

# Mega Man IV FAQ/Walkthrough

by Humanvegetableonline

Updated to v1.01 on Oct 5, 2004

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Megaman X7 IS REALLY REALLY BAD.

Now the Japanese Drama called "My Blue Sky", now thats good.

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Version 1.0 - 9/01/04 - 9/4/04
Version 1.01 - 9/9/04
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## Note

My Megaman guides offer accurate maps and plain out info.

I would like to say that at this point, I have typed guides for 3 Megaman games at this point. It's getting confusing with stages, enemies, and data. So if you see 5 mistakes, I'll give you credit and a tasty biscuit.

## Dedication

This guide dedicated to DesertEagle, Daniel K, David Y, Erik P and others are listed all the way on the bottom. AHHH!

## Introduction

This is my ninth guide so don't complain much. Megaman... FOUR!

## About this game

Megaman now has the ability to recharge the buster!

3 Buster shots = 1 Fully Recharged Buster

#### Copyright Stuff

Do not use this guide unless you ask me. If you wish use it then you know what to do. My Email and AIM are up there. These websites are allowed to use this guide.

- <http://Neoseeker.com>
- <http://Gamefaqs.com>
- <http://wogaming.com>
- <http://cheats.de>
- <http://faqs.ign.com>

Version 1.0

Guide complete.

Version 1.01

Fixed info about buster.

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#### 1.0 - Basic Stuff

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#### Controls

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B = Shoot

A = Jump

Start = Weapon Selection Screen

Select = Pause

Down + A = Slide

Hold B and Release = Charge

Charge

There are two levels of charge. The first charge is the same as an uncharged buster. This has been tested by fighting bosses. The second charge is powerful.

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Items

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Round Blinking Items (Energy Tanks)

Heals HP depending on size.

Oval Blue Items (Weapon tanks)

Restores weapon power depending on size.

Megaman's Head (One up)

Extra life.

E-Tank (Restore all Energy)

Restores all Energy. Must use in menu.

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Notes

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Boss Damage

For bosses, I will type a weapon and then how much damage it does. Like this...

- Weapon = # (Number of hits it takes to kill a boss.)
- Weapon = Instant Kill (Instant Kill)
- Weapon = Useless (Might have some effect. If it does it'll be noted.)
- Weapon = Not enough (Not enough to kill.)

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2.0 - Intro

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AD 200X

Household robots Rock and Roll were created by Master Robot Designer, Dr. Light, and were enjoying their peaceful days. Then one day, the industrial robots all over the world went on a rampage and the world fell into total chaos. Dr. Light quickly realized that mad scientist, Dr. Wily, was behind the nefarious deed but he didn't know what to do. Rock, having a strong sense of justice, volunteered to be converted into a fighting robot. Thus the super robot Megaman was born. Megaman shattered Dr. Wily's plans three times and world peace has been maintained so far....but history repeats itself. Dr. Cossack, a mysterious scientist, has invented eight powerful robots and sent them after Megaman. Megaman starts for the battle again, this time equipped with the powerful new mega buster!!

Dr. Cossack challenges Megaman. Why? You'll have to play the game.

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3.0 - Boss Stages

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This is my recommended Boss Order.

Toadman (Rush Marine)

|  
Brightman  
|  
Phraohman (Balloon)  
|  
Ringman  
|  
Dustman  
|  
Skullman  
|  
Diveman (Wire)  
|  
Drillman (Rush Jet)

Beat all the boss stages to activate the Dr. Cossack Stages.

Need enemy info? Check the enemy info section.

=====  
3.1 - Toadman  
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Don't move. Stand still and jump. Noticed that the heavy rain has pushed you back? This is dangerous while jumping pits.

Go right, avoid the little birds that dive towards you by sliding out or by fighting them and you can easily kill the umbrella guys. Go right till you come across the edge. Jump to the higher platform (easy), go right, kill the umbrella guy and the birds, go right, jump to the higher platform (jump at edge), kill the umbrella guy, go right, drop down to the lower platform (jump at edge), kill the birds, go right, kill the umbrella guy, drop down, go right, kill the umbrella guy, kill the set of birds, kill the umbrella guy, go right and drop down.

Drop down. You'll move even though you're standing still. The water current is slowly pushing you right. Go right, kill the mouse, kill the blob, kill the mouse, make a jump to the platform below, go right, kill the mouse, jump to a higher platform, kill the mouse, avoid the blob, drop down, jump up, jump up, kill the mouse, go right, drop down, drop down, ignore the blob, kill the mouse, go right and drop down. Drop down.

Blast 14 shots into the eye of the snail and go right. Drop down. Kill the mouse and drop down. You'll have to fight another snail. Don't jump under the waterfall because you can't jump as high. Jump frequently besides the waterfall and shoot the exposed eyes. Now go right.

Go right, jump on the platform, kill the fish, keep jumping platforms, avoid the second fish, drop down to the lower platform to avoid the third fish, go right, kill the last two fishes and go all the way right to fight Toadman.

-----  
Toadman  
-----

- Boss Info - Predictable, slow, easy boss.

- This boss is really easy. When he shakes his hips, just attack him quickly. If you don't attack him quick enough, his rain dance summons acid rain or whatever. If you attack him while he is doing his rain dance then he will stop. He jumps around but not a lot.

- At the second hip shake, the rain will come.
- Just fire uncharged buster shots 28 times to kill him without giving him a chance to do anything.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Doesn't freeze)
- Diveman's Weapon = 28
- Drillman's Weapon = 7
- Dustman's Weapon = 28
- Pharaohman's Weapon = 28
- Pharaohman's Charged Weapon = 10
- Ringman's Weapon = 28
- Skullman's Weapon = Not Enough
- Toadman's Weapon = Not Enough

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### 3.2 - Brightman

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Go right, kill the green guy, kill the flying guy and then kill the green guy. Jump the small gap, go right, kill the flying guy then the green guy, go right, do not kill that flying guy, jump over the gap that usually kills me and then go right. Go right, pump eight shots into the totem pole and then jump on to the grasshopper. The grasshopper will jump around. On the grasshopper's first jump, kill the totem pole. On the grasshopper's second jump, jump to the next grasshopper. On the second grasshopper's second jump, jump on to safe land and then climb the right ladder.

Kill the red shooter. The right ladder leads to a dead end and some large HP. Take the left ladder. Kill the two spinners, go right, kill the three spinners, go right and slide through. The ladder downstairs contains an E-tank and 1-up. Jump over the gaps and use rush coil to get back on track. Ignore that ladder and go right. Jump on the grasshopper, On the grasshopper's second jump, jump on to the next grasshopper. Then on the first jump, jump on to the next grasshopper. Kill the totem pole and then jump on the next grasshopper on the grasshopper's third jump. Jump to the next grasshopper on the grasshopper's second jump. Kill the totem pole, jump to the next grasshopper on the second jump, then jump on to the ladder and climb it.

Ignore the spinner and climb the top left ladder. Go right and jump from platform to platform. The green platforms go back and forth but the red platforms are only from left to right and they drop down. Do not kill the flying guys or I'll be hard to see. Get to the safe platform then jump more platforms. While jumping the platforms, you shouldn't have touched or killed any of the flying guys. Now make it to safe land. Go all the right while killing any enemies and into the boss gate to fight Brightman.

