

Mega Man 5 FAQ/Walkthrough

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----- [MEGAMAN 5] -----
-----[by Ice Queen Zero]-----
----- [Nintendo Entertainment System]-----

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INTRODUCTION

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The fifth game of this series. This game introduces Megaman's pet bird, Beat. To get Beat, you must collect all the letters that spell MEGAMANV located one at a time in each different boss stage. If you are playing the Japanese version of the game then you are collecting the letters that spell out ROCKMAN5 instead since he is called Rockman in Japan.

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STORY

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Eight Robots have appeared and started causing chaos all over the city. If that wasn't bad enough, Dr. Light has just been kidnapped. On the way, to reach Dr. Light, Megaman spots a clue of who the kidnapper is. The kidnapper is none other than.....PROTOMAN!!? WTF!!?

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CONTROLS

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Buster Shot and most weapons: press B

Jump: Press A

Charge Shot: Hold B then release when at level 1, 2, or 3

Climb ladders: Up or Down when overlapping one to grab then use up or down to climb.

Slide: Hold down and press A

Charge Kick: Hold down and press A (Slide) when equipped

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ITEMS

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Life up

Small one gives 2 bars of life and the big one gives 10 bars.

Weapon up

Same as above except for weapons.

1-up

Extra life.

Energy Tank

A cylinder with an E on it. When low on energy, use it to fill yourself back up
You can hold up to 9 E-tanks.

Weapon Tank

A cylinder with an M on it. Refills all your weapon energy.

Letters

These are found in each of the robot masters' stages. Collect all 8 to spell
MEGAMANV/ROCKMAN5 and now you will have a brand new ally: a bird named Beat.
Here is how to get them.

M/R - Gravityman's stage. No explanation, it's in plain view on the path

E/O - Waveman's stage. While on the Jet Ski, keep an eye out for the E/O and
jump to get it.

G/C - Stoneman's stage. There is a point where you shoot at a wall to break
away some blocks. When you do so, slide to the right and get the G/C.

A/K - Gyroman's stage. Another plain sight letter, Be sure to jump quickly

M - Starman's stage. Ditto.

A - Chargeman's stage. Ditto again.

N - Napalmman's stage. Fall and steer left when you see it.

V/5 - As you fall in one point of the stage, hang left to get it.

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ENEMIES - MM5

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'Rounder

A flying eye enemy that circles around Megaman to interfere with his shots.
They only appear in pairs near the end of the first Protoman level prior to
fighting Darkman I.

Apache Joe

They fly around in helicopters and shoot a fireball towards Megaman.

Asteroid

Not really an enemy but they are obstacles that appear during the first part of
Starman's stage and they try to crash into Megaman.

B Bitter

When Megaman approaches, this cannon will pop up and shoot at him.

Bomb Thrower

Launches bombs at an arch towards Megaman.

Bombya

A flying robot that drops bombs on Megaman.

Bounder

When Megaman gets close, it will fall and bounce on its chin and fire three bullets

Camon

An enemy that rides towards Megaman on one wheel.

Cocco

A henbot that produces Walking Eggs to send at Megaman

Dachon

Found in Starman's stage. It walks back and forth as it fires in multiple directions

Daidain

Not an enemy but a platform Megaman rides then drops when it reaches the end of its course

Fujin

Just some sweeper bot that fires missiles in 2 directions

Geary

A rolling spike that moves along the surfaces.

Graviton

Appears in Gravityman's stage and drops acid balls.

Hirarian 427

It walks towards Megaman and explodes on impact with the wall or Megaman.

Iron Balln

A ball-and-chain obstacle that moves back and forth. The chain will not harm Megaman.

Irukarn

Dolphin robots that appear in Waveman's stage during the jetski area. They will try to dive on Megaman. Sometimes they will appear in packs.

Jet Bomb

When shot, it splits into 3 pieces and continues to attack.

Kouker Q

Flys forward. When above Megaman, it will drop down spike first on him.

