Mega Man 5 Walkthrough Final

by Gbness Updated on Jun 17, 2006

	MEGAMAN 5	
	For the Nintendo NES	
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	Date: 07/15/04	
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Let's see... this would make my 23rd FAQ. WHOO I AM GENIUS HEAR ME ROAR LOLOLOL. After recently playing all the Mega Man games (and loving 'em, hear hear) I decided I'd write up for my favorite of all six, Mega Man V, which I also feel to be the most underrated in the series. This is one hell of an incredible game, and since it's so cheap in places like eBay, you really need to pick this little gem up. If you don't have an NES, then download an NES emulator and an ROM for this game. Trust me, you sure as hell won't regret it any time soon.

I have put as much effort as I possibly could into making this a good, detailed read, so here is what you'll read: first of all, there's this boring as hell introduction you're reading. OMG I AM HONORED. Then the legality and contact rules, and then some basics to this thing, showing you how to play this little jewel. After that, in case it's all you're looking for, I'll detail the locations of all eight letters (M, E, G, A, M, A, N, and V). After that is the walkthrough, split into two parts: the robot masters' stages and the walkthrough of Protoman's castle. Afterwards, the password lists, a chart for robots, and my good-byes.

Hope you enjoy this guide, along with the game. Have some fun, my dearest followers. By the way, this will likely be the final version. I needed to update a fatal flaw in the guide, and realized I was overworking my readers. Here's the new guide!

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Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

+----+ | E-Mail Rules | +-----+

I love getting good emails, so you're free to email me with a question any time, but I will not answer questions already answered in this FAQ. I prefer e-mails with good grammar, and subjects with Mega Man <insert whatever here> or I will delete them, sorry. Also, don't send me e-mails about other Mega Man games with a Mega Man 5 subject, if you please. And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?

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"I hope you fall down the stairs and break every bone in your body!"
"u su><0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"
I will laugh at such e-mails and delete them. So... if you're not just playing
a friendly joke on me or something, don't bother with that crap cos I've been
through with it too much. Another thing: don't send me e-mails in any languages
other than English or Spanish. I can read both English and Spanish pretty well,
but I prefer English. Still, I can do Spanish pretty well, so if you absolutely
have to send me an e-mail in Spanish, hola. But if you know English, I want
that. Thank you.
+----+
| IM Rules |
+----+
My AIM list is closed because of everything I need to get, so you'll have to
e-mail me to get on. If you are on, however, do not give me spam or ask me to
work for your site, or I'll probably remove you from it forever. Sorry if I'm
rude, but I am quite busy often and can't stay on a lot, so I can't work for
your site. It doesn't matter what it is; I WON'T WORK FOR YOUR SITE. Asking me
to is
asking to never talk to me again. Thank you. And please don't IM me a lot too,
because I have like 20 people always IMing me, and although I hold nothing
against them, I would prefer having light IMs. Thank you again. My name is
rbeast288.
+++--+++--+++--+++--+++--+++---+++---+++---+++---+++---+++---+++---+++---+++---+
4. BASICS/CONTROLS
|----|
{ CONTROLS }
|----|
You can figure these out in ten seconds by looking at your NES controller, but
because I am writing a guide:
Up: Climb up (ladder)
Down: Climb down (ladder)
Left: Move left
Right: Move right
A: Fire
A (held): Power Fire
B: Jump
B + Down: Slide
|----|
{ BASICS }
|----|
For all you fools (I apologize, but not really =P) who have never played an NES
Mega Man game, the screen is arranged like this:
```

1

[pic]

[pic]

STONE MAN	GRAVITY MAN	CRYSTAL MAN
CHARGE MAN	PROTO MAN	NAPALM MAN
WAVE MAN	STAR MAN	GYRO MAN
through a stag get the weapor is Napalm Man,	ge, and beat the land that they use. It Gravity Man's we	s stage. In each of thes Robot Master inside. Aft Every robot has a weakne eakness is Star Man, Cry

Eight squares around Protoman's stage. In each of these, you'll need to go through a stage, and beat the Robot Master inside. After you beat one, you'll get the weapon that they use. Every robot has a weakness. Stone Man's weakness is Napalm Man, Gravity Man's weakness is Star Man, Crystal Man's weakness is Gyro Man, Charge Man's is Stone Man, Napalm Man's is Crystal Man, Wave Man's is Charge Man, Star Man's is Wave Man, and Gyro Man's is Gravity Man. After all of them are defeated, Mega Man's picture in the middle changes into Protoman's, and then you can go to his castle, comprised of four stages.

A list of all the weapons you'll find in Mega Man V, as well as descriptions of all of them.

{This can be useful in some cases, although not } {that many of them. The problem is that it will }

```
{not fire in any area that you can control,
{instead it fires at a fairly unpredictable
{range and hits whatever's in the way. It can
{hit an enemy three times if you're lucky enough}
{but this is too inaccurate for one to want to }
{use it a lot.
_____
[ ---CHARGE KICK--- | FOUND: CHARGE MAN
{The charge kick is quite different from most
{weapons in that it's not a weapon you simply
{press B to use. Instead, while sliding, a blade}
{forms near Mega Man and attacks anyone who Mega}
{Man slides through. This can be extremely
                                  }
{useful against normal enemies, and in some
{bosses in Protoman's castle, it's great.
_____
[ ---WATER WAVE--- | FOUND: WAVE MAN
{If you are attacking at a long range with no
{walls or anything in the way, then Water Wave }
{is the absolute perfect weapon to use. Unlike }
{Wave Man's, the wave will fire across the room }
{until it hits a wall, stair, or something, and }
{damage whatever gets in its way. Not useful at }
{all times, but against Charge Man and a lot of }
{enemies in Protoman's castle, it's valuable.
_____
[ ---STAR CRUSH--- | FOUND: STAR MAN
{Although it's usually the second weapon in Mega}
{Man 5, this is undoubtedly one of the worst of }
{them. The Star Shield creates a shield around }
{you, which wears off very quickly. You can fire}
{it at the enemy by pressing B again, but this }
{is slow and doesn't really do much more damage }
{than the Buster. You'll hardly ever use the
{Star Shield for its shield either.
______
[ ---GRAVITY HOLD--- | FOUND: GRAVITY MAN
{Probably not going to be in your top three
{weapons, the Gravity Hold will pull an enemy
{down to the ground, along with damage. Damage }
{itself is not that great, and the Gravity Hold }
{has incredibly limited ammunition. Still, you }
{will put this to extremely good use in the
{fight with Gyro Man, if you choose to use it
{there (and got it in the first place).
______
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[ ---GYRO ATTACK--- | FOUND: GYRO MAN
{Easily one of the more useful weapons in all of}
{Mega Man V, they are to MM5 as the Metal Blades}
{are to MM2. They're basically the blades that }
{Gyro Man fires at you, only they're even more }
{powerful than your Buster, and they go in a
                                   }
{straight line, giving them equal accuracy to
{Buster. Add to that you won't have much trouble}
{with ammo, and you've got a great weapon!
_____
[ ---CRYSTAL EYE--- | FOUND: CRYSTAL MAN
{This is an absolutely wonderful weapon that
{takes several valuable aspects and puts them
{all together. The Crystal Eye is a regular ball}
{that will fire and hit anything it touches,
{although it's more powerful than the buster.
{Of course, the best asset is that if it hits a }
{wall, it's like a Metool; it goes back, splits }
{in three, and hits anything behind you!
_____
[ ---NAPALM BOMB--- | FOUND: NAPALM MAN
{The Napalm Bomb is a great short-ranged weapon }
{and gets pretty good in the Protoman stages,
{although it's nothing particularly special. It }
{is really nothing but a few bombs dropped in }
{front of you. Still, this does make a fairly
{dangerous weapon. Especially useful against
{those friggin' annoying things in which are too}
{low down for your buster to hit.
_____
[ ---BEAT--- | FOUND: LAST STAGE YOU GO TO
{The Beat Adaptor happens to be a very useful
{and rewarding weapon for the final stages. To }
{get it, you have to collect all eight letters }
{of the Megaman V, and then you'll have Beat.
{Beat is a small bird that will fly around on
{Mega Man's back and try to kill any enemy that }
{is nearby. If Beat is in the air, Mega Man can }
{also fire his Buster, and Beat's also quite
{rapid. Definitely worth a use or two.
_____
6. LETTER LOCATIONS
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For those of you who simply wish to know where the letters are don't want to bother with the walkthrough itself, here it is. Geez, ain't I one nice guy... oh wait, I am!

Stone Man: A little bit into the stage, you'll find some small robots in a room comprised of some ledges, ladders, and a rocky wall to the right. The wall can actually be destroyed with the buster. Destroy it and then slide under the opening, and the letter will be there.

Charge Man: In the last room of the train, where there appears to be much less gravity, kill all of the enemies and equip the R. Coil. Then just jump up there and grab it.

Wave Man: By far the most annoying letter to collect. Right at the end of the stage, before Wave Man's lair, this E is in midair. You have to jump to get it, but if you miss it you can't go back. Keep your eyes open and keep shooting, then jump and pray that you do it.

Star Man: Right after the slide you'll take after the checkpoint a little bit into the level, there is the letter right in the air. Destroy any enemy that gets in the way, and do a careful jump that's not _too_ high in the air, and you'll grab the letter.

Gravity Man: Near the end of the stage, you'll find arrows pointing up in which you want to avoid, and arrows pointing down in which you want to use. Take the one for sane people by jumping first to the stair above, and then jump as high as you can to the M. It's actually quite easy.

Gyro Man: This is one of the harder letters to complete, IMO. On the bridges made of icy block, you'll find the letter under one of the blocks. What you have to do is wait for the block to fall and then at least get it and then quickly hop back to the bridge. It'll take some tries, although you CAN just sacrifice a life.

Crystal Man: Around the end of the stage, where you'll find a hole to the right side, jump in and then make sure you're going through the middle hole, or you'll get nailed. Once you're past the spikes, hug the left wall and then go to the left as much as possible and you'll automatically get it.

Napalm Man: In the hole about 60% or so through Napalm Man's stage, you'll find the letter on the small ledge to the left. Just barely walk down the hole, and then hug the left wall to end up on that ledge. Grab the letter there.

Enjoy it. By the way, you can go to any of these eight stages in any order you wish, but the walkthrough is in the order I did them. Like it, lump it, or take it down the road and dump it (preferably the last one). Take note of these, however:

- I like to think that I'm funny, so this guide is littered with jokes in which you may or may not find humorous. The latter may rear its head, so just keep that in mind. There's nothing that will particularly make you click the Back button on your browser though.

Ah, our first Mega Man 5 stage! Let's get started! Follow the path right ahead of you to find a yellow colored enemy called a Metool. Utilize the powers of Mega Man's buster to destroy it and it will split into three smaller Metool.

Cut them to pieces with Mega Man's buster and then just continue, jumping when needed while destroying any other Metools that get in the way. OK, no problem.

