





"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge. He's one lunatic guy!"

"This is Dr. Light. Over and out!"

Dramatic, isn't it?

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Controls

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A Button - Fire  
B Button - Jump  
Start - Call Menu  
Control Stick - Move  
R Button - Toggle Robot Master abilities  
L Button - Toggle Robot Master abilities  
Y Button - Rapid Fire\*  
X Button - Slide; Down + B also allows you to slide

\*Extremely cheap; unless this is your first time playing Mega Man, do not use Rapid Fire, I am strongly against it.

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Items

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This section is directly copied and pasted from MY Mega Man 2 guide. With the exception of Rush Coil, Rush Jet, and Rush Marine.

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Rush Coil

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Call Rush down, and jump on top of him to get a boosted jump. You have Rush Coil from the beginning.

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Rush Jet

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Call Rush down and you can fly around anywhere. Until the energy runs out. You get Rush Jet after beating Needle Man.

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Rush Marine

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Call Rush down and use his submarine form. Only useful while in water. Rush Marine is obtained after defeating Shadow Man.

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Energy Pellet

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Restores some of Mega Man's health.

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Energy Capsule

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Restores a large portion of Mega Man's health.

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Weapon Energy Pellet  
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These tiny blue pellets partially restore the weapon Mega Man has activated, with the exception of the Mega Buster.

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Weapon Energy Capsule  
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These larger blue capsules restore a great deal of energy for the weapon Mega Man has activated, with the exception of the Mega Buster.

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1-Up  
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This icon of Mega Man's head gives you an extra life.

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Energy Tank  
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These capsules have an "E" written on them. When you get them, they are stored on the Weapon Menu, and you can use them to fully restore Mega Man's health. You can only hold four at a time, so use them carefully!

===  
FAQ  
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(FAQs)

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Q. Who are the returning Mega Man 2 Robot Masters?

A. All of them return in the form of a Doc Robot with their powers.

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Q. How do I beat the Yellow Demon?

A. Use Hard Knuckle on his eye.

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Q. What's the deal with Top Man?

A. Many players feel as though he's a disgrace, because he can be easily beaten without any Robot Master weapon, and his weapon is inaccurate crap.

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Q. I can't beat \_\_\_\_\_! Help!

A. Check the guide!



the next ladder.

Here we have two Metools. Jump up and shoot them when they go to fire and head down yet another ladder. You will now be fighting a cat. I think his name is Meow. I am not sure. Meow will launch out hairballs, so avoid them and blast Meow in its face. Once it's dead, head down and to the right. Kill the red robot firing tops, and be prepared for another Meow.

This Meow will fire out fleas in addition to hairballs. Kill it, and head up the ladder. This room has a Metool on a clear block. This room is made up of clear blocks. There's a big health pick-up on one of them. Get that, and jump over to the ladder.

Here, you'll have to slide under the enclosing blocks and head up to the red robot firing tops down, in your path. Shoot a few of the tops and once it's clear, head on up to him. Destroy him and progress on.

Ah, the art of jumping. In this area, you'll have to jump from one spinning platform to another. My only advice is not to miss. Then, you'll be at Top Man.