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Brightman  
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- Boss Info - Slightly Predictable, slightly speedy, medium boss.
- Brightman has two attacks. Regular attack and freeze.
- On Brightman's regular attack, brightman stands still and attacks you three times. He may attack you again, jump or temporarily freeze your position.
- You can get out of getting frozen by getting hit.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Doesn't freeze.)
- Diveman's Weapon = 28
- Drillman's Weapon = 28
- Dustman's Weapon = 28
- Pharaohman's Weapon = 28
- Pharaohman's Charged Weapon = 10
- Ringman's Weapon = 28
- Skullman's Weapon = 14
- Toadman's Weapon = 7

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3.3 - Phraohman  
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Note : You can get a secret weapon that's pretty useless but cool to have.

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Balloon Weapon

On the end of the first screen, there is a hole. You usually jump in the hole but instead jump over the hole using rush coil and go right. Now just go all the way right to get the balloon weapon!

-----  
You see all this moving sand? Once you come in contact on it, you will die in 6 seconds standing still. You can just jump out. If you die like this then geez you suck.

There're no pits in this screen. Just green scorpions and flies. No use in fighting the flies. Go all the way right while jumping over the scorpions and avoiding the flies. Drop down the big hole. You can jump over the hole without the rush coil for the hook but just go down. Drop down again. Go right, kill the four ladybug heads, go right, kill the bottom mummy, go right, kill that mummy, go right, get the e-tank if needed and then drop down.

Go left, drop down, go right, kill the bat, go right, kill the bat, and jump on the shooting platform. When the eyes of a shooting platform open, jump onto that platform quickly. Jump platform to platform. Do not get hit. Get on safe land, ignore the bats and drop down. Drop down. Go right, jump on the shooting platform, jump on the solid platform, kill the mummy, go right, jump on the shooting platform, jump on safe land, kill the mummy, jump on the shooting platform, jump on the next shooting platform, kill the mummy, get back on safe land, kill the mummy and go all the way right and into the boss gate to kill Pharaohman.

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Pharaohman  
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- Boss Info - Slightly Predictable, speedy, medium boss.

- Pharaohman jumps constantly.

- When Pharaohman starts standing still while blinking that tells you that now is a good time to attack and get ready to jump from his charge blast. The blast is as tall as Pharaohman.

- Pharaohman jumps around and shoot small orbs at you.

- Buster Shots = 28

- Recharged Buster = 10

- Brightman's Weapon = 28 (Freezes)

- Diveman's Weapon = 28

- Drillman's Weapon = 28

- Dustman's Weapon = 14

- Pharaohman's Weapon = 28

- Pharaohman's Charged Weapon = 10

- Ringman's Weapon = 28

- Skullman's Weapon = Not Enough

- Toadman's Weapon = Not Enough

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3.4 - Ringman  
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Immediately jump on top of the ladder to your left and kill the cannon to your right. Notice how the rainbow bridge (What does a rainbow bridge have to do with Ringsman? Ringman is weird.) moves everytime you step on it? Well just jump on the middle and to the other side or you can just slide through. It's also better to let the rainbow bridge move and then jump. Climb the right ladder. Get on the top of this ladder, kill the left cannon, climb the left ladder, kill the right cannon and then climb the right ladder.

Just kill the mini-saturns and then climb the right ladder. I usually take damage at this screen without special weapons (Now that I think about it, I never mention anything about using special weapons in any of my

megaman guide which is weird.). Use Toadman's weapon, to wipe the cannons out. Now climb the top-left ladder. Go right. You shoot on the blocks on the platform the hippo is on. Once the hippo is low enough, unload your shots onto him. Kill him and go right. Jump and slide on the rainbow bridge. You have nothing to fight but floating saturns. Make your way all the way right and drop down.

The ring master is a hard enemy but pretty easy. It will tilt his head like this drawing below. Jump and shoot at the part before the exploding.

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\ -> / -> \ -> / -> \ -> EXPLODE
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Kill him and then drop down. Another hippo to kill. Kill him and then go right. The ladder above contains your little red helper named Eddie. Go right, kill or dodge any rollers, go right, jump on the top platform. This platform is just like the rainbow platform except that it's plain and it's harder to get across. Just let this platform move and then jump on it and then the other side while it's trying to get back in the original form. Just jump on and then jump to the other side. All you have to fight are those mini-saturns. When you get to the right side of the last platform, just jump on to safe land, go all the way right and down the ladder.

Drop on to the plain non-rainbow platform, slide left and climb down the left ladder. Kill the ring master, go right, slide under and go right through the boss gate to fight Ringman.

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Ringman  
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- Boss Info - Predictable, speedy, medium boss.
- Ringman only does one thing. Move, stop, throw one boomerang ring, jump, throw another boomerang ring, move, and it repeats.
- For the bottom ring, jump over it twice to dodge. For the top ring, don't jump and move away. Sometimes for the bottom right, you have to jump then quickly move next to Ringman. It depends on range.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Doesn't freeze.)
- Diveman's Weapon = 28
- Drillman's Weapon = 28
- Dustman's Weapon = 28
- Pharaohman's Weapon = 14
- Pharaohman's Charged Weapon = 5
- Ringman's Weapon = 28
- Skullman's Weapon = Not Enough
- Toadman's Weapon = Not Enough



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3.5 - Dustman  
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Go right, jump over the dashing shield, kill the yellow helmet, go right, and stop next to the hole in the ground. A hole head will pop up. Kill it, jump over the hole, go right, kill the yellow helmet, go right, watch out for the hole heads, jump over, kill the shield guy, go right, kill the hole head, jump over, jump over the shield guy, go right and then drop down.

Go left, drop down, go right, kill the angry stomper, go right, kill the ladybug head and then jump on the red blocks that just appeared. Jump from block to block. If a ladybug is above you, just jump, kill it, and then jump on to the next block. If a ladybug is below you, wait for it, kill it and then jump on to the next block. Go all the way right and climb the right ladder. It's that little red helper that gives you stuff named Eddie or whatever. Get whatever he has and then climb the left ladder.

You can see that the ceiling is moving up and down. Just watch out for that. Go right, kill the yellow helmet, go right, destroy the trash wall and get to the other side, kill the two yellow helmets, get to the other side of the next trash wall, kill the yellow helmet and completely clear out the bottom side of this trash wall. This is a part can kill you. Quickly slide under the shorter part of the ceiling, quickly open a path through the trash wall and kill the yellow helmet. Go right.

Kill the red shooting guy, go right and climb the ladder. Jump on the platform closest to you, shoot the yellow helmet while jumping to the next platform and then climb the left ladder. Go right, kill the stomper, then go all the way right and into the boss gate to fight Dustman.

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Dustman

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- Boss Info - Slightly Predictable, slightly speedy, medium boss.

- Dustman does two things. He either sucks you in or he blows trash at you. He also jumps around and then does either one of the two.

- Dustman shoots out one ball of trash at you every now and then. When the ball of trash gets vertically next to you, it will explode into four small pieces and fly in four diagonal directions. Jump above it to avoid getting hit.

- Buster Shots = 28

- Recharged Buster = 10

- Brightman's Weapon = 28 (Doesn't freeze)

- Diveman's Weapon = 28

- Drillman's Weapon = 28

- Dustman's Weapon = 28

- Pharaohman's Weapon = 28

- Pharaohman's Charged Weapon = 10

- Ringman's Weapon = 7
- Skullman's Weapon = Not Enough
- Toadman's Weapon = Not Enough

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3.6 - Skullman  
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Go right, kill the ball cannon, go right, kill that ball cannon, jump up, go left, kill that ball cannon, jump up, go right, kill the ball cannon, jump to the platform, kill any floating heads, go right, kill that ball cannon and then climb the ladder.

