

Mega Man FAQ/Walkthrough

by Warhawk [Donate](#)

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Introduction



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Mega Man FAQ/Walkthrough	
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Introduction

Thank you for looking at Warhawk's guide for Mega Man for the Nintendo Entertainment System. Wanting to try covering a good chunk of the Mega Man games in the franchise. I will put forth my best effort in making this good for the long time players or even if it's someone who's playing it for the first time. While I say that this is probably up there on difficulty as there's bound to be trouble getting through the game. Let's get on to getting through Mega Man.

Author's Note: At the time of the update any further updates will be posted in the Mega Man Legacy Collection guide found on Neoseeker.

Controls

Control	Function
D-Pad	Move Mega Man
Start	Weapon Select Menu
Select	Pause Game
B	Fire Weapon
A	Jump

Walkthrough

Chapter One: Bomb Man

Cast of Enemies

- Adhering Suzy
- Blaster
- Bombbombomb
- Kamadoma
- Gabyoall


- Killer Bomb
- Flying Shell
- Screwdriver
- Sniper Joe

We'll be starting off with Bomb Man's stage. Making our way forward as we'll get so far as we'll start seeing a few Kamadoma coming at us as we get near the higher platform. After disposing of them as there'll be at least a couple more after that one to deal with as we head upward over the platform. Making our way forward as we'll come to a pitfall but watch out for the Bombbomb as it'll go so high then explode in four pieces. When we're clear to get over the pitfall there'll be another pitfall with a Bombbomb. There'll be another two more pitfalls we'll have to get over but without a Bombbomb coming up.

After the fourth one, we'll be able to get through without them for the time being and whatnot. As we make our way further as we'll have Screwdrivers to deal with. There'll be at least a few or so before we'll have to head up to the ladder. In the next area while we continue climbing the ladder there'll be four Blasters to the left. Watch out for when they fire before we reach the top. Use the time after they fire to get to the next ladder. Reaching the top and heading to the right as there'll be a Sniper Joe to deal with. The only way to deal with it is when it attacks or jumps.

Continue onward after disposing of it. When we get to where we have pitfalls we'll have Killer Bombs and Blasters to deal with as we make our way across here. After getting past the pits we'll still have Killer Bombs to deal with but we'll have Gabyoall to deal with as well. That is until we'll have to get up to a ladder. Climbing the ladder as there'll be a Killer Bomb to watch out for as we reach the top then over to the other ladder without being knocked down or worse. Once there head up the ladder to the next area.

In the next area, we'll have a Flying Shell to deal with as we use the platforms to get across the floor of spikes. When across we'll have to deal with any Flying Shells even if we dispose of them. We'll reach a ladder we'll have to climb up to then drop down on the other side. Now we'll be able to move onward until we come to a Sniper Joe that'll be in front of the boss gate. Dispose of it then enter through the boss gate. Enter through as we'll have to find a ladder and head down it. Watch out for the Adhering Suzy on the way down. Should only have to deal with two waves of them before getting to the other boss gate to fight Bomb Man.

Boss Information					
					
Boss:	Bomb Man	HP:	28	DLN:	006
Attack(s):					
4 [Contact] 4 [Hyper Bomb]					
Weakness					
Fire Storm					
Weapon Get					
Hyper Bomb					

As we make our way in to face off against Bomb Man. When we fight against him we'll want to stay near him as much as we can but watch out for the Hyper Bomb if he manages to throw it. For the fight we'll want to stay as close as we can as we get as close as we can he'll jump while trying to throw a Hyper Bomb at you if possible. By keep repeating while trying to avoid the bombs as well as direct contact with Bomb Man we'll take him down and able to take his weapon. Want to make sure that if he had dropped by Hyper Bombs near the end of the fight and you're low on health may cause a double knockout. If that happens will result in having to do the battle over again.

Chapter Two: Guts Man


Cast of Enemies

- Big Eye
- Bunby Heli
- Met
- Pickelman

Starting the second stage of the game going with Guts Man. When we start the stage we'll have to get up on higher ground. In doing so we'll have a few Mets to deal with before we reach an edge. We'll have to wait for the platform to come to us as we'll jump onto it when it gets close. We'll get so far as there'll be one below us but timing it may be tricky. When it's safe to jump down but watch out for when the ball gets to a point as it'll lower the platform that'll send you down to your doom. Want to time it right to get across as there'll be another like the one we're on but there'll be more chances of being dropped before making it to solid ground.

As soon as we get to the solid ground we'll have to worry about Bunby Heli to deal with for a while. Dealing with a few before we continue onward and eventually come to a Pickelman. The only way to take it down is when it's throwing a pick ax at you as we dispose of it to move forward. Once that one is down as we continue onward as there'll be a couple more to deal with before coming to a pit we have to jump over. Before we're able to we'll have another Pickelman to dispose of before we can jump across safely. After disposing of that one we'll have to make our way as there'll be another to deal with before we can make our way down.

When we drop down as we'll want to be near the left as we'll get on a beam then drop down to the left. There may be Bunby Heli that may appear but we'll continue falling until we reach the bottom. When we do head to the left to drop down but when we reach the bottom we'll have a Big Eye to deal with. Dealing with it we have two options. First, we can keep firing in hopes that we can dispose of it before it can make contact with us or we can hope we can get it to jump high enough to go under it safely. The best way is to go with the first option hoping that we aren't going to get hit by it. Making our way forward as we'll reach the boss gate. Unlike the later games, we'll have to deal with enemies between the gates during the Robot Masters. For Guts Man, we'll have to deal with Mets. Once we reach the other side it'll be time to fight Guts Man.

