

Mega Man 5 FAQ/Walkthrough

by Warhawk [Donate](#)

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Introduction

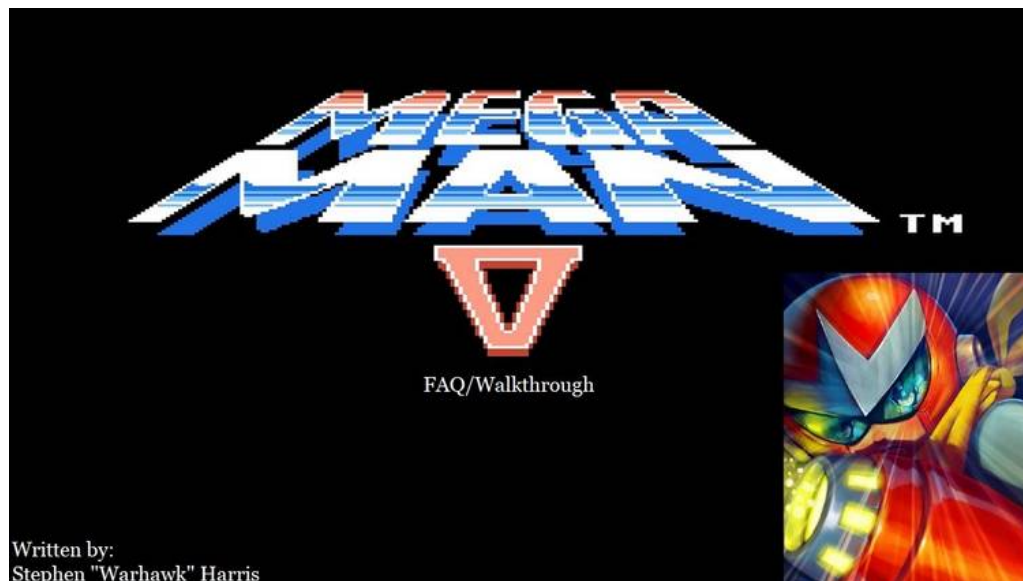


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Mega Man (5) FAQ/Walkthrough Episode 5 Proto Trap!?	
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Introduction

Thank you for checking out Warhawk's guide for Mega Man 5 for the Nintendo Entertainment System. The fifth 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.

Controls

Control	Function
D-Pad	Control Mega Man
Down + B	Slide
Start	Pause (menu)
Select	Pause (no menu)
B	Fire Weapon
B [Hold]	Charge Shot
A	Jump

Walkthrough

Chapter One: Star Man

Cast of Enemies

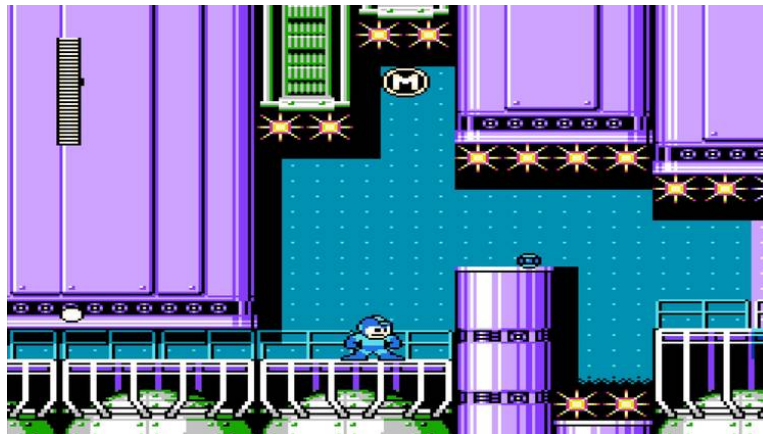
- Asteroid
- B Bitter

- Bounder
- Dachone
- Jet Bomb
- Mizzile
- Space Metall
- Tondeall
- Toss Machine

As we start with Star Man and as we start the stage we'll have to watch out for the Asteroid that'll be falling. We can shoot at each one that falls down at us but can also avoid if able to. We'll make our way to the drop area to the next section. We'll have a Bounder to deal with as we can dispose of it from afar. As we head to where we'll drop to the bottom platform we'll have a couple of B Bitter to dispose of. A charged shot will dispose of both of them even if the other hasn't come up to attack. As we get near the end of the small area as we'll get out in the open but watch out for the Bounder. Watch for its attacks as we dispose of it.

Not far after that one we'll have another Bounder to deal with but will be up a little higher as we'll have to jump to dispose of it. As we make our way past that we'll land near a B Bitter as there'll be another to a couple of others in view. Dispose of them but when we get near the third one we'll see another one as we can dispose of it with a charged shot. As all of them are down we'll continue onward. When we do we'll have a Bounder to deal with and there'll be another not far from that one. Upon dealing with the second one we'll be on a platform as there'll be a B Bitter to deal with. Dispose of it when it comes up if not disposed of via charged shot.

There'll be a couple of Bounder to deal with before we drop down to the next area. As we get to the next area we'll have a couple of Tondeall to deal with as we'll only worry about the top one. Dispose of it if you like or drop down when we're in the clear but watch for the spikes. We'll drop down to where we'll have to head all the way to the bottom. Head to where we'll have to slide.



As we do we'll see a letter we'll have to get. Watch out for the Tondeall as we'll dispose of it before getting the letter. We'll have to jump high enough to where we can get it without touching the spikes on the ceiling. There'll be a chance when you attempt to get the letter we'll have a Space Metall incoming. Dispose of it if one does. If not there'll be one as we'll be navigating through with spikes on the ceiling. We'll have to get through without touching them. As we do there'll be at least five to six more Space Metall to deal with.

Approaching the end where we see a ladder as there'll be a couple of B Bitter to deal with before heading up the ladder. Reaching the top as there'll be a few Jet Bomb incoming as we'll dispose of the bottom one. After doing so we'll want to slide as quickly as we can for when the other two hit the wall. In doing so we'll be able to get to the ladder on the other side before the debris can come near us. Heading up the ladder to the next area as we'll have four B Bitter that we'll have to deal with.

Each of them can be disposed of from where we are. We'll deal with the one on the far end with a charged shot. As there'll be two that'll be on a bit of higher ground as we'll take them out with a charged shot. Leaving the one at the top as we can dispose of it either with normal or charged shots. As we dispose of it head to the next area. In the next area, we'll have a Dachone on the other side of spikes in the ground. Aim for the cockpit area as we'll watch out for the three shots it'll fire at us.

When watching out for the shots at us and aiming for the cockpit, once it's down we'll proceed onward. As we get to the next area we'll have four Space Metall that'll be trying to come at us at once. Wanting to time it right to dispose of them to move onward. Jumping over the spikes as we continue onward as we do there'll be another set of spikes to get over. Once again there'll be a couple or so Space Metall to deal with as we do. On to the next section as we'll have a platform that'll be moving up and down.

We'll want to jump as early as we can so we can avoid the Mizzile. Once on the platform we'll have to watch out for a Toss Machine. There'll be at least four platforms to get onto as there'll be a Toss Machine on nearly all of them. Getting in a safe spot to dispose of them while avoiding the Mizziles that'll come up as between platforms. When we make it across we'll continue onward as we'll have a Dachone to deal with before reaching the boss gate to prepare to fight Star Man.

Boss Information

Star Man	Star Man	HP:	28	DWN:	037
Attack(s):	4 (Star Crash) 5 (contact)				
Weakness					
Water Wave					
Weapon Get					
Star Crash Super Arrow					

As we face off against Star Man we'll have to watch out for when he brings out Star Crash. It'll be a protective barrier to him but after a set amount of time he'll disengage it and send it at you. We'll have to watch out for when he'll be jumping as there'll be times when he'll jump and send the Star Crash your way from mid-air. When he stops to do that is a good time to do what you can to do damage to him. Shouldn't be too hard to get a hit on him with a charged shot but if it's in mid-air it can be a little tricky to time as we release the shot at him. Wanting to time it right when he sends the Star Crash your way as we'll be able to take him down in no time. When we do we'll get his special weapon.



Chapter Two: Gravity Man

Cast of Enemies

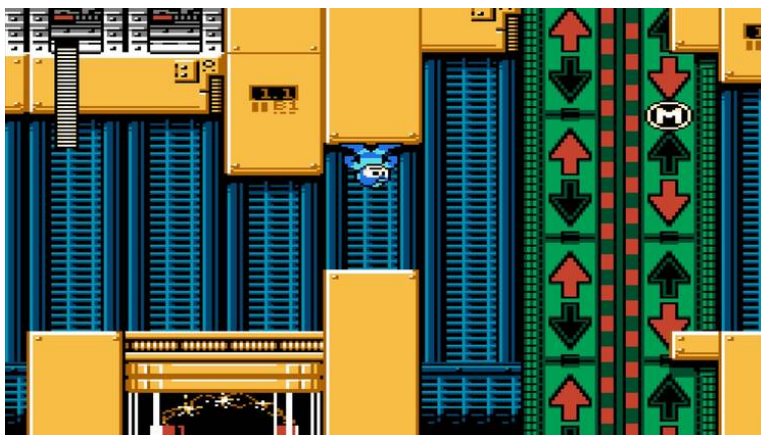
- B Bitter
- Graviton
- Nobita
- Power Muscler
- Pukapelly
- Suzy G
- Teckyun

Starting the stage as we'll have a couple of Suzy G to dispose of before reaching where we'll have to drop down. Before we'll be able to do so we'll have to dispose of a Graviton. Once we do we'll be able to drop down to the next area. As we get there we'll have a Nobita to dispose of. After doing so and before we can jump over the spikes the gravity will be reversed as we'll be walking on the ceiling. Dispose of the Suzy G and head to the other side as we'll get back to normal gravity. Walk down to the next area as the Nobita and Suzy G we can dispose of before heading over there.

