map:

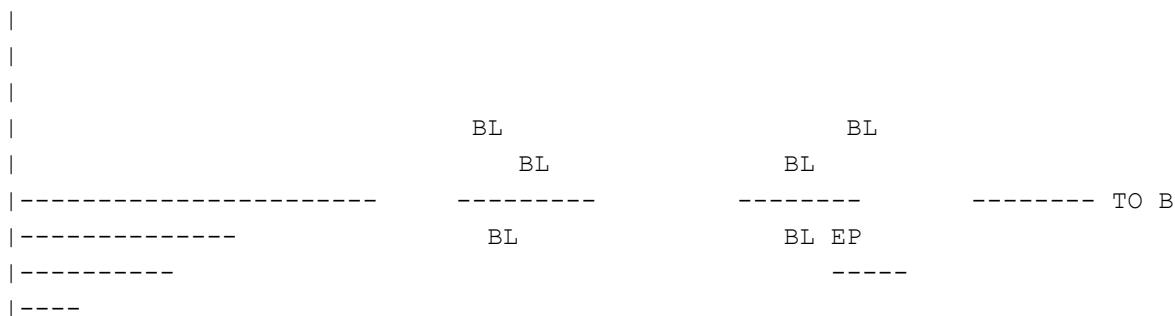
Key:

- \*-----\*
- | BL - Blader |
- | ST - Screw Turret |
- | CM - Cutman |
- | EM - Elecman |
- | PO - Popper |
- | SZ - Suzy |
- | ~ - Fake floor |
- \*-----\*

Note: Fake floors in boss rooms are only fake once the boss is defeated.