Boss Information					
					
Boss:	Guts Man	HP:	28	DLN:	004
Attack(s):					
4 [Contact] 4 [Super Arm]					
Weakness					
Hyper Bomb					
Weapon Get					
Super Arm					

Squaring against Guts Man can be tricky when he'll jump and cause an earthquake. We'll have a couple of boulders that we can stand on that can help out as well if done right. When that happens you want to time it right to jump so you can avoid being vulnerable to an attack from Guts Man. During the time he does, it'll cause a rock to come down for him to throw at you but it isn't going to happen every time. That is when jumping can help out when those attacks will happen. Disposing of Bomb Man before going against Guts Man will help out significantly for the fight. As we'll want to time it right to throw a Hyper Bomb to land near Guts Man and hope when it explodes that it'll do damage to him.

Knowing when to try bringing it out to use against him while trying to move when he jumps and comes down with a possibility of using his attack against you. Shouldn't be too many Hyper Bombs before we can take Guts Man down. Just like with Bomb Man we'll have something drop down for us to grab but like with Bomb Man watch out in case there was any last second as it can cause us to start the fight over again if you're very low on health.

Chapter Three: Cut Man

Cast of Enemies

- Adhering Suzy
- Blaster
- Big Eye
- Bunby Heli
- Kamadoma
- Flying Shell
- Screwdriver
- Super Cutter

When starting the third stage with Cut Man's stage as we'll want to head up the ladder to our left. As we'll make our way over the rock as we'll have a Bunby Heli that'll be coming at us. After disposing of that one and making our way through as there'll be at least up to around five more Bunby Heli that'll come at us. We'll make our way to where we have to jump over a pit. Upon doing so we'll have a couple Blasters in the area as we can bypass the first one easy. The second one may make it hard for us to head up the first ladder in the area. Dispose of it then head up the ladder then head over to the next ladder.

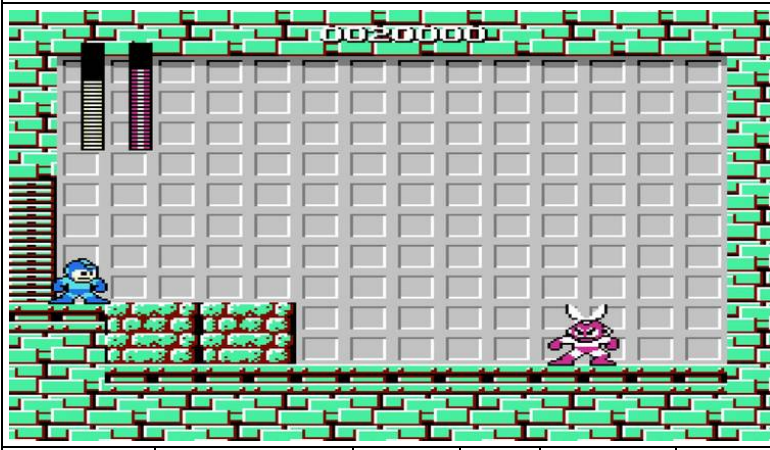
Heading up the second ladder as there'll be three Blasters to deal with as we'll deal with the one above the ladder we just climbed first. After doing so head over to the other ladder. Wanting to time it right to reach all the way to the top without getting hit by a Blaster shot. When at the top dispose of the next then get close to the other to be ready for when it shoots. Head up the ladder not far after the third Blaster. Once up to the top there'll be three more Blasters as the first one is a bit away as we'll dispose of it. Head to the ladder as we can avoid the second one totally but dispose of the third one.

Now head to the next ladder to head up it as there'll be three Blasters once again as there. Stay on the ladder and fire to the first one when it opens up but do it quickly. Head over to the next ladder but watch out for when the Blasters when they shoot then take them out when you can. After disposing of them we'll head over to the next ladder. Reaching the top as we'll have to get past where there'll be Super Cutters coming out. When we get close to where we'll have to get to higher ground but watch out for the Kamadoma. Make your way over the pit but when we get near a ladder we'll have Adhering Suzy to deal with.

There'll be one that we'll have to dispose of before we can get to the ladder. Before we head up it there'll be one that'll head to the ladder so wait for it to head back the other way. Head up the ladder then to the next ladder. Once up there we'll have some more Adhering Suzy to deal with. There'll be a rock that we can move using the Super Arm and can dispose of at least a couple of the Adhering Suzy. The remaining can be avoided when heading to the next ladder. In the next area, we'll have

more Adhering Suzy as we'll dispose of the one first one. The rest can be easily avoided to the ladder and head up it. Another room with Adhering Suzy as we'll want to wait for one to come down near us to dispose of. You can dispose of the other near if you wish then head up the ladder when you're in the clear.

Reaching the top as we'll have to watch out for Super Cutters while walking past the machine. As we get past it we'll have to watch out for Bunby Heli before reaching the end and head down the ladder. Head down the ladder as we'll have a Flying Shell that'll stop and shoot in multiple directions. Want to move fast to the other ladder and head down. When we do we'll have to watch out for the Flying Shell here as we'll have to do like with the last area. As we get down there we'll have to deal with a Big Eye. Deal with it like before and after dealing with it we'll be in the clear to the boss gate. Heading through as we'll have to deal with Screwdrivers on either the floor or the ceiling. Once we reach the other end we'll be facing Cut Man.