As we dispose of them jump over the spikes to get to where they were and to the net area. When we get to where the gravity will be switched as we'll dispose of another Suzy G. As we reach a ladder that can lead to an extra life. If we get it we'll have to press the down button to get to the other end. We'll have to think reverse to get it. After getting it if you got it head to where the drop area in the ceiling is. When we do we'll see a Teckyun as we'll have to wait for it to swing to one side before we head past it Best to slide after it swings to one side. As we head further as there'll be one more Teckyun before heading to another drop area in the ceiling.

As we get to the next area we'll see a couple of Nobita as we'll deal with the one closest to use first. After we do we'll go after the other one. Disposing of the second one there'll be a Suzy G that we can dispose of. There'll be a Nobita that'll be not far after the Suzy G. Head to the end as there'll be another Nobita as it'll start heading the other way as we'll be able to get to normal gravity again. When we do we'll drop until we land on solid ground again. As we do we'll have a B Bitter to dispose of before we can move forward. There'll be at least three more B Bitter to dispose of before reaching another drop area.

In the next area, we'll have to go to the left then drop down but to a hard right to land on the right of the spikes. Head through as there'll be at least four B Bitter before we get in a bigger area. When we get in the bigger area we'll come across a Power Muscler to dispose of as this one will take a lot of hits to dispose of. We'll want to slide under it if timed right and avoid getting any damage. There'll be a B Bitter upon getting on the other side of the Power Muscler. Dispose of it then continue onward. As we get to the next section we'll have a Graviton and a Suzy G to dispose of. We can do it from afar before we jump and change the direction of the gravity. When we get over there we'll have another Graviton and Suzy G to dispose of before we see another change in gravity.



As we get close to it we should see a letter that we'll have to grab. There'll be a Suzy G to dispose of before we go about getting it. After we dispose of it it'll be time to grab the letter. Wanting to time the jump right as we can snag up the letter and to the other side. There'll be a B Bitter that we'll have to deal with before we'll get to another gravity switch. When we do we'll have a Suzy G to deal with as we do. Before we switch the gravity again we'll see a Graviton to dispose of then we go for the switch. As we do we'll have a Suzy G to dispose of.

There'll be another B Bitter to dispose of before another switch. There'll be a Graviton to dispose of before we do the switch. When we get further after the switch there'll be a B Bitter to deal with. There'll be a ladder to take to get to the next area. When we do we'll have a couple of Pukapelly to deal with. We'll dispose of them if possible then head and jump over the spikes to the drop area. We'll have to be on the right so we can land on the ceiling to the right of the spikes. Head to the switch as we'll be in the clear to the boss gate to prepare to fight Gravity Man.

Boss Information					
Boss:	Gravity Man	HP:	28	DWN:	033
Attack(s):	5 (contact) 4 (shot)				
Weakness					
Star Crash					
Weapon Get					
Gravity Hold					

When we go against Gravity Man we'll have to watch out for when he'll be switching gravity. As it'll be our only opportunity to get any hits on him. While he may go about jumping from one part to another depending on which side he's on. When he changes gravity is when we'll have to watch out for as you'll never know when he'll be coming down. Although having a good idea when he'll be doing so will help out. Using Star Crash will help significantly when he goes from top to bottom and vice versa. Also, watch out for when he'll shoot as that can put out the Star Crash. If that happens it'll hinder us a bit and one less hit that we'll be able to have against him. As we keep up to this we'll bring him down and be able to grab his special weapon.



Chapter Three: Gyro Man

Cast of Enemies

- Giree
- Cocco and Corocoro
- Kouker Q
- Lyric
- Power Muscler
- Pukapelly
- Tatepakkan
- Tondeall
- Twin Cannon

As we start Gyro Man's stage we'll head to the right to the next area. When we do we'll take an elevator up until it comes to a stop. As it does head to the right to the next area. Upon doing so we'll see a Tatepakkan as we'll want to charge up a shot and time it when it opens up to attack. When it does release the charged shot at it. Head to the platform after it was on as there'll be another Tatepakkan but will have to watch out for a Pukapelly while we're at it. When we get near the edge of that platform there'll be a Pukapelly that'll be coming at us. Dispose of it before heading down to deal with the Tatepakkan.

When we get down to the lower platform dispose of the Tatepakkan. There'll be another Tatepakkan to deal with before getting onto that platform. Getting near the edge as we'll have a couple of Pukapelly to deal with before getting onto the platform with a ladder. There'll be a Tatepakkan but we can ignore it. Reaching the top of the ladder we'll have a couple of platforms with a Giree on them. We'll have to get around them as there isn't a way to dispose of them. When we get to where the second one is, climb the ladder then head to the next ladder.

As we reach the top there'll be a couple of Lyric that'll be coming at us. When they get as close as they can dispose of them. Get onto the platform then onto the platform after that. Upon getting over there we'll have a Cocco and Corocoro to deal with. We'll have to aim at the eyes of the Cocco to dispose of it. As we take it down we can continue on. Alternately we can slide under then use the platform that we get to, to advance. There is an extra life we can claim if we slid there as we'll have to slide again to get it. Either way, if we got it or not head up to the high ground.

When we go about getting on platforms that'll move we'll have to be careful of the Lyric coming in. Let them move you up a bit then jump to the next one. Do the same again to get to the third one. We'll be taken to a platform where we can head up a couple of ladders. Watch out for the Lyric that'll be there. Dispose of it then head up to the second ladder to the next area. Reaching the top we'll have a few Pukapelly along with a Giree. The Pukapelly will come in to gang up on you as we'll have to dispose of them when we can. After we do we'll have to get to the ladder but when clear of the Giree.

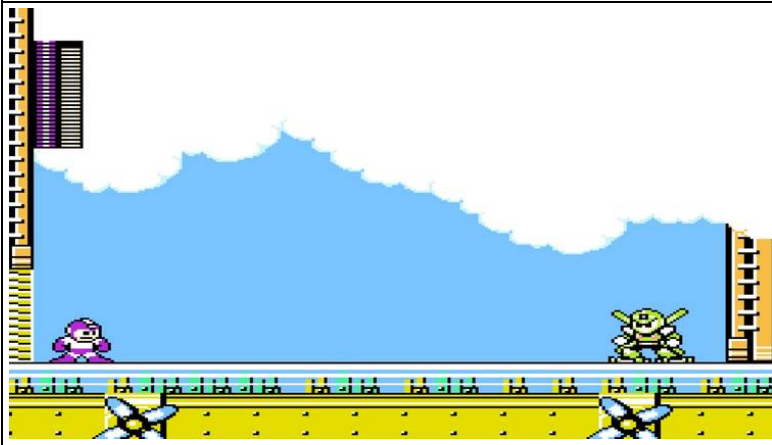
Upon reaching the top we'll have to make our way across. We'll come to where we'll choose top, middle or bottom. No matter which way we take we'll have to watch out for Lyric and the Twin Cannon. We'll take the top route as we watch out for the Lyric and the Twin Cannon. If we're on the top or bottom we'll be able to get to the ladder with no problem but if we have gone the middle route we'll have to slide to get to it. Head up it to the next area and when we do watch out for the Power Muscler. As we'll have to try to dispose of it or slide under it like when in Gravity Man's stage.

We'll want to head to the ladder on the other side. When reaching the top as we'll be heading to the right as we'll have to watch out for a few Kouker Q. As we get to the edge as we'll have to get onto the block platform. Watch out as we aren't going to have much time to stand on each as we'll have to move it, move it. During the time there'll be Kouker Q that'll be coming in as we'll have to plan ahead so we don't end up falling to our doom due to them.



As we get to the second set that we have to fall with the block to get the letter. Wanting to time it right to get back up so we don't lose a life in the process. When we do we'll have to watch out for any Kouker Q. We'll have one more set to set foot on before we are out of that danger. Now we'll be where there'll be platforms coming down but there'll be spikes on them. We don't want to get crushed by them or touched by the spikes. This will be a test of taking the path as there is no right or wrong way of doing this. Just watch for where we'll be avoiding it until it is finished. Once it's done we'll be able to head to the right to the next area.

In the next area, there'll be a couple of Tondeall that we'll want to dispose of before heading to the platform the second one was near. When we get there we'll have another Tondeall to dispose of before we jump over to the platform all the way across. As we do we'll have a few or so Tondeall to deal with before we reach a drop area but watch out for the Tondeall that'll be there so be careful. As we drop down to the next area we'll have a Twin Cannon that we'll have to deal with before going to the boss gate to prepare to fight Gyro Man.

Boss Information					
					
Boss:	Gyro Man	HP:	28	DWN:	036
Attack(s):	6 (Gyro Attack) 5 (contact)				
Weakness					
Gravity Hold					
Weapon Get					
Gyro Attack Rush Jet					

As we square off against Gyro Man as we'll likely start off with him being on the ground. He'll send a Gyro Attack or two at you as it'll be easily avoided. In the meantime, if using the buster we should be able to get a hit or two in on him. Although when he's done he'll go up in the clouds. When he does he'll send another Gyro Attack or two at you from there but knowing where they'll be coming from may be hard to know for sure. We'll have to be on the watch out for them. He'll eventually come back down roughly around where you last. When he does it'll be back to how it was as we'll be able to get another couple of attacks in if using the buster. If using the Gravity Hold it's not going to matter if he's on the ground or not. When using Gravity Hold we'll want to time it right so each use will do damage and when it's all used up he'll go down for the count.