\*\*\*\*\*

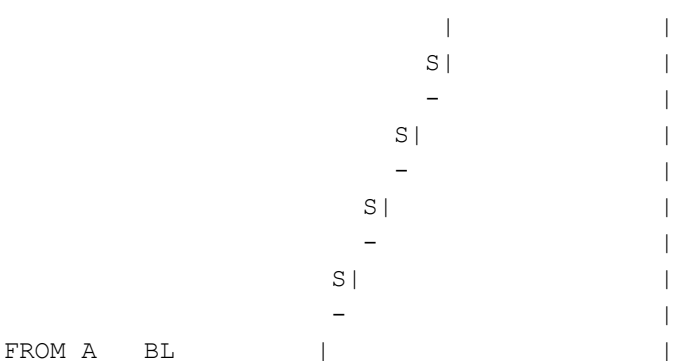
===  
=A=  
===



\*\*\*\*\*

\*\*\*\*\*

===  
=B=  
===



BL BL

WEPWEP

BOSS

CM

TO C

\*\*\*\*\*

\*\*\*\*\*

===

=C=

===

FROM B

|  
S|

-

S|

-

S|

-

S|

-

|

EPST

ST

WEPWEP

BOSS

EM

TO D

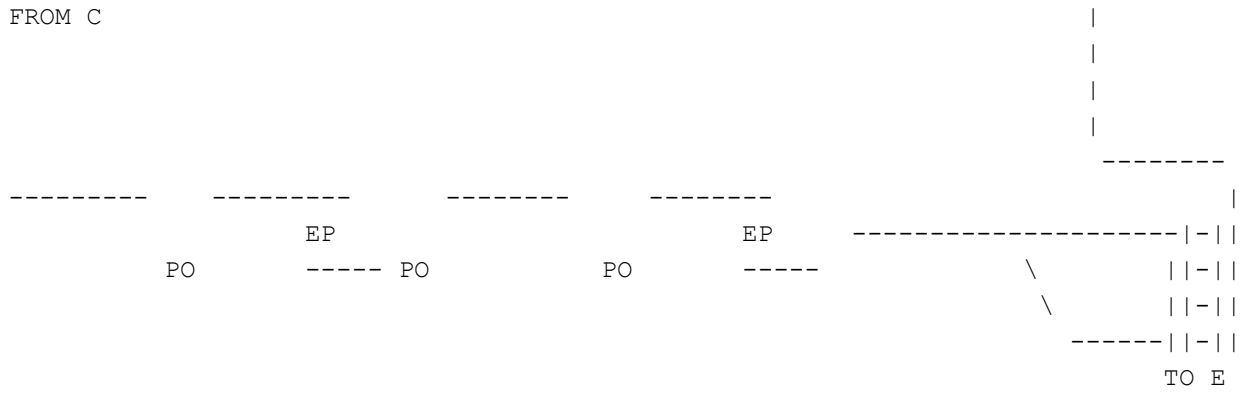
\*\*\*\*\*

\*\*\*\*\*

===

=D=  
===

FROM C

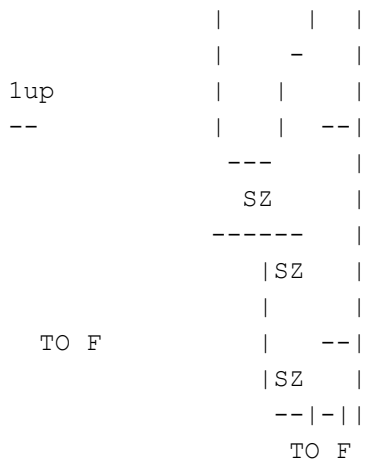


\*\*\*\*\*

\*\*\*\*\*

===  
=E=  
===

FROM D

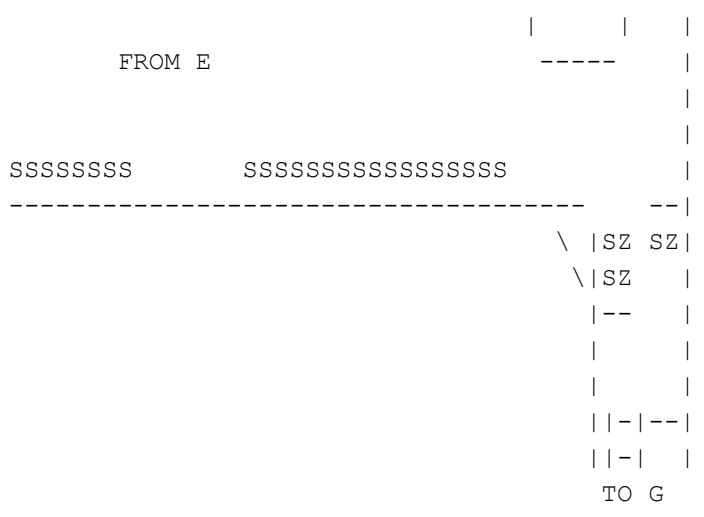


\*\*\*\*\*

\*\*\*\*\*

===  
=F=  
===

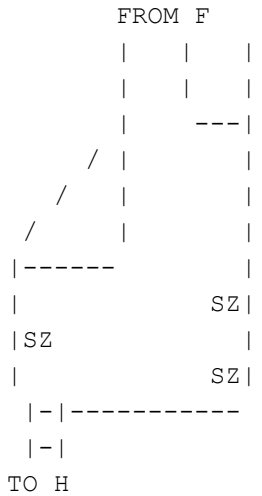
FROM E



\*\*\*\*\*

\*\*\*\*\*

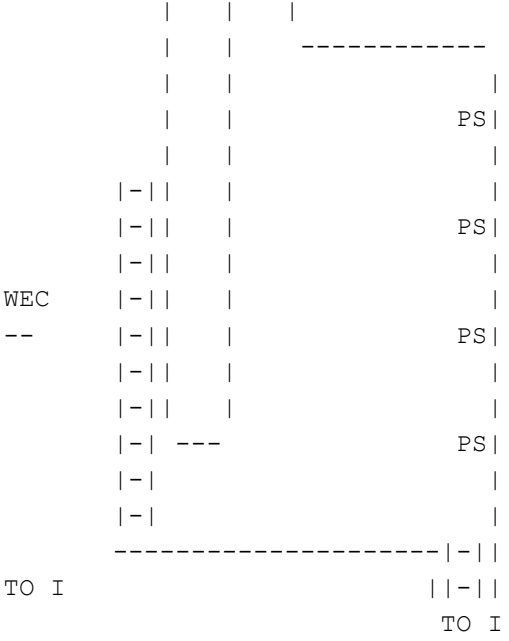
===  
=G=  
===



\*\*\*\*\*

\*\*\*\*\*

===  
=H=  
===

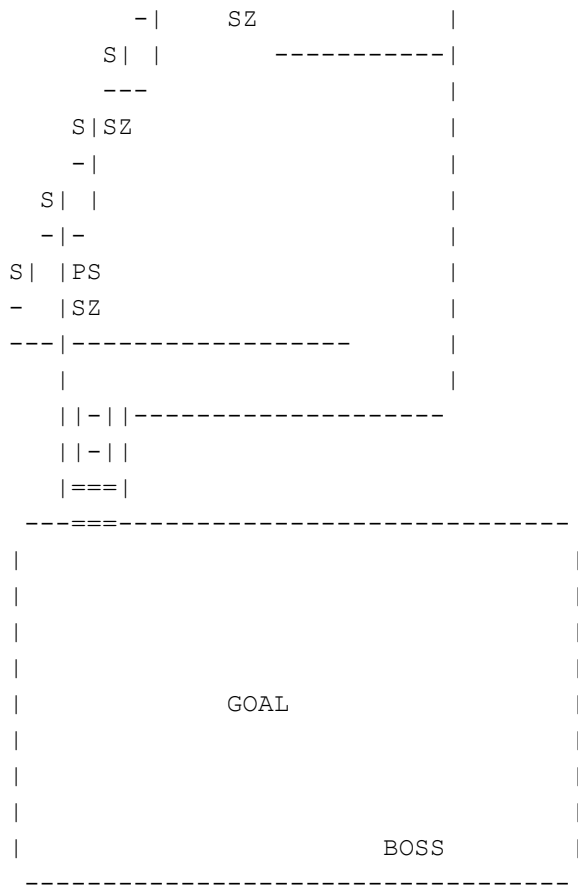


\*\*\*\*\*

\*\*\*\*\*

===  
=I=  
===





There is a bigger gap than there should be. This is due to the slope of the spikes.

\*\*\*\*\*

Dr. Willy Stage Three

-----

Map:

Key:

- ```

*-----*
| SZ - Suzy      |
| ST - Screw Turret |
| FP - Flyin' Penguin |
| BB - Bullet Bill |
| { - Water starts here |
| SA - Super Arm Block |
*-----*

```

Note on Bullet Bills, Flyin' Penguins, and the water tunnel: I put <- BB where the Bullet Bills stop (same with the Flyin' Penguins). Once in the tunnel, everything is approximate.

\*\*\*\*\*

```

===
=A=
===

```

-----

```
          SZSZ
-----
          |SZ
          |
          TO B
```

\*\*\*\*\*

\*\*\*\*\*

===
=B=
===

```
          FROM A
          |
          |
          |
          |
          |
          |
          |SZ
          |SZ
          |SZ
          |
          TO C
```