Boss Information					
					
Boss:	Cut Man	HP:	28	DLN:	003
Attack(s):					
4 [Contact] 10 [Rolling Cutter]					
Weakness					
Super Arm					
Weapon Get					
Rolling Cutter					

When facing Cut Man it can be a bit easy of a fight. If using just the buster you can go about just hit him and if you time it right you can keep at doing that until you fully dispose of him. Doing so he wouldn't be able to use his weapon Rolling Cutter against you but likely he'll be getting it in if you don't do it right. Although if you want to use the Super Arm you can use the two rock formations to dispose of him in two hits. Doing that you'll need to time it right when using it against Cut Man. When fighting against Cut Man you want to have as much distance between you and him if you want to bring out the Super Arm to use against him. Once you get him down we'll be able to grab his weapon.

Chapter Four: Elec Man

Cast of Enemies

- Adhering Suzy
- Big Eye
- Gabyoall
- Kamadoma
- Watcher


Onto the fourth stage of the game, Elec Man. Starting the stage we'll have three Gabyoall as we can dispose of them using the Rolling Cutter. After disposing of them we'll want to head up the ladder on the right. Head up it as there'll be a couple more Gabyoall to deal with before heading to the next ladder. In the next area, we'll have to watch out and not get shocked by the electricity that's coming out out a couple platforms. Want to time it right so we can get to the next ladder. When reaching the top of it as we'll have to climb up another ladder but watch out for the Watchers that'll be coming from above and below. There'll be three of them that'll come from both directions but watch out as we'll want to dispose of them before they shoot out any electricity. Continue up the ladder.

When we continue heading up the ladder we'll have the same scenario as the previous screen. Three Watchers coming from the top as well as the bottom as we'll dispose of the ones at the top before they can fire at us. After disposing of them and heading up the ladder to continue onward. We finally reached the top as we'll have the blocks that'll appear and disappear. If we needing to refill on any weapons we can get to the ladder to the left to head up for weapon capsules to refill any. On the other hand if good we'll head to the one on the right. Once we go to the one on the right we'll have more of those blocks that when timing it right to get to the next ladder.

Get to the third top ladder and head up it to the top. Head to the right as we'll come to block platforms to get onto as we get to the ladder to head upward. When in the next area we'll have three Watchers that'll come from the top and three coming from the bottom. Head up the ladder on the right while disposing of the Watchers that'll come down from the top. Once we get to the top we'll be heading to the ladder at the top but watch out for the electric beams that'll shoot out along the way. Reaching the top of the ladder and after we get to the ladder above us we'll have Watchers from the top and bottom coming. Dispose of the ones coming from the top quickly then continue onward.

As we reach the top head to the ladder all the way to the left but after we get up there equip the Super Arm so we can get the Magnet Beam. We'll take the ladder on the right as we'll only have to worry about the electricity beams that'll come out from the wall. That is until we get so far and have to deal with a Kamadoma. If you can time it right you can only deal with only one of them. Use the Super Arm to remove the block in the way. Use the recently acquired Magnet Beam to get out to head to the ladder. Head up the ladder and we'll want to head to the right across the blocks to another ladder to head up it.

Reaching the top as we'll have to get past a couple blocks that'll have electric beams coming out as we'll head to the next ladder. Once to the top of that, we'll have a Big Eye and we can use the Magnet Beam to help start creating a bridge to get over the Big Eye to the boss gate. Alternately we can get it to jump high enough to get under it to head to the boss gate. We'll get so far before heading up a ladder. Making our way up the ladder as we'll have to watch out for electric beams that'll be coming out of the walls. After the second one we'll have some time to equip the Rolling Cutter. Be sure you'll be facing Elec Man by firing a Rolling Cutter to the right. Once you do that head up to the boss room.

Boss Information					
					
Boss:	Elec Man	HP:	28	DLN:	003
Attack(s):					
4 [Contact] 10 [Thunder Beam]					
Weakness					
Rolling Cutter					
Weapon Get					
Thunder Beam					

As we face off against Elec Man as it'll be one of the toughest boss fights that we'll be doing if we're not properly prepared for it. Elec Man is pretty much the fastest boss we'll be encountering in the game so bringing your A-game to this fight is essential. By equipping the Rolling Cutter and if you'll be quick enough you can take Elec Man down in roughly two or three shots. Going with just the buster can prove to be difficult going against him that way. You'll want to be quick about getting a hit on him before he has a chance to get a hit in on you due to having you down in two or three shots as well. Once he's down we'll get his weapon, Thunder Beam.

