

Mega Man 4 FAQ/Walkthrough

by Warhawk [Donate](#)

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Introduction



Mega Man (4) FAQ/Walkthrough Episode 4: A New Evil Ambition!!	
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Introduction

Thank you for checking out Warhawk's guide for Mega Man 4 for the Nintendo Entertainment System. The fourth main entry in the Mega Man "Classic" series. For this guide, I look at covering the game to the best of my ability. If there's anything I may have missed or is off feel free to contact me directly via Facebook listed above or by e-mail in a later section. Also if you found it helpful and want to donate you can do so by donating to my PayPal via the e-mail listed above.

Author's Note: At the time of the update any further updates will be posted in the Mega Man Legacy Collection guide found on Neoseeker.

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Controls

Control	Function
D-Pad	Control Mega Man
Down + B	Slide
Start	Pause (menu)
Select	----
B	Fire Weapon
B [Hold]	Charge Shot
A	Jump

Walkthrough

Chapter One: Toad Man

Cast of Enemies

- Escaroo [Sub-Boss]
- Gytot
- Puyoyon
- Rackaser
- Ratton
- Swallown

- Coswallown


Starting the game by going to Toad Man's stage. When starting the stage we'll have rain falling that can hinder us a bit when we'll jump. As we get a way as there'll be a Swallown with Coswallown behind it. When getting so close to it the Coswallown will come at you if the Swallown isn't disposed of ahead of time. Not long after dealing with them we'll have a Rackaser that'll drop down. Dispose of it as it comes down or wait for it to land completely on the ground. Once we dispose of it head to where we'll drop down but watch out for the Swallown that'll be heading your way.

There'll be another Rackaswer that'll come down before we drop down again. After dropping down we'll continue onward as there'll be another Swallown. When we get so far as there'll be a chance a Rackaser will be coming down so trying to dispose of both can be a bit difficult to do. We'll have to drop down again as there'll be another Rackaser along with a Swallown before we'll have to start jumping to the next platform. As we get to where we'll have to jump we'll want to get as close to the edge then make the jump safely across.

Not far after we do there'll be a Rackaser that'll come down as we dispose of it. After we do so we'll get to where we'll have to jump again but not without a Swallown coming in before we have a chance to. Get to the next platform as we did with the previous one. Upon doing so we'll have a Rackaser to deal with before getting to the next platform. Around halfway on the third platform we jumped to we'll have a Swallown to deal with. There'll be a Rackaser that we'll deal with before jumping to the next platform. Upon getting there we'll have two Rackaser and a Swallown to deal with before reaching a drop area.


Heading down it and to the left then drop down again to the next area. Now that we're in what appears to be like a sewer area. Making our way through as we'll have a couple of new enemies in the stage to deal with a Ratton and Puyoyon. We'll encounter the Ratton first then the Puyoyon and another Ratton before making to the end to jump. As we make the jump as there'll be another Ratton to watch out for as we'll be able to take it out. Head to the platform that it was on to continue onward. Not far after we do we'll have another Ratton to deal with before dropping down to the next platform. Before we can get to the platform on the far right we'll have a Puyoyon to deal with before doing so.

Once it comes down to dispose of it do so and get onto the platform. Continuing from getting on one platform to another as we'll have another Ratton to dispose of. When we get closer to the end of the series of one platform to another as we'll have a Puyoyon to deal with before it comes to an end. There'll be a Ratton to deal with on the platform before we go about dropping down to the next area.

Boss Information					
					
Sub-Boss:	Escaroo	HP:	16	DWN:	---
Attack(s):	4 (contact, eyes) 4 (contact, body) 2 (bombs)				
Weakness					
Pharaoh Shot					

Reaching the sub-boss of the stage as the only way to damage it is when it opens its eyes. When it does we'll have to watch out as it the eyes can detach and come at you. Also, we'll have to watch out for the bombs that'll come out at you. Trying to time it when the eyes open can be a bit of a pain but shouldn't be too hard to take it down. A few good charged shots if timed right along with following with a few normal shots. Once we take it down it'll be time to move forward in the stage.

As we head through and reach the drop area to drop down but watch out for the Ratton that'll be down there. Dispose of it then drop down on the other side. When we do we'll deal with another Escaroo.

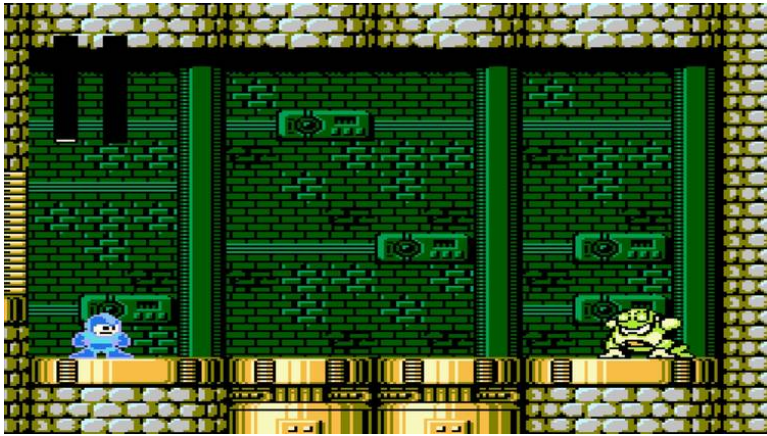
Boss Information					
					
Sub-Boss:	Escaroo	HP:	16	DWN:	---

Attack(s):	4 (contact, eyes) 4 (contact, body) 2 (bombs)
Weakness	
Pharaoh Shot	

Similar to the last time but this time we'll have falling water that'll be split in going in two ways. Each way leads to a pitfall so planning your attacks this time around will be key for this encounter. We'll want to once again time our attacks when the eyes open but also watching for its attacks with the eyes as well as the bombs. Careful planning will help us get past this encounter to continue on in the stage.

Once that we take it down as we'll continue to the next area. As we do we'll have to get onto the platform above the water but watch out for the Gyotot that'll be in the water. When we see them they'll be coming out of the water to try knocking you down into the water if possible. There'll be eight platforms with the last two being above and below. We'll have to watch for the Gyotot that'll be coming in and plan it carefully in disposing of them. We'll want to be careful not to land on the spikes.

As we get to the ground we can be on before we'll have to get on platforms like we just did to make it further. Watching out for the Gyotot like before with spikes on the floor. Making it past this set of platforms and Gyotot will lead us to the boss gate to prepare to fight Toad Man.

Boss Information					
					
Boss:	Toad Man	HP:	28	DWN:	026
Attack(s):	8 (Rain Flush) 8 (contact)				
Weakness					
Drill Bomb					
Weapon Get					
Rain Flush / Rush Marine Adaptor					

When fighting against Toad Man it can be the easiest battle that you can start with in the game. If you're able to time it right with a charged shot when he starts like a rain dance. Manage to time it right we'll be able to take him down without him getting an attack in. On the other hand, if you're unable to do it right he'll likely be able to get Rain Flush in. Also, he'll likely to make a jump to where you had last stood which can be easily avoided by using the slide to make room between you and Toad Man. If by any chance he makes a jump or uses Rain Flush it'll be a good opportunity to try again at keeping him in one spot. Although keeping him in one spot may help out a lot for the fight and take him down to get his weapon along with Rush Marine Adaptor.





Chapter Two: Bright Man

Cast of Enemies

- 100 Watton
- Battan
- Dompan
- Gachappon
- Minoan
- Totem Polen

As we start the stage as we'll get so far before we'll have a Dompan that we'll dispose of. Not far after we deal with that we'll have a 100 Wat that'll come into view. Disposing of it will make the screen go black making it difficult knowing where we're going. We can dispose of this one as there'll be a Dompan that'll be not far after we do so. Upon doing so we'll have the stage back to normal as we'll have to make a jump over a pitfall. When we get across there'll be another 100 Wat coming our way as there'll be a Dompan not far from it so disposing of both will be fine here.

By the time we reach where there'll be another 100 Wat to dispose of. Keep in mind where the edge is as there'll be a Dompan that we can dispose of to light the stage back to normal. Now jump over the pitfall to continue forward. As we get to the next area we'll be heading down some platforms until we come to where we see a Totem Polen. Dispose of it then get near the edge as we'll have a Battan on the spikes that we can use to get across the spiked floor. A couple jumps inward there'll be another Totem Polen to dispose of. We'll want to do it quickly as there'll be another Battan that we'll have to jump onto to get the rest of the way across.

When it gets as far as it can to the platform as we'll jump off the Battan and onto the platform. Head to the ladder and up it. As we reach the top there'll be a Gachappon to the far left as we can dispose of it by jumping and firing at it. Once we take it down we'll head to the ladder near where it was. There's another ladder but we'll have to use Rush Coil to get to as it'll lead to a closed area with a health capsule if needed. If not head to the ladder the Gachappon was near. Upon reaching the top there'll be a Minoan that'll drop down then head our way. Dispose of it and head to the top as there'll be another Minoan that'll be dropping when we get near.

There'll be at least three more or so before reaching an area where we'll have to slide to continue forward. When we do we'll have a ladder that if we head down we'll be able to get an extra life along with an E-Tank. We'll head down the ladder as we'll use the moving platforms to help us get across. Watch out for the red ones as they'll drop once they reach the other end. Wanting to time it right to get to the next. As the last one will be a green one as this one we don't have to worry about falling off at the other end. When we get to the other side using it as we'll claim the extra life and E-Tank.