\*\*\*\*\*

\*\*\*\*\*

===
=C=
===

```
FROM B
|
|
|-----
|
|          ST
|
|
|
|SZ
|SZ
|
|          |SZ
          TO D
```

\*\*\*\*\*

\*\*\*\*\*

===
=D=
===

FROM C

```
| |
| |
| |
| |
| |
| |
| |
| |
| SZ -----
| SZ |
  TO E
```

\*\*\*\*\*

\*\*\*\*\*

===
=E=
===

```
  FROM D
| |
| |
| |
| -----
| |
| | {
| | { TO F
| | {
| -----
```

\*\*\*\*\*

\*\*\*\*\*

===
=F=
===

-----
FROM E TO G

\*\*\*\*\*

\*\*\*\*\*

===
=G=
===

-----
 <- FP
FROM F TO H

\*\*\*\*\*

\*\*\*\*\*



===  
=H=  
===

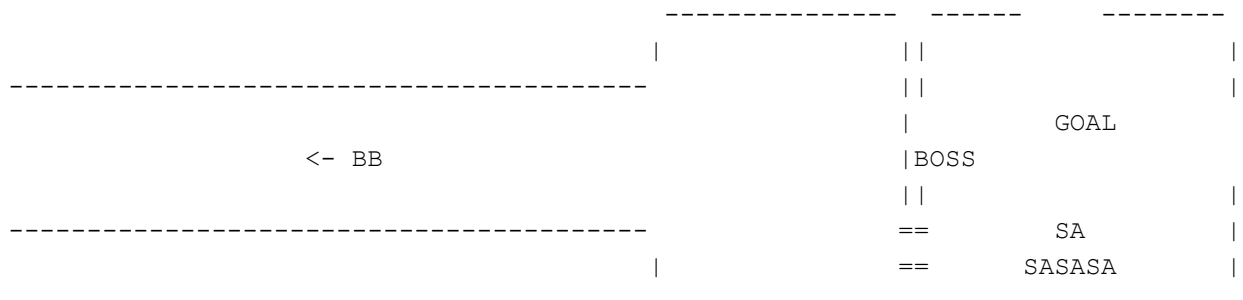
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Dr. Wily Stage Four

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Map:

Key:

- ```
*-----*
| WT - Watcher      |
| ST - Screw Turret |
| BM - Bombman      |
| FM - Fireman      |
| IM - Iceman       |
| GM - Gutsman      |
| SA - Super Arm Block |
| YC - Yashichi     |
| TL - Teleporter   |
| = - Lifts - Solid |
| - - Lifts - Drop  |
*-----*
```

About the Watchers: There are always six and they always start off-screen. As such, I'm just going to write them as if they were halfway through their movement.

About the teleporters: With the exception of the first one, you can only enter them after the boss is defeated.

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||-| WT            |
||-| WT            WT |
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||-| WT            WT |
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||-|                |
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= 2.03.08: Ending =  
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Once you've destroyed the machine, Wily falls out and begs for mercy. While you're getting your 200,000 clear points, he disappears. The game cuts to a mountain backdrop with the opening song from Megaman 2 playing. The text, now legendary, goes thusly:

"Megaman has ended the evil domination of Dr. Wily and restored the world to peace. However, the never ending battle continues until all destructive forces are defeated. Fight, Megaman! For everlasting peace!"

Megaman starts running left towards the city. The day goes by as the credits roll under you. When it's nighttime in the city, Megaman turns back into Rock. When he reaches the lab, Dr. Light and Roll are waiting for him. Rock jumps higher than he does when he has to (during the game when robots are firing at him) and you get the "Thank you for playing!" message.

=====  
= 2.03.09: SPECIAL: Points Guide =  
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With every fiber of my being, I believe this to be the first points guide for this game. Megaman lost its point system in the second game. It's very underrated. I always enjoyed it. Alright, a few notes.

- You know the old saying, "Only shoot for one goal at a time?" You shouldn't have. I just made it up. Anyway, don't go for, say, beating the game without taking a hit when trying to rack up a lot of points. I'm cautious when I beat the game without taking a hit. I don't hit all of the enemies that I could.
- That said, don't get a game over. Game overs reset your score.
- Collect as many point pellets as you can.
- The clear points, with the exception of Dr. Wily's stage's clear points, are

random. Hope for high numbers!

- There are no time bonuses. Check the chart below. Defeat a high-point enemy, scroll away, and then come back to destroy it again. If you want to be cheap.
- Set goals. I try to get 1,000,000 points per game. I can get more. Another old cliché: "If you shoot for the moon, you will land among the stars."
- Ignore the Floridian contradicting himself.
- Use the master weapons to your advantage.
- Each Dr. Wily stage (with the exception of the final one) will give you 100,000 clear points. The final one will give you 200,000.
- Grab the Yashichi! It's worth a whopping 100,000 points!