Chapter Four: Crystal Man

Cast of Enemies

- Bombier
- Camon
- Crystal Joe
- Foojeen
- Mousubeil
- New Shield Attacker
- Power Muscler
- Pukapucker
- Subeil

Now onto Crystal Man's stage. As we start the stage we'll have four Pukapucker to deal with before reaching a drop area to the next area. When we drop down there'll be a couple of Camon that'll be coming at you. Dispose of them then head to the next drop area. When we do we'll have a couple of Pukapucker to deal with before we come to a series of pitfalls. There'll be a crystal that'll be coming out but in order to get across safely, we'll have to wait for when there's a brief break. When it happens it can last for a couple to few seconds as that'll be the time to get across. There'll be a series of seven pitfalls that we'll have to get over while avoiding being hit and losing a life.

As we made it across as we'll head up the ladder to the next area. When reaching the next area we'll have Eddie coming to bring us an item. After doing so we'll want to head to the next ladder and head up it. When we do we'll have a Crystal Joe to deal with. Wait for after it throws the crystal as we'll be able to shoot at it and take it down when it does. Now continue onward as we come to a pitfall. There'll be crystals coming down like in the one section. Before we can get across we'll have to dispose of the Crystal Joe. Once disposed of wait for the right clearing then make it across.

After making it across we'll have another crystal drop to worry about. There'll be a Crystal Joe on a higher platform but shouldn't affect us to get across when we can. Jump across as we can either take out the Crystal Joe or go the lower platform to the platform after it. There'll be one more Crystal Joe to deal with but after disposing of it will have to wait for it to be in the clear before doing so. When we are head to the ladder and to the next section. Before we reach the top of the ladder there'll be a Foojeen on the spikes we can dispose of from the ladder.

After doing so get on the platform to get to the ladder without worrying about taking a hit from the Foojeen. Once at the top there'll be a few Camon that'll be heading to you as we'll dispose of each one as they drop by you. Upon doing that we'll have to get to the top part of the platform. When we do we'll have a couple more Camon to deal with before we start dropping back down. As we get to that part we'll have a couple or so New Shield Attackers to deal with. As we'll just drop down, dispose of them like in previous games or jump over them if possible to get past them. Once we do we'll reach a drop area to advance.

In the next area, we'll have a couple of Bombier coming our way as we can dispose of one if choose to. Doing that we'll wait for the other to pass before we drop down then take a right to grab the E-Tank. Drop to the next area as there'll be three Bombier to deal with but if quick enough to the drop area to get to the next section. When we get there we'll get to where we can see a platform. Use the Rush Coil at the edge of the current platform to get over there. By going to the top platform we'll have to deal with a Mousubeil while there'll be a Foojeen on the bottom platform. We'll have to watch out for the Foojeen shots.

Head to where the Mousubeil was as we'll slide and be able to claim a M-Tank. We'll go where we'll slide again. There'll be another Foojeen but can be easily avoidable. We'll have a couple of Mousubeil to deal with before the next drop down. Dropping down to the next area we'll head to the center to drop down. we'll want to stay in the center past the first set of spikes on the left and right. When we get near the lower one on the left we'll have to hug to the left as close as we can.



When we get to the next fall area we'll have the letter to grab if manage to be close enough to get it. Reaching the bottom as we'll head to the left then drop down but watch out for the Subeil. We'll take them both out with a charged shot. There'll be a four more Subeil to deal with before reaching another drop area. As we reach the next area there'll be a couple more Subeil to deal with before heading to the next drop area. When we do we'll want to be to the left as far as possible. As we reach the platform we'll be high enough to dispose of the Power Muscler. Once we take it down we'll safely reach the boss gate to prepare to fight Crystal Man.

Boss Information					
Boss:	Crystal Man	HP:	28	DWN:	040
Attack(s):	3 (Crystal Eye) 4 (shot) 5 (contact)				
Weakness					
Gyro Attack					
Weapon Get					
Crystal Eye					

Facing off against Crystal Man can be a bit of a challenge. Mostly due to that when we fight him he'll be jumping around a lot. Although there'll be times he'll stop in mid-air to perform an attack whether it's the Crystal Eye or firing a shot at you. When he sends out the Crystal Eye it'll be in four small pieces so watch out with them bouncing off the wall. Using the Gyro Attack will help out with all the jumping that he does as we can move it upward if timed correctly. We can get some hits on him when he's on the ground long enough or timed just right. Watching out for when he'll be attacking as well as sliding under him when he jumps will be crucial for the fight. Once we take him down we'll get his special weapon.



Chapter Five: Napalm Man

Cast of Enemies

- Apache Joe
- Bomb Thrown
- Jet Bomb
- Metall Cannon
- Mizzile
- Power Muscler
- Rolling Drill
- Subeil
- Sumatran
- Taban
- Yudon

Making our way to the fifth stage of the game, Napalm Man. Starting the stage as we'll have to watch out for five Sumatran. Watch out for when we get to the third and fourth ones as they'll be spikes in the ground nearby. Dispose of those two mostly as the others can be disposed or slide under. Once we get past them we'll reach a drop area. When we do we'll have another Sumatran as we can take it down and grab the health capsule if needed. Either way head to the next drop area. As we get to the next area we'll have a couple of Metall Cannon and a couple of Taban to deal with. The Metall Cannon we'll have to wait for them to come up before we can dispose of them.

Once they've been disposed of we'll be able to move forward. In the next area, we'll have Rolling Drill coming at us. We'll have to dispose of them quickly before they can reach us. We should only have to worry about a minimum of four of them before reaching the end of the section. Reaching the next section as we head to the ladder to head up to the next area. As we reach the next area we'll see an E-Tank. We'll head to the wall and find the hidden path as we use it and jump when needed to grab it. Once we grab it head back out.

Heading to the next section as we'll have waterfalls coming down onto some of the platforms. The ones that do have water coming down onto them will likely have a Subeil on them. For example, the first two platforms with water coming down will have a Sueil on them. When on the platform we'll have to be careful that we don't let the water push us off to the left or right. That'll depend on where we are on the platform. As we get to the second platform we'll have an Apache Joe that'll be coming in to attack. When disposed of it as there'll be a platform with a Subeil on it. We'll want to time it right and jump to the right of it then to the next platform. When we do watch out for the Subeil there.

Move until we come to a ladder as we head up to the next platform but watch out for the Subeil at the top of it. There'll be another Subeil on the next high platform but there'll be one on the bottom. Drop down to the bottom and dispose of the one on the bottom. Be careful as the one at the high platform may come down with you. We'll get to where we'll jump up to higher ground under a platform with a couple of Subeil on it. When we get near a ladder an Apache Joe will come in as we'll have to dispose of it. As we do the Subeil may come at you so watch out just in case. Once they're down head to the ladder and head up it.

In the next area, we'll have Eddie coming at us to give us an item. After that head to the next ladder to get to the next section. As we start heading to the right as we'll come across a Yudon. Dispose of it by shooting at the eyes. Once we take it down we'll continue moving forward. We'll come to where we'll jump over some spikes but when we get close to the end we'll have another Yudon to deal with. Dispose of it and move on.



We'll reach where we'll drop down but before we do we'll want to take a hard left so we can claim the letter. After doing so we'll then drop down to the next area. Dropping down to the next area we'll have a Metall Cannon to deal with. Disposing of it then deal with the other one if you want to do so and claim an extra life. If not just head to the other side and drop down to the next area. As we do we'll have a few Jet Bombs that'll be coming our way. The second one we can slide under but the first and third we'll dispose of. When we get so far we'll have a Power Muscler to deal with as we'll stay on high ground so we can do so. Once we dispose of that head forward.

After doing so we'll head to where we'll have to jump over some spikes but watch out for the Jet Bombs that'll be coming at us. When we do we'll drop down to the next area. As we do we'll have a Bomb Thrown. We can dispose of it from afar. Watch out for when we'll get over the pitfall as a Mizzile will come up. When it goes back down it'll be safe to get across. After the second pitfall, we'll have another Bomb Thrown to dispose of. We'll then reach four more pitfalls with three of them having a Mizzile in them. After the third one we can safely get over and to the boss gate to prepare to fight Napalm Man.

Boss Information					
Boss:	Napalm Man	HP:	28	DWN:	039
Attack(s):	5 (missile) 4 (Napalm Bomb) 5 (contact)				
Weakness					
Crystal Eye					
Weapon Get					
Napalm Bomb					

As we fight Napalm Man we'll have to watch out for when we're at a distance from him as he'll likely fire a Missile at us. Although if he's close he'll send out Napalm Bomb at us. One thing to keep in mind is don't let him corner you as it'll be difficult to evade any of his attacks. When using the Crystal Eye it's good to fire it at him but most of the time it'll be recommended for it to hit the wall. Letting it hit the wall and break into four pieces as two of the pieces are likely to be able to hit him at maximum. On the other hand if close enough while using it as we can hit him with it he'll send out a couple of Napalm Bombs and jump. As we'll slide and use Crystal Eye again as he'll jump again in the repeat process. If, manage to do that as it'll make the fight easier to do. Once we take him down his special weapon is now ours.