Now use the green platform to get to the platform to the bottom of it on the left. Once we do bring out the Rush Coil to help us get back across to where we came down the ladder. Upon getting back up the ladder head to the right. Make our way to where we'll see a Battan. We'll use it until we see one on the other side of the pitfall. Wait until we're close enough to make the jump. Once on the second one, we'll wait for it to jump as we'll have to make our way onto another one. Be careful when you do like the one we were just on can come up there with us. A few jumps in as we'll have a Totem Polen to dispose of quickly.

Get on the Battan not far from the Totem Polen as we'll let that one take us near a pitfall to where we have another Battan to get onto. There'll be one more Totem Polen to dispose of as we'll have one more Battan to get on that'll help us get to the ladder. Watch out that we don't go down with it into the pitfall. Head up the ladder there'll be a Minoan and a weapon capsule if needed. Slide under to get to the ladder on the other side. Now comes the tricky part. Remember those moving platforms from the area where we got the extra life and E-Tank? We'll have them again here but this time around we'll have 100 Wat that'll be in this area.

When we get near the first one which will be a red one as there'll be a 100 Wat that'll come in. Wait for it to pass then get on the platform. Remember what I said about the red ones as we'll get so far up and jump to the next which will be a green one. The next two will be red but watch out for any 100 Wat that'll be coming in at this point. The next one will be a green one as we'll have a platform to jump onto at the end for a bit of a breather. If we took out any of the 100 Wat making it hard to see by this point it'll light up without a Dompan. Now we'll have two more moving platforms we'll have to jump onto and both are red. Watching out for any 100 Wat until we reach the platform after the second red one. As we make it there it'll be smooth sailing but watch out for the 100 Wat and Dompan as we'll reach the boss gate.

Boss Information

Boss:	Bright Man	HP:	28	DWN:	025
Attack(s):	8 (contact/body slam) 4 (shots)				
Weakness					
Rain Flush					
Weapon Get					
Flash Stopper					

As we fight Bright Man as it can be a little similar to when fighting Flash Man in Mega Man 2. The only difference is that Bright Man will not run at you during the fight. We'll have to watch out for the shots he'll fire as well as when he uses Flash Stopper. Using Rain Flush on him will make the fight easier especially when we can time it right when he uses Flash Stopper. Doing so will still allow him to take damage when he uses his weapon. Watch out as he may use Flash Stopper in back to back successions. When he does use Flash Stopper he'll do one of two attacks. He'll either shoot at you or he'll come at you and Body Slam you. For the fight watching what he'll be doing will help during the fight but timing the Rain Flush will be crucial. We don't want to overdo it and it not damage him if used too soon from the previous shot. Once we take him down we'll get his special weapon.



Chapter Three: Pharaoh Man

Cast of Enemies

- Battonton
- Haehaey
- Hover
- Mummira
- Sasoreenu
- Taketento

Onto the third stage for the game, Pharaoh Man. As we make our way into the quicksand as we'll have to jump to help keep us at the top in order to move forward. We aren't going to be in long before a Sasoreenu comes up as we'll want to dispose of it. There'll be at least two more Sasoreenu to deal with but there'll be a Haehaey that'll be above us. Although the only ones we can deal with are the Sasoreenu. As we get to the platform as we'll use it to get to the other side to get back in the quicksand again. There'll be a Sasoreenu that'll pop up but we can dispose of it if we're quick enough. If not it'll head back down in the sand. Dropping into the sand as we continue on our way as there'll be at least two Sasoreenu to deal with along with a Haehaey above us.

We'll make our way to another platform to jump onto. There'll be at least three Sasoreenu to deal with and when we get to the next platform we'll be done with the quicksand. As we get onto land there'll be a Haehaey that we'll be dealing with but can't dispose of it.




As we get here where we have to drop down as we don't want to drop down as we'll have to get across it. Bring out the Rush Coil near the edge and use it to get to the other side. As we do we'll have a Haehaey that'll come from above. The further we get we'll have a couple of Sasoreenu to deal with. We'll eventually come to a few platforms as there'll be an item on the third platform. Grab it as we'll then be teleported to another section of the stage.

Once we get teleported to a point inside of where we would've dropped down as we continue to make our way. We'll have to deal with a couple of Battonton. After disposing of the second one we'll have a Hover that we'll have to jump onto in order to get across the spiked floor. When we have to get from the first Hover to the second there'll be a Battonton that we'll have to dispose of. As we get ready to go from the third one to the fourth one we'll have to dispose of another Battonton. Making our way to the fifth and final one as we'll have a Battonton that we'll have to deal with before jumping back to solid ground.

As we do we'll move quickly avoiding the rest of the Battonton to the drop area. Head through the empty area to the next drop area and to the next section. Making our way until we come across a Hover as we'll get on it. We'll get so far before we'll have a platform to get onto. Watch out for when we do there'll be a Mummira that'll come out as it'll send its head your way. Jump and shoot at it so it'll be clear for when we get up on the platform. There'll be another Hover to get onto after the platform. We'll take it to the next platform as there'll be another Mummira to deal with when we get over there.

Head to the edge and get onto another Hover. We'll stay on this as we'll have to get onto another Hover as we'll have to be careful when getting onto that one. As we do a Mummira will appear where we'll have to jump to. Dispose of it before it can send out its head at you. Once we jump over there when close enough. As we get over there and start heading up to higher ground as there'll be another Mummira to deal with. After dealing with that one we'll be in the clear to the boss gate to prepare for the fight against Pharaoh Man.

Boss Information					
					
Boss:	Pharaoh Man	HP:	28	DWN:	028
Attack(s):	2 (Pharaoh Shot) 4 (contact) 6 (Pharaoh Wave)				
Weakness					
Flash Stopper					
Weapon Get					
Pharaoh Shot					

As we fight against Pharaoh Man as it can be easy to somewhat medium fight. Using the Flash Stopper will stop him in his tracks and you can start firing nonstop on him. As long as you keep on firing shots at him the Flash Stopper will be used up automatically when it wears off after each use. Doing it this way will take Pharaoh Man down without any hassle. Although if we go about using the Mega Buster, on the other hand, he'll be jumping around using Pharaoh Shots at you. He'll eventually come to a stop to charge up and fire a Pharaoh Wave at you. Trying to dodge the Pharaoh Shots can be a little difficult to avoid when he fires one for each time he moves. If having trouble taking him down that way it'll be wise to switch over to Flash Stopper and take him down. Once he's down we'll get his special weapon.



Chapter Four: Ring Man

Cast of Enemies

- Kabatoncue [Sub-Boss]
- Whopper [Sub-Boss]
- Garyoby
- Mono Roder
- Ring Ring
- Wall Blaster

As we start Ring Man's stage as we'll start on a platform that'll disappear from left to right. There'll be a Wall Blaster on the wall to our right. Get over to the left side then dispose of it. Now get on the platform and quickly get to the ladder and climb it. At the top there'll be two of those platforms along with two Wall Blaster. Dispose of the one on the left then get over there. Once there dispose of the other then get up to the ladder near the top platform. At the next area we'll have three platforms but this time around we'll have a couple of Ring Ring.


Dispose of the one on the left then get across to the middle platform but not to where we can drop down. Now dispose of the other one then get to the ladder to continue our way upward. Once we get to the next area there'll be four platforms with two Wall Blaster. Step on the platform near and let it go from one side to the other. When it starts filling back up head across. Head toward the right Wall Blaster and dispose of it. Once we're at where it was now get up to the top platform to dispose of the other one. Now we can get to the ladder safely. Heading up the ladder and across the platform that we'll have to move quickly. Once we do jump over and we'll deal with a sub-boss of the stage, Kabatoncue.

Boss Information					
Sub-Boss:	Kabatoncue	HP:	16	DWN:	---
Attack(s):	2 (missiles) 4 (contact)				
Weakness					
Rain Flush					
Weapon Get					


As the Kabatoncue appears as we'll have to shoot at the column pieces to bring it down as we'll then be able to do damage to it. Although each time that we get it down far enough it isn't going to take long before each piece is regenerated. So we'll have to try to keep it down as much as possible to get a hit in. Also, we'll have to watch out for the missiles that it'll be firing at us. Trying to destroy the missiles and trying to lower it far enough can be tricky but is manageable.

Once that we manage to take it down as we'll be able to continue onward in the stage. In the next area, we'll have those platforms again that we'll have to get onto. Meanwhile, the first few that we'll have to be careful and not end up on the platform below. If we do we'll have to deal with a Garyoby. After getting onto the first one there'll be a Ring Ring that'll be coming our way. Dispose of it quickly and get onto the next platform. When we reach the end of that one we'll get to the one at the highest but watch out for the Ring Ring.

The next couple of platforms we'll have to make sure not to fall down due to the spiked floor. There'll be a couple of Ring Ring that we'll have to deal with before reaching the end and to a platform. As we get to the platform we'll have to watch out for a Garyoby. Head to the drop area as we'll head down as we'll have another sub-boss, this time a Whopper. And no, not the sandwich from Burger King.

Boss Information					
					
Sub-Boss:	Whopper	HP:	16	DWN:	---
Attack(s):	8 (contact) 4 (rings)				
Weakness					
Flash Stopper					
Weapon Get					

For this one is a tricky one as we'll have to hit it when the rings move away from it. Trying to hit it with a charged shot can be the tricky part. One of the best ways is to try bringing out the Flash Stopper and time it right when the rings move away from it. If you do it right we'll be able to get a decent amount of hits on it. May take a couple of tries at this to take it down doing it this way. Once we take it down we'll head down to through where it was at.