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- - -   - - -  
T O P   M A N  
- - -   - - -
```

Which Weapon?: Arm Cannon  
Difficulty: 2/10  
Power Received: Top Spin

Top Man's pattern is very simple. He swirls to one side of the stage, and launch 3 tops into the air. Slide over to the opposite end of the stage to avoid all of them. Then, Top Man will spin to that side of the stage. Simply jump over him.

The only way it's possible to lose is if you're unable to avoid those tops and can't jump over him quick enough.

Take your Top Spin, and we're going to face Shadow Man.

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Shadow Man  
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Ah, yes. The ninja of the shadows. Shadow Man is deemed one of the most "coolest" Robot Masters ever.

Start off by jumping down. More like falling. Just fall all the way down. Now, you'll be facing two PINK HOPPERS! Sound tough? It's not. Not at all. The die easily, like always. Blast them, and head to the right. Oh, if it isn't another insanely tough enemy. It's a Metool-Bulldozer. Fire at it three times in sein kopf (his head), and progress on. Fall down the opening, and now... for a "mini-boss" battle against a mysterious red robot...

Seriously, he's pathetic. He can be beaten with out getting hit. His blasts miss 90% of the time. You can just keep firing at him. When he gets close to you, as he hops around, slide under and continue firing. Once he's out of the way, part of the ground will explode. Head down and continue with the stage.

Head to the right, and kill the Walking Eyeballs. Keep killing them and head to the right. Then, the lights will go off. I can't guide you in the dark.

Just keep jumping and shooting your way along. I may - at some point - add a visual to help out with this part. Until then, do the above mentioned.

Occasionally, the lights will go on for a second, but that's nothing major. Eventually, you'll fall down to the next part of the stage. Get the pick-ups and kill the Hoppers. Now it's time for a jumping stage of sorts.

You're on a platform. If you fall you die. Fake a jump on each platform and a parachuting blue thing will fall from the ceiling. Blast it, and progress on to the next platform, repeating this till you reach actual terrain. Once you do, you'll have to kill a Pink Hopper. Do that, then progress to the right. Kill the two Dragonflies, and you'll be at Shadow Man.

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- - - - - - - - -  
S H A D O W   M A N  
- - - - - - - - -
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Which Weapon?: Top Spin

Difficulty: With Top Spin - 3/10, With Arm Cannon - 7-8/10

Weapon Received: Shadow Blade (The cool name makes up for the fact the weapon turns you freakin' purple.)

So. Shadow Man. Use Top Spin. Once he jumps in the air, jump up with him and use Top Spin. He'll die VERY quickly. You'll have Shadow Blade in no time. You'll also receive Rush Marine, the water adaptor for Rush. This will help later on, in Gemini Man's stage mainly.

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=====  
Spark Man  
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I don't have a quip for Spark Man. Isn't that shocking?

Start off by heading up the ladder and destroying the Walking Eyeball. Head up the next ladder. In this area, there will be two types of enemies. A electrical current beam, and Electrical Plugs. The Electric Plugs are destroyed in one direct hit, and make sure you do destroy them; there attack is an annoying one. They fire out an electrical blast in every which way, at once. So be sure to destroy them.

On with the level. Jump through the electrical current beams when they're deactivated and blast the Electrical Plugs till you reach the ladder up, to the next area of Spark Man's level.

Now, you'll be facing one of those little green guys that hurl the ball on a rope at you. You can only hurt them when they show there eye as the color red. Destroy it, and head up the next ladder. This next part can be tough. But it's not jump.

You have to get from one pink block to the next without hitting the spikes. Simply jump quickly, and towards the later blocks, you can literally walk onto them if you're fast enough. Progress to the right, jumping over the two platforms avoiding the electrical currents, and reach the next ladder.

This area has two pick-ups (Health and a Weapon pick-up) and a Metool-Bulldozer. Kill the Metool-Bulldozer by blasting three times in the head. You can get those pick-ups by using Rush Coil. Now, head up the ladder. Blast your way through the long series of Walking Eyeballs, and fall down that huge drop.

Head to the right. There will be falling blocks of junk. Quickly, with haste, jump through these points at which the junk blocks are dropped and jump down. Get the weapon pick-ups here, and you'll be at another pink block jumping stage. Do what I stated last time. Jump from one to another quickly, with accuracy. This time, though, there's a catch. There are Blue Rods (like in Top Man's level). Fake your jump and destroy them first. Throughout this part of the level, there will be a break in the pink block as you land on an isolated platform. Destroy the Blue Rods at these locations.

You will now be at Spark Man.

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- - - - - - - -  
S P A R K M A N  
- - - - - - - -
```

Which Weapon?: Shadow Blade

Difficulty: With Shadow Blade - 2/10; With Arm Cannon - 5/10

Weapon Received: Spark Shock

Just dodge his shots and fire Shadow Blades. There's no strategy since you're using Shadow Blade.

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=====  
Snake Man  
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Snake Man's a pretty cool robot master, and his level's easy as well.

Start off by heading to the right and killing the Hopper. Next, jump up and destroy the Snake Head. Continue on and drop down. Kill the Hopper, and destroy the next Snake Head. Progress forth and kill yet ANOTHER Snake Head followed by a Hopper. There will be on more Hopper, and a later behind it. Destroy it and take the ladder up.

This room contains three Snake Heads lined up diagonally. Destroy them, and head up the ladder that follows. Here, there will be a Giant Snake Head (!!!). This snake will fire pink blasts at Mega Man. They're easy to avoid and don't deal massive damage, so taking it out won't be a problem. Once it's defeated, continue on.