MASTER POINTS CHART:

```
-----  
| Enemy/Item | Points |  
|-----|-----|  
| Blader | 500 |  
| Bullet Bill | 800 |  
| Crazy Razy (head) | 1000 |  
| Crazy Razy (body) | 500 |  
| Fire Tackle | 200 |  
| Flying Metool | 800 |  
| Flyin' Penguin | 500 |  
| Hopper | 9000 |  
| Metool | 500 |  
| Met Miner | 1500 |  
| Pea Shooter | 200 |  
| Screw | 300 |  
| Screw Turret | 500 |  
| Sniper Joe | 1000 |  
| Spike Bot | 200 |  
| Suzy | 300 |  
| Watcher | 400 |  
| Yashichi | 100000 |  
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=====  
= 2.03.10: No-Hit Game Tips =  
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This section is designed to help you get through the game without taking a hit. While this is not -- at the moment -- a full walkthrough for such a feat, it does give you tips on how to pull 'er off.

Megaman is one of the harder games in the series to beat without taking a hit. This is due in part to Hoppers and Bladers. This is because the Hoppers are unpredictable in their jumping patterns. Bladers come in such patterns as to screw you up. First thing is first, though. I spent a lot of time thinking about a good order in which to do this (I personally use the regular order but there are better ways). I thought about this in the shower -- a good place to think. And that's life lesson number two from this FAQ. See? I teach! I taught about genocide in Chrono Trigger!

As for the boss order, I capitalize the names of the bosses for those who do not want to see my long-winded explanations. Each stage will have some tips involved. General tips will follow. There is something that I must emphasize, however:

WHATEVER CRAZY STUNTS YOU ATTEMPT TO PULL, DO NOT ATTEMPT TO DO THIS UNLESS

YOU ARE SKILLED AT THIS GAME. AND BY SKILLED, I MEAN BEING ABLE TO FIGHT ELECMAN WITHOUT CRY- I mean WITHOUT TAKING A HIT. THAT IS AS HARD AS IT WILL GET. IF YOU TRY THIS WITHOUT SKILL, I CLAIM NO RESPONSIBILTY FOR ANY INJURIES (such as death, which really makes life hard) INCURRED DURING YOUR ADVENTURE.

Start with ICEMAN. There are few dangers in this level that cannot be taken out by the Arm Cannon quickly. The only trouble spots that you'll run into are the vanishing blocks (due to the Spike Bots awaiting you) and the eyeball platforms. It is always best to avoid the Spike Bots in the water. This is easy. When dealing with the vanishing blocks, however, there is a GOOD chance (credit goes to Murphy's Law) that you'll land on the Spike Bot. Make sure you know where the blocks will be. When fighting Iceman, just hit him with the Arm Cannon. When he is running towards you (to get too close for comfort), jump over him and run to the other side of the room. This is the easiest level.

You'll want to continue your trek with GUTSMAN. I held off on Gutsman due to the Hopper awaiting you at the end of the stage as well as a few Bladers. I'll reiterate this later, but USE THE ICE SLASHER! When a Met Miner lowers his shield, fire away. Switch to your Arm Cannon and have some easy pickin's. Remember that, since you are not taking any hits -- and therefore not dying -- wasting time getting powerups is unnecessary. As such, speed through the chasms near the end to avoid a fight with Bladers. Freeze the Hopper while he is in midair and run under him. When fighting the Metools, try and get them before they shoot. If all else fails, make a tiny hop over their shots. Dealing with Gutman is very tricky. For the most part, stand on the Super Arm Blocks on the left side of the room. When he nears those blocks (this is tricky), get a running start, wait for him to have just hopped, and jump over him, running to the other side of the room. Jump when he chucks a block at you and continue your assault. Hopefully you will not have to jump again. If you do, it's very difficult to pull off. Jump over him once he lands. Get a running start and don't jump until you are very close. If you had to jump over him here, you should not have to jump over him again. Even if you do, you can just repeat the process.

At this point, you can pretty much go straight. CUTMAN is your next target. At the start, grab the Super Arm Block and toss it at the oncoming Bladers. As always, ignore the powerups. Use the Super Arm Blocks to your advantage! The Flying Mets might also present a problem in that they fire in so many directions. While it could prove to be harder inasmuch as you have to deal with the Flying Mets for so long, it is imperative that you take the long path when you've got the choice. Taking the easy path relies on your getting hit by a Flying Met as a failsafe in case you miss the platform and hit the spikes. You will almost certainly hit this Flying Met so don't risk it. When you reach the Hopper at the end, freeze him with the Ice Slasher and then pick up the Super Arm Blocks. Chuck three Super Arm Blocks at the Hopper to destroy him. As for the gate, fire three shots and run towards the first Screw Turret. The shots should hit it as soon as it comes up (at least one anyway). Jump over the Screw Turrets shots and wait for it to come up again. To screw it over forever (or until you go offscreen), attack a few more times to destroy it. As soon as the second Screw Turret appears, jump and fire at it. When it's destroyed, repeat the process used for the first Screw Turret on the third and enter the gate to fight Cutman. This fight isn't as easy as if you were just trying to beat the game. As soon as the fight starts, grab a Super Arm Block and hightail it to the other end of the room. Turn around, jump over the Rolling Cutter that Cutman probably shot at you, and wait for Cutman to jump. When he does so, take a little hop and throw the block. Run over to the second Super Arm Block and repeat the process.

ELECMAN's stage goes in a completely different direction. USE THE ROLLING

CUTTER ON ANY SPIKE BOTS THAT YOU SEE. This is important. The Watchers should be dealt with as usual. When you reach the second path split (the first being on the vanishing blocks where the alternate path yields a few weapon energy pellets), take the left way instead of the right way that was used in the walkthrough. This is easier because you don't worry about Elec Beams; just Spike Bots who can be destroyed with Rolling Cutter. When you reach the second Super Arm Block (to go to the other side), be sure to cut over to the right. It is very important that you have the Magnet Beam for the next stage so get it. The only other important thing here is the Hopper. As soon as you reach the final screen before the gate, climb to the top of the ladder and freeze the Hopper regardless of where he is. Now switch to your Arm Cannon and blast him. If he unfreezes before you destroy him, freeze him again. The battle with Elecman is a battle where the following formula that I just mad- I mean, the following TIME TESTED, FULLY LEGIT, and MATHMATICALLY PROVED formula can apply here:

If  $x$  = your damage taken and  $t$  = the amount of time for which the battle as raged:

$$x = 0.1t$$

So you want to get it over with quickly. As soon as you enter, jump onto a Super Arm Block. Jump over his Thunder Beam and then hop off and fire a Rolling Cutter. Avoid his other attacks and nail him two more times.

Now that we've got the Magnet Beam, let's proceed to FIREMAN's stage. Be sure to use the Ice Slasher when dealing with fire pillars. Take your time. This is important in a stage that rains fire. When you get to the > fire section, use the Magnet Beam to skip over it.

Finally let's hit BOMBMAN's stage. The Red Screws are your main problem here. Have Fire Storm equipped during this stage. When you deal with Screw Turrets, blast 'em with the Thunder Beam. Be sure that, when possible, you refill Fire Storm. When you get to the Flying Met, let him fire once. Jump onto the platform and then blast him once with Thunder Beam. The major problem in this stage is, of course, Sniper Joe. Your best bet lies in the Ice Slasher. Freeze him when he drops his shield, switch to the Arm Cannon, and fire away! Bombman himself is easy if you don't let him trap you in a corner. Use Fire Storm and fire at him when he lands. If he traps you in a corner, jump over the bomb while Bombman is in the air above you and activate the Fire Storm. The shield around you should hit Bombman. That's your best bet if you're cornered.

Now we proceed to the Dr. Wily stages. Since they are, for the most part, new versions of enemies whom you've fought in the past, I won't go in to too much detail. The walkthrough can help you with the new bosses.

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After the ending credits, the game will restart. Once again, go to Game Start and select Megaman 2!

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### III. Walkthrough - Megaman 2

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| 3.01: Basics |



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= 3.01.01: Story =  
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From the opening of the game:

In the year 200X, a super robot named Megaman was created. Dr. Light created Megaman to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Megaman.

In other words, this game changes Dr. Wily's wish from wanting to have world domination to wanting to destroy Megaman.

=====  
= 3.01.02: Boss Order =  
=====

Once again, for those who want a skeleton order.

|           |                                 |                       |
|-----------|---------------------------------|-----------------------|
| AIRMAN    | -> Use Arm Cannon               | -> Go to Crashman     |
| CRASHMAN  | -> Use Air Shooter              | -> Go to Flashman     |
| FLASHMAN  | -> Use Arm Cannon               | -> Go to Quickman     |
| QUICKMAN  | -> Use Time Stopper             | -> Go to Metalman     |
| METALMAN  | -> Use Quick Boomerang          | -> Go to Bubbleman    |
| BUBBLEMAN | -> Use Metal Blades             | -> Go to Heatman      |
| HEATMAN   | -> Use Bubble Lead              | -> Go to Woodman      |
| WOODMAN   | -> Use Atomic Fire/Crash Bomber | -> Go to Skull Castle |

I spent a great deal of time working on this order and thanks go to Brian Sulpher for listening to me ramble on about this. The order I've always used (it seemed logical to me since I'm decent and don't need 10,000 extra lives) was:

Metalman -> Flashman -> Quickman -> Woodman -> Airman -> Crashman -> Bubbleman -> Heatman

This makes the game a little harder but you've always got the robot master's weakness. A few flaws in this are:

- 1.) You don't get the most useful (arguably) (but underrated) weapon in the game anytime soon.
- 2.) You miss a lot of powerups.

There are many other orders that can be used that are logical. I've started with Flashman before and gone from there to Quickman and then to Metalman. I always had the Woodman -> Airman -> Crashman combo. I never thought to break that up. I've played through this game a whole one time with this order so this as good as it's gonna get. The order is logical, though, because:

- 1.) You get Air Shooter and Quick Boomerang at decent times.
- 2.) You do not miss any powerups (although some take some skill to get)
- 3.) The levels are a lot easier.

So here we go!

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= 3.01.03: Differences =
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- One of the most obvious is that there is no difficulty setting; it's always on Difficult.
- During the introduction, the game waits to start going up the building until all of the text is gone.
- Bosses' names appear next to them instead of below them.
- On Skull Castle Stage Three, there is a point where you have to use Item-3 to ascend a ledge. At the top of this ledge is a Metal Masher. On the NES version, the Metal Masher was right at the edge of the ledge so that, if you were to jump off when the Metal Masher was down, you'd get hurt. Now there is a small distance in between the edge of the ledge and the Metal Masher.
- For Skull Castle's map, the music doesn't start until you've got the points all lined up (as opposed to before).
- On Quickman's level, the red tint that appears on the wall when you fight the Fire Tossers is gone.
- Maybe it's just me, but it seems like you can move ahead of the Mecha Dragon in Skull Castle Stage One (or he could fall behind intentionally)
- In the Living Room of Death fight, the blocks that are about to form a robot are discolored for a second before they leave the wall (like in a cartoon).
- You can no longer make birds appear on the boss selected screen.
- Enemies are now on the foremost part of the screen. This is only a big deal on Airman's stage with the Bird Bombers that drop the eggs. It used to be that they'd fly behind the clouds. They do not now.

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| 3.02: Walkthrough |
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There's actually an Airman walkthrough in the instruction manual to Megaman 2. My goal is to be more detailed. It isn't that hard. So we start off with a copyright notice and then we cut to some text (see: section 3.01.01). After the text goes away, the screen starts to go up until we see Megaman standing atop a building, surveying the city. Press start and he'll put on his helmet and leave. Now it's time for the stage select! Go up one to Airman and let's get this thing started!

Before we begin, I want to take responsibility for something. For those familiar with my work, I am terrible at making up names. Protobubbleman and all the enemies in the next three games (with the exceptions of the Lighting Lords and Fan Fiends -- those are Capcom's, as per the Megaman 2 manual) are mine.

Let's pity my baby.

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= 3.02.01: Airman =
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Enemies: Hornette, Fan Fiend, Lighting Lord, Wormer, Bird Bomber, Hatchling, Airman