Boss Information					
					
Sub-Boss:	Kabatoncue	HP:	16	DWN:	---
Attack(s):	2 (missiles) 4 (contact)				
Weakness					
Rain Flush					
Weapon Get					

After dropping down we'll have to deal with another Kabatoncue and it'll be the same as the last encounter. Lower it as far as you can and fire as much as you can at it. Also, watch out for the missiles with this one as well. Once we manage to take this one down as we'll continue forward. In the next area, there'll be a ladder that's out of reach. We can use the Balloon or the Rush Coil to get up to it. Doing so we'll find Eddie as he'll bring us an item that we can use. You can go up and down the ladder if you wish until you get the item that you may need most.

As we drop back down as we'll continue onward and up a platform. As we do so we'll have four Mono Roder that we'll have to deal with before we get to the next area. Here we'll have those platforms again but these ones will come towards you instead of with you. You can step on it to come at you and when it filling back up use that to your advantage. There'll be a Ring Ring at the end of the top platform we go on. As we get to the end of that one we'll jump to the highest one again and with a Ring Ring at the end of it.

At the end of that one, we'll jump to the next as there'll be two Ring Ring coming from above and below. Dispose of the one coming from above and quickly to the end of the platform. Even with the trick with the first one, we came to here. There'll be one more platform to get onto that we'll have to worry about us falling to our doom. When we get to the end there'll be a Ring Ring to deal with before getting back to solid ground. There'll be a couple of Ring Ring but only the second one you come to will deal with.

Head down the ladder to the next area as we'll have a platform again. Like the ones that we were on when dealing with most of the Ring Ring. Watch out that you don't fall down onto the spikes. Get across and make your way down the ladder.

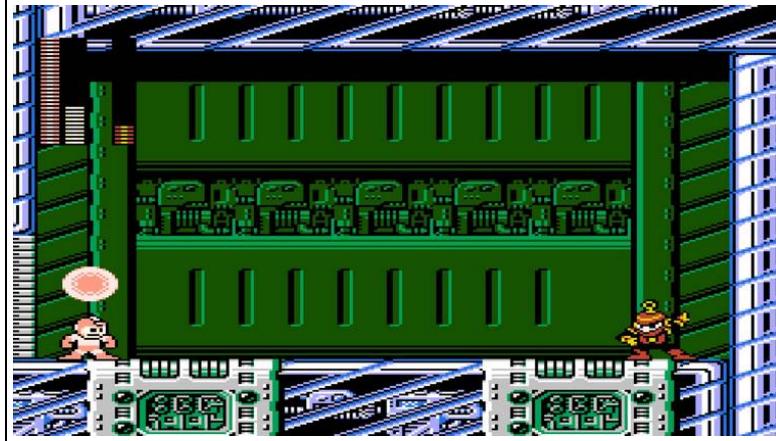
Boss Information					
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Sub-Boss:	Whopper	HP:	16	DWN:	---
Attack(s):	8 (contact) 4 (rings)				
Weakness					
Flash Stopper					
Weapon Get					

After we drop from the ladder we'll have another Whopper to deal with and this time we aren't going to have much room to work with. Dealing with it like the one we dealt with earlier and make our way through. We'll have to slide and make our way to the boss gate to prepare to fight Ring Man.

Boss Information



Boss:	Ring Man	HP:	28	DWN:	028
Attack(s):	4 (Ring Boomerang) 8 (contact)				
Weakness					
Flash Stopper					
Weapon Get					
Pharaoh Shot					

Fighting Ring Man can be simple and a little challenging. At the start of the fight, he'll throw a Ring Boomerang your way. He'll jump and receive that one as he may throw another one at you on the way down. After the second one, he'll be charging at you. Jump over him as he'll get to the other side to do the same thing again. Trying to avoid the Ring Boomerang can be challenging when he goes from one side to the other. Using Pharaoh Shot against him mostly with charging it up and doing more damage to him that way if possible. It'll be best to equip it before entering and charge it to the first shot against Ring Man will do a good deal of damage. Planning when to do a normal and a charged shot can make a bit of a difference at times if timing it right. Once we take him down we'll take his special weapon.



Chapter Five: Dust Man

Cast of Enemies

- Gachappon
- Jumbig
- Metall EX
- Shield Attacker
- Taketento
- Up'n'Down


From the start of the stage as we aren't going to get far before a Shield Attacker will come at us. We'll want to jump over it and attack it from behind. As we continue onward as we'll come across a Metall EX before we reach a pitfall. Reaching the pitfall watch out for the Up'n'Down as it'll come up from the pit. Dispose of it before any more can come up and get over the pitfall. Making our way across as there'll be a Metall EX before reaching another pitfall. When reaching the pitfall there'll be another Up'n'Down to dispose of then quickly over to the next platform.

Upon getting there watch out for a Shield Attacker that'll be coming at us. Jump over it and dispose of it like the last one. We'll come to another pitfall that'll have a Up'n'Down as we get across when we're clear. Once across there'll be another Shield Attacker. Like this one, we'll jump over and ignore to make our way to a drop hole. When getting down there we'll take a left so we can get to the bottom platform. Upon getting down there and heading to the right as we'll get a little way before a Jumbig will come into view. Fire rapidly at it when it's on the ground before continuing onward. Alternately you can slide under it.

As we get so far there'll be four pieces that'll be coming up to form one big block for us to get onto. When we go about doing so there'll be a Taketento that'll be coming in. There'll be a total of nine blocks that'll come up in four pieces to help us get across. During that time there'll be at least six Taketento to deal with from beginning to end of the blocks. Once we get all the way across there'll be two more Taketento to deal with before reaching a ladder to head up it. Making it to the top as we'll run into Eddie for an item.

Head up the other ladder as we'll have to watch out for the press that'll be moving up and down. We'll have a Metall EX that we'll dispose of and then some junk blocks to blast through to clear a path. Once we do there'll be another Metall EX to dispose of before continuing onward. Not far from there is another Metall EX and a bunch of junk block to blast through for a part. Once across we'll have another Metall EX to dispose of as well as clear another path. This time around on the other side we'll wait for the right time to get under it. When we get under it there'll be more of a path to clear on the other side of it.

Once we get to the other side there'll be a Metall EX to dispose of. There'll be one more press that'll come all the way down before we can continue onward. We'll get so far before we'll have to dispose of a Gachappon and make our way until we see a ladder. As we reach the top there'll be a couple of platforms with a Metall EX on one of them. Get on the first one and dispose of it when it opens up. Once disposed head to the other ladder to the next area. There'll be a Jumbig to deal with and be smooth sailing until we reach the boss gate to prepare to fight Dust Man.

Boss Information					
					
Boss:	Dust Man	HP:	28	DWN:	030
Attack(s):	4 (Dust Crusher) 4 (Dust Crusher shrapnel) 8 (contact)				
Weakness					
Ring Boomerang					
Weapon Get					
Dust Crusher					

As we face off against Dust Man we'll have to worry about two attacks, Dust Crusher, and his Vacuum attack. When he goes into Vacuum mode he'll try sucking you in but you aren't going to be able to do damage to him. Want to watch out for when he'll go about jumping as he can jump a good distance. We'll have to wait until he's done doing that before we can start back up in doing any attacks. When he fires the Dust Crusher at us we'll be able to avoid it by jumping over it. Although have to watch out for when it breaks as it'll break into pieces of four and can be unavoidable if near when it does. When using Ring Boomerang against him we'll want to be as close as we can to make a hit on him with it. Knowing its reach can make a difference when using it against him. Once we manage to take him down we'll grab his special weapon.



Chapter Six: Skull Man

Cast of Enemies

- Battonton
- Imorm
- Shield Attacker
- Skeleton Joe
- Skullmet
- Super Ball Machine Jr.
- Togethero

Starting the sixth stage at Skull Man. As we get so far as we'll have a platform that has a Super Ball Machine Jr. on it. We can fire at it from behind if we choose to but not going to really matter much. We aren't going to get far before we come across one as we dispose of it. As we get so far after that one we'll have another one in front of us to dispose of. We'll get to where we'll get on the platform the one we saw not that long ago on. Getting near as we'll dispose of it then up to the highest platform. We'll have one more Super Ball Machine Jr. to deal with before reaching the end of the platform.

When we get ready to try to jump or drop down there'll be a Togethero to dispose of before doing so. Jump over to the platform as we'll be able to avoid the Super Ball Machine Jr. on the bottom. There'll be a Togethero or so on the way over to the platform. Making our way through as we'll have a Togethero to dispose of then a Super Ball Machine Jr. before we reach a ladder to get to the next area. As we reach the next area there'll be a Skeleton Joe that we can fire a normal shot at and get past before it pulls itself together.