Right after a few of them are a few cocoons in the air, in which bats will come out of upon your getting close. They're very easy, just so long as your jump and then fire. After destroying them, jump the following stairs and climb the ladder to end up in a rather tight space. Jump the next stair to find a cocoon. Kill it as it appears and then head to the left and jump to the next ledge and you'll find another one. Destroy it just like the previous one.

Move to the right and on the ground you'll find a green enemy that will move back and forth repeatedly. The easiest way to destroy it is to charge up the Mega Buster to the max and then drop down one step and let it go. That'll wipe it out. Repeat with the one just a little bit further on, and then take a look at the wall there. It can be destroyed, just so you know. Blast up the bottom of it and then slide through the gap that opens. Then you'll collect the G. What a surprise!

The bad point about this, however, is that back there the green enemies are back. All you have to do is take out the first one, however. Then jump and climb the ladder above, and before the Metool on the left attacks, jump to the next ladder, and its attack will miss. Climb the ladder and you'll find a few more bats in cocoons. Shoot them all down, as you can hardly miss them. After that you'll find a living hell.

A green robot right up ahead throws rocks at Mega Man when he comes near. Don't worry though, since this one couldn't hit a large wall with a very big gun. Just give it a good three bullets and it'll be done. Jump over the ditch and just jump up the stairs to destroy the bats that will attack as you pass. After that is a far more dangerous robot, this one can actually aim. It's recommended that you take out all the bats in here first.

However, there is one cheap way to kill it. Intentionally get hit by a bat, and get to the range where you can shoot the robot. A second or two gives you more than enough time to fire your Buster three times. Don't head back, however, because then the friggin' thing will respawn. That is not something you want. Anyway, after you kill it jump across the ditch and climb the ladder, and a very fast enemy will run at you.

Kill it with the Buster really quickly then follow the path to the left. Another one will come at you, but that's why you have your Buster. Kill the easy Metool with one bullet or two, and ignore the small fry if you're wounded (which is likely) because they explode themselves quickly. After they're done for, just jump the ledges to find a large health pellet! Yay. ^_^

You have now gotten past by far the hardest part of Stone Man's level. Continue to the right and continue down the path. The mechanical rats can easily be destroyed with a charged up Buster, and the bats are easier than ever. Not to mention that further on is an energy pellet. You hardly need a walkthrough for the rest of this cave, as it couldn't be more straightforward. Just be careful with the rats, as you need to jump and fire to kill them properly.

As you move to the right you'll eventually find a ladder. Climb up and then two more of the small green creatures which charged at you will appear. Just keep firing that Buster and they won't even touch you. Climb to the next ledge, and then jump to the next and climb the ladder to get outside of this friggin' cave. You're now on top of a mountain. Hold on to yer shirts/skirts, kids, although it's not gunna get any tougher from here! Alright... alright... jump the steps and two green robots appear. They go down in one hit though.

After killing the bottom one and leaving the higher one alone (which is what I recommend you do) you'll find a small robot with a shield. Wait till it pulls the shield down, and then let loose some bullets. Two more green robots are behind him, treat them the same. You'll find a green platform beyond them. Jump on it and get off when you can clearly jump to the next ledge, because otherwise it will drop you off the mountain!

Kill the next robot with a shield, and then jump and fire at the next two green ones. Then jump across two more steps to find another shielded robot and two more flying green ones. Getting tired yet? We're almost there. After killing one more shielded robot, THREE more flying ones, and then another shielded guy (OH EM GEE NOW IT'S ORIGINAL!) climb the ladder behind them. Then head to the right and you'll find three more flying robots. Kill them and take the elevator to the other side.

Again, don't stay on the platform for too long, or you're dead. On the other side, kill yet another two more robots, and then ignore the next few. Quickly get on the platform, and then immediately jump in the small gap between the walls. Jump the next platform and it immediately moves right. The next one moves left. On the next one, you can quickly jump to the left if you want to take a risk to get an E-Tank. Otherwise, just let it carry you to the right, and then head up the ladder.

The robot at the top of the ladder is friendly. Just stay still and it'll give you something like an extra life or an energy pellet. After it disappears, climb the next ladder and kill the Metool and its little babies. And then try to ignore almost all of the enemies from here. Just jump from platform to platform, while avoiding the spikes below. You won't have any trouble doing so. And then, head behind the next door and meet up with DA BOSS!

It's not really that tough to defeat Stone Man without ever getting hit, since he doesn't fire bullets at you. Running into Stone Man, however, hurts a lot. Stone Man has two attacks: he either creates a shield around him and then jumps at you from a distance (not as lethal as it sounds) and then falls apart at the same time (unfortunately though, he puts himself together again though). However, he'll be stunned for a while after that, allowing you to hit him several times. Pray that he does this a lot.

Stone Man's other attack is just plain jumping around the room. He regularly just does small jumps, in which it is very hard to pass under. Make sure you only go in one direction. Eventually though, he jumps really high in the air and lands, and is then stunned for a small second, which is when you can hit. If you're using the Napalm Bomb here, then you can kill Stone Man in just a few hits. Just run in one direction when he jumps, move in the other direction when Stone Man jumps really high in the air, get the hits in, and Stone Man will fall like London Bridge, my fair lady (apologies if you are a man).

You'll get the Power Stone after that battle. Not the most useful weapon, but eh, one extra weapon never hurt anyone (except the enemy), did it? ;-)

You'll start out near a large train (although you can't enter) and I'll just say that in this stage you have to get used to these. Follow the path in front

of you, and you'll find a bunch of red robots which enjoy dropping bombs on you. As long as you jump as hard as you can and then shoot, you'll kill them with no problem. Proceed to the right and eventually you'll find pairs of them. The Power Stone is to kill them.

Climb the ladder at the end of the path to find yourself on top of a really damn large train. In front of you is a small train driven by a Metool. Wait for its little head to come out, and then fire with your Buster. Now just proceed to the right and jump up the stairs and you'll find another one. Repeat the same process, and then continue and you'll find two blue robots in the air. Kill them both via Buster, and you'll find two more after that. Shoot the one in the air and ignore the ground one.

Just continue to the right to find another Metool Train. Destroy it, and follow the path to find two more. "All men are created equal." After that, jump into the hole in the train, and you'll end up inside. A fairly nice time for a checkpoint. Continue and you'll find a chicken robot that spawns the small white creatures. Kill it with your mad jumping skills, and continue to find two more of them. You know what to do.

Destroy the metal rat right ahead, and you'll find another chicken-like robot under a small wall. Kill it and then jump up the stairs, while killing all the metal rats on the way. I love charged busters, don't you?;) Head on to find another robot and a metal rat to follow. Is it just me, or this level incredibly repetitive thus far?

In the next room are some cocoons and a bunch of rats. Well, that's a bit better. However, the rats are much more numerous in here. Rats! Kill off some bats, and then jump with all your strength at the window on the right, and then you'll get the final letter. Whoo-hoo! Anyway, kill the rest of the rats, and avoid the bat at the end of the train unless it gets in your way. Then climb the ladder.

You'll find a few Metool rats on the train path. They're not particular tough. Just up ahead is another robot that throws bombs. I find a fully charged Mega Buster to work very nicely here, as it can destroy the bombs and the robot at the same time! Anyway, nothing but a few Metool trains are past the couple of bomb throwing robots. Just jump up those stairs and avoid getting charged and you're good to go.

On one particularly large jump around the right, you'll find another robot. Use the charged Mega Buster to quickly destroy it, before it hits you. After that, you'll find a ditch to drop into. Once in, you'll find another large robot, easier than ever. Just jump and you'll destroy the missiles. You'll also damage that ugly mug it calls a head too. And Charge Man's lair is right behind.

Charge Man has one of the least varied assaults of all the robot masters: he can send meteors down from the sky or he can charge at you. That's all he can do. He can dash, plain run, or just walk, but you can't hit him all the time. When he starts moving slow, try and hit him. However, you can't attack when he's running or when he's sending down the meteors. His weakness is the Power Stone.

At the beginning of the fight, it can help to start with a charged (baha) buster and then fire it at Charge Man, because then it'll do some damage. Then switch to your Power Stone, avoid Charge Man's charge and meteors by jumping

over him and looking at the meteors falling, and then use your Power Stone, then jump over Charge Man quickly, because he'll dash at you fairly quickly. After that, just repeat this simple process and you'll hardly even get hit. Just keep a distance so the Power Stone will hit.

$[\ \ \ \ \ \ \ \ $	+~+]
7c. WAVE MAN	
[~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+	+~+1

This is by far the shortest stage in Mega Man 5. That is not, however, saying that it's one of the easiest, although it starts out fairly easy. Begin by jumping the step in front of you. There are several drains in this stage (particularly under the metal chains) which will damage you if you walk into them while water is flowing, and the beginning is littered with the metal balls. This is where your sliding ability comes in handy.

Proceed to the first one, and let the drain turn on by getting close. Wait until it goes off, and then slide under the ball. Then walk down and a little bit forward, you'll find another one. Repeat that. Just a little bit ahead is one that goes from left to right and back, as well as a drain nearby. Jump to avoid it while it's on your side, and you'll find some drains. Let them turn on and then avoid the ball of spikes that rolls to you. After that, you'll find three pipes.

Jump on top of the first one, and then jump as far as you can up the second, or you'll go down accidentally. At the top one, collect the large energy pellet and go down the third. You can go down all of them, but the third one gets you an extra life, despite a drain being there. After that, jump down to the ground and head to the right. Jump over the spike balls and avoid the flowing drains, and eventually you'll be walking across a large pipe.

There are five bubble generators here. Don't pay attention to the first two (from left to right) because they will lead you to a bunch of nails. Large bubbles can be ridden on and can't be destroyed, small ones pop shortly after you jump on them but are good for jump steps. Get a large bubble from the fourth one and then ride it up. On the second screen, use the Rush Jet to get to the bubble on the far left. If you don't have it, you have to jump across the two bubbles, which is harder.

Once you're on the bubble to the left, wait until the third screen, and then use the Rush Jet to get to the ledge on the right. Again, if you don't have it you have to use a small bubble to jump. Anyway, when you're on that ledge, proceed to the right and you'll find a small vehicle for Mega Man to ride across this large wave! HANG TEN, DUDES.

However, this is no easy task. Enemy surfers will be coming from the left (in which you currently are) and the right. There are sharks jumping up from the water, which are also incredibly harmful. Try and go to the middle of the wave and then shoot down anything that gets in your way. If a surfer appears from the left, get close and then jump behind it, and shoot it from over there. That shouldn't be tough.

Eventually, you'll be taken inside a small cave. Uh-oh, who turned out the lights?! There is a huge creature in here in which you'll have to kill. It'll shoot out bullets from its mouth which can destroy you quickly, and it has a core in its head in which you have to hit, but it's still not tough. Keep jumping and firing, and then when it fires, either jump over or stay down (if it fires into the air) and once it's gone, head beyond it.

