

Mega Man 5 FAQ/Walkthrough

by NeoChozo

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===== MEGA MAN 5 =====
=== (ROCKMAN 5: BLUES NO WANA?!) ===
===== STRATEGY GUIDE =====
===== written by NeoChozo =====
===== www.themmnetwork.com/ =====
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Welcome to the Mega Man Network walkthrough and strategy guide for MEGA MAN 5, the fifth title in CAPCOM's original MEGA MAN series. This text document covers all of the stage guides and other pertinent information for completing this title. Use the index below as a reference guide, and visit Mega Man Network's MEGA MAN games section for more information on this game as well as information and walkthroughs for the other games in the series.
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== 1. INTRODUCTION:

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MEGA MAN 5 was released for the Nintendo Entertainment System (NES), though the title has been ported to numerous other platforms over the years, including the PlayStation (PSX), PlayStation 2 (PS2), the Xbox (MXB), the GameCube (GCN), and more recently, the Wii Virtual Console (WVC). Refer to the setup manual for more detailed information on your individual platform.

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== 2. GAMEPLAY INFORMATION:

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MEGA MAN 5 is pretty much the same thing you've come to expect from Mega Man titles for the last four iterations. This one continues the trend started in MEGA MAN 4 of a coherent plot for the entire game, but aside from that, it's your classic "defeat eight new robots, fight a mysterious new enemy, then oh holy crap, it was Dr. Wily all along" formula.

The new addition to this particular game comes in the form of additional help items aside from just the Rush Adapters. MEGA MAN 4 featured Balloon and Wire Adapters, but this game provides the Super Arrow and a new helper named Beat (continuing that ever-present trend of musically-themed names) that is acquired by finding circuit plates that spell "M E G A M A N V" (or "R O C K M A N 5", depending on what game you're playing). Rush Coil has been altered a bit, as well - now he will bounce up with you, giving you a slightly higher jump. Other than these new additions, this is pretty much classic 2D sidescrolling Mega Man action.

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== 3. THE STORY SO FAR:

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In the year 20XX... Mega Man has ended Dr. Wily's plans for world domination for the fourth time, and cleared Dr. Cossack of any wrongdoing. However, once again, the evil doctor was able to escape justice.

Months later, Mega Man exits Dr. Light's laboratory just in time to see a red and white figure leap down and abduct Dr. Light! His only clue is a yellow scarf that is left at the scene of the crime. But... it can't be... his own brother, Proto Man, has turned rogue? No sooner than Proto Man confirms his involvement, eight powerful Robot Masters start wreaking havoc across the city. Mega Man springs into action to stop his brother and save his creator from danger!

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== 4. RECOMMENDED ORDER:

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Like all of its predecessors, you'll face eight Robot Masters in any order of your choice before advancing to the second half of the game. Each Robot Master is weak to another's weapon, so the order proceeds in a "loop" pattern. You'll use a weapon on another Robot Master and then use that weapon on another, and so on until the loop is complete. Of course you can tackle the Robot Masters in any order you wish, but this one is the easiest to follow.

BOSS	WEAKNESS	WEAPON OBTAINED
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Wave Man	Mega Buster/Charge Kick	Water Wave
Star Man	Water Wave	Star Crash
Gravity Man	Star Crash	Gravity Hold
Gyro Man	Gravity Hold	Gyro Attack
Crystal Man	Gyro Attack	Crystal Eye

Napalm Man	Crystal Eye	Napalm Bomb
Stone Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick

NOTE: Like previous MEGA MAN games, some of the names differ in translation (though the weapon names remain the same). If you are using this walkthrough for the Japanese version, ROCKMAN 5, the name differences are as follows:

Proto Man	-	Blues
Dr. Light	-	Dr. Right

The Robot Master names remain the same, except for the "-man" convention; i.e. Wave Man is Waveman, Star Man is Starman, and so on. Additionally, the Japanese version has a subtitle, "Blues' Trap?!", that is not found in the North American version.

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 == 5. WEAPONS AND ITEMS:
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Each defeated Robot Master yields another weapon to your arsenal. These weapons are useful for more than just defeating more bosses, so experiment with the weapons a bit and you might have an easier time.

WEAPONS
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1. MEGA BUSTER

Mega Man's standard weapon can be charged up for a more powerful blast, and it is a bit larger in this game. The longer you hold down the button, the larger the blast will be. You can only have three standard plasma blasts on the screen at one time, though.

- CHARGE LEVEL 1 (flashing blue): Small yellow blast with regular bullet.
- CHARGE LEVEL 2 (flashing blue/white/black): Larger white blast.

2. WATER WAVE

Gained from Wave Man, this weapon allows you to fire a small burst of water that will travel along the ground.

3. STAR CRASH

Gained from Star Man, this shield-like weapon surrounds you with rotating stars. You can fire this weapon off as a projectile attack in any of four directions.

4. GRAVITY HOLD

Gained from Gravity Man, this Flash Stopper copy will freeze the action on the screen and send small enemies flying.

5. GYRO ATTACK

Gained from Gyro Man, this weapon allows you to fire a spinning helicopter blade. You can change its direction mid-flight with the D-Pad.

6. CRYSTAL EYE

Gained from Crystal Man, this weapon allows you to fire a crystal in a forward direction. When it strikes a wall, it will splinter and ricochet around the room.

7. NAPALM BOMB

Gained from Napalm Man, this weapon allows you to fire a bouncing napalm grenade in front of you. It will bounce for a few seconds and then detonate.

8. POWER STONE

Gained from Stone Man, this weapon allows you to create an orbit of rocks that expand outward across the entire screen. This is extremely difficult to hit anything with.

9. CHARGE KICK

Gained from Charge Man, this weapon enables you to slide with an energy wave at your feet.