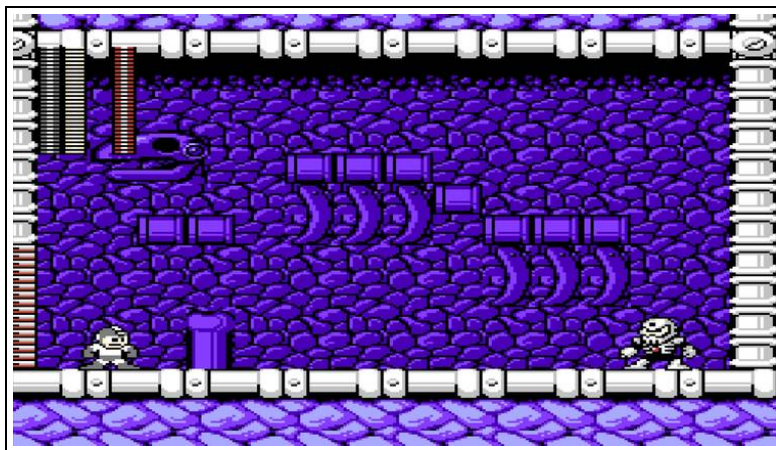
Heading up the ladder to the next area as we'll want to get to the top platform. When we do watch out for the Shield Attacker that'll be coming. Wait for it to head back to jump up then dispose of it. As we get near the end there'll be a Battonton that'll be having on the ceiling. Wait to come at you and dispose of it. Get to the highest platform we can see as we do but watch out for the Shield Attacker as we can jump over it. Head until we have to jump on top at the end. Watch out for the Battonton as we'll dispose of it when it opens up. Now, wait for the Shield Attacker to start going the other way to get behind it to dispose of it. Head forward as there'll be another Shield Attacker as we can slide under it and reach the ladder.

As we head up the ladder to the next area as we'll have Eddie coming at us to give us an item. Afterward, we'll head to the ladder and up to the next area. We get in the next area as we can continue onward but there'll be an item of interest to the right. Stay on the bottom as we'll have a Shield Attacker come at us as we can jump over it. Keep going until we see an E-Tank on higher ground. Use either the Rush Coil to Balloon to get up to it and grab it. Now head the way we came but when we see the Shield Attacker head the opposite until it starts heading the other way. We'll be able to dispose of it and head back to the ladder.

Reaching the top and heading to the right as we'll have a Skullmet but we can only damage it from the front. Get up to the platform it is on and shoot it at the eye to dispose of it. Now head up to where the other Skullmet along with Imorm is. Dispose of them then head near the edge of the platform. Along the way of the platform, there'll be a Skullmet to deal with then an Imworm and another Skullmet before the end of the platform. An Imorm will drop to the platform we want to drop down to. Wait for it to head to the left then drop down and dispose of it.

Now head to the next platform as there'll be a couple of Imorms to deal with before reaching a ladder. As we head down head to the left to the bottom platform then hang a right. When getting near the end there'll be a Togethero to dispose of before having to get onto a platform. As we get on the platform there'll be a Skeleton Joe to deal with as another Togethero may try to come into play as well. Use a normal shot to get past it and drop down to the next platform. Head to the platform that'll be slightly lower than the one we're on. As we do we'll get to where we can fire at a Skeleton Joe to get past it. Head to the higher platform then when we can drop down do so. Shoot at the Skeleton Joe to get past it and to the boss gate to prepare to fight Skull Man.

Boss Information



Boss:	Skull Man	HP:	28	DWN:	032
Attack(s):	8 (contact) 4 (shots) 0 (Skull Barrier)				
Weakness					
Dust Crusher					
Weapon Get					
Skull Barrier					

When fighting Skull Man, he isn't going to attack until we make the first move against him. When we do we'll have to be prepared for him to fire at us after we made the first move. Watch out for when he'll jump as we'll have to react fast enough to do so. As we fight him we'll want to get as many hits as we can between the shots and jumping. When he activates the Skull Barrier we aren't going to be able to do anything until it runs its course. Once it does it'll be back to doing what we were doing before. Shouldn't be too much to move around his attacks especially the jumping as we can slide if necessary when he does. Once he goes down we'll get his special weapon.



Chapter Seven: Dive Man

Cast of Enemies


- Moby [Sub-Boss]
- Garyoby
- Gytot
- Jumbig
- M-422A
- Mantan
- Metall Swim
- Sea Mine

Starting the second to last stage of the Robot Masters with Dive Man. Starting the stage as we'll have a platform that we can jump to. If we drop down to the platform below we'll have to deal with a Garyoby. As we get to the second platform there'll be a Gytot that'll come at you in the water and jump out to try to attack. When we get near where we can jump to the third platform, drop down into the water to avoid being hit by the next Gytot. We'll get on a platform as we can dispose of the next Gytot. After disposing of it jump onto the high platform. Getting onto the next platform there'll be another Gytot that'll come and jump.

Dispose of it when it jumps out of the water and jumps to the next platform then drop down to the platform below. Not far after dropping down we'll have another Gytot that'll be easily avoidable. There'll be a Metall Swim that'll be there as we'll dispose of it when it opens up to attack. After doing so we'll continue onward as there'll be a couple of M-422A before coming to an area where we have to slide. Watch out for the M-422A on the other side after sliding.

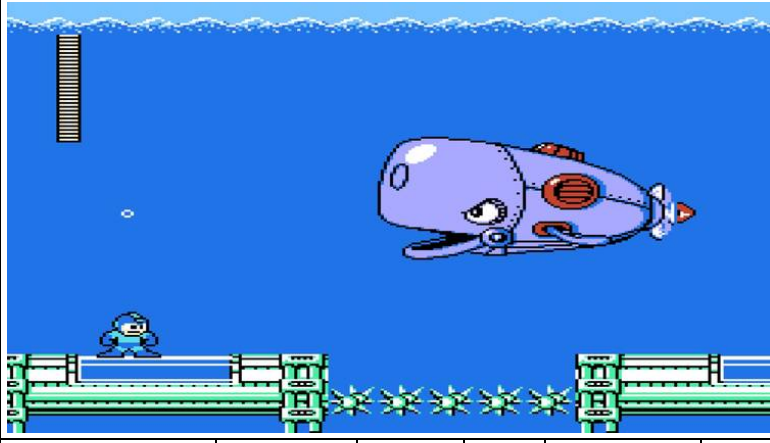
Once we get past that and over the set of spikes there'll be a Metall Swim to deal with. There'll be an M-422A to deal with before jumping over more spikes. There'll be another Metall Swim, then after jumping over the spikes, there'll be another M-422A. After getting past that we'll deal with the sub-boss, Moby.

Boss Information

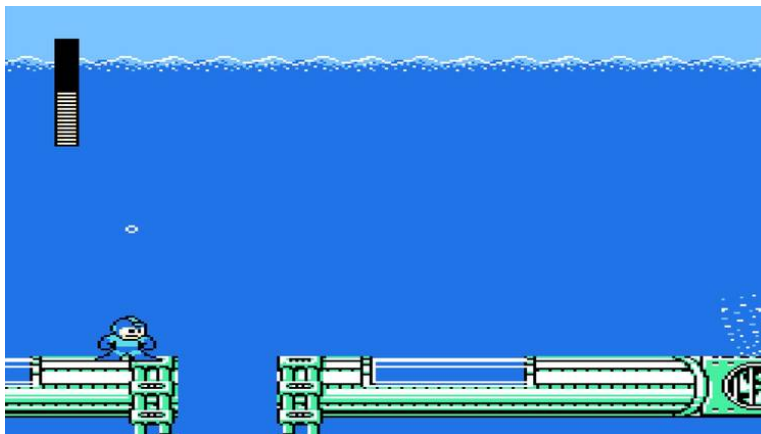
					
Sub-Boss:	Moby	HP:	14	DWN:	---
Attack(s):	6 (contact) 4 (missile) 2 (mines)				
Weakness					
Flash Stopper					
Weapon Get					

As we have the sub-boss of Moby as we'll have to watch out for when it fires missiles directly at us. Also watching out for the mines that it'll send up then come back down at us. Trying to time it right to get shots in between each of those can be a bit of a pain. On the other hand, have to watch out for when it'll try sucking you in as we want to walk in the opposite direction. Shouldn't be too much of a problem to take out the sub-boss and continue onward.

Once we make it past Moby we'll continue onto the next section. As we do we'll have a Metall Swim and a few M-422A before reaching a ladder to climb. At the top, there'll be a space to jump over as Eddie will appear to give us an item. Now head to the other ladder and get to the next area. As we get to the top head to the right as we'll have to deal with a Jumbig. After disposing of its head to the end and drop down. After doing so we'll have to go about heading down another hole to the next area as we'll end up in the water again. As we make our way forward we'll have five M-422A and four Mantan before we make to the next area.

Boss Information					
					
Sub-Boss:	Moby	HP:	14	DWN:	---
Attack(s):	6 (contact) 4 (missile) 2 (mines)				
Weakness					
Flash Stopper					
Weapon Get					

Now we have to deal with another Moby and have to dispose of it like the last one. Upon disposing of it we'll get to the next area as there'll be a pitfall.



This is one pitfall it'll be safe to fall into. As we fall into it we'll have to watch out for spikes on each side of the walls. We'll be staying in the spot we head down as we may have to make a slight change to the right or left when needed until we get to the bottom. As we do we'll be able to get the **Wire** item. Once we claim it we'll get sent back before we dealt with the second Moby. Make your way past the M-422A and Mantan then to the Moby to dispose of it. After going through that all over again as this time we'll jump over the hole to continue on.

In the next section, we'll have to watch out for Sea Mine and Mantan. Also, watch out for the water as it'll be coming down as some parts will have platforms with spikes on them. Here we'll want to time our jumps and get through it without much of a problem. After we deal with the first phase of it, we'll have to deal with it again. This time around the water isn't going to be going up and down as it'll make it easier to get through. Just watch for where the Sea Mine are placed along when the Mantan come in. Make it through safely as we'll reach the boss gate to prepare to fight Dive Man.