Lyric

Similar to the Telly from Megaman 2, it spins towards Megaman and try to crash into him.

Metall Houdai

When its eyes are showing, it shoots a large projectile at Megaman.

Metall K1000

It rides a train and shoots in a 3-way pattern before charging.

Metall Mommy

It is accompanied by Minimets. When killed the Minimets split off.

Mizzile

Much like the UpnDowns from Megaman 4, they pop out of pits in an attempt to knock Megaman into the pit as he hops over the gap.

Mousuberu

A mouse robot that runs back and forth.

New Shield Attacker

Appears in Crystalman's stage. A Shield Attacker with a new type of armor.

Nobeeta

They walk around then extend themselves open then twist themselves closed.

Octoper OA

The midboss of Waveman's stage. It appears during the jetski area and rises up and down as it shoots a wide ball of energy at Megaman. Aim at the green square on its forehead.

Pukaperry

It will fly a small distance, stop and show its eyes then try to fly in the current spot where Megaman is.

Pukapucker

It's like Crazy Razy for Megaman 1. You must kill the top half to destroy or it will attack you if you kill the bottom half first.

Power Massler

It rockets from the ground and tries to stomp Megaman.

Renbakun

When Megaman runs under it, it will drop bombs on him.

Rider Joe

Appears in the jetski area, it will shoot at Megaman or crash into his jetski.

Rock Thrower

Appears in Stoneman's stage. Like Bomb Throw only it tosses rocks instead.

Rolling Drill

Appears in Napalmmman's stage and can kill him upon touching him with the drills

Space Metall

Rockets towards Megaman's current position.

Suberu

When close, it will recoil and move at Megaman.

Sumatoran

Leaps at Megaman when close. Can be orange or white

Suzy G

It's just an obstacle that appears in Gravityman's stage that flips with you.

Swim Metall

Appears in Wily Stage 2, swims at Megaman when close

Tatebakkan

Protects its face with a shield then moves it aside to shoot a bullet but it will leave itself vulnerable to attack.

Tondeall

Moves back and forth and shoots two bullets

Toss Machine

Just lobs balls at Megaman.

Twin Cannon

Shoots a gumball from the top and a bullet from the bottom.

Turban

Similar to the Batton family except it shoots at Megaman

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A mere obstacle in the jetski area of Waveman's stage.

Walking Egg

They walk towards Megaman after being produced by the Cocco. They hop over any obstacles lower than their jumping height. Otherwise, they will turn the other way if the jump is not high enough.

Yudon

Fires homing missiles at Megaman. Shoot its head to destroy it.

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BOSSES - MM5
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Gravityman (033)

Gravityman can be tricky. You two can never stay on the same level, whenever you are on the ceiling, he's on the floor and vice versa. He will jump around and shoot normal bullets. The best weapon to use is the Star Shield.

Waveman (034)

This guy likes to use sneak attacks. He likes to hop at you and sometimes he'll throw a spear at you. But the sneak attack he uses is sticking his arm into the ground and making a geyser come up in a random spot. Use the Charge Kick to do away with him.

Stoneman (035)

Try to hang in there as much as you can against Stoneman, he jumps around and turns into rubble a lot. He is invincible in rubble form. He will also use an attack called the Power Stone that rotates around the room and gradually spreads. Napalm Bombs are your best weapons against him.

Gyroman (036)

Man does this guy stay in the air a lot. When he's on the ground, he'll shoot normal bullets but on the ground or in the air, he will send a Gyro Blade at you. But what do we have here? Ah! The Gravity Hold! What does this thing do? OMFG! No matter where Gyroman is, he always gets hit by it and there is nothing he can do about.

Starman (037)

Starman has a simple pattern: activate his Star Crash and hop around and shoot his shield at you. Starman thinks he is safe but Waveman says "no way" Not only does Water Waves damage Starman but they can cancel out his shield too.