There's a bone thrower there. Shoot him once with an uncharged buster and he will collapse becoming walkable for a few seconds. You can kill him with a fully charged buster shot. Kill him and then climb the left ladder. Go right and take the upper path, kill the shield guy, go right, kill the bat and drop down. There's nothing but shields and bats here so just go all the way right and climb the ladder. Its that little red helper named Eddie. Get what he gives and climb the left ladder.

You may continue to climb this ladder or come off.

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If you came off

There're nothing but dashing shields here. On the very top platform, there's a large HP. On the second to the top platform, there's an e-tank.  
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Just climb the ladder instead of getting off. Go right, jump up, go left, kill the eye cannon, jump up, kill the eye cannon, kill the caterpillar, jump across the edge, kill the eye cannon, jump higher, kill the caterpillar, go right, kill the eye cannon, drop down, kill the caterpillar, jump right, kill the caterpillar, go right, kill the caterpillar and then climb down the ladder.

Go left, drop down and go right. On this screen, there are several bone throwers and floating spiked heads. Just try to keep on the bottom-most platform as possible. Go all the way right and into the boss gate to fight Skullman.

-----  
Skullman  
-----

- Boss Info - Predictable, speedy, easy boss.

- Skullman has two attacks. Shielding and shooting.

- Skullman will stand still and shoot at you 6 times with shots either going diagonally up or horizontally. Then after shooting he will jump up, go into shielding mode while standing completely still, stops shielding, runs up to you, and starts shooting again.

- Buster Shots = 28

- Recharged Buster = 10

- Brightman's Weapon = 28 (Doesn't freeze)
- Diveman's Weapon = 28
- Drillman's Weapon = 28
- Dustman's Weapon = 7
- Pharaohman's Weapon = Useless
- Pharaohman's Charged Weapon = Useless
- Ringman's Weapon = 28
- Skullman's Weapon = Not Enough
- Toadman's Weapon = Not Enough (Breaks through shield)

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 3.7 - Diveman  
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Note : You can get a secret weapon that's good.

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 Wire Weapon

One screen after the second whale, there's a hole. Drop down that hole. While you're falling down, you'll see wall to wall spikes. Just drop down to the bottom to get the wire weapon.

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Active Skullman's weapon, go right and jump platform to platform by using skullman's weapon. Then kill the underwater yellow helmet, jump over the green headed guy, slide under, go right while killing the yellow helmets and jumping over the green headed guy, and then go right to the next screen. Kill the whale and go right. Go right, kill the yellow helmet, jump over the first two green headed guys, jump over the last green headed guy and then climb the right ladder. It's your red helper named Eddie! Get whatever you need from him and then climb the left ladder. Go right, kill the stomper, go right and drop down.

Drop down again. Go right. Avoid touching the stingrays because they take away 20% of your HP. Go all the way right while jumping over the green headed guys when the water level is high and avoiding the stingrays. On the next screen is a whale. Kill it and then go right. The hole in front of you leads to the secret hook weapon. Go right and don't get too close to the red ball because it's a mine. Go next to it and back off. Do you see the spikes moving up and down? Well you can't stop it. So go all the way right and to the next screen.

Go right, avoid all the stingrays, jump over the mines, go all the way right and through the boss gate to fight Diveman.

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 Diveman  
 -----

- Boss Info - Predictable, speedy, medium boss.

- Diveman has one pattern. He stands still, shoots 2 homing missiles at you, dives horizontally towards you three times, and then repeats.

- You can destroy the missiles.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Doesn't freeze.)
- Diveman's Weapon = 28
- Drillman's Weapon = 28
- Dustman's Weapon = 10
- Pharaohman's Weapon = 28
- Pharaohman's Charged Weapon = 10
- Ringman's Weapon = 28
- Skullman's Weapon = 7
- Toadman's Weapon = Not Enough

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 3.8 - Drillman  
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Go right, fight off the ladybugs and yellow helmets. Go all the way right and climb the right ladder. Kill the stomper and climb the left ladder. Go right while fighting off the ladybugs and yellow helmets. Go all the way right and climb down the right ladder. Wait till the bats expose themselves, kill them, go left, drop down, go right and drop down. But when you drop down, make sure you are dropping down as right as possible. Now kill the bat next to you, jump left and drop down.

Go right, kill the ladybug, go right, kill the ladybug, go right, kill the ladybug, jump on safe land, go all the way right and then climb the right ladder. Kill the shielding cannons and climb the left ladder. Use Rush coil to get the e-tank above you. Go right, kill the four rollers while keeping a distance, climb up to the top of the land, drop down, kill the roller and then go right.

Stop. See the vent-like object with arrows pointing down? Well. Stand under them and rocks will fall down. Watch out for this. Recharge Pharaohman's weapon to max and walk with the ball above your head without shooting it. You can also use brightman's weapon to stop all for a short while. There's nothing but dropping rockets and little flying robots. Go right till you come across a switch-like object on the edge. Stand under it, jump on it, go right on the next land. There's a switch across the edge. Jump to it and drop under it. Go right to the next switch. There's a switch. Drop under it and go right on to the next switch. Jump to the switch and then jump back to the land. Jump on the revealed land and then go all the way right and into the boss gate to fight Drillman.

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 Drillman  
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- Boss Info - Slightly Predictable, slightly speedy, easy boss.
- The reason why Drillman is easy is because most of the time, he'll go

underground, pop up, stand still for a second, dive back it and it repeats sometimes. Usually he pops up and then jumps and does his exploding splash damage drill attack. You can easily jump over the drill attacks.

- Slide back and forth to avoid getting drilled when Drillman pops up.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Doesn't freeze.)
- Diveman's Weapon = 10
- Drillman's Weapon = Not Enough
- Dustman's Weapon = 28
- Pharaohman's Weapon = 28
- Pharaohman's Charged Weapon = 10
- Ringman's Weapon = 28
- Skullman's Weapon = Not Enough
- Toadman's Weapon = Not Enough (It damages him underground too.)

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#### 4.0 - Dr. Cossack Stage

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Beat all the eight bosses and Dr. Cossack's picture will appear in the center of the stage select screen. Select him.

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#### 4.1 - Dr. Cossack Stage 1

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Note : Walking in snow slows you down.

Note 2 : Walking on icy surfaces can cause you to walk all funny. Jump more than you walk.

Go right, kill the 5 slinkys in your way, go all the way right and climb the ladder. There're a bunch of shielding rollers here. Slide under, jump kill the nearest shielding roller, climb the right ladder, kill the shielding roller and then climb the left ladder. Go right, kill the bone thrower with a fully charged buster shot, go right and stop when you see a pit. Hole heads will appear out of those holes so be alert when you jump all the gaps on this part of the stage. Go right, while fighting off the hole heads and the bone thrower, until you come across a big gap. Jump it and don't slide in the bottom passage. Instead just jump up to the top of this place, kill the bone thrower and make a jump to the icy platform you can see to your right. There's a hole head between the jump from where you are and the icy platform. Get to the icy platform, kill the bone thrower and then make your way to climb the top ladder.

There's nothing but floating spiked heads. Just use rush coil to make your way to the top-left ladder. Use rush coil to make your way to the top-right ladder on this snowy screen. Climb on to the closest ladder near you. Get the weapons energy and climb down the left ladder. Here's a map

of what to do.

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L# # #####

L# # #####

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L L E L<----- Stay right there. When the enemy goes to point E, jump to

L L L L L # point X.