The next area has a little flying thing (seriously, I have no idea what the heck it is...) and a jump you'll have to make. The problem is, there are Snake Head's firing blasts in the direction you need to jump. Wait till their fire pauses, and jump across. Head on. There will be a second flying thing and another Snake Head. Defeat them both, and head up the mini-ladder nearby to get two giant energy refill pickups. Head down the ladder to the right.

This little area has nothing in it at all, so head to the right.

This area is filled with flying things that will attempt to drop objects on Mega Man, and Polesters (I made that up myself!). Avoid the Polesters, and just run through, taking out any enemies in your way. You should reach the ladder very quickly.

This small area has one of those guys that throw the ball on a rope. The kind of guy you can only beat when its red eye flashes. Defeat it, and head up the ladder. The next area has another one of those guys and two ladders. The ladder on the right contains two random pickups, and if you take them, once you go back down the ladder, that same enemy will reappear.



Head up the left ladder after. It's a very long ladder, by the way.

After the ladder, you'll have to fight another Giant Snake Head. Take it out. Head on to the right. Kill the Polesters, and Rush Coil over the big drop coming up. Progress on, killing the Polesters and getting the energy pickup on top of one of the towers. Head up the second tower with a ladder.

At the top, there will be another tower to your left, along with a ladder and a spider-bot enemy. Destroy the enemy and head up the ladder. This part of the level is a giant jumping stage. And we don't like those, but we don't have choice, since Rush Jet has not been obtained. The elements to this part are green blocks and towers sending clouds out of their tops. You can jump on these clouds. Jump from cloud to cloud, and continue on. A map will be added at a later time for additional guidance.

After that, you'll be at Snake Man.

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- - - - - - - -  
S N A K E M A N  
- - - - - - - -
```

Which Weapon?: Spark Shock

Difficulty: With Spark Shock - 8/10, Without Spark Shock - N/A (I have yet to fight him without it)

Weapon Received: Search Snake

Snake Man basically jumps around the stage tossing smaller snakes at you, each move around the stage for a short while as well. Spark Shock runs out very fast, so try and be accurate with your shots. Once it does run out, try and take him with the Arm Cannon. Top Spin is also capable of helping.

After he's defeated, you get Search Snake, and we head to Gemini Man's stage.

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Gemini Man  
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One of the coolest Robot Masters around.

We start off in a space type level. Head to the right, shooting the floating enemies and avoiding the Penguins. Shoot them both and make your way through. Be careful, the floating enemies fire down vertical rays of fire, that can hurt or even destroy Mega Man! Eventually, you'll be in a fight with that mysterious red robot again. You'll just get a glance, and it'll go away.

The area where you were will blow up, leaving a hole. Jump on down. There's a life and a large energy pellet, so feel free to get them with Rush Coil. Head to the right, and you'll notice a large stack of bubbles. Every time you shoot an egg you destroy it leaving a blue fish behind. Make your way through the bubbles. The blue fish are destroyed in one hit.

\*Note\* The blue fish are a great way of getting energy pellets!

After the eggs, head up the ladder. There will be more eggs here with a ladder behind them. Destroy the eggs/fish and make your way up it.

More eggs. You may need to use Rush Coil to get up to the eggs to destroy so that you can continue on. Get through here. This next - rather large - part of the level will have two dragon flies fly down and try to attack you. Get past them, and then there will be a giant mechanical penguin. Jump over the little

penguins it fires out, and shoot its head. Then, head to the right.

There will be another two dragon flies, and then another penguin. Destroy them all, and head down the opening on the right. There's an energy pellet here, grab it and head down.

Alright, this part. The annoying part. Use Rush Marine. Use it to jump over the blowfish and to get pick ups. That's really the only advice I can give. Eventually, you'll be at a ladder. Use Rush Marine to jump up onto one of the blocks by the ladder, and switch to your regular weapon. Jump up onto the ladder and head up. There's also an energy tank to the right of the ladder, but I wouldn't risk a life to get it.

There will be two Pink Hoppers here. Destroy them and head up the ladder.

Here, we have a Giant Red Hopper and Gemini Man behind it. Jump over it, or slide under it, and prepare to fight Gemini Man.

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- - - - -  
G E M I N I M A N  
- - - - -
```

Which Weapon?: Search Snake  
Difficulty: With Search Snake - 6/10, Without Search Snake - N/A/10  
Weapon Received: Gemini Laser

Gemini Man will mainly clone himself and jump around the stage shooting. Use Search Snake to destroy him quickly. Search Snake can only hurt the true Gemini Man, and not the clone. This should be an easy battle.

