

of Monsteropolis, eliminating the leaders and followers of these sovereignties."
- Megaman Instruction Booklet -

Quick Reference:

Enemy Name	Weakness
Bombman	Regular weapon
Gutsman	Bombs
Cutman	Arm Cannon
Elecman	Cutman Boomerang
Iceman	Elecbeam
Fireman	Iceslasher

1st - Bombman

Bombman is a very easy opponent to beat, and requires no special skill, or item to defeat. You need to be quick on your feet and blast away at him with your regular blaster.

2nd - Gutsman

Oh, Gutsman...yet another simple one to defeat, if you have the bombs that is. The level to Gutsman is another story. Anyways, all you have to do is jump over the boulders he throws at you, and use bombs to finish him off.

3rd - Cutman

I honestly thought this would be the first guy to defeat, well I was wrong. You can use the regular blaster to defeat him, or you could make it even easier and use the Arm Cannon that was obtained by defeating Gutsman.

4th - Elecman

Elecman may be one of the toughest normal bosses in the game. His weapon is both damaging and easily used to hit megaman. You need to use the Scissor Boomerang you obtained from Cutman, and also you will want to move quickly, if you dont want to get burned from his weapon.

5th - Iceman

Iceman's Level is the hardest easily, the boss isnt. Use the Elec Beam obtained through Elecman, and jump up between the gaps of Iceman's Ice Slasher and fire at him.

6th - Fireman

Just Guess what you should use against him? You guessed it, use the Ice Slasher, and jump over his fireblasts he shoots at you. They are pretty hard to avoid but it is possible.

Dr. Wily's Rockman

Fire Elec Beam into the eye of Rockman, and as it passes through the eye, repeatedly hit Select, this will do some serious damage to Rockman. Repeat until dead.

Dr. Wily's Megaman Clone

This may be the hardest of them all, you must outwit your clone! the recommended weapon for the Megaman Clone is the Arm Cannon. Move quickly and fire rapidly.

Dr. Wily's Bubble Machines

Use the Arm Cannon to shoot the Boulders in the room at the Bubble Machines,

it shouldnt be too difficult.

>> You will face all the Regular Bosses Again<<

Dr. Wily Himself

Your first goal to defeating Dr. Wily is to shoot off the sheild, so start off with shooting the red spot in front of Dr. Wiley's Vehicle. The sheild will come off, and Dr. Wily will relentlessly charge at you. Now switch to Elecbeam and use the same method as Rockman, Fire it at him and as it passes through him press Select a bunch of times.

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Megaman II

Storyline: In Megaman II, our hero megaman must once again stop Dr.Wily and his robots. Unlike last time, Dr.Wily has created his own robots to destory the world.

Note: In Megaman II - IV dont bother trying the Select/Start Trick, it will not move, as Capcom removed the glitch.

Quick Reference

Enemy Name	Weakness
Flashman	Regular Weapon
Quickman	Time Stopper
Metalman	Quickman Boomerangs
Woodman	Metal Blades
Airman	Wood Leafs
Crashman	Air Shooter
Bubbleman	Regular Weapon
Heatman	Lead Bubble

1st - Flashman

Simply the easiest guy ever in the megaman series. All you have to do is stand there and blast him with your regular weapon!

2nd - Quickman

Use the Time Stopper immediately to drain half of Quickman's energy, then finish him off with your regular weapon, it shouldnt be too difficult, although his speed is annoying.

3rd - Metalman

Again, Metalman shouldnt be too difficult if properly equipped with Boomerangs gained from Quickman. Four or Five Blasts and Metalman should be gone.

4th - Woodman

Woodman should be simple. When he puts his sheild up use the Metal Blades to cut him down. Watch out for the leafs that will drop from the ceiling.

5th - Airman

Airman is another simple one, use the Wood leafs to destory this high flyin machine. be prepared to run the other direction when he attempts to suck you in.

6th - Crashman

Crashman is a little bit difficult if you dont know what your doing. So it should be simple if your reading this shouldnt it? Use the Aire Shooter as Crashman jumps into midair.

7th - Bubbleman

Bubbleman could fit in at anytime, as he is another one that is easily defeated by your regular blaster. Just be prepared to jump over his bubbles that he may throw at you.

8th - Heatman

Heatman's weapons are hard to avoid, I would focus on just shooting him with the Lead Bubble obtained by Bubbleman.

Dr. Wily's Dragon

When getting to the end of the platforms, you must switch between the three remaining platforms, while firing at the Dragon! Good-Luck!