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L L L #

L X L #

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Make your way to the top-left ladder. Climb it, kill the stomper and then go through the boss gate to fight a butterfly-like boss.

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Drilling Butterfly  
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- Boss Info - Predictable, slow, easy boss.
- Shoot the blinking red dot on it's body.
- This boss is very slow. It moves back and forth and does one of three attacks every now and then.
- Shoots one slow energy ball at you. Jump to dodge.
- Stamp. He stamps the surface of the ground.
- Ground destroy. This robot can destroy only 3 places of the field. You can see the floor is two layers thick.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Doesn't freeze.)
- Diveman's Weapon = Useless
- Drillman's Weapon = 14
- Dustman's Weapon = 14
- Pharaohman's Weapon = 28
- Pharaohman's Charged Weapon = 10
- Ringman's Weapon = 7

- Skullman's Weapon = Useless

- Toadman's Weapon = Useless

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#### 4.2 - Dr. Cossack Stage 2

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Take the right ladder. Avoid the ladder hugger and make your way to the top. Kill the top-most green spinner, slide through and then climb the left ladder. Climb to the top, slide beyond the little gap, drop down, go right, kill any rolling skulls and then summon rush jet. While you are making your way past the spiked floor, pick up any weapons energy and try to kill any spiked floating heads you come across. Without crashing into anything, make your way all the way right and climb the ladder.

You can see these never before seen blocks. Stand still for a bit. You can see how it goes. Jump on the first block closest to you, then jump to the second block, then jump to the third block a bit after the blinking, then jump to the fourth block and then climb the left ladder. The same thing works for this part of the stage. Make your way to the top-left ladder and climb it. Kill the bat, use rush coil to jump to the top, go right, jump over the shielding roller, jump over the spikes, jump over the shielding roller, kill the bat, jump over the spikes and then climb the right ladder.

Kill any green spinners and then climb the left ladder. There's an e-tank, a large weapon energy and a large HP. Just keep climbing the ladder. There's a 1-up if you need it. Just go all the way right to fight another one of Dr. Cossack's robots.

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#### Moving Cube

-----

- Boss Info - Predictable, slow-fast, medium boss.

- The cube is made up of three pieces. They will move in and out of the screen. Slide under the bottom piece when they are going very fast. When the pieces are moving very slowly, jump on the bottom piece, slide under and the pieces will stop. Shoot at the red blinking dot by jumping on the moving block platforms for reach. The red dot will shot energy ovals at you. Take the small damage or jump over them in the cube. After the third shot, the cube will separate. Jump out and repeat all this.

- Buster Shots = 28

- Recharged Buster = 10

- Brightman's Weapon = 28 (Doesn't freeze.)

- Diveman's Weapon = Useless

- Drillman's Weapon = 14

- Dustman's Weapon = 7

- Pharaohman's Weapon = Useless

- Pharaohman's Charged Weapon = Useless

- Ringman's Weapon = Useless

- Skullman's Weapon = Useless

- Toadman's Weapon = Useless

=====  
4.3 - Dr. Cossack Stage 3  
=====

The moment you take one step to your right, the screen will move but not at your speed. It's pretty easy. Jump to avoid getting hit by the platform stickers. Don't take a jump too soon because there are shielding cannons that might hit you. Make your way to a long platform. Kill the angry stomper and then climb the right ladder. Kill the floor saws with three shots of Phroahman's weapon and then climb the left ladder.

Go right and the screen will move at its own speed. You can see a dead end but keep walking. You will see a block. Jump on the block, stand on it and it will slowly drop down. Jump on the block and the block will rise. You will fight mini-saturns on this part of the stage. On the last block platform, make the platform rise till it's out of the screen. You will fall. Lean right and make it to the safe land. There's an e-tank but I have no idea how to get it. Go right and into the boss gate to fight a boss.

-----  
Twin Wall Walkers  
-----

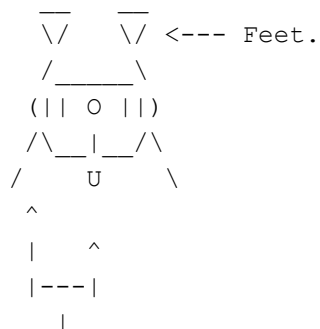
- Boss Info - Predictable, slow to slightly speedy, easy boss.

- You will fight two wall walkers. You can see there are two boss gates on the right side of the wall. You will fight the top one and then the bottom one.

- The first wall walker just walks on the ceiling.

- The second wall walker walks on all walls, shoots a strong energy balls and can shoot four times at once.

- Here's a drawing of a wall walker.



Shooters

- The first wall walker moves back and forth shooting out of both of the diagonal shooter or the center shooter.

- Buster Shots = 14

- Recharged Buster = 5

- Brightman's Weapon = 14 (Doesn't freeze.)



- Diveman's Weapon = 14
- Drillman's Weapon = 7
- Dustman's Weapon = 14
- Pharaohman's Weapon = 14
- Pharaohman's Charged Weapon = 5
- Ringman's Weapon = 7
- Skullman's Weapon = Useless
- Toadman's Weapon = Useless

=====  
 4.4 - Dr. Cossack Stage 4  
 =====

Drop down. Drop down again. Kill the shielding cannons and then drop down. Kill the angry stomper, go right, avoid the platform stickers, slide under, jump up, go right, climb the ladder and then climb the top-right ladder. Kill all the bats here. There's a very good shortcut here. But if you don't want to take it then climb the top-left ladder.

-----  
 If you did take the shortcut  
 Use the rush coil to boost up to the little step above the ladder you just climbed and then use Drillman's weapon to destroy the green block. Fall down. When you land, use drillman's weapon to get the e-tank. Climb down the ladder, go right, kill the two slinkys and go right.  
 -----

Go right, kill any of those flying guys and stop when you see a pit. The pits here contain those hole heads which pop up, hit you and cause you to die. Make your way all the way right and drop down. Kill the shielding cannon and drop down. Jump over the dashing shield, go right, drop down, slide under the dashing shielding, go left, drop down, slide right and drop down.

Slide past the dashing shields, go right, slide between the platform stickers, jump up, slide under and drop down. Drop down again. Kill the skull on wheels, go right, kill the skull on wheels and go through the boss gate to fight Dr. Cossack.

-----  
 Dr. Cossack  
 -----

- Boss Info - Predictable, slow, easy boss.
- Dr. Cossack has two attacks. Grab and shoot.
- Dr. Cossack shoots three balls towards your direction every now and then.
- Dr. Cossack moves back and forth slowly.
- Dr. Cossack can quickly grab you and then slam you to the ground. This takes away a quarter of your hp. So slide under him.

- Buster Shots = 26
- Recharged Buster = 9
- Brightman's Weapon = 26 (Doesn't freeze.)
- Diveman's Weapon = Useless
- Drillman's Weapon = Useless
- Dustman's Weapon = 13
- Pharaohman's Weapon = Useless
- Pharaohman's Charged Weapon = Useless
- Ringman's Weapon = 13
- Skullman's Weapon = Useless
- Toadman's Weapon = Useless

-----  
 Cutscene  
 -----

Protoman comes in the scene with Kalinka and then disappears.

Kalinka : Please Megaman don't!! My father is not really evil. Dr. Wily took my hostage and forced my father to fight you. Please Megaman, don't hurt my father any more.

Dr. Cossack jumps to the ground.

Dr. Cossack : Oh, Kalinka.....

Kalinka : Father.....

Dr. Cossack : Megaman, forget me!

??? : .....

Dr. Wily warps down.