The next half of the stage isn't that difficult as long as you're in the

middle. Kill one shark, head back and kill the surfer, kill two sharks, head back, kill three sharks, kill the next surfer, and then you won't have too much trouble with surfers. But a big note: THE LETTER "E" WILL AWAIT YOU ON THIS WAVE, IN THE AIR. MAKE SURE THAT YOU GET IT AS SOON AS YOU JUMP, AND KEEP FIRING AT THE SHARKS. THANK YOU.

When the large wave ends, head forward and you'll find a gunning robot. Charge up your buster and shoot at it, and then hope that you have enough health/lives left. Head into Wave Man's lair, and repay him for any difficulty you have yet had.

You probably have Charge Kick at the time, but let's use the buster first. Start out the fight with a filled Buster, and then let go once Wave Man's health gauge starts filling. Anyway, Wave Man's attacks are fairly dangerous. He can start a wave in front of him or behind him, which blocks you from firing your buster (grrr), he can fire a missile at you, and after that he'll jump at you, and then he'll repeat. He always does each of these attacks, in that exact order.

Once again, you'll get more than 1/10 of Wave Man's health gone if you start with a filled buster. Start filling again, and then if you're fast enough you'll hit Wave Man once again. Then dodge his attacks and follow up with some more filled Buster attacks, and then the rest is up to you. If you have the Charge Kick, it's even easier. Keep charging at Wave Man while jumping above the waves he'll create, and then you'll kill him too quickly for your own taste.

OMG, check out that shiny moon... a nice golden color it is, man, am I the only one who wishes I could sell it for a couple million dollars... oh wait, then it'd be far too dark. Ah, I forgot that I'm supposed to be writing a walkthrough. Anyway, the gravity in this stage is really low. For this sole reason, you will jump really high. This can be a disadvantage up ahead, though.

Jump up the purple steps with that handy-dandy A button, and then several meteors start falling. They're extremely easy to dodge, just so long as you're running as fast as your blue legs can carry you. Just barely jump on the purple steps, and then follow the path until you reach a small gap in the ground. Drop through, to find a red creature hanging on the wall <insert sexual joke on dead people here>. Anyway, it couldn't be easier to kill. Jump and fire.

Try not to get hit by the diagonal bullets it'll fire, and after it's destroyed, drop through the next gap, constantly firing with your Mega Buster to be safe. The green things will arise and start firing, but eh well, that's a job for your Mega Buster to handle. ;) After them is another red creature. Move below, then move out of the way to avoid any damage, and keep on firing; it's easy enough. On the next one, just repeat that process. Almost too easy for my taste.

Up ahead are several bombs in the air. DO NOT TOUCH THESE IF YOU VALUE YOUR LIFE! What's worse is that you will have to put with dozens of these in Star Man's stage. Move up to find a few more green enemies. Keep on shooting and then jump up the purple stairs, but if you just hold down A as hard as you can, your new name is Dead-a Man. A little bit ahead there are less bombs, so

continue firing your buster at the green and red enemies. You shouldn't hardly ever get hit by one of them.

Continue to find four more bombs in the air. Jump up the step and kill the green robot normally, and never hit that A button. Kill another robot and then jump the gap to find a few robots in the air. Shoot them while avoiding their attacks and then jump another gap (STAY CLEAR OF THE BOMBS THOUGH) and you're nearly 1/2 done with Star Man's stage.

You now have your first time where you'll need to slide in Mega Man 5. Hold down the down button and then hit B to slide across. Another flying robot awaits you there. Shoot it carefully, because the bombs in the air know no kindness. After blowing it, jump in the air and grab the M in the air. Getting it actually isn't that hard, considering it's right below half a dozen bombs. Just don't hold down A all the way and you're good to go. Kill any opposing robots that attack, however.

The next few parts of this stage can be incredibly trick, as you'll have to make jumps between horribly unforgiving ranges of bombs. The next part is extremely easy, however. Jump on the purple stair, then head back as far as you can without falling off, and you don't even have to jump to reach the next ledge. Kill the next robot, and you'll find a much harder jump. Hold B down to the degree of about halfway between the minimum and maximum, and with enough luck you'll do it.

CHEAP TIP: If you get hit by an enemy robot bullet, for a second nothing can damage you, not even the bombs.

After that hard part, just carefully jump the next couple ledges, they're not tough. On the really high one where there's a really low one in which you'll have to jump to, don't even press A, just drop and as long as you're holding the right button, you'll easily make it. On the lower ledge, you'll find a couple of robots that die as soon as you hit the B button. Jump the next step and then climb up the ladder. Three rockets will come zooming after you. WHOOSH! Just shoot them from a distance and you're fine.

On the stairs up ahead, just barely jump to reach them. Shoot the green robots down and try to keep damage to a minimum. On the next large jump, just land on the green robot and drop down the next ledge, it will barely scratch Mega Man. On the next screen, you'll find one huge ass robot. Unfortunately, it's not Star Man. Fortunately, it's extremely easy to take down. If it's slow enough, just charge up your Mega Buster and then jump and release B to do a lot of damage to it, or jump several times while successively firing. Not tough.

Just a bit ahead are a few robots in the air, and on the next ledge is a large health pellet. Not to mention the robots may also drop them, which means any and all damage you took from the last robot's incredibly powerful lasers will probably be restored now. Anyways... carefully jump to the elevator up ahead as high as you can, because the gap is fairly large, there are no bombs in the way, and a white creature will try to get in the way of the jump.

Jump from platform to platform, killing all the robots on them, and if they get in your way, the white creatures. After they've all gone down to the dump, jump down to the ground to find another large robot. Once again, it's extremely easy and you won't have any more trouble with it than the last one. Beyond it is Star Man's lair. BOSS TIME

 Yeah, although you have the Water Wave I find Star Man to be easier to defeat with the simple Mega Buster.

Star Man can actually be quite a large pain in the neck, as he is very agile and hits powerfully, not to mention he has a goddamn shield as his weapon. His shield is up all the time, and he will jump across the stage trying to land on Mega Man, which is how he tries to damage you. However, eventually he'll let go of the shield and throw it at you. This is when you should opt to try and damage him. But you can't get hit much, because just a few hits with those stars will kill you very quickly.

However, one thing that works well is this: hold down the A button throughout the first part of this. Run around avoiding Star Man, and eventually he'll try and throw the shield. If he is in the air, good! Jump and let go of the fire button to damage him. If he is on the ground when throwing it, immediately go of the fire button and jump to avoid it. Once on the ground, you can damage him a little bit. As the fight progresses, Star Man will throw the shield more quickly, so just repeat this process, and you should beat this fight without too many problems.

CHEAP TIP: Enter this password and Star Man will instantly be defeated (if you don't want the Beat Adaptor):

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After that fight, you'll gain two new weapons, the Super Arrows and the Star Crash.

Gravity Man's stage is probably the best in the entire game. In this area you will commonly go from floor to ceiling and vice versa, this being directed by up and down arrows. Anyways... head to the right, and ignore those shiny red arrows for now. Only slightly later in this stage, they will be become extremely important parts of this level, though. Kill the two green robots on the way, and then jump-shoot the one in the air (although it's harmless).

Drop down to find a small red robot. Kill it, but ignore the spikes. Since there are red arrows right before them to indicate that gravity is much lower beyond them, you needn't fear them yet. Another robot will attack, only for you to kill it. Just head further and then the gravity will be normal. AVOID THEM GODDAMN SPIKES IF YOU VALUE YOUR LIFE! Simply shoot at the two harmless robots across them, though. The same applies to the next one you'll find (this one attacks on the ceiling).

You'll find a ladder on the floor (remember you're on the ceiling now!) and an extra life. But above is a gap to drop into. Just jump on the ladder and you'll climb down and get the extra life. Continuing, just move along the small path and jump above, and you'll find a harmless metal ball of spikes on the floor. It'll only hurt you if you intentionally jump onto it if you're carefully. Jump

down with the following two stairs, and avoid the next metal ball of spikes normally. Then jump into the gap above.

Fall up normally, and shoot the next few robots. Continue to follow the path, and then fire at the next robot. I bet you're feeling airborne now, right? See the red arrows pointing down? Jump past them and jump down to end up on the floor again! Then drop into the hole that the arrows are pointing into. Kill the green robots and follow the stairs to another hole. If you want to risk fate, jump to the energy pellet right across. However, I was at full health at the time and didn't need it. The reason its risky are those deadly spikes... *shivers*

CHEAP TIP: Drop Rush into the spikes and then jump to get the energy pellet. Little to no risk of dying.

Kill the next three green robots on the path, and they'll lead you to a dangerous pink robot. It's not really that tough, just back off a bit while landing hits (due to how slow it is, you can easily get off a fully charged shot) and then run past it (kill the next green bot though). You'll find a dangerous hole in which you don't want to enter, arrows pointing up, some pointing down (AVOID) and two robots. Kill them both and carefully jump to the "upper" arrows.

Jump down the stairs and kill the robot below, and you'll find more arrows. AVOID THE UPPER ARROWS! Instead, jump to the step above and then jump to get that M on the lower arrows.;) Then, obviously, you will be brought down. Kill the next two robots, and then jump to the ceiling, then down, then up, and then down again, all the while killing the robots on the way. Then you'll find a more unusual kind of arrow set, with the up arrows pointing at a ledge above. Jump to it and destroy the two robots on the way, and jump to the ladder.

Climb to find two more small robots. On the ladder, kill the bottom one, and when you jump to the ceiling, kill the upper one. Then jump across the gap of the evil spikes... AND THEN MOVE RIGHT! MOVE AS FAR TO THE RIGHT AS POSSIBLE! Sorry, but more spikes are on the left. Once you're on the floor again, kill another harmless green robot, and then meet the second even slightly dangerous thing in this whole stage.

Gravity Man is a cakewalk in the park if you've got the Star Crash filled up to the maximum. Gravity Man is probably the hardest robot in the game to attack, though. The reason is because you and Gravity Man will always be on opposite parts of the room (that is, you'll be on the ceiling and he'll be on the floor) and the only time you can attack with your Buster is when Gravity Man jumps from one to the other (you'll land too). Gravity Man will attempt to crash into you, and while he's jumping he will fire his buster. Adding to the fact he can hit you when you're on the ceiling when he's on the floor and vice versa and you can't, he's a formidable opponent.

Still, the Star Crash can eliminate next to all of those worries. When he jumps from ceiling to floor (or vice versa), you can intentionally run into him and you will both take equal damage! Charging up the shield in midair and then firing when you and he are next to each other also works nicely. What's even better is getting beside him, not below or above him, and when he jumps, he and the shield will touch and he'll take damage (and you won't)! Ingenious. If you run out of ammunition for the beloved Star Crash, another thing that works well is the Power Stone, because it has TONS of ammunition and can hit Gravity Man

2-3 times. Use these together, but make sure you avoid Gravity Man's buster attacks. Good luck.

You'll get the Gravity Hold after that fight. Let's celebrate by holding down Gyro Man, who is obsessed with being in the air!

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This stage brings back some memories of Air Man's stage in Mega Man 2 and Ring Man's stage in Mega Man 4. Head to the right and you'll find an elevator. Take it up and then head to the right and jump to the platform just across. A shielded robot will then try to attack, although if you keep shooting then it'll clearly let its body be attacked. Then all you have to do is jump from one platform to another, and the robots will pose no threat. At the end of this long line of platforms, jump to the right and kill the robot there, and climb up the ladder.