Chapter Five: Ice Man

Cast of Enemies

- Adhering Suzy
- Big Eye
- Crazy Razy
- Foot Holder
- Gabyoall
- Pepe

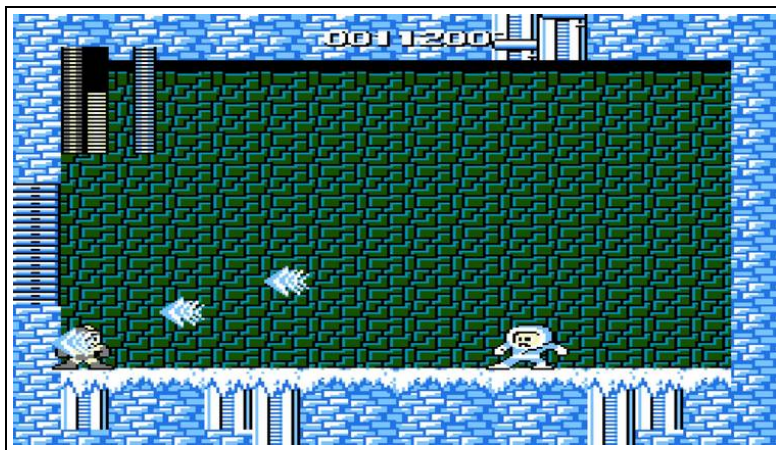
The fifth stage to tackle. Not far into the stage, we'll have a Crazy Razy to deal with. After disposing of it and making our way upward as there'll be a few more Crazy Razy to deal with. We'll come to some water that we'll have to drop down into. As we make our way through as we'll be dealing with Gabyoall along with Pepe. When we're able to get out of the water we'll have at least another Pepe before we make it closer to the end. There'll be a couple of Adhering Suzy with an energy capsule to take if needed. If not head on down to the next area.

As we get there we'll be in some water with a Gabyoall that we can take out with a Rolling Cutter. Now we'll want to watch for the blocks to see the path that we can take to get to where we'll drop down again. We'll want to jump on the third one then, want to time it right to jump and land on the fifth one then use the remaining to get to the platform. Now drop down to the next area. For this area, we can use the blocks to get across so far before we can bring out the Magnet Beam to help finish up to get to the higher platform.

Now we'll get where we'll have Foot Holders. This will be a good time to put the Magnet Beam to full use. Use it to get across so far then use it again. While we do so we'll have to watch out for Pepe. When we get so far we'll have a weapon capsule that we'll want to get by letting the Magnet Beam wear out below us. Grab it then use it to finish all the way doing the same as before. Once we get to solid ground, we'll head to the end but watch out for the Pepe. Drop down and there'll be an area if you're able to get in there for any health and weapon capsules. Now head to the bottom if you needed them.

Head to the other drop area. There'll be a Big Eye there to deal with as you can make it jump high enough to go under to head to the boss gate. Heading through the boss gate and watch out for the Pepe before reaching the end.

Boss Information



Boss:	Ice Man	HP:	28	DLN:	005
Attack(s):					
4 [Contact] - 10 [Ice Slasher]					
Weakness					
Thunder Beam					
Weapon Get					
Ice Slasher					

Facing off against Ice Man we'll have to watch out as he'll be sending out Ice Slasher in waves of three. One up high, one in the middle and one down low. Bringing out the Thunder Beam to use against him going to make the fight on the easy side when used correctly. You should be able to get him down in a few hits or so when he'll go down. If you're at full health shouldn't be too bad if any of them should hit you after defeating Ice Man. Although have to be careful when getting hit by an Ice Slasher as it can do ten [10] HP damage to you. Shouldn't be too hard to take him down using the Thunder Beam.

Chapter Six: Fire Man

Cast of Enemies

- Changkey
- Gabyoall
- Killer Bomb
- Screwdriver

The final Robot Master stage to take on before the Wily Stages. From the start of the stage we'll have a couple ladders we'll have to get to get to higher ground. When we do we'll have to watch out for a Screwdriver after climbing each of the ladders. After climbing the second ladder we'll have two more Screwdrivers to deal with. As we get so far there'll be one on a lower level but we still have to watch out for when it pops up then fires. Make your way to the ladder then climb down then head to dispose of it. Head down the other ladder to the bottom platform.

As we're on the bottom platform as we make it to the edge as we'll have to watch out for Changkey that'll head upward then slowly come back down. Watch out for where they'll be falling down from. We'll want to get to the next platform but watch out for the flame that'll be shooting upward. Jump over to the platform with the ladder when you're in the clear and head up it. When you do watch out for any Changkey just in case. Once up the ladder head over to the other ladder to climb up that one. In the next area head up to the ladders to get to the ladder on the upper left-hand corner.

When reaching the top there'll be a couple spots with flames shooting up as we'll want to time it right to get to the left of the second one. When we're clear we'll want to move forward. As we do we'll have to watch out for the fire beams as we'll want to time it right to get to the bottom platform we need to get on. After that quickly get to the top right one. Making your way through as we'll have to make a jump to advance. There'll be a couple flame shooting upward that we'll have to get past. We can take the ladder down the slow way or we can take the fast way by uggging to the left.