Dr. Wily : You betrayed me, Protoman!! I'm gonna break you, Megaman!!

=====  
 5.0 - Wily Stage  
 =====

Beat the Cossack Stages and then you will immediately go to the Wily Stages.

=====  
 5.1 - Wily Stage 1  
 =====

Climb the left ladder and then climb the right ladder. Kill the two yellow helmets and then climb the left ladder. Kill the yellow helmet next to you, then kill the twirly yellow helmet all the way to the right, jump to higher ground, kill the yellow helmet, kill the twirly yellow helmet and then climb the left ladder. There's alot of yellow helmets here and a few twirly yellow helmets. It's an easy path with lots of yellow helmets shooting. Go right until you come across a pit. Jump in it. Drop down into the water but lean to the right.

Nothing but underwater yellow helmets here. If you need to get past a few spikes then get damaged and abuse the temporary invincibility. Go all the way right and climb the right ladder. It's a jumping puzzle. Here's a map.

```
#L#####  
#L          # Number = Order of appearance  
#L          # L = Ladder  
#           # X = Spike  
#         2 #  
#5         #  
#       3   #  
#     4     1 #  
#           #  
#           L#  
#           L#  
#####L#  
#####XL#
```

Get to the top-left ladder. Another jumping puzzle. Here's another map.

```
#L#####  
#L          # Number = Order of appearance  
#           # L = Ladder  
#####    # X = Spike  
#           #  
#         6 #  
#           #  
#       4   #  
#     3     5 #  
# 1         #  
#           #  
#     2 1   #  
#L          #  
#LXXXXXXXXX###  
#L#####
```

Climb the top-left ladder. Nothing but yellow helmets here and no pits. Go right, kill the twirling yellow helmet, go right, get into the middle tank, get the e-tank, go right, kill the twirling yellow helmet and go right into the boss gate to fight a big yellow helmet.

-----  
Giant Yellow Helmet  
-----

- Boss Info - Predictable, slow, easy boss.
- The boss will expose himself, jump to where you are, hide again, and it repeats.
- The impact of the yellow helmet landing after jumping will cause you to freeze and will cause 4 regular yellow helmets to fall from the sky. The yellow helmets will walk out of the screen.
- Jump when he is about to land.
- Buster Shots = 28
- Recharged Buster = 10
- Brightman's Weapon = 28 (Freezes the regular yellow helmets.)

- Diveman's Weapon = Useless
- Drillman's Weapon = Useless
- Dustman's Weapon = 14
- Pharaohman's Weapon = 28
- Pharaohman's Charged Weapon = 10
- Ringman's Weapon = 14
- Skullman's Weapon = Useless
- Toadman's Weapon = Useless

=====  
 5.2 - Wily Stage 2  
 =====

Jump on the middle platform and slide under while holding right. Go right and climb down the ladder. Kill the lady bug heads and then drop down while leaning to the right. You will hopefully land on a block. Use rush jet to get the e-tank. Drop down to the right. Go right and kill any caterpillars that will pop out. Slide under the passage when the floor saw below is on the left side of the floor. Kill the floor saw next to the pit with Pharaohman's weapon. Use Rush jet to reach the ladder to the right and climb it.

Get what you need from Eddie and then climb the right ladder. Jump to the caterpillar, kill the caterpillar, drop down, kill the caterpillar above and then climb the ladder. Nothing but mummies here. Dodge their heads by sliding under them. Go all the way right and climb the ladder at the end. Kill all the bats, use rush coil to jump on to higher ground and then climb the right ladder. Destroy the skull generator on the ceiling and any skulls that come out of it. Slide under the small passageway and then climb on to the left ladder.

Quickly kill the shielding roller to your right, go right, jump to higher ground, kill the shielding roller to your left, slide under and then climb the top-left ladder. Kill the red shooter to your right, go right, kill the red shooter, jump on safe land and then go right and into the boss gate to fight a boss.

-----  
 Ball Launcher  
 -----

- Boss Info - Predictable, immobile, easy boss.
- Jump on the moving platforms and shoot the green orb on the boss's head.
- The boss has two attacks. He can either shoot fireballs out of his mouth or he can launch balls at you from the vent-like thing on his head.
- The balls cannot be hit. If they are coming your way and you are on a moving platform, then jump left, over and then back on the platform.
- Buster Shots = 28
- Recharged Buster = 10

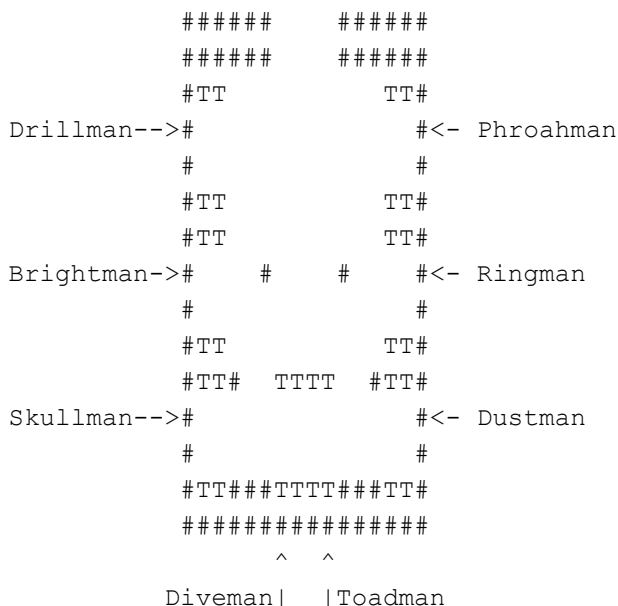
- Brightman's Weapon = 28 (Doesn't Freeze)
- Diveman's Weapon = Useless
- Drillman's Weapon = 28
- Dustman's Weapon = 28
- Pharaohman's Weapon = Useless
- Pharaohman's Charged Weapon = Useless
- Ringman's Weapon = 7
- Skullman's Weapon = Useless
- Toadman's Weapon = Not Enough

=====  
 5.3 - Wily Stage 3  
 =====

Get the e-tank to your left, recharge the weapons you need, get the 1-up on the bottom-right and then drop down on the left side. Watch out for the dashing shields. Jump over the top one and then kill it. Then drop down when the bottom dashing shield is facing right and kill him. Now drop down to the next screen. If you dropped down while leaning left, you can get some weapons energy. Keep dropping till you have landed. Kill the green spinners and drop down. Slide under, ignore the dashing shield and then go into the boss gate. Get into the teleporter. Drop down all the way to fight all eight bosses.

-----  
 All Eight Bosses  
 -----

- You fight these bosses one at a time.
- Here's a map of the teleporters.



- Fight the hard ones, then fight the easy ones, then fight the hard ones and so on. Low on energy? Fight an easy boss. High on energy? Fight a hard boss.

- Use these weapons for these bosses.

Brightman - Toadman's Weapon = 7

Dustman - Ringman's Weapon = 7

Diveman - Skullman's Weapon = 7

Drillman - Diveman's Weapon = 10

Phroahman - Brightman's Weapon = 28 (Freezes)

Ringman - Pharaohman's Charged Weapon = 5

Skullman - Dustman's Weapon = 7

Toadman - Drillman's Weapon = 7

-----  
Afterwards  
-----

After you have beaten all the bosses, step into the next teleporter to fight another one of Wily's creations.

-----  
Wily's Skull Machine Form 1  
-----

- Boss Info - Predictable, slow, easy boss.

- This machine moves up and down while shooting 3 big weak blasts at a time. Slide under them. Dodge the 3 blasts and then shoot.