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Needle Man

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No, he is not on drugs. Or at least not in this appearance. Get the POINT? Yeah, uhh, let's start.

Start off by shooting the Needlers. They shoot out spikes in every which way and also roll around on the ground. Shoot them quickly. The first part of Needle Man's level is nothing but them, so get past them and head down the ladder that's located on the far right.

Here you have two paths you can take. The lower path, and the higher path. Use the higher path. You'll have to take Cannon. Do so, then head on. You'll have to take out another few cannons, followed by a Metool. After, a dragon fly will drop out of the sky. Avoid it, and blast the upcoming Metool. There will be a bunch of Dragon Flies and Metools around the next area, so be careful. Eventually, there will be another ladder. Take it.

This next part of the stage has giant pink needles will drop down at certain sections. Slide under the first one when's up, and head down the mini ladder. There will be a series of these needles. Slide under each one or multiple selections of these needles at a time to ensure safety. When you come to a bunch of floating platforms, jump on the first one, and wait a second. There will be a needle above the second platform. Once it goes up, jump on to that second platform. Jump safely to the third, then head up the ladder.

Here, there's a Needler, and an Energy Tank up above. Destroy the Needler, and use Rush Coil to get the Energy Tank. Head up the ladder. Now, there are two of those green things that throw the ball on a chain. Destroy them using the

ladder for cover, and head up the next ladder.

Needle Man himself is up ahead, but a giant pink egg thing is in our way. Slide under when it jumps, and head to the right.

- - - - -  
N E E D L E M A N  
- - - - -

Which Weapon?: Gemini Laser

Difficulty: With Gemini Laser - 7/10, With Mega Buster - N/A/10 (Much harder, I'm sure)

Weapon Recieved: Needle Cannon

Needle Man is like your average Robot Master. He fires needles while jumping up and down and all around, and also uses the needle on top of this head that extends out.

Get up close to him and fire Gemini Laser. It will deal a large portion of damage. Then run away, dodge his needles and possibly him, and reapeat. Easy!

On to Magnet Man.

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

Magnet Man. Don't you feel the attraction to him? Sorry, bad pun.

Start off by walking to the right. There will be a long supply of Attraction Men. I named them myself. If you jump too high, they will grab you and do horrible things, such as dropping you over an opening. So either blast them, or don't jump too high. Get all the way over to the right and take the ladder down.

Here, we'll fight that mysterious red robot. The stage is flat, so run under him and blast him. Keep doing this. A part of the area where Mega Man's fighting him will explode. Jump down that opening.

In this next area, destroy the two pink missle things, that fire the blue missiles at Mega Man. Note that these missiles are heat seeking. Head down the ladder at the far right.

In this smaller section, there are two Walking Eyeballs. Shoot them, and continue on. When you enter this part of Needle Man's lair, there are not only Walking Eyeballs, but Attraction Fans that pull you towards them. This could end up hurting you, if Walking Eyeballs hit you when Mega Man is in this position.

When you fall down this next ladder, lean to the left, and you'll get a bunch of little energy pellets. Head down the ladder on the left.

Oh crap. The dissappearing blocks of doom! Sooo many players have trouble on these. So, take out Rush Jet. Fly over this section. Read on when that part is done. (But to be serious, I'll get an image up here that will be a great help for this part of the game. Someday.)

There are a number of power ups in this next area. Start by heading up the ladder on the right. Destroy the little Blaster that's shooting everywhere on top of his little platform, and go down the BOTTOM ladder. Get the power ups

and slide under the wall on to the ladder you originally came up. Go up, destroy the blaster, and go up the top ladder, on the left.

There's another giant pink missile shooter thing, and then, Magnet Man. Slide under it, and prepare to fight Magnet Man.

- - - - -  
M A G N E T M A N  
- - - - -

Which Weapon?: Needle Cannon

Difficulty: With Needle Cannon - 6/10, With Mega Buster - N/A/10

Weapon Recieved: Magnet Missile

Magnet Man has two easily avoidable attacks. He'll jump up and fire magnets down at Mega Man, and go on the ground and pull you towards him, which will deal damage.