POWER-UP ITEMS

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1. ENERGY TANKS

These are portable LE storage units that will refill your LE meter in a pinch. You can carry up to nine of these items, and you will find them scattered throughout stages.

2. MEGA TANKS

These are very rare and you can only carry one at a time, but they will refill all of your LE and all of your WE.

3. SUPER ARROW

This item is earned by defeating STAR MAN. With it, you can fire off small arrows that you can ride across a screen, or you can stack them to use as platforms.

RUSH & BEAT ADAPTERS

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1. RUSH COIL

You will begin the game with this. Summon Rush and he becomes a small springboard, but this time, Rush has been modified to jump with you. Wait until he is at the apex of his jump, then you can jump higher.

2. RUSH JET

This is earned by defeating GYRO MAN. Summon Rush and he becomes a small jetboard that you can ride across the screen. Control his ascent and descent with the D-Pad.

3. BEAT PLATES

Beat becomes available for use once you locate the eight Beat Plates that spell out M E G A M A N V. Once completed, Beat can be summoned to attack enemies, bosses, or stage obstacles. The plates are found in the following stages:

[M] - Gravity Man,

[E] - Wave Man

[G] - Stone Man

[A] - Gyro Man

[M] - Star Man

[A] - Charge Man

[N] - Napalm Man

[V] - Crystal Man.

NOTE: The Japanese version replaces the [M], [E], [G], [A], and [V] plates with alternates that spell R O C K M A N 5. The locations are the same, however.

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== 6. WALKTHROUGH:

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The game walkthrough itself is broken into segments that comprise the "stages" of the game. Each stage walkthrough will take you through that stage, past the Robot Master, and go over any backtracking that needs to be done through previous levels as a result of acquiring a new item before moving onto the next stage. The walkthrough will begin at the first recommended stage.

6A: WAVE MAN'S STAGE

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This stage is interesting if nothing else. The first threat you'll face in the stage is small jets of water that come rushing out. After that you'll

encounter swinging balls on chains that try to impede your progress. Study their patterns and move past them to the giant tube section. Try to make it to the top one to grab the 1-Up, but if you can't it's no big deal. Fall on through the tubes to the bottom level and maneuver through more water jets. Keep heading to the right to reach a large room where bubbles are rising out of the floor. Now as you might've guessed, you will be using these bubbles to make your way up this vertical section. The small ones last about three seconds before they pop, and the big ones last indefinitely until they hit something sharp. Jump on the first large bubble and ride it to onto the next screen, then jump to the right onto two small bubbles, then jump onto another large one. Ride this one up, and hop to the right onto a small bubble, and then again to solid ground before you hit the spike trap. Make it up top and head right to reach the waverider section of the stage. This section has you riding a waverider on the water while defeating enemies that range from flying fish to Joes on their own waveriders to small robots in floating tubes. Stay a little to the left so you can jump any enemy that comes at you from behind, and shoot anything that gets in your way from the front. Keep riding until you reach the mini-boss of the stage.

MINI-BOSS BATTLE: OCTO-MECH

This giant machine is only vulnerable in the green spot on its forehead, and it bobs up and down in the water while firing projectiles at you. Jump over the weapons fire and fire shots at the green spot to defeat this mini-boss and move on.

After defeating the mini-boss, continue on your way and destroy anything in your path the instant you see it. Eventually you'll come across the Beat Plate high in the air.

BEAT [E] PLATE

This is a bit hard to explain. After the mini-boss you'll contend with more flying fish enemies. After a while, you won't see any, and then suddenly two of them will jump out at you. Stay to the left and then go to the middle when you see the two jump. This will usually keep you from being hit, thus enabling you to jump and grab this plate. If you get hit, the recoil usually prevents you from being able to jump in time.

Just continue through the rest of the waverider section, defeating any more enemies in your path and eventually, you'll jump off back at solid ground. Go to the right and take out one more cannon enemy to reach the boss gate.

BOSS BATTLE: WAVE MAN

Wave Man follows a pretty strict pattern. It seems difficult to avoid at first, but is very easy after studying it a bit. Learn his moves to make this fight easier.

1. WATER WAVE: This attack will crop up randomly in the area, making it pretty difficult to avoid. Slide away if you do see it coming.
2. HARPOON: He'll fire his harpoon at you in a straight line.
3. JUMPING: Right after trying to harpoon you, he'll make a short hop over to where you are. Attacks 2 and 3 are right after each other, so you have to dodge both together.

Run back and forth as you hope to avoid his Water Wave, then do a short hop over the harpoon attack. If you jump too high, you'll hit him in mid-air. A small jump will more than suffice, and you'll dodge him when he jumps, too. After this, fire the charged Mega Buster at him, or if you have it, slide into him with the Charge Kick, and repeat until you've beaten him.

Wave Man's destruction gives you the WATER WAVE. Go back to the Stage Select and select Star Man's stage.

6B: STAR MAN'S STAGE

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This stage resembles an underwater stage as your mobility is affected by the total zero gravity environment. Your jumps will nearly touch the top of the screen, and you'll also run a bit slower than before. You'll start off outside. Head right while avoiding the meteors and drop down the tunnel at the end. Head through here destroying the enemies in your path and take out the cannons as they pop up, before they can hit you with their attacks. Move on through this section while destroying the enemies until you reach the large obstruction in your path. Be careful in this area since the ceiling is spiked, and you don't want to jump too high. At the end, drop down the pit and take out the next set of floating robots. Float down through the remainder of this section and head to the right until you find a AstroMet.

BEAT [M] PLATE

Destroy the nearby AstroMet, then carefully jump up to the plate where it sits right underneath a spike-lined part of the ceiling. Remember that Mega Man's weightless here, (it actually doesn't matter if you die or not, you will still get the plate, but you probably don't want to lose a life). Carefully hop up to it until you grab it.