- This boss cannot hit you when you are standing right next to it on it's left side.

- Buster Shots = 28

- Recharged Buster = 10

- Brightman's Weapon = 28 (Doesn't freeze.)

- Diveman's Weapon = Useless

- Drillman's Weapon = 28

- Dustman's Weapon = 28

- Pharaohman's Weapon = 28

- Pharaohman's Charged Weapon = 10

- Ringman's Weapon = 10

- Skullman's Weapon = Useless

- Toadman's Weapon = Useless

-----  
Wily's Skull Machine Form 2  
-----

- Boss Info - Predictable, slow, medium boss.

- This machine moves left and right while shooting non-stop big weak blasts at your direction. Jump over them.

- You have to shoot the blue orb between Dr. Wily and the shooter.

- Most of your weapons are useless. You use the rush items for weak but it sucks. Jump as high as you can and shoot your fully recharged buster into the blue orb.

- Buster Shots = 28

- Recharged Buster = 10

- Brightman's Weapon = Useless (Doesn't freeze.)

- Diveman's Weapon = Useless

- Drillman's Weapon = Useless

- Dustman's Weapon = Useless

- Pharaohman's Weapon = Useless

- Pharaohman's Charged Weapon = Useless

- Ringman's Weapon = 28

- Skullman's Weapon = Useless

- Toadman's Weapon = Useless

=====

#### 5.4 - Wily Stage 4

=====

Drop down. There's nothing but caterpillars here. Just go all the way right (caterpillars may drop from the ceiling) and go into the boss gate to fight Dr. Wily.

-----

Dr. Wily

-----

- Boss Info - Unpredictable, speedy, medium boss.

- What wily does is, recharge weapon, shoot weapon, reveals himself, hides, recharges and so on. When he shoots his weapon, it'll be bright enough to see his current position for a few seconds.

- Use Pharaohman's weapon's ability to shoot in all directions except up or down.

- Buster Shots = Useless

- Recharged Buster = Useless

- Brightman's Weapon = Useless (Doesn't freeze.)

- Diveman's Weapon = Useless

- Drillman's Weapon = Useless

- Dustman's Weapon = Useless

- Pharaohman's Weapon = 14

- Pharaohman's Charged Weapon = 5
- Ringman's Weapon = 28
- Skullman's Weapon = Useless
- Toadman's Weapon = Useless

=====  
6.0 - Ending  
=====

After defeating beating Dr. Wily, Dr. wily will bow down to you and then escape.

You will see Dr. Wily's castle exploding and Megaman escaping just in time.

-----  
Credits

-----  
Planner  
Bamboo  
S. Kobashi  
Inafking

Object Designer  
Toshichan  
ZiZi  
K. Hayato  
Ikki

Scroll Designer  
Machiako  
Mamimu-  
Miss. 21  
Takap

Special Designer  
Yasukichi Inafking

Sound Composer  
Ojalin  
Bun Bun

Programmer  
T.K  
Kero Chan

Staff

No.25  
Brightman  
Yoshitaka  
Enomoto

No. 29  
Toadman  
Atsushi  
Ootsuka



No. 27  
Drillman  
Masayuki  
Hoshi

No. 26  
Pharaohman  
Takayuki  
Ebara

No. 28  
Ringman  
Hiromi  
Uchida

No. 30  
Dustman  
Yuusuke  
Murata

No. 31  
Diveman  
Suguru  
Nakayama

No. 32  
Skullman  
Toshiyuki  
Miyachi

#### Special Thanks

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Takuya Yamagishi  
Hidemitsu Kikuchi  
Kenji Horita  
Kouji Tsutaya  
Makoto Kawatori  
Toshinari Daijou  
Shinichirou Seki  
Kenji Nakayama  
Tatsuhiko Fujiwara  
Yuuichirou Okamoto  
Shingo Shimizu  
Tsutomu Kondou  
Tomomi Shibayama  
Shinya Mitsuda  
Hitoshi Takesime  
Kouzou Asano  
Shinichirou Nishida  
Takuya Kawata  
Takashi Fujiwara  
Youji Masuda  
Daisuke Akebi  
Akiko Ookuma  
Yoshio Abe  
Yoshihito Okada  
Toshio Mori  
Masayo Yamazaki  
Masumi Abe

Tetsu Akiyama  
Masaki Kondou  
Yuusuke Kuramochi  
Masato Matsuzaki

Presented by Capcom

=====

7.0 - Enemies

=====

Enemies of Megaman 4. I make up my own names because it's fun. A charge buster is about as equal as 3 buster shots. This is in order.

Fully Charged Buster shots = 3 buster shots

-----

Toadman

-----

Mother Bird

Buster shots = 2

Flies toward you with her baby birds.

Baby Bird

Buster shots = 1

Baby birds just charge at you. They come in sets of 2 and 3.

Umbrella Thrower

Buster shots = 4

They drop from the sky and when they land, they throw their umbrella at you and walk in one direction.

Hopping Mouse

Buster shots = 2

The mouse slowly hops towards you.

Sticky Blob

Buster shots = 2

The blob can drop down from the ceiling or jump up to the ceiling. The blob slowly walks.

Big Snail

Buster shots = 14

The big snail will open his eyes and do one of the two attacks. The bomb throw which is easy to dodge and the eye throw which is also easy to dodge. To dodge, just slide or jump. Attack the eye when exposed.

Jumping Fish

Buster shots = 1

They swim in the water, jump out of the water, jump back in the water, and continues swimming.

-----

Brightman

-----

Walking Green Fireworks

Buster shots = 1

When the room is darkened, kill this and it will explode and re-light the room.

Darker Room Maker

Buster shots = 1

When you kill this robot, he will darken the room. When he is above you, he will drop this small bomb. The bomb will hit the ground and explode into five small balls that will fly in five directions. They fly west, southwest, south, southeast, and east.

Totem Pole

Buster shots = 8

It shoots in 3 mouths. If you try to jump over it, it will jump to block you and you will take damage.

Red Mouthed Shooter

Buster shots = 12

This robot has two attacks. Two shots out of his mouth and the three shots out of the back attack.

Green Spinners

Buster shots = 2

They hang on the ceiling and when you get too close to them they will detach and spin towards one direction.

-----

Phraohman

-----

Green Scorpion

Buster shots = 4

Appears from out of the sand, moves towards you and goes back underground.

Red fly

Buster shots = 1

It's too high in the sky to fight. It moves back and forth and drops small balls at you.

Floating Ladybug

Buster shots = 2

They float towards you.

Mummy

Buster shots = 6

Pops out of the wall and throws his head at you. Slide under the head to avoid.

Bat

Buster shots = 2

It slowly hovers towards you.

-----

Ringman

-----

Wall Cannon

Buster shots = 5

Shoots balls in set of threes.

Mini-Saturn

Buster shots = 1

Slowly hovers towards you.

Hippo on the Block

Buster Shots = 16

You shoot on the blocks on the platform the hippo is on. Once the hippo

is low enough, unload your shots onto him. Shoots missiles at you.

#### Floor Saw

Buster shots = Cannot be Determined

You avoid this floor saw which moves back and forth. You can't destroy it.

#### Ring Master

Buster shots = 9

It will tilt his head like this drawing below. Jump and shoot at the part before the exploding.

\ -> / -> \ -> / -> \ -> EXPLODE

#### Shielding Roller

Buster shots = 3

This enemy is frustrating. Just shoot at him quickly before he shields himself.