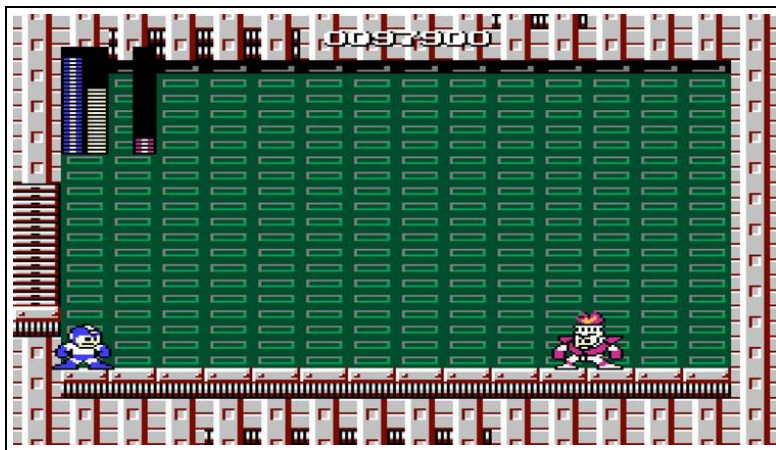
Once to the bottom, there'll be flames that'll come out from under the ladder and one to the left of it. Also, there'll be Changkey to worry about as well. Get past where the second flame shoots up and to the ladder to head down before the Changkey gets to you. Heading down the ladder as we'll have a couple platforms with flames shooting up at one end. Get past those and to the platform with the ladder but watch out for any Changkey. Once over there head up the ladder as we'll have to get to another platform with a ladder to continue moving forward. Watch out for more Changkey along the way. We'll have a couple more flames shooting up from a platform.

Getting across while watching out for the Changkey to the platform then to the ladder and up it. There'll be a ladder to climb up after getting up there and there'll be flames going in zigzag. You'll need to time it right to get through between the flames. On the other hand, you can always use the Magnet Beam to get to the top without worry about trying to squeeze through. Once up to the top head up the ladder, we'll have to squeeze through if we didn't use the Magnet Beam. Either way once through then head to the ladder.

Once up there we'll have Flying Bombs to worry about as we make our way to higher ground. As we get up there watch out for any Screwdrivers along the way that'll pop up to shoot like the other ones did. When we get close as we'll have a Gabyoall to deal with along with other Flying Bombs before getting to a ladder. Head down the ladder as there'll be another Gabyoall to deal with. Make it to the other ladder then head down it. There'll be another Gabyoall to deal with and maybe other Flying Bombs before making it to a ladder that has a weapon capsule at the top.

Making our way through and over some fire pits but watch out for the Changkey. When we get to the solid ground as we'll have a couple of flames shooting up near the boss gate. Want to time it right to get past and through the boss gate. We'll have Screwdrivers on the ceiling before reaching the other end.

Boss Information



Boss:	Fire Man	HP:	28	DLN:	007
Attack(s):					
4 [Contact] - 10 [Fire Storm]					
Weakness					
Ice Slasher					
Weapon Get					
Fire Storm					

When going against Fire Man have to be careful not to overindulge in using any attack including Ice Slasher. Using the Ice Slasher will result in Fire Man sending out a couple waves of Fire Storm at you. Timing is what you need to do during this fight even when using Ice Slasher. Using it on him and giving a bit of breathing room to do another attack as we don't need too much of Fire Storm coming at us during the fight. If doing that we could lose more health during the fight. Planning the attacks right and should be able to take him down with minimal damage done to you.

Chapter Seven: Wily Stage 1

Cast of Enemies

- Big Eye
- Flying Shell
- Kamadoma
- Killer Bomb

The start of the first Wily stage as we'll go so far before a Big Eye appears as we want it to jump as high as it can and go under it. There'll be a couple more Big Eye to deal with before we come to where we'll need to move some rocks with the Super Arm. As we do that we'll enter through as we'll see a ladder to climb. Before we do we'll have to time it right past the flames shooting up to get to it. Climb to the top then drop down on the platform then head over to the platform to the left then over to the ladder. Climb up the ladder but watch out for the Kamadoma that'll be coming towards you when you try reaching the top. Use Thunder Beam to help dispose of any before reaching the top.

Reaching the top we'll head to the right as we'll come to where we'll need the Super Arm again to get through. We'll find ourselves another ladder to climb down. Head down as there'll be a Killer Bomb and some spikes to jump over. Have to get across without the Killer Bomb knocking us on the spikes. Get across and drop down to get to the next ladder. Head down as there'll be Foot Holders that we can use to get across. This is another opportunity to use the Magnet Beam to get across. Once across there'll be a weapon capsule to refill the Magnet Beam.

Head up the ladder and you can go back down as the weapon capsule regenerated. You can keep that up to refill the Magnet Beam. Once you do head up the ladder. Use the Magnet Beam to get to the top platform then drop down to the platform to the left. Using the Magnet Beam again this time to the ladder to the top. Once there head to the right as we'll end up in the boss room.

Boss Information					
Boss:	Yellow Devil	HP:	28	DLN:	---
Attack(s):					

Weakness
Thunder Beam
Weapon Get


The Yellow Devil and probably the most difficult battle we'll have to face in the game. It'll come in a piece by piece totaling nineteen [19] altogether. This will be a fight of memorization to know when each piece will be coming where. Jumping over depending if you have to do a high jump or jump high enough for the piece that'll be coming at you. Each time that it assembles itself all the way an eye will appear as that will be the time to use the Thunder Beam on it. You'll only be able to get one hit in each time so each time know where each piece will go then jump around it accordingly. There is the pause glitch for this fight that can make it easier if you know how to pull it off. If not this fight will surely test you.