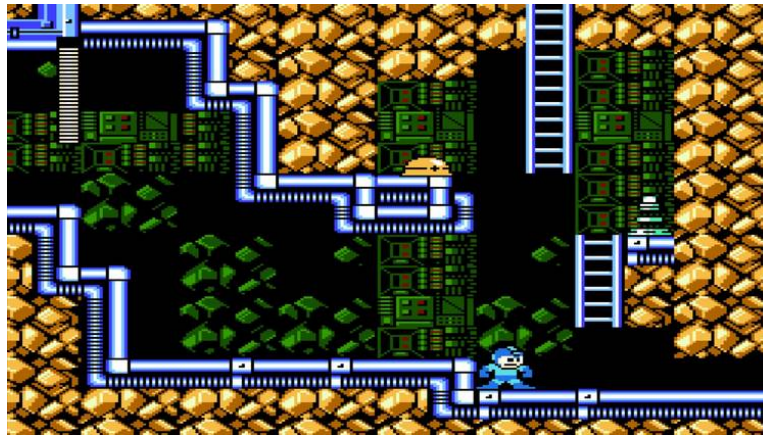


Chapter Six: Stone Man

Cast of Enemies

- Hirarian 427
- Lyric
- Metall Mommy and Baby Metall
- Mousubeil
- Rock Thrown
- Subeil
- Tatepakkan
- Taban

Starting Stone Man's stage as we make our way through as there'll be a Metall Mommy that we'll have to deal with. As we dispose of it we'll have three Baby Metall come out. Dispose of them then continue onward as there'll be two more Metall Mommy to deal with. After the third one, we'll have a couple of Taban to deal with before reaching a ladder. Take the ladder to the next area. As there'll be a Taban that we'll have to eventually deal with before we reach the next ladder. Heading up the next ladder to the higher ground as we'll have a Metall Mommy as well as the other Taban to deal with. As we continue onto the next area, as we'll have a Subeil along with a Metall Mommy.



Deal with the bottom Subiel then head to the bottom section of the platform and shoot it open. We'll slide under and be able to grab the letter. Slide back out as we'll have to do away with the one Subeil we dealt with before. Now deal with the other than the Metall Mommy then head up the ladder. After climbing the ladder we'll have a couple of Taban along with a Metall Mommy. Don't worry about the Metall Mommy as we'll deal with the Taban as we get up to the higher ground. As we make our way further we'll see a couple of Taban. Make our way a bit as there'll be a Rock Thrown. Dispose of the Rock Thrown then the Taban.

Making our way further we'll have three more Taban and one Rock Thrown to deal with before reaching the ladder. We'll want to hit the Rock Thrown with a charged shot so we don't get hit by the rock and down the pitfall. Now head to the ladder and up it. As we reach the top a Hirarian 427 will drop and head to the left and will try to come down by you. When it does dispose of it. As we get close enough another Hirarian 427 will come down as we dispose of that one. We can grab the health capsule if needed then head towards the Metall Mommy then head to the next area.

As we get to the next area we'll have a couple of Taban along with a Mousubeil. Dispose of the Mousubeil then deal with the Taban. Making our way through as we'll have another Mousubeil to deal with. Along the way, there'll be at least five or so more Taban to deal with. When we get near another ladder there'll be a Metall Mommy to deal with then we'll head up another ladder. Heading up the ladder as we'll have a couple of Hirarian 427 to deal with when they drop to where we are. We'll have another area we can blast open with the Mega Buster.

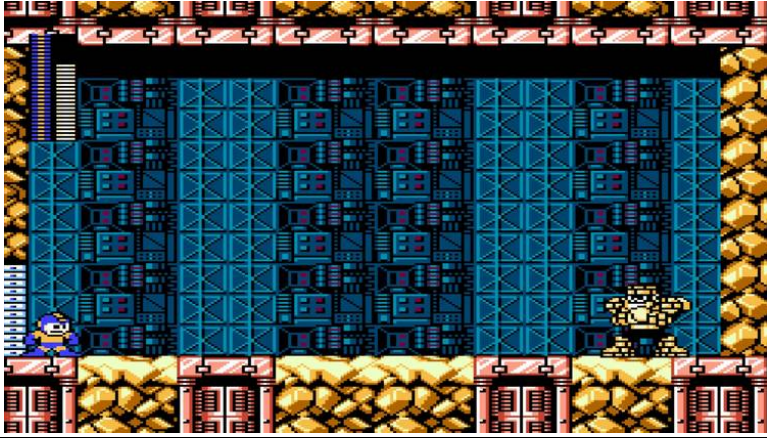
If we didn't grab the M-Tank from Crystal Man's stage we'll be able to grab one here. Watch out for the Hirarian 427 and the Rock Thrown when you do. Jump over the pitfalls to get the M-Tank and head back. Now we'll have a Hirarian 427 to deal with before heading up to the ladder. Now if we grabbed the one from Crystal Man's stage we'll just head to the ladder without entering there. Reaching the top and making our way in a bit as we'll have a couple of Lyric to watch out for. Not far after them, we'll have a Tatepakkan to deal with along with a couple more Lyric.

Once we dispose of them get onto the platform so we can get to the next platform. When we do we'll have another Tatepakkan to deal with. Dispose of it as we'll get to where it was as we'll have a couple of Lyric to deal with before the next platform. Before we do we'll wait for the Tatepakkan to fire then head down and wait for it to open up to dispose of it. As we do we'll continue onward as a couple of Lyric will appear. We'll head to the next platform as we'll have another Tatepakkan that'll have a couple of Lyric coming in from behind it.

Make our way a little further as we'll have another Tatepakkan with a few Lyric behind it. As we dispose of them head to where we find ourselves a ladder but not without a Tatepakkan to dispose of first. After we do we'll head up the ladder to the next area. We'll see an extra life but we aren't going to worry about getting it. Head to the next area as we'll have a platform to get onto to get to higher ground. First, we'll have to deal with the Lyric before we do. Use Gravity Hold to send them away. After doing that we'll get on the platform to head to higher ground.

After doing that we'll have a couple or so more Lyric to deal with before reaching another platform that'll move us upward then back down. In that time jump to the right and make a hard right to enter the area below. As we do we'll have three platforms along with an E-Tank. Use all three to get up by the ladder. When we do bring out Rush Jet or Super Arrow to get over to the E-Tank and grab it. After doing so head back over to the ladder. In the next area, we'll have Eddie coming to give us an item. Also, there'll be a spot we can blast open on the right wall. There'll be a health and weapon capsule to grab there.

Once we do that if needed head to the ladder and climb up to the next area. In the next area, we'll get so far before we see a Metall Mommy as we dispose of it. Now jump onto the platform as there'll be a Lyric that'll be coming up as we'll be able to get past it. When we get near another platform to get onto we'll have to dispose of the Metall Mommy and the Baby Metall. Dispose of the Lyric that we bypassed then onto the next platform. There'll be another incoming Lyric. We'll make it to the next couple platforms with a Lyric that'll be easily avoided. We'll get to where we have to deal with one more Metall Mommy with Baby Metall and a Lyric before reaching the boss gate for Stone Man.

Boss Information					
					
Boss:	Stone Man	HP:	28	DWN:	035
Attack(s):	6 (contact) 4 (Power Stone)				
Weakness					
Napalm Bomb					
Weapon Get					
Power Stone					

Fighting Stone Man shouldn't be too hard to do. As he'll be jumping around for a while but watch out for when he does the high jump. When he does that we'll want to not be standing there when he lands. Also, he'll bring out Power Stone at times before doing the high jump so watch out for when he does that. Being hit by the Power Stone isn't that common during the fight against Stone Man. When using like Napalm Bomb we'll want to try to hit when we're close to him. If managing to time it right it can make a hit on him when he does the high jump and land. Also, we'll want to be near when he reassembles to hit him again. Sticking to this as we'll take him down without any hassle and take his special weapon.



Chapter Seven: Charge Man

Cast of Enemies

- Bomb Thrown
- Cocco and Corocoro
- Lyric
- Metall K1000
- Mousubeil
- Rembakun
- Taban
- Yudon

Starting Charge Man's stage as we'll have a straight path to head through. Along the way, we'll have eight Rembakun to deal with before we come to a ladder. Reaching the ladder and heading up to the next area. When we do we'll head to the right as we'll come across a Metall K1000. When the Metall opens up we'll be able to take it out with one normal shot. As we get further as we'll come across another Metall K1000 as we dispose of it. Heading up to higher ground as we'll have a couple of Lyric that'll be coming at us as we'll dispose of them. As we start heading down a bit as we'll have a couple more Lyric coming at us. Dispose of them when you can and continue onward.

We'll come to a dip in the platform and when we get to the other side of it there'll be another Metall K1000 that'll be coming at us. Dispose of it and continue onward as we'll have another Metall K1000 not far after we do so on the higher ground. Wait for it to get as close as possible for alerting it and taking it out. We'll come to where we'll have to drop down as we'll have a Metall K1000 that'll come at us. We'll be in a dip area as we'll be able to dispose of it safely. After doing so we'll get out of there as we'll have another Metall K1000 to deal with. Once we do away with that one we'll have one more Metall K1000 to deal with before we come to a drop area to the next area.

As we drop down to the next area we'll head on forward until we come across a Cocco and Corocoro as we'll dispose of it by aiming for the eyes. After disposing of it head up to the high ground as there'll be a Mousubeil to deal with at the top. Dispose of it then head on down as there'll be another Mousubeil to deal with on a lower platform. Once disposing of that one head to where it was as we'll get so far before another Cocco and Corocoro appear that we'll have to dispose of. Head to where we'll have to drop down but we'll have to charge up a shot as there'll be a Mousubeil to deal with. A charged shot will be the only way to take it out.

As we get to the other side to the platform there'll be a Cocco and Corocoro that we'll have to deal with. Dispose of it to continue forward. Making our way forward as there'll be a Mousubeil to dispose of on higher ground as we get up there. When we see where we'll have to drop down but there'll be another Mousubeil to deal with when we do. Drop down and dispose of it. Be careful that there may be two of them when you drop down there. As we get to the other side as we'll have a Cocco and Corocoro to deal with before heading on high ground again. We'll have to charge up as we'll drop down as there'll be a Mousubeil that'll come at us about midway through. On the other side, we'll have to watch out for the Taban that'll be hanging from the ceiling. We'll get to a platform as we'll see another Taban hanging from the ceiling.