-----

#### Dustman

-----

#### Dashing Shield

Buster shots = 4

Attack the behind. This shield dashes back and forth.

#### Yellow Helmet

Buster shots = 1

Hides in a helmet. Stand near it and it'll expose itself, shoot balls in 3 directions, hop and then hides again.

#### Hole Heads

Buster shots = 1

Hole heads can easily take you by surprise and kill you. Just stand next to a hole, kill it and then jump over.

#### Angry Stomper

Buster shots = 14

Just stomps in short distances towards you.

#### Floating Ladybug

Buster shots = 2

They float towards you.

#### Red Mouthed Shooter

Buster shots = 12

This robot has two attacks. Two shots out of his mouth and the three shots out of the back attack.

-----

#### Skullman

-----

#### Bouncing Ball Cannon

Buster shots = 4

It shoots bouncy balls.

#### Floating Spiked Head

Buster shots = 1

Slowly hovers towards one direction.

#### Bone Thrower

Buster shots = Cannot be Determined.

Shoot him once with an uncharged buster and he will collapse becoming walkable for a few seconds. You can kill him with a fully charged buster shot.

Dashing Shield

Buster shots = 4

Attack the behind. This shield dashes back and forth.

Eye Cannon

Buster shots = 3

Shoot these cannons in the eye. These cannons shoot these balls which go up and then down towards you.

Caterpillar

Buster shots = 2

They can drop from the ceiling and will take you by surprise. They crawl around.

-----

Diveman

-----

Floor Saw

Buster shots = Cannot be Determined

You avoid this floor saw which moves back and forth. You can't destroy it.

Jumping Fish

Buster shots = 1

They swim in the water, jump out of the water, jump back in the water, and continues swimming.

Green Headed Thing

Buster shots = Cannot be Determined

When you're close, it moves up and down.

Underwater Yellow Helmet

Buster shots = 1

Hides under his helmet and then shoots.

Whale

Buster shots = 14

It's better to just rapid fire. This whale shoots missiles at you. This whale also drops these falling spikes onto the field while sucking you in.

Angry Stomper

Buster shots = 14

Just stomps in short distances towards you.

Stingray

Buster shots = 2

They slowly move towards one direction. Depending on where you are, they may move up or down. They take away a lot of HP.

-----

Drillman

-----

Floating Ladybug

Buster shots = 2

They float towards you.

Yellow Helmet

Buster shots = 1

Hides in a helmet. Stand near it and it'll expose itself, shoot balls in 3 directions, hop and then hides again.

Angry Stomper

Buster shots = 14

Just stomps in short distances towards you.

Bat

Buster shots = 2

It slowly hovers towards you.

Shielding Cannon

Buster shots = 1

It cannot move and it shoots slowly. It unshields, shoots once, shields and repeats.

Shielding Roller

Buster shots = 3

This enemy is frustrating. Just shoot at him quickly before he shields himself.

Little Blue Flying Ground Shooter

Buster shots = 1

They will fly and then land on the ground. When they land on the ground, they will shoot.

-----  
Dr. Cossack Stage 1  
-----

Slinky

Buster shots = 6

It's a slinky. It moves like a slinky. It goes down stairs-like places like a slinky. It doesn't do anything else but be a slinky.

Shielding Roller

Buster shots = 3

This enemy is frustrating. Just shoot at him quickly before he shields himself.

Bone Thrower

Buster shots = Cannot be Determined.

Shoot him once with an uncharged buster and he will collapse becoming walkable for a few seconds. You can kill him with a fully charged buster shot.

Hole Heads

Buster shots = 1

Hole heads can easily take you by surprise and kill you. Just stand next to a hole, kill it and then jump over.

Floating Spiked Head

Buster shots = 1

Slowly hovers towards one direction.

Ladder Huggers

Buster shots = Cannot be determined

They move up and down a ladder and then they chomp on to one part of the

ladder. These enemies cannot be destroyed.

Angry Stomper

Buster shots = 14

Just stomps in short distances towards you.

-----  
Dr. Cossack Stage 2  
-----

Ladder Huggers

Buster shots = Cannot be determined

They move up and down a ladder and then they chomp on to one part of the ladder. These enemies cannot be destroyed.

Green Spinners

Buster shots = 2

They hang on the ceiling and when you get too close to them they will detach and spin towards one direction.

Skull on Wheels

Buster shots = 1

This enemy falls from a dispenser stuck on the ceiling which can be destroyed. The skull just moves around.

Floating Spiked Head

Buster shots = 1

Slowly hovers towards one direction.

Floor Saw

Buster shots = Cannot be Determined

You avoid this floor saw which moves back and forth. You can't destroy it.

Bat

Buster shots = 2

It slowly hovers towards you.

Shielding Roller

Buster shots = 3

This enemy is frustrating. Just shoot at him quickly before he shields himself.

-----  
Dr. Cossack Stage 3  
-----

Platform Stickers

Buster shots = 1

They circle around a platform. Just avoid them.

Shielding Cannon

Buster shots = 1

It cannot move and it shoots slowly. It unshields, shoots once, shields and repeats.

Angry Stomper

Buster shots = 14

Just stomps in short distances towards you.

Floor Saw

Buster shots = Cannot be Determined

You avoid this floor saw which moves back and forth. You can't destroy it.

Floating Spiked Head

Buster shots = 1

Slowly hovers towards one direction.

Mini-Saturn

Buster shots = 1

Slowly hovers towards you.

-----  
Dr. Cossack Stage 4  
-----

Shielding Cannon

Buster shots = 1

It cannot move and it shoots slowly. It unshields, shoots once, shields and repeats.

Angry Stomper

Buster shots = 14

Just stomps in short distances towards you.

Platform Stickers

Buster shots = 1

They circle around a platform. Just avoid them.

Bat

Buster shots = 2

It slowly hovers towards you.

Slinky

Buster shots = 6

It's a slinky. It moves like a slinky. It goes down stairs-like places like a slinky. It doesn't do anything else but be a slinky.

Little Blue Flying Ground Shooter

Buster shots = 1

They will fly and then land on the ground. When they land on the ground, they will shoot.

Hole Heads

Buster shots = 1

Hole heads can easily take you by surprise and kill you. Just stand next to a hole, kill it and then jump over.

Dashing Shield

Buster shots = 4

Attack the behind. This shield dashes back and forth.

Skull on Wheels

Buster shots = 1

This enemy falls from a dispenser stuck on the ceiling which can be destroyed. The skull just moves around.

-----  
Wily Stage 1  
-----

Yellow Helmet

Buster shots = 1



Hides in a helmet. Stand near it and it'll expose itself, shoot balls in 3 directions, hop and then hides again.

Twirly Yellow Helmet

Buster shots = 3

Hides in a helmet. Stand near it and it'll expose itself, shoot three times in one direction and then hides again.

Underwater Yellow Helmet

Buster shots = 1

Hides under his helmet and then shoots.

Floor Saw

Buster shots = Cannot be Determined

You avoid this floor saw which moves back and forth. You can't destroy it.

-----  
Wily Stage 2  
-----

Floating Ladybug

Buster shots = 2

They float towards you.

Floor Saw

Buster shots = Cannot be Determined

You avoid this floor saw which moves back and forth. You can't destroy it.

Caterpillar

Buster shots = 2

They can drop from the ceiling and will take you by surprise. They crawl around.

Mummy

Buster shots = 6

Pops out of the wall and throws his head at you. Slide under the head to avoid.

Bat

Buster shots = 2

It slowly hovers towards you.