Above, a few rolling, spiky balls will be rolling across platforms. Man, this is the sky of course, but the gravity must be really low. Anyway, quickly jump across the two platforms and time them so they don't hit you, and then climb the two ladders on the left. Then jump on the platform on the right, wait for the yellow robots to come down, and BANG BANG! shoot 'em down! Then just jump the platform to the ledge on the other side.

You'll then find an enemy with a strange resemblence to a chicken, which spits out small creatures for you to fight. All you have to do is time it so just a few hits kill the little guys, and the big chicken goes down, ka pow.;) The platform on the left has a much unneeded large energy pellet, but helpful nonetheless. Just a bit to the right, slide under the platforms to collect an extra life! The chicken robot will probably respawn, but it was more than worth it.

Walk down the steps on the right, and hop to the next platform. Wait for the yellow robots to come down and BANG-BANG. You'll then find some platforms which will carry you up, and far too high at that. There are three of them, so carefully jump across to them, and don't let these carry you too far off. Then jump to the right and destroy the robot above, and then jump the stairs and climb the ladder.

Three purple robots will then come at you from different directions! Don't worry though, since if you just jump and keep firing, they're all dead. Avoid the spike ball and jump to the platform when its below it, and the climb the thousandth or so ladder thus far in this stage. Anyway, across the stairs are three different paths you can take to the other side of this place, one really high, one really low, and one in the middle.

Use the one at the top, because it's by far the easiest and least confusing. Keep firing at the robots there, and then climb the ladder to find a dangerous pink robot (this big bully was in Gravity Man's stage). Try and come at it with your buster fully charged, but if it gets too close then just walk past it and climb yet another ladder. Is this place obsessed with ladders?

ATTACK OF THE FALLING ROBOTS! Wait for the robots to fall, and they'll destroy themselves, no biggie for you. Keep moving though, or they'll respawn. Jump across to the rather strange looking green blocks which form a path, to find that you are walking on thin ice. And no, this isn't another lame ass joke, more than one second on a block of ice will make you require more than first aid. Add to that, robots will be falling constantly!

With the first one, just slowly walk across. If you're not too slow and not too fast, there will be no problems. With the next one, repeat the process. You'll then see another letter below a block of ice! You can either wait for the block to land and then QUICKLY (and I mean very quickly) jump up, although this is almost impossible, or you can commit suicide, although even if you die you'll still have the letter when you respawn just a bit before that.

Once you get past that icy hell (it's not fiery enough) you'll find a very dangerous elevator with several spikes on the ceiling! Uh-oh, that can't be good. It doesn't get hard until the second to last set. Here is a brief diagram of this:

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In case it wasn't obvious enough, the elevator is the large === line at the bottom. The ''' are spikes. Avoid them at all costs. To avoid the lower of the spikes, just head over to the left, but when you've jump passed it, hug the platform, and hold Down on your NES controller. Once there, immediately hit the A button to slide across them. If you're lucky, you'll make it to where you need to go (the ^ part). Once that's done, avoid the next few spikes and the elevator will be at the top.

Alright, this next part is also a little tricky. Lots of yellow robots will attack, while at the same time you'll have to do some very finicky jumps across the small platforms. Just as long as you fire quickly and powerfully, you'll have no problem. Then hop into the ditch a bit forward, and head to the left. Then drop down and move along to the right and kill the gun robot. Now just follow the quick path into Gyro Man's lair.

Gyro Man, much unlike the other Robot Masters you have fought, has three attacks: he can throw a wheel or something like that at you, or he can jump in the air, hiding himself and send one down, and then he can land down and damage you. Alright, now Gyro Man's jumps are INCREDIBLY accurate unless you're moving. Right after the wheel with the blades disappear, Gyro Man will land exactly where you were. Since you've got like one fourth a second to get out of the way for him to land, it could be a fair share of trouble.

Pray that he does the first attack if you've got some distance on him at the beginning though. If you have the Gravity Stop, then you hardly need a strategy, because Gyro Man will keep landing down and taking lots of damage, and if you're accurate enough Gyro Man will die in meer moments. OMG HOW DIFFICULT. If you've only got your Buster, this fight can be extremely tough, however. Since Gyro Man always lands very close to you, you'll have to get out of the way because Gyro Man might throw a wheel at you, which will damage you much more than you damaged him.

Once you back off, he'll sometimes jump anyway, which means this fight will be long. Try and time him so you can hit him after he lands. If he throws a wheel, you'll definitely get at least three hits on him. At the beginning of the

fight, if you've got your Buster, charge it up and then let it go. That will damage him quite a bit and give you enough time to dodge the wheel. Not to mention that Gyro Man might keep on. Just do this carefully, and keep trying. If you have Gravity Stop, you can ignore more than half of this whole strategy.

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7g.	CRYSTAL MAN
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Crystal Man's stage starts out difficult, but then becomes very easy once you get past all the jumps with the crystal generators. Head to the right as you begin and you'll find a bunch of robots with balls over their heads. Jump and shoot at the balls to destroy them, and then continue. You'll have to destroy three of these, but none of them post a big threat. Eventually you'll find a hole to drop into.

The boogie man will then be going for you... actually, it's just two robots. Shoot them by jumping, and then drop into another hole on the left. You'll find another robot with a bomb as its head, you know how to destroy it. Repeat with the robot behind it, and you'll reach the hardest part of this level, by far. You'll have to do several jumps to different platforms, with those ****ing generators above raining down crystals to try and hit you. Some will fall, then you have a few seconds to make the jump.

Falling crystals do not have a set pattern, so no use trying to bother with that. After a crystal falls, wait for about half a second for another one to fall, and then jump. Repeat this for all the jumps until you reach the ladder on the other side. Once you get to it, a red robot will reward you by giving you the usual something. Climb the ladder and then turn to the right and you'll see yet another area full of jumps avoiding crystals.

Above, you'll find perhaps the easiest "special" enemy in all of Mega Man 5. The robot regularly has a shield up, but uses that power to create a crystal, which as long as you don't jump into will not hit you. Wait for the crystal to pass and then shoot at it, and in a few seconds it'll be ancient history. Proceed, jump onto the platform, and do the same with the next one. Now you'll have to go through the same torture that you went through before, platform jumping with those goddamn crystals falling on you. Once you've done three of them, shoot the robot on the high platform.

Jump to the ladder on the right and climb up, then on the left you'll find a robot on the spikes there, and a platform. Use the Napalm Bomb or something to take out the robot, and then jump on the platform and ride it to the ladder above. Then move over to the right and kill all the robots on the way. After defeating them, some robots shaped like walls will then come at you, but I recommend ignoring them, although the Napalm Bomb works well. At the end of that, jump to the ditch to the right.

Fall in and kill the robot to the left, then fall to the right and get the E-Tank. Then jump through the ditch on the left, and then kill all the robots in this room with the Power Stone or something. Once in the next room (through the next ditch) head forward and kill the robot below, and if you want an M-Tank then use your Rush Coil to get to the ledge above, after killing the mechanical robot. Otherwise, slide under the ledge.

Kill the next few rats, and fall through the ditch to the right. Head down the stairs to the left and then head through another ditch, and you'll start falling... stay where you are at first, then after the spikes on the walls, QUICKLY head to the left and you'll get the letter "V" on the way. That's good! Now get your Buster charged up and head along the path to the right. Kill all

the robots normally, and then fall through the next ditch. Use the Napalm Bomb to destroy those robots.

The next fall leads you to a pink robot guarding the lair of Crystal Man. Kill it quickly with your Buster or Napalm Bombs, and then enter. Time to get a crackin!!

This is probably the easiest Robot Master in the game. Crystal Man isn't easy to hit, but his attacks are so inaccurate that you'll hardly ever feel the need to suddenly jump out of the way. First of all, he has the standard buster in which we're all used to, he jumps in the air a lot and tries to crush you, and he uses the Crystal Eye to seen plasma bullets in different directions. The buster can be jumped over, just as always, the air jumps aren't that dangerous and give you opportunities, and the Crystal Eye almost always misses.

I beat this on my first try, when I already had almost half of my health missing. Crystal Man's jump will keep him away from your attack, but the damage you can do with the Gyro Attack makes him die in seven or eight hits. Equip it, and then jump into the air and throw it at Crystal Man. He'll probably try to hit you, and he'll always jump in the air. Try to get it so that Crystal Man lands on the blade, and you'll kill him in no time. His stage was tougher than him.

Napalm Man's stage starts out rather difficult, then it gets very easy, then jumps up slightly. Still, it's one of the easier stages, especially considering it's the final one. Also, the beginning of it reminds me of Wood Man's stage from Mega Man 2. Anyway, just move ahead and you'll find a dangerous tiger. These things will REALLY hurt, so be careful!

Before running up to the tiger, charge up your buster and then let it fly, that will kill it in one blow. Try not to run back if possible, because then they'll respawn! One charged bullet is enough to kill it though. Make sure that Buster is charged at all times, because then you can kill as soon as you see them. On the jumps across platforms (with spikes below) you can make an exception though. You can take damage there if necessary.

Right beyond those tigers is a gap to drop into. Inside is another tiger, and a large energy pellet, great! However, the tiger is doing its best to make sure you don't get it. Wait till it jumps to the left, and then charge your Buster up and fire. Then, if you need it, of course, grab that pellet proudly like a man. A mega man. Anyway, jump down the hole to the left and mash down B as much as possible, because walls with nails will be moving up. If they touch you, you're gone. Still, you can fire at them and they'll disappear.

Once that path is over, climb up the ladder into the next area. You'll find an E-Tank to your left, although there's a solid wall between you and it. To get it, fire start firing at the wall on the left, and then jump through it and you'll find it. Anyway, head to the right and you'll end up in probably Napalm Man's stage's hardest part. This place is full of waterfalls that will knock you off the cliff. Be careful.

Jump to the platform on the left and move slightly, while shooting that robot

up ahead. Then move a bit ahead and quickly jump to the next platform. A ship will then come down to attack. Quickly destroy it when it lands (using the Power Stone works) and then climb the ladder to the right, after taking out any opposition. You'll be going down a moderately sized hall of small robots, but they're all fairly easy to kill, as long as you take some time to charge up.

At the end, you'll find another ship. Charge up your buster, then fire and hit it a few more times and it'll be gone. Chances are you're at fairly low health by now, but just climb the ladder and a small red robot will give you an extra life, a large health pellet, or an E-Tank. All of them being incredibly useful. Then climb the ladder to the left, and here we are at this level's checkpoint, yay! Just move to the right, and you'll find a dangerous red robot. An easy battle is upcoming though.

Charge up your buster as you approach it, and then let go at its head to destroy half of its health. The robot fires the usual missiles, although chances are that your bullet destroyed them. Charge up again, and by then a missile may be coming near, but it doesn't matter because your next bullet will hit the head and destroy it, effectively destroying the missile as well.:) Continue to the right.