Dr. Wily's Tank

If I am not getting this wrong, I believe he is next. The Tank is easily defeated by using your regular weapon aimed at his head. Make sure you keep your distance your you will die quickly.

Dr. Wily's Seven Turrets

You are limited to 7 Crash Bombs, you need to use the levitation device to get over the first wall, since there are more walls than there are bombs. Now Destory the Turret in the upper right-hand corner, Then by using the Levitation go over the wall, and drop down and defeat this Turrett. Now climb back where you came from, to the platform in the center of the room. Now drop to the lower right hand corner and blast the wall, then shoot the Turrett. Now get back in the middle platform again. Now you must use the levivitation/jet to get to the one above w/o breaking the wall that is in front if it, then use a Missle to kill it. Now drop back to the center platform again, blast the wall right in front of you, and kill the final Turrett. (Note: When the Turretts turn red, you can rapidly press Start to prevent damage to Megaman)

Dr. Wily - The "Man" himself

After you make it through the cave, you will face Dr.Wiley...The Alien! Use the Lead Bubble to finish him, it is difficult it will take many times.

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Megaman III

1st - Magnetman

Magnetman, only requires you to use your standard attack device, make sure that you are ready to run away from his magnetic Missles to prevent harm.

2nd - Hardman

Use Magnet missles to destory hardman. Jump over his Hardman Punch, and then

use the slide to slide away from his jumping drill.

3rd - Topman

To defeat Topman use the Hard Knuckle, beware of his top spin, just jump over it to avoid being hit.

4th - Shadowman

Ah..Shadowman..Shadowman could be a difficult one. he is very quick, very similiar to Quickman in Megaman II. He will shoot shriekens at you, so be careful. Use Hardknuckle to defeat this beast.

5th - Sparkman

Use the Shadow Blade to destroy Sparkman, seven shots should do the trick. Jump fast to avoid getting hit by his sparks.

6th - Snakeman

Snakeman should not be too difficult, simply stay on the opposite side of Snakeman and use your Arm Cannon to defeat him. Beware Snakeman can switch sides in a matter of seconds, which is your que to switch.

7th - Geminiman

Stay to the left of the center and jump over the Geminimen as they circle around. Then use the Search Snake when you get a clean shot at him.

8th - Needleman

You need to stay as far away as possible to prevent serious harm from the needles which needleman fires. Use the Gemini Laser four times to finish Needleman off.

9th - Sparkman 2nd time (Metalman)

Keep yourself to the left of the screen, jump to avoid the stream of metal blades he will toss at you, then hit him with the magnet missles. If you manage to run out of Magnet Missles (Common) use the Hard Knuckle when Metalman is on the ground.

10th - Sparkman 2nd time (Quickman)

Well..if you thought he was quick in Megaman II he is even faster now! Use the Snake Search or the Gemini to finish this sucker off. You will want to make sure you are on the move throughout the bout.

11th - Shadowman 2nd time (Heatman)

Our old nemesis is back, its Heatman this time. This time he has an additional weapon, the ninja blade from Shadowman! you need to avoid these by jumping over them. The Top Spin will work the best if you can manage to get close enough to him.

12th - Shadowman 2nd time (Woodman)

Woodman is also back, ready to kick some megaman butt. You need to avoid the leafs that drop from the ceiling, and be prepared to jump over the leaf shield that comes spiraling towards you. Use the needle cannon to defeat Woodman.

13th - Geminiman 2nd Time (Flashman)

The easiest of the second robots, but unlike Megaman II you have to use the Needle Cannon or the Gemini Laser to defeat him fast and feiriously.

14th - Geminiman 2nd Time (Bubbleman)

Becareful about the roof of this place, use the Shadow Blade or the Spark Shot, you will easily defeat him.

15th - Needleman 2nd Time (Airman)

Be prepared to fight the gusts of winds that Airman produces, and use your Magnet Missles or Spark Shot to finish him off the quickest and most effective way.

16th - Needleman 2nd Time (Crashman)

To defeat Crashman you can either use the Arm cannon or you can use the Hard Knuckle. Crashman is extremely fast so be careful! You may want to use the Mega-slide to avoid getting hit with the Crash bombs.

17th - Skull Compound Stage 1 - Mechanical Turtles

To defeat them the quickest use the Shadow Blade, or you can just use regular rounds. Either way, this boss should not be too hard to defeat.