Chargeman (038)

CHIGGA-CHIGGA-CHIGGA-CHIGGA-CHOO-CHOO! This guy looks like a train engine with legs. That must explain why he makes the CHOO-CHOO sound when he send fireballs to rain down on you. His other attack is when tries to charge into you. Power Stones will put this "little engine that couldn't" out of his misery.

Napalmmman (039)

He fires three missiles in succession then throws a lot of napalms around that have an explosion of an inch radius. The Crystal Eye is a good choice to beat him with.

Crystalman (040)

He moves quickly. His Crystal Eye breaks when it hits the wall and then bounces around the surfaces for a little while. With Gyroman, take Crystalman and shine him on real nicely, avoid his Crystal Eye attacks and stick Gyro Attacks up his candy ass.

Darkman I

He'll just move around trying to charge into you. He is just a waste of space. Use Water Waves on him.

Darkman II

Another Waste of space, he just walks around trying to touch you with his barriers. Crystal Eyes will be his downfall.

Darkman III

Now this guy is tough. I guarantee that you might not beat him the first time unless you're good enough. He'll leap in the air and rain bullets on you and he'll also freeze you and make you turn white. Gyro Attacks are you're best weapon

Darkman IV

This is the fake Protoman before the real one shows up and exposes him. This guy is similar to the Darkman II and III except he won't freeze you but shoot bullets while standing and he'll toss his barriers at you too. You're newest friend Beat will take him out.

Big Pets

Shoot its segments to ride on them then hit it in the head with Crystal Eyes. Watch out for the raining enemies coming down.

Circling Q9

It will fly back and forth in a shaky pattern. It will then swoop down-left, come back up, and swoop down right and return then repeat its pattern. Watch out for the meteors coming from above too. Gyro Attack will due it in.

Dr. Wily Machine 5 Phase 1 and 2

Phase 1: He'll move back and forth trying to get over you then comes down and brings the platform up too. Watch for the spikes in the middle and Mega Bust him when in range.

Phase 2: He'll send a lot of missiles and balls at you. Just avoid them and Mega Bust his Mouth

Dr. Wily Capsule

He'll appear in one spot and drop a ball that goes in two directions and then vanishes and sends a big circle of balls that disappear in the spot he was in. When he's low enough to hit, use the Mega Buster

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WEAPONS

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Gravity Hold

Obtained from Gravityman. Most non bosses will be sent flying into outer space.

Water Wave

Obtained from Waveman. A wave of Geysers scales the floor but can only be used on the ground.

Power Stone

Obtained from Stoneman. Four stones circle the area and gradually expand.

Gyro Attack

Obtained from Gyroman. A blade spins forward and you can control whether it goes up or down.

Star Crash

Obtained from Starman. A shield of stars protects you from harm and you can shoot it at the enemies too.

Charge Kick

Obtained from Chargeman. You use this weapon by sliding into the enemy just like sliding under narrow passages.

Napalm Bomb

Obtained from Napalmman. Toss a bomb up into the air. It will roll around for a second and detonate with a one-inch radius.

Crystal Eye

Obtained from Crystalman. Shoot a big green Crystal and it will split in 3 if it hits the wall.

Rush Coil

You start out with this. This allows you to reach higher places.

Rush Jet

Obtained from Gyroman. You have no horizontal control of Rush in this game. It allows you to fly over large pits.

Super Arrow

Obtained from Starman. Launch a dart that you can use for a temporary platform. You can also ride on top of it to save you energy on the Rush Jet.

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Waveman
Weakness: Charge Kick
Get: Water Wave

Enemies: Octoper OA, Iron Balln, Cog, Rider Joe, V, Irukarn, Twin Cannon.

Head right and watch out for the steam and the Iron Balln. You can jump through the chain part of the Iron Balln. When you see two tubes, jump into the top one

to get the 1-up and drop to the left. Head right and watch out for the Cogs and steam. At the end, take the 4th set of bubbles. These are the big bubbles you can ride on. Ride up one screen and when you are high enough, quickly hop across two little bubbles to the other big bubble on the left. Ride up one screen and when a little bubble shows up, slide onto the bubble then jump to the platform and head right. You are now outside. Run right and you'll automatically jump onto a jet ski.