At this point, we should see another letter that we can grab. Dispose of the Taban along with the Mousubeil that's on the lower platform. Once we do so we'll bring out the Rush Coil under it as use it to get the letter above us. Upon doing so we'll be able to move forward. There'll be a platform we'll come to as there'll be a Mousubeil to deal with as well as a Taban. Dispose of them then make our way up the ladder with ease. When making our way to the top we'll start heading to the right as we'll come across three Metall K1000. As we'll time our attacks right with them.

After the third one, we'll start seeing a couple of Bomb Thrown. After the second one, we'll be dropping down as we'll have another Metall K1000 that'll be coming at us. When timing is right as we'll dispose of it. Get up on high ground as we'll get so far before another Metall K1000 comes into view. When disposing of that one it isn't going to be long before we see another one to dispose of. As we make it further as there'll be a Bomb Thrown to deal with. After that one, we'll have a couple more not far after that one to dispose of. Upon doing so we'll have to drop down to the next area. When we do we'll have to deal with a Yudon before we can make it to the boss gate to prepare to fight Charge Man.

Boss Information					
Boss:	Charge Man	HP:	28	DWN:	038
Attack(s):	5 (Charge Kick) 5 (contact) 4 (coal)				
Weakness					
Power Stone					
Weapon Get					
Charge Kick					

More than likely at the start of the fight, Charge Man will come at you with his Charge Kick in an attempt to damage you. We'll have to time it right to jump over him when he does. When using Power Stone against him we'll have to time it right when we can use it against him. There'll be two times we aren't going to be able to damage him. One, when he is preparing to use Charge Kick and two when he stops to use Coal. When the Coal attack happens it'll go up as one but it'll come back down in multiples of three. Watch for where they'll be coming down at from above. Also when using Power Stone we'll have to try to be near when we use it so we can guarantee a hit against him. We'll have to be close but not too close when doing so. If having trouble using Power Stone against Charge Man we can always go with charged shots against him. Wanting to learn when he'll be doing the Charge Kick and Coal so we can damage him between those attacks. When we do we'll bring him down for the count and claim his special weapon.



Chapter Eight: Wave Man

Cast of Enemies

- Octoper OA [Sub-Boss]
- Gas
- Giree
- Irucan
- Rider Joe
- Teckyun
- Twin Cannon
- V

As we start the last Robot Master stage as we'll go to where we'll have to get to higher ground. Watch out for the Teckyun but also watch out for the crack in the ground. When near when jumping up to get past the Teckyun we'll have Gas come up from the crack. When it comes up head back until it goes back down then when in the clear of both head over it. As we make our way further as we'll have two more times of getting past Teckyun and Gas before coming to a couple of chutes. Aim for the top one as we'll take it down to the next area. When we do we'll see an extra life but we'll have to get near the crack for Gas to come out. When it does sneak by to claim the life and drop down to the next area.

In the next area, we'll have a Giree along with seeing a couple of cracks for Gas. As we go about getting past them as we'll drop down to the next area after the two cases of Gas. When we do we'll have to watch out for a couple of Giree along the way before we come to another crack for Gas. When we're in the clear we'll head past but watch out for the incoming Giree as we jump over it. Now we get to the next area as we'll have to go to the far right to the second to last air hole. Wait for the bubble to come up as it'll be the big bubble. We'll be using this to get up to the next area.

As we continue upward as in the next section we'll have to use a couple of small bubbles that'll come up. When getting on the small ones we aren't going to have much time to get to the next one. Wanting to time it right to get on the next two small bubbles to the next big one when each comes into view. When we get on the big on the far left we'll take that to the next area. In the next area, we'll have spikes but we'll have to stay on the big one until we see a little bubble to jump onto. We may be close to the ceiling of spikes to make a not so high jump to get to the bubble then back on solid ground. As we'll continue onward until we come to a water chaser.

For the next area we'll have to watch out for Irucan, Rider Joe and V. There isn't much to say for this part as to keep an eye out from in front of you as well as behind you. We'll be dealing with those same enemies until we get to an area where we'll be dealing with the sub-boss of the stage.

Boss Information					
Sub-Boss:	Octoper OA	HP:	20	DWN:	---
Attack(s):	4 (contact) 3 (shot)				
Weakness					

Weapon Get					

When facing off against the Octoper OA as we'll have to aim for the green core above the eyes. We'll have to watch out for the shots it'll fire at us as they can easily be avoidable. Hitting the green core as when it goes up or down when timed right at it. As we take shots at it and when we take it down we'll be able to continue onward with the stage. After defeating the sub-boss of the stage we'll go back to the enemies we've been dealing with while on water chaser.



As we get further into this portion of the stage as we'll eventually see the letter that we'll have to grab from the stage. When we see two Iruca jumping at us as there'll be a letter not far from them. Trying to take them out as well as other enemies near can be tricky while trying to claim the letter. If managing to get it we'll now have access to BEAT. When we finally come to the end of the water chaser part as we'll make our way as we'll have a Twin Cannon to deal with then head to the boss gate to prepare to fight Wave Man.

Boss Information					
Boss:	Wave Man	HP:	28	DWN:	034
Attack(s):	3 (Water Wave) 4 (harpoon) 5 (contact)				
Weakness					
Charge Kick					
Weapon Get					
Water Wave					

At the start of the battle Wave Man will use the Water Wave followed by a Harpoon not long after. When using the Charge Kick on Wave Man we'll be able to use it to get past the Harpoon but not through Water Wave. This will be a fight of timing our attacks right especially when using Charge Kick. Watch for when he'll be using the Harpoon along with Water wave then go in for the attack with Charge Kick. The Water Wave will likely be around where you were last standing when he uses it. As that happens to use the time to be close enough to get whatever attacks in on him. Doing so we'll be able to do enough damage and eventually bring him down for the count. Once down we'll grab his weapon.



Cast of Enemies

- Dachone
- Giree
- Hirarian 427
- Rembakun
- Rounder
- Subeil
- Sumatran
- Tondeall
- Twin Cannon

Starting the first Proto stage as we'll make our way a bit before we come across a Tondeall. Dispose of it and when we get near the first pitfall we'll have a Sumatran. Dispose of it before it has a chance to jump over by us. Make our way over the pitfall there'll be a couple of Tondeall to deal with before we have to jump over another pitfall. On the next platform, there'll be a Tondeall on the lower part of the platform as we can dispose of it. When we do there'll be one that we can deal with as we jump to the next platform. Not long after doing so we'll have a Sumatran to deal with before we make our way near the next pitfall.

There'll be a couple of Tondeall that we can dispose of if timed right. The first one we can deal with if we jump from the one platform to the lower part. The other we can easily dispose of by jumping just right from the lower part of the platform. Get over to the next platform as there'll be a Sumatran to deal with not far onto that platform. There'll be another Tondeall to deal with before reaching to where we can drop down to a lower platform. Watch out for the Sumatran that'll be on a higher platform. Slide to avoid getting hit by it as there'll be one that'll come up from a lower platform. Use a charged shot and time it right to dispose of it.

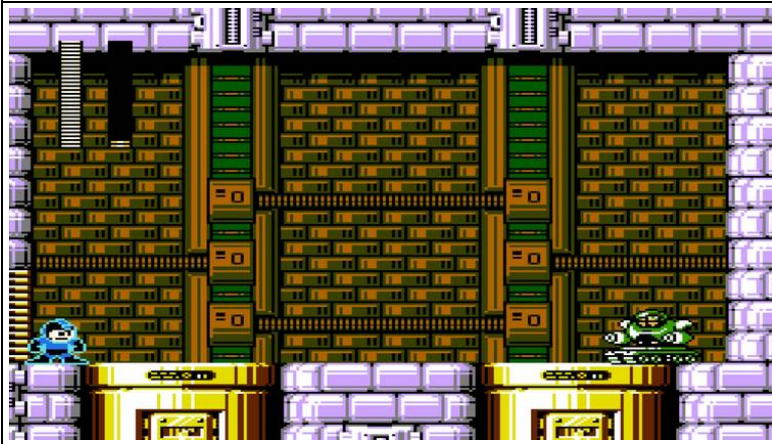
Head to the ladder and climb up to the next area. When we do we'll have a few Hirarian 427 that'll be hanging from the ceiling. Want to time the jump towards where the first will drop down and back to the platform. Do it again for the second one. As we go about getting on the platform in the middle wait for the Giree to be going on the other side. When it does head on the platform then fake out the third one. After doing that we'll get to the other side. As we do we'll have to bring out the Rush Coil to get up to the ladder.

In the next area, we'll see a couple of Subeil as one will be way out of reach. We'll dispose of the one that we'll see on a lower platform. We aren't going to get far before a Rembakun will appear as we'll dispose of it. As we get to the end of the platform we'll drop down but use a charged shot on the Subeil to dispose of it. Upon doing so we'll have a few more Rembakun along with a Subeil before we come to where we have a spike floor. We'll bring out the Rush Jet to help us get across. When we do we'll have to press up while using Rush Jet to get to the higher ground.

Once across we'll have five Rembakun along with three Subeil to deal with before we reach where we'll have to drop down to the next section. When we do we'll likely have a Subeil coming from behind while we try to deal with the Twin Cannon. Wanting to time it right for this part. After doing so we'll have to drop down to the next area. As we drop down we'll make our way across and after we make it past the high ground then dropping down we'll have a Dachone. Dispose of it aiming for the cockpit-like area while watching out for its shots at us. Once we take it down head continue forward until we come to a ladder.