Just to your right are more AstroMets and a pretty wide spike pit. You can either time a jump to land on the other side, or let one of the AstroMets hit you so you can use your temporary invincibility to cross. After you get through this hazardous section, you'll reach a ladder. Charge up your Mega Buster and climb it. Once up top, let loose your shot at the bottom missile headed your way and then immediately slide to the other side of the room to avoid the shrapnel from the other two missiles. Climb up this next ladder and destroy the cannons here while making your way past the obstructions. Keep heading right and destroy a beam walker. Practice beating them here because you'll face some more of them later on. They take two charged shots precisely in their eye to defeat them. After beating him, head right to find another group of the AstroMets. Destroy them and head across the rising and lowering platforms while taking out the enemies in your path. At the end, time another jump to land on the small ledge (rather than the spikes) and destroy the second beam walker robot. After this, you'll reach the boss gate.

BOSS BATTLE: STAR MAN

Star Man has a great weakness here in the lack of gravity. This slows both him and you down considerably, but gives you a slight advantage. Take note of his attack pattern and how to defend against it, and you'll be able to beat him easily.

1. JUMPING: This is more or less his primary move, as he spends most of the fight in the air.
2. STAR CRASH: He'll protect himself with the Star Crash while jumping, but he will stop in the air to fire this off. This is actually his fatal weakness, because you have so long to prepare. The Water Wave will also penetrate his shield.
3. ARM CANNON: He can supplement his Star Crash with normal Buster fire. Wait until he finishes bouncing around the room, and he'll pause somewhere on the screen. Like I said, the lack of gravity gives you an advantage, as you'll have nearly a full two seconds to set up dodging his Star Crash. He'll use it in any of eight directions, but it travels extremely slow. Avoid the Star Crash and have either a charged Mega Buster shot ready for

him or set off a Water Wave once he touches back down. It won't take long for him to fall.

With Star Man crushed, you'll earn his STAR CRASH and the SUPER ARROW. Return to the Stage Select and head for Gravity Man's stage.

6C: GRAVITY MAN'S STAGE

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As you might expect, gravity is the main focus here. It'll switch every time you pass one of the little up or down arrows. Start off in the stage destroying the few minor enemies and ball-droppers, then fall down the tunnel. As you fall down, you'll notice some of the arrows. Remember that as you cross these, gravitational forces will flip, and you'll be on the ceiling. During this time, most of your actions are reversed. You jump downwards, and you slide by holding Up and the Jump button, rather than Down+Jump. Keep heading along the path and destroy the ball dropper over the pit. Use the gravity device and jump across the pit, and grab the 1-Up by climbing down the ladder at the bottom right corner. It takes some finesse in reversing your jumps, but after that, "fall up" the shaft. Continue through this section, sliding when necessary to avoid the ball and chain devices that pound the ceiling (or simply walk through them when they're in a harmless position). Fall up the next pit and destroy the corkscrew robots and the other miscellaneous enemies in the area. At the end, jump down onto the ledge below you so you switch gravity again. Now fall all the way down the long passage, but curve your fall to the right so you don't land on the spikes. As you enter the next section, a giant Clomper Stomper will attack. If you're quick enough, you can slide under him and thus bypass this fight, otherwise just stick it out with charged Mega Buster shots. After you beat him, you'll cross a pit, then make sure to stop at the next one.

BEAT [M] PLATE

This one can be a bit tricky to get. You have to time your jump so you hit the gravity reverser so it flips you up and into the plate. It takes a bit of practice, but if you study how the reverser is situated, it won't be too hard.

After grabbing the plate, continue heading to the right, destroying the ball-droppers in your path. At the end, climb the ladder into the next room and hang off the top (bottom?) rung and shoot each of the flying Suzies as they come at you. When both are gone, you can fall up to the ceiling, hop over the spike pit, and fall off the left side, but curve your fall to the right so you don't hit the spike trap above you. Once up top, cross to the next reverser, drop down and kill the Sidewalker, then head through the boss gate.

BOSS BATTLE: GRAVITY MAN

Gravity Man takes a little bit of getting used to, but once you have his pattern down, he is pretty easy. Study his attack patterns and what you have to do to avoid them, and you'll come out on top.

1. GRAVITY REVERSE: Gravity Man spends the battle opposite of you (if you are on the bottom, he is on the top). When he uses this, the two of you switch.
2. COLLISION: He attempts to use Gravity Reverse when you are opposite him, so he can try to hit you during the switch. Hold Left or Right to curve your fall to avoid getting struck.
3. ARM CANNON: He'll supplement with regular Buster fire, though his shots will travel diagonally.

The best weapon is the charged Mega Buster, since the Star Crash travels

somewhat slowly. That being said, the Star Crash will inflict more damage, so if you get the timing down, use it. The trick is to time your shot so it hits him as the two of you meet in the air. Other than that, just keep running along the floor or ceiling to avoid his Arm Cannon fire and make sure you don't collide with him, and you'll win.

Gravity Man's destruction rewards you with the GRAVITY HOLD. Now return to the Stage Select and take on Gyro Man's stage.

6D: GYRO MAN'S STAGE

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As you might imagine, this is quite an aerial stage. As you start, head to the right and you'll start going up an elevator. Dodge the enemies until you reach the top, then head to the right across some platforms while dealing with some shielded robots that lift their shields to fire at you. Miscellaneous floating enemies also interfere with you here as well. Climb up the ladder at the end and maneuver your way to the next two ladders and head on up to the next upper level. Up here, deal with some giant chickens that spout out miniature chickens you can shoot for powerups. Defeat them and cross a section with rotating platforms that move about. Climb the ladders at the top until you reach solid ground again. When you reach the split, take the top path and eliminate the cannons, then climb the ladder to reach another Clomper Stomper. Destroy it and head up the next ladder. Move a little to the right to trigger three bomb-dropping robots to come after you, then shoot them with the Mega Buster. Now comes the fun part. Jump out onto the fragile bridge and quickly start moving across.

