

# Mega Man 2 FAQ/Walkthrough

by NMorgan

Updated to v1.01 on Aug 7, 2005

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Mega Man 2 FAQ Version 1.01  
For the Nintendo Entertainment System (NES)

Written by: Nick Morgan  
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Section 1.0) INTRODUCTION  
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This is the introduction section of the FAQ, which provies lots of useless information that you probably wont read, but might read anyway if you get really bored, that I added anyway because it makes the guide look more complete.

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== 1.1) Version History ==  
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August 8th 2005  
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Version 1.01 - Very minor changes.

UPDATE 6/4  
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My Informational Technologies teacher went around to check 4th marking period projects. I had nothing else, so I showed her this. I was expecting her to shrug this project lightly. She was actually kind of impressed that I wrote all of this. I got a 90% for a test grade.

May 16th 2005  
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Version 1.00 - I got bored one day in my public high school and decided to write an FAQ. It's a good thing my parents' tax dollars go to

good use!

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== 1.2) FAQ Introduction ==  
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Megaman 2, the second of many fantastic Megaman games. Personally, I believe the original 6 Megaman games for NES are the best Megaman games ever. Megaman 2 is an improvement upon Megaman 1. The graphics have been improved from the first Megaman game to look more like the other 5 Megaman games for NES. However, Megaman still does not have his M Buster charge, which is something I have come to love in Megaman games. All in all, this was a fantastic game, but still has room for improvement. I have written this FAQ in my spare time in high school, which goes to show how well my town's tax dollars pay off. I hope you enjoy this FAQ.

=====  
Section 2.0) BOSS FAQ  
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This little section provides detailed information about each boss in the game. It includes information such as moves the boss will commit, how to defeat in the most efficient way, the move you will acquire upon defeating the boss, etc. I do not give any of this information in the Walkthrough section of this guide, not even how to defeat the bosses. All the information in the FAQ about bosses can be found here.

Name: Bubble Man

Found: Bubble Man's stage

Weakness: Metal Blades (acquired from Metal Man)

Description: Bubble Man is a relatively simple boss that is fought underwater, and there are spikes installed on the ceiling. As a result, you must take extra care not to jump up into the spikes on the ceiling, which will result in an immediate death. Bubble Man himself is a pretty easy boss. If you already have the Metal Blades weapon, use it. If not, then just use your ordinary weapon. Bubble Man simply gloats around the room, shooting random bubbles and pellets at you frequently. The bubbles slowly bounce toward you, and are quite difficult to dodge, especially when there are 3 or 4 bubbles on the screen at once. Bubble Man also shoots pellets at you, which will fly at you quickly. It can sometimes be difficult to dodge both the bubbles and the pellets, but Bubble Man is still a pretty simple boss.

Strategy: If you have Metal Blades, use them against him. If not, then just use your ordinary gun. If you're playing through on Normal difficulty, then he'll die before you know it. He is more difficult on Difficult mode (obviously), but he still isn't too hard. Keep at it, champ, and you'll do fine.

Name: Air Man

Found: Air Man's stage

Weakness: Leaf Shield (acquired from Wood Man)

Description: Air Man is a relatively difficult boss. He is purple in color and has a huge propeller in his chest, which spins around, and blows Megaman away/toward him. Air Man only has one attack, but his huge wind gusts that will push you around the screen make him a little harder. Air man blows you away from him, then shoots visible air gusts at you, which harm you if they hit you. It's kind of hard dodging all of the visible air gusts. After he shoots 3 sets of visible air gusts, he will jump to the other side of the screen and repeat this process.

Strategy: If you have Leaf Shield, equip it and use it against him, this will kill him the quickest. If you do not have Leaf Shield, this is the strategy I use: When the battle starts, let him shoot the 3 sets of air gusts at you. Try to dodge them as necessary. After he shoots off the 3rd air gust set, he will jump to the left side of the screen, and face the right. However, even after Air Man jumps to the left side of the screen, there will still be a little bit of space to the left of him (and he will face right). Stay inside this little bit of space, and just unload bullets on him. This should kill him in one try if you are in Normal mode, and you should have his health at least 2/3 done in Difficult mode. Remember, though, after he shoots his air gusts (no matter where you are), you will be taken by the power of the wind.

Name: Quick Man

Found: Quick Man's stage

Weakness: Time Stopper and Air Shooter

Description: Quick Man is a red robot master with a yellow flash of fake lightning on his head. He is very very quick. The ground of Quick Man's stage is uneven, which forces you to jump everytime you want to move about the room. Quick Man does two things to attack you: frantically jumps around like a maniac, and shoots boomerangs at you. Due to Quick Man being such a speedy fellow, both his jumping and his boomerangs are hard to dodge.

Strategy: If you have Time Stopper, use that immediately, and it will take up to half of his health away for doing nearly nothing. After using Time Stopper (or if you don't have it), then equip your Air Shooter and unload on him. If Air Shooter runs out, or if you just don't have it, then continue blasting at him with your ordinary gun. He jumps around like a crazy mofo, and there really isn't an easy strategy for him.

Name: Heat Man

Found: Heat Man's stage

Weakness: Bubble Lead

Description: Bubble Lead is a red enemy that shoots fire at you. Then he turns himself into fire, and shoots at you, then morphs back into his robot form. This process repeats for the whole fight.

Strategy: If you have Bubble Lead, use it on him and he will die in 3 hits! So having Bubble Lead is a HUGE advantage to you. Just jump around and do your best to dodge his fire, and be sure to jump over him as he shoots himself at you. This guy really isn't that difficult of a boss.

Name: Wood Man

Found: Wood Man's stage

Weakness: Air Shooter

Description: Wood Man is a robot that looks like a big wooden log. Instead

of being made out of metal like every other robot in existence, he was made from a log. Wood Man has one attack, which has been split into two parts. The first part of his attack is that he shoots four razor leaves up into the air, which will slowly glide down and harm you if they touch you. The second part of his attack is that he encircles himself with leaves, and then he shoots them at you, but he will shoot them at you right as the razor leaves will fall from the sky, which makes it pretty hard to dodge both attacks.

Strategy: If you already defeated Air Man, equip yourself with the Air Shooter you got from defeating Air Man. Stand at a safe distance away from Wood Man, and wait for him to shoot the circle of leaves at you. When this happens, you should quickly react and jump over these leaves. Then quickly shoot him with the Air Shooter (or something else if you don't have Air Shooter), dodge the razor leaves from above, and then let this process repeat. Continue this until Wood Man is dead.

Name: Metal Man

Found: Metal Man's stage

Weakness: Metal Blades is best, but Quick Boomerang works too.

Description: Metal Man is a simple looking boss, constructed of colors red and yellow, and has a silver saw on his forehead. The floor of the room where you fight him is a huge conveyorbelt, which will push you either left or right as you fight him. The conveyorbelt will alternate left and right directions, so just when you get used to one way, it will switch. This conveyorbelt is half the trouble. As for Metal Man, all he does is jump around like a crazy lunatic and throw metal blades at you. The metal blades will fly at you at 2 or 3 at a time, making them hard to dodge.

Strategy: You will receive the item "Metal Blades" for beating Metal Man. However, if for some reason you are fighting him a 2nd time, you can shoot him ONCE with Metal Blades and he will die! Talk about taking a dose of his own medicine. It's a one hit kill! Now, since most people do not fight bosses more than once through, chances are you will not have Metal Blades when you fight him. The next best weapon to use is Quick Boomerang. All other abilities except for the Arm Cannon are ineffective. Just continue blasting at him until that sucker is a goner!