Okay, here's where it gets easier. The next jumps need to be accurate, but they're still pushovers. There are spikes below, and the platforms must be jumped. After jumping three or so, you'll find another robot on a ledge to the right. This one is even easier than the last one was. Its missiles have a tendency to fire in front of its head, so just shoot some bullets at the head and they'll take out both the missile and deal out damage to the head at the same time! Talk about kill two birds with one stone.

Jump to the path that the robot was on and fire it to find a hole to go through, as well as a ledge with the N on it, right below where the path breaks up. Just barely fall, and hold down the left button and you'll land on that small ledge and get it, avoiding you breaking stuff in the room. NOW jump into the hole! You'll find two more green robots, although they're as easy as ever to destroy.

Hop down and destroy the one on the right and grab the extra life behind it. You'll need it for what's up ahead. Take a left and enter the small hole, and you'll then be in a narrow hall with several missiles going for you. They hurt as much as the tigers, and they're slightly in the air, making them much harder to hit. Thankfully though, they go down in one hit, although they then break in four pieces, which can also hit you and damage you, dammit.

Keep firing, and maybe use the Gyro Attack or Power Stone down here. They won't start out very hard to avoid, until you reach a pink robot. Stay on the ledge you are and start shooting, and it'll be destroyed faster than a guy who's been in the deserts for days would devour a glass of coke. A little further though, it's much harder, since several missiles come at the same time. If you have an E-Tank, this is a good time to use it. Proceed and keep shooting as frequently as possible and you'll make it.

Drop into the hole on the right and you'll find a ledge on the left with spikes above and below. Just fall onto the ledge and you'll make it. Drop into the hole, and across the room you'll find a robot that throws explosive bombs. It's extremely dangerous, but as long as you keep your distance and fire, it'll be dead in no time. Now for the next jumps, just get near the drop, and a creature will quickly come up. Wait for it to slightly go down, and then jump to the ledge.

Jump a few of these, and then you'll find another robot that throws explosive

bombs, although it's equally easy. Why is it that in this level, the first is already easy and the second is even easier? After that, the platforms you jump to get smaller, but are still easy. Repeat what you did earlier, and then you'll finally arrive at Napalm Man's lair.

Napalm Man has two basic attacks: throwing a small set of bombs at you and firing his buster (which is very much like Mega Man's, almost as fast). The buster bullets are very hard to dodge for some reason, since they come at you really fast. Although you should have the Crystal Eye at this point, first enter the room with a charged up buster, and then let it loose at Napalm Man. Then jump over the bullets and let another one loose. Then try and move out of the way, otherwise use your Buster or another weapon to land even more hits on him. Be careful to move out of the way for the bombs though, frequently.

Try to get around the center, because you don't want to get trapped in a corner for Napalm Man to use a bunch of bombs in which you can't avoid, and where running into Napalm Man will hurt just as much. If you have the Crystal Eye (which you should), immediately fire it at Napalm Man. Or you can fire it at the wall, and then it'll hurt Napalm Man even more. Just use the Crystal Eye around

seven times at the wall or at the boss himself, and Napalm Man is ancient history. Probably one of the easier Robot Masters.

You'll find a weapon which may come in handy in the forseeable future, the Napalm Bomb. Good for ground enemies ahead of you. Anyway, we're now finished. Or are we? No, we're only halfway finished. It's now time to head for Protoman's castle!

Alright, we're now on the second half of Mega Man 5. No more Robot Masters (well, until Dr. Wily Stage III).

Whoa, look at that bright pink sky... hot geez. Anyway, head forward and when a yellow robot appears, shoot at it, and then it'll shoot bullets at you in two different directions. Jump over it, then move forward to find one of those tigers from Napalm Man's level. Shoot it from the distance three times to kill it, and then jump that gap to find another robot. Jump the step, fire at it, kill the next one, you know the drill by now.

The next jump isn't anywhere near as hard as it looks. Do it and then use the Napalm Bomb or something to quickly eliminate the one below. You'll have another hard-looking jump that's quite easy, and another flying robot. Blah... and behind it is a tiger! Use Beat to take care of it, and then head behind it. Destroy two more robots and another tiger with Beat, and then yet another in the room behind. Then jump to the ledge and climb the ladder.

Upstairs you'll find three creatures hanging on the wall and a spikey ball rolling across a platform. Once again, Beat does the trick. Jump to the platform that the rolling spike ball was on, and then use the Rush Jet. Ride it

to the next platform and then jump to reach the next ladder. Climb up and you'll find one of those small green things from Stone Man's stage. Shoot it before it does anything, and then use the Rush Coil to access the ledge above. Slide through and collect the booty there.

Another one of those robots that drops bombs on your head will fly by. Jump and fire at it, and then head forward and kill the next green enemy. Repeat with the next few robots on the air and ground, and then you'll find a large pit full of spikes. OH ME GEE WHAT ARE WE GONNA DO?! Simple, use the Rush Jet and ride across, simple as that. However, you have to jump to end up on a small ledge, and there's also a jump that Mega Man's legs can't carry him to. Use the Rush Coil carefully.

Once you get past the small wall, jump to the platform above, and then take the upper path, and if a robot appears behind you then kill it. Destroy the small creature in front of you, then continue until the path ends. Charge up your buster, and then quickly turn around and kill the creature behind you, and then jump to the right. You'll find a gap to jump to, and hugging the wall will get you a large energy pellet. If you got the letter from Napalm Man's stage, you can get this.

Once you're down there, kill the gunning robot in front of you, as well as the creature that appears from behind you unless it falls into the hole itself. Follow it inside afterwards, and then follow the long path across to a large green robot in which you probably remember from Star Man's stage. Kill it by the usual jumping and proceed beyond it. Jump across the small wall and then head over to the ladder on the right.

The next part is rather tough. Here is an ASCII diagram to better describe this place: (take note that you're the star and the ladder you need to get to is the arrow)

First of all, when the "1" platform to your left appears, jump, and then a platform to the left will appear. Then over to the right, one will appear. After that, jump to the left again, then use the Rush Jet to get to the ladder. On the next part, an ASCII diagram is unneeded, but I'll just say when a small platform appears, jump on it, then jump on the one to the right, then on the left, and then on the ledge, and then climb the ladder.

Upstairs, I recommend avoiding all enemies. Equip the Charge Kick and slide across, then quickly run into the lair up ahead. Only attack if the enemies get in your way (or you've got a good aim for the Crystal Eye). Now for a boss fight!

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==-+-==-+-==-+-==-+-==-+

{ BOSS FIGHT: TANK SENTINEL }

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This boss has less variation than most of the robot masters, as all it can do is really quick plasma bullet attacks and charging (this boss is rather like Charge Man, only easier). First start off with your buster charged, and then fire a good one at it. Equip the Water Wave, and then use it several times on the Tank as it gets closer to you, and it'll automatically lose about half of its health. You may get hit once or twice, but it'll be nothing serious. Try and jump at the same time. If you run out of Water Wave ammunition, use the Crystal Eye, Power Stone, or Charge Kick. This boss is nothing compared to what's coming up.

[~+~+	~+~+~+~+~	+~+~+~-	~+	.]
	8b.	PROTOMAN	STAGE	II	
Γ	~+~+	~+~+~+~+~	+~+~+~-	~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+	٠]

You'll start this one out in a small room. There are a few robots in front of you in which you'll need to take out, but eh, they're no problem. Jump over to the ledge on the left, and then continue up. Ignore the M-Tank on the right, by the way. Use the Napalm Bomb or Crystal Eye to take out anything in the way, and you'll eventually end up on a really high wall. Use the Rush Coil to get on top of the next wall, and continue forward and a robot appears in the air. Take two or three of these out (in the air) and head onward.

You'll find some easy Metool trains up ahead, as usual they are no problem. Beat will also beat all these enemies nicely. After all of those, you'll find a ditch to drop into. Once inside, you'll find some spike balls rolling across two conveyor belts. Wait for one to just pass the first one, then jump, and you won't have any problem with the second one. Then jump to the ladder and climb down to find a bunch of spikey balls above, as well as a bunch of conveyor belt jumps.

Fall down to the first, do a small jump to the next, wait for the robot to get ready to drop a bomb and then jump to the next, fall down, time the next two robots and jump the next four or so conveyor belts, then shoot at the upcoming robots. Once you see the ladder, carefully jump up and then you'll find yourself in a room with three of the robots that energize crystals to throw at you, in which you probably remember from Crystal Man's stage.

The ladders are your friends. Wait for the armor to disappear, and then keep firing. By then, the robot will die and you can just climb down the ladder and avoid the crystal. Once at the top, climb the ladder on the left and you'll find two robots. Jump on the ledge to the left to destroy the first, then jump the next ledge and kill the other. If you want the ammunition pellet on the above ledge, use the Rush Jet and if you want ammo for anything other than that, jump on the ledge and switch, but don't walk into the pellet.

Jump down to the ground, charge up your Buster, and destroy the next enemy. Right in the next area, you'll find two more robots in the air, and four areas to slide into. The top one leads to the next area, the one below that leads to nothing, the one below that gets you an energy pellet but forces you to turn back IMMEDIATELY, and the bottom leads you to an E-Tank instead of a pellet. Not that tough. Go to the top ledge and fall down. If you hug the wall on the left, you'll end up on a ledge with an extra life!

CHEAP TIP: Automaticaly fall down on the ledge to the right, then use the Rush Jet to get to the extra life.

Fall down that gap to end up in a rather large room with no enemies... yet. Jump down through the left and then head right and you'll encounter some green Frogbots, which hop in the air and shoot bullets. When they land, shoot them when they line up with you. Repeat with the next three, and then jump to the

ladder to find two Metool-driven robots. Kill them both just as you would with any of them, and then if you need it, hop to the right and grab the energy pellet, although I was personally at full health.

Before climbing the ladder to the left, charge up your buster. Once upstairs, fire the bullet at the tiger on the right. Then switch to the Crystal Eye and kill the two red robots in the air before they hit you. Then head forward and kill the one above, BEFORE going for the tiger. Then the tiger will probably just jump into the pit killing itself, and the damage you take will be little to none.

Jump to the right, and then you'll find a tiger on a ledge above, and a robot that will come to attack. Personally, I hugged the wall on the right, then the robot was defeated by two Napalm Bombs, and the tiger jumped into the pit. Climb the ladder, and then you'll see another tiger way below. Use the Napalm Bomb to kill it while it can't hit you, and then jump down, and POP GOES THE WEASEL! A boss lair!

This fight may even be easier than the one with the Tank Sentinel, because it has only one real attack: trying to charge into you, and that's not to mention it's about the same height as you, so you can jump over it. Immediately begin with a fully charged Buster, and then fire at it nice and good. The Shield Tank has a turning shield, and when the shield is on its sides it can't be damaged unless it's a good powerful hit. After hitting, switch to either the Napalm Bomb or Crystal Eye, which are both quite powerful. Fire at the walls with the Crystal Eye and turn around to shoot it with the Napalm Bomb and then hit it... really hard. It'll be gone in no time.