BEAT [A] PLATE

To get this, you need to be quick so that you (a) don't fall in the pit and (b) the enemies above don't get you. The plate is situated under some collapsing blocks; slide under the robots and as you drop down, immediately jump back up after grabbing the plate to land back on solid ground. Then race for the real solid ground before more blocks start dropping. This takes a lot of practice, and you'll probably end up losing a life in order to get this.

After you get the plate, quickly get to the other, safer side to the right. Head one room over to reach the final challenge of this level. This section has spike-lined floors and ceilings that you must dodge while the tower collapses. The best advice is to jump just as you see the ledge you need to get to come in range, then quickly get to the next ledge and repeat until you get to the very top. Safely make it out and head to the right some more. Destroy a floating cannon enemy, then nimbly hop across the narrow ledges until you can drop down to the boss gate.

BOSS BATTLE: GYRO MAN

As you might expect, Gyro Man spends his time in the air (or rather, in the clouds obscuring his lair). For this reason, it is important to know his attack pattern and how to defend against them so you can beat him.

1. FLYING: He'll fly into the air and hide behind the clouds, then come down on top of you.
2. GYRO ATTACK: He will fire Gyro Attacks from the sky and change their trajectory to hit you.

You can bring him down to earth using the Gravity Hold, but be careful, because your WE is directly proportional to his LE - in other words, you only have enough to kill him, so don't waste any shots. As soon as the battle starts, use the Gravity Hold to bring him down, then wait until he begins

to fly again - this usually occurs in three second intervals. If he manages to get off some of his Gyro Attack blades, simply jump over them, or otherwise dodge them as they can change direction. If you do happen to run out of WE, you'll just have to avoid his attacks and wait for a clear opportunity to present itself before attacking.

Gyro Man's destruction rewards you with his GYRO ATTACK, as well as the RUSH JET ADAPTER. Return to the Stage Select and head next to Crystal Man's stage.

6E: CRYSTAL MAN'S STAGE

Crystal Man's stage is a little bit on the short side, but it's pretty hazardous. As you start off, head right while tackling the red bouncer robots, then drop down the few tunnels to the bottom where you find more of the red robots. Defeat them and move on to a more difficult section with chutes that drop out crystals. The trick to master here is jumping immediately after each chute drops a crystal - or else you might get hit mid-jump and get knocked into a pit. Cross this beast of a section and climb the ladder to find Eddie again. Have him toss you a gift, and move on up to the next level. Here, leap from platform to platform dealing with more crystal chutes and Crystal Joes as you progress. Get to the next ladder, climb it, and shoot the large enemy on the spike pit, then ride the rotating platform diagonally to the ladder at the left. Climb up and cross another enemy-filled section before dropping down another short pit. Hold right while falling off the next ledge to grab an ENERGY TANK, then go down some more to find a MEGA TANK on the upper level - use Rush Coil to get yourself up there. Defeat the rat enemies on the other side, then work downwards, but stop before the large gap.

BEAT [V] PLATE

As you fall down the long shaft, hold Left after you pass the first part of the spiked towers. As long as you continue holding Left down, you'll collide with the Plate as you continue falling.

After grabbing the plate, drop down another level and deal with another giant Clomper Stomper (fire charged shots at it from your high vantage point) and you'll then be able to reach the boss gate.

BOSS BATTLE: CRYSTAL MAN

Crystal Man is probably the most difficult of the first eight Robot Masters because of his ricochet attacks and erratic jumping. It is entirely possible to dodge these, but very difficult. Study his attacks, how to defend against them, and you'll be able to win.

1. JUMPING: He stays in the air most of the time, and if he does land, it's only to fire a different attack. Stay on the move and slide under him.
2. CRYSTAL EYE: When his body glows, he's aiming a Crystal Eye at you. He will generate four small crystals and they will rebound around the room.
3. ARM CANNON: He will supplement his regular attacks with Buster shots. You need to stay on the offensive here. Use the Gyro Attack liberally and switch its direction mid-air to hit him instead of just trying to aim. This takes too long and leaves you open to attack. Slide under the Crystal Eyes, jump his Buster fire, and slide away if he gets too close for comfort.

After Crystal Man has crumbled, you'll gain the CRYSTAL EYE. Now return to the Stage Select and head next for Napalm Man's stage.

6F: NAPALM MAN'S STAGE

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Napalm Man's jungle stage can seem quite long, but it's mostly due in part to the multiple annoying enemies you find. As you start off, you'll deal with some rather mean tiger robots. Shoot them with charged shots and move on. Drop down at the end and engage some more tigers, then fall down and head down the long hallway, shooting fully-charged shots at the spiked wheels that come roaring down this tunnel. Right before the screen stops scrolling, stop and let another one roll onto the screen before trying to proceed, otherwise you'll get mysteriously killed as you switch rooms. Climb up the ladder at the top and head left through a hidden passage to an ENERGY TANK, then go back right and across the waterfall segments, battling the Copter Joes as they appear. Get to the ladder at the end for Eddie to appear, then head back topside. Up here, head right until you reach the big red machine. Stay on the pedestal and fire charged shots to defeat it, then carefully leap to safe ground. Keep heading right, but stop before dropping down.

BEAT [N] PLATE

It's more or less in plain sight as you finish crossing the spike pits. Drop down off the ledge and hold Left to drop into the small alcove where the plate sits.