Name: Flash Man

Found: Flash Man's stage

Weakness: Metal Blades

Description: Flash Man is a relatively simple boss. The room in which you fight him in is very uneven, which forces you to jump every time you want to move across the room. Flash Man has a blue color to him, and he moves very slow; something similar to a worry free walk. He only has one attack: He will freeze you in your position, wherever you are. If you are in the middle of the air, you can be frozen there. Then, as you are frozen, he will shoot many shots at you through his arm cannon. This move is impossible to avoid, so thankfully, there are decent time intervals inbetween each attack.

Strategy: Use the Metal Blades!! Flash Man will die with 4 Metal Blade hits if you are in Normal mode, and only 7 in Difficult mode. If you do not have the Metal Blades, you could always use the Crash Bombs or the Bubble Lead, or just use your Arm Cannon. There isn't really much that can be told how to defeat this boss.

Name: Crash Man

Found: Crash Man's stage

Weakness: Air Shooter

Description: Crash Man is a very difficult boss if you do not have the proper weapons to beat him with. He is a red boss with cones for hands, yet somehow he manages to grab hold of bombs and throw them at you. The floor you fight him on is flat, so it is a completely fair fight. He will walk toward you, then jump high into the air, and as he is in mid-jump, he will launch a bomb at you! The bomb will not blow right away, but it will stick to the wall or ground of where he threw it. Then it will stay stuck to whatever surface it hit, and blow up maybe 2 seconds later.

Strategy: My strategy for defeating Crash Man is not to even attempt beating him with your ordinary Arm Cannon alone. Though the Arm Cannon is good, it doesn't do enough damage to defeat Crash Man (unless you are really good). Instead, I highly recommend getting out the Air Shooter. Crash Man will die after two hits in Normal mode, and only 3 hits in Difficult setting. If you do not have Air Shooter yet, then you can get out the Quick Boomerang and just continue to use them (hold down B and don't let go). Since it takes a long time for the Quick Boomerang to wear out, you can use it for basically the whole fight without it running out. As a result, just follow him around while shooting the Quick Boomerangs. Soon, enough of them will hit him and he will die. If you don't have both the Air Shooter AND the Quick Boomerang, you could use Bubble Lead and/or Atomic Fire, but I recommend just trying to manage with your Arm cannon. Good luck!

Name: Dragon

Found: Dr. Wily Part 1

Weakness: Quick Boomerang

Description: The Dragon is my favorite boss of the game. He is quite a challenge, and he literally keeps you jumping. At the very end of the stage, you must jump on single blocks to the right, and as you do this, a huge dragon will appear on the left side of the screen. Be absolutely sure not to touch this dragon, because you automatically die if you touch him. When you fight him, the only platforms you can stand on are three tiny blocks. There is a pit below, so you have to take extra care not to accidentally miss one of the blocks while jumping. Also, this Dragon shoots fire at you. The fire doesn't take away too much health if it hits you. The real danger about the fire is the fact that it can easily knock you off the small block platforms you must stand on, causing you to fall into the pit below and die. This dragon is quite a challenge!

Strategy: The strategy is quite simple. There are three small blocks that are the only platforms you can jump on. Ignore the bottom blocks, and only jump on the top two. Jump back and forth on the top two. When the dragon shoots fire at you, jump onto the other platform. Then the dragon will direct the fire to the other platform, so jump back on the first platform. Continue jumping platforms to avoid getting hit by the Dragon's fire. Whip out Quick Boomerang, and blast the Dragon whenever you are on the top platform. The Dragon's weakness is the Quick Boomerang, so he will go down quickly if you use that weapon against him. All in all, the Dragon is quite a challenge, but once you learn his moves, he becomes quite simple!

Name: Gutsdozer

Found: Dr. Wily Part 2

Weakness: Metal Blades

Description: I don't know if this can really be considered a boss. It's rather a series of blocks with a given amount of health, and you must destroy it. You start out inside a room with seemingly nothing in it. However, pieces from the wall will break off the wall and come together. If you look at the wall, you can see segments within the wall that make up the wall. These segments come together in pairs of two, and will then attack you. Each segment pair is weak, and does not require much power to defeat them. Use Metal Blades on them to defeat them in two hits, but if you do not have Metal Blades, I'm sure your Arm Cannon will do just fine. These segment pairs have no actual moves, they just move toward you, but you will lose health if they touch you. It's kind of unfair, I know, but it's the way things are.

Strategy: There really isn't much of a strategy for this. If you have Metal Blades, I recommend using them, because it only takes two hits. Bubble Lead is good too, as it will kill each segment pair in only one hit, but Bubble Lead falls to the floor when you use it, making it difficult to hit each segment pair. If you run out of Metal Blades and/or Bubble Lead, your standard Arm Cannon will do just fine.

Name: Drones

Found: Dr. Wily Part 3

Weakness: Quick Boomerang

Description: The Drones enemy is a very big vehicle, which can intimidate you at first, but it is really a quite simple boss. When you are far away from it, it will shoot Hard Hat enemies at you. However, when you are close to it, it will not shoot Hard Hats, and will shoot pellets at you. To harm this enemy, you must shoot him in the head, but his head is up high, and you are too short to jump that high. Luckily, there is a tiny platform on the Drones that you can jump on. You will have to approach the Drones enemy very close, and you'll actually jump on part of the Vehicle. From there, fire at him in the face.

Strategy: I already explained to you how to defeat this lethal foe in the previous paragraph. However, I highly recommend equipping your Quick Boomerang, if possible. Now jump onto the platform on the Drones enemy, and shoot him with the Quick Boomerang. The Quick Boomerang will fire so quickly, and the Drones is highly harmed by them, so you will kill him very quickly with the Quick Boomerang. Go nuts.

Name: Force Cannons

Found: Dr. Wily Part 4

Weakness: Crash Bombs

Description: This guy pisses me off so much. This is a really bad excuse for a boss, and it's really the only thing that I don't like about this gem of a game. The Force Cannons are 5 different turrets on the walls. The only attack that the Force Cannons are vulnerable to is the Crash Bombs. However, there are also several walls in the room, which can only be blown up by the Crash Bombs. This is all righteous, but here lies the problem: the Crash Bombs run out quickly, and it does not have enough health to destroy all the

walls and Force Cannons without running out. I'll teach you how to get around this problem in the strategy below. However, the Force Cannons do nothing except shoot bullets at you. All five of them will shoot at you at the same exact time. The bullets they shoot fire at you very quickly, but if you continually press start as they fire, the bullets will fire right through you (this is a glitch, so use it wisely).

Strategy: There is only one way I've managed to ever defeat this boss, and you must sacrifice a life in order to defeat him. In the first life, go into the room and equip your Crash Bombs. Now use the Crash Bombs to blow up every wall in the room. By now, your Crash Bomb health should be low, so just let yourself die. In your new life, you will start out in the middle of the stage. As you are going through the stage, defeat the enemys, and wait for them to drop Weapons powerups, and be sure to use the Weapons powerups on the Crash Bombs to fill it back up. Continue to fill up your Crash Bombs until it has full health. Now, navigate through the stage again to the room with the Force Cannons. When you enter this room, you will notice that all the walls you destroyed in your previous life still are not there!! So now that you are in your second life, focus on destroying the Force Cannons, and nothing else. Remember to rapidly press start as the Force Cannons shoot at you, which will make the bullets pass right through you. What can I say....this boss is a bitch, I know, but you must get through him before you can face Dr. Wily!

Name: Dr. Wily

Found: Dr. Wily Part 5

Weakness: Atomic Fire on his first form, Metal Blades on his second form.