You teleport in onto a platform high up in the sky. Go right to meet a Horn Head. Horn Head's have two attacks. They've got the horn on their head (if you didn't figure that out) and they shoot out Hornettes, miniature version of the Horn Heads that fly around like a slower version of the Blader from Megaman. Let the Horn Head put its horns up. When it retracts its horns, jump onto its head. This is the only way to cross this expanse. Run to the right

side of the Horn Head and jump to the grey platform above you. Wait for the Horn Head below you to drop its horns before you jump over to it. During this time, Hornets will be flying at you. During this stretch, just ignore them. When this Horn Head drops its horns, go right and jump onto the small grey platform in front of you. Now you see a Horn Head above you. Wait for it to drop its horns (get the point?) and then jump to it. Run to the right and jump over to the next gray platform. Jump to the Horn Head to your right. Wait for it to lower its horns and then jump to the gray platform to the right. Jump over to the next Horn Head. Wait for it to lower its horns and then jump to the long gray platform to the right. Wait for a second. A Lightning Lord will come towards you. Lightning Lords travel in counter-clockwise circles. When he gets to you, blast him a few times with your Arm Cannon and then jump to his cloud. When the "Thunder Chariot" takes you to the right side of its cycle, you'll encounter another Lightning Lord. As soon as you think he's in range, start jumping and shooting. When he is destroyed (if the Thunder Chariot hasn't moved too far away), jump over to it. If it has moved too far away, it's better to be safe than sorry. Wait for it to come around again, dispose of the Lightning Lord, and jump to it.

When this Thunder Chariot gets to the right side of its cycle, wait for the Lightning Lord to be level with you and then blast it to bits. When it is destroyed, jump to its cloud. This Thunder Chariot will circle behind a cloud. Wait for it to fully emerge and then start the jumping and firing combination to destroy the oncoming Lightning Lord. Claim its Thunder Chariot. When this final Thunder Chariot reaches the right side of the screen, jump onto the ledge. Solid ground! Finally! Yeah! This victory is shortlived, sadly. A steady stream of Bird Bombers will begin to assault you now. Bird Bombers are birds with eggs clutched in their talons. The Bird Bombers themselves aren't a danger -- the Hatchlings are. The Bird Bomber will drop its egg payload to the ground (if it misses the ground and falls down a pit, the Hatchlings will not emerge). When the egg comes in contact with the ground, a swarm of Hatchlings will Hatchling (oh boy!). You'll have to hit them very fast. The best way to deal with these guys is to blast the egg before it reaches the ground. So go right, jumping and hitting the eggs as they fall. When you reach the far right side of the ledge (about four or five Bird Bombers later), you'll see that the screen ends abruptly. A cloud covers the platform at the end. When you've played video games for as long as I have, you learn to never trust a covered platform. Sure enough -- walk forward and fall down the hole that was covered by the cloud.

[Halfway point]

This next area is tiny. There are two Wormers (yeah, if you've got a better name that's got nothing to do with toothpaste, snakes, or boomerangs, let me know; I couldn't think of anything else) on this screen. You don't have to worry about these guys for this level. To Wormer (it's a long guide, folks) your way out, jump to the left to the first small grey platform. Fall off to the left and then jump over the grey block column. Upon landing to the left of the column, run left to fall down through the platform (crazy cloud).

You land on yet another long ledge that is covered in clouds. There's nothing hidden on this ledge so you're safe. Run to the right to find a Horn Head. It starts again. Wait for the Horn Head to lower its horns and then jump to it. Stand in the middle while fending off the Hornets. When the Horn Head that you're standing on drops its horns, run right and jump to the next Horn Head. Wait for it to lower its horns and then jump right to the grey platform.

Run to the right of the platform and jump to the next one. Jump from here to the next one. Whatever you do upon landing, KEEP PUSHING RIGHT. You'll encounter a Fan Fiend. He is trying to (there are a lot of sick jokes but I

will not use them) blow you away. So as you're running right, jump and fire at the Fan Fiend. When he is destroyed, hop onto his ledge and jump from that ledge to the ledge above you. Drop down to the right and jump over to the grey platform to your right. The Bird Bombers will return at this point, dropping their birdy fury upon you! Deal with them in the same manner as before -- destroy the eggs before they hit the ground. Never hit the Bird Bombers themselves; they'll drop the eggs. So jump to the next platform and then to the next small one. Wait here for a Bird Bomber to fly above the platform to your right and drop its egg. Destroy the egg and then claim that platform. Upon landing here, you'll feel the effects of another Fan Fiend. He is a platform away and you don't want to risk the gap, so start hopping and firing on your current platform. The Bird Bombers are your top priority, though, so keep an eye on them. Once you've destroyed this Fan Fiend, hop over to the next platform and jump from there to the one above you. The platform above this is home to yet another Fan Fiend so jump up there and charge him. Be sure to watch out for the Bird Bombers as you go! Jump to the right to depart from this platform. You might even want to fire a shot or two in midair. Run right and jump up the next two platforms. Jump across to the next grey platform and drop off to the right to land on yet another grey ledge. Run to the right to encounter the boss gate. Unlike Megaman 1, the boss gates in Megaman 2 are tiny little passages that function as a halfway point. So go through to encounter...

<----->  
BOSS: AIRMAN

Airman is a tough robot to defeat without taking a hit if you've got no master weapons. Since this is just to get you through the game, Airman makes a good starting 'bot for our purposes.

Airman has two attacks. His main one is to shoot out five or six tornadoes using his Air Shooter. You cannot shoot through these tornadoes. After a second or so, he'll blow the tornadoes at you. He'll repeat this two more times. At this point, he'll jump over you, turn around, and repeat the process from the other side of the room. The jumping thing is his second attack.