Start by taking out Needle Cannon and blasting him. When he fires the magnets, slide away. When he pulls you towards him, simply push in the opposite direction, and Mega Man won't get hurt. Other than those magnets, this fight is easy. Also, if you run out of Needle Cannon, just use your Mega Buster.

=====  
Hard Man  
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Please, I know all about the sexual suggestions linked to his name. Ignore them, and start the level.

Start off by running the hell away from the bees dropped from a larger bee, buzzing around in the sky. Get to the mini ladder at the right (before the ladder there are Green Traps, where if you step on them, an orange mouth pops out at you.) and head up it.

There's a large energy pellet at the left, and a ladder shortly before. The problem is, in between these tow things, are Green Traps. Slide over them, and grab the pellet if Mega Man's hurt from the encounter with the bees.

Then, head up the ladder.

Use Rush Coil or Rush Jet to get up to the green guy with a ball and chain. Get up to him, and blast when he hurls the ball (on a chain) at Mega Man. Once he's defeated, head up the ladder on the left.

Uh-oh! This area has monkeys. Strong ones at that. They're somewhat similar to the monkeys in Wood Man's level, in Mega Man 2. Run past them, and head up the ladder, and fast. If Mega Man's weak, you may need to take a brief stop while heading up the ladder and go the left to face a green guy with a ball on a chain to get a large energy pellet he's blocking. Anyway, continue heading up the ladder.

This is a small area with a monkey. Slide under it and head up the ladder on the left hand side.

Slide under the long green wall, and take out the Metool Bulldozers that follow. There will then be a split path. Take the upper path. There is a Metool Bulldozer, but there's an energy tank behind it. Head up the ladder.

Destroy the Metool at the right and quickly head up the ladder, to avoid the

other Metool's blast. He's there in case you took the lower path.

This next part of the stage is filled with Green Traps. Slide to get past all of them, but watch out; those bees from the beginning of Hard Man's stage return!

After that part, you'll do battle yet again with the mysterious red robot. Use the same strategy as always. Head down the opening after the explosion of his defeat.

Grab the large energy pellet at the right, and go down the ladder.

Hard Man is just beyond that big red egg thing. Slide under it.

- - - - -  
H A R D M A N  
- - - - -

Which Weapon?: Magnet Missile  
Difficulty: With Magnet Missile - 6/10, With Mega Buster - N/A/10  
Weapon Recieved: Hard Knuckle

Hard Man basically fires several fists at you and then smashing in to the ground, possibly dealing damage to you if you don't jump away.

Do just that. Jump away from him and constantly nail him with Magnet Missile. He'll be destroyed so quickly. If Mega Man's health gets really low, then use the Energy Tank recieved eariler in the stage.

=====  
BREAK MAN  
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All of a sudden, you'll have to fight Break Man! What is he, who is he? No one knows. Or cares to tell. ^^

Follow the same strategy I gave for the mysterious red robot...it works for some reason.

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Now, Needle Man, Gemini Man, Shadow Man and Spark Man's levels will all be invaded by the Doc Robot. The levels have changed. There are two Robot Masters in each stage now. The Doc Robot has taken the powers of the Mega Man 2 Robot Masters (Metal Man, Flash Man, Quick Man, Wood Man, Air Man, Crash Man, Bubble Man, and Heat Man) and will fight you twice per stage, using a different one of these powers each time. I'm not going to walkthrough the levels themselves again, or give extensive strategies, but list what weapon to use and possibly a few pointers.

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=====  
Needle Man's Stage - Revisited  
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Doc Robot - Air Man:

Use Magnet Missile against this form of the Doc Robot. I'm told Spark Shock

also works well.

Doc Robot - Crash Man:

Four Hard Knuckles will destroy him, but it's very hard to hit him. Otherwise, use Top Spin. I recommend trying using Hard Knuckle, though.

=====  
Gemini Man's Stage - Revisited  
=====

Doc Robot - Flash Man:

Shadow Blades work here, but I recommed using Needle Cannon. Shadow Blades are needed in the next fight.

Doc Robot - Bubble Man:

Shadow Blades.

=====  
Spark Man's Stage - Revisited  
=====

Doc Robot - Metal Man:

Shadow Blade, if there's any left. Otherwise, Magnet Missile.