Description: Dr. Wily will be in his Attack Ship the entire course of the fight with him. There are two forms of the Attack Ship. After you defeat the first form, you will have to defeat the second form. The first form is nothing but Dr. Wily in his Attack Ship swinging back and forth, and shooting energy balls at you. He shoots the energy balls at you in a routine fashion, so you will be able to predict when he'll shoot them which makes it easy to jump over them. The second form of the Attack Ship still shoots energy balls at you like the first form, except this time they will bounce toward you. They regularly bounce at you in groups of three, making them difficult to avoid.

Strategy: For Dr. Wily's first form, there is an easy way to kill him in only one hit!! Get out your Atomic Fire, and fully charge it all the way. When it is fully charged, blast it at him, and he will die in one hit! That was easy. Now, for his second form, the best strategy is to get out the Metal Blades, and shoot them at the glass windshield part of the Attack Ship. If you hit him anywhere else it will not harm him. If you run out of Metal Blades while you do this, the next best weapon is your ordinary Arm Cannon.

Name: Alien Dr. Wily

Found: Dr. Wily Part 6

Weakness: Bubble Lead

Description: Dr. Wily morphs into an alien!! Wow! This mad scientist has really done it this time! The Alien Dr. Wily is a very simple boss, a little too simple considering he's the final boss of the game. For example, the only thing he does is fly around the room in a figure 8 pattern, and shoot pellets at you. So you can easily predict his next move. However, despite the fact that he's easily predictable, he is still very difficult. The



only move that hurts him whatsoever is the Bubble Lead, all other weapons will not harm him. If you run out of Bubble Lead, you might as well let yourself die, because you haven't a prayer without Bubble Lead.

Strategy: When you finally learn the strategy, Alien Dr. Wily gets a little easier, but he's still pretty difficult. The best way to defeat him is to run at him when he is low to the ground, and jump his shot. As you are in the air, you should be pretty close to him, and shoot the Bubble Lead at him. Remember that Bubble Lead falls to the ground when you shoot it, so you will have to be pretty close to him in order for the Bubble Lead to hit him on his way down. Also, if possible, try to shoot two, or even three Bubble Leads each time you jump at him. This makes things easier and saves you time. If you run out of Bubble Lead in the middle of fighting him, you might as well let yourself die, because you have no prayer of beating him without Bubble Lead. When you finally defeat Alien Dr. Wily, it will be revealed that Alien Dr. Wily was only another robot, and Dr. Wily was controlling him the whole time. Then Dr. Wily begs for your mercy at your feet. Now the game is over. Congrats on beating it.

=====  
Section 3.0) WALKTHROUGH  
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This is the main section of the FAQ, the Walkthrough. You most likely have clicked on my FAQ to read something from this section of the FAQ. Enjoy!

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-= 3.1) Bubble Man -=  
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You start out on a white platform with falling water in the background. Jump to the right over the pit onto the next platform. There will be a green frog robot on the 3rd platform there that will shoot smaller baby frogs at you. Defeat this frog enemy by shooting it a few times. There are many more of these frog enemies in this area. The baby frogs are hard to kill, but die after only one hit, and many of them will drop large energy containers, so you might want to start shooting at them if your health gets low. Anyway, continue to the right jumping over pits until you kill two more frog enemies, three frog enemies total. You will soon see small red platforms. These small red platforms will drop as soon as you step on them. In this case, there are five red platforms in a row. Jump on them quickly and continue jumping to the right until you are on the white platform that doesn't fall. Now continue to the right and drop down the hole into the new area.

Here, there are three robot snails, ignore or kill them (your choice), and then drop into the hole below. Here, drop down to the area below, and you will become fully submerged in water. Here, there are three more robot snails. Once again, ignore or kill them and then drop down to the area below.

In this area, in some places, there are spikes on the ceiling. Because of you being under water, you can jump VERY high. Be careful not to jump into the spikes, or it will be an immediate loss of life. Walk to the right and you will see robot seahorses. Kill as many of them as you can, and then you

will soon see a mother robot seahorse that all the smaller seahorses are coming from. You cannot kill this mother seahorse, so just jump right over it, and run past it (careful not to hit the spikes above). Continue to the right and some robot enemies will start appearing from the ceiling and the ground. Defeat them or ignore them, your choice. Whatever you do, as you are walking right, just be absolutely careful of your jumps, because a foolish jump that is too high will hit the spikes above, and then you will lose a life. Be careful not to hit the spikes. Navigate your way all the way to the right and you will soon see another mother seahorse, jump over this one just like you did the last one, then continue to the right into the new room.

In this room, defeat the robot frog, then continue to the right and defeat the next robot frog. Continue to the right, and then jump out of the under water area so that you are above water but there is still water falling in the background (like the area where you were when you started this stage). Here, jump onto the white platform to the right. Robot crabs will start falling from the sky. Be sure to ignore these bothersome robot crabs. Some of the robot crabs are carefully placed in between the white platforms so that if you hit them, you will fall into the pit and die (clever, Capcom), so be sure to watch out for the crabs when jumping over platforms. Continue walking to the right, jumping from platform to platform until you get to the very end of this room. Soon, you will get to an area where you have to fall into water again. The chain is right there, so just walk into the chain, and be prepared to fight Bubble Man.

Bubble Man is a pretty easy boss, but I am not going to go into detail how to defeat him. Just be careful not to hit the spikes above. If you want detailed information on how to beat him, including strategies, refer to the Boss FAQ section of this guide.

One less stage to beat!

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-- 3.2) Air Man --  
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You will start off on a platform above the clouds. Walk to the right to the end of the platform, and another platform will appear with enemies on it. This platform is technically an enemy, but it is necessary to get across the large platform. Jump onto this platform while avoiding the two drill type contraptions that will appear from the bottom of the platform on the left and the right. When you jump on the platform, enemies will start to emerge from the left and the right. Avoid these enemies, then jump off this platform and onto the one to the right. Now continue to the right past four more of these platforms, five total. After the 5th of these platforms, there will be enemies floating on small clouds to the right. They will shoot lightning bolt type beams at you when they get too close so watch out for them. Wait for the right opportunity, then defeat the enemy ontop of the cloud. Now, jump onto the cloud and let the cloud take you to the left.

As this cloud is taking you to the right, there will be more of these cloud platforms that have enemies ontop of them. Defeat these enemies, then jump onto their cloud platforms that they were previously floating on before you killed them. After five different cloud platforms, jump onto a safe platform like the one you were on when you started the level.

Now walk to the right and a robot bird enemy will fly by and drop an egg. The egg will release many baby robot birds, which are hard to avoid, but do your best to avoid anyway. Continue to the right past three of these robot bird enemies, some of which are behind the clouds. When you get all the way to the right of this room, you will fall down through a hole that you can't see due to the clouds into a new room.

In this room, navigate to the bottom left of the room, and you will fall through a hole in the floor that you can't see due to a cloud into a new area. In this area, walk to the right until that platform you are on ends. Here, a platform will appear to the right, followed by another platform, use them both to get to the other side. Here, walk to the right and jump over three tiny pits. After those pits, a purple robot with a fan on his body will use his fan to blow you back. Just shoot him a few times and he will perish.

Continue to the right past many pits below, be sure to jump over all of them and not fall down or else you will lose a life. Continue past four robot bird enemies, and a few purple robots with a fan on their bodys. Continue to the right for quite a while, and you will see the chain that leads to Air Man. When you are ready, walk into the chain, and prepare for a grand fight against Air Man.

Air Man is really an extremely easy boss. He loses health very quickly, and he really only has one attack. Just keep shooting at him, and he will die in no tiem. For more information on Air Man, including strategies on how to defeat him, refer to the Boss FAQ section of this guide.