After you have the Plate, finish dropping down to reach the core of Napalm Man's base. Maneuver through here, and stop once you get to the bottom floor. This next part is full of missiles from Star Man's stage; try to avoid the shrapnel from them like the plague. Once past them, drop down some more, avoid a couple more missiles, and head into the last room where you have to contend with giant missiles flying vertically out of the pits. Avoid them and you'll reach the boss gate.

BOSS BATTLE: NAPALM MAN

Napalm Man has a pretty standard pattern, but his attacks come fast and can be a bit difficult to defend against. For best results, memorize his attack pattern and be ready to counterattack.

1. BALLISTIC MISSILES: He will fire these in groups, high and low. Jump or slide around them to avoid being hit.
2. NAPALM BOMB: He will toss two Napalm Bombs at you, both of which bounce and then explode. Jump to avoid the explosion, if possible.
3. JUMPING: After he fires his Napalm Bombs, he'll start making large leaps to the other side of the room trying to cut you off.

For the most part, Napalm Man sticks to the right-hand side of the screen, firing his missiles and Napalm Bombs at you. You can alternately slide or jump the missile attack, and jump over the Napalm attack since it rolls and has a rather large blast radius. Use the Crystal Eye and try to score direct hits whenever possible, but if he gets hit by the miniature ones ricocheting off the walls, that's good too. This may take practice, but you will beat him.

Napalm Man's destruction gives you the NAPALM BOMB. Return to the Stage Select and head to Stone Man's stage.

6G: STONE MAN'S STAGE

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As you start off to the right, you'll encounter a peculiar new breed of Met-tool, one that creates three offspring when it gets shot. Destroy the mini-Mets and continue on through the stone caves until you reach a section with two ladders.

BEAT [G] PLATE

This one is actually hidden from view. Shoot the lower right part of the rock wall to reveal a hidden passage into a room containing the plate.

Climb the two ladders and proceed to the right while eliminating the various enemies in your path. The floor rats and ceiling floaters are your biggest worry. Continue heading to the right and up the ladder until you get back outside. As you head to the right this time, some floating enemies similar to ones in Gyro Man's stage will attack you. Destroy them with charged shots, and eliminate the shield robots as well. At the end of this section, climb up the ladder and use Rush Coil to bounce you to a hidden passage in the wall to grab a 1-Up. Drop down and proceed to the right; ride the hovering platform down to the ledge, then head right and jump on the next one. Ride this one and hop to the next as it gets in range, then time your jump off this one as it heads to the left so you grab the ENERGY TANK, then move on back to the right. Climb the ladder and let Eddie give you his present. If you need LE or WE, shoot part of the right wall out to find large refill capsules, then climb the ladder and head across one final platforming segment with some more floating robots, cannons, and Mettools to reach the boss gate.

BOSS BATTLE: STONE MAN

Stone Man is sort of a pain. He'll spend a great deal of the battle in his "crumbled" state, which renders him invincible. The rest of the time he's jumping over and over again. Study his attacks, though, and you'll be able to handle him.

1. JUMPING: He does this for most of the fight. He jumps a total of three times; on the third, he'll slam into the ground and crumble.
2. POWER STONE: His only other move is to create a whirling array of rocks that fill the screen. You probably won't get hit by this, but try to dodge either way.

He'll start off the battle by jumping across the screen - slide or run to get out of his way, then jump as he impacts so he doesn't stun you. Turn around and lay a few Napalm Bombs at his feet so they blow up just as he reforms. Should you run out of WE, you can still finish off the battle with your Mega Buster. Take your time and strike only when you have an opening.

Stone Man's demise gives rewards you with the POWER STONE. Return to the Stage Select and head to the final Robot Master, Charge Man.

6H: CHARGE MAN'S STAGE

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This short stage takes place in a trainyard, and part of it on the train itself. Your first enemy to deal with is a red flying one that drops bombs. Just slide under it to avoid it, and get to the ladder at the end to reach the train part of the stage. The next few parts are simple, just head to the right while taking out the MetTrains that come charging at you. As you reach the end, drop down the pitfall to reach the inside of the train. You'll face more ground rats and some huge chickens that you fought back in Gyro Man's stage, but they're nothing you can't handle by this point. Right after you get past the second low bridge area, look above you.

BEAT [A] PLATE

This is in plain view after the aforementioned low drop. Use Rush Coil to bounce yourself up to grab it. If you've grabbed all of the other plates, you will now have BEAT available when you go to the subscreen.

After you get the Circuit Plate, climb the ladder and head back outside. Deal with some more annoying MetTrains in this segment and just head to the end to drop down in front of the boss gate.

BOSS BATTLE: CHARGE MAN

Charge Man is very irritating, and the weapon he does the most damage to him is almost impossible to hit with. Study his attack patterns, plan on using the Mega Buster, and you'll be able to come out on top.

1. FALLING ROCKS: He will toot his horn, blow some steam (...cute), and then three red fiery rocks will fall from the ceiling. Stand in between them to avoid being hit.
2. CHARGE: After the rocks, he will charge across the screen at you. Jumping over him is a bit difficult because he's larger than other Robot Masters. He's invincible during this move.
3. HYPER CHARGE: After 50% of his LE has been depleted, he'll sometimes turn red and charge at you faster.

Charge Man forces you to stay on the defensive, since he's pretty much always either charging at you or following you. Keep running away from him, and jump over him when he's getting too close. Your weapon of choice is the Power Stone, but good luck trying to hit with it. Use the Mega Buster instead, and fire only when he's walking after you; the rest of the time he's likely to be invincible, about to charge at you.

Conquering Charge Man gives you his CHARGE KICK, and completes the eight Robot Masters. Make sure you have Beat, enough extra lives, and nine Energy Tanks. Once you select to go to the Proto Man Fortress, you have to finish the game without taking a break.