Head up the ladder to the next area. We'll have the blocks that'll appear and disappear. We'll use the Rush Jet to get up to the next ladder. We'll have to make sure that we aren't going to run into any blocks with the Rush Jet. Doing it right as we get to the ladder to the next section. Once again we'll have the blocks as we'll bring out Rush Jet. Have it high enough that we can jump on him when we summon him. Move up a bit as we can time it right as one block will be near as we can use that to get up to the ladder.

Use the Rush Coil to get up on the higher platform that'll lead to the bottom platform. Before dropping down there'll be a Subeil that we see that's near a health capsule. Dispose of it and grab it if needed. If not drop down but watch out for the Subeil that'll be on that platform. There'll be a weapon capsule that we can take if needed. Dispose of the Subeil and when we slide we'll have a Rounder that'll pop in. These guys aren't going to attack but will try to circle around to stop us from attacking other enemies. Dispose of it then drop down and fire at the Subeil below with a charged shot. When we do we may have another Rounder that'll come in. Once we deal with them we'll continue forward and to the boss gate to deal with the first boss of the Proto Castle.

Boss Information					
					
Boss:	Dark Man I	HP:	28	DWN:	---
Attack(s):	4 (shot) 5 (contact)				
Weakness					
Water Wave Beat					
Weapon Get					

The first boss of the Proto Castle as it's a Dark Man. We can go about using the Mega Buster and doing charged shots at it but watch out for the shots that it'll shoot at us. At first, it'll be moving slowly towards us then stopping to fire a shot. Although the more damage we do to it the faster it'll eventually become. By the time that it starts moving faster after so much damage, we'll have to really watch out for how we'll maneuver around during the fight. We can use charged shots but after a certain point, we'll want to bring out Water Wave to finish up the battle. As we finish it off as we'll head to the next stage of the Proto Castle.

Chapter Ten: Proto Castle Stage 2

Cast of Enemies

- Bombier
- Bounder
- Crystal Joe
- Giree
- Graviton
- Metall Cannon
- Metall K1000
- Pukapelly
- Sumatran
- Tatepakkan
- Tondeall

At the start of the second stage, we'll have a couple of ladders along with a couple of Giree. We'll want to head up to the ladders on the left as we get to the top platform we'll take the left again. Once reaching the top we'll have a Tatepakken to dispose of. Watch out for the one at the top of the other ladder. Once we take it down we'll head to the ladder on the left to the next area. Reaching the top there'll be a couple of Pukapelly that'll be coming at us. As we'll wait for them to get close then dispose of them one at a time.

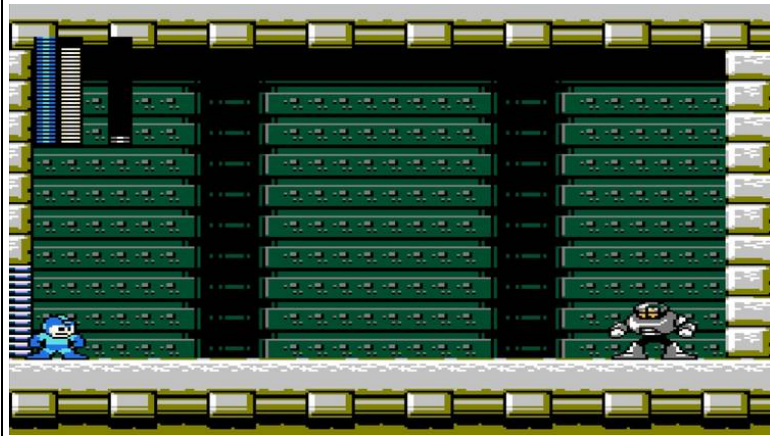
Now we'll have to get up to higher ground using either Rush Coil or Super Arrow to help us get up there. When we do and not far inward as we'll have another Pukapelly to deal with. After disposing of it as we'll get so far before a Metall K1000 will come in. Dispose of it when you're able to and continue onward. Making our way forward as there'll be at least six more Pukapelly and three Metall K1000 before reaching a drop area. When we do we'll have a couple of conveyor belt platforms as we'll have to get them but watch out for the Giree on them. Both of the conveyor belts will be moving against you.

Get on them while avoiding the Giree to get to the ladder. Head down as we'll have more of them to get onto to get across as there'll be eleven of them. Along the way, we'll have Bombier to worry about. Best thing to do is bring out Gravity Hold and when we see a Bombier we'll use it to send them away. As we get to the last one as we'll have to jump to the ladder and climb up it. In the next area, we'll have three Crystal Joe to deal with and one on each platform we'll have to climb to. After the third one is down head up the ladder to the next area.

As we reach the top there'll be a Tondeall as well as a Graviton. Dispose of the Tondeall first then the Graviton. Making our way further there'll be another Tondeall and a Graviton. Dispose of them as the Graviton will need a charged shot to dispose of it. Now head over the pitfall. Slide under the bottom as we'll get an E-Tank but when we grab it quickly turn around. As we do dispose of the Tondeall then head to the top platform. When we do dispose of the Tondeall before reaching the edge then drop down to the next area.

Reaching the first platform as there'll be an extra life that we can get using Rush Jet or Super Arrow if needed. If not just continue downward. As we reach the bottom we'll move so far until we see a Bounder. Dispose of it then continue forward. We'll have three more Bounder to deal with before reaching a ladder to head up to the next area. Getting there we'll have a couple of Metall Cannon to deal with as we'll deal with the first one we come to. After disposing of its head to the ladder to the next area.

When we get to the next area we'll have a couple of Pukapelly along with a Sumatran. Use a charged shot on the Sumatran then reaching up to where it was as we'll deal with the Pukapelly that'll be behind us. Now head to the pitfall as we'll dispose of the Pukapelly to jump to the lower platform. As we do we can dispose of the other but without dealing with a Sumatran first with a charged shot. Once up to where the Sumatran was as we jump over to the next platform as there'll be another Sumatran. Let it bypass you and climb up the ladder. Once we do there'll be another Pukapelly but it'll be out of reach. There'll be another Sumatran we can dispose of as we reach the boss gate.

Boss Information					
					
Boss:	Dark Man II	HP:	28	DWN:	---
Attack(s):	5 (contact)				
Weakness					

Crystal Eye Napalm Bomb Super Arrow Beat
Weapon Get

For this fight against Dark Man II as this is the only one that isn't going to have any kind of arm cannon. The only way it'll be able to damage us is by touching us. Although when we do more damage it may increase its speed. It'll have a protective barrier that'll be circling around it. We'll be able to damage it is to time it when it's not going to be in front of it. So timing our shots will be crucial in this fight for sure. Using Crystal Eye would probably be the best choice of weapon. Even though the Eye as a whole may not do much damage but the little pieces may help out as may get a couple hits in with that way. Just time your attacks against it just right and we'll make it past it.

Chapter Eleven: Proto Castle Stage 3

Cast of Enemies

- Apache Joe
- Bombier
- Bounder
- Hirarian 427
- Kouker Q
- Lyric
- Metall Cannon
- Power Muscler
- Pukapelly
- Subeil
- Telepakkan
- Taban

Starting the third stage of the Proto Castle as we aren't going to make it far before running into an Apache Joe. We'll dispose of it when it comes down low enough. Upon disposing of it we'll make our way further as there'll be a couple of Subeil before coming to a pitfall. There'll be another Apache Joe that'll be coming in. We'll be heading onto each platform that we'll come to. The second one there'll be a Subeil on it so dispose of it quickly. On the third platform, there'll be another Subeil to deal with. When we get to where we'll have to get across back to the normal platform there'll be an Apache Joe in the air.

There'll be a Subeil as we dispose of the Subeil. Dispose of the Apache Joe if necessary. Once we get on the platform there'll be another Subeil before we reach the ladder. Reaching the top we'll have a couple of Hirarian 427 hanging from the ceiling. There'll be a health capsule to the right if needed but if not head to the left. Watch out for the Hirarian 427 as we'll have to dispose of it before reaching the ladder. Climb the ladder up to the next area. When we do we'll have a few Taban along with a Telepakkan. Dipose of them before moving to the next section. In the next area, we'll have a few Lyric coming at us. Dispose of them before getting on the platforms to get to the ladder above.

Once we reach the ladder head up to the next section. When we do we'll have a couple of Lyirc to dispose of then get on the platforms to get to the ladder above. Reaching the top we'll be heading to the right. There'll be a Bombier to deal with before reaching the end. There'll be a Metall Cannon as we'll have to be close enough to the pitfall for it to rise and take out. Upon doing so head up to where it was. When we jump to the next platform watch out for a Bombier. On the way to the next platform, we'll have another Metall Cannon to dispose of.

As we get up to where it was as there'll be another Metall Cannon to dipose of. When we do get up to where that one was. Watch out for the Bombier that'll be coming at you when you get there. Moving forward as we'll have one more Metall Cannon to deal with before reaching a ladder. Head up the ladder to the next area. Reaching the top there'll be a Bounder to deal with before having to try to get up to the next ladder. Once we dispose of it use the Rush Coil or Super Arrow to get up to the ladder. Head up it to reach the next section.