One more stage defeated!

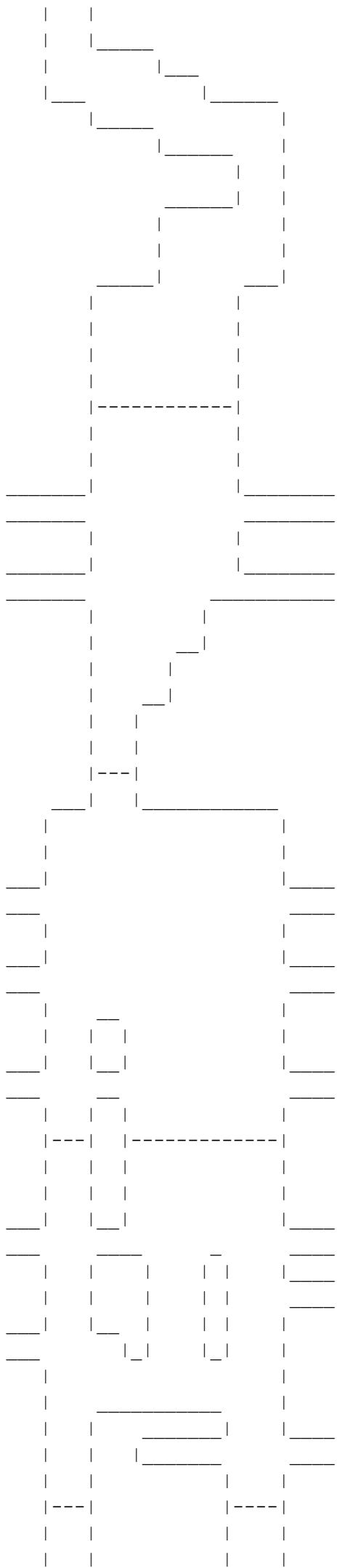
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== 3.3) Quick Man ==  
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As soon as you start out this stage, there is an extra life to the left resting on a platform high above. To get this, you must use Power #1 from the start menu screen. I'm pretty sure you get this power from fighting Air Man, but I'm not positive. Press Start, then choose "Next". If you have Power #1, it will be right there. Choose Power #1, then use the hovering propeller to jump onto the platform there and collect the extra life.

Begin the level by falling down the hole to the bottom right. After you fall down this hole, in the area below, jump over the two enemies below and then drop down the hole at the left of this room.

There are no enemies in the room that you are in now, but as soon as you fall down below, you will fall into a series of new rooms where giant beams will shoot from the walls and kill you in one hit, so be absolutely sure not to hit these beams. You have to be extremely quick or the beams will close up on you and you will die. There is an extra life and an E health refill at the bottom if you take the right path. I have decided to make an ASCII chart to demonstrate which path you need to take in order to get the extra life and E health refill. Study the ASCII chart before you attempt this tedious task.

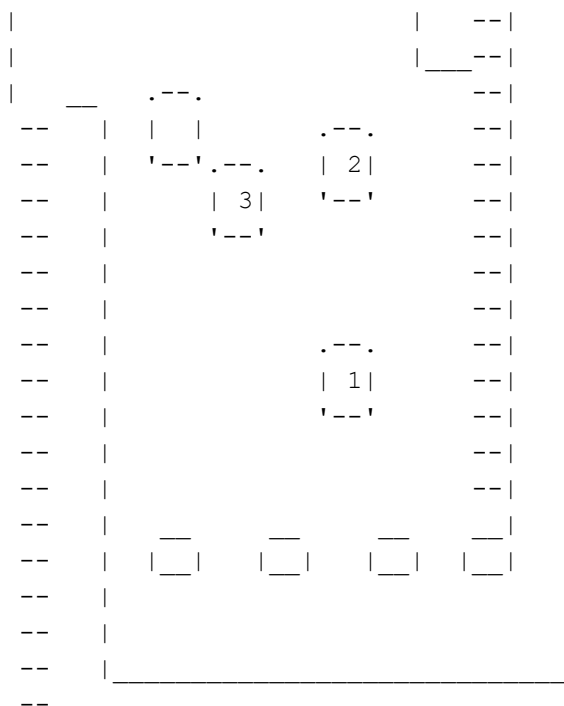
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left, being completely careful not to fall into the lava pit. Soon, the lava will drop, and there will be nothing underneath you except an empty pit. Continue using the red platforms to get to the other side of this pit. When you get to the other side of the pit, There will be two slinky enemies. YOU will need to jump on their platforms, and use the two red brick platforms to get to the ladder on the right side of the room. When you get past these two slinky enemies, go down the robot into the next area of the stage.

In this room, there is a blue slinky robot underneath you, and several blocks will appear on the screen for short period of time, then they will disappear. In order to get to the ladder at the top left of the screen, you must use these temporary appearing bricks to get there, but you must be quick or the bricks will disappear and you will fall. use the diagram below to get to the ladder at the top left of the screen.



Just jump on the appearing bricks in the order in which I have numbered on the ASCII map. Then, go down the ladder at the top left of the screen into the new area.

In the new area, walk to the right past a few hovering robot enemies, and you will get to a ledge that is too high to jump. Wait for an appearing block to appear, jump on it quickly, and then jump across the pit there. Then there will be another ledge that is too high to jump, use the two sets of appearing bricks to get over it, and be sure to to fall down the pit to the right. Continue to the right, and every time you come across a ledge that is too high to jump over, simply use the reappearing bricks to get past it. Soon, the hovering robot enemies will cease to appear, and you will find yourself in an area where many reappearing bricks will appear above you. This part is VERY hard, and will probably take you a lot of time, and a lot of lives. You must use the reappearing bricks to cross a large lava pit, if you fall, you will die. Jump ontop of the reappearing bricks and make your way all the way to the right, by jumping from brick to brick. Once again, this part is very hard and time consuming. When you finally cross the lava pit, there will be an extra life. However, I do not recommend trying to get this extra life. After the extra life, there will be a regular pit (no lava) that you must cross. When you finally cross this pit, walk to the left and go down the ladder.

Here, defeat a giant robot enemy, then defeat the robot that was manning the robot. After doing this, climb down the ladder to the left into the new area. In this area, you will see the chain to the right side of the room that leads to Heat Man. When you are ready, walk down this ladder and prepare to fight Heat Man.

Heat Man isn't too hard of a boss. He shoots flames at you, which are easily avoided, then he'll turn into flames, and launch himself at you, which is also easily avoided, then he'll turn back into his normal form and continue this process. Just be sure to avoid his attacks and then shoot him. He loses four pieces of energy per hit, which makes him easy to defeat. I am not going to get too into detail on how to defeat him, if you want more information about Heat Man, including strategies on how to defeat him, refer to the Boss FAQ section of this document.

One step closer to Dr. Wily!

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-- 3.5) Wood Man --  
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You will start this stage out in a forest. Navigate to the right and you'll see some black objects in the trees. These black objects will turn into robotic bats as you approach them. You can either kill them or avoid them, your choice. Either way, continue navigating to the right. You will have to pass three rabbit robot enemies. When you finally get to the very right of the screen, descend down the ladder there. In this room, defeat the three bat robots, then descend down the ladder to the bottom left into a new area.

In this room, a giant fire shooting dog will appear. Defeat him, then go into the next room. In this room, another giant robot dog will appear, defeat him the same way you did the last one, then go into the next room. In this room, the 3rd room, ANOTHER giant robot dog will appear, defeat him the way you did the first two, then go into the next room. In this room, the 4th room, walk to the right and go up the ladder into the new area.