So the easiest way to defeat him is to jump over his tornadoes. When he shoots the tornadoes out, jump over any that are you in your way. Once you have a clear shot, fire away at Airman. While firing, you'll be blown back to the other side of the room. NOT THAT YOU WOULD EXPECT TOO MUCH DIFFERENT (i.e. a tea party) FROM A GUY WITH A LARGE FAN IN HIS MIDSECTION OR ANYTHING. Repeat this process until he jumps over you. When he jumps, he hops once and then does the huge jump. This is when he is the most vulnerable as there are no tornadoes. He pauses for a second upon landing so be sure to take advantage of this. This battle is mostly about finesse.

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IV. Walkthrough - Megaman 3  
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While I'm thinking about it...

[Note to self: mini-boss in Topman's stage = Top Cat]  
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Alright, I decided to skip ahead to this section. I now bring you what is, at the time of this writing, the most complete source of information for the Wily Tower!

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| 5.01: Basics |  
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= 5.01.01: Story =  
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There's really no story. After suffering three more crippling defeats at the hands of Megaman (I've read one version where this game takes place following Megaman II while Wily is still on a roll with the time machine), Wily takes refuge in his new tower with his three new robots guarding the tower: Buster Rod-G, Mega Water-S, and Hyper Storm-H! I've also read that those three robots were inspired by "Journey to the West" or "The Monkey King," two Chinese fables.

=====  
= 5.01.02: Boss Order =  
=====

It really doesn't matter since the bosses give you nothing. You start with all of the weapons...but I'll get into that prior to the walkthrough. The order I'll be using for this guide is top to bottom:

BUSTER ROD-G -> Use Gemini Laser -> Go to Mega Water-S  
MEGA WATER-S -> Use Hyper Bomb -> Go to Hyper Storm-H  
HYPER STORM-H -> Use Crash Bomber -> Go to Wily Tower

0~::~~::~~::~~::~~0  
| 5.02: Walkthrough |  
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Alright, here we go. When you choose a stage, you get to pick between 22 weapons and seven items. Of those, you can bring eight weapons and three items to each stage. I will list the weapons and items that will be useful to bring. So the stage select screen has three enemies on it. Start with the one on top: Buster Rod-G!

By the way, here is how you work the weapon select screen. Start by going left and choosing a blank space under "WEAPON." You will now go to the top menu. The default is Megaman 1. Press right to go to Megaman 2 and right again to reach Megaman 3. Here are the weapons in order from top to bottom and left to right (I give their two letter initial followed by the weapon name):

<- Megaman 1 ->  
- Weapon -

CU: Rolling Cutter  
GU: Super Arm  
IC: Ice Slasher  
BO: Hyper Bomb  
FI: Fire Storm

EL: Thunder Beam

<- Megaman 2 ->

- Weapon -

BU: Bubble Lead

AI: Air Shooter

QU: Quick Boomerang

WO: Leaf Shield

CR: Crash Bomber\*

FL: Time Stopper

ME: Metal Blade

HE: Atomic Fire

<- Megaman 3 ->

- Weapon -

SP: Spark Shock

SN: Search Snake

NE: Needle Cannon

TO: Top Spin

SH: Shadow Blade

MA: Magnet Missile

GE: Gemini Laser

HA: Hard Knuckle

\*During the game, its initial is CL. This is because the Japanese language has no difference between R and L. Some games call Crashman Clashman. It's still the Crash Bomber.

Once you choose one, go to the next blank and pick another weapon. Repeat this until you have eight weapons. Now go to "ITEM." Choose a blank space and pick between these:

Megaman 123

- Item -

MB: Magnet Beam

I1: Item-1

I2: Item-2

I3: Item-3

RC: Rush Coil

RM: Rush Marine

RJ: Rush Jet

We may not always use everything but they're there to help you. This game is very fun for playing around in so I use the master weapons a lot. The weapon select screen actually has logos of each of these weapons. It looks awesome.

=====  
= 5.02.01: Buster Rod-G =  
=====

Weapons:

1.) Fire Storm

2.) Thunder Beam

3.) Hyper Bomb

4.) Crash Bomber

- 5.) Quick Boomerang
- 6.) Metal Blade
- 7.) Air Shooter
- 8.) Hard Knuckle

Items:

- 1.) Rush Jet
- 2.) Magnet Beam
- 3.) Item-3

Alright, let's get started!

You're in a jungle. You start at the bottom of a ledge. On top of the ledge is a Hammer Joe. Above the Hammer Joe are two Pea Shooters. Equip Fire Storm and make small hops. When the Hammer Joe's eye is open, fire a Fire Storm shot at it. Three of these Fire Storms will destroy it. Now equip the Thunder Beam. Jump onto the edge of the ledge and wait for both of the Pea Shooters above you to open up. Fire the Thunder Beam to destroy them both. Now run to the right side of the screen, hop on the ladder, and ascend it.

Equip the Quick Boomerang and jump to the ledge to your left (be careful of the spikes below!). When you land, fire a Quick Boomerang to take care of the Helimet before it can do anything. Jump left to the ledge where it was and fire yet another Quick Boomerang to destroy the Helimet here. Jump to the ledge to your left and climb up.

When you enter this screen, two Cloud Bills from Snakeman's stage will be coming at you. They'll be above you, though, so equip the Air Shooter and take them both out from the ladder. Once they've been unclouded and sailed past, finish ascending the ladder. Jump across the three small ledges here and then jump to the brown tube below you. This is a cloud generator from Snakeman's stage. Wait for the cloud to start rising. At about this time, another Cloud Bill will be on an intercept course above you. Jump and fire an Air Shooter blast to take care of it. When the cloud platform reaches the top of the screen, jump right and land on another cloud generator. Jump down and to the right from here to land on yet another cloud generator. Wait for the cloud to come up. Let the cloud reach the height of the generator to your left and then jump off to the wooden pillar to the right. Equip Fire Storm again. Atop the pillar to your right is a Hammer Joe. Wait for it to open its eyes and then fire a Fire Storm shot at it. Repeat this two more times to destroy it. Jump over to the platform on which the Hammer Joe was standing. Time to fire the next Hammer Joe! Let it open its eye and then blast it the way you've blasted the previous two Hammer Joes. If you feel like playing around, let it release its hammer and then blast it with Air Shooter. Anyway, jump to the platform to your right and drop off it to the right. Equip the Quick Boomerang and head right. When the Helimet starts to take off, jump and fire a Quick Boomerang at it real quick. Jump to its ledge and repeat the process for the next Helimet. Jump to the final ledge, go right, and descend the ladder.

There's a Fan Fiend from Airman's stage here. He's got a lot better range it seems like. Your best bet is to equip the Hard Knuckle and go right. Drop off the ledge that you're on to land on a long wooden platform. Jump, fire a Hard Knuckle, land, run right, and repeat three times to destroy the Fan Fiend. Jump onto its platform and equip Air Shooter. Jump to the left and turn to the right as you begin to fall.