Watch out for the Vs and Rider Joes. Be also aware of the Rider Joes coming from behind. There are some Irukarns to deal with as well. When the background goes dark, you face an Octoper OA. Aim your shots at the green spot on its forehead and watch out for its shots as well. When you beat it, head right and dodge more Irukarns n' Rider Joes coming from the rear. When you see 2 Irukarns following each other, get ready to get the E/O behind them. Make sure you don't get hit or you'll be too stunned to get it. At the end of the ride, you'll shoot one Twin Cannon dead with a Mega Buster Shot and face Waveman next.

Charge up a shot before you face him. Let go when he fills his energy and the shot will already let loose and hit him. He'll do his Geyser attack, then shoot a spear and jump at you. Always stay close enough to avoid his jumps but far enough to avoid the spear. When he lands, jump or the geyser might get you. Just hang in there and victory is yours. If Waveman was not your first robot then Charge Kicks will work on him.

Starman
Weakness: Water Wave
Get: Star Crash

Enemies: Dachon, Asteroid, Bounder, Space Metall, B Bitter, Jet Bomb, Tondeall, Mizzile, Toss Machine

Seeing how we're in out of space, there is moon gravity in this stage. The height of your jumps depends on how long you hold the B button. Move right and watch out for the asteroids raining down, you will drop down to safety. Kill the Bounder and drop to the lower level and move right and kill the Bounder and B Bitters in the way. Watch out for the spikes above. Drop down and kill the Tondealls and drop down. Slide right and then jump up carefully to get the M and not touch the spikes. Take out the Space Metalls and jump carefully between the floor and ceiling spikes and kill another Space Metall and a B Bitter at the end.

Climb the ladder, kill the B Bitters first with the Mega Buster and carefully jump across the platforms and when you get to the next screen. Shoot the Dachon in the eye to kill it and watch out for its lasers. Run right n' kill the Space Metalls and you'll come across a screen where the floor rises up and down. As you jump, watch out for the Mizziles that try to stunt your jump. There are also Toss Machines that launch bullets at you. At the end, kill the Dachon and enter the gate.

Just stay on the ground when you fight Starman. He will jump around while he is shooting his shield at you. But with the Water Wave, he's dead. The Water Waves can go through his shield and hit him or destroy the shield itself if he was in the air. Poor Starman never had a chance.

Gravityman
Weakness: Star Crash

Get: Gravity Hold

Enemies: Suzy G, B Bitter, Graviton, Pukaperry, Power Massler, Iron Balln,
Nobeeta

This stage changes gravity from time to time. One moment you are on the floor then you are on the ceiling. When you are on the ceiling, the controls stay the same except for the slide and Charge Kick for that matter. Hold Up and press A to slide. Move right and kill the Suzy Gs and the Graviton and drop down. Move left and change gravity and kill the Suzy G and the Nobeeta and keep moving to change gravity again. Move right and kill the Nobeeta and Suzy G and you're back on the ceiling. Jump to the ladder while upside down and climb to the 1-up and kill the Nobeeta if you need to. Drop up, avoid the Iron Balln and keep dropping up.

Make it to the upper level and kill the enemies in the way and move right. At the end, kill the Nobeeta and change gravity to end up on the floor and drop down. Be sure to stay to the right or you'll land on the spikes on the left. Kill the B Bitters as you move right, drop, and kill more B Bitters and a Power Massler. On the next screen, kill the Graviton and the Suzy G and end up on the ceiling. Jump n' fall and quickly change gravity to get the M/R and keep moving right. You'll change gravity and climb up a ladder, avoid the two Pukaperries and drop up and avoid the spikes. Drop to the floor and kill the B Bitter and enter the gate. On the way, you'll be back on the ceiling.