Defeat the two bats in this room, then go up the ladder on the left. After climbing the ladder to the top, continue to the right. Eventually, you will leave the cave-like area that you were in, and be outside. When this happens, an ape robot will appear from the bottom of the screen and then hang from the bamboo, then pull himself up next to you for an attack. These ape robots are not very tough to defeat, just a few shots. Defeat this ape enemy, then continue to the right, jumping over many pits. Soon, some bird robots will fly by and drop small eggs. When they drop the eggs, many smaller bird robots will appear and attack you. Simply navigate your way all the way to the right. Soon, you will find yourself back inside a cave. When this happens, just walk to the right and climb down the ladder there.

Defeat the rabbit robot there, then climb down the ladder to the left. Here, defeat the rabbit robot, then walk down the staircase and go down the ladder on the bottom right of the room. In this room, defeat the robot rabbit, then walk down the ladder to the bottom left. You should now be in a forest.

Now that you are in a forest, walk to the right past a bunch of ostrich robots. At the very right of this room is the chain that leads to the dreaded Wood Man. When you are ready, enter the chain, and prepare for the fight

against Wood Man.

Wood Man is one of the harder bosses in the game. Wood Man is very vulnerable to the Wind attack you got from beating Wind Man. I'm not really going to go into detail on how to defeat Wood Man. If you'd like more information on how to defeat Wood Man, refer to the BOss FAQ section of this document.

One step closer to Dr. Wily!

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-- 3.6) Metal Man --  
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You will start out on a conveyorbelt that will push you to the right inside a factory. Get to the right onto the 2nd conveyorbelt, and be sure to grab the E Health Refil at the right side of this conveyorbelt. Jump onto the 3rd conveyorbelt, and head to the right. You should notice spikes on the ceiling. These spikes will drop when you approach them. To safely get past these spikes, stand right next them so that they fall right in front of you. Then, as they are slowly rising again for another fall, quickly run underneath them. There are five sets of spikes here, so safely get past all five of them. After you pass all of these spikes, continue to the right and drills will start to drill through the ceiling and ground. These drills are annoying, but luckily they are not very strong, and they tend to drop a lot of energy refils. So if you are low on health, just continue killing these drills and wait for energy refils to appear. In any case, simply navigate to the right until the drills stop and you are on a conveyorbelt. When this happens, continue to the right onto a conveyorbelt that goes to the left. Continue to the right past many conveyorbelts. When you finally get to the very end of this room, you will notice a conveyorbelt above you that has an extra life on it. If you'd like to get this extra life, use your Power #1 from the start menu screen. Press Start, choose "Next", then if you have a thing called "1", then you have the power. Use Power #1 to send a propeller. Jump on the propeller and let it take you into the air, then jump onto the conveyorbelt and get the extra life. Now, drop down to the lower conveyorbelt and go down the ladder at the bottom right of the screen.

Here, let the conveyorbelt lead you to the left, and fall down the hole at the bottom left. Here, walk against the pull of the conveyorbelt to the right. Soon, enemies on rotating wheels will drop down from above, defeat them with a few shots. Continue to the right onto the conveyorbelts. Carefully jump across while being careful not to jump into the pit. Continue to the right past five of these enemies, and you will see an enemy that looks like four soda cans on top of each other, the second highest can with a face. In order to defeat these enemies, you must shoot them in the face, anywhere else his metal body will block the shot. As you continue to the right, you should fight your way past three of these enemies. After defeating the 3rd, you will notice an E Energy Refil underneath you. This is very hard to get, you must use Power #2 if you have obtained it, but I do not recommend trying for it because of the high risk. Instead, jump across the huge pit to the right. Once on the other side, be sure to avoid those slinky enemies that will charge toward you when you stand on their platform. Continue to the right past three of these enemies. When you finally get all the way to the right of the screen, you will see the chain that leads to Metal Man. When you are ready, enter this chain and prepare for the battle!



Metal Man is not a very hard boss. However, the conveyorbelt that you must fight him on adds quite a challenge. The conveyorbelt alternates to the left and the right, so you have to make many adjustments as you fight him. Just continue shooting him, and more than likely if you start out with full health, you will defeat him before he defeats you. For more information on Metal Man, including strategies on how to defeat him, refer to the Boss FAQ section of this document.

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-= 3.7) Flash Man =-  
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You will start out in a very blue, very icy room. Watch out, because you will slide when you try to stop.

Start by walking to the right. You will get to an area where you can jump to an area above, but don't jump up. Instead, drop down the hole slightly to the right. Defeat the enemy there that will be shooting at you, then walk to the right. Soon, you will be able to jump to a platform above. When this happens, jump up, and then defeat the enemy there. If you want to get to the ledge high above, you can use the Power #1 to get up there and get the extra life. Either way, just continue to the right. Defeat the last shooting enemy there, then climb up the ledges and fall down into the next room.

Quickly shoot the giant robot to the left, and then kill the robot that will fall that was manning the machine, then fall down the hole to the left of the room.

Here, fall down to five rooms below. This area is kind of like a maze, and it has an E Health Refil at the bottom, but it doesn't matter which way you take, as you can still get it no matter what. Start by falling down FIVE rooms below. That's right, FIVE rooms. At the 5th room, there is a Major Health Refil sitting at the bottom right corner, and there is a giant robot enemy. When you get to this room, fall down to the area where the Major Health Refil is, and get the Major Health Refil. Then, kill the giant robot to the left of you. Be sure to shoot from the right side of the wall there so he can't jump close to you. Now, after this guy is defeated, walk to the left, and fall down the area there.

In this area, walk to the right. There are a few giant robot enemies below you, but ignore them as you will be overtop of them. Walk to the right, and eventually you will get to an area where this platform that you were walking on ends, and there is a single block ahead of you that you can jump on. It is kind of risky, but jump to this brick. Now there are several single bricks to the right of you, continue jumping from brick to brick until you get to the other side. If you accidentally fall, then skip to the next paragraph. Once you are on the other side, walk to the right a little and grab the E Health Refil, then walk back to the left (I don't think it is possible to get through the purple door), and purposely fall down to the ground below.

Here, walk to the right. You will notice a giant robot enemy on a platform above. Ignore this enemy for now, but continue walking to the right until the platform that he is on ends. Look to the right, and you will notice the chain that leads to the fight against Flash Man. This chain is a little high, to get to it you must use the two ice platforms to the left to get

to it. When you are ready, use the two ice platforms to jump to the chain to fight Flash Man.

Flash Man is a VERY easy boss. He walks around for most of the time and doesn't do much, which is an oppurtune time to shoot at him. He is weak to bullets and only has one main attack. I'm not going to go into detail on how to defeat this foe, for more information on this refer to the Boss FAQ section of this document.

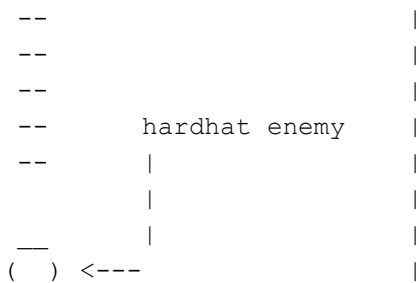
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-- 3.8) Crash Man  --  
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You will start out in a room where there are ladders and three pipes that enemies will come out of. Kill the enemies as they hover near you, then climb up the ladders to the room above. The second room is extremely similar as the first room, just climb up the ladders to the room above.

Walk to the right and you'll come to a hardhat robot. Defeat this enemy when he opens up to shoot at you, then continue to the right. Continue past two more (three total) of these hardhat enemies, then climb up the ladder into the next room.