6I: PROTO MAN FORTRESS, STAGE 1

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The opening of Proto Man's stage is a hazardous one, filled with pits and those oh-so-annoying tigers from Napalm Man's stage. Take care of them the same way you did there and make your way to the ladder at the far right. Climb up the ladder and slide under those robots that drop as you go under them. Head through the next section involving some platforms (the Super Arrow is good to use as a stepping stone here, but I usually use the Rush Jet so I can save energy). At the end, use Rush Coil to bounce yourself up to the ladder and head upwards. Use your Mega Buster to take out the enemies here, and head through this area as well, continuing to destroy the enemies that come flying at you. Keep heading through this area until you reach a large spike pit. Use the Rush Jet to cross this section, then take the upper path when it branches. Take this path to the end and drop down the pit there and proceed right to face one of those beam walkers from Star Man's stage. Take it out and move on; after climbing the ladder, you'll have to deal with a set of those vanishing blocks. If you're good, you can simply use Rush Jet to maneuver through the middle once you've identified the pattern - and then use the Super Arrow to boost yourself up to the ladders. Complete this for the next two sections, and you'll find yourself in the final section of this harrowing level. Deal with the robots that race at you and the ones that annoyingly enough orbit you and make your way to the boss gate at the end.

BOSS BATTLE: DARK SENTINEL I

As the first of three Dark Sentinels, this one is by far the easiest to take out. It will start at the right-hand side of the room and roll on its tank treads towards you. As you inflict damage on it, it will get faster. This means towards the end, you will definitely be jumping more than you have opportunities to hit. The best weapon to use is the Water Wave, so

keep them going at the Sentinel while avoiding its roving pattern and Buster fire, and you'll eventually prevail. If you have to use an Energy Tank here, go ahead - you can get more later.

Defeating the Tank Sentinel advances you to the second area of Proto Man Fortress. Try to save Energy Tanks for boss fights only, as there aren't a lot found in the stages.

6J: PROTO MAN FORTRESS, STAGE 2

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Start off in this stage by climbing either of the ladders while avoiding the track robots. Defeat/avoid the two Sniper Joes on your way up. Once at the top, use the Rush Coil or the Super Arrow to give you the necessary height to clear the obstacle in your path. Here, you'll have to deal with the MetTrains from Charge Man's stage, so put your frustration aside and take them out. After you make it through here, jump down the pit at the end to reach what I consider the hardest part of this level. Here you have to jump from conveyor belt to conveyor (which are constantly moving) while avoiding the track robots and any other enemies that might come flying at you. It's a good idea to use Beat here so you can concentrate on jumping and dodging, but use whatever works. Make it through here and congratulate yourself, for it gets slightly easier from here. Deal with the three Crystal Joes here and climb the ladder at the top, then head to the right until you see three layers of platforming. Slide under the bottom one to gain an ENERGY TANK, but get back out before you hit the spikes. Now take the top route, drop down between the spikes and follow the very straightforward remainder of the path to the boss gate.

BOSS BATTLE: DARK SENTINEL II

The Crystal Eye is your best option here, aside from the charged Mega Buster. Your inability to hold a charge when struck, however, can limit the effectiveness of the Buster. This Dark Sentinel doesn't seem to jump much either, but he does have a rotating shield around him that tends to block most attacks. Like the Tank version, he will drastically increase in speed in relation to the damage he takes, but the Crystal Eye takes so much away that all you need to do is really jump over him and time your shots so that they don't reflect. Although, I can't really say I recall a time when my Crystal Eye shots *didn't* connect. Keep up the pace and this Sentinel will also fall.

Defeating the Shield Sentinel advances you to the second area of Proto Man Fortress. Remember, try to save Energy Tanks for boss fights only. You'll probably need them for the next two battles.

6K: PROTO MAN FORTRESS, STAGE 3

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This stage takes place mostly outdoors. From the start, head to the right to engage some Copter Joes. Take them out and cross the platforms through this area to the other side. Climb the ladder and just proceed on through the next couple of vertical and horizontal sections. Once you get back outside, walk to the edge and you'll have to contend with a SUPER MARIO BROS. 3-style moving block puzzle. Before triggering it, stand at the ladder and use Rush Jet to fly to the upper right to grab an ENERGY TANK, then drop onto the moving puzzle as it makes its way to the right. You can use Rush Jet to fly all the way to the other side if you wish, though. At the end, go down the ladder and prepare for another Clomper Stomper fight (you can avoid this one by sliding past him), then hop over the pit and climb the next ladder to find another Clomper Stomper - stay on the ladder and use Beat to attack it, then head

over and claim another ENERGY TANK. Climb up the ladder, stay on the upper-most ledge and use Rush Jet to fly across the last large pit (or take on the second moving block puzzle; it's up to you) to reach the boss gate.

BOSS BATTLE: DARK SENTINEL III

The third Dark Sentinel variation is by far the toughest one. This one employs high jumping attacks and a special cannon that fires stun rings at you, in addition to regular Buster attacks that fan out across the room. If you get hit by the rings, you'll be frozen and the Sentinel will take the opportunity to ram into you. The best method of beating him is to use the Gyro Attack and utilize the same strategy you used for Crystal Man to change the blades' direction in mid-air. Just jump over the rings when you can, slide to avoid the bullet spreads, and keep on the offensive to beat him. Odds are you will need at least one Energy Tank in this fight, so don't be afraid to use one.

Defeating the Stun Sentinel will advance you to the final area of Proto Man Fortress. You will need at least a few Energy Tanks in reserve, as the next battle can be quite damaging.

6L: PROTO MAN FORTRESS, STAGE 4

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This last section of Proto Man Fortress is rather unique. Your goal is to reach the top by knocking out rows of bricks. Shoot the brown blocks to make the castle layers fall, but be mindful of what you are shooting and make sure that you don't trap yourself. Also keep in mind that there are times you'll have to shoot and slide quickly to make it into certain areas. Anyway, once you reach the top, head through the boss gate.