One note before I begin: it may be a good idea to kill enemies and get ammo pellets, and then switch to the weapon you need ammunition for, if you're by any means low by now.

In this area, just move forward and you'll find one of those friggin' annoying ships from Napalm Man's stage. Use the Crystal Eye or something to destroy them, and move forward and use the Buster, Napalm Bombs, or whatever to destroy the next few robots. You'll then come to a wall and another ship. The perfect opportunity to let the Crystal Eye to destroy everything that it runs into.

Head up the ladder and you'll find two dead zombies hanging on the wall. Well, they're only robots and not zombies, so they'll land and get killed by your buster! Use the Rush Coil to get to the energy pellet on the right, if you want it. Then just head over to the ladder on the left. Climb up to find a shielded robot and three cocoons. Use the Buster and tear them all apart and don't break a sweat. Now go to the right.

Some flying robots attack. Use the Crystal Eye or Buster to kill them, and you'll find spikes on the walls, and a ladder really high up in the air. Jump on the platform to the right, and when it goes to the left, QUICKLY hop to the platform above and let it take you to the ladder on the right, and then climb up. Kill the two robots in here, then jump on the platform to the left, then to the right, then to the left, and IMMEDIATELY jump to the ladder.

Once above, head to the right and then you'll find a Metool Tank again. Go to the edge of the ledge, wait for it to fire, then shoot it down. May take a couple tries, but it's not hard. You may want to equip Beat now. Jump to the platform it was on, then to the next one, and then some more robots will come along trying to drop bombs on your head. Shoot 'em all down (or let Beat do the dirty work) and you'll find another tank. Destroy it, and then just hop further to the right.

Destroy the next tank the same way you destroyed the first one, and then hop the next two platforms. Climb up the ladder and you'll find yet another Frogbot. Kill it like the one back in Protoman's first stage, and use the Rush Coil to get to the ledge with the ladder on the left. Now you'll arrive at the stage's trickiest area. Head to the right, and then a bridge of blocks appears. Quickly get on, before it disappears!

Just jump when it goes up, at first there are no problems. You'll find two ledges above, with an extra life and an E-Tank. Quickly get them, and then hop back to the bridge. Ignore any and all robots unless you are low on health. In that case, use the Crystal Eye or Beat. Avoid the spikes around this area, and follow where the bridge leads you, while quickly but carefully hopping across the small platforms. Take note that by now I had no less than 6 lives.

Climb down the ladder and you'll find the usual pink robot. Use the Napalm Bomb or Crystal Eye to quickly dispatch of it, then hop into the ditch to the left. Move forward to find another pink robot. I used the Napalm Bomb and Crystal Eye to make short work of it. The next part of this place is a lucky break from what you've been through earlier. It's just a bunch of shielded robots, the Buster or Crystal Eye will kill them in no time. Head up the ladder to find another pink robot. Remain on the ladder, use the Power Stone, and it can't even touch you! Huzzah!

Move over to the left and grab the E-Tank there, then jump on the ledge the robot was on and then to the ladder. You'll then be outside with another bridge that forms. No worries, because this one is five times as easy as the last one. Any attacking robots can be destroyed with your Power Stone. Eventually, it'll lead you to yet another boss lair.

This is by far the toughest boss thus far in Protoman's castle, but it's still nothing compared to some of the Robot Masters. This will remind you of Bright Man from Mega Man 4, in that it can freeze you, and you can't get "unfrozen" until it attacks you, dammit! Avoid plasma discs if he fires them at you, because they freeze you. Besides that, the Battle Boss enjoys jumping all around the room, and firing that evil buster of his several times. Extremely annoying, that is.

Begin by first charging up your Buster, and then entering the room and letting loose, and then when he takes the damage switch to the Gyro Attack or the Water Waves. Then keep firing those, and jump over the second disc in the air, but not high enough to hit the third one. Then try and avoid the attacks, while constantly firing yourself. Then try and head to the other end of the area where the Battle Boss currently isn't at, and just continue the attack. This won't be particularly tough.

This extremely short stage is all based on common sense. You're on a stationary elevator and have to destroy blocks to move up. Destroy the three in front of you, then head to the left. Destroy all six of these, but keep to the left. Then avoid the spikes, just barely jump to the right, then destroy the blocks on the right, then four of them on the left. Then destroy one of them, and very quickly slide under. Destroy the rest of them, and once you're above, just destroy all the rest of them. Then enter the boss lair...

As the fight begins, you'll find... Protoman? He will then fire at you, reducing you to the absolute minimum health, but then the REAL Protoman appears! The fake Protoman and the real Protoman will duel it out, and the fake turns into the Dark Man, a combination of the three bosses we have fought before. Protoman will then leave behind an "L-Tank", which restores all of your health, although he then leaves you to fight with one of the hardest bosses yet.

Dark Man is no pushover. First of all, he's got the powers of all the bosses before: he can charge at you, jump in the air, he has a shield which is constantly around him, and he won't hesitate to fire that at you, while simultaneously firing his own buster. If you don't have ammunition for Beat or at least the Power Stone and don't have at least one E-Tank, then you are in for a nearly impossible battle. You'll have to attack very rarely, and do avoiding almost all of this fight. Add to that Dark Man can kill Mega Man in four hits.

If you've got ammo for Beat or at least Power Stone ammunition and you've got an E-Tank, you won't have that many problems though. With Beat, just go around avoiding the attacks, while Beat keeps doing major damage. Add to that, you can fire your Buster as long as Beat's around.:) Heal with an E-Tank or two (YOU SHOULD DEFINITELY HAVE ONE OR ELSE YOU'RE COOKED). If you run out of Beat ammo, use the Power Stone. Not as strong, not as quick, but it should suffice. Good luck.

Watch the scene after that boss fight, and we're done with Protoman's castle. Now for Wily's lab!



After the fight with Dark Man, it sure treats us here. An E-Tank to the left, an M-Tank to the right! Restore all of your weapon ammo, and then climb down the ladder to the right. Then move to the left and fall down the really large ditch, and you'll land on a small platform. Fall down through the LEFT here, or you'll end up in a bunch of spikes. After passing all the spikes, move to the right, but not so much as to end up in the spikes. You'll end up on a path.

Follow to the right and a bunch of spike balls come rolling at you... jump over 'em. Move over to the right and kill all the robots on the way, while jumping up the stairs. Land down and kill the robot there, and then climb the ladder to encounter two cocoons and four gunning robots. Destroy one or two robots, then go for the cocoons, preferably with the Power Stone or something. Then if needed, go to the top stair, use a Rush Jet, and then get the energy pellet on the ledge.

Climb up the ladder and then head right and kill the robot on the way. The

whole ceiling is covered with bombs. Don't hit them with a fifty-foot long pole. Do a small jump up to the conveyor belt, and keep moving until you reach the robot. Hop off, and kill it, then kill the next robot when it's in view. Make your way to the end of this room and climb the ladder. Upstairs, use either the Power Stone or Crystal Eye to destroy the robots.

Move over to the left and use the Rush Coil to get to the ladder above. Then climb up and head over to the right and equip Beat (extremely useful). Now jump on the wheel, let Beat kill any of the spikey balls within sight, and then when you see a ledge of wheels, use the Rush Jet to reach it. Now make two jumps and land on the path to the right.

The next room is a huge elevator that will constantly be going up and down. To the right is a Metool turret, and there are a lots of pieces of the ceiling above in which Mega Man can get crushed under and obviously die. Use a charged Buster to destroy the turrets, and follow along to the right and you'll find lots of walls which can be destroyed. Little to no walkthrough is needed for this, except slide when necessary (which is a lot) and shoot at what's a dark shade of purple!

In the next room is a chicken-like robot. The Crystal Eye, Power Stone, etc. all work well. Hop up the stairs and climb the ladder, and then use the Power Stone to kill everything in this room. Climb yet another ladder on the left, and then jump across the spikes, constantly shooting at the shielded robots. Jump across the small platforms above the spikes, and then you'll find a boss lair. Enter with well-deserved joy, my friend!

Well, you can scratch the joy because this is one big-ass hunk of an enemy we're dealing with here. However, this is one of the easiest bosses in the whole game. This is a large creature with two wheels on top of each other at the bottom, a body with no particular importance, and a head, which is the only vulnerable area. Two Wheeler dies in a few hits to your Crystal Eye, but the problem is that you can't simply jump to Two Wheeler's head. You'll have to work out how to do it...

Two Wheeler doesn't actually attack. It'll send two robots down to attack, which are easily taken out, and that's it. The wheels have spikes on them, but if they damage you you're practically damaging yourself, because to get the wheels closer to you, you have to fire at them. Shoot a single bullet and they run right at you. Fire at the first one and then before it gets to you, jump on it, and do this to the second one as well. Then use the Crystal Eye at the Two Wheeler. If it stops flashing quickly enough, you can land TWO hits on it in one go. Repeat this simple process and you're a lucky winner!

Head forward at the beginning and one of those small creatures will jump down to attack. Shoot constantly, and then jump to the top of the stairs and kill another one. From here to the next ditch, the only way to kill the enemies is to use Beat. Equip him and then hop down and jump across the spikes. Beat will kill everything here, so no need to worry about them. At the end, jump in the ditch (I recommend using Rush Jet to be safe!).

You'll land on a ledge. Head to the left and enter the water there, and you

will likely land with an E-Tank to the ledge on your left and an M-Tank to the right. Well, you can jump really high underwater, so you can get them now! :) Move over to the right and kill any enemy in your way, and then you'll find several turning wheels. Remember, you're underwater, so the jumps are very easy. Ignore the spike balls.

On the other side, just be careful not to jump into the spikes, and you're fine. Jump across the small platforms. It's not anywhere near as tough as it might look. But just be sure that you don't end up with some of those spike ball hitting you while you're on the left. The low gravity in the water helps the jumps.

CHEAP TIP: Get to a high platform on drugs and then use the Rush Jet to get to the ledge on the right.

When you're on the right, destroy all the enemies in your path with the Buster and jump to the ledge to get an energy pellet. The next two jumps should prove no trouble, and as long as you keep firing you'll easily kill all of the Metools on the path. Climb the ladder to the right, kill the two Metools, climb another ladder, and then kill a few more Metools on the path and then jump to the ledge above and then you're finally on dry land! Ahh... move to the right and kill the Metools, once again they are very easy.

Drop into the ditch to the right and you'll find a few more cocoons. Kill them as soon as they awaken, and carefully jump over the spikes. Once on the ground, jump to the next ledge, charge up your Buster, and kill the rat. I recommend ignoring all enemies you see on the path until you reach the next ditch. Jump over the rats and ignore the cocoons, and then you'll see a good ditch to jump into and not have to bother with a rat. Still, is it just me or do I miss that big jump that you could do while underwater?

On the right, you'll find a chicken robot. Use the Power Stone or something, and then move over to the ladder on the right and climb up. A green robot, but you know the drill since you're on a ladder. Use the Star Crash or the Power Stone to hit it without ever risking damage. :P Now use a Super Arrow to get across the bed of spikes, then repeat using them to make them land higher. Then jump to the gap and kill the next green robot with your Star Crash. Afterwards, enter the lair.