In this room, there is a platform you must jump on and three hovering enemies that will try to knock you off. When the hovering enemies get close to you, shoot them once and they'll die. Use the moving platform to get to the ladder at the top right of the room, then climb it to the next room. The next room is the same thing as the previous room, except the track that the moving platform travels on is a more obtuse shape, and the ladder is on the top left. Get to the ladder at the top left then climb it into the next room. This next room is the same as the previous two, except the track that the moving platform travels on is much longer and more condense, which means that you will have to stay on it for longer. Still, though, when you get to the top, climb up the ladder into the next room.

Walk to the right and defeat the robot by shooting it in the face portion, then continue to the right and up the ladder into the area above. There is nothing in the next area except the ladder, so just continue climbing it to the area above. Here, climb the ladder to the top, and a hardhat enemy will be to the left of you. You will start off on platform #1. Jump to platform #2, and then quickly jump back to platform #1. This will trigger the hardhat enemy to shoot at you, then he'll jump to platform #2. Now, just continue shooting at him and eventually he will open up for an attack, and die. Then jump onto platform #3 and climb up the ladder. Observe the picture below if you are confused at all:



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There should be two ladders in this next room and a hardhat enemy. Defeat the hardhat enemy. Now, you have a choice. The left ladder will lead to an E Health Refil, but if you opt to get this E Health Refil, you will have to climb all the way back down to go up the right ladder. The right ladder is the path to the end of the level, you'll have to go up that sooner or later. If you want the E Health Refil, follow the next paragraph, but if you do not want to do the work to get the extra E Health Refil, then skip the next paragraph.

To get the E Health Refil, start by climbing the left ladder up to the area above. Continue to climb this ladder up two screens to the VERY top. When you get to the very top of this ladder, there will be two ladders to the left of you, drop to the one in the middle, then continue to climb it to the top. Continue climbing this ladder up past another screen, and soon an enemy will attack you from the right. Shoot him to his death, then continue to climb the ladder. Climb the ladder to the next screen above, then the E Health Refil will be just to your right. Collect the E Health Refil, then drop down multiple screens to the very bottom back to the area where you started (the area at the bottom with the two ladders).

Now climb up the right ladder to the screen above. The robot bird will drop smaller birds, which will make you fall from the ladder, just hold UP on the D Pad and you will grab hold of the ladder again and continue to climb. As you climb this ladder up, you will notice another ladder to your right. Drop off of the ladder you are on now (the left ladder), and then climb up the ladder to the right. From now on, this ladder is a straightaway to the top, so just continue climbing it three screens up to the very top. When you get to the very top, there will be another ladder to the left, climb up this one into the new area.

Navigate to the right past several enemies that will fall from the sky. These enemies will jump at you if you stand still too long, so be careful. Eventually, you will notice the chain that leads to Charge Man at the very right of this room. When you are ready for the fight against Charge Man, enter the chain.

Charge Man is one of the hardest bosses if you are just going to use your ordinary gun. He jumps around like a mofo, 69, and shoots explosives at you. However, if you have Air Man's wind attack, use that and you'll kill him in two easy hits. I'm not going to get into detail on how to defeat this guy. For more information about him, including strategies on how to defeat him, refer to the Boss FAQ section of this guide.



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Remember, when you get to the 3rd platform, you WILL NOT be directly underneath the ladder, you will have to jump to it. When you finally grab hold of the ladder there, climb it to the screen above. Now just climb the ladder one full screen length past the hovering enemies to the screen above.

At the top of the ladder, walk to the right. Continue walking to the right until you get to a pit that you must jump over. Jump over this pit, and continue, then jump over another pit. Now there will be a series of small blocks that you must jump on to the right. Jump on these small blocks and take good care not to fall off. Soon, a large dragon will appear from behind you! This dragon is the boss of this area. The screen now will not stop scrolling to the right, and if you touch the dragon, you will automatically die, so be sure to not get too close to him. Eventually, the screen will stop scrolling to the right, and there will be three small blocks that you can jump on. Just keep shooting the dragon in the face with your ordinary gun and he'll die quickly. However, you must watch out for his fire breath, because it could knock you off if you get hit. This guy dies quickly, but can be hard, too. For more information, refer to the Boss FAQ section of this FAQ.

=====  
DR. WILY PART TWO  
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Grab the large Weapons Refil to your left, then walk to the right. Walk past three sets of dropping green enemies, and you'll come to a set of spikes. Grab the 2nd large Weapons refil there and be sure that your Power #2 has a decent amount of energy, as you will have to use the rocket platform to get across this set of spikes. Press start and get out your Power #2, then use Power #2 to create the rocket platform. Quickly jump on the rocket platform and ride it across the spikes. As you are riding on the platform, there will be a ladder above you that is quickly followed by another ladder. Do NOT go up the first ladder, go up the 2nd ladder. Although both ladders lead to the same place, the 2nd ladder will get you an extra two lives and an extra two E Health Refils. After jumping onto the 2nd ladder, grab the E Health Refil there, then go down the ladder into the area below.

In this room, grab the extra life, and use the nine small Weapons Refils to refil Power #2. Finally, go down the ladder below. In this room, change back to your ordinary weapon if you did not do so already, and shoot at the two enemies to the right and kill them. Now, climb to the bottom portion of this room, and use your bombs (Ability C) to blow up the wall to get to the extra life, then blow up the wall below to get the E Health Refil. Finally, climb down the ladder to your left to the screen below.

Be sure not to fall in the spikes here. Instead, fall down the hole that divides the spikes, and you'll fall into an area below. Walk to the right and a bunch of drills will come from the ceiling and ground. A lot of these drills will leave Weapons and Health refils. You should continue killing them until your health and weapons are completely full. When everything is full, continue to the right and you'll see a set of spikes that will drop from a chain when you approach. To get past these dropping spikes, walk up to it

slowly to let it drop down. Then, as it slowly ascends to reset for another drop, quickly run past it. Now there is a huge wall with area to walk above it. To get to the area above, press start and choose your Power #3, which is the wall climbing platform. Use it and it will grab against the wall. Quickly jump on top of the wall climbing platform and jump off onto the area above, but watch out for the dropping spikes. Continue to the right past three more sets of dropping spikes, then descend down the ladder to the area below.

Upon dropping down the ladder, you will land on one of three small platforms. There are spikes below which will kill instantly if you fall on them, and a pit which you must fall down. Carefully drop down the pit there. After dropping down this pit, you will find yourself in another room similar to the one before. If you want the Large Health Refil, use the Power #1 to get to it. The boss of this area is in the pit below, so when you are ready to fight him, drop down the pit.

The boss is quite easy. Pieces of the wall will come together and form mini enemies. The boss is actually a huge group of these mini enemies, not one big enemy. They will get gradually quicker as you go on. Just keep shooting them and this boss will die quickly. It isn't very hard. For more information on this boss, refer to the Boss FAQ section of this document.

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DR. WILY PART THREE  
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Immediately fall down the platform below. If you want the E Health Refil there, use the Bomb (Power C) from the start menu to blow up the walls restricting you from the powerup. Same thing applies to the Large Weapons Powerup to the bottom left. After you're done here, drop down to the area below. In this area there are two Large Weapons Powerups that you can get if you want to. When you are done, fall down the RIGHT side of the area below.

If you fell down the right side like you were supposed to, you will land on a safe platform, and a bunch of spikes will be around you. The spikes are all over this underwater land, and they kill you instantly if you touch them, so be extra careful. Remember that you jump extra high as long as you are underwater. Jump to the right four platforms, be sure not to hit the spikes. The next pit to the right does not have spikes there, but when you jump over it, a huge fish will emerge. Luckily, you jump higher than the fish jumps, so you'll be fine just jumping like the way you have been. Jump to the right past three more spike pits, then over the fourth pit, which another huge fish will jump out. After this huge fish, there will be a long, narrow hallway with spikes above. Walk down this hallway, then when the hallway ends, drop down to the area below.