Boss Information					
Boss:	Dive Man	HP:	28	DWN:	031
Attack(s):	8 (contact) 8 (torpedo spin) 4 (Dive Missile)				
Weakness					
Skull Barrier / Dust Crusher					
Weapon Get					
Dive Missile					

Facing off against Dive Man can be tricky due to figuring out when he'll be coming at you with the Tornado Spin. He'll send out Dive Missiles as it's usually two at a time when he does. Wanting to bring out Skull Barrier and we'll have to be close to making contact with him using it. Although when using the Skull Barrier it can dispose of the Dive Missile we'll lose it each hit whether if it's on a Dive Missile or Dive Man himself. Timing your hits consistently will be key for this fight using it. Best thing to do is if knowing when he'll be using Torpedo Spin and jump and land near him to get any hits on him as much as you can. Once we take him down his move is ours.



Cast of Enemies

- "Boulder"
- Battonton
- Helipon
- Jumbig
- Metall EX
- Mono Roder
- Pakatto 24
- Taketento

Onto the final Robot Master, Drill Man. Making our way as we'll have a Taketento and a Metall EX not far after. Dispose of the Metall EX then the Taketento if possible after it comes down far enough. Making our way further there'll be a couple more Metall EX and another Taketento before reaching a ladder. Head up to the next area as there'll be a Jumbig to dispose of before getting to the next ladder. As we do there'll be a few Metall EX and Taketento to deal with before reaching the next ladder to head down.

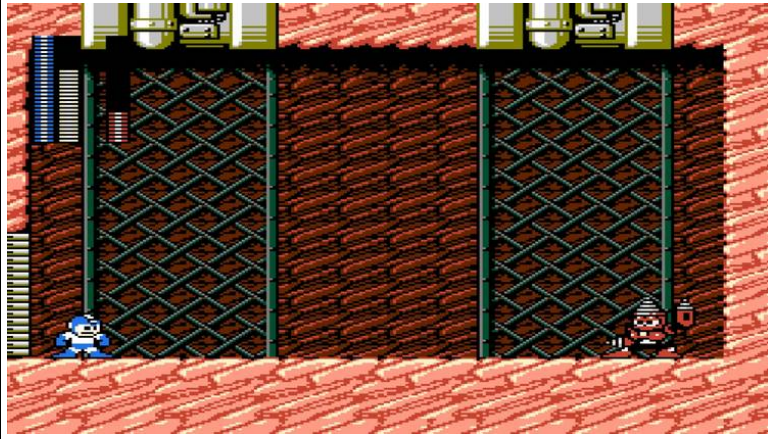
In the next area, we'll have three Battonton and a few areas of spikes. Careful when getting through here as we'll want to dispose of the one near and the one at the far end. The other one can be easily avoided to get through the area. If necessary you can take it out before heading down to the next area. Drop down as we'll want to be near the wall as we don't want to land on the spikes in the next area. Dispose of the Battonton as there'll be another one as it can be avoided to get to the next drop area.

As we drop down as we'll have around five Taketento to deal with. We'll have to get through with spikes on the ceiling along with some pits with spikes in them. Get through while dealing with the Taketento and reach the ladder on the other side. Once up the ladder we'll have three Pakatto 24 to deal with. We'll have to time the shots when they open up. Best to dispose of each of them before heading to the ladder on the other side. Once we get to the ladder as we head up to the next area. Reaching the top as there'll be an E-Tank we can grab.

Bring out the Rush Coil and use it to get to E-Tank then continue onward. When we do we'll have at least five Mono Roderers to deal with before getting to the next area. Upon doing so we'll have to watch out for Helipon and Boulder. With the Boulder they'll come out through a chute from above with part of an arrow pointing down. Sliding past should be able to get past the first one. There'll be a couple of Helipon that'll be coming in as we can dispose of them in the air if they're low enough. If not we'll have to wait for them to land.

There'll be another Boulder that'll come down as we'll slide past so we don't get damaged when it hits the ground. After the second there'll be another Helipon that'll be coming in. Getting so far there'll be another with a Boulder as we'll slide past and to a switch. Jump to bring the switch down so we can move forward. If any of the Helipon have landed behind you dispose of them if possible. We'll come to a spot where we'll have to jump over to a switch but be careful as there'll be a Helipon incoming.

Also when we do get over there we'll have to watch out for a Boulder that'll likely to come out. After we get past that one there'll be another Boulder and a Helipon. Head over and jump to the next switch. There'll be a Boulder that we can dispose of if we time it right and hit it. Head upward as we'll have a Helipon to deal with before getting to another Boulder. Have to be careful here as we'll have a switch near it so timing is key for this section. Once activated we'll have to jump over the pit to the next area. We'll have one more Boulder and Helipon to deal with before the boss gate to deal with Drill Man.

Boss Information					
					
Boss:	Dive Man	HP:	28	DWN:	027
Attack(s):	8 (contact) 3 (Drill Bomb) 2 (Drill Bomb explosion)				
Weakness					
Dive Missile					
Weapon Get					
Drill Bomb / Rush Jet Adaptor					

From the start of the fight he'll automatically dig into the ground and when he comes up he'll likely come up where you are or last known area. When he goes under we'll have to move around so we don't take too much damage from him the moment that he comes back up. As soon as he does it'll be random of how long he'll be up above ground. When he does he may throw a Drill Bomb or few your way. No matter how long he's able to be up above ground go in and get as many shots against him as we can. Keep at it until he gets ready to head back under the ground. It'll be a repeat process of this until we take him down and grab his weapon.



Chapter Nine: Cossack Citadel Stage 1

Cast of Enemies

- Jumbig
- Ladder Press
- Mono Roader
- Skelton Joe
- Togehero
- Tom Boy
- Up'n'Down

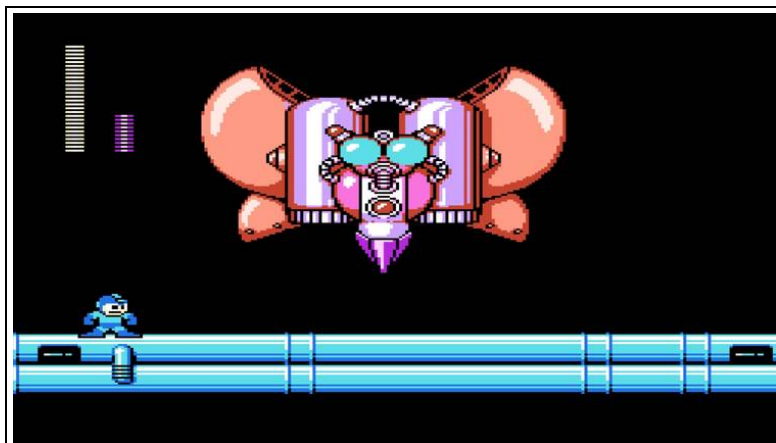
Starting the first stage of Cossack Citadel as we go about making our way forward. We'll have to jump if we have to get head further while in the snow. Making our way as we'll have some platforms to get onto along the way. As we do we'll have at five Tom Boy to dispose of before we reach the end of the platform. We'll have to be near the edge and jump to get to the ladder to head up it. When reaching the top there'll be a couple of Mono Roader to deal with. Slide to get across and up to where the first one is. We'll have to be quick to dispose of it when we're able to. After dealing with it head up the ladder to the next area and do the same. Once both are down head to the next ladder and up it to the next area.

Reaching the top as we make our way to the right as we'll come across a Skelton Joe. Hit it with a charged shot but when we get near the pitfall watch out for the Up'n'Down. Dispose of it and jump to the next platform. At the edge, we'll see a Skeleton Joe in view as we dispose of it with a charged shot. After dealing with it, dispose of any Up'n'Down before crossing to the platform the Skeleton Joe was on. Next pitfall will have an Up'n'Down to dispose of then get over to the next. When we get near the end we'll have a Skeleton Joe in view. Dispose of it like the previous ones then take out the Up'n'Down.

Get to where the Skeleton Joe was as the next couple of pitfalls as we'll have a Up'n'Down to deal with. Once we get past those pitfalls get to the higher ground but disposing of the Skeleton Joe along the way. Now we get to a pitfall as it'll be a bit tricky with the Up'n'Down and the Skeleton Joe on the other side. Dispose of the Up'n'Down then get over to below the Skeleton Joe before the next Up'n'Down. Be careful when jumping that the Skeleton Joe isn't throwing a bone at you. Head up the ladder then dispose of the Skeleton Joe then head to the other ladder.

Reaching to the top as we'll have to use the Balloon to get to the platform and then to the ladder. We can ignore the Togehero while we get up there. At the top of that ladder, we'll have to do the same as the previous area. Now we'll have a bunch of ladders that we have to choose from. We'll have to get to the one on the far left. Bring out the Rush Jet to get over there but the catch is we'll have to do so when the Ladder Press will be heading up the ladder. Wanting to time it right to get there and head up the ladder. As we reach the top there'll be a Jumbig to deal with before we can get to the boss gate.

Boss Information



Boss:	Mothraya	HP:	28	DWN:	---
Attack(s):	4 (energy shot) 7 (contact, body) 7 (contact, spike)				
Weakness					
Ring Boomerang					
Weapon Get					

When facing against the Mothraya we'll have to watch out for the spike on the bottom of it. As it can punch into the ground. Although if it goes through twice it'll create a pitfall that we'll have to make sure to keep moving to reduce that from happening. The only way to damage it is to aim for the circle that's above the spike. Bringing out the Ring Boomerang will do the most damage to it. There isn't much to do other than watch out for when the spike comes down and moving back and forth. Shouldn't take much to bring down the first boss at the Cossack Citadel.