Shoot the Star Crush at the beginning and Gravityman will end up hitting it on the way up. Stay as far away as you can and time your shots to hit him as he changes gravity. He will be down soon.

Gyroman

Weakness: Gravity Hold

Get: Gyro Attack

Enemies: Cog, Cocco, Walking Egg, Kouker Q, Lyric, Power Massler, Pukaperry,
Tondeall, Twin Cannon, Tatebakkan

Move right and the floor will rise, keep moving right after the floor stops. Kill the Tatebakkans and the Pukaperries and climb up the ladder. Avoid the Cogs and climb the ladder. Kill the Lyrics and move right. Take out the Cocco and avoid the walking eggs it sends. Kill more Lyrics and climb the ladder. Avoid the Cog and climb up. Kill the Power Massler and continue up.

Take the upper path and climb the ladder. Move right and watch out for the Kouker Qs. Move across the falling floor quickly. Be sure to get the A/K very carefully by jumping off the moment the block drops. Make it all the way right and the floor will start rising. You have to maneuver through the spikes above so be careful. At the top, move right and kill the Tondealls. Drop down and kill the Twin Cannon and get ready to fight (more like rape) Gyroman.

The Gravity Hold hits him no matter where he is so with all that said....

Gyroman: Officer. WAHHHHHHHHHHH!!! Megaman raped me!

Crystalman

Weakness: Gyro Attack

Get: Crystal Eye

Enemies: Bombya, Crystal Joe, Camon, Mousuberu, New Shield Attacker, Fujin, PukaPucker, Power Massler, Suberu

Move right and kill the PukaPucker. This time his head bounces on his body and if you kill his head you kill the body too. Drop down and kill more PukaPuckers and use Star Crushes to make it safely past the falling diamonds and climb up. Get Eddie's item and continue up. Move right and kill the Crystal Joes with the Mega Busters and switch to Star Crush when you are not sure if you'll make it past the falling diamonds. Climb up and kill the Fujin and take the tram to the ladder and climb up. Kill the Camon and move right. Avoid New Shield Attackers and drop down. Wait for the Bombyas to pass and get the E-Tank.

Drop down 2 screens and move right and Rush Coil to the upper platform and kill the Mousuberu and get the M-Tank. Keep moving and drop down and stay still one screen and steer left on the next to get the V/5. Drop to the lower level and kill the Suberus and keep dropping and stay on the ledge to take care of the Power Massler and head for the gate.

Crystalman sends 4 Crystal Eyes at you and hops around shooting normal shots too. Hit him with 7 Gyro Attacks to get rid of him.

Napalmman
Weakness: Crystal Eye
Get: Napalm Bomb

Enemies: Apache Joe, Bomb Thrower, Jet Bomb, Metall Houdai, Mizzile, Power Massler, Rolling Drill, Sumatoran, Turban, Yudon

Move right and kill the Sumatorans as you go. Drop down, kill another Sumatoran and get the energy-up before dropping down. Kill the Metall Houdai and Turbans and move right. You got to kill each Rolling Drill you come across because they will instantly kill you. Climb up, hold left and hop through the wall to get the E-Tank. Head back out and go right and kill the Apache Joes and climb the ladder and get what Eddie has for you and continue up. Kill all of the Yudons by shooting them in the head then as you fall, hold left and get the N and drop down two screens and head right. Shoot one missile and slide under the next and get ready to shoot at two more missiles before you jump.

Kill the Power Massler and continue past the missile and drop down. Use a slide to safely avoid the spikes and drop down. Kill the Bomb Throwers and watch out for the Mizziles as you make your way to the gate.

Avoid Napalmman's missile fire and the bombs he tosses into the air. Crystal Eyes kills him faster than any other weapon. Sometimes you'll miss and the Crystal Eye will split in 3 and he'll take damage for each piece that hits him as if the whole big Eye hit him.