Now you will find yourself falling through four full screens. There is nothing in these screens except spikes on the left and right sides, so you have to stay in the middle of each screen or you will die. Examine my ASCII maps to see what the screens look like so you wont fall into the spikes and die:

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| S = Spike |
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      |S   S|
      |S   S|
      |S   S|
      |S   S|
      _|S   S|
      |S   S|
      |S   S|
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      |S   S|
      |S   S|
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      _|S   S|
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      |S   S|
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      |S   |
      |   |
      |   S|
      |   |
      |S   Finish   |

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After getting through this huge spike pitfall, navigate your way carefully past the spikes to the hole at the bottom of the screen, then drop down this hole. As soon as you drop down this hole, hold Right on the D Pad so that you don't fall onto the spikes in the next room. In the next room, jump up to the hallway that is not submerged in water, then walk to the right. Defeat the three pellet shooting robots, then continue to the right and you'll see the chain. When you are ready to fight the boss of Dr. Wily Part III, enter the chain, and prepare for the fight.

This boss can be very hard if you've never fought him before, but quite easy if you know how to defeat him. In order to defeat him, you must shoot him in the face. This robot is very large, so in order to get high enough

to shoot him in the face, you must jump up on the platform in front of him. If you look, you'll notice a small platform that is part of his metal body that you must jump on. Jump up onto this platform, and just start unloading on his face. If you continue to shoot at him rapidly, more than likely, he will die before you do. If you want more information about this boss, refer to the Boss FAQ section of this document. Go nuts.

=====  
 DR. WILY PART FOUR  
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You start in a room full of purple with two Weapons Refils to the left and right of you. Use the Weapons Refils to recharge whatever weapons have been damaged, then go up the ladder to the room above. You will now be in a huge maze area. There are many ladders which lead around this area. In addition, there are several places where there are invisible holes that you can fall down. The invisible holes can be frustrating, but refer to my ASCII map below and you'll get by no problem.

Finish

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|  --|      XXX  |--|
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Once again, hang onto the ladder and wait for the moving platform to find its way underneath you. When this happens, drop from the ladder onto the platform. Do your best to avoid and/or kill the three hovering robots in this room, as they could possibly knock you off the moving platform if they hit you. When the moving platform takes you above the spikes in the MIDDLE of this room, the moving platform will go through a hole that is too small for you to fit through. Therefore, you must jump onto the platform that creates the hole, then back onto the moving platform. Finally, let the moving platform take you to the bottom middle of this room, and drop into the hole there, that will take you to the room below.

This is the last room with a moving platform that you ride around above a spike pit. Walk to the right edge, and wait for the moving platform to find its way underneath you. When this happens, quickly fall onto the moving platform, then quickly jump onto the single isolated block in the middle of this room. Now that you're on the single block, you have two possible options to get to the ladder on the left: (1) Press start and get out your Power #2, and use it to create a platform and rocket yourself to the ladder, or you can (2) wait for the moving platform to find its way slightly before half way in between the isolated block that you're standing on and the ladder, and then jump onto the moving platform (land on the moving platform exactly half way inbetween the isolated block and ladder), and then quickly jump onto the ladder. Which ever way you get to the ladder, just do it, and then climb down to the area below.

Here, walk to the right and defeat the giant robot and the smaller robot that drops when you defeat the giant robot. Then continue to the right and defeat another smaller robot, then another giant/smaller robot combo, then another smaller robot. After defeating all of these guys, you will find the chain that leads to the boss. When you are ready, walk into the chain and prepare for the boss fight.

This is my least favorite boss in the game. It isn't even a boss! It's just a bunch of sentinels that shoot bullets at you at the same time. It's more of a puzzle than a boss. This really is a frustrating boss. This is the only way I've ever been able to defeat him: The first step is to press start and get out your Crash Bombs, which is Ability C. Your Crash Bombs are the only thing that can hurt these guys, and it is also the only thing that can defeat those walls. This is the way I do it: Make sure you have at least an extra life, because beating this enemy requires a death. On your first life, take out your Crash Bombs and destroy all of the walls. By this time, you will run out of Crash Bombs, and since they are the only thing that can hurt the sentinels, the next step is to die. After dying, you will start the level about half way in between. Navigate your way through the level, and grab enough Weapons Refills to fill back up the power of your Crash Bombs. Now that your Crash Bombs are completely full, navigate through the level back to the boss, and lookie lookie...the walls you destroyed in your previous life are still not there. Now that none of the walls are there, simply shoot all of the sentinels with your Crash Bombs.

A good way to ensure that you never get hit by the sentinels' bullets, is to rapidly pause the game and unpause the game when they shoot at you. This will cause Megaman to rapidly appear and reappear, and the bullets will fly right by you!

This is a lame boss, I criticize Capcom for putting him in the game. But now that you've defeated him, it's onto the next level!

=====  
DR. WILY PART FIVE  
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The very first part of Dr. Wily Part Five is a single room with eight different teleport canisters that you must go in. Where do these teleports lead? You guessed it. Each one of them leads to a different Robot Master, and you have to fight all eight of them all over again. You will get a Large Health Refil after defeating each one, so at least you'll receive extra health after beating them, but beating all 8 in one life is still a tough feat! This is the layout, in case you want to fight them in any particular order:

Heat Man			Flash Man
Air Man			Metal Man
Wood Man	Bubble Man	Quick Man	Crash Man

Fight them in whatever order you want. The only thing you must know though is the weaknesses of each enemy. Each enemy has some kind of weakness, and now that you have all 8 weapons in the game, you can take advantage of each Robot Master's weakness! Here are the weaknesses of each Robot Master:

Heat Man: Use Bubble Lead (ability B)  
Air Man: Use Leaf Shield (ability W)  
Wood Man: Use Air Shooter (ability A)  
Bubble Man: Use Metal Blades (ability M)  
Quick Man: Use Time Stopper, then Air Shooter (ability F, then A)  
Crash Man: Use Air Shooter (ability A)  
Metal Man: Use Metal Blades (ability M)  
Flash Man: Use Metal Blades (ability M)

It will probably take you a while, but once you have defeated all eight Robot Masters in this room, there will be a new transport canister. As soon as you jump into this new transport, you will be warped to Dr. Wily! There is still another boss after Dr. Wily, though, so it's not the last fight of the game, but it's still a pretty important fight!

Dr. Wily starts out in a huge ship. There are two phases to this ship. You must completely defeat the first phase, then Dr. Wily's health will refill, and you must fight the second phase. To defeat the first phase, simply press start and get out your Atomic Fire (ability H). Charge up your Atomic Fire by holding down the B button. When the Atomic Fire is completely charged up, which usually takes about 10 seconds, fire at the windshield, and phase one will die in one hit. The best way to defeat his second stage is to get out your Metal Blades (ability M), and just continue shooting them at the windshield area of the ship he's in. Phase 2 is much harder than the first phase, but still doable. After you defeat this evil fiend, the ground will suddenly disappear, and you will begin to fall. Then, you'll be taken to Dr. Wily Part Six!!

=====  
DR. WILY PART SIX  
=====

Dr. Wily Part Six starts off at the end of Dr. Wily Part Five. Since the floor suddenly disappeared in part five, you will start stage six falling. Fall through four whole screens, then walk to the right. You will start to notice a red substance that is dripping from the ceiling, kind of like blood. Be absolutely careful not to let one of these red drips touch you. They will take over 1/3 of your health away, which is a huge chunk of your health!! Simply navigate your way to the left past a whole bunch of these red drip substances, then you'll see the zipper. The zipper leads to the Alien version of Dr. Wily, which is the last fight of the game!! When you are ready for the final showdown, go ahead and enter the zipper.