Chapter Eight: Wily Stage 2

Cast of Enemies

- Adhering Suzy
- Blaster
- Bombombomb
- Bunby Heli
- Screwdriver

The second Wily Stage as we'll have to start off by walking towards a pitfall and jumping over it. When we go about doing so we'll have to watch out for Bunby Heli as we do. We'll get so far before we end up to solid ground again and there'll be weapon capsules to grab. Watch out though as there'll be a spot in the floor that'll send us down for a fight with Cut Man.

Boss Information					
					
Boss:	Cut Man	HP:	28	DLN:	003
Attack(s):					
4 [Contact] 10 [Rolling Cutter]					
Weakness					
Super Arm					
Weapon Get					
Rolling Cutter					

This time around we aren't going to have anything to use Super Arm to throw at Cut Man so we'll have to go buster only for this fight. Best thing to do is to fire at him as much as you can. In the meantime we'll have to watch out for the Rolling Cutter if he manages to get it in before the fight is over with. After the fight head all the way to the left to fall through.

We'll be in an area like at the start of the stage as we'll get through but this time around we'll have to worry about Screwdrivers. There'll be two of them to deal with before reaching solid ground on the other side. Grab the weapon capsules for any weapon. Now we'll have to drop down not far to the left for another fight. This time against Elec Man.

Boss Information



Boss:	Elec Man	HP:	28	DLN:	003
Attack(s):					
4 [Contact] 10 [Thunder Beam]					
Weakness					
Rolling Cutter					
Weapon Get					
Thunder Beam					

Similar to the last time we fought him we'll have to bring out Rolling Cutter. Remember we don't want him to make too many hits against us or we'll have to head back to the last checkpoint before the right. Dispose of him as quickly as possible then head to the far left to drop down to get in an area like the start again. This time around we'll have Bombbomb that'll pop up from between the platforms we have to get to. There'll be a Bombbomb in each pit that we'll be going over until we get like the other areas but this time we'll have a ladder.

As we head down the ladder as there'll be Adhering Suzy and there's an extra life we can get to but we'll need the Magnet Beam for that if you chose to. Deal with the Adhering Suzy by using the Mega Buster. Once each one is disposed of it hen head to the next area. In the next area we'll have more Adhering Suzy to deal with and use Thunder Beam on this set. Drop down to the next area and there'll be more Adhering Suzy. Dispose of them then head down the ladder. The next area we'll have Blasters to deal with as we want to head to the next ladder but before we do grab the weapon capsule if you want to for any weapon. Head to the ladder and head down it. Next area we'll have a Blaster and Adhering Suzy to deal with. Dispose of them and head down the ladder. When we do we'll have the boss of the stage to deal with.

Boss Information					
Boss:	Copy Robot	HP:	28	DLN:	---
Attack(s):					
4 (shots) 6 (contact)					
Weakness					
Thunder Beam - Fire Storm - Hyper Bomb					
Weapon Get					

When fighting against the Copy Robot it can be a difficult battle as it'll try copying what you doing depending on the weapon that you have. Although with like Super Arm, for example, all it'll be able to do is run then jump if you press the action button. Best to do is use Super Arm let it run to the other side then switch over to like Thunder Beam then quickly attack it. If it manages to fire at you try to anticipate when it'll come near and jump if possible. This fight may test your patience a bit when trying to use a weapon like Thunder Beam. Knowing when to attack and when it'll attack is the key factor in beating Copy Robot. Once down it'll be onto the third Wily stage.

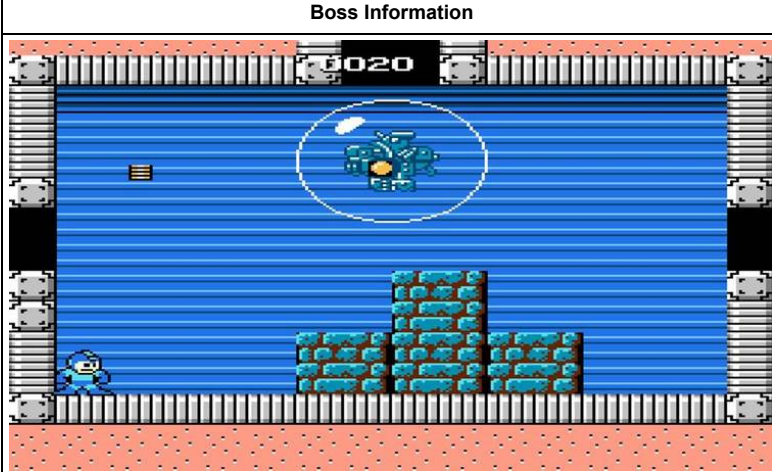
Chapter Nine: Wily Stage 3

Cast of Enemies

- Adhering Suzy
- Killer Bombs
- Pepe
- Screwdriver

Starting the third Wily Stage as we'll have a few Adhering Suzy as we'll have to move to the left. That way when the one at the top comes down it won't make contact with us. Now dispose of it and the other one. For the other, we'll wait for it to be on the right wall before we drop down. Drop down as there'll be a Screwdriver and Adhering Suzy. Dispose of the one Adhering Suzy then over to the other side. Watch out for when the Screwdriver fires. When in the clear drop down past the Adhering Suzy. In the next area, we'll have Adhering Suzy and a Screwdriver.