Skull on Wheels

Buster shots = 1

This enemy falls from a dispenser stuck on the ceiling which can be destroyed. The skull just moves around.

Shielding Roller

Buster shots = 3

This enemy is frustrating. Just shoot at him quickly before he shields himself.

Red Mouthed Shooter

Buster shots = 12

This robot has two attacks. Two shots out of his mouth and the three shots out of the back attack.

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Wily Stage 3

-----  
Dashing Shield  
Buster shots = 4  
Attack the behind. This shield dashes back and forth.

Floor Saw  
Buster shots = Cannot be Determined  
You avoid this floor saw which moves back and forth. You can't destroy it.

Green Spinners  
Buster shots = 2  
They hang on the ceiling and when you get too close to them they will detach and spin towards one direction.

-----  
Wily Stage 4  
-----

Caterpillar  
Buster shots = 2  
They can drop from the ceiling and will take you by surprise. They crawl around.

=====  
8.0 - Weapons  
=====

Buster Shots  
Ammo - Infinite  
Power - Weak  
Comment - It's weak but reliable. You can fire as much as you want.

Buster Shots Recharge 1  
Ammo - Infinite  
Power - Weak  
Comment - It's just like an uncharged buster.

Buster Shots Recharge 2  
Ammo - Infinite  
Power - Medium  
Comment - A second charge of the regular buster will offer you great power. Three times more powerful than one buster shot

Brightman's Weapon  
Ammo - 7  
Power - Weak  
Comment - Has the ability to freeze enemies. You may shoot the buster after freezing.

Diveman's Weapon  
Ammo - 28  
Power - Weak  
Comment - Follows an enemy like the missile it is.

Drillman's Weapon  
Ammo - 28  
Power - Medium  
Comment - Offers good explosive flash damage.

Dustman's Weapon  
Ammo - 28

Power - Weak-Medium

Comment - When this box of trash hits an enemy, it will explode into four small pieces that will head towards all four diagonal directions.

Pharaohman's Weapon

Ammo - 28

Power - Weak

Comment - It is rechargeable and shoots in all directions except up and down.

Pharaohman's Charged Weapon

Ammo - 14

Power - Heavy

Comment - Recharge it up to its full blinking state. When its charged you may shoot it in all directions except up or down. There's also a secret glitch to it. Read the secrets section. By holding down the fire, it works as a shield for anything trying to get you from above.

Ringman's Weapon

Ammo - 28

Power - Weak

Comment - Its like a boomerang.

Skullman's Weapon

Ammo - 14

Power - Weak

Comment - It shields you. Nothing else.

Toadman's Weapon

Ammo - 7

Power - Medium

Comment - It rains acid upon the entire field.

Rush Coil

Ammo - 14

Power - Weak

Comment - You jump on rush and you jump higher. You can shoot when he is on the field.

Rush Marine

Ammo - Time Based

Power - Weak

Comment - You may not jump on water. You may only summon rush on water. You shoot buster shots. You can go through slide-only type passages.

Rush Jet

Ammo - Time based

Power - Weak

Comment - You jump on rush and you move from left to right or right to left. You may shoot when Rush is on the field.

Wire

Ammo - 14

Power - Weak

Comment - You look up and then shoot out the wire. The wire will cling on to the ceiling and reel you in. You can only shoot when you are touching the ceiling.

Balloon

Ammo - 14

Power - None

Comment - Its a balloon that slowly moves upward. You may stand on it.  
Think of it as a lift. You may have up to three per screen.

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## 9.0 - Passwords and Secrets

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This is the password and secrets section. It contains... passwords and secrets...

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### Passwords

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Since a certain SOMEONE won't email me back to use their password guide, I had to frown and just put one important password.

A1-A4-B5-E2-F1-F3 Brings you to the final stage of Dr. Cossack's Citadel.

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### Secrets

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#### Phraohman's Weapon Extra Shots

Charge up Phraohman's Weapon to max. Now run in an enemy or let an enemy run into you. You will take damage along with the enemy. But keep holding fire! You still have one more shot left that is not visible till fired! Release the fire button to fire!

#### Sandwiched Megaman

Curiosity made me figure this out myself. Go to the Diveman's stage with rush marine. Go in a slide-only passage with Rush marine. When you run out of rush marine, rush marine will disappear and you will see Megaman standing in the slide-only passage. You can move out by sliding.

#### Suicidal Ringman

Get ringman down to one hp. Now equip Phraohman's weapon and recharge to the fullest. Run into a ring attack and die with the fully recharged weapon above you. You will die but the weapon will still be there in the air. If you're lucky, Ringman will attack once, jump into the weapon and die. You can even die while recharging and it'll work.

#### Peaceful Skullman

When the battle begins against Skullman, don't move and he'll do nothing.

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## 10.0 - Frequently Asked Questions

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This is the FAQ section. I like to call it Frequently Annoying Questions. Some very frequently asked questions.

Q : Are any of the weapons rechargable like in megaman 2?

A : Yes. The Pharoah Shot and the Buster!

Q : Any hidden stuff?

A : Yes. The hook which is found in the Diveman's stage and the balloon which is found in Pharoahman's stage.

Q : What about the new buster?

A : The buster comes in three forms. Unrecharged, slightly recharged, and fully recharged. Slightly recharged is as powerful as a regular uncharged buster. The fully recharged buster does way more damage than an uncharged

buster but takes a while to recharge.

Megaman 1 - Hard

Megaman 2 - Very awesome.

Megaman 4 - Charge Buster!

Megaman 5 - Bigger Charge Buster!

Megaman 6 - Megaman Forms! Fly! Punch! Charge!

Megaman 7 - Very SNESy.

Megaman 8 - First Megaman to use cutscenes. Techno music!

Megaman and Bass - Hard. Good DATA ON ROBOTS.

Megaman X - THE ONE!

Megaman X2 - CLASSIC.

Megaman X3 - PLAY AS ZERO AND KICK ASS! SABER IS OVER POWERED!

Megaman X4 - ANIME! They ruined megaman's voice.

Megaman X5 - Bit boring.

Megaman X6 - I don't want to save reploids.

Megaman X7 - The 3d game play was a failed experiment.

Megaman X8 - It's coming...

Megaman Legends Series - Good. 10+ Hours of gameplay.

Megaman Zero Series - AWESOME STUFFZOR. Its as good as the old X series.

<http://www.geocities.com/humanvegetableonline2002/MMZE.html>

- Megaman Zero 1 Ending -

Megaman Battle Network Series - Time consuming. Good.

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11.0 - Credits

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Dedicated to DesertEagle415AE!!

Also Dedicated to OTHERS... look below...

THEY TOLD ME I COULD PUT UP THEIR NAMES!!!

VVVVV

Daniel K for a reason.

David Y. for a reason.

Erik P. for a reason.

A Runnelid for no reason.

Bluecharge for being <[ZION]> Leader 2.

CPMax for no reason.

Dark Kaiba for the recommended boss order.

DeathBlz for liking Megaman.

DogFlour for no reason.

ebong for hating Unlimited Saga for Playstation 2.

EmeraldThunder for no reason.

Evil dead deadit for no reason.

GhostRaven for liking Megaman.

Innocent Blood for some reason.\*

Janors for no reason.

MStinemire for no reason.

Ngan "nnguyen11490" Nguyen for no reason.

Pjairo for no reason.

RedAlertZero for no reason.

Roger for no reason.

ProtonianZero for no reason.

Sapphirecat for no reason.

Shiyala for no reason.

SinOfThePhoenix for liking Megaman.