Chapter Ten: Cossack Citadel Stage 2

Cast of Enemies

- Battonton
- Docron
- Garyoby
- Ladder Press
- Minoan
- Mono Roder
- Togehero

Starting the second stage as we'll have a choice of two ladders to go up. We'll take the one on the right as we do there'll be a Ladder Press. We should be able to get past without any problem. There'll be a couple of Minoan to the left. Reaching the top of the ladder and get on the platform. Slide then when the Minoan drops we'll want to jump and quickly dispose of it. Now head to the ladder near us as we'll head up to the next area. When we do we'll have a weapon capsule we can get if we squeeze in the crack good enough if needed. If not just slide past it to get across faster. We'll come to a spot with a spiked floor but watch out for the Docron that'll be falling from above.

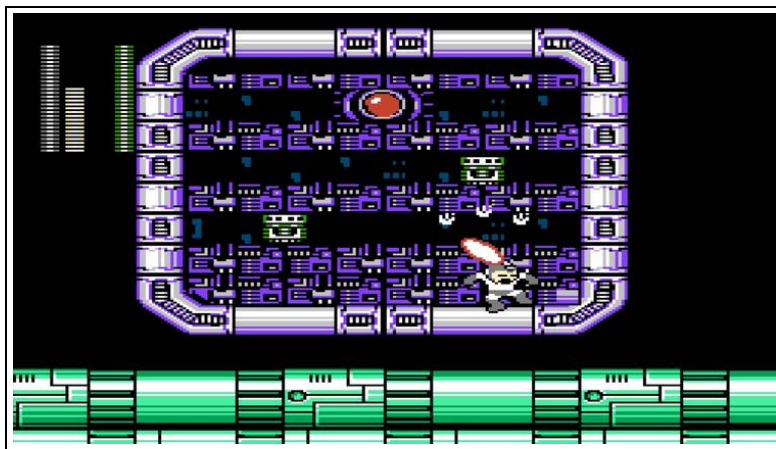
Dispose of it then bring out the Rush Jet to get across. When we do we'll have Togehero that'll be coming at us during the time that we use Rush Jet to get across. There'll be a couple of weapon capsules to help out for the Rush Jet until we get near a ladder. Jump off of Rush Jet when close enough and climb it. When we reach the top we'll have four block platforms but watch for when it'll be safe to get on each. If we fall to the bottom platform there'll be a Garyoby to deal with. As we get across to the ladder on the other side as we head up to the next area. When we do we'll have four blocks to use to get to the next ladder. Like the previous area know when to go to each one and we'll make it to the next ladder.

Heading up the ladder as we head to the next section. When we do we'll have to watch out for the Battonton that's hanging from the ceiling. We can avoid it by bringing out Balloon to get up to the platform. There'll be a weapon capsule if we get to the other side then slide to where we came up. If you get it we'll have to get back up to the platform again. After we got it or not we'll continue onward. We'll get so far before we come across a Mono Roder. Dispose of it quickly and jump over the spiked floor area. There'll be a Battonton but should be easy to avoid.

Once across to the next platform, there'll be another Mono Roder to dispose of before we have to make another jump over spikes. Before we'll be able to we'll have to deal with a Battonton. Once disposed of head over the spikes and to the ladder. In the next area, we'll have a couple of Minoan as the first one will drop. Get as high as you can so when it drops it won't hit you. Now head all the way to the top as we'll dispose of the other. Get the weapon capsule if you need it but if not head to the other ladder. Heading up the ladder we'll have a Ladder Press and we'll have a few items we can get to the right if we're able to.

If you need them to get as high as you can on the ladder. Let the Ladder Press come up to near to where you are. When they get close enough to head down a bit then drop down hanging a hard right. Now head up to the top, use Drill Bomb to where the E-Tank is. Drop down then bring out Wire. Use it to get up by the E-Tank. If need the other items just drop down and a hard left to where they are. Now get to the ladder when in the clear to head up the rest of the way. There'll be an extra life but out of reach but using Wire can get up if timed right. If not head to the boss gate to prepare for the second boss of Cossack's Citadel.

Boss Information



Boss:	Square Machine	HP:	28	DWN:	---
Attack(s):	4 (bottom crush) 4 (projectile) 6 (jewel)				
Weakness					
Ring Boomerang					
Weapon Get					

The second boss fight, Square Machine. The only way we can do any damage is when it comes together and have to be inside of it. When we're on the inside we'll have to be on a moving platform as we aim for the red core. We'll have to watch out for as it'll fire at us when we try to hit it. Although when it splits we'll have to slide under it but watch out for it depending on the speed it's going. When it slows down it means it's going to come together so we'll have to be inside when it does or we'll miss the opportunity to do any damage to it. When fighting it timing is everything for this fight to get past it. Mastering that will help us get past it and onto the third stage.

Chapter Eleven: Cossack Citadel Stage 3

Cast of Enemies

- Biree
- Garyoby
- Jumbig
- Pakatto 24
- Ring Ring
- Togethero

As we start the stage as this is the only auto-scrolling stage we'll be dealing with in the game. When we get to where we have to get on some platforms as the second and third ones will have a Biree on them. Get on them when we're in the clear on them. As we get to the fourth one we'll eventually have a Pakatto 24 to dispose of quickly. Get on the platform as there'll be a Biree on the next platform and a Pakatto 24 on the platform after that. Dispose of the Pakatto 24 then get to where it was when in the clear. There'll be a Biree on the platform after the one the Pakatto 24 was on. When in the clear get on it then on the platform after it.

There'll be a weapon capsule that we can get by sliding to it. We'll have to wait for the screen to move a bit before we're able to go all the way. When we can slide to where we'll land on a small platform. As we do wait until we see another platform to get onto. There'll be small block platforms that we'll eventually see and we'll use them to get to a platform to continue onward. We'll come across a Jumbig as we'll dispose of it quickly or slide under it. The auto-scrolling will come to a stop as we'll head up the ladder. Climbing to the next area as we'll have a couple of Garyoby and a Togethero. Use Pharaoh Shot to dispose of the Garyoby and get to the ladder on the other side.

As we get to the ladder as we head up to the next area. When we do and get so far the auto-scrolling will start back up as we'll head up a couple of platforms. There'll be a platform that'll appear as we'll have to get on it. We'll have to jump to keep it at a distance where the next one appears. Watch out for the Ring Ring that'll be coming at us. When we dispose of it and we'll have to get the platform we're on down or up to where the next one is. After the third one, we'll be able to drop down as there'll be a weapon capsule we can grab it needed.

Watch out for the Ring Ring that'll be coming in at us as we'll want to dispose of it quickly. We'll head up until we see the platforms that we can manipulate but watch out for the Ring Ring. There'll be three of the platforms before we get to the platform that'll stay in one place. After getting on it we'll have another one that'll appear as we'll have another three to use to get across while watching out for a Ring Ring. Once on the platform, we'll have to go to the end as we'll have another three platforms and a Ring Ring to get on to get across.

The last one we'll have to stay on until we're low enough to get to where we have to go. As we do the auto-scrolling will come to an end for the last time. We'll see an E-Tank that's out of reach but we'll use Balloon at the end as we jump on it then slide to claim it. Now head to the boss gate.

Boss Information



Boss:	Cockroach Twins	HP:	28	DWN:	---
Attack(s):	8 (contact) 4 (straight shot) 4 (diagonal shot) 4 (shot spread) 6 (large shot)				
Weakness					
Pharaoh Shot / Drill Bomb / Ring Boomerang					
Weapon Get					

The third boss of the Cossack Citadel. Watch out that we don't drop down to the floor as it's a spike floor. We'll have one of the Cockroach Twins that'll come out from the top. Best thing to do is use a charged Pharaoh Shot. When it's close enough we'll jump so the charged shot hits it then when it gets so far away from us fire the other shot. We'll have to watch out for the shots it'll fire as well as when we do enough damage to the first one as we can. After we do enough damage where the other twin will come out from the bottom one. While the first one only stays at the top but the other will move all the way around. Using the Pharaoh Shot will come in handy here as we can use it diagonally at it When we do it that way we'll have to time it right so when we fire it'll hit the Cockroach Twin. Once we manage to take both of them down we'll head to the next area.

Chapter Twelve: Cossack Citadel Stage 4

Cast of Enemies

- Battonton
- Biree
- Docron
- Jumbig
- Pakatto 24
- Shield Attacker
- Tom Boy

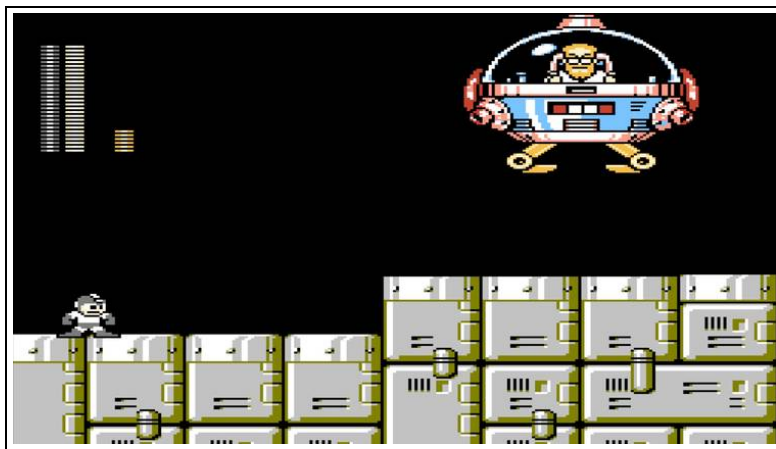
Starting the final Cossack Citadel stage as we'll have to drop down from the start. Hanging to the left or right as we'll be able to land near a weapon capsule. It'll be a good time to refill on whichever weapon has the lowest energy. Now head down and further down. When we do we'll have a couple of Pakatto 24 to deal with. We should see an E-Tank we can grab but we'll have to use the Drill Bomb to get to it when we get there. If not needing it just drop past it. Reaching the bottom as we'll have a Jumbig to deal with. After disposing of it or sliding under it as we'll get to a platform but there'll be a couple of Biree on it. When in the clear slide under to advance.