There'll be two Adhering Suzy that'll come your way so dispose of them. Head to the other side then head down when clear of the other Adhering Suzy and of the Screwdriver's shots. Next area we'll have a couple Screwdrivers along with an Adhering Suzy. The Adhering Suzy can be easily avoidable but go down when clear of the shots from the Screwdrivers. Now we'll want to head to the right when we drop down. Watch out for the Pepe so far before Killer Bombs start coming in. After a certain point of this we'll eventually drop down then to the boss room.

Boss Information					
					
Boss:	CWU-01P	HP:	28	DLN:	---
Attack(s):					
4 (shots) 6 (contact)					
Weakness					
Super Arm					
Weapon Get					

For this battle, there'll be a total of seven [7] CWU-01P that we'll be dealing with for this fight. For the first three, we'll want to use the Mega Buster to dispose of them. We'll want to try to dispose of them as fast as we can with little damage done to us. Watch out for when each one that you defeat the next one will come out faster going around in circles around the room. After the third one, we'll want to equip the Super Arm and use the rock formations in the room to throw at each one. Each one will instantly dispose of one of them. Once you can use the four rock formations to dispose of the last four we'll be ready to take on the last stage of the game.

Chapter Ten: Wily Stage 4

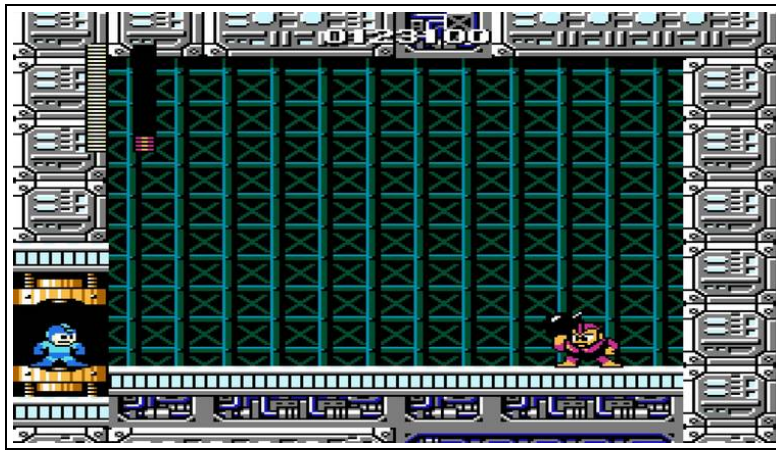
Cast of Enemies

- Screwdrivers
- Watchers

Starting the stage as we'll have to head up a ladder but we'll have to get to the highest platform to get over there safely. As we do we'll have Watchers coming up and down. So dispose of the top ones then get to the ladder and up it. Continuing upward as we'll have more Watchers to deal with before reaching all the way. Once we get to the top we'll head to the right but watch out for the Screwdrivers along the way. We'll eventually come to where we'll head to higher ground. There'll be a platform as we'll have to wait for a moving platform like in Guts Man stage to come near. Be sure to equip the Magnet Beam as we'll need it.

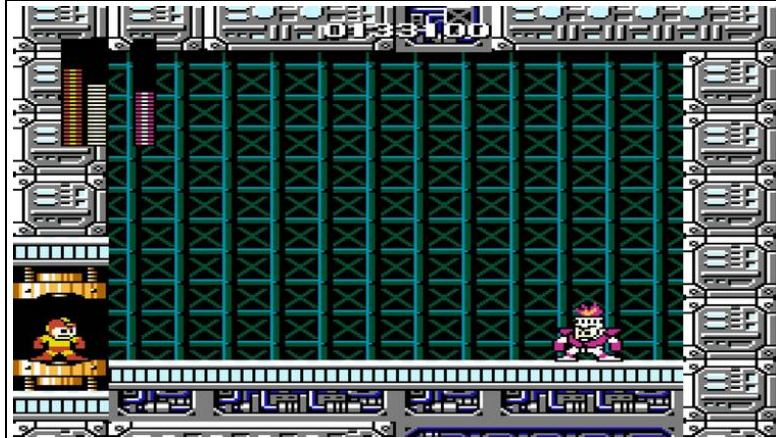
When we get to where we'll have to use it to get to the ladder. If deciding to wait for it to back to the other side then come back we can grab an extra life. Not only that but something that can refill everything. Use the Magnet Beam to get back over to the ladder and through the teleporter. It'll be time to face off against the rest of the Robot Masters but it'll be one after the other in the following order **Bomb Man - Fire Man - Ice Man - Guts Man**. Using the strategy prior we'll be able to get past them without much trouble unless otherwise.

Boss Information



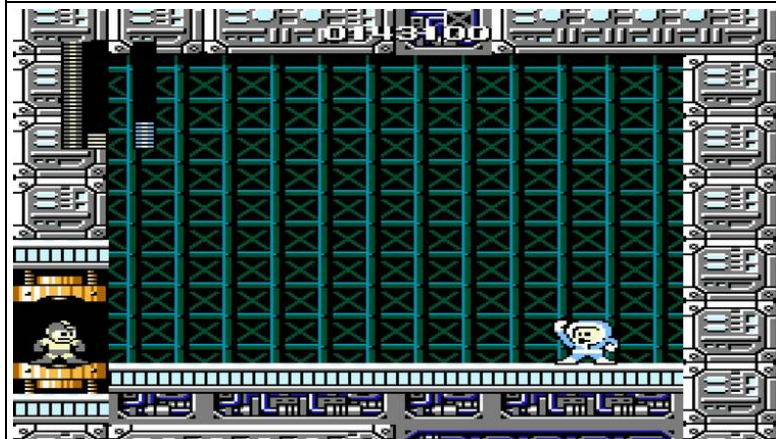
Boss:	Bomb Man	HP:	28	DLN:	006
Attack(s):					
4 [Contact] 4 [Hyper Bomb]					
Weakness					
Fire Storm					
Weapon Get					
Hyper Bomb					