BOSS BATTLE: PROTO MAN

Mega Man will advance to take on Proto Man, but gets knocked backwards by a single shot of death. But... wait.

The REAL Proto Man shows up, probably a bit ticked that he's been framed. He sticks around long enough only to expose the fake as another Dark Sentinel-style robot, and then leaves you with an ENERGY TANK.

BOSS BATTLE: DARK MAN

This battle is hard, no two ways about it. Dark Man is a powered-up version of the Shield-carrying Sentinel, but this time he can fire those shields out horizontally and inflict quite a bit of damage. You should use the Mega Buster as no other weapons can accurately penetrate his shield, along with Beat. Beat will fly in and attack, leaving you free to fire your Buster and avoid his other attacks. When Beat runs out of WE, switch back to the Mega Buster and finish him off. The only real problem lies in how much damage Dark Man can inflict on you, so having extra Energy Tanks here is a real necessity. As long as you can outlast him, you'll be fine.

Dark Man is defeated, and... wait. No... no way! Dr. Wily is behind the madness again? Okay, okay, you got us. There is NO way anyone saw that coming. Anyway, the mean old doctor, having framed Proto Man for his betrayal in the incident with Dr. Cossack, is a little surprised that you beat his Dark Man robot (but not too surprised, because obviously he built a new castle and everything). Once Wily's speech is complete, you'll follow him to the final levels.

6M: SKULL CASTLE-5, STAGE 1

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Grab the ENERGY TANK given to you at the start, and start heading down. This first part of the level is a straight vertical fall similar to the one in Crystal Man's stage. For the first part, stay to the left, and once you get past the middle platform, move to the right to land on solid ground at the bottom. Head to the right, then climb the ladder at the end. Fight your way through the enemies until you reach the long hallway with spinning wheels. Carefully make it through here, being sure not to jump too high due to the spiked ceiling. Get past here, climb the next two ladders and maneuver across a jumping segment filled with more spinning wheels. If you have the room to move, you can try using Rush Jet to get past parts of it easier. Get through it to find a trash compactor area similar to Dust Man's from MEGA MAN 4. Slide past the pistons, shoot the junk out of the way, and move only when it is safe to do so, then finish off this level by climbing the ladders at the end and jump over the spike traps to reach the boss gate.

BOSS BATTLE: TOWER MECH

This boss is pretty straightforward. You only need to worry about bouncing spheres or occasional energy bullets as you work on defeating this one. Shoot the lower platform and leap onto it when it flies out, then shoot the upper one and do the same so you can be at head level with this boss, and hit it in the face with the Crystal Eye to inflict major damage. Drop down and avoid any attacks it is using, then repeat over and over until you have destroyed it.

Surviving this battle advances you to the second area of Skull Castle. Remember, try to keep your Energy Tanks as a last option. There aren't too many scattered through these levels.

6N: SKULL CASTLE-5, STAGE 2

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As you start heading to the right, you'll ascend a giant staircase and reach a section that looks very difficult to get past. There are two pretty big spike pits that you must pass, so use Rush Jet to get past them, then fall down the tunnel at the end. Drop down into the water below and use the spinning wheels to cross to a suspended ledge. Move to the right edge, and activate Rush Jet again to sail through the next complicated set of spinning wheels, and let him carry you to the other side safely. Climb up the ladders and exit back to dry ground where you'll face some more standard enemies. Defeat them while being careful of the scattered traps and wind your way to the next ladder. Climb it to find a green version of the Clomper Stomper. Defeat it by holding onto the ladder and firing the Gyro Attack vertically, then carefully position yourself to fire a Super Arrow and ride it across the spike pit. Stick to the wall and climb it with more Super Arrows to reach the ladder above you. Climb it and you'll find another Clomper Stomper. Slide to the right so it can't jump down and hit you, and defeat it with the Gyro Blade. Once it's out of the way, you'll reach the boss gate.

BOSS BATTLE: RING MECH

This flying boss is somewhat complicated, and you may need an Energy Tank to get past it because the ratio of you causing damage to getting hit is pretty low. This robot flies around mostly in a figure-8 pattern of sorts, and occasionally opens the flaps on its sides to fire energy orbs. You need to hit the machine in the eyes while the flaps are open with the Gyro Attack in order to inflict damage. Try to stay on the ground for a bit so that

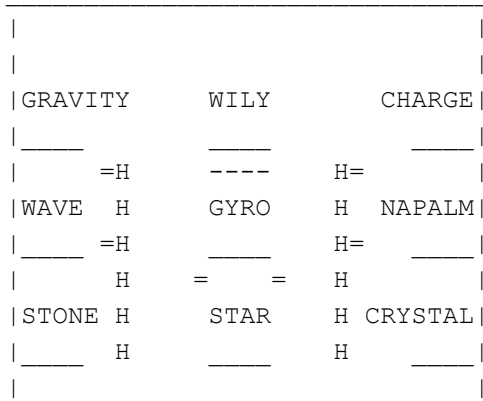
you're not being battered constantly, and only leap up to the platforms when you have a clear shot. Try firing the Gyro Attack vertically, then changing its direction to horizontal for a slightly easier time.

Surviving this battle advances you to the third area of Skull Castle. Remember, try to keep your Energy Tanks as a last option. There aren't too many scattered through these levels.

6O: SKULL CASTLE-5, STAGE 3

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This stage is incredibly short, but it IS only the Robot Master rematch area. Head to the right and use the cannon robot to refill WE by making it respawn. Once you're full, enter the portal to reach the room where you'll re-fight the Robot Masters. Below is the approximate layout; the ---- indicates a ledge, the = are platforms, and the H's make up the two ladders.