When we get across there'll be a Biree on a platform above us as we aren't going to bother getting up there. We'll want to get on the platform to the right as we'll want to get to the ladder. Head up it and then to the other ladder. In the next area, we'll have a few Battonton to deal with. We'll want to act quickly to the path that leads to the top platform with a barrier that we can break with the Drill Bomb. Using the Rush Coil or the Wire to get up there then use Drill Bomb then drop down. When we do we'll have an E-Tank but needing to use Drill Bomb to gain access to it.

Grabbing it or not then head down the ladder then head to the right. There'll be a couple of Tom Boy to deal with before we reach the next section. As we get to the next area we'll have a couple of Shield Attacker but they'll be where we'd be if we took the other way around. When we get to the next section as there'll be a platform but watch out for the Biree that'll be on it. We'll have to slide to, but have to be careful when doing so. If we try getting to high ground we'll have to watch out for a Shield Attacker.

Take the way where we deal with the Biree are and on the top as we'll get to where we'll be between platforms. Head to the top then to the end and slide as we'll drop down to the next area. We'll walk down to the next drop area as we'll get to the next area. As we get so far we'll have to watch out for the Docron. We'll get so far before we'll have another Docron to deal with before reaching the boss gate.

Boss Information



Boss:	Cossack Catcher	HP:	28	DWN:	---
Attack(s):	8 (contact) 6 (catcher slam) 2 (shots)				
Weakness					
Dust Crusher					
Weapon Get					

Now comes the fight with Dr. Cossack. We'll want to get to the high ground but we'll want to make sure he'll be heading our way before we start making any hits on him. As we get up there when we're clear as we'll start firing at him. Although when he comes at you with the catcher we'll have to be careful that he doesn't grab us. If he does he'll lift you up then drop you and damage you. If he gets close to the high ground we'll have to slide to get off of there fast. If he manages to come down close enough when not on the high ground we can take a shot at him then. Keep at this until he gets low enough on health that the battle comes to a stop. When that happens as we'll find out the real reason why he did what he did.

Chapter Thirteen: Wily Castle Stage 1

Cast of Enemies

- Garyoby
- Metall EX

As we start the first Wily Castle stage as we'll have to get up to two ladders. Reaching the top of the second ladder we'll have a couple of Metall EX to dispose of. Head to the next ladder and climb up it. In the next area, we'll have to get to another ladder but will have four Metall EX that'll be in the way before we can. Once we disposed of them head to the ladder to the next area. Making our way to the next area as we'll have a Metall EX on a higher platform. When we go either way we'll have another Metall EX to deal with. After choosing the path going up to the one Metall EX or sliding we'll get past it to continue onward.

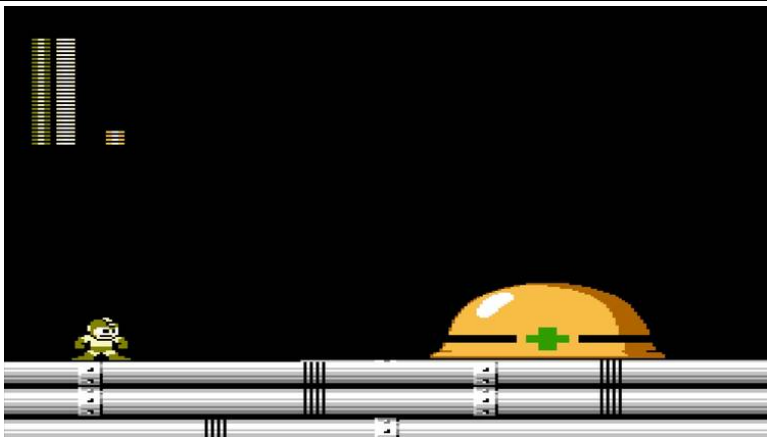
If we take the top path we'll have a chance to get to a higher platform and slide to get a health capsule. And if we don't need it to continue onward as there'll be five more Metall EX to deal with before we drop down. There'll be a Metall EX to the right on a platform when we fall to the next area. Also if needed, a weapon capsule and continue downward. We'll eventually come to where we'll be in water. As we make our way through watch out for the spikes on the ceiling. Making our way up on the higher ground but trying not to jump so high as we'll make our way upward. Watch out for a couple of Metall EX before we'll have to drop down. When we do watch out for the spikes to the left.

There'll be another Metall EX to dispose of. When we get to where we'll have to jump over a pit of spikes watch out for the Metall EX. When we get across we'll have another Metall EX to deal with before moving on. Carefully get to the next area as we'll make our way through. There'll be one more Metall EX before we reach a ladder and climb it. As we reach the top there'll be a Garyoby to watch out for. Here we'll have blocks to jump onto. We'll use the Rush Jet to get to the ladder in the upper left-hand corner.

In the next area, we'll have another section that'll have blocks. Once again bring out Rush Jet as we'll slowly move up near the platform we'll have to get to. Try not to get too close and hopefully when we get there we may have a block to help us get to the top platform. If not we'll have to know when to jump off of Rush Jet. Alternately use Rush Jet to get to the platform on the bottom right then bring out Wire to get to the top platform. Head to the ladder and head up it. When reaching the top there'll be a Metall EX and a weapon capsule behind it. Dispose of it and get the weapon capsule for whatever item needs it most.

Now head back then to the platform above us to continue on faster. Head through as there'll be a Metall EX to dispose of. We'll come to where there'll be an area of water with a Metall EX and an E-Tank. Get in there and dispose of the Metall EX then grab the E-Tank if needed. Now get out of there to continue onward. There'll be one more Metall EX to dispose of before reaching the boss gate of the first Wily Castle stage.

Boss Information

					
Boss:	Metall Daddy	HP:	28	DWN:	---
Attack(s):	7 (contact) 3 (contact, Metall)				
Weakness					
Ring Boomerang / Dust Crusher					
Weapon Get					

Now we'll have to face off against a giant Metall known as Metall Daddy. Similar to the small ones we'll have to wait for it to be up before we can do any damage to it. The best weapons to use for the fight is Ring Boomerang and Dust Crusher. During the fight, we'll have to watch for when it jump as it can stop us in our tracks momentarily. The only way to avoid that from happening is to be in mid-air. Although watch out after it lands as it'll bring down up to four Metall with it. Wanting to time our attacks right against it and not be near it much when it lands. If it lands close enough to do damage we may end up getting hit at least twice by it. Sliding under it when it jumps if we have to is another thing to do during the fight. Learning how to be defensive during the fight and we'll bring it down.

Chapter Fourteen: Wily Castle Stage 2

Cast of Enemies

- Battonton
- Docron
- Garyoby
- Gachappon
- Imorm
- Mono Roader
- Mummira
- Taketento

The second stage of Wily Castle. At the start, we'll get to the second to the highest platform as we'll slide to the platform on the other side. Jump to the next platform then to the ladder and down it. In the next area, we'll have a couple of blocks to get on as we want to go to the drop area. Watch out for the Taketento as we move along with the spikes. We want to time it right to head to the right as we'll land on a platform as we can bring out Rush Jet to get the E-Tank if needed. If not we'll head to the right to drop down there to the next area. As we get to the next area we'll be above Garyoby but aren't going to be safe from any enemies. We'll have a couple of Imorm that'll drop down.

After the second one, we'll have to slide to get to the bottom. We'll have to deal with a Garyoby on the platform near a ladder. Bring out the Rush Jet to get to the ladder to head up to the next area. Now we get to an area where we'll have to choose one of two ladders. Also, we'll have Eddie to our left as we can go over to see what item he offers. After doing that we'll want to head up the ladder on the right. Heading to the ladder on the left will lead to a closed area with a Garyoby. As we head up the one on the right as we make our way as close as we can as there'll be an Imorm to deal with. Dispose of it then drop down.

There'll be another Imorm to deal with before we get to the ladder to continue to the next area. As we make our way through as there'll be a few or so Mummira to deal with. After dealing with them we'll reach the end and climb up another ladder. In the next area, there'll be three Battonton as we'll bring out Wire. Get to where we can head up to the ladder on the right. We'll have to do it before the Battonton is able to start coming at us to get up there safely. Climb the ladder to the next area where we'll have a Docron to deal with. They won't go over the edge at you so dealing with the ones that come out will be easy to dispose then slide to next ladder.

Next area we'll have a couple of Mono Roader to deal with before reaching the next ladder. Up to the next area, we'll have a Gachappon as we can dispose of it from atop the ladder. Once we do head over to where it was to continue. When we get to the second set of small platforms as we get to the fourth one as we'll have another Gachappon to deal with. Once that one is down we'll continue on and reach the boss gate.