This is a fairly easy boss, as long as you know what to do. The Ring Boss is a huge aerial enemy in which will move around the room trying to collide with you. Use the Gyro Attack to constantly deal out damage to it after it lowers the armor at its sides. However, since its high up in the air, this is where it gets dangerous. If it gets too close to you, jump off the platform you're on and then avoid the rocks that will likely fall. Get to the other one and continue to fire gyro blades, and then this fight will be over before you know it. Don't hesitate to use an E-Tank.

Oh my gosh, LONGEST. STAGE. EVER. Use the Rush Coil on the left to get to the ledge up there, and then get the E-Tank there. Move into the room to the right after destroying the turret there, and then use the teleporter to the right to end up in a large room with eight teleporters. Each one will take you to a

Robot Master. Still, all of them are cake since you know them now, and you are quaranteed to have the appropriate weapon. Just to remind you:

Star Man is weak against Water Wave.
Stone Man is weak against Napalm Bomb.
Gravity Man is weak against Star Crash.
Gyro Man is weak against Gravity Hold.
Napalm Man is weak against Crystal Eye.
Wave Man is weak against Charge Kick.
Crystal Man is weak against Gyro Attack.
Charge Man is weak against Power Stone.

After one is beaten, they drop an energy pellet. Still, if you end up low on health, use an E-Tank or let yourself die, and then respawn at full health. After all eight are defeated for good, a ninth teleporter opens at the top. Prepare to fight... DR. WILY!

This is actually among the easiest boss fights ever, if you know how to do it. The stage is seperated by a small pair of spikes, and there are two platforms in here. The only challenge is avoiding the spikes. Anyway, Dr. Wily is using a UFO, so obviously he's in the air and you can't simply attack him. Instead, wait at the edge of one, then when Dr. Wily stops moving, quickly jump to the next platform. If you've got your buster charged, all so the better. When Dr. Wily lands, jump and fire at the cockpit (the only weak spot) and then repeat the process. Get a won battle.

By far the shortest stage in the whole game. Walk forward and you'll find one of those robots from Star Man's stage. Dodge the bullets it fires, and then head beyond and drop into the ditch to find a shielded robot. Fire at it when the shield is down, and then drop down the very large ditch to the left. Once there, you'll find another robot. Take care of it the same way that you took care of the last one, and you'll end up in the final boss lair. It's time to get it ON!

Dr. Wily is actually a fairly disappointing final boss, not much harder than all of the other easy bosses in his and Protoman's castles. This fight is split up into two parts, although unfortunately if you lose you'll have to start back at the beginning of the stage (grrr). Anyway! Dr. Wily will start off inside a large tank. The weak spot is the turret in the middle. Dr. Wily has a lot of attacks, he'll try to pull you closer to the tank, he'll fire bombs, and he'll use missiles.

Still, this fight isn't terribly difficult. Dr. Wily will start off with regular attacks, so use the Buster if needed. Although many disagree with me, I find the Super Arrow to work extremely well here. In fact, seven of them will destroy the tank. Back off a bit, use one arrow, dodge Dr. Wily's attacks, and then get in and fire an arrow at the turret. Keep avoiding the attacks, then use another arrow, and Dr. Wily will be likely to try and pull you. Hold down

the left button, then get in another arrow. Repeat this process, and it'll be gone.

And after that fight, you'll end up with an even easier attempt at a final boss fight. You've got Dr. Wily in a UFO, but he only has two attacks: he can disappear and then appears at a random part of the stage and damage you, and he fires a plasma bullet at the ground and then it splits in two. Of course, you can easily jump over that. Make sure that you keep moving when Dr. Wily isn't onscreen, and you won't get hit, simple and plain. Use Beat, and let him beat Dr. Wily really hard. And soon, he'll be ancient history.

After that fight, you can sit back and enjoy the ending! Congratulations, you've definitely earned it.

9. PASSWORDS

If you don't want to have to fight the Robot Masters (shame on you!) then there are passwords in which you can use to get past them. However, you won't get rid of them in the order I recommend. Instead, it'll be in this order:

- 1. Star Man
- 2. Gravity Man
- 3. Gyro Man
- 4. Crystal Man
- 5. Napalm Man
- 6. Stone Man
- 7. Charge Man
- 8. Wave Man

To enter passwords, you'll see a 6x6 grid similar to a chessboard, except 36 squares instead of 64. The squares are aligned by 1-6 and A-F, also similar to chess's algebraic notation. You can put either blue dots or red dots on the grid. Here are the passwords:

++++++++++++++

1. BEAT STAR MAN

++++++++++++++

1 2 3 4 5 6

_		 		
Αl				
Bl	R			
Cl		В		
D				
E			В	
F	В	R	R	

2. BEAT STAR MAN AND GRAVITY MAN

1 2 3 4 5 6

-				_
Αl				
ВI	R			
Cl		В	R	
D				
Ε			В	

```
F|_B____|
3. BEAT STAR MAN, GRAVITY MAN, AND GYRO MAN
1 2 3 4 5 6
Αl
B| R B
     R |
Cl
DI
E| R
     ΒΙ
F| B
4. BEAT STAR MAN THROUGH CRYSTAL MAN
1 2 3 4 5 6
A| B |
B| B
Cl
D| R
E| R
     ΒΙ
F|
5. BEAT STAR MAN THROUGH NAPALM MAN
1 2 3 4 5 6
AΙ
В|
  В
C| R
     R I
DI
E| R
F| B
6. BEAT STAR MAN THROUGH STONE MAN
1 2 3 4 5 6
A|
B|
  В
C| R
     R |
DI
E| R
     ΒΙ
F| B
7. BEAT STAR MAN THROUGH CHARGE MAN
```

1 2 3 4 5 6

Αl				R	
ВΙ		В			
Cl	R				
DI			R	В	
E					
FΙ	В				ı

8. BEAT EVERY SINGLE ROBOT

1 2 3 4 5 6

Αl					
ВІ		В			
Cl	R				
D			R	В	
E					
FΙ	В			R	ī

10. ROBOT DAMAGE LIST

So what the hell is this section, one might ask? Well, this chapter covers the robot masters and how many hits it takes them to die, with every weapon in the game (yes, including their own). Oh, and just in case you didn't know, every enemy has 28 lines of energy and each hit takes off 1 line, which explains all the 28s.

AND DO NOT EMAIL ME ASKING ANY QUESTIONS ABOUT THIS. THE ROBOTS TO THE RIGHT ARE THEIR WEAPONS, AND THE ROBOTS BELOW ARE THE ROBOTS THEMSELVES. THANK YOU FOR YOUR TIME AND FOR PUTTING UP WITH MY ALL CAPS.

Robot	Buster	Star	Stone	Grav	Gyro	Nap	Wave	Cry	Charge
Star Man	28	28	28	N/A	28	28	7	28	N/A
Stone Man	28	14	28	28	N/A	7	28	28	28
Gravity Man	28	7	28	N/A	28	28	28	28	N/A
Gyro Man	28	28	28	7	28	28	28	28	28
Napalm Man	28	28	28	N/A	28	28	28	9	N/A
Wave Man	28	28	28	N/A	28	28	28	28	7
Crystal Man	28	28	28	28	7	28	28	28	28
Charge Man		28	7	N/A	28	28	28	28	N/A

11. BOSSES

If you need easy, quick access to a boss because you're stuck on it, you're in the right place.

It's not really that tough to defeat Stone Man without ever getting hit, since he doesn't fire bullets at you. Running into Stone Man, however, hurts a lot. Stone Man has two attacks: he either creates a shield around him and then jumps at you from a distance (not as lethal as it sounds) and then falls apart at the same time (unfortunately though, he puts himself together again though). However, he'll be stunned for a while after that, allowing you to hit him several times. Pray that he does this a lot.

Stone Man's other attack is just plain jumping around the room. He regularly just does small jumps, in which it is very hard to pass under. Make sure you only go in one direction. Eventually though, he jumps really high in the air and lands, and is then stunned for a small second, which is when you can hit. If you're using the Napalm Bomb here, then you can kill Stone Man in just a few hits. Just run in one direction when he jumps, move in the other direction when Stone Man jumps really high in the air, get the hits in, and Stone Man will fall like London Bridge, my fair lady (apologies if you are a man).

You'll get the Power Stone after that battle. Not the most useful weapon, but eh, one extra weapon never hurt anyone (except the enemy), did it? ;-)

==-+-=-+-==+-==+-== { BOSS FIGHT: CHARGE MAN }

Charge Man has one of the least varied assaults of all the robot masters: he can send meteors down from the sky or he can charge at you. That's all he can do. He can dash, plain run, or just walk, but you can't hit him all the time. When he starts moving slow, try and hit him. However, you can't attack when he's running or when he's sending down the meteors. His weakness is the Power Stone.

At the beginning of the fight, it can help to start with a charged (baha) buster and then fire it at Charge Man, because then it'll do some damage. Then switch to your Power Stone, avoid Charge Man's charge and meteors by jumping over him and looking at the meteors falling, and then use your Power Stone, then jump over Charge Man quickly, because he'll dash at you fairly quickly. After that, just repeat this simple process and you'll hardly even get hit. Just keep a distance so the Power Stone will hit.

You probably have Charge Kick at the time, but let's use the buster first. Start out the fight with a filled Buster, and then let go once Wave Man's health gauge starts filling. Anyway, Wave Man's attacks are fairly dangerous. He can start a wave in front of him or behind him, which blocks you from firing your buster (grrr), he can fire a missile at you, and after that he'll jump at you, and then he'll repeat. He always does each of these attacks, in that exact order.

Once again, you'll get more than 1/10 of Wave Man's health gone if you start with a filled buster. Start filling again, and then if you're fast enough you'll hit Wave Man once again. Then dodge his attacks and follow up with some more filled Buster attacks, and then the rest is up to you. If you have the

Charge Kick, it's even easier. Keep charging at Wave Man while jumping above the waves he'll create, and then you'll kill him too quickly for your own taste.

Yeah, although you have the Water Wave I find Star Man to be easier to defeat with the simple Mega Buster.

Star Man can actually be quite a large pain in the neck, as he is very agile and hits powerfully, not to mention he has a goddamn shield as his weapon. His shield is up all the time, and he will jump across the stage trying to land on Mega Man, which is how he tries to damage you. However, eventually he'll let go of the shield and throw it at you. This is when you should opt to try and damage him. But you can't get hit much, because just a few hits with those stars will kill you very quickly.

However, one thing that works well is this: hold down the A button throughout the first part of this. Run around avoiding Star Man, and eventually he'll try and throw the shield. If he is in the air, good! Jump and let go of the fire button to damage him. If he is on the ground when throwing it, immediately go of the fire button and jump to avoid it. Once on the ground, you can damage him a little bit. As the fight progresses, Star Man will throw the shield more quickly, so just repeat this process, and you should beat this fight without too many problems.