18th - Skull Compound Stage 2 - The Rockman

Rockman is the same as in Megaman I, use the Hard Knuckle this time to take some major damage. This may take a couple of lives to defeat him, he is pretty difficult.

19th - Skull Compound Stage 3 - Triple Trouble Megaman

Well this time it isnt just one clone Megaman must deal with, now he has to deal with three! There is only one Megaman that is real, I recommend using the regular weapon to deal with him. Most of the time the real one is in the center, but he does move levels.

20th - Defeat all Robots Again

Read the guides I have already given you above, to defeat all of Dr.Wily's Robots again!

21st - Dr.Wily Battle

What you need to do is look below his ship at the gun, you need to fire at that to destory it, then Dr.Wily will be exposed. Now you should use Hard Knuckle on Dr.Wily as the ship comes down and up, you will want to fire your Hard Knuckle when the ship is on it's way down.

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Storyline: A message is sent to Dr. Light, and it explains that Dr. Cossack is tired of being ignored since Dr. Light is the best robot designer in the world. Dr. Cossack says he will send eight of his most powerful robots to destroy megaman, and then he'll display it to the world...so the battle begins..

Note: To use the mega-blaster charge B and release.

Quick Reference:

Enemies	Weakness
Toadman	Mega-blaster
Brightman	Rain Flush
Pharaohman	Mega-blaster/Flash Stopper
Ringman	Pharaoh Shot/Megablaster
Dustman	Boomerang
Skullman	Dust Crusher
Diveman	Dust Crusher
Drillman	Dive Missles

1st - Toadman

Try to stay out of the way of the Rain Flush, you are probably best using your regular weapons to defeat him, he should not be too difficult to defeat.

2nd - Brightman

To defeat Brightman use the Rainflush obtained by defeating Toadman. Beware of Brightmans Time Stopper, you will want to be in the air when he does this.

3rd - Pharaohman

Use your mega-blaster on him to destroy him quickly, You can use the Flash Stopper if you want to kill him even faster.

4th - Ringman

Ringman's Level is hell to go through, but Ringman shouldn't. Use the pharaoh shot to end his reign quickly. If you run out of the Pharaoh Shot then you will have to settle with the Mega-blaster, and he isn't too hard with that either.

5th - Dustman

Use your boomerang obtained from Ringman, he should go down in four to six hits.

6th - Skullman

When you are battling Skullman, ensure that you do not attack him when he has his shield up because it will not do any damage to him. Use the Dust Crusher.

7th - Diveman

Diveman shoots fast with his Torpedos so be prepared to jump over them when you have to. Then use Dust Crusher to finish him.

8th - Drillman

When you are fighting drillman, make sure you are running at all times because

he can crush you very quickly. Use the Dive missiles to finish Drillman.

9th - Dr. Cossack

Dr. Cossack is pretty easy, but the machine can be deadly if you dont move quickly, when you notice his machine above you, run away and fire your Dust Buster at him. Repeat until Cossack falls to his doom.

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* P A S S W O R D S *
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MEGAMAN 1

The only megaman that doesnt use passwords, bummer.

Megaman 2

- Woodman defeated - A1, C3, C4, D2, D3, D5, E1, E2, E4
- Metalman defeated - A2, B1, C4, C5, D3, D4, E1, E3, E5
- Flashman/Quickman defeated - A1, B4, C1, C3, D2, D3, D5, E2, E5
- Bubbleman defeated - A1, B4, C1, D1, D1, D2, D3, D5, E2, E5
- Airman defeated - A1, B4, C1, D1, D3, D5, E2, E3, E5
- Crashman defeated - A1, B4, C1, C5, D1, D3, D5, E3, E5
- Beginning of Dr.Wily's Castle - A1, B2, B4, C1, C5, D1, D3, E3, E5

Megaman 4

- Dustman Defeated - A2, A3, A6, C5, D1, E3
- Toadman Defeated - A3, B1, C1, C5, D4, F2
- Skullman Defeated - A2, A3, B2, C5, E3, F2
- Diveman Defeated - A3, B1, C4, C5, D4, E2
- Brightman Defeated - A1, A3, C5, C6, D4, E2
- Ballon?man Defeated - A1, A3, C5, D2, E2, F3
- Pharoahman Defeated - A1, B4, C5, E2, E4, F3
- Drillman Defeated - A1, A4, C5, E2, E6, F3
- Ringman Defeated - A1, A4, B5, E2, F1, F3