Boss Information



Boss:	Tako Trash	HP:	28	DWN:	---
Attack(s):	4 (ball) 6 (fireball) 8 (contact)				
Weakness					
Ring Boomerang					
Weapon Get					

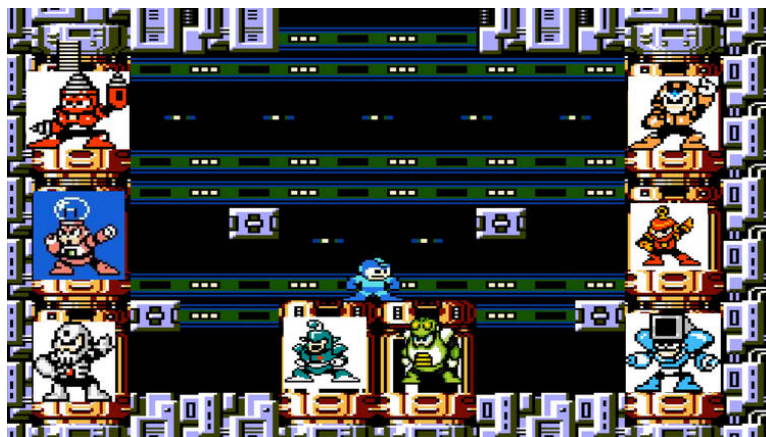
For this fight, we'll have a couple moving platforms that'll help us get near to it to deal damage. We'll have to aim for the gem above its eyes. We'll have to watch out for the Fireball and Ball that it'll be sending out at us. Especially if we manage to be on either of the platforms. Trying not to get hit while on them can be a little bit tricky to do. We'll want to be on the second platform near it and use the Ring Boomerang to do any damage to it. The only thing for this fight is to try to avoid getting hit as much as you can and drop down to the bottom for a while if needed. After getting a breather if needed then head back up to start back up to bring it down. Once down it'll be time for the next stage.

Chapter Fifteen: Wily Castle Stage 3

Cast of Enemies


- Garyoby
- Minoan
- Shield Attackers
- Ring Man
- Dive Man
- Skull Man
- Pharaoh Man
- Bright Man
- Toad Man
- Drill Man
- Dust Man

At the start of the stage, we'll be able to grab an E-Tank, an extra life, and a couple of weapon capsules before we drop down to the next area. As we get to the next area we'll have a couple of Shield Attacks to deal with. After we get past them head to the next drop area. There'll be an area we can get to when we get to the next part if we hang a hard left but there'll be a couple of Garyoby on the other two parts. We'll just continue to drop down. As we reach ground there'll be a couple of Minoan to deal with before getting to the next drop area. In the next area, we'll have a Shield Attacker but can get around it easily. Head to the boss gate and to the teleporter as we'll then drop down to the Robot Master Rematch room.

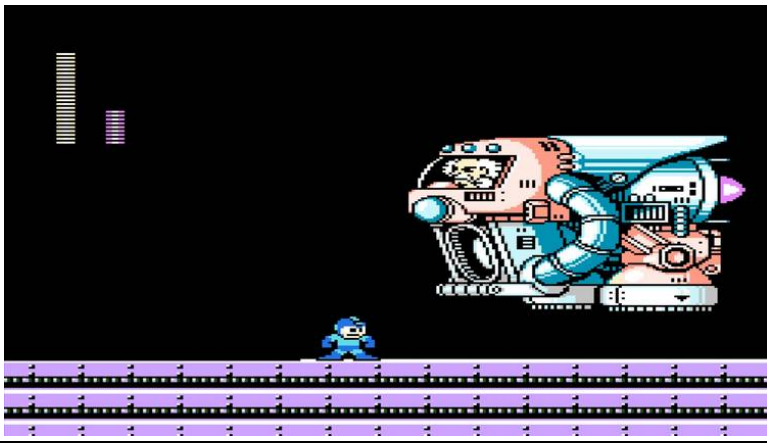


After disposing of them again a new teleporter will come in. As we enter to find it's Dr. Wily.

Boss Information

					
Boss:	Wily Machine 4 [1]	HP:	28	DWN:	---
Attack(s):	4 (energy balls) 6 (contact)				
Weakness					
Ring Boomerang					
Weapon Get					

The first phase of Wily Machine for as there isn't much of a strategy here. We'll have to get near to where it is as we'll have to be close enough not to be damaged when we have to jump to do damage. Wait for the third energy ball to be fired then jump with a charged shot. We'll have to repeat this until the first part of the fight is done with.

Boss Information					
					
Boss:	Wily Machine 4 [2]	HP:	28	DWN:	---
Attack(s):	4 (energy balls) 6 (contact)				
Weakness					
Drill Bomb					
Weapon Get					

For this fight, it's not going to be as easy as the previous. We'll have to bring out the Drill Bomb as we'll have to jump and aim for the gem below the cockpit. When it gets close enough, detonate it. It'll be a repeat process but at the same time, we'll have to watch out for the energy balls. Dodging them while trying to use the Drill Bomb like we have to. As we keep at dodging Wily's attacks and hitting with the Drill Bomb we'll be able to take him down.

Note: Once take him down with the final hit and if we bring out Rain Flush we can cause a glitch to happen when firing it. As it comes it'll dispose of Wily.

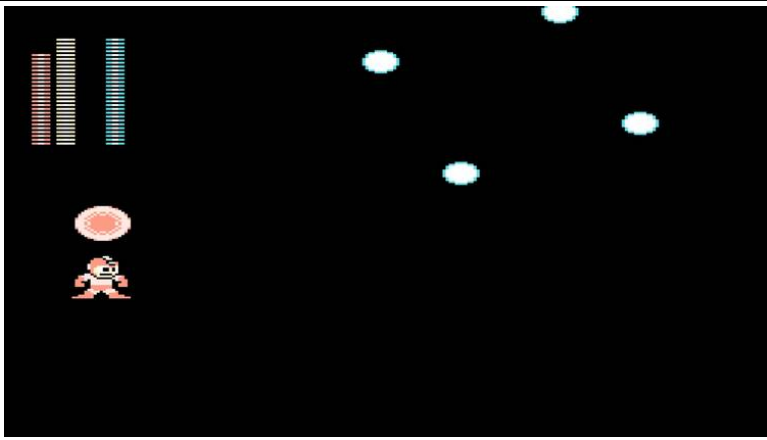
Chapter Sixteen: Wily Castle Stage 4

Cast of Enemies

- Imorm

The final stage of the game. We'll have to head down and slide so we can get to the drop area. As we get to the bottom watch out for the Imorm that'll drop down. As we'll have a few or so before reaching the boss gate and deal with Wily Capsule.

Boss Information

					
Boss:	Wily Capsule	HP:	28	DWN:	---
Attack(s):	4 (energy balls) 6 (contact)				
Weakness					
Pharaoh Shot					
Weapon Get					

For this fight, it'll be all dark for the whole battle except for when Wily shows himself. We'll want to use Pharaoh Shot for the fight and at a charge if possible. If we can time it right if he'll be in jumping distance hit him with the charge Pharaoh Shot then release it again where he appears next. We'll have to keep an eye on where he'll be so we can get the shot in on him. When watching out as we get the hits on him as we'll eventually be able to take him down and beat the game.



Weapons / Boss Weakness

Boss	Weapon Get	Weakness
Ring Man	Ring Boomerang	Pharaoh Shot
Dive Man	Dive Missile	Skull Barrier
Skull Man	Skull Barrier	Dust Crusher
Pharaoh Man	Pharaoh Shot	Flash Stopper
Bright Man	Flash Stopper	Rain Flush
Toad Man	Rain Flush	Drill Bomb
Drill Man	Drill Bomb	Dive Missile
Dust Man	Dust Crusher	Ring Boomerang
Mothraya	----	Ring Boomerang
Square Machine	----	Dust Crusher
Cockroach Twins	----	Pharaoh Shot
Cossack Catcher	----	Dust Crusher
Metall Daddy	----	Ring Boomerang
Tako Trash	----	Ring Boomerang
Wily Machine 4 [1]	----	Ring Boomerang
Wily Machine 4 [2]	----	Drill Bomb
Wily Capsule	----	Pharaoh Shot

Passwords

	1	2	3	4	5	6	Robot Masters Defeated
A			o		o	o	Toad Man
B	o						
C							
D	o						
E			o				
F							

	1	2	3	4	5	6	Robot Masters Defeated
A	o		o		o		Toad Man Bright Man
B	o						
C							
D	o						
E			o				
F							

	1	2	3	4	5	6	Robot Masters Defeated
A	o				o		Toad Man Bright Man Pharaoh Man
B				o			
C	o						
D	o	o					
E							
F							

	1	2	3	4	5	6	Robot Masters Defeated
A	o						Toad Man Bright Man Pharaoh Man Ring Man
B				o		o	
C				o			
D	o	o					
E							
F							

	1	2	3	4	5	6	Robot Masters Defeated
A	o						Toad Man Bright Man Pharaoh Man Ring Man Dust Man
B				o	o		
C						o	
D	o	o					
E							
F							

	1	2	3	4	5	6	Robot Masters Defeated
A	o						Toad Man Bright Man Pharaoh Man Ring Man Dust Man Skull Man
B				o	o		
C							
D	o	o					
E							
F	o						

	1	2	3	4	5	6	Robot Masters Defeated
A	o						Toad Man Bright Man Pharaoh Man Ring Man Dust Man
B				o	o		
C							

D							Skull Man
E	o					o	Dive Man
F		o					

	1	2	3	4	5	6	Robot Masters Defeated
A	o			o			Toad Man
B					o		Bright Man
C							Pharaoh Man
D							Ring Man
E	o						Dust Man
F	o	o					Skull Man
							Dive Man
							Drill Man

Contact & Disclaimer

To contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqs-warhawk@gmail.com, with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have **Mega Man 4** in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some pictures which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the "F" word unless in a good way. You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I have done one for. Even if it is to ask me what I plan of doing next and all.

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