Gravity Man is a cakewalk in the park if you've got the Star Crash filled up to the maximum. Gravity Man is probably the hardest robot in the game to attack, though. The reason is because you and Gravity Man will always be on opposite parts of the room (that is, you'll be on the ceiling and he'll be on the floor) and the only time you can attack with your Buster is when Gravity Man jumps from one to the other (you'll land too). Gravity Man will attempt to crash into you, and while he's jumping he will fire his buster. Adding to the fact he can hit you when you're on the ceiling when he's on the floor and vice versa and you can't, he's a formidable opponent.

Still, the Star Crash can eliminate next to all of those worries. When he jumps from ceiling to floor (or vice versa), you can intentionally run into him and you will both take equal damage! Charging up the shield in midair and then firing when you and he are next to each other also works nicely. What's even better is getting beside him, not below or above him, and when he jumps, he and the shield will touch and he'll take damage (and you won't)! Ingenious. If you run out of ammunition for the beloved Star Crash, another thing that works well is the Power Stone, because it has TONS of ammunition and can hit Gravity Man 2-3 times. Use these together, but make sure you avoid Gravity Man's buster attacks. Good luck.

You'll get the Gravity Hold after that fight. Let's celebrate by holding down Gyro Man, who is obsessed with being in the air!

Gyro Man, much unlike the other Robot Masters you have fought, has three

attacks: he can throw a wheel or something like that at you, or he can jump in the air, hiding himself and send one down, and then he can land down and damage you. Alright, now Gyro Man's jumps are INCREDIBLY accurate unless you're moving. Right after the wheel with the blades disappear, Gyro Man will land exactly where you were. Since you've got like one fourth a second to get out of the way for him to land, it could be a fair share of trouble.

Pray that he does the first attack if you've got some distance on him at the beginning though. If you have the Gravity Stop, then you hardly need a strategy, because Gyro Man will keep landing down and taking lots of damage, and if you're accurate enough Gyro Man will die in meer moments. OMG HOW DIFFICULT. If you've only got your Buster, this fight can be extremely tough, however. Since Gyro Man always lands very close to you, you'll have to get out of the way because Gyro Man might throw a wheel at you, which will damage you much more than you damaged him.

Once you back off, he'll sometimes jump anyway, which means this fight will be long. Try and time him so you can hit him after he lands. If he throws a wheel, you'll definitely get at least three hits on him. At the beginning of the fight, if you've got your Buster, charge it up and then let it go. That will damage him quite a bit and give you enough time to dodge the wheel. Not to mention that Gyro Man might keep on. Just do this carefully, and keep trying. If you have Gravity Stop, you can ignore more than half of this whole strategy.

This is probably the easiest Robot Master in the game. Crystal Man isn't easy to hit, but his attacks are so inaccurate that you'll hardly ever feel the need to suddenly jump out of the way. First of all, he has the standard buster in which we're all used to, he jumps in the air a lot and tries to crush you, and he uses the Crystal Eye to seen plasma bullets in different directions. The buster can be jumped over, just as always, the air jumps aren't that dangerous and give you opportunities, and the Crystal Eye almost always misses.

I beat this on my first try, when I already had almost half of my health missing. Crystal Man's jump will keep him away from your attack, but the damage you can do with the Gyro Attack makes him die in seven or eight hits. Equip it, and then jump into the air and throw it at Crystal Man. He'll probably try to hit you, and he'll always jump in the air. Try to get it so that Crystal Man lands on the blade, and you'll kill him in no time. His stage was tougher than him.

Napalm Man has two basic attacks: throwing a small set of bombs at you and firing his buster (which is very much like Mega Man's, almost as fast). The buster bullets are very hard to dodge for some reason, since they come at you really fast. Although you should have the Crystal Eye at this point, first enter the room with a charged up buster, and then let it loose at Napalm Man. Then jump over the bullets and let another one loose. Then try and move out of the way, otherwise use your Buster or another weapon to land even more hits on him. Be careful to move out of the way for the bombs though, frequently.

Try to get around the center, because you don't want to get trapped in a corner for Napalm Man to use a bunch of bombs in which you can't avoid, and where running into Napalm Man will hurt just as much. If you have the Crystal Eye

(which you should), immediately fire it at Napalm Man. Or you can fire it at the wall, and then it'll hurt Napalm Man even more. Just use the Crystal Eye around

seven times at the wall or at the boss himself, and Napalm Man is ancient history. Probably one of the easier Robot Masters.

You'll find a weapon which may come in handy in the forseeable future, the Napalm Bomb. Good for ground enemies ahead of you.

This boss has less variation than most of the robot masters, as all it can do is really quick plasma bullet attacks and charging (this boss is rather like Charge Man, only easier). First start off with your buster charged, and then fire a good one at it. Equip the Water Wave, and then use it several times on the Tank as it gets closer to you, and it'll automatically lose about half of its health. You may get hit once or twice, but it'll be nothing serious. Try and jump at the same time. If you run out of Water Wave ammunition, use the Crystal Eye, Power Stone, or Charge Kick. This boss is nothing compared to what's coming up.

This fight may even be easier than the one with the Tank Sentinel, because it has only one real attack: trying to charge into you, and that's not to mention it's about the same height as you, so you can jump over it. Immediately begin with a fully charged Buster, and then fire at it nice and good. The Shield Tank has a turning shield, and when the shield is on its sides it can't be damaged unless it's a good powerful hit. After hitting, switch to either the Napalm Bomb or Crystal Eye, which are both quite powerful. Fire at the walls with the Crystal Eye and turn around to shoot it with the Napalm Bomb and then hit it... really hard. It'll be gone in no time.

This is by far the toughest boss thus far in Protoman's castle, but it's still nothing compared to some of the Robot Masters. This will remind you of Bright Man from Mega Man 4, in that it can freeze you, and you can't get "unfrozen" until it attacks you, dammit! Avoid plasma discs if he fires them at you, because they freeze you. Besides that, the Battle Boss enjoys jumping all around the room, and firing that evil buster of his several times. Extremely annoying, that is.

Begin by first charging up your Buster, and then entering the room and letting loose, and then when he takes the damage switch to the Gyro Attack or the Water Waves. Then keep firing those, and jump over the second disc in the air, but not high enough to hit the third one. Then try and avoid the attacks, while constantly firing yourself. Then try and head to the other end of the area where the Battle Boss currently isn't at, and just continue the attack. This won't be particularly tough.

As the fight begins, you'll find... Protoman? He will then fire at you, reducing you to the absolute minimum health, but then the REAL Protoman appears! The fake Protoman and the real Protoman will duel it out, and the fake turns into the Dark Man, a combination of the three bosses we have fought before. Protoman will then leave behind an "L-Tank", which restores all of your health, although he then leaves you to fight with one of the hardest bosses yet.

Dark Man is no pushover. First of all, he's got the powers of all the bosses before: he can charge at you, jump in the air, he has a shield which is constantly around him, and he won't hesitate to fire that at you, while simultaneously firing his own buster. If you don't have ammunition for Beat or at least the Power Stone and don't have at least one E-Tank, then you are in for a nearly impossible battle. You'll have to attack very rarely, and do avoiding almost all of this fight. Add to that Dark Man can kill Mega Man in four hits.

If you've got ammo for Beat or at least Power Stone ammunition and you've got an E-Tank, you won't have that many problems though. With Beat, just go around avoiding the attacks, while Beat keeps doing major damage. Add to that, you can fire your Buster as long as Beat's around. :) Heal with an E-Tank or two (YOU SHOULD DEFINITELY HAVE ONE OR ELSE YOU'RE COOKED). If you run out of Beat ammo, use the Power Stone. Not as strong, not as quick, but it should suffice. Good luck.

Well, you can scratch the joy because this is one big-ass hunk of an enemy we're dealing with here. However, this is one of the easiest bosses in the whole game. This is a large creature with two wheels on top of each other at the bottom, a body with no particular importance, and a head, which is the only vulnerable area. Two Wheeler dies in a few hits to your Crystal Eye, but the problem is that you can't simply jump to Two Wheeler's head. You'll have to work out how to do it...

Two Wheeler doesn't actually attack. It'll send two robots down to attack, which are easily taken out, and that's it. The wheels have spikes on them, but if they damage you you're practically damaging yourself, because to get the wheels closer to you, you have to fire at them. Shoot a single bullet and they run right at you. Fire at the first one and then before it gets to you, jump on it, and do this to the second one as well. Then use the Crystal Eye at the Two Wheeler. If it stops flashing quickly enough, you can land TWO hits on it in one go. Repeat this simple process and you're a lucky winner!

This is a fairly easy boss, as long as you know what to do. The Ring Boss is a huge aerial enemy in which will move around the room trying to collide with you. Use the Gyro Attack to constantly deal out damage to it after it lowers the armor at its sides. However, since its high up in the air, this is where it gets dangerous. If it gets too close to you, jump off the platform you're on and then avoid the rocks that will likely fall. Get to the other one and continue to fire gyro blades, and then this fight will be over before you know it. Don't hesitate to use an E-Tank.

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{ BOSS FIGHT: WILY UFO }
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This is actually among the easiest boss fights ever, if you know how to do it. The stage is seperated by a small pair of spikes, and there are two platforms in here. The only challenge is avoiding the spikes. Anyway, Dr. Wily is using a UFO, so obviously he's in the air and you can't simply attack him. Instead, wait at the edge of one, then when Dr. Wily stops moving, quickly jump to the next platform. If you've got your buster charged, all so the better. When Dr. Wily lands, jump and fire at the cockpit (the only weak spot) and then repeat the process. Get a won battle.

==-+-=-+-==+-==+-==+-== { BOSS FIGHT: FINAL WILY }

Dr. Wily is actually a fairly disappointing final boss, not much harder than all of the other easy bosses in his and Protoman's castles. This fight is split up into two parts, although unfortunately if you lose you'll have to start back at the beginning of the stage (grrr). Anyway! Dr. Wily will start off inside a large tank. The weak spot is the turret in the middle. Dr. Wily has a lot of attacks, he'll try to pull you closer to the tank, he'll fire bombs, and he'll use missiles.

Still, this fight isn't terribly difficult. Dr. Wily will start off with regular attacks, so use the Buster if needed. Although many disagree with me, I find the Super Arrow to work extremely well here. In fact, seven of them will destroy the tank. Back off a bit, use one arrow, dodge Dr. Wily's attacks, and then get in and fire an arrow at the turret. Keep avoiding the attacks, then use another arrow, and Dr. Wily will be likely to try and pull you. Hold down the left button, then get in another arrow. Repeat this process, and it'll be gone.

And after that fight, you'll end up with an even easier attempt at a final boss fight. You've got Dr. Wily in a UFO, but he only has two attacks: he can disappear and then appears at a random part of the stage and damage you, and he fires a plasma bullet at the ground and then it splits in two. Of course, you can easily jump over that. Make sure that you keep moving when Dr. Wily isn't onscreen, and you won't get hit, simple and plain. Use Beat, and let him beat Dr. Wily really hard. And soon, he'll be ancient history.

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