Stoneman
Weakness: Napalm Bomb
Get: Power Stone

Enemies: Hirarian 427, Lyric, Metall Mommy, Mousuberu, Rock Thrower, Turban, Suberu, Tatebakkan, Daidains

Head right and take out the Metall Mommies as they turn into three tiny Metalls which you have to kill individually then climb up the ladder. Kill the Turbans

and the Metall. Next, kill the Suberu below and shoot at the wall to destroy to fake blocks. Slide right and get the G/C and slide back out. Shoot the Suberus then before you climb the ladder, kill the Metall Mommy. Climb up and kill another Metall and Turban then go right and kill more Turbans as well as Rock Throwers and climb the ladder. Watch out for the Hirarian 427s and more Turbans and Mousuberus. Climb up, take out the Hirarian 427 and climb the ladder.

Now run right and take out the Lyrics and Tatebakkans and climb the ladder. To get the 1-up, use the Rush Coil and hold left at the top and make your way to it. Now get out and head right, take the Daidains to the high platform and kill the Lyrics, then take the 3 Daidains to the ladder. To get the E-Tank, shoot a Super Arrow to the left and ride it to the E-Tank. Now go back to the ladder by and head right to make the Daidains reappear and climb up. Get Eddie's item and there is another false wall to shoot and slide through to the right. You get an energy-up and weapon up. Slide back out and climb the ladder. Kill the Metall Mommies and Lyrics and get ready to fight Stoneman.

Stoneman starts with the Power Stone then jumps around. Sometimes he will turn to rubble and be invincible. Time your Napalm Bombs to hit him as he lands for best results.

Chargeman
Weakness: Power Stone
Get: Charge Kick

Enemies: Bomb Thrower, Cocco, Walking Egg, Lyric, Metal K1000, Mousuberu, Yudon Renbakun, Turban

Kill all the Renbakuns in your path to the ladder and climb up. Head right and time your shots to kill the Metall K1000s when they open their helmets and shoot. You'll face some Lyrics too. When you drop, you'll end up in the cargo area. Keep moving right and move through swarms of Cocos, Turbans and the Mousuberus and get the A on the way to the ladder. Run right and take out the Metall K1000 and Bomb Throwers and drop down. Kill the Yudon and prepare for a tough fight with Chargeman.

Chargeman will charge a lot and send fireballs into the air and rain them down. It's tough to hit Chargeman with Power Stones (though he is weak against them) but the best way to hit him is to stay close or fire when you jump over him when he is walking and not charging. 7 hits is all you need.

Congratulations! Not only do you have all 8 weapons as well as the Super Arrow and Rush Jet but now you have Beat the bird fighting alongside you. He will attack every enemy in sight and he will be useful for the boss fights to come.

Protoman Stage 1
Boss: Darkman I
Weakness: Water Wave
Beat

Enemies: Hirarian 427, Sumatoran, Tondeall, Cog, Rounder, Dachon,

On the way to the ladder, you'll be shooting through Sumatorans and Tondeall. It's a tough journey but you'll make it. Climb up and avoid the Cog and the Hirarian 427 and Rush Coil to the ladder and climb it. Run right and avoid all

enemies or kill them and take the Rush Jet over the spikes and on the platform. Use a Super Arrow to attach to the wall and jump on it and over the wall and continue on. Drop down two screens and kill all enemies in the way and head right and kill the Dachon and climb up the ladder. Now the reappearing and disappearing blocks make their long awaiting appearance. The first pit is easy.

Hop across 3 blocks, wait then hop to the next block on the left and climb up the ladder. The next pit is even easier and yes we'll cheat here. Wait for the next close block that you can jump on to appear then jump right then jump left and all done in 3 blocks. Climb up and slide right and watch out for all the 'Rounders circling you. Kill one and they will leave you alone. The first boss awaits you.

Use Water Waves on this guy. They not only cancel his bullets but damage him in the process too. Easy battle no doubt.