After every rematch with a Robot Master, you'll receive a large LE refill. The last forms of Dr. Wily aren't exactly difficult, so if you find yourself using Energy Tanks here, don't worry too much. Once you have defeated all eight, a ninth portal will appear at the top middle to take you to the first battle with Dr. Wily.

BOSS BATTLE: WILY FLYER

Usually the first form of Dr. Wily is easy anyway, but this goes beyond normal conventions. He has no attacks whatsoever except for his stomping maneuver, and this is so easy to avoid that it's funny. He hovers from left to right, so stand to the edge of the spike pit and wait for him to settle on a location to land. If you have room to slide to the left, do so. If you don't, then just jump over the spike trap to the right. When he comes down to your level (or... is the ground coming up? I don't know), fire a charged Mega Buster shot to his head. Keep doing this until he's been defeated.

Finishing this area advances you to the last area of Skull Castle. This final area will take you to the last battle against Dr. Wily. Make sure you have a couple of Energy Tanks or a Mega Tank in reserve, just in case things don't go your way.

6P: SKULL CASTLE-5, STAGE 4

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The final stage is pretty short as well. Here, you'll want to keep your Mega Buster charged throughout, and take out the beam walker when you come to it. At the end of the hall, you'll encounter a pit. Fall down this long descent and head through yet another long corridor. Destroy the second beam walker and head to the boss gate for the final battle against Dr. Wily.

BOSS BATTLE: WILY MACHINE-5

The Wily Machine-5 is a large rolling tank. As he moves around, he'll launch missiles, energy orbs, and bouncing spheres trying to hit you. Avoid these by sliding under his missiles, and jump to avoid the other attacks while firing charged Mega Buster blasts at the eyes of the giant skull. You'll probably take some damage here, but it shouldn't be too much of a concern; if you have at least four Energy Tanks left, then you won't have any problems at all.

The destruction of Wily's machine, as always, leads to the final battle. Get ready for more of the same thing you've faced over and over.

BOSS BATTLE: WILY SHIP

Like most of his ship forms, this is pretty standard fare. In fact, it's very similar to the final battle from MEGA MAN 4, except that there is no flashing light animation this time. Dr. Wily will disappear and reappear at random, firing energy orbs at you and others that spiral out around the room. Switch to Beat and have him attack Wily while you focus on dodging his energy orb attacks. Beat can sometimes attack twice per appearance, and as a bonus, he will sometimes "track" Wily when he's invisible and fly to where he'll show up. Eventually Beat will run out of WE, so hopefully you have that Mega Tank still in your inventory. Use it to refill your LE and WE, and begin using Beat again to finish this battle once and for all.

Dr. Wily is defeated... again. This time he takes off running, and Mega Man is hot on his heels. At the end, you'll find Dr. Light's cage, and Wily begins begging, as usual. But the castle begins to explode, throwing Wily into a panic. As the roof collapses, Mega Man holds it up... and Wily uses this moment to escape. Proto Man doesn't show up, but he does help you escape at the last second. As Skull Castle crumbles to the ground, Mega Man and Dr. Light watch Wily escape in his saucer, and Proto Man fades from the background. Well, another day, another battle with Wily. Time to head home for some coffee.

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== 7. ITEM LOCATIONS:

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All of the game's items are individually listed within the walkthrough segments themselves, but here is an abbreviated listing of the items for quick reference purposes, separated by each item's category.

POWER-UP ITEMS

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1. SUPER ARROW

You'll earn this by defeating STAR MAN.

RUSH & BEAT ADAPTERS

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1. RUSH JET

You'll earn this by defeating GYRO MAN.

2. BEAT

Beat is unlocked by acquiring the Beat Plates from all eight Robot Master stages. See the stage walkthroughs for individual locations.

SPECIAL ITEMS

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1. BEAT PARTS

There are eight plates: [M], [E], [G], [A], [M], [A], [N], and [V] that need to be collected in order to activate Beat.

- [M] PLATE

Get this in GRAVITY MAN's stage. See the walkthrough for more info.

- [E] PLATE

Get this in WAVE MAN's stage. See the walkthrough for more info.

- [G] PLATE

Get this in STONE MAN's stage. See the walkthrough for more info.

- [A] PLATE

Get this in GYRO MAN's stage. See the walkthrough for more info.

- [M] PLATE

Get this in STAR MAN's stage. See the walkthrough for more info.

- [A] PLATE

Get this in CHARGE MAN's stage. See the walkthrough for more info.

- [N] PLATE

Get this in NAPALM MAN's stage. See the walkthrough for more info.

- [V] PLATE

Get this in CRYSTAL MAN's stage. See the walkthrough for more info.

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== 8. SECRETS AND TIPS:

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MEGA MAN 5 has a few things here and there that count as extras in the game. There aren't a lot, but they're worth checking out.

1. EASY EXTRA LIVES

Need spare 1-Ups? Use a Mega Tank when your LE and all WE is full, and any enemy on the screen when you return will have been turned into extra life icons.

2. SUPER ARROW TRICKS

Experiment with the Super Arrow, because you can use it as more than just a tool to ride on. Stack them as ledges or stairs and you can bypass areas that would usually require Rush Coil or Rush Jet. Another interesting feature of this item is that if you fire your last one, it won't stop when WE is depleted; rather, it will keep flying until it hits a solid object.

3. FINAL PASSWORD

Like all games since MEGA MAN 4, the best password in the game will take you as far as defeating the eight Robot Masters. This password will give you Beat, but you'll have to collect Energy Tanks on your own, as the game does not save them in a password.

RED: C1 / D4 / F6

BLUE: B4 / D6 / F1

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== 9. LEGAL:

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