Boss Information



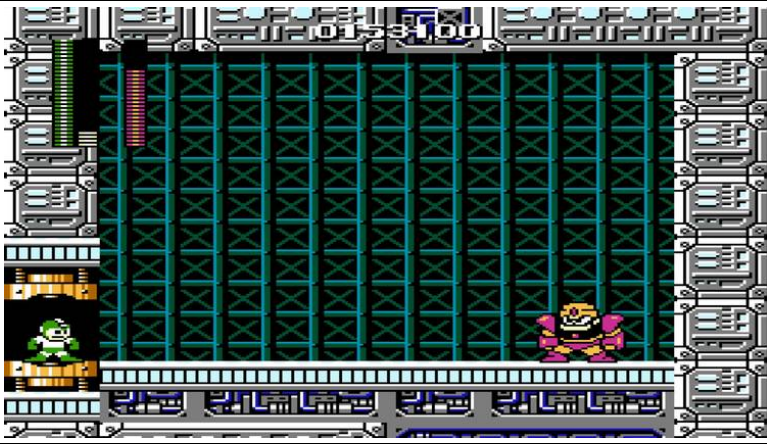
Boss:	Fire Man	HP:	28	DLN:	007
Attack(s):					
4 [Contact] 10 [Fire Storm]					
Weakness					
Ice Slasher					
Weapon Get					
Fire Storm					

Boss Information




Boss:	Ice Man	HP:	28	DLN:	005
Attack(s):					

4 [Contact] 10 [Ice Slasher]
Weakness
Thunder Beam
Weapon Get
Ice Slasher

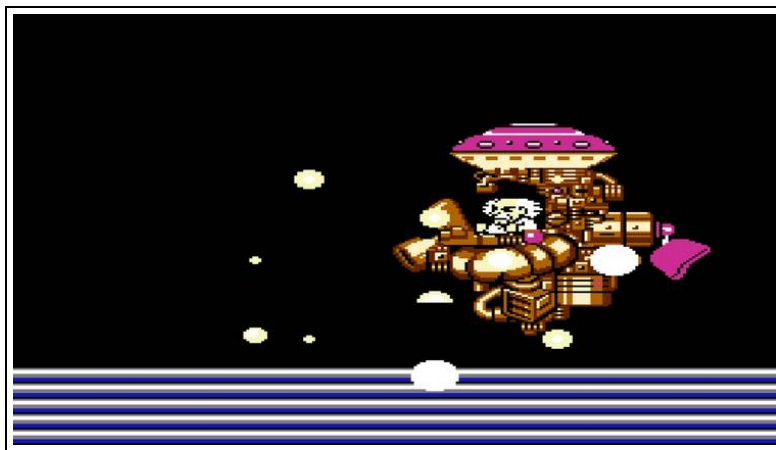
Boss Information					
					
Boss:	Guts Man	HP:	28	DLN:	004
Attack(s):					
4 [Contact] - 4 [Super Arm]					
Weakness					
Hyper Bomb					
Weapon Get					
Super Arm					

After defeating Guts Man we'll enjoy a brief breather as we can make our way to a boss gate that'll lead to Wily. There'll be a weapon capsule that we can grab for any weapon that we may need to use against Wily.

Boss Information					
					
Boss:	Wily Machine 1	HP:	28	DLN:	---
Attack(s):					
4 (shots) 6 (contact)					
Weakness					
Fire Storm					
Weapon Get					

The first fight against Wily as we'll want to be aiming for where he'll be firing projectiles at us. Wanting to know where they'll be coming out to best avoid them. Using the Fire Storm against him in the first Wily Machine. It shouldn't be too hard if managing to know when the projectiles will be coming at. Once we have taken out the first part of the fight it'll be time for the final part of the fight.

Boss Information



Boss:	Wily Machine 2	HP:	28	DLN:	---
Attack(s):					
4 (deflected shots) 6 (contact)					
Weakness					
Thunder Beam Rolling Cutter					
Weapon Get					

Same as the previous fight but we'll want to try being under where the projectiles will be coming out. Between each one that comes out head out and gets a hit in as it'll be a repeat process from there. Doing it right will bring Wily down for the count and have the game beat.



Boss Weakness

Boss	Weakness	Weapon Get
Cut Man	Super Arm	Rolling Cutter
Guts Man	Hyper Bomb	Super Arm
Elec Man	Rolling Cutter	Thunder Beam
Ice Man	Thunder Beam	Ice Slasher
Fire Man	Ice Slasher	Fire Storm
Bomb Man	Fire Storm	Hyper Bomb
Yellow Devil	Thunder Beam	----
Copy Robot	Thunder Beam	----
CWU-01P	Super Arm	----
Wily Machine 1	Fire Storm	----
Wily Machine 2	Thunder Beam Rolling Cutter	----

Contact & Disclaimer

To contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqswarhawk@gmail.com, with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have **Mega Man** in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some pictures which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the

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