Protoman Stage 2
Boss: Darkman II
Weakness: Crystal Eye
Beat

Enemies: Cog, Metall Mommies, Tatebakkans, Crystal Joe, Bombya, Metall Houdai, Tondeall, Sumatoran, Pukaperry, Metall K1000, Graviton

Avoid the Cogs and climb the ladder on the left since the right one is a dead end. Kill the Tatebakkan and Pukaperries and climb up the ladder. Rush Coil to the platform ahead and kill the Pukaperries ad Metal K1000 and drop down. You'll come across two treadmills and Cog scaling them. Avoid the Cogs and make it to the left and climb down the ladder. Jump across the treadmills quickly and avoid the Bombyas. Climb the ladder and take out 3 Crystal Joes by staying on the ladder with Megaman stooped over and fire when he shoots his crystal.

Climb the ladder and kill the Graviton and Tondealls down the lower path to get the E-Tank and slide back quickly to avoid the spikes and do the same for the net path up and the energy-up. Slide down the top narrow passageway to safely drop down. Use the Rush Jet to get the 1-up then drop down. Kill the Bounders and climb up the ladder. Kill the Metall Houdais and continue climbing and Use Gravity Hold on the Pukaperries then wait for the Sumatoran to jump away and blast him with a Mega Buster shot. Keep moving through the Pukaperries and Sumatorans till you reach the gate.

The second boss is vulnerable to Crystal Eyes. All he does is run at you and nothing more so he should be no problem if you remember to jump over him.

Protoman Stage 3
Boss: Darkman III
Weakness: Gyro Attacker
Beat

Enemies: Suberu, Apache Joe, Hirarian 427, Turban, Tatebakkan, Lyrics, Daidain, Bombya, Metall Houdai, Bounder, Pukaperry, Power Massler, Kouker Q

Shoot throw the Suberus and Apache Joes and climb up the ladder. Kill or avoid the Hirarian 427 and continue climbing then kill the Turbans and Tatebakkans. Run right and kill the Lyrics and take the Daidains to the ladder and climb up and do the same for this screen and climb up. Run right, and avoid the Bombyas

and kill the Metall Houdais and climb up the ladder. Kill the Bounder then Rush Coil to the ladder and climb up. Ride across the blocks through the blocks and Pukaperries and climb down the ladder. Slide under the Power Massler and drop down and go right and avoid the Rocketman and kill the Tatebakkan before the Power Massler catches up to you then jump for it. Make it to the ladder, climb up, kill the Power Massler and get the E-Tank. Climb up the ladder and move through the snake and avoid the Kouker Qs till you get to the gate at the end.

This boss tends to jump at you and shoot you. He also attempts to freeze you with some diamond shaped bullets so steer clear of those. Use Gyro Attacks to take him out.

Protoman Stage 4
Boss: Darkman IV
Weakness: Star Crash
Beat

Enemies: None

This level is too easy. Just clear enough blocks without getting killed by the spikes as the level drops. At the end, just head through the gate to take on Protoman. Say it ain't so, Pro! Protoman will shoot you and a whistle will sound. Protoman and Megaman look back and forth as if confused. The real Protoman appears and Megaman is still looking between the two all confused. The bottom Protoman fires at the one on the top who fires back and reveals the evil Protoman to be a fake. Whew! Thank goodies for that, Protoman will destroy the platform he was on and leave you an L-Tank that refills all your energy. Now get ready to fight Darkman IV.

This boss is similar to the 2nd Protoman boss. The only difference is that he tosses his barrier at you and retracts it. Now is the time to break out Beat. Good luck on this fight. All you got to do is avoid the bullets and the barrier and Beat will do all the work for you. When it is all over, our old enemy Dr. Wily shows up and reveals that his plan to frame Protoman for his crimes have failed when the real Protoman showed up. He then tells you about Dr. Light and that he is held hostage at his castle and dares you to come get him then laughs and flees.