As soon as you land on the ground, fire one Air Shooter shot to take care of the three Bladers on this screen. Now you're free to jump up the three ledges here and fall off to the right.

Down here you encounter a Topper. Send a few Crash Bombs his way to knock him out. Destroy any tops that he released and then go left, jump onto the ledge, and fall down.

Now you're in an area that resembles Woodman's stage, complete with the Mecha Rabbits. Pull out the Fire Storm and wait for a Bird Bomber enemy to drop its egg. When it does, fire the Fire Storm at the Hatchlings. Once they've been taken care of, destroy the Mecha Rabbit using whatever weapon you prefer. Jump up these ledges and then descend them to the right. As you go, use the Air Shooter to destroy any Bird Bombers that you encounter. At the bottom of this pyramid-like ledge, fire a Hard Knuckle at the oncoming Mecha Rabbit. Go right and dispose of the next Mecha Rabbit in the same manner. Jump up the three ledges here and fall off to the right. Go right, over to the next screen.

[Halfway point]

Here you'll encounter some Small Snakes from Snakeman's stage. Go right so that you're standing on the part of the ground where the texture changes to match that of Snakeman's stage. Pull out the Air Shooter and fire it once to take out all three Small Snakes. Hop up the ledges and jump left. Use the weapon energy pellets to refill your Air Shooter and then climb up the ladder.

Up here you will encounter a Super Snake. Pull out your Hard Knuckle. Wait for the Super Snake to fire two shots. Jump up in between the two shots and fire a Hard Knuckle. When you land, jump again and fire yet another Hard Knuckle to destroy the Super Snake. Navigate across its coils (they're in different positions depending upon where they were when you defeated the Super Snake) and go right.

Now we've got some Met Miners from Gutsman's stage. Pull out the Hard Knuckle and wait for them to drop their shields to throw picks at you. Jump and fire one Hard Knuckle at each Met Miner to destroy them both. Jump right to the first ledge and from there to the second. Drop off to the right.

Jump left over the spike pit. Walk left and fall off the cliff. Hold right to land on a small platform. Jump across the next two spike pits and pull out your Crash Bombs. There is a wall in front of you that can be destroyed by a Crash Bomb (because those walls are such a common sight in the jungle, right?). Toss a Crash Bomb at it, grab the energy capsule, and proceed through the new "door" that was made from your bomb. There is a Flamethrower from Heatman's stage in here. Go right and pull out your Air Shooter. Fire Air Shooter to destroy the Flamethrower. Jump on to the Flamethrower's platform and from there to the ledge to your right to grab and energy tank. Jump left to the previous ledge and from there to the ground. Now go left to the previous screen. Jump across the spike pits (be sure to be at the edge of your ledge before you jump) and fall off the cliff to your left.

This is the final stretch. Pull out the Hard Knuckle weapon and move forward to see a Metdozer from Shadowman's stage in your path. Fire a Hard Knuckle at its head to destroy it. Drop off your ledge and into the gap where the Metdozer used to be. Go right to find another ledge and another Metdozer. Wait for the Metdozer to go to the right side of the ledge. Jump onto the ledge, jump again, and fire a Hard Knuckle at the Metdozer. Move to the right side of the ledge to encounter a Bubble Bat. Fire two Arm Cannon shots at it to destroy it. Drop off the ledge and move right to encounter two more Bubble Bats. Throw a Metal Blade at each one. Continue right to encounter two ledges and two Metools as well as another Bubble Bat. Throw a Metal Blade at the Bubble Bat when he comes out. Move right to awaken the first Metool. As soon as he peeks out, fire a Metal Blade at it. Jump onto its ledge. While you're



in mid-air, fire another Metal Blade at the second Metool. It should hit right when the Metool peeks out. Once this final Metool is destroyed, hop down and over to the boss gate. Go through the boss gate to reach the first boss in the Genesis unit...

<----->  
BOSS: BUSTER ROD-G

Buster Rod-G is very easy with the Gemini Laser and/or the Hyper Bombs. For the sake of this, let's use Hyper Bomb. Stand on the far left side of the room. He cannot hit you if you are here. Run right, jump, and toss a Hyper Bomb. As soon as you've tossed it, run left again to the left side of the room. Repeat this strategy until he starts to spin his rod around. During this time, you cannot hit him. He'll stand still for a minute after he is done. Fire an Arm Cannon shot at him now. He'll jump up into the middle of the room. At this point, pull out your Air Shooter and hit him until he has one bar of life left, at which point he'll take off.

He goes down quickly with this strategy. If you were to use a different strategy -- a slower one -- this is what would happen. From the middle of the room (he's in mid-air), he can hit you regardless of where you are in the room. After that, he'll clone himself like Geminiman and send the clone after you. This makes things difficult.

Anyway, we haven't seen the last of him!

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= 5.02.02: Mega Water-S =  
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Weapons:

- 1.) Hyper Bomb
- 2.) Thunder Beam
- 3.) Ice Slasher
- 4.)

Items:

- 1.) Rush Marine

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## VI. Last Words

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| 6.01: Copyright Information |  
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| 6.02: Revision History |  
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Version 0.25 (2/16/04): Initial version. This contains the walkthrough for Megaman 1. About 263 KB.

Version 0.30 (2/29/04): Second version. Due to indecisiveness, this contains a correction for Megaman, the walkthrough up to Airman's stage in Megaman 2, and a walkthrough for Buster Rod-G's stage in Wily Tower. About 316 KB.

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| 6.03: Contact Me |  
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\*\*\*READ THIS FIRST\*\*\*

Please only contact me about the game if you've read the entire walkthrough and are sure that the question cannot be answered in the walkthrough. I've got other things to do than check my own walkthrough. If you want a response that is not mocking and sarcastic, please specify that you need help on Wily Wars. Saying, "PLEASE HELP ME ON LEVEL 1" or "PLEASE HELP ME WITH ELECMAN" isn't good enough (I've written more than guide and Elecman has appeared in a few of them). That said...

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