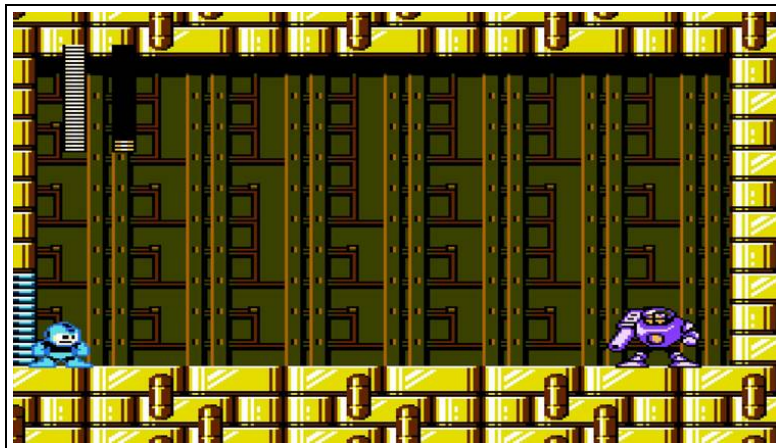
In the next area we'll have to head to the right but when we get near the edge we'll have the moving platform. We'll have to keep up with it or risk falling to our doom. We'll come to where there'll be three platforms as it'll lead us to the bottom one. If we can time it right we can claim the extra life as well as the E-Tank then back onto the platform. As we do it'll move around a couple of spikes but watch out for the Pukapelly. We'll come to where we'll see a small platform with a Pukapelly near as we'll dispose of it.

We'll be jumping onto the small platforms as the moving platform will be going under the spikes. It'll come back up to come between the second and third but will head back under spikes. Meanwhile, we'll have to watch out for any other Pukapelly as well. We'll have to wait for the moving platform to come back up to finish up in the area. We can get ahead and to where we'll head down the ladder. If not we'll have to wait for it to finish before we can. Finish off any Pukapelly in the process before heading down.

When we do we'll have a Power Muscler to deal with as we can slide under it when it jumps. Doing so quickly head to the drop area to the next section. Moving to our right we'll come across another Power Muscler as we'll slide under it. Making our way to the pitfall as there'll be a Tatepakkan. We'll have to wait for it to raise its shield and dispose of it. Once we do quickly make our way over the pitfall to escape the Power Muscler. There'll be four more Tatepakkan to deal with before reaching a ladder up to the next area.

As we dispose of them and head up the ladder to the next area as there'll be another Power Muscler to deal with. Let it get as close to you as possible then slide under it and claim the E-tank under the ladder. Head up the ladder as we'll be heading to the right. We'll come to the edge as we'll have another platform we'll have to use to get across that we'll have to stick with or drop to our doom. When we do we'll have to watch out for the Kouker Q along the way. Dispose of them when you see them and watch for how you do so or we'll be falling down in the emptiness. When we make it all the way across we'll reach the boss gate.

Boss Information



Boss:	Dark Man III	HP:	28	DWN:	---
Attack(s):	4 (shots) 0 immobilize (stun beams) 5 (contact)				
Weakness					
Gyro Attack Super Arrow Beat					
Weapon Get					

When facing this Dark Man we'll have to watch out for the rings it'll fire at us as they can immobilize us. Wanting to time it right if we're far away enough to dodge that attack. We'll be wanting to use charged shots or Gyro Attack on it. We'll have to watch out for when it jumps at times as it'll fire a few or so shots when it does. Mostly if we get hit with the rings we'll either have to wait to be hit by a shot it fires or contact with the Dark Man itself. Once free we'll be able to get back to doing our attacks. Watching what attacks will be coming with be the key factor in this fight and bring it down. Trying to stay one step ahead as we'll bring it down and head onto the next area.

Chapter Twelve: Proto Castle Stage 4

Cast of Enemies

- Dark Man IV

This stage is rather easy but at the same time have to watch out. We'll want to be under the open pathway. Now shoot at the brown blocks to the right. Start at the top then work down. As it lowers shoot at the lowest one on the left. Now dispose of the rest of the blocks for it to lower more. Shoot the lower one to bring it down on an even level. Move then take care of the rest. Now we'll have to shoot enough to lower it down where it's even. Shoot the lower one and quickly slide. After doing so we'll be able to take out the rest. There'll be one more set to shoot out. We'll want to be as close to the blocks then dispose of every single one of them. Now we'll have to slide and reach the boss gate.

Boss Information					
Boss:	Dark Man IV	HP:	28	DWN:	---
Attack(s):	6 (shots) 6 (electric barrier) 5 (contact)				
Weakness					
Power Stone Star Crash Beat					
Weapon Get					

After the brief showdown and when the battle begins, going against this one will be similar to Dark Man II with the barrier on the sides that'll circle around it. We'll want to make the shots count but we'll have to watch out as it'll jump from time to time. Not only that we'll have to watch out for when it shoots. When it shoots at us it'll be in waves of three at a time. Jumping over each shot is what we'll need to do. As we watch out for the jumps as well as the shots as it'll also move along the ground to

be on your guard at all times in this fight. Watching the pattern of what it'll be doing as we'll be able to bring it down. After we do we'll get the real deal on the whole situation.

Chapter Thirteen: Wily Castle Stage 1

Cast of Enemies

- B Bitter
- Cocco and Corocoro
- Foojeen
- Giree
- Lyric
- Metall Cannon
- Pukapelly
- Tatepakken
- Taban
- Toss Machine

As we start the first Wily stage as we'll see an E-Tank we can grab if needed. Afterward, we'll want to head down the ladder to the next area. We'll head to the left and down but watch out for the spikes. Should land on a platform as we'll head to the left and continue on down. We'll have to move a little to the right as we'll have to land on solid ground and not on spikes. When we do we'll come across a couple of Giree then a Toss Machine. Dispose of the Toss Machine to continue onward. There'll be about a few more of each before reaching a ladder to climb. Heading up to the next area we'll have about four B Bitter and a couple of Taban.

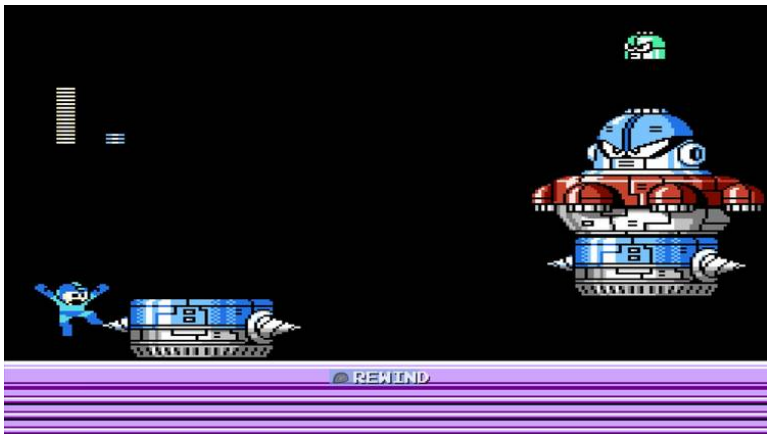
Dispose of them then head up to the ladder to climb up to the next area. We'll head to the right as we'll come to an area with a ceiling of spikes. When we drop down there'll be a Toss Machine, dispose of it. There'll be a platform with rollers on it. Wanting to time it right on jumping on it without hitting the spikes. Charge up the buster for when we drop there'll be another Toss Machine. If we time the shot right we can take out the next one that's on the other side of the platform. Finish the way to the ladder and up to the next area.

Reaching the top as we'll have a group of Pukapelly to deal with as we dispose of them. Upon doing so we'll have to bring out the Rush Coil to get up to higher ground and up the ladder. At the next area, we'll have the rollers that were on top of the platforms not too long ago. There'll be a Giree on the third one as we'll be making our way up that way. Around the time we get to the third or fourth one, we'll have a Foojeen on the bottom. We'll have to time our jumps right for now as we'll have another Giree on a roller a few away after the first. As we make our way to where the second Giree is we'll jump to the top one.

The best way is to bring out the Rush Jet to safely get across the rest of the way. We'll get so far as we'll start lowering the Rush Jet as we'll have to let it hit the wall if we have to. When we drop so far make a hard right into the area to continue onward. Now we'll be in an area that'll be like that of Dust Man's stage from Mega Man 4. We'll have to deal with a Metall Cannon and continue on. Safely get across the part of the platform that'll come down as we'll get to where we'll have to blast a path open.

When we get a path clear enough get through it quickly and as we do there'll be another Metall Cannon. Dispose of it then get past the next part quick before we get crushed. Now we'll have to clear a path and dispose of a Metall Cannon. Once we do that we'll clear another path to deal with another Metall Cannon. After doing that we'll have to clear a longer path to continue on. When clear we'll get so far as we'll get into the opening. Once we get in the clear slide the rest of the way. Upon doing so we'll have a Cocco and Corocoro to deal with before we reach the ladder at the top.

In the next area, we'll have a couple of B Bitter and Pukapelly to deal with before reaching the next ladder. Next area we'll have a couple of Lyric and Tatepakken to dispose of. After we do we'll have to get across while jumping over the spiked floor parts. Making our way forward as there'll be another couple of Lyric and Tatepakken before reaching the boss gate.

Boss Information					
					
Boss:	Big Pets	HP:	28	DWN:	---
Attack(s):	5 (contact, segment) 10 (contact, head) 2 (small robot)				
Weakness					
Crystal Eye					
Weapon Get					

As we face off against the first boss of the Wily Castle. A normal shot at the middle and bottom to bring them out as we can use them as platforms to aim for the head. When we do we'll have to watch out for the small robot that it'll send up in the air as it'll come down in either by itself or in multiples of two. Be careful of when it comes down as it'll be one or two as we'll have to make our shots count at the head of it. There isn't much strategy other than this as we'll have to keep at this repeat process

until we bring it down. Once we land the finishing blow on it we'll be heading to the next Wily Castle stage.