Doc Robot - Quick Man:

This fight is friggin' tough. Kind of. Use Gemini Man's weapon, Gemini Laser.

=====  
Shadow Man's Stage - Revisited  
=====

Doc Robot - Wood Man:

Needle Cannon, when he's not shielded. Like Mega Man 2.

Doc Robot - Heat Man:

Shadow Blade.

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Wily's Castle - The Turtle  
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Use Shadow Blades on the turtles themseleves, ignore the machine.

=====  
Wily's Castle - Yellow Devil  
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Yes, he's back. From Mega Man 1. Use Hard Knuckle on his eye.

=====  
Wily's Castle - Mega Man Clones  
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Top Man's true weakness is Hard Knuckle, but he is easily defeated without it, which is why many players go for Top Man first.

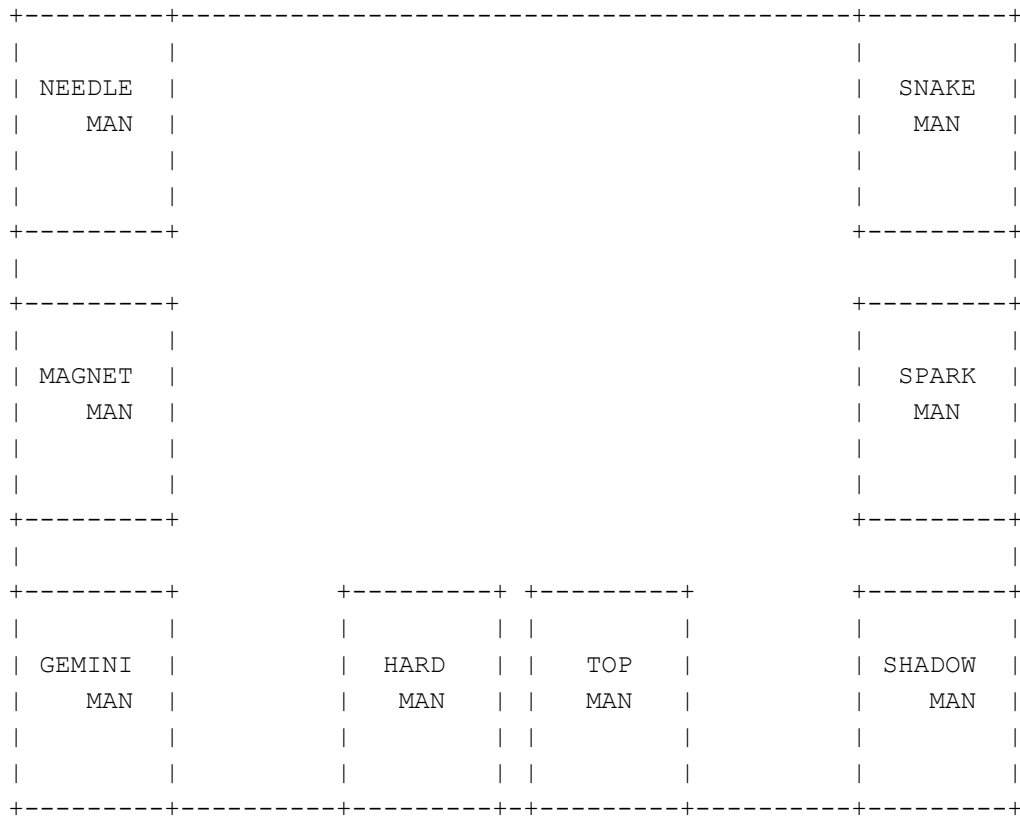
=====  
Weakness Visual  
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To find out why this is most effective, view the Weakness Visual I made:

(Will be added at a later time.)

=====  
Teleporting Layout  
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Like in most Mega Man games, you'll have to fight each Robot Master again. Here is the layout. Each Robot Master dies in seven hits of their own weapon.