Wily Stage 1
Boss: Big Pets
Weakness: Crystal Eye

Enemies: Toss Machine, Cog, B Bitter, Turban, Metall Houdai, Cocco, Walking Egg

Get the E-Tank and climb down. Fall down the left and land on the platform. Fall off the platform to the left and steer right gradually and land to the right of the spikes. Avoid the Cogs and kill the Toss Machines and climb up the ladder. Kill the B Bitters and Turbans and climb up. Run right and kill the Toss Machines and low jump and run through the treadmills till you climb up the ladder. Kill the Pukaperries with Gravity Hold and Rush Coil up the ladder. Move right through the mini-treadmills and avoid the Cogs and watch out for the ceiling because it rises up and down and there are spots similar to Dustman's stage where you must shoot away blocks to proceed. Kill any Metall Cannons in the way and at the end, kill the Cocco and climb up the ladder. Kill all the B Bitters and Turbans, climb up the ladder and run right and kill the enemies and enter the gate.

Big Pets is weak against Crystal Eyes. Shoot a normal shot at both platforms to use them as stepping stones then hit the boss in the head with Crystal Eye. Watch out for the enemies swerving down. Continue till it is dead.

Wily Stage 2
Boss: Circling Q9
Weakness: Gyro Attacker

Enemies: Hirarian 427, Power Massler, Cocco, Walking Egg, Asteroid, Cog, Swim Metalls, Asteroid

Take out the Hirarian 427s and drop down 2 screens and you'll be in water. Get the E-Tank and go right. Jump on the wheels and avoid the Cogs. You will be fighting through Swim Metalls, climb up and fight more Swim Metalls and climb up some more. Move right and kill the Metalls in the way, drop down, move through all enemies and drop down again and get the Energy-up if needed. Head right, kill the Cocco and climb the ladder. Kill the Power Massler by shooting him as much as you can then finish him with the Star Crush. Climb up and do the same with the next Power Massler or avoid him and enter the gate. Against this boss, he'll move around raining Asteroids on you then swoop left then swoop right. Hit him with Gyro Attacks and he is dead in 7 hits.

Wily Stage 3
Boss: Wily Press
Weakness: Star Crash

Enemies: Twin Cannon, Gravityman, Waveman, Stoneman, Gyroman, Starman, Chargeman, Napalmman, Crystal

Get the E-Tank via Rush Coil and run right. Kill the New Candy Machine and enter the Teleporter. Kill all bosses like before. Use Charge Kick on Waveman. Here is how the bosses appear

Gravity		Charge
Wave	Gyro	Napalm
Stone	Star	Crystal

After you have killed them all, enter the top center capsule to fight Dr. Wily. Avoid the spikes in the middle and charge up your Mega Buster. When he shows his face, be prepared to avoid being flattened as he comes down and makes the floor rise too. After 10 Mega Buster Shots, you win for now. Dr. Wily is getting away. Go get him, Megaman.

Wily Stage 4
Boss: Wily Machine 5
Wily Capsule
Weakness: Super Arrow (WM5)
Beat (WC)

Enemies: Dachon, Twin Cannon

Kill the Dachon, drop and kill the Twin Cannon and drop, kill the Dachon and it is time to face Wily again for the last time until Megaman 6. Avoid his

missiles and balls and rely on the good on Mega Buster for the job. After you beat that part, he will appear in a rocketship and reappear and disappear a lot. When he reappears in a random he will drop a ball that splits in two directions then when he disappears, he will send circling energy balls that gradually squeeze in and disappear then he repeats the pattern. Wait for him to reappear with range then blast him with the Mega Buster. When you win, Wily will run as you give chase. When Wily stops under Dr. Light's cage, he will feign surrender and Megaman grabs Dr. Light. The base will begin to crumble and Wily begins to panic. The ceiling falls but Megaman catches it and Dr. Wily gets away. Just then

Protoman destroys the section of the wall needed for Megaman and Dr. Light to get away and now just enjoy the ending.

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CREDITS

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GameFAQs and others for hosting
You for reading
Capcom for making the game.

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Don't want any email bots.

Thank you for reading

-Ice Queen Zero