Alien Dr. Wily is pretty hard, but not impossible. The only thing he does is float around in a figure 8 shape, and shoot at you. What makes him so hard is that you take a lot of damage for each time you're hit, and the only thing that can harm him is Bubble Lead (ability B). Just continue to shoot Bubble Lead at him. To hit him with Bubble Lead, you will have to get very close to him. If you aren't too close, the Bubble Lead will fall to the floor and roll across, not hitting him at all. You need to get close enough to him so that the Bubble Lead hits him when you use it (before it falls to the ground and rolls). Also, it is a good idea to shoot him twice or three times each time you are close enough to him. This way, you will damage him double or triple the amount as if you only shoot Bubble Lead once each time you were close enough. Oh, and if you run out of Bubble Lead you are screwed. That's all I've got.

After you defeat Alien Dr. Wily, you will discover that Alien Dr. Wily is simply another Robot, and the whole space theme was just a light show put on by Dr. Wily, which is quite clever by Capcom. Then he will jump up and beg for your mercy. Congrats, you beat the game!!

Now go outside and get fresh air you bum.

=====  
Section 4.0) PASSWORD FAQ  
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This section is a pretty sweet section that will explain how the password system works. After you understand how the password system works, you'll be able to generate your own passwords, and ultimately start anywhere in the game, with the exception of the Dr. Wily stages. The reason why you cannot start at the Dr. Wily stages is because no password generated or rightfully earned will start you out at a Dr. Wily stage; the password system is only applicable to the original 8 stages.

To start off, you must understand how to enter a password. It's pretty simple. To enter a password, you must enter points on a 5x5 grid. There are five rows horizontally and five columns vertically, totaling 25 possible spaces. You are given nine red dots, and you must place them at appropriate places on the grid. You MUST place all nine red dots onto the grid as every password

requires all nine red dots. If you do not understand this paragraph, read it over again until you do.

Okay, listen up. The A row (A1, A2, A3, A4, A5) is the row that determines how many E Health Refills you have when you start the game. In ANY PASSWORD, you will only ever put ONE RED DOT in the A row. All the other rows (B, C, D, E) determine which robot masters are alive and dead. This is what you're inputting when you put a red dot into an A row.

A1 = 0 E Health Refills  
A2 = 1 E Health Refills  
A3 = 2 E Health Refills  
A4 = 3 E Health Refills  
A5 = 4 E Health Refills

Now that you have decided how many E Health Refills you want to start the game out with, make sure there is only ONE red dot in the A row. All of the other rows (B, C, D, and E) determine which robot masters you have already defeated. The positions of the remaining 8 red dots are determined completely by where you placed the first red dot on the A row. Observe:

```
-----  
| If you placed the Red Dot on A1 |  
-----  
| Enemy           | Alive   | Defeated |  
-----  
| Bubble Man      | C3      | D1       |  
| Air Man         | D2      | E3       |  
| Quick Man       | C4      | B4       |  
| Heat Man        | D5      | B2       |  
| Wood Man        | B5      | D3       |  
| Metal Man       | E1      | E5       |  
| Flash Man       | E4      | C1       |  
| Crash Man       | E2      | C5       |  
-----
```

```
-----  
| If you placed the Red Dot on A2 |  
-----  
| Enemy           | Alive   | Defeated |  
-----  
| Bubble Man      | C4      | D2       |  
| Air Man         | D3      | E4       |  
| Quick Man       | C5      | B5       |  
| Heat Man        | E1      | B3       |  
| Wood Man        | C1      | D4       |  
| Metal Man       | E2      | D1       |  
| Flash Man       | E5      | C2       |  
| Crash Man       | E3      | D1       |  
-----
```

```
-----  
| If you placed the Red Dot on A3 |  
-----  
| Enemy           | Alive   | Defeated |  
-----  
| Bubble Man      | C5      | D3       |  
-----
```

Air Man	D4	E5
Quick Man	D1	C1
Heat Man	E2	B4
Wood Man	C2	D5
Metal Man	E3	B2
Flash Man	B1	C3
Crash Man	E4	D2

-----

If you placed the Red Dot on A4

Enemy	Alive	Defeated
Bubble Man	D1	D4
Air Man	D5	B1
Quick Man	D2	C2
Heat Man	E3	B5
Wood Man	C3	E1
Metal Man	E4	B3
Flash Man	B2	C4
Crash Man	E5	D3

-----

If you placed the Red Dot on A5

Enemy	Alive	Defeated
Bubble Man	D2	D5
Air Man	E1	B2
Quick Man	D3	C3
Heat Man	E4	C1
Wood Man	C4	E2
Metal Man	E5	B4
Flash Man	B3	C5
Crash Man	B1	D4

So therefore, if you decided you want to start out a game with two E Health Refils, and you want Bubble Man, Air Man, Quick Man, and Heat Man defeated, and Wood Man, Metal Man, Flash Man, and Crash Man still alive, then your password would be:

A3, D3, E5, C1, B4, C2, E3, B1, E4

This is just an example to show you how it works. That's all you'll ever need to know about generating your own passwords in Megaman 2.

=====  
This is the section where I add some neat stuff and odd happenings that I've been able to find in Megaman 2. I'm sure there are more, so if you know of any, please contact me. Thank you.

#### Infinite Lives and Items Glitch

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There is a glitch in the game that lets you trick the game into giving you infinite lives and items. It occurs in Dr. Wily Part 1. When you start the stage (the stage is Dr. Wily Part 1), you will be outside with a fence in the background. Walk to the right, as soon as you get over the first building (where you use Item-1 or Item-3), then there will be a bunch of screw bases that will shoot out an infinite number of screws from the ground. Press start and get out your Leaf Shield. Now walk really close to a screw base, and use the Leaf Shield, and then do not press any buttons. If done correctly, the screws will start jumping out of the ground at you, but your Leaf Shield will immediately kill any of them that touch the Leaf Shield, and the screws will drop an item every time. The items will drop right on your head, so you don't even have to move to collect the items! The items will drop from the screws in repeating patterns of 5. For example, you will get five items, then you will get the same exact 5 items in the same order, and this process will repeat forever as long as you stay still. If you want infinite lives, and an extra life is not part of the pattern of 5, then simply move to a different set of screws! This is a neat fun glitch in the game. NOTE: The largest amount of lives you can obtain is 98.

#### Turn Stars into Birds

-----

This one is easy to do, and pretty neat too! It is an easter egg added into the game by the game developers. When you are at the Robot Master select screen (where you pick which level you want to play), select your boss, then immediately hold the A and B buttons. When the next screen shows up where it says what boss your fighting, the stars in the background will be replaced by birds!!

#### Quickman's Start Menu Blackout

-----

In Quickman's stage, in any area where there are the lasers that kill you in one hit, press start, and the background will turn to black. Usually the background stays the same, but for some reason, the background turns black in any area with lasers. I find this very odd.

#### Start Menu Invincibility

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In quite a few areas of the game (not all), if you are being shot at, you can repeatedly pause and unpaue the game, and the shots will pass right through you!

...Concludes the document

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-- 6.1) Credits --  
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Thanks to Paul Taylor - He's the one that gave me the NES emulator and  
Megaman 2 ROM so that I could play it in school.

Thanks to Jay Hawn aka "Hacker" - for hacking into the Pentagon and stealing  
lots of funny information.

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-- 6.2) Legal Info --  
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