Chapter Fourteen: Wily Castle Stage 2

Cast of Enemies

- Cocco and Corocoro
- Giree
- Hirarian 427
- Metall Mommy with Baby Metall
- Metall Swim
- Mousubeil
- Power Muscler
- Taban

Starting the second Wily Castle stage as we'll head on through as there'll be at least six Hirarian 427 to watch out for. When it comes to the fourth one is when we'll have to watch out for the spikes on the floor. As we have to make the last jump over spikes as it can be tricky to get to and down to the next area. Dropping down then to the left to drop down again. As we do we'll have a chance to get an E-Tank if needed. Now when we reach the bottom we'll head to the right. When we reach the end as we'll have a Metall Swim to deal with.


Dispose of it then we'll have to get on gear like to get across but watch out for the ones that are moving. Also, we'll have to watch out for the ones with the Giree on them. The first two will have a Giree on them so get on them when safe. As the other two aren't going to be a problem except for the third one that'll be turning. When we get to the fourth one we'll have a Metall Swim we'll have to dispose of before getting on the platform. Once dispose get over there but so far in we'll have to watch out we don't jump too higher or we'll make contact with spikes. We'll reach the end as we'll have to get onto the gear like platforms.

Watch for the ones that be moving as the ones with a Giree on them. There'll be around seven of them to jump onto as the second, third, sixth and seventh will have a Giree on them. Reach the last one we'll jump to get on a platform but watch out for the Metall Swim. Dispose of it quickly as we'll have another Metall Swim to deal with before we'll have to jump over a pitfall. When we do watch out for the Metall Swim as we'll get over there and dispose of it. As we do we'll have another pitfall to jump over. Head forward as we'll have a few or so Metall Swim to deal with before reaching a ladder.

Heading up the ladder to the next area as there'll be a couple of Metall Swim to deal with before heading to the next ladder. Reaching the top of the next area as we'll have one more Metall Swim to deal with. We'll reach higher ground as we're back on dry land as we make our way forward. Until we reach a Metall Mommy to dispose of then the Baby Metall. There'll be two more to deal with before dropping to the next area. When we do we'll have a few Taban to dispose of and once we do jump over the spikes to get to the bottom platform.

On the bottom platform, we'll get so far before we come across a Mousubeil. Dispose of it as we'll continue on. We'll continue onward as there'll be some spikes to jump over. We'll have a couple of Mousubeil that'll come at us while there'll be a few Taban on the ceiling. Ignore the Taban and dodge the two Mousubeil that'll come at us. There'll be another Mousubeil but it'll be one we can avoid at all costs. Now jump down to the next area. When we do we'll have a health capsule we can grab if needed. Now head to the right there'll be a Mousubeil to dispose of.

Once we do that we'll have a Cocco and Corocoro to deal with before getting to the ladder. As we dispose of it head up the ladder. Once up to the next area there'll be a Power Muscler in the area. We'll have to dispose of this one and when we do we'll bring out the Rush Jet to get up to the next ladder. Climb the ladder as there'll be one more enemy to deal with before entering the boss gate and it'll be another Power Muscler. Wanting to time it right to slide under it when it gets close then head to the boss gate.

Boss Information					
					
Boss:	Cirring Q9	HP:	28	DWN:	---
Attack(s):	5 (contact) 5 (orbs) 5 (shot)				
Weakness					
Gyro Attack					
Weapon Get					

For the second boss of the Wily Castle as we'll have a couple of platforms that we can use to get up to fire at it. Although when we do we'll have to wait for the sides to be open to fire in them. The best weapon to use is the Gyro Attack on it. While I'd recommend not using the platforms to help us out as we'll stay under it. We'll have to watch out for the orbs that it'll shoot out at us. Wanting to watch where they'll be coming out as we'll dodge them. It'll eventually be heading down towards where one of the platforms is with the sides open as this will be the best time to attack when it is low enough. It'll head back up and over to the other side most likely. Keeping to this strategy as we'll bring it down without much trouble and head to the next stage.

Chapter Fifteen: Wily Castle Stage 3

Cast of Enemies

- Twin Cannon
- Stone Man
- Gravity Man
- Crystal Man
- Charge Man
- Napalm Man
- Wave Man
- Star Man
- Gyro Man

At the start of the stage, we can claim an E-Tank by using Rush Coil to get up to it. Now head to where we'll run into a Twin Cannon. After disposing of it we'll head into the teleporter. Now we'll face off against the Robot Masters again.



Once we dispose of them again we'll have another capsule that'll appear. Heading into it as we'll face off against Wily.

Boss Information					
A screenshot of the boss fight. Wily Press is a large, purple, mechanical boss with a central eye and two arms. He is positioned on a platform. To the left of the platform is a vertical health bar with a red and yellow section. The player's character is visible at the bottom of the screen.					
Boss:	Wily Press	HP:	28	DWN:	---
Attack(s):	6 (contact)				
Weakness					
Star Crash					
Weapon Get					


For this fight is going to be simple but without having spikes in the middle. We'll want to try going back and forth where the spikes are. Wily will eventually drop down to one side. When he does it'll be time to do a hit on him. As this will be the only way to do about this battle as it'll be a repeat process until we take him down for this fight. Shouldn't take much to take him out for this part as we'll then head to the final level of the game.

Chapter Sixteen: Wily Castle Stage 4


Cast of Enemies

- Dachone
- Twin Cannon

As we start the final stage as we'll make it so far before we come across a Dachone. After disposing of its head to where we'll drop down. As we do we'll have a Twin Cannon to dispose of. After we take care of that we'll drop down again. When we land we'll head to the right. We'll come across another Dachone to dispose of as we'll then head to the boss gate.

Boss Information					
					
Boss:	Wily Machine 5	HP:	28	DWN:	---
Attack(s):	3 (missiles) 4 (balls) 6 (contact)				
Weakness					
Super Arrow					
Weapon Get					

For this fight against the Wily Machine, we'll have to aim at the center of the mouth. We'll have to watch out for the balls or missiles that'll be coming at us. While the Super Arrow will be the most effective weapon to use against it. Although one attack we'll have to watch out for is when he'll try sucking us towards him. When he does we'll have to walk the other direction. As soon as that stops we'll resume getting hits on him as it shouldn't be much to take down the Wily Machine. After we do we'll move onto his final form.

Boss Information					
					
Boss:	Wily Capsule	HP:	28	DWN:	---
Attack(s):	3 (contact) 6 (energy balls)				
Weakness					
Beat					
Weapon Get					

Similar to in Mega Man 4 but this time we'll be able to see where he'll be. For this fight, we'll have to bring out Beat to help us out in this fight. When Dr. Wily is up out of our reach, Beat can go up and damage him. Although if you can do it just right Beat will go in where Dr. Wily appeared last and will go to where he'll be appearing next. If, manage to do that it'll make it easier to know where he'll be appearing next and be able to avoid being hit if we end up too close. If we haven't used the M-Tank before this fight as this may be a good fight to use. That's assuming f needed to help finish off Wily. Once we land the last hit we'll take him down and beat Mega Man 5.



Weapons / Boss Weakness

Robot Master	Weapon Get	Weakness
Stone Man	Power Stone	Napalm Bomb
Gravity Man	Gravity Hold	Star Crash
Crystal Man	Crystal Eye	Gyro Attack
Charge Man	Charge Kick	Power Stone
Napalm Man	Napalm Bomb	Crystal Eye
Wave Man	Water Wave	Charge Kick
Star Man	Star Crash / Super Arrow	Water Wave
Gyro Man	Gyro Attack / Rush Jet	Gravity Hold
Proto Castle	Weapon Get	Weakness
Dark Man I	----	Water Wave
Dark Man II	----	Crystal Eye
Dark Man III	----	Gyro Attack
Dark Man IV	----	Beat
Wily Castle	Weapon Get	Weakness
Big Pets	----	Crystal Eye
Circling Q9	----	Gyro Attack
Wily Press	----	Star Crash
Wily Machine 5	----	Super Arrow
Wily Capsule	----	Beat

Passwords

Key
R - Red
B - Blue

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

	1	2	3	4	5	6	Robot Masters Defeated
A							Star Man Gravity Man
B	R						
C			B		R		
D							
E					B		

F	B			R		
---	---	--	--	---	--	--

	1	2	3	4	5	6	Robot Masters Defeated
A							Star Man Gravity Man Gyro Man
B	R		B				
C						R	
D							
E			R			B	
F	B						

	1	2	3	4	5	6	Robot Masters Defeated
A		B					Star Man Gravity Man Gyro Man Crystal Man
B			B				
C						R	
D		R					
E			R			B	
F							

	1	2	3	4	5	6	Robot Masters Defeated
A							Star Man Gravity Man Gyro Man Crystal Man Napalm Man
B			B				
C	R					R	
D							
E			R			B	
F	B						

	1	2	3	4	5	6	Robot Masters Defeated
A						R	Star Man Gravity Man Gyro Man Crystal Man Napalm Man Stone Man
B			B				
C	R						
D						B	
E			R				
F	B						

	1	2	3	4	5	6	Robot Masters Defeated
A						R	Star Man Gravity Man Gyro Man Crystal Man Napalm Man Stone Man Charge Man
B				B			
C	R						
D				R		B	
E							
F	B						

	1	2	3	4	5	6	Robot Masters Defeated
A							Star Man Gravity Man Gyro Man Crystal Man Napalm Man Stone Man Charge Man Wave Man
B				B			
C	R						
D				R		B	
E							
F	B					R	

Contact & Disclaimer

To contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqsvarhawk@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 5** in the subject so I don't accidentally delete the

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Allowed Sites	Banned Sites
GameFAQs: www.gamefaqs.com	Cheat Code Central: www.cheatcc.com
Neoseeker: www.neoseeker.com	Cheats Guru: www.cheatsguru.com
	Cheat Codes: www.cheatcodes.com
	Cheat Database: www.cheat-database.com
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