=====  
Weapons  
=====

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* * * * *
|
|           Top Spin
| * * * * *
| Top Spin, Top Man's weapon, isn't too good. It's
| not even decent. It's an inaccurate spin and only
| effective against Shadow Man, truly. I recommend
| using it against Shadow Man or for fun. Other
| then that, don't bother with this.
|
| * * * * *

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\* \* \* \* \*

| Shadow Blade |

\* \* \* \* \*

| A very cool weapon, from a very cool master. You |  
| fire out a blade that can go in any direction, |  
| dealing good damage. This weapon should not only |  
| used against Spark Man, but against regular |  
| enemies for fun! Just don't go ninja on us. ^^ |

\* \* \* \* \*

\* \* \* \* \*

| Spark Shock |

\* \* \* \* \*

| A giant energy sphere moving horizontally. It's |  
| nothing too special, but it can be useful. It's |  
| Snake Man's weakness and is only half decent. |  
| This is because it runs out quickly and doesn't |  
| deal too much damage. It can be useful for |  
| regular enemies. |

\* \* \* \* \*

\* \* \* \* \*

| Search Snake |

\* \* \* \* \*

| Search Snake is a good attack, for the most part. |  
| Mega Man will fire out tiny little snakes that |  
| scatter around the areas nearby inflicting |  
| damage to enemies. It's not the best, but it's |  
| both good against Gemini Man and can help you |  
| out. Truly better than that Top Crap. |

\* \* \* \* \*

\* \* \* \* \*

| Gemini Laser |

\* \* \* \* \*

| A cool attack, for a cool Robot Master. Gemini |  
| Laser fires out blue beams that bounce off the |  
| ground and walls dealing damage to whatever they |  
| hit. This can be useful. The only downside is the |  
| lasers fire so slow. |

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\* \* \* \* \*

| Needle Cannon |

\* \* \* \* \*

| A series of needles are released to an opponent. |  
| I don't find much use in this weapon, but I guess |  
| if you use it on regular enemies, it's fine. It's |  
| also Magnet Man's weakness, so it'll come in |  
| handy there. |

\* \* \* \* \*

\* \* \* \* \*

| Magnet Missile |

\* \* \* \* \*  
| Magnet Missile is pretty cool. It "attracts" or |  
| locks on, for the lack of a better term to an |  
| enemy. It deals good damage and can be very |  
| useful in tough situations. Don't hesitate to |  
| use it often. It's also Hard Man's weakness. |  
|

\* \* \* \* \*  
| Hard Knuckle |  
\* \* \* \* \*  
| Ah yes, Hard Man's fist of fury. By using this |  
| weapon, you fire out a large blue fist that |  
| travels at a fair speed dealing good damage. Not |  
| the best for those regular stage enemies, but it |  
| will kill Top Man...if you don't just use your |  
| Mega Buster. |  
\* \* \* \* \*

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Passwords  
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Top Man Defeated  
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|Red: A3, C5|

Shadow Man Defeated  
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|Red: A3, C5, D6|

Spark Man Defeated  
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|Red: A3, C5; Blue: F4|

Snake Man Defeated  
-----

|Red: C5; Blue: A3, B5, D3, F4|

Gemini Man Defeated  
-----

|Red: A3, C5, F5; Blue: B5, F4|

Needle Man Defeated  
-----

|Red: A3, E6; Blue: B5, D3, F4|

Magnet Man Defeated  
-----

|Red: A3, B5, F5; Blue: F4|

Hard Man Defeated

-----  
|Red: A3, C4, C5, F5; Blue: F4|

Doc Robot Stages  
-----

|Red: A6; Blue: A3, B5, D3, F4|

Break Man  
-----

|Blue: A1, A3, A6, B2, B5, D3, F4|

Dr. Wily's Castle  
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|Red: C5-E1 Blue: A1-A3-B2-B5-D3-F4|

9 Energy Tanks  
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Red: A6

\* = \*

[V] CLOSING

\* = \*

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Legal Information

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Contact Information

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E-Mail

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You can send me an e-mail about errors I made in this guide, questions about this game that I didn't answer in this guide, submit information, praise the guide and that's it. There should be NO e-mails about irrelevant matters and there should also be NO e-mails about things I covered in this guide. Thanks.

AIM

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My AIM list is now closed, sorry. ^^

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Credits

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GameFAQs - Hosting this guide.

Trace "Meowthnum1" Jackson - Mega Man expert.

Richard "Gbness" Beast - He helped me come up with FAQ questions to stop an  
overload of annoying questions, and is also a friend  
to me.

Mega Man Homepage (<http://www.mmhp.net>) - I didn't use any information from  
her site, but I love it and it has  
everything about Mega Man.

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♣